

NOD 35

GREEKS VS. DROW
THE TERROR FAMILY
SECRET POLICE
and more



ROV

NOD

35

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Kalkia

The Dangerous Land

Download the hex map for this issue at <http://landofnod.blog/nod/>

By John M. Stater

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To the north and east of the Golden Sea is a land called Kalkia, a land of rocky hills and bronze-skinned warriors who suck life out by the marrow – sailors afraid of nothing, warriors desirous of nothing but glory and kings hungry for power.

All is not well in Kalkia these days, as the scourge of slavery has reared its ugly head. Slavery is nothing new to the Kalkions, of course. It is common practice among them to enslave prisoners of war and desperate families have been known to sell members into slavery to keep body and soul together. Today, though, Kalkia suffers under marauding slavers, with entire villages disappearing over night with nary a sign of where they went or who did the deed.

The culprit is the city-state of Makisto, recently fallen under the sway of a seemingly peaceful cult dedicated to Arachne, a minor goddess of weaving, but truly a front for the wicked drow and their spider goddess Lothe. The drow need slaves to unearth an ancient titan from their underground realm, and they are using Makisto to do it ... with the help of their own demonic brand of magic.

History

During the Pandiluvian Age, Kalkia was a collection of small islands covered with pine and scrub in what was then part of the much larger Tepid Sea. Many of the elder submarine races established mining operations on these highlands, traces of which can still be found today in irregularly shaped caverns filled with dank deposits of primordial sea water and the descendants of the bizarre creatures that inhabited those seas.

When the waters receded, the islands grew into swampy lowlands punctuated by rocky peaks, and then a land of rocky, sometimes jagged hills and mountains. As elsewhere, the lizardmen who ruled these lands and kept the mammalians as

slaves were overthrown and humans came to dominate the land. These humans built villages around cyclopean citadels, honing their art of war and worshipping gods such as Sabazios, Hecate and Dionysus. Quarrelsome and incapable of uniting with one another, they fell at times under the rule of the Nabu Empire, the Arcadian Empire of Dionysus (see NOD 34) and the distant Empire of Nomo (see NOD 31).

But those days are long gone. Dionysus has ascended into the heavens, his empire is gone and the Kalkions are back to fighting amongst themselves. Nomo has retreated to the north and Nabu destroyed itself in a cataclysm. If the Kalkions could find a way to work together it might be helpful, because they now face a terrible new danger.

The old women of Makisto have a quiet little cult dedicated to Arachne as a patroness of weaving. For them, the cult was little more than an informal arrangement at which they found good fellowship while they tended to their spinning and weaving. But a few years ago, things changed.

One day, Arachne appeared to the old women and offered them power and freedom from their woes in exchange for a higher form of worship. They were taken with the idea, and soon found themselves possessed by demons. With their new power, their cult spread throughout the region. Shrines to the goddess popped up in cities, towns and villages. As the cult grew wealthy, it grew powerful, initiating the grand dames of many noble families, and the queen of Makisto into its rites.

The cult now conducts slave raids with the vessels of Makisto throughout the Golden Sea region. The ships are hidden from sight with demonic magic. They slip down the Axis River unseen and unheard and drive onto shore to collect slaves that have been hypnotized by the strange mists that flow from the shrines of Arachne by night. There are no battles, just unfortunate people sleepwalking into a life of slavery.

These ships then return to Makisto, where some of the slaves are sold at market to support the cult, and others are sent upriver to Koskalia, the kingdom of the drow, where they are cruelly used to excavate an ancient titan. If the titan can be awakened with a dose of nectar, he may well lead the drow to a glorious conquest of the surface world.



Regions

Arcadia | Woodlands

STATISTICS

Population 3,252

Major Settlements None

Dungeons None

Animals Aurochs, bear, beaver, boar, deer

Plants Cypress, pine

Farming Barley, beans, cattle, horses, olives, sheep, wheat

Mining None

Arcadia is a primeval wood land of pines and cypresses, scattered with cool pools and inhabited by elves, gnomes, satyrs, centaurs, dryads and nymphs amongst other things. Once the home of Dionysus, it continued for a time as the focus of a large empire that stretched along the Golden Sea Coast and well into Hyrcania. In due time mismanagement – the fey are too chaotic to effectively govern an empire – destroyed the empire and its constituent states regained their independence.

Arcadia is now controlled by the dark elves that dwell beneath the Ourean Mountains. The centaurs and satyrs still roam the

woodland as rebels and brigands, but most other fey creatures have either left, were killed or enslaved or are in hiding.

Random encounters are rolled on the following tables,

Northern Arcadia

3d6	Random Encounter
3	Deer, giant (1d12)
4	Satyr (1d8)
5	Will-o'-wisp (1d3)
6	Owlbear (1d6)
7	Elf (3d6)
8	Grig (2d6)
9	Dryad (1d6)
10	Bear, black (1d3)
11	Drow (1d8)
12	Ettercap (1d2)
13	Leopard (1d4)
14	Hag, Green (1d3)
15	Spider, giant (2d6)
16	Boar, giant (1d6)
17	Wolf (2d6)
18	Centaur (2d10)

Southern Arcadia (Nysa)

3d6	Random Encounter
3	Centaur (2d10)
4	Wolf (2d6)
5	Brownie (3d6)
6	Will-o'-wisp (1d3)
7	Owlbear (1d6)
8	Unicorn (1d4)
9	Grig (2d6)
10	Bear, black (1d3)
11	Dryad (1d6)
12	Leopard (1d4)
13	Elf (3d6)
14	Sprite (3d6)
15	Boar, giant (1d6)
16	Satyr (1d8)
17	Deer, giant (1d12)
18	Treant (2d10)

Golden Coast | Highlands

STATISTICS

Appearances NOD 4 (2010)

Population 1,452,500

Major Settlements Akelos (3727), Argis (4/5013), Delphyna (1311), Eudae-mon (3746), Lithr (4/7215), Makisto (5531), Palah (4/7502), Utya (4/6503)

Dungeons Ancient Hall (0304), Blue Cyclops (1003), Bronze Temple (6544), Green-eyed Monsters (0312), Yawning Cave (4/5332)

Animals Bear, beaver, boar, leopard, lynx, sheep, spotted lion, tiger, wolf

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

Farming Apple, barley, blueberries, broccoli, chamomile, dates, figs, galan-gal, geese, goats, grapes, hackberries, honey, olives, pistachios, rye, sheep, silphion, timber, turnips, watermelons, wheat, wine, zucchini

Mining Copper, emeralds, gold, iron, rock crystal, salt, sard, silver, zinc

The Golden Coast consists of a large range of highlands bordering the Golden Sea. The highlands are as rugged as those of the Wyvern Coast to the southwest, but receive more rainfall and thus support more vegetation. The coasts have the thickest woods, including forests of date palms, sycamores and pistachios. The hinterlands have smaller copses of bay laurels, hazels, lindens, maples and spruces. Animal life is also more plentiful on the Golden Coast, with the most common predator being a breed of lanky, golden-furred wolves. The highlands are pocked with dozens of artesian wells and bubbling springs. They are rich in deposits of gold, copper, tin and zinc.

Random encounters are rolled on the following table:

3d6	Random Encounter
3	Cyclops (1d8)
4	Centaur (2d10)
5	Nymph—Maenad (1d6)
6	Panthera (1) - see <i>Monsters II</i>
7	Human—Bandit (3d6)
8	Ram, giant (1d3)
9	Gnoll (1d6)
10	Bear, Black (1d3)
11	Human—Trader (3d6)
12	Dwarf (3d6)
13	Human—Warrior (3d6)
14	Gorgon (1d4)
15	Satyr (1d8)
16	Wolf (2d6)
17	Hippogriff (2d8)
18	Giant, hill (2d6)

Amathos: Amathos is a region of low hills that abut the Akelos River from its source in the Ourean Mountains to where it spills into the Golden Sea. The elevation of the valley gradually

increases from the joining of the Akelos and Axis Rivers to the mountains. The valley is dominated by the city-state of Akelos, known for its mercantilism and seamanship.

Hamazakaran: Hamazakaran is a range of dry, low hills situated north of the Sangarius River. They are a blending of the foothills of the Sturmdrang Mountains to the west and the highlands of the Golden Coast. The broad gullies between the reddish hills support scrub and grasses. The land was once the home of hobgoblins. The red amazons and Hyrcanian nomads of the steppe interbred with them to create the Hamazaks.

Kedônia: Kedônia is a valley that connects the coast with the woodland of Arcadia. It is bisected by the Axis River and features a large fertile plain on which is situated the city-state of Makisto. Makisto is now the center of the Arachne cult and thus of the new slave trade of the drow.

Litosia: Litosia is a rugged country with sparse vegetation. It supports the city-state Eudaemon. The Litosians are more warlike and prouder than the average Kalkion (if that's possible), largely because their region has never been conquered by an outside force, though the empires of Arcadia and Nabu both tried. South of Litosia there is a grassland called Marru inhabited by a people with whom the Litosians have often battled.

Lykonian: Lykonian is a small land adjacent to Litos, but more rugged and barren than those rolling plains and hills. The country's primary inhabitants are werewolves, and there are those who claim that Lykonian was the home of the first werewolf, the eponymous and maybe mythical King Lykon who was cursed with lycanthropy by the gods after he murdered his wayward daughter with a pack of wolves. One in six random encounters in Lykonian should be rolled on the following table:

D6	Encounter
1-4	2d6 wolves
5	1d6 worgs
6	1d6 werewolves

Pistaki: Pistaki is a large island dominated by pistachio trees, thus its name. The island is a continuation of the Ourean Mountains with a channel that some claim was dug by titans when they holed up on this island for their last stand. Pistaki is only sparsely populated, and mostly serves as a base of operations for the pirates that plunder the Golden Sea.

Varena: The northeast coast of the Golden Sea was once united as a single kingdom called Varena. The kingdom was conquered by Dionysus on his march to Hyrcania, and was split into three provinces centered on the towns of Delphyna, Barbaria and Trapezium. With the death of the Arcadian Empire, these provinces established themselves as three smaller king-

doms, each feeling very sure that it was destined to reunite its wayward sisters into a single Kingdom of Varena once again. The three kingdoms are fairly evenly matched, so the dream of Varena shall remain a dream.

Golden Sea | Aquatic

STATISTICS
Appearances NOD 4 (2010)
Population 933
Major Settlements None
Dungeons Bloody Bunker (0120), Zetan Tomb (4/7135)
Animals Crab, jellyfish, porpoise, sea turtle, shark, sperm whale
Plants Seaweed
Mining Gold

The Golden Sea is a deep body of water that connects to the Tepid Sea via the Strait of Sabaz. Despite its depth, the Golden Sea is fairly calm, and much of the outer reaches of the sea is shallow, allowing easy navigation by galleys. The sea got its name for the deposits of gold on its shores.

Random encounters are rolled on the following table:

3d6	Random Encounter
3	Triton (3d6)
4	Giant, Storm (1d8)
5	Harpy (2d6)
6	Troll—Scrag (1d6)
7	Sahuagin Wereshark (1d6)
8	Mermaid (3d6)
9	Human—Trader (3d6)
10	Octopus, Giant (1d4)
11	Nymph—Nereides (1)
12	Human—Pirate (6d6)
13	Locathah (3d6)
14	Sahuagin (2d6)
15	Sea Serpent (1)
16	Zwunker (2d12)
17	Shark, Large (1d8)
18	Roc (1d10)

Keatish Steppe | Grasslands

STATISTICS
Population 103,958
Major Settlements Vosk (2906)
Dungeons Beneath the Burrows (5610), Deadly Temple (5405), Maze of Silk (3306)

Animals Antelope, axe beak, boar, camelopardis, cheetah, elephant, hyena, indricothere, leopard, lion, rhabdodontid, spotted lion, tiger, vulture, wolf

Plants Grasses, shrubs

Farming Barley, horses, sheep, wheat

Mining Gold

The Keatish Steppe is the southern reach of the larger Hyrcanian Plateau. Although the Keatish Steppe is nearer the water than the Hyrcanian Plateau proper, it is drier because it is located beyond the Ourean Mountains and near the Cradle of the Sun.

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)

Keats: The Keats are the southern nomads of the steppe, related to both the Hyrcanian nomads and the Kalkions of the coast. They are a grandiose people with grandiose dreams; lovers, fighters and poets known for their brass war horns.

Nabu Desert | Wasteland

STATISTICS

Appearances NOD 1 (2010), NOD 3 (2010), NOD 32 (2017)

Population 18,439

Major Settlements Besopolis (3.5716), Brudos (3.6207), Nixor (3.5716)

Dungeons Anchorage (3.5022), Ancient Saucer (3.6621), Citadel of the Black Panther (3.6719), Crypt of Solitude (3.6130), Dry Seabed (3.5826), Ghoulis Monolith (3.6405), Glowing Tower (3.5909), Grotto of the Torturers (3.5937), Maze of the Cat's Eye (32.0545), Ruined Academy (3.5243), Ruined Fort (3.7020), Shattered Pyramid (3.7616), Temple of Bast (3.5628), Tower of Madness (1.3939)

Animals Bat, jackal, lizard, scorpion, spider, viper, weasel, wolf

Plants Not many

Farming Cattle, figs, honey, goats, horses, mandrake, tiger nut root

Mining Cinnabar, iron, salt, sandstone

Nabu is a sand sea desert that stretches from the Golden Coast in the north to the savanna of Pwenet in the south, and from the Wyvern Hills in the west to the Great Yamas in the east. The desert was once a lush garden and the location of the Nabu Empire. The empire's emblem, a double-headed phoenix, is often found on ruined monuments. It is said that the last empress of Nabu, Nerotis, brought ruin down upon her empire by way of her dark sorcery. Remnants of the Nabu civilization now lie beneath the desert sands, or wander it as beastmen or nomads.

During each week of traveling through the Nabu Desert there is a 1% chance that adventurers come across a small piece of desert glass. This glass is pale yellow in color and can be cut like a gemstone. This yellow glass is valued at around 10 gp for a normal-sized piece. It is said that especially large chunks can be cut into crystal balls. These crystal balls cost half as much to craft as normal crystal balls, but they are haunted by images of despair and misery that slowly drive the user insane.

Random encounters are rolled on the following table:

3D6	Random Encounter
10	Mummy (1d12)
8	Dragonne (1d6)
7	Basilisk (1d6)
6	Androsphinx (1) or Gynosphinx (1d4)
5	Ghoul (2d6)
4	Serpopard (1d6) – see NOD 16
3	Human—Bandit (3d6)
2	Drakkar (1d8)
3	Hag, desert (1) – see NOD 3
4	Jackalwere (1d6)
5	Criosphinx (1)
5	Human—Berserker (3d6)
6	Tiefling (1d8)
7	Lamia (1d4)
9	Hieracosphinx (1d6)
10	Scorpion, giant (1d12)

Bandits: Many bandit tribes dwell in Nabu, most being bands of exiled thugs from Ibis or Ophir. The bandits wear leather armor or thick robes and carry scimitars, lances and light crossbows. They ride swift golden horses. Bandits are led by sergeants and captains who wear chainmail and carry long swords, crossbows and shields. There is a 1 in 6 chance they are accompanied by a priest with magic use (Cleric 2).

Berserkers: The berserkers of the desert are yellow-robed zealots searching for artifacts of ancient Nabu. They arm themselves with curved two-handed swords and ritually scar their bodies with magical glyphs and formulae, in particular the infamous “yellow sign”. The leader of zealots is protected by six sergeants with maximum hit points, and usually has magic use (Cleric 3).

Drakkars: The blue drakkars of the desert are hardy nomads that hunt and gather aromatic substances from the plants of the desert. They value the yellow desert glass above all things, and use it in bizarre rituals dedicated to Apophis, demon prince of dragons. Drakkars wear no armor and arm themselves with curved two-handed swords and three javelins. They are led by warlocks with magic use (Magic-user 2).

Tieflings: Tieflings have wandered Nabu for ages, both near their fortress of Per-Bael, and further afield. Tieflings are armed with short bows of laminated horn and two scimitars, or a scimitar and hooked pole arm. Warriors wear leather or ring mail armor while leaders wear chainmail and carry brass shields. The tieflings are usually led by anti-clerics.

¹ New monster, see below

Ourean Mountains | Mountains

STATISTICS

Population 245,823

Major Settlements Kolaskia (7020), Pygmaios (7724)

Dungeons Drakhold (6517), Drow Outpost (7215), Jelly Eye (4648), Speckled Steps (5745), Temple of Lothe (6822)

Animals Bats, eagles, goats, lynx, owls, sheep, spiders, vultures, wolves

Plants Silver birch, spruce

Farming Cave cattle, fungus, geese, goats, honey, root vegetables, rye, sheep, wheat

Mining Diamonds

The Ourean Mountains are an offshoot of the Great Yama range, reaching out into the Hyrcanian Steppe and holding within their confines the valley of Arcadia. Although not as tall as the Great Yamas, they are a formidable range. The Oureans are littered with medicinal springs. Each of the mountains within the range is a minor divinity in its own right, tended and worshipped by the mountain fey.

Random encounters are rolled on the following table:

3d6	Random Encounter
3	Bear, black (1d3)
4	Ram, giant (1d3)
5	Hobgoblin (3d6)
6	Medusa (1d4)
7	Hawk Man (3d6)
8	Human—Trader (3d6)
9	Chimera (1d4)
10	Arrowhawk (1d6)
11	Basilisk (1d6)
12	Harpy (7)
13	Nymph—Oread (1d6) from <i>Monsters II</i>
14	Eagle, giant (1d12)
15	Giant, fire (1d6)
16	Giant, hill (2d6)
17	Cyclops (1d8)
18	Giant, stone (2d6)

Rivers | Aquatic

Numerous rivers flow into the Golden Sea from the mountains and hill of Kalkia. The largest are the Akelos [4915, 5522], Axis River [5724, 7150, 7324, 7332, 7337, 7540, 7545], Lytis River [4837] and the Sangarius River, which originates to the north in Hyrcania. Smaller rivers are the Charumenos [3116], Ptos [5034], Taxys [2818], Thymos [5645] and Yperyth [2012].

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

¹ Pirates crew 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.

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

³ 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.

⁴ Muggers crocodiles; males are 13' to 16' long, females smaller.



Peoples

Centaur

Centaur are relatively common in Kalkia, having ventured out from Arcadia with Dionysus in his wars of conquest long ago. While it is not uncommon to meet a centaur in human villages, towns and city-states, often working as physical laborers or warriors, they also form their own communities in the wild, either as nomadic hunter-gatherers (hunter-partiers may be more accurate) or in small herding villages.

Faun

Any region with a large population of satyrs is likely to have an even larger population of fauns, who are human-satyr cross-breeds and their descendants. Like centaurs, they are fairly common throughout the human settlements of Kalkia. While the fauns are appreciated for their musical ability and humor, they are also regarded as vulgar, and thus find entry into the higher levels of society difficult.

Gnome

Gnomes have lived around the Golden Sea for as long if not longer than humans. Their numbers were especially thick in Arcadia before the coming of the drow, but they were never shy about leaving their woods to adventure among humans.

Hamazaks

The Hamazaks are a tribe of people descended from the red amazons that once dominated the Golden Coast and hobgoblins. While the Hamazaks are not 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

Kalkions

Kalkions are swaggering, magnificent, wonderful, terrible people. Bronze or olive skinned, usually with black hair, but hair color can range from strawberry blonde to auburn and fiery red, they have strong noses, thick eyebrows and tend to be a bit shorter than the average human.

The Kalkions are argumentative and dramatic, but seem to have a short memory when it comes to most disagreements. Fist fights and wrestling are not uncommon, but rarely end in serious injury. When blood feuds do develop between families, usually over rank insults or the stealing of wives or husbands, they are intense, deadly and last for generations.

The people of Kalkia glory in war and rhetoric. If they are not fighting (or preparing to fight), they are giving speeches and singing songs explaining why they should be. Everything with the Kalkions is competition for the sake of competition, which outsiders eventually find tiresome and which, frankly, has done little to advance the Kalkion society or prosperity. Still, they do well in their enclaves and they love their city-states. They have known conquest over the centuries, but have endured and survived their conquerors.

Kalkion dress is usually simple and subdued. Men wear tunics, loincloths and sandals, and sometimes robes. Women wear tunics or longer gowns and sandals. Men and women anoint their hair and feet with scented oils and adore jewelry. Most men and women carry daggers at all times, both for defense and as tools. While physical violence is not frowned on by the Kalkions, drawing a dagger escalates a situation and usually results in the crowd subduing both parties and calling for the watch to keep blood from being spilled.

Kalkion armies are armed as follows:

D%	Unit
01	Centaur Toxotai—Short bow, short sword
02-11	Ekdromoi (AC 12)—Shield, spear, short sword
12-61	Hoplite (AC 16)—Breastplate, shield, spear, short sword
62-71	Peltastes (AC 11)—Buckler, javelins (3)
72-76	Pezhetairos (AC 14)—Leather, shield, pike, short sword
77-86	Prodromoi—Light warhorse, leather, longsword, javelin (3)
87-96	Thorakitai (AC 16)—Mail shirt, shield, spear, javelin
97-00	Toxotai—Short bow, short sword

Kalkion armies are organized around their hoplites, or heavy infantry. Opposing hoplites, after perhaps harassed by light infantry and cavalry, line opposite one another and then smash into one another, attempting to push through the opposing line to scatter it. A broken line was then chased down by lighter troops. Relatively few casualties were taken in these fights, but were usually from among the aristocracy of the city-state, and thus costly to it.



The basic unit of the Kalkions is the sworn band of soldiers (*enomotia*), consisting of two to four files of troops, each file (*stichos*) consisting of 8 to 16 warriors. An *enomotia* is commanded by a *dimoerites* with the assistance of a *decadarchos* and two *decasteroe*. A *lochos* is an organization of four to thirty-two *enomotias* under the command of a *lochagos*. Multiple *lochoi* are organized into a *taxis* under a *strategos*.

Using a file of 10 warriors to make the math easier, a city-state's hoplites might be organized into 15 files, or five *enomotia*, or a single *lochos*. A particularly large city-state or an army of allied city-states would likely be commanded by a *strategos*.

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.

Arcadia

	Winter	Spring	Summer	Fall
Freeze	1-2	-	-	-
Cold	3-6	1-2	-	1-2
Mild	-	3-6	1-5	3-6
Warm	-	-	6	-
Hot	-	-	-	-
Rain	30%	30%	25%	25%

Golden Coast

	Winter	Spring	Summer	Fall
Freeze	-	-	-	-
Cold	1-3	1	-	-
Mild	4-6	2-6	1-5	1-6
Warm	-	-	6	-
Hot	-	-	-	-
Rain	40%	25%	10%	25%

Great Yamas

	Winter	Spring	Summer	Fall
Freeze	1-3	1	-	-
Cold	4-6	2-3	-	1-3
Mild	-	4-6	1-5	4-6
Warm	-	-	6	-
Hot	-	-	-	-
Rain	30%	50%	45%	45%

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%

Ourean Mountains

	Winter	Spring	Summer	Fall
Freeze	1-2	-	-	-
Cold	3-6	1-3	-	1-2
Mild	-	4-6	1-5	3-6
Warm	-	-	6	-
Hot	-	-	-	-
Rain	40%	30%	15%	25%

Nabu Desert

	Winter	Spring	Summer	Fall
Freeze	-	-	-	-
Cold	1-2	-	-	-
Mild	3-6	1-4	1-2	1-4
Warm	-	5	3-4	5
Hot	-	6	5-6	6
Rain	0%	0%	0%	1%

Hex Contents

0102. Melee | Monster

A Hamazak warrior on a palfrey mare is fighting here with two Kalkion traders. The traders' mules have fled into the brush, and one trader is now on death's door. The Hamazak, Alibra, has ruddy skin and long black hair held back in glass and brass beads. She wears a mail shirt and wields a horseman's axe. Her lance has snapped. The traders are Rilos and Kolos, both veterans of many battles, who were trying to earn enough money to throw a feast for Rilos' daughter, who is getting married in two weeks. They wear chainmail and carry shields and spears. They are carrying pelts worth 300 gp from the steppes to the city-state of Delphyna [1311].

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

Alibra the Hamazak, Medium Humanoid: HD 1+1; AC 17; ATK Axe (1d6+1) or composite bow (1d6+1); MV 30; SV 16; AL N; XP 50.

0104. Messenger | Wonder

A skeletal antelope is loping through the hills here. It was sent by the necromancer Arkhentos [0902] with a message for his old rival at the Temple of Hecate [NOD 4, 6906]. The message is a challenge to Eurenne, high priestess of Hecate, to face the Blue Cyclops [1003]. He now holds three of Eurenne's sisters. The message is contained in a *magic mouth* on a large piece of obsidian that is rattling around in the antelope's skull.

0106. The Forge on the Hill | Monster

The sound of steel on steel is ringing through the gullies of this hex. Some adventurers might mistake it for a battle, but a dwarf or gnome will surely know it is the sound of a sword smith at work. In this case, it is the kabeiride Meneroei forging a magic sword for Queen Ctimia [0908]. Her forge is located atop a hill within a circle of menhirs. She has kindled the fires of chaos from a circle of skulls, and is hammering with a hammer of law – the mingling of law and chaos creating the necessary conditions for enchanting the longsword she is crafting.

In the gully beneath the hill are encamped three Hamazak warriors, waiting for the sword to be finished so that they can carry it home to their mistress. The Hamazaks are roasting a wild pig and drinking wine from dusty amphorae half-buried in the base of the hill, once offerings to the hill's genius. They are mildly drunk and as aggressive as is normal for their kind.'

Treasure: 6,000 cp

Meneroei, kabeiride, 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), blinding beauty, *heat metal* gaze; SP—dimension door •

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

0109. Scisae | Town

DEMOGRAPHICS

Urban Population 770

Rural Population 6,160

Race Human (93%), Hamazak (3%), Gnome (4%)

Religion Herakles, god of strength (CG)

Alignment Neutral

Scisae is a rambling market town whose existence is a testament to the greed of its merchants and their willingness to pay tribute to the Hamazaks to keep them from destroying it. The town has 20' high walls with battlements and square towers patrolled by thirty archers. Twenty hoplites, exiles from other city-states, guards the town's citadel and its ruling tyrant, Kephea, a woman of Arcadian extraction who descends from Dionysus' ancient legions.

Aside from caravan traffic, the merchants of Scisae make their coin mining greenstone from the hills and working it into objects of art. The town is surrounded by farmland and olive orchards and pastures on which graze sheep. The Hamazaks use Scisae as a marketplace, arriving once a month to grab supplies and sell whatever booty they have taken and do not want to keep. Thieves are thick in Scisae at these markets – not to steal from the Hamazaks, of course, but rather to buy stolen treasures in the market. When Hamazaks are in residence the spiced wine flows freely and sensible folks get out of town for the duration to avoid the fights.

0113. When Horses Fly | Wonder

A suit of chainmail barding has washed ashore here. It is tangled with seaweed and smells of the sea. The faceplate of the armor has a wing motif around the eyes. When the barding is placed on a horse, it proves to be *+1 barding* and transforms the horse into a pegasus. Naturally, it becomes more difficult to handle the creature once it is no longer a horse.

0120. Bloody Bunker | Dungeon

A concrete bunker lies at the bottom of the sea here, its stainless steel door sealed tight. The door can only be opened easily from the inside, by using a wheel attached to the door. Magic is otherwise necessary to open the door, though one might also shatter the thick glass bubble atop the bunker.

The bunker is flooded with water, as it was used by the sinister squid men from the Astral Plane as a forward base for observing the world of Nod for future conquest.

The doors in this complex are all made of stainless steel and all of them are locked. Each has three holes in a triangle pattern. By inserting three steel rods into these holes and turning them at the same time, the door can be opened.

A) A control room with various dials, pipes, gauges and crystal screens. There are two dead squid men here, their blood coating the ceiling. They are terribly mangled. An image disc on one wall portrays a “constellation” of dots that represent an eclipse and conjunction of planets that marks the day upon which their invasion of Nod begins. There is also an atlas of the Golden Sea region engraved onto silver plates – the atlas is worth 300 gp and weighs 10 lb.

B) This guard room holds three dead squid men that have been torn to shreds. The glass bubble in the ceiling is marked by the dotted line. All three had three steel rods that are used as keys for the doors in this complex.

C) This armory holds six spears and a dozen spear guns (treat as light crossbow).

D) This was a supply room, with twenty canisters of preserved food (inedible to natives of Nod) and seven canisters of black liquor that act as Poison III to natives of Nod. The keyholes in this door have been jammed with the end of a spear, and two surviving squid men are hiding within. They can tell people that the slaughter of their people happened five days ago by something that came through their communication portal.

Squid Man, Medium Monster: HD 5; AC 10; ATK 4 tentacles (1d4) or slams (2d4); MV 20 (S60); SV 14; AL LN; XP 1500; SA—Immune (confusion, fear, insanity), resistance (cold), true seeing

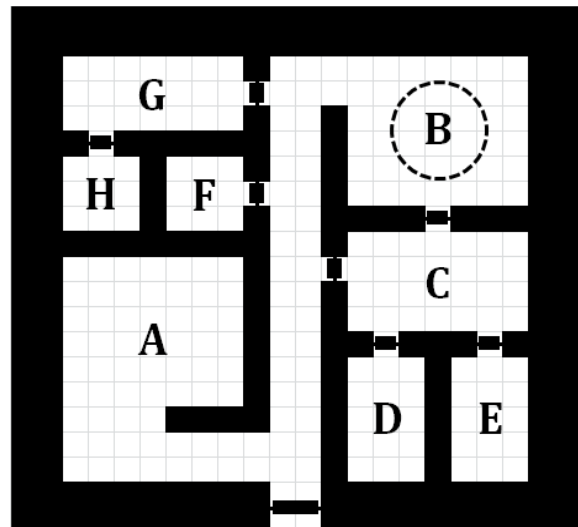
E) As in [D], but without the squid men.

F) A squid man privy. A dead squid man apparently tried to hide here, but had its head torn from its body.

G) This was the bunker’s portal room. A large ring is placed on the wall opposite the door. The ring is made of molybdenum. Controls on one wall cause it to vibrate and spin, opening a portal to the world of the squid men through which small, inanimate objects and communications can be sent. The last time it was opened, a counter vibration created by the kith-yin sent a Class II demon through the portal to slaughter the squid men. The squid man leader is here, dead. He managed to lure and seal the demon into [H] but died in the process.

H) The Class II demon is locked in this room. A treasure of 2,000 cp, 4,100 sp and a silver band embossed with dancing squid men and sea anemones is kept here in three sealed metal cylinders, each one locked.

Class II Demon, Medium Outsider: HD 9; AC 22; ATK 2 claws (1d3), bite (3d6); MV 20 (S40); SV 12; AL NG; XP 1800; SA—MR 55%, immune (electricity, poison), toxic skin, summon Class II demon (20%); SP—Cause fear, darkness, detect invisibility, levitate, mind blank •, psychic crush •, telekinesis (300 lb.), teleport without error, thought shield •••



0136. The Rebel | Stronghold

Just off the coast in this hex, in view of the reeds and crocodiles, there stands a tall beacon tower, square in footprint and rising 300' into the sky. It is topped by a great torch that shines day and night, supplied with flammable gas pumped in from the nearby swamp via bronze pipes. The fire emerges from the upraised hands of an idol of Ra, and it is to the great sun god that this beacon was dedicated 800 years ago. The tower is constructed from white marble, with wooden doors clad in beaten brass bearing Ra's symbol.

The tower is the home of Nanafer, a priestess of Ra. Nanafer has dusky skin and pearl lips, and large eyes of a dark brown color that mark her as of the ancient royal blood. She remembers a time when the gods and goddesses of old Nabu held sway over the city-state of Ibis, of a time when the wizards and scientists knew their place. She not only dreams that this shall come to pass once again, but demands it.

To launch her rebellion against Queen Beshava she has assembled an army of 120 men-at-arms, 30 of them bunking down in the tower and the other 90 on three galleys that are anchored near the tower. She also commands 120 peasants who work as fishermen and hunters. The peasants are guided by her three acolytes, Tabany, Nofre and Mahabu, and the warriors are commanded by her junior priest, Tahay.

The women are all completely dedicated to the gods and to their cause, but they are no fools. They well know how powerful Queen Beshava and her army is, and know they need an ally that is not only powerful, but also capable of rallying the support of the common folk of Ibis to their side. They have already hired another 200 mercenaries from Litosia, who are scheduled to arrive next spring. In the meantime, they seek adventurers to comb the marshlands for the tomb of King Ikhsos, the second priest-king of Nabu and a devotee of Ra. Legend says that Ikhsos is destined to awaken from death's slumber to bring the empire of Nabu back from the ashes.

Treasure: 3,100 cp, 1,200 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Acolyte, Human Cleric: LVL 1; HP 6; 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.

Tahay, Human Cleric: LVL 3; HP 7; AC 15 (scale, shield); ATK footman's mace +3 (1d6+2); MV 30; SV 15; S16 I7 W13 D10 Cn11 Ch7; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—None.

Nanafer, Human Cleric: LVL 9; HP 51; AC 18 (+1 breastplate, shield); ATK Footman's mace +3 (1d6-2); MV 30; SV 12; S5 I11 W14 D13 Cn16

Ch8; AL LG; XP 900; Special—Conversion, healing, turn undead, spells per day (6/4/3/2/1); Gear—*Scroll of protection from lycanthropes, amulet of proof against detection and location*

0145. Wailing Hermits | Wonder

A gorge snakes through the desert in this hex. Sand seeps down the sides and piles in the depths. The walls are creamy white striated with amber and orange, and natural columns of a similar coloration rise from the floor of the gorge to nearly reach the same height as the walls. Religious hermits, naked save for loincloths and headdresses of hawk feathers, lie prostrate atop these columns, sounding ram's horns to communicate with one another in a musical code. One might expect they are praying or communing with the gods, but they are mostly just gossiping with one another. The hermits will not speak.

Hermit, Medium Humanoid: HD 3; AC 10; ATK Staff (1d4); MV 30; SV 15; AL CN; XP 300; SA—Magic use (D3)

0148. In the Clover | Monster

A giant lizard is feeding on desert clover in a shallow, dry creek bed that is now muddy after a recent rain. The lizard is cool and sublime in his bed of clover, and will not react well to the intrusion of pesky adventurers.

Giant Lizard, Medium Animal: HD 3; AC 15; ATK Bite (1d8); MV 30 (S30); SV 15; AL N; XP 150; SA—None.

0210. Beauty Salon | Monster

Three female titans, Allas, Prisbe and Iras, are sitting on conjured thrones getting their hair done by a dozen gnomes. The gnomes have scaffolding and pulleys, and are scurrying about with much rapidity and no small amount of terror at displeasing the demigoddesses. Jars of scented oil, silk ribbons and golden bejeweled combs are scattered about, all guarded by the gnomes' yipping corgis. Upon seeing the adventurers, Prisbe declares, "How delightful – entertain us you lovely little worms," and entertainment is expected on pain of death.

Treasure: 26 gp, small agate

Gnome, Small Humanoid: HD ½; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—Audible glamer •, dancing lights •, prestidigitation •

Titan, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12); MV 40; SV 7; AL CE; XP 10500; SA—MR 60%, immune (mind effects), magic use (C7, M7); SP—Confusion •••, ego whip •••, mind thrust •••, psychic crush •

0229. Yaanum | Monster

The pearl dragon Yaanum maintains his fortress in this hex, a stronghold that floats below the surface of the water that is at once ice and a psychic matrix of discipline. Yaanum dwells at

the center of this stronghold, maintaining it with his mind in a sublime meditation while psychic constructs (treat as ice men) scamper about doing routine maintenance and seeing to the needs of guests and prisoners.

Treasure: 19,000 gp, 3 +1 bolts, wand of sleep [8 charges], ring of climbing and a potion of charm person

Ice Man, Large Elemental (Water): HD 8; AC 17; ATK 2 slams (1d8 + 1d6 cold + crippled); MV 20 (S60); SV 13; AL N; XP 2400; SA—Immune (cold), resistance (slashing and piercing weapons), vulnerable (fire)

Pearl Dragon, Large Dragon: HD 7 (28 hp); AC 17; ATK 2 claws (1d6), bite (1d8); MV 20 (F100); SV 13; AL N; XP 2100; SA—Immune (cold, sleep), telepathy 1 mile, summon 1d6 orcas (50%), implant phobia; SP—ego whip •, E.S.P. •••, psionic blast •

0239. Mummy Rats | Monster

A large mummy tromps through the marshland here, pushing its way through the reeds in search of souls to steal. The mummy is actually a “shell” filled with 13 weird necrotic rats with sleek black fur and green, evil eyes.

Mummy Rat, Small Undead: HD 1; AC 13; ATK Bite (1d3 + 1 energy damage); MV 30 (C20); SV 16; AL N; XP 100; SA—Eye rays (3/day, 30', save vs. disease), turn into swarm of normal rats (1/day)

0242. Jackal Idol | Wonder

A windswept canyon in this hex ends in an evil jackal idol carved from the living sandstone. The idol holds a large emerald, which, if taken, causes unquenchable hunger in the thief (lose one point of constitution today) until the emerald is returned and the thief's hand is taken. Ghostly jackals appear to hunt the thief, and the aforementioned means of lifting the curse is carried in a hollow voice on the wind. The curse can also be lifted by summoning the jackal god, who appears as a giant green jackal, and defeating it in single combat, or by having the curse lifted by a cleric of at least 10th level.

Jackal God, Large Outsider: HD 11+3; AC 18 [+1]; ATK Bite (2d8 + trip + 1 energy damage); MV 40; SV 16; AL NE; XP 5,500; SA—MR 35%, shadow form at will (incorporeal, immune to negative energy, 1d6 damage from light, 2d6 from daylight), howl 3/day (save or sickened), automatically bestows curse on whatever creature kills him, creatures killed by his energy damage rise as shadows under his control

0304. The Ancient Hall | Dungeon

Atop a flat hill in this hex are the ruins of a temple. The temple floor, composed of white marble, supports 30 tall columns and a deep pit into which human sacrifices were once thrown to the hungry gods (ghouls) that dwell beneath the hill. Hamazaks sometimes come here to make sacrifice. The place is untended, but those who linger too long without sacrificing are attacked by the columns, which animate like massive tentacles

(20' long). They attempt to grab people and throw them into the pit, wherein they find themselves in a grisly dungeon filled with ghouls and other undead.

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

0307. Heavy Hoard | Wonder

A skeleton lies in the grass in this hex. It is bedecked with numerous rings, bracelets, chains and necklaces worth at least 1,000 gp. Other treasures are scattered nearby, with a total value of 500 gp. The treasure is cursed, the weight of it increasing five-fold each time the sun sets. The skeleton in this hex was an especially determined dwarf who would simply not give up the treasure, and was finally brought so low by it she could no longer move even to remove it.

0312. Green-Eyed Monsters | Dungeon

At night, a cave in this hex glows with green light. Deep inside the cave is a large idol shaped like a trilobite. The idol is composed of white stone studded with dozens of small green garnets. Tendrils of green electricity arc from the idol, and hold people in thrall whom they strike (roll 1d20 under Dexterity to avoid this fate, or stay at least 20' away). This electricity drains away a person's mind (lose 1 level per round) and stores the energy in the garnets. Zombies with blank stares and green eyes tend the idol, defending it and placing offerings of captured booty before it. During the daytime, a procession of green-robed priests emerges from a secret door to claim the offerings and any corpses, turning them into new zombies before descending into their subterranean sanctum.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

Priest, Medium Humanoid: HD 3; AC 14; ATK Mace (1d6); MV 30; SV 15; AL CE; XP 300; SA—Magic use (C3)

0315. Purple Arch | Wonder

The sea current has carved a large arch of sandstone in various shades of purple. It is a glorious wonder to behold, with much of it covered with sea anemones and other sea life.

0401. King Kovus of Antis | Stronghold

King Kovus rules this hex from a citadel atop a hill surrounded by fields of wheat and groves of lemons and olives. He commands 50 men-at-arms and 320 peasants with the assistance of Andros, a short man with a bushy beard and eyebrows.

Kovus has recently declared war on the Hamazaks. He has captured many – they are chained in his dungeon – and has killed even more, hanging their heads from his battlements.

Kovus is a giant man, heavysset with massive fists and legs like tree trunks. His golden eyes flash with intelligence and, when his ire is roused, by malevolence. He is a lustful fellow, but clever and very patient. He believes the Hamazaks kidnapped his son, when in fact he ran off to [0902] to learn the dark arts from the necromancer Arkhentos.

Treasure: 4,400 cp, 3,600 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Andros, Human Fighter: LVL 4; HP 11; AC 19 (breastplate, shield); ATK Spear +5 (1d8+1); MV 30; SV 15; S14 I8 W11 D16 Cn12 Ch15; AL N; XP 400; Special—Riding, leadership, dominate, wondrous mount (animal or giant vermin); Gear—None

Kovus, Human Fighter: LVL 9; HP 41; AC 21 (+4 breastplate, shield); ATK 1+ spear +10 (1d8+2); MV 30; SV 13; S17 I9 W9 D11 Cn15 Ch11; AL N(E); XP 900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—None

0405. One Eye, Tons of Money | Monster

Six cyclops dwell here in an old ruin which they have supplemented by their own crude construction. A Hamazak barbarian, Neitha, will, at night, be stealing into their subterranean vault to steal their treasure. The leader of the cyclops, the sorcerous “Blue Cyclops”, dwells in a dungeon in [1003].

Treasure: 7,500 sp

Cyclops, Huge Giant: HD 13; AC 15; ATK Slam (3d10) or boulder (100'/3d6); MV 30; SV 10; AL CE; XP 3900; SA—Ranged attacks -2

Neitha, Hamazak Barbarian: LVL 5; HP 48; AC 18 (chainmail, shield); ATK spear +5 (1d8+1); MV 40; SV 14; S15 I7 W4 D15 Cn17 Ch3; AL CE; 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

0409. Esiphis the Mutator | Stronghold

The arch-transmuter Esiphis the Mutator has constructed a tower in this hex on a tall promontory of white limestone. The tower resembles a double-helix and actually writhes making the door on the right side of the helix difficult to enter. Just inside the door one may be cast down through a trapdoor into the mutation pits beneath the tower, pools of amber goo that smells of sour cherries, and from which all manner of monstrosities crawl out, most of them to be stabbed by his 10 goblins wielding long spears and cast back into the goo.

Esiphis dwells high in the tower in rooms on either side of the helix. He has split himself into two halves, though each half moves as though it was not a partial being. When they come

together, they are wracked with pain, but gain their full power. Apart, each possesses the abilities of a 6th level mage.

The Mutator stands 7' tall, with sharp russet eyes, a balding pate and shiny white teeth. He has a violent temper, but an incredibly creative (and devilish) mind.

Treasure: 4,100 sp, small sapphire, small beryl

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

Esiphis, Human Magic-User: LVL 9; HP 18; AC 11; ATK staff +2 (1d4-1); MV 30; SV 12; S7 I16 W8 D13 Cn9 Ch10; AL CE; XP 900; Special—Alchemy, lore, spells per day (6/5/3/2/1), create scrolls, arcane knowledge (hypnotize, distillation, flash powder, sneezing powder); Gear—*Ring of force shield*

Spellbook: 1—Animate Rope, Enlarge Person, Feather Fall, Jump, Magic Weapon, Reduce Person, Read Magic, Smoke Image; 2—Alter Self, Dexterity, Rope Trick, Spider Climb; 3—Flame Arrow, Shrink Item, Slow; 4—Polymorph Other, Polymorph Self, Stone Shape; 5—Telekinesis

0423. Foul Miasma | Wonder

Thousands of dead fish and a dead whale float on the surface in this hex, creating a miasma of foul odors. All of these animals were poisoned by toxic fumes from an undersea volcano. The banquet of death has attracted aquatic ghouls (lacedons), 2d6 of whom are feeding.

Lacedon, Medium Undead: HD 2; AC 14; ATK 2 claws (1d4 + paralysis 1d4+1 rd.), bite (1d6); MV 20 (S30); SV 16; AL CE; XP 200; SA—None

0432. Sperm Whales | Monster

Four sperm whales, a mother, father and two young, are swimming through this hex on their way to the palace of King Andor to receive his blessing for the newest family member.

Sperm Whale, Huge Animal: HD 36; AC 16; ATK Bite (10d10), slam (5d6); MV S50; SV 7; AL N; XP 3600; SA—Sound blast (stun 1d4 rd.)

0442. Soothes | Monster

Soothes the blue dragon dwells here in a ratty little cave. He has recently molted, so his scales are a dull, matte blue and his horns (really just hollow protrusions used to attract mates) are non-existent. For this reason, he is hiding away in his cave, terribly afraid to be seen in this unhandsome state.

Treasure: 7,800 cp, 3,600 sp

Blue Dragon, Medium Dragon: HD 9 (27 hp); AC 18; ATK 2 claws (1d6), bite (1d8); MV 40 (F150, B20); SV 12; AL LE; XP 2700; SA—Immune (sleep), resist (electricity), electricity breath (line 60')

0449. The Demon's Cave | Monster

A rocky prominence, really just a stack of boulders, hosts a small cave that provides shelter from the sun and wind. A pack of six desert wolves has made it their lair, but it must have once been occupied by something intelligent. Figures have been scratched into the walls of the cave, horrible drawings of demons and their victims.

Sleeping in the cave is dangerous to sentient beings. In a group, the person with the lowest wisdom score suffers nightmares as soon as they fall asleep. They witness tortures and betrayals and mass murder, and a leering, grimacing demon face above it all. After an hour, the person suffering the dreams begins sleep walking, and will be found staring at the drawings and touching them. If put back to sleep, they must roll 1d20 under their Wisdom score or sleep walk again, this time cutting themselves and drawing on the wall in their own blood. If they can keep this up for an hour unabated, they release the Class III demon imprisoned in the wall of the cave.

Class III Demon, Huge Outsider: HD 10; AC 24 [+1]; ATK 2 pincers (2d6 + constrict), 2 claws (1d3), bite (1d6); MV 20; SV 12; AL CE; XP 3000; SA—MR 60%, immune (electricity, poison), fulfill wish, summon class I to IV demon (30%); SP—Darkness, fear, levitate, mind blank ••, polymorph self, psychic crush •••, pyrotechnics, telekinesis (400 lb.), teleport without error

0504. Little Dragons on the Prowl | Monster

Two blue drakkars are hunting in this hex, searching for signs of a relief column from the Temple of Hecate [NOD 4, 6906]. Their master, the Blue Cyclops [1003], is holding three of the sisters of that dark order and expects trouble.

Treasure: 25 sp, small quartz, *potion of heroism*

Blue Dragon Man, Medium Humanoid: HD 1+1; AC 17 (scale, shield); ATK Bite (1d4 + 1 electricity) or spear (1d8); MV 40; SV 16; AL N; XP 100; SA—Resistance (electricity)

0512. Zomea | Village

Zomea (pop. 180) is a seaside village of fishers and quarrymen, chipping chalk from nearby cliffs for sale throughout the region. The hinterlands of Zomea are rife with walled farmsteads (pop. 1,440) where sheep and goats are raised and wheat and barley is grown. The village has a small brewery run by an ex-patriot Ibisian man called Intep and a grand temple of Hermes. The catacombs and grottos beneath the temple serve as a black market for the pirates of the Golden Sea, the priests taking a 10 percent cut.

0527. King Andor's Palace | Stronghold

At the bottom of the sea, in its greatest depth, is situated the palace of King Andor, the storm giant king charged with man-

aging the weather of the Golden Sea and Coast. The palace is composed of tall towers of gold, with silver domes studded with gems; doors of coral bound in brass. Its floors are made of marble and it has alcoves spilling over with treasures gathered from the bottom of the sea, or given in tribute to the sea king. Fish swim through the palace, blissfully unaware of whose domicile they inhabit. Andor's throne is made of gold and studded with emeralds. It rests on an aquamarine dais. The palace has numerous grotto rooms where air breathers can stay in comfort while visiting.

Andor has especially powerful emotions, as does his wife, Queen Amara. Though they love one another passionately, their relationship is never boring, and usually stormy. Literally. While living together, they begin bickering, and this bickering leads to more prolonged and angry quarrels. On the surface, this is experienced by more and more powerful storms. In the end, Amara storms off to her hideaway in the mountains [7716]. At this point, a palpable gloom settles over the Golden Sea; dark clouds with soft, cold rains. After a few weeks, Amara decides she misses the big lug and returns, and the weather becomes warm and pleasant for a time.

At the moment, the Golden Sea is gloomy, as Queen Amara is away in her mountain stronghold. Their son, Prince Andros, can be found weeping in [2141].

Treasure: 1,800 sp, 5,000 gp, jewelry worth 10,000 gp

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

0536. Sea Hunt | Monster

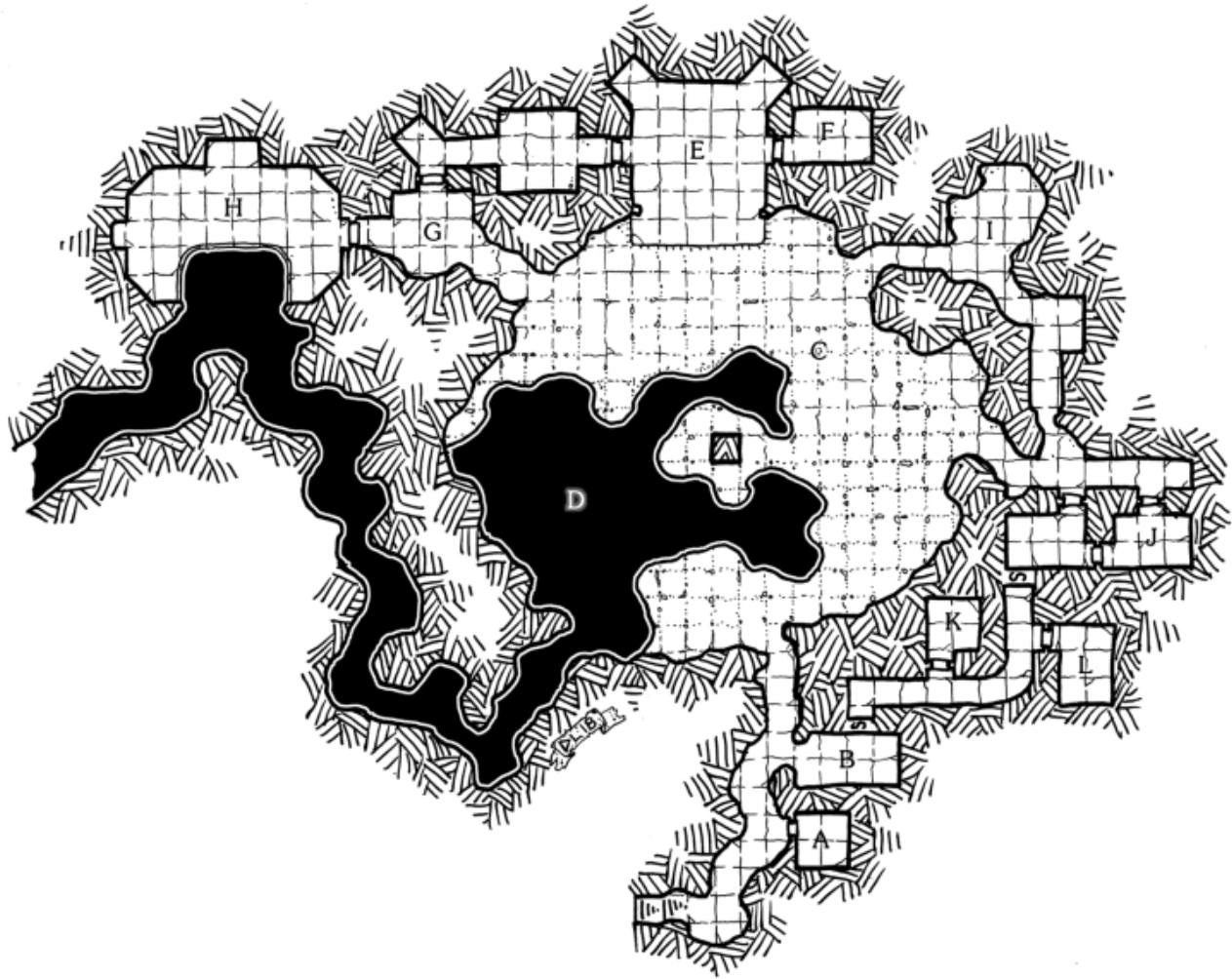
Two days ago, seventeen tritons set out to hunt down a sea serpent. The beast is a great serpentine monster with scales of burnished gold and a beard of tendrils that are deep magenta on the trips and become a ruddy sunset near the beast's maw. An emerald fan runs down the length of the monster's back. The monster sacked the triton's village, killing several children in the process. Three tritons have been killed by the monster, and many others bloodied, and still it fights on.

The sea serpent dwells in an undersea cave four miles away, where it stashes its treasure. The cave is unstable, having collapsed and been re-excavated many times by the monster.

Treasure: 3,400 sp, large spinel

Triton, Medium Outsider: HD 6; AC 15; ATK Trident (1d4+1); MV 20 (S40); SV 14; AL NG; XP 1800; SA—MR 85%, magic (M2); SP—Summon nature's ally IV •

Sea Serpent, Huge Monster: HD 9; AC 15; ATK Bite (2d8 + swallow) or tail (2d8); MV 10 (S60); SV 12; AL N; XP 900; SA—Blur (+4 AC)



0541. Spider Kingdom | Wonder

A dry valley in this hex holds a massive grey pyramid 300' tall. The valley is barren, just soil and rock, save for the margins of the pyramid which is thick with date palms. The pyramid is missing its capstone.

Every hour spent near the pyramid carries with it a 1 in 6 chance of thousands of swarms of spiders suddenly crawling out of the seams between the pyramid stones. This also happens if a person begins to climb the pyramid. These tiny spiders are followed three rounds later by thousands of giant spiders crawling from the very top of the pyramid to attack the intruders on the territory of the Spider Kingdom.

Truly, there is no way adventurers can win this encounter – even very high level adventurers must eventually crumble under the weight of thousands of giant spiders. The wise will flee certain death, and they will not be followed beyond the borders of the valley. The foolish are dragged down into the Spider Kingdom to a fate worse than death.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Web (50', 8/day)

0545. Maze of the Cat's Eye | Dungeon

A passage opens in the sands here, fringed by spiky plants of a mottled hue not unlike turquoise. The passage angles down into the earth a good 100 yards before ending in double doors hewn from malachite and secured with bronze chains.

Beyond the doors – for what adventurers would not break the chains and enter the depths – there is a dusty, low-ceilinged vault with a dozen alcoves set 2' above the floor. Inside these alcoves are mummified cats surrounded by dried catnip and little wooden mice. In the center of the room there is a dry pool filled with sand. Beneath the sand are twelve small holes.

Inside each cat's mouth is a small cat's eye gem. If all of these gems are dropped into the holes in the dry pool it collapses, permitting entrance to a dungeon of horrors.

Area	Contents
A	Souls like motes luminous moths that burn away the flesh; they deal 1d4 points of fire damage per round to people and are only dispersed by high-pitched singing
B	Robes and other priestly accoutrements; the secret door is <i>wizard locked</i> and trapped with a Poison III gas trap
C	Grey sands cover the floor of this cavern; an obelisk is carved with Nabu hieroglyphics proclaiming this a sacred site of Anubis, and a passage to the Land of the Dead
D	Black lake holds 16 zombies in Egyptian garb stained black by the centuries and their mummy priest, Aibok; they rise from the lake to challenge intruders who do not bear a holy ankh and rich presents for Anubis
E	Subterranean temple of Anubis clad in black marble with many silver vessels (500 gp worth, 125 lb.); all arcane magic is dispelled within the temple
F	This chamber holds tools and other items needed for the mummification process, including unused canopic jars and magic herbs worth 100 gp; also hold six jars containing hearts preserved in fluid
G	Two karyatide guards keep people from moving beyond this room; both are in the form of the scorpion goddess
H	The <i>Barque of Death</i> , a Egyptian-style reed boat, can transfer people down the subterranean river to parts unknown; for every hour spent on the barque, people suffer one level of energy damage, and magic and natural healing do not work while one is on the barque
I	An ossuary, the bones snapped and sucked free of marrow by the resident ghoul
J	High priest's death bed haunted by his spectre; holds many treasures: 2,300 cp, 2,000 gp, <i>bottle of air</i>
K	Pit of shadows, they claw at the rim (appears as a wavering, flickering shadow) but cannot emerge into light; there are six shadows in all, all the remnants of adventurers who attempted to steal from the temple; if reunited with their hearts (see [F] above), they fade away
L	Temple treasure guarded by a jackal composed of shadow; holds 2,300 sp, 1,000 gp, 2 small emeralds

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

Karyatide, Medium Construct: HD 6 (22 hp); AC 16; ATK Sword (2d4); MV 20; SV 14, 10 vs. magic; AL N; XP 1800; SA—Surprise (3 in 6), resistance (normal weapons), break weapons

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

Shadow, Medium Undead (Incorporeal): HD 2+1; AC 16; ATK Strike (1 Str); MV F30; SV 16; AL CE; XP 600; SA—Create spawn

Shadow Jackal, Large Undead (Incorporeal): HD 9+1; AC 14 [+1]; ATK Bite (1d4 Str); MV F40; SV 12; AL CE; XP 2700; SA—Create spawn

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

0602. Sisterhood | Monster

A party of thirty Hamazaks is riding through this hex to their citadel [0908]. They bring treasures stolen from Hyrcanian traders and the heads of many Keatish warriors. The column is led by Glyme, the former favorite of Queen Ctimia. While she has been away raiding, rivals at court have turned the queen against her.

Treasure: 3,800 cp, 1,700 sp, 500 gp

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

0618. Dome of Change | Wonder

On the shores of his hex, in a rocky inlet composed of basalt, with charcoal colored sand and tiny white crabs with strange, demonic faces formed on their shells and highlighted with a shocking pink. At night, giant crabs of a similar appearance come up from the waves and skitter and lurch and, essentially, dance to unheard sounds, snapping their pincers to a weird rhythm that tends to lull one into a trance. Some walk into the crows of crabs and are torn apart, while others have awakened in them memories of primordial times, and they stride forward and pour libations into the calm waters while chanting in the elder tongue, "ghiaaan guggatt taa nusha' aftuga ang a'ugh, saka nx tuaft ang thftaanta us".

When this is done, the waters become disturbed, and a 50' tall idol of Thalassa rises above them, dripping and covered in the slime of the sea. The statue glows green from jewels that serve as its eyes. Bathing in the rays emitted from the jewel causes one of the following mutations:

D%	Mutation
01-40	2d6 hit points of damage
41-60	1d6 points of constitution damage
61-75	1 level of energy drain
76-80	Arms changed to tentacles; can strike for 1d6 damage and are +2 with grapple attacks
81-85	Hands change to crab pincers; gain two pincer attacks for 1d4 damage each and constrict special ability
86-90	Lower body turns into a fish tail; gain 60' swim speed
91-94	<i>E.S.P.</i> spell 3/day*
95-97	<i>Id insinuation</i> 1/day*
98-99	Mind blast 1/day*
100	Gain +1d6 points of wisdom (permanent)**, alignment changes to Chaotic (CE)



Once the idol is visible, the giant crabs go into a berserk dance of death, attacking one another and anything else in the inlet that has not been mutated by the jewels.

* Each use of this ability creates a cumulative 1% chance of the user becoming Chaotic (CE)

** This gift is granted once

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

0639. Beshebu | Stronghold

Beshebu commands a small port in this hex that does business with the less savory elements of the Golden Sea, mostly pirates and smugglers. She is a proud warrior, a former mercenary who fought throughout this region before winning this old, battered sandstone fortress in a game of dice. The fortress stands on a cliff overlooking a wide beach. In the shelter of the cave is constructed a shanty town of 26 fishermen and their families. The fortress houses Beshebu and her 110 warriors.

Beshebu has a hard, angular face and a prominent nose. Her eyes are a sharp blue and her complexion is bronze. She is a wicked woman, profligate with her money yet very cultured. She now pines for a young man, the son of a wealthy merchant of Akelos [3727], who was captured by a crew of pirates. They are now sailing back to Akelos to collect a ransom, but she may pay adventurers to overtake them and steal their captive, or to go to Akelos and kidnap the boy.

Treasure: 9,900 cp, 3,000 sp, small chalcedony

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Beshebu, Human Fighter: LVL 9; HP 45; AC 21 (+3 *celestial chainmail*, shield); ATK 1+ spear +8 (1d8); MV 30; SV 13; S12 I12 W10 D15 Cn12 Ch12; AL XX; XP 900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of jump*

0711. Magnolia Blossoms | Wonder

A small islet off the coast holds a treasure hidden in a thick grove of ever-flowering magnolias. Pollen from the flowers might (5% chance) land on an adventurer crawling through to claim the large silver goblet set with emeralds hidden within the trees. If this happens, they must pass a saving throw vs. magic or find themselves slowly turned into a magnolia tree.

0714. Jellyfish Roundup | Monster

A clutch of twelve giant jellyfish are being herded to market by three criderians. They use long bronze poles affixed to tiny crystals with chains to control the movement of the jellyfish, the crystals creating light patterns that the monsters cannot

help but to follow. The criderians are sisters, Ggub, Ddaz and the eldest and prettiest, Yulott.

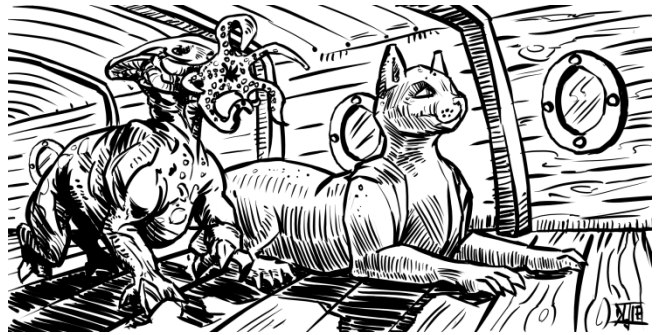
Treasure: 36 sp

Giant Jellyfish, Large Vermin: HD 3; AC 12; ATK Tendrils (1d6 + grapple + Poison III); MV S10; SV 15; AL N; XP 300; SA—Jet backward

Criderian, Medium Aberration: HD 1; AC 13; ATK 10 tendrils (1d3 + stun); MV S40; SV 16; AL N; XP 300; SA—Telepathy, resistance (cold); SP—charm animal •••, E.S.P. •••

0809. Drink and Divine | Wonder

A small gazebo of white marble surrounded by tall Italian cypresses and the soft music of an unseen harp holds a bronze vase on a pedestal. The vase bears the profile of a wise man (high forehead, long nose) and runes none can decipher. The vase is empty, but if one fills it with water and drinks while thinking of a question about the material world, they cough up an egg. If this egg is cracked open, a small strip of paper inside holds the answer to the question. If wine is imbibed from the vase, one can ask a question about more abstract topics.



0824. Ship of Cats | Wonder

A galley crewed by cats is drifting with the currents in this hex. The galley looks to have been abandoned weeks ago. It has lost its mast, and only a few oars remain below deck, along with a weird statue of a cat-headed sphinx. At night, the galley is visited by three moon-beasts, who will seize the sphinx and transfer it to one of their moon ships. The twelve cats will oppose them, but might need help.

Moon-Beast, Medium Aberration: HD 4; AC 16; ATK 2 slams (1d8); MV 50; SV 15; AL NE; XP 400; SA—Immune (bludgeoning), stretch and shrink their bodies

0838. Djehape's Barque | Monster

Five sirens in mermaid form are tormenting an Ibisian barque richly decorated with brass and onyx. The barque carries a noble wizard by the name of Djehape and his retinue. Djehape is a snotty brat with a harem of serving boys in gold loincloths and a guardian familiar called Clithe. His valet is an automaton

called Menkh, who looks like a steel gorilla. Djehape's three aunts are aboard as well, the whole group heading to Akelos [3727] for a flower festival. The young noble has made many enemies, including a witch by the name of Mehebu who has sent an invisible stalker to ruin his vacation.

Treasure: 2,300 cp, 6,200 sp, small aquamarine, medium sardonyx

Siren, Medium Fey: HD 4; AC 13; ATK 2 claws (1d4 + Poison I); MV 30 (S30, F40); SV 15; AL CE; XP 400; SA—Charm males, change form

Invisible Stalker, Large Air Elemental: HD 8; AC 17; ATK 2 slams (2d6); MV 30 (F30); SV 13; AL N; XP 2400; SA—Natural invisibility, track

Djehape, Human Magic-User: LVL 2; HP 4; AC 9; ATK dagger -2 (1d4-2); MV 30; SV 14; S4 I18 W11 D8 Cn9 Ch12; AL NE; XP 200; Special—Alchemy, lore, spells per day (4), create scrolls; Gear—None

Spellbook: 1—Change Self, Enlarge Person, Grease, Phantasmal Force, Wizard Mark

0902. Arkhentos | Stronghold

Arkhentos is an infamous necromancer. A tall, thin man with icy blue eyes and a splendid curly mullet of white hair, he dwells in a skull-shaped citadel carved from a rocky promontory. The fields around the citadel are thick with poppies, among which sit Arkhentos' sleepy cultists, men and women in burgundy robes soiled with dust and sweat. They sit, entranced, opium smoke curling around their shaved heads, moaning and softly laughing at the absurdity of life.

The Lord Necromancer commands 30 skeleton warriors, but has ceased to find joy in necromancy. He now lives off of his treasure and does his best to sow the seeds of chaos in the Golden Coast, but he does not get the pleasure from it that he used to. If he was not terrified of being turned into a mindless undead by one of his apprentices, he might take his own life.

Treasure: 2,500 sp, 2,000 gp, small lapis lazuli, medium star sapphire, small bloodstone, small opal

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—Immune (illusions, mind effects), resistance (slashing and piercing weapons)

Arkhentos, Human Necromancer: LVL 9; HP 32; AC 16; ATK Staff +3 (1d4); MV 30; SV 12; S12 I11 W7 D11 Cn13 Ch14; AL LE; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (acid, gunpowder, gunpowder, gunpowder); Gear—*Bracers of armor +6, potion of longevity*

Spellbook: 1—Cause Fear, Disrupt Undead, Chill Touch, Expeditious Retreat, Flare, Mage Armor, Ray of Enfeeblement, Read Magic; 2—Command Undead, Ghoul Touch, Pass Through Element, Scare; 3—Hold Undead, Ray of Fatigue, Vampiric Touch; 4—Animate Dead, Enervation, Fear; 5—Symbol of Pain

0906. Phosylo | Monster

A giant lynx called Phosylo is entertaining other sentient animals in his den. Over crackers and sweet water they are discussing current druidic politics. Phosylo claim to be a polymorphed king, but this is a lie.

Giant Lynx, Medium Monster: HD 2; AC 13; ATK 2 claws (1d3 + rend), bite (1d4); MV 30; SV 16; AL N; XP 200; SA—None

0908. Queen Ctimia | Monster

The citadel of Queen Ctimia, war duchess of all Hamazak, is situated in this hex atop an acropolis with steep sides. The tents of her 3,200 followers surround the acropolis in the shade of willows. A stone gate flanked by carved sphinxes grants entrance to a winding, narrow stair that leads to the top of the acropolis. Numerous guard rooms allow the Hamazaks to stab at intruders and pour oil onto the stairs to make climbing them difficult. Caves in the walls of the acropolis hold animals captured by the queen's guard, on display for all to see.

The acropolis is topped by grey walls hung with banners shaped like leaping flames, and the five great towers of the citadel are topped by ever-burning fires. The citadel atop the acropolis is home to 50 Hamazak warriors and 400 peasants who can be rallied to serve as archers in time of war.

Ctimia is tall and fine, with a regal bearing that only partially offsets her wild, copper eyes. She is a woman of deep passions and a fiery temper, her rages only calmed by the councils of her major domo, Lady Iothoes and a good pit fight. Ctimia is no longer a young woman, and her thoughts have turned to the need to adopt a protégé to one day succeed her.

Treasure: 3,800 cp, 2,600 sp, 6,000 gp, *ring of spell storing II, scroll of flame blade*

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.

Lady Iothoes, Hamazak Fighter: LVL 7; HP 30; AC 16 (breastplate, shield); ATK 1+ spear +7 (1d8+1); MV 30; SV 14; S14 I11 W9 D7 Cn14 Ch8; AL CE; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Potion of healing, ring of climbing, orb of storms*

Queen Ctimia, Hamazak Fighter: LVL 19; HP 85; AC 17 (breastplate, shield); ATK 2+ +3 spear +20 (1d8+4); MV 30; SV 8; S15 I11 W11 D11 Cn17 Ch8; AL CE; XP 1900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of longevity, candle of truth*

Red Dragon, Large Dragon: HD 10 (40 hp); AC 18; ATK 2 claws (1d6+1), bite (1d8+1); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), speech, breath fire (90'x45' cone).

0922. Weruha's Revenge | Monster

An amber-colored ship with scarlet sails speeds through the water in this hex, its sails made full from wind generated by the magic of the wizard Weruha. Weruha and his crew hail from the city of Ibis, and they are on an errand of vengeance.

Two weeks ago, Weruha's sister Neferai was stolen from her abode by the agents of Auros, a greedy merchant of Barbaria [2217], or so goes the story told by Weruha. The wizard remains unseen should people first board his ship, but he soon emerges from his room, his eyes dripping blood, his face drawn and haggard. He proclaims that he has scryed them in Auros' villa, and that soon the merchant will know the torments normally reserved for the deepest regions of Hell.

Weruha is young, rash, arrogant and obsessive. He has pale skin and is thin and drawn. Fasting and bloodletting were necessary for him to find his sister, who has sorcerous powers of her own when not repressed by her brother's superior magic. The truth is that Neferai was treated as little better than a servant by her older brother, and willingly ran away with Auros to escape her life of dismal toil.

The galley is an ornate, baroque affair, and not meant for war. The 16 mariners on board are armed with cutlasses and axes, and Weruha's six apprentices and his major domo, Adin, have memorized offensive spells to prepare for the coming battle. At the proper moment, Weruha can invoke golden wings from the sides of his craft, allowing it to skim 30' above the waves or land, thus making it possible for him to attack the villa of Auros located a mile inland. Each hour spent in flight drains Weruha of one point of Wisdom.

Treasure: 9,600 cp, 5,200 sp, 500 gp

Mariner, Medium Humanoid: HD 1; AC 11; ATK Short sword (1d6); MV 30; SV 16; AL N; XP 50; SA—None

Apprentices, Human Magic-User: LVL 1; HP 4 each; 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—Acid Splash, Floating Disk, Light, Ray of Frost, Read Magic

Hamsa, Human Magic-User: LVL 3; HP 8; AC 8; ATK Dagger +1 (1d4); MV 30; SV 14; S12 I18 W14 D5 Cn9 Ch17; AL N; XP 300; Special—Alchemy, lore, spells per day (4/2), create scrolls, arcane knowledge (flash powder); Gear—None

Spellbook: 1—Acid Splash, Elemental Weapon, Floating Disk, Light, Ray of Frost, Read Magic; 2—Darkvision

Weruha, Human Magic-User: LVL 9; HP 25; AC 10; ATK Staff +3 (1d4); MV 30; SV 12; S11 I14 W7 D11 Cn11 Ch8; AL NE; XP 900; Special—Alchemy, lore, spells per day (6/4/3/2/1), create scrolls, arcane

knowledge (phosphorus, gunpowder, algebra and geometry, invisible ink); Gear—*Scroll of protection from aberrations, ring of fire resistance, rod of withering, salve of slipperiness*

Spellbook: 1—Acid Splash, Chill Touch, Elemental Weapon, Floating Disk, Light, Mind Thrust, Ray of Frost, Read Magic; 2—Darkvision, Fog Cloud, Locate Object, Thought Shield; 3—Fly, Illusory Script, Stinking Cloud; 4—Bestow Curse, Invisibility II, Scry; 5—Shadow Evocation I

0935. Butterfly Lady | Monster

A lady with butterfly wings is sitting on a rocky promontory encrusted with ruby-colored barnacles that glint in the sunlight, while her friend, an intelligent salt water crocodile, splashes in the water around her. She is lost in the motion of the waves and reveling in the feel of the spray.

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

Half-Lillend, Med Outsider: HD 3+4; AC 17 [+1]; ATK Dagger (1d4); MV 30 (F30, S50); SV 15, 13 vs. poison; AL CG; XP 900; SA—Magic (M3), immune (musical effects), resist (fire, negative and positive energy)

0943. Boat of the Dead | Wonder

A small galley has run aground here on a wide beach with tall dunes. The galley has a crew of dead men at its oars, and footprints (a ranger can find them, an elf has a 1 in 6 chance) indicate that somebody left the wreck and headed west. The captain stayed with his ship, for he even now is draped over the helm. He wears the dress of a Kalkion, and his cloak is fastened with a copper brooch set with a moonstone intaglio of a moon face. The intaglio smiles in the presence of evil. One day after it is taken, the corpse of the captain animates as a wight and begins tracking the thieves.

Treasure: 1,100 cp (each marked with an ouroboros)

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

1003. The Blue Cyclops | Dungeon

The Blue Cyclops is a mysterious entity who rules the cyclops of the Golden Coast as a priest-king. In fact, he is a blue wyrm who holds a locket that allows him to polymorph into any form of giant. In these forms he appears before giants in the area, cowing them and sending them on errands which inevitably lead to more treasure for the wyrm's hoard. The hoard is hidden deep within a dungeon, the entrance of which is an ancient cave dug into a flint deposit when the humans of the Golden Coast still knapped flint for their tools and weapons.

Treasure: 10,500 sp

Blue Dragon, Huge Dragon: HD 9 (54 hp); AC 18; ATK 2 claws (1d6+2), bite (1d8+2); MV 40 (F150, B20); SV 12; AL LE; XP 2700; SA—Immune (sleep), resist (electricity), electricity breath (line 80')

1011. Hippusandr and Bacilo | Monster

The gnome druid Hippusandr is riding in this hex on his giant beaver named Bacilo. Bacilo has a sassy mouth and a sharp tongue, especially when not shown proper respect. Hippusandr asks adventurers if the pegasi have been about, and if not, he goes on his way. He might be inclined to remark that he needs a bit of pegasus hair to stuff a pillow for the May Queen, but is otherwise too busy to chat.

Treasure: 11 gp, medium coral, *potion of poison*

Giant Beaver, Medium Animal: HD 4; AC 15; ATK Bite (1d6); MV 20 (S20); SV 15; AL N; XP 200; SA—None

Hippusandr, Gnome Druid: LVL 6; HP 28; AC 15 (leather, +1 shield); ATK Club +2 (1d4-1); MV 30; SV 13; S8 I8 W16 D11 Cn11 Ch16; AL N; XP 600; Special—Gnome traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to Fey abilities, spells per day (5/3/2); Gear—*Immovable rod*

1013. Fumes of Hell | Wonder

This hex is filled with 30 madmen who inhale the “fumes of the Hell” from a volcanic vent. These fumes bring on manic visions of death and destruction. Travelers may be accosted by gangs of the men who shout prophecies of doom at them. Those who hear these prophecies must pass a saving throw or be so rattled as to suffer a -3 penalty to all saving throws vs. death or deadly effects for the remainder of the day, a -2 penalty the next day and a -1 penalty for the rest of the week.

Treasure: Medium tourmaline lodged in the vent

Berserker, Medium Humanoid: HD 1+1; AC 12; ATK Spear (1d8); MV 40; SV 16; AL CE; XP 100; SA—Immune (fear), berserk (2 attacks)

1015. Dangerous Drop | Monster

Adventurers traveling through this hex may come upon a struggling pair of warriors. One has the advantage and has lifted the other over his head, preparing to hurl him from a cliff into the crashing surf below. The two are brothers, one dedicated to freedom, the other to order.

Thaulimo, Human Barbarian: LVL 4; HP 28; AC 22 (scale, shield); ATK Fists +5 (1d2+2) or +2 *battleaxe* +7 (1d8+4); MV 40; SV 14; S17 I14 W9 D17 Cn15 Ch8; AL CN; XP 400; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of water breathing*, *ring of protection* +4

Archytos, Human Fighter: LVL 5; HP 25; AC 18 (breastplate, shield); ATK Fists +6 (1d2+1) or spear +6 (1d8+1); MV 30; SV 15; S15 I8 W9

D13 Cn10 Ch8; AL LN; XP 500; Special—Riding, leadership, dominate, wondrous mount (simple monster); Gear—Treasure map

1049. Golden Dinos | Monster

A single auroceratops is brooding in a grove of fig trees growing around a narrow strip of water at the base of a cliff. The auroceratops of the desert are solitary creatures. Once each year, those who yet live congregate at this oasis to mate. This one has been here for three days without another of its kind appearing, and it is worried. Speaking with animals reveals the dinosaur's worry; the female it was expecting is long overdue.

The female in question is three miles away, trapped by a band of goblins that dwell in burrows in the desert. They have bound the creature with ropes, anchoring them to spikes driven in the soil. The creature struggled mightily, but has grown fatigued and nearly given up. The goblins are now sharpening their blades, for they wish to claim her golden hide.

If the female can be rescued and reunited with her mate, he will serve as a fighter's mount without having to be subdued, provided he is well cared for and permitted to return to this spot within one year to mate again.

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

Auroceratops, Huge Monster: HD 15; AC 23 [+1]; ATK Gore (6d6); MV 30; SV 9, 7 vs. magic; AL N; XP 4500; SA—None

1101. Aged Manticore | Monster

An aged manticore from the north has decided to see the world before he dies. There are so many people he has not yet killed, so many lives he has not ruined. If he is killed, he will whisper to his killer the location of his hidden treasure to the north in Hyrcania.

Treasure (hidden in Hyrcania): 4,700 cp, 3,700 sp, 3,000 gp

Manticore, Large Monster: HD 6; AC 16; ATK 1 claws (1d8), bite (1d6) or 6 spikes (180'/1d6); MV 30 (F50); SV 14; AL CE; XP 600; SA—None

1106. Myta | Village

Myta (pop. 350 urban, 2,800 rural) is a village of farmers that pays a heavy tribute of foodstuffs to Queen Ctimia [0908] each autumn, but is otherwise left to its own devices. The village is managed by the women, though they do not interfere with the farming of the men other than to manage the distribution and selling of the harvest. The village's 24 centaurs are its military.

Centaur, Large Monster: HD 4; AC 16 (leather); ATK Kick (1d6), spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None

1142. Sinking Ship | Monster

A gang of ten aquons in coats of silver-blue scales are looting a sinking ship. The ship was sunk by a demon whale. Numerous survivors are leaping into the water and being picked up by dolphins that are then swimming them to shore. The aquon warriors have pointed beards and horned helms. They carry bucklers, tridents and shark tooth knives. They dwell in a small fortress of golden-flecked magenta stone on the sea floor with their families; the total population is about 100 aquons.

Treasure: 108 sp, small jade dolphin, small jacinth

Aquon, Medium Humanoid: HD 1; AC 14 (scale, buckler); ATK Trident (1d6+1); MV 20 (S40); SV 16; AL N; XP 100; SA—Charm animal 3/day

1146. Camel Traders | Monster

Four traders in white and cream-colored robes and sporting spears and whips are camped on the coast with sixteen camels. They are awaiting the arrival of a ship from Akelos [3727] carrying a merchant who wishes to buy their camels. The men are not averse to selling a few camels to others, but they demand thrice the normal price for the animals.

Treasure: 40 sp

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

1214. Leope | Monster

Leope the bounty huntress has made camp in this hex with her pack of three wolfhounds and her maidservant Thala. Leope dresses in white samite over studded leather armor. She wields a silver lariat and a hand crossbow that shoots stun darts. Her current prey, a scoundrel of a magic-user called Pompindo the Pimp, is chained to a tree, the hounds watching to make sure he does not get free. She is returning him to Delphyna [1311] to serve time for crimes against the crown.

Pompindo, Human Magic-User: LVL 4; HP 12; AC 10; ATK Fists +1 (1d2); MV 30; SV 14; S11 I14 W12 D14 Cn10 Ch7; AL NE; XP 400; Special—Alchemy, lore, spells per day (5/2), create scrolls, arcane knowledge (poison I); Gear—Treasure map

Thala, Half-Elf Thief: LVL 3; HP 9; AC 13 (leather); ATK +4 *hand axe* +6 (1d6+5); MV 30; SV 15; S14 I12 W11 D13 Cn8 Ch11; AL N; XP 300; Special—Half-elf traits, climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None

Leope, Human Duelist: LVL 6; HP 37; AC 19 (*studded leather +1*, buckler); ATK Longsword +5 (1d8+1d6) and dagger +5 (1d4); MV 30; SV 14; S12 I15 W11 (24) D17 Cn14 Ch8; AL N; XP 600; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey, riposte; Gear—*Periapt of wisdom 24*

1237. Arak | Monster

Five yellow amazon queens rule over a small island in this hex. The island has apricot-colored cliffs that have been carved into walls and towers. The undulating green hills within are cultivated by the amazon's 250 slaves and overseen by their 50 female hobgoblin warriors. The central peak of the island is thickly wooded with walnut trees. The top of the mountain has been carved into a mighty citadel in which dwell the yellow amazons and their personal guard of five ogres.

Treasure: 2,600 cp, 2,200 sp

Hobgoblin, Medium Humanoid: HD 1+1; AC 15; ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None

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

Yellow Amazon, Medium Humanoid: HD 1+1; AC 12; ATK Short sword (1d6); MV 40; SV 16; AL NE; XP 100; SP—cause fear •, detect magic •, touch of fatigue •

1303. Three of a Kind | Monster

Three young blue dragons, the spawn of the “Blue Cyclops” [1003], dwell here in an old copper mine. The main entrance is partially collapsed, but they have a secret way in and out. The dragons are kept far away from their sire's home as a means of keeping them safe, but they are aggressive and ambitious; there is a 4 in 6 chance 1d3 of them will be on patrol for easy targets when adventurers pass through the hex.

Treasure: 6,400 gp, *scroll of planar binding I*, *potion of charm person*, *decanter of endless water*

Blue Dragon, Medium Dragon: HD 9 (18 hp); AC 18; ATK 2 claws (1d4), bite (1d6); MV 40 (F150, B20); SV 12; AL LE; XP 2700; SA—Immune (sleep), resist (electricity), electricity breath (line 60')

1311. Delphyna | City-State

DEMOGRAPHICS

Urban Population 18,610

Rural Population 131,000

Race Human (91%), Gnome (4%), Zwunker (3%), Elf (2%)

Religion Poseidon, god of the sea (N)

Alignment Neutral

AUTHORITY

Temporal Peigas, Lawful Autokrator of Delphyna

Fighter LVL 3; HP 15; AC 16 (breastplate, shield); ATK Longsword +4 (1d8+1); MV 30; SV 16; S13 I8 W6 D6 Cn12 Ch10; AL NG; XP 300; Special—Riding, leadership, dominate, wondrous mount (animal or giant vermin); Gear—*Rod of splendor*

Spiritual Senico, Neutral High Priest of Poseidon

Druid LVL 10; HP 46; AC 19 (leather, shield); ATK Staff +7 (1d4+1); MV 30; SV 12; S13 I16 W16 D17 Cn8 Ch17; AL N; XP 1000; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (6/5/3/3/2); Gear—*Ring of protection* +3

Arcane Lord Abas, Chaotic Major Domo

Magic-User LVL 6; HP 15; AC 10; ATK Staff +2 (1d4); MV 30; SV 13; S9 I13 W7 D12 Cn9 Ch9; AL NE; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (acid, distillation); Gear—*Potion of fire resistance*

Spellbook: 1—Animate Rope, Dancing Lights, Hold Portal, Message, Read Magic, True Strike; 2—Alter Self, Invisibility, Resist Energy; 3—Gaseous Form, Rage

MILITARY

City Guards 200

Army 1,140 men-at-arms, 240 hoplites

DESCRIPTION

Theme City of the sea

Wilderness Highlands

Accent Greek

Vistas Beaches crowded with bathers, white walls of limestone, pocked and glistening in the sun, white streets of crushed shell thick with carousing sailors and prostitutes, weather-worn houses of yellowed white stone

Names (M) Abas, Ailibias, Amythros, Aripón, Ascates, Heopraxus, Kadmed, Kresitho, Oderis, Olynor, Peigas, Phenusil, Pusili, Senico, Teusistro, Thimoto; **(F)** Aris, Astas, Calle, Deisaea, Hilo, Illas, Kora, Leuce, Lubra, Lyme, Maeone, Medee, Mena, Nessa, Nike, Patra, Thylla

Money Stater (gp), Drachma (sp), Obol (cp)



Delphyna is a fine city-state situated on an island near the mouth of the Sangarius River, which is known as the Anahita in Hyrcania to the north. This river is the primary method of moving goods and people from Hyrcania to the Golden Sea coast, and thus carries significant merchant traffic.

Delphyna is a city of merchants, fishermen and whalers, with some farming settlements scattered on the east bank of the river. No bridges connect Delphyna to the banks of the river; one may only enter the city-state by boat. This has helped protect the city from the Hamazaks.

Delphyna is sometimes called the “City of Shrines”, as its cosmopolitan population worships many deities from many lands, including the native pantheon, the gods of Ibis, Hyrcania, the Motherlands, the Wyvern Coast and Kush. Shrines are supported by the subscriptions of merchants and tradesmen, who form factions that compete at holiday time to hold the finest parades and festivities. They are aided in their efforts by the local nymphs, who enter the city to “hold court” at these holiday times, representing the goddesses to whom the shrines are dedicated. Goddess-shrines are more popular than god-shrines in Delphyna for this reason.

The island on which Delphyna is constructed rises gradually from its banks to a rocky peak that serves as the city’s citadel. There are many inlets on the island, and canals have been dug to facilitate boat traffic. The banks are thick with warehouses and places frequented by travelers and sailors, such as boarding houses, inns and taverns. Atop a ridge near the citadel are the homes of the wealthy merchants, while the northern portion of the island holds the homes and businesses of the city-state’s artisans and tradesmen. The city has two permanent markets, the fish market being the largest. On the first day of spring an ambergris market is held in the shadows of the citadel, as all ambergris in the city-state is owned by the king.

The citadel is reached by a narrow stair. This stair leads up to the citadel gates, flanked by malachite dolphins that it is said can spray acid on invading troops (this is true, but the machinery is old, seldom used and may not work). The citadel is composed of cyclopean masonry constructed by the stone giants of Lithr [NOD 4/7215] to the west. The city has streets paved with crushed shells and gravel lined with white-washed houses with flat roofs and mosaic tiles set around the doors, often depicting symbols of the shrine faction to which the home owner belongs. Windows are covered with colorful shutters to keep out the winter storms.

The people of Delphyna dress in tunics (shorter for men, longer for women) and leather sandals, with cloaks for cooler weather. Pastel colors are favored for clothing, and jewelry is rich and opulent for those who can afford it. The warriors of Delphyna dress in aquamarine tunics and capes, and have fancrests atop their helmets. The city-state’s galleys have aquamarine sails emblazoned with white dolphins. The galleys are constructed of golden wood and have dolphin figureheads. Each galley is equipped with a ship’s hermit, who does his or her best to bring favorable winds and quell storms. These people dwell in a little hidey-hole near the figurehead. Food and other offerings are lowered to them in buckets by the crew to win their favor.

The king and queen of Delphyna, Peigas and Kora, are elderly and kind. They have a quick-witted and philosophical daughter, Princess Nessa, and a rakish son, Kadmed. Lord Abas, a

bastard of the queen's making, does most of the work of government and bristles under his lower status.

Prince Kadmed married young to an older woman, Xanthia, from a family that has since lost its fortune. Denied her wealth, he has sent her into exile, without the knowledge of his parents, and plans to marry again to a wealthier, younger woman named Deirdre. Xanthia now dwells in Vosk [2906], and has plotted with Lord Abas and the assassins' guild of Vosk to poison the new bride on her wedding day by insinuating a contact poison into the princely crown of Delphyna. She has arrived in secret in the city with three assassins. On the wedding day, which approaches soon, she shall use her influence with the servants of the palace to gain access (with the assassins) and apply the poison to the princely crown.

A cave near the city holds the oracle Aethra, a trapped phase spider who offers prophecy (via the *augury* spell) in exchange for living victims. The phase spider is trapped within a crystal-line matrix. It can be released by cracking a crystal. The cave entrance is guarded by archers of the royal house, and it is customary on high holy days for the queen to lead a procession to the oracle, make an offering of a human prisoner, to receive an augury.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Ship's Hermit, Medium Humanoid: HD 3; AC 12; ATK Staff (1d4); MV 30; SV 15; AL N; XP 300; SA—Magic use (D3)

Phase Spider, Large Monster: HD 5; AC 14; ATK Bite (1d6 + Poison IV); MV 40 (C20); SV 14; AL N; XP 2500; SA—Ethereal jaunt

1313. Protective Lion | Wonder

An ancient carved lion column sits and stares out towards the Sangarius River. There is space enough between its front paws for a small or medium-sized humanoid to sit comfortably. Those who sit between the paws are protected (per *protection from evil II* and *minor globe of invulnerability*) from danger. If true innocents are attacked while seeking the lion's protection, the lion animates as a stone golem and beats the tar out of the attackers; it might even be convinced to allow the innocent to climb on its back to be taken someplace they need to go.

Stone Lion, Large Construct: HD 14 (60 hp); AC 22 [+2]; ATK Slam (3d8); MV 20; SV 10; AL N; XP 4200; SA—Immune (magic); SP—slow 2/day

1317. Cloud City | Wonder

Fog sweeps in from the sea in this hex, making the ground look like the clouds above. As adventurers walk through this fog, they find themselves climbing a hill that that they eventually

realize is a staircase of mist that leads to the gates of a cloud city of sylphs called Aa.

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

1319. Desperate Battle | Monster

On a submerged mountain of black stone encrusted with large scarlet barnacles, and from which seep plumes of yellow acid, a terrible battle is underway. Three chuul have surrounded a wounded astral deva, who has a mere 20 hit points left. Its sword is broken and its golden shield is crumpled under the feet of a chuul. The mountain side is littered with the bodies of six other chuul, all of them seeping black ichor into the water.

Astral Deva, Medium Outsider: HD 12 (18 hp currently); AC 24 [+2]; ATK +2 mace (3d6 + stun) or slam 2d6; MV 60 (F120); SV 11; AL LG; XP 6000; SA—MR 70%, SA—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

Chuul, Large Aberration: HD 11 (35 hp each); AC 20; ATK 2 pincers (2d6 + constrict); MV 30 (S20); SV 11; AL CE; XP 1100; SA—Immune (poison), paralytic tentacles

1326. Chariot of Discord | Monster

A weird chariot of golden wood supported by white, feathered wings is soaring across the sky, drawn by twelve harpies. The chariot is driven by the goddess Eris, who has descended to the mortal sphere to encourage the rebellion of Nanafer [0136] against Ibis. Although her errand is important, she is never too busy to stir up trouble among comrades.

Harpy, Medium Monster: HD 3; AC 13; ATK 2 claws (1d4); MV 20 (S40); SV 15; AL CE; XP 300; SA—Song

Eris (Discordia)

Goddess of discord, strife

Aliases: Discordia

Rank: Minor

Symbol: Golden apple

Servants: Shadow demons (1d6)

Priests: Clerics

Alignment: Chaotic (CE)

Hit Dice: 14 (140 hp)

Armor Class: 15 [+3]

Attack: +3 *dagger* or +3 *dart* (3d6 + Poison IV)

Move: 60' (Fly 120')

Save: 2; MR 60%

SD—Immunity (poison, disease), regenerate, immune to enchantments and illusions 3rd level or less

SA—Inspire awe, change size (small to large), communicate through dreams, deific senses (10 miles), grant spells up to 6th, magic use (C5, M5), class abilities (bard, cleric, thief)

SP—Command II, comprehend languages, detect evil, detect good, gate, geas, plane shift •••, quest, raise dead •••, shapechange •••, tongues, teleport without error, true seeing / illusion, emotion

Eris is the goddess of strife, a sewer of discord, the mother of hardship, pain, murder, lies and ruin. She is the daughter of Zeus and Hera, and thus among the upper echelon of Olympus. Her followers exist to destroy order and harmony wherever they find it, and always in subtle ways. While an anti-cleric of Ares might bellow and bluster into a village with sword and torch in hand, killing and burning, an anti-cleric of Eris is more likely to pose as a fishwife that can cause strife with gossip.

Eris is best known for initiating the Trojan War by tossing the Apple of Discord into the wedding of Peleus and Thetis. Inscribed with the words "To the Fairest", it was claimed by Hera, Aphrodite and Athena. The goddesses looked to Zeus to decide who was the most beautiful, but the King of Olympus was too smart for that, and so he commanded the mortal Paris to make a judgment. Paris chose Aphrodite, and the result was war between the god and later the Trojan War.

1348. The Woman Who Would Be Queen | Stronghold

A tower that looks like a frozen whirlwind of sand rises on the coast here, poised between earth, sea, wind and sun. It is the home of the wizard Xaani, formerly of Ibis, who has come to this hex to work on an ambitious plan – she wishes to turn back time. Not literally, of course, for chronomancy is fraught with danger, nor does she wish to reverse her own aging. At 45, she is a fine figure of a woman, with russet eyes and golden hair bobbed short and skin the color of good beer.

She wishes to return Nabu to its former glory as a fertile savannah, and believes the secret lies in two tasks. The first is to draw the energies of cataclysm from the land, shunting them into a demiplane where their blighting power can no longer harm the land of Nabu. The second is to turn the ocean into rain to water the land and return it to fertility.

Xaani is absolutely obsessed with her self-appointed mission. She is assisted in her researches by six sages and an assistant named Kalada. Her tower is guarded by ten warriors in the garb of the ancient Nabu, for Nabu history is just as important

to Xaani as is her restoration of the country. She fancies that she shall be Nabu's new queen.

To accomplish her first task, Xaani has worked hard to create a magic portal into a bleak demiplane that seems to want negative energy. A large black diamond atop her tower is intended to be the focus through which the cataclysmic energies are drawn into the demi-plane. To accomplish her second task, she has been working on plans to generate massive storms in the Golden Sea and direct their rain to Nabu. These storms may cause terrible damage to the people who live around and under the sea, but she has justified their sacrifice in her mind for the good it shall do to the peoples of Nabu.

Treasure: 3,000 cp, 3,600 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Kalada, Human Magic-User: LVL 6; HP 28; AC 9; ATK Staff +2 (1d4); MV 30; SV 13; S9 I16 W11 D7 Cn16 Ch4; AL CN; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (gunpowder, steam engine); Gear—*Oil of etherealness*

Spellbook: 1—Color Spray, Disrupt Undead, Hypnotism, Mage Hand, Phantasmal Force, Read Magic, Smoke Image; 2—Darkness, Pass Through Element, Summon Swarm; 3—Illusory Script, Slow

Xaani, Human Magic-User: LVL 9; HP 21; AC 10; ATK Staff +4 (1d4+1); MV 30; SV 12; S13 I12 W12 D12 Cn3 Ch11; AL CG; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (soda water, gunpowder, algebra and geometry, sneezing powder); Gear—*Potion of levitation, rod of the python*

Spellbook: 1—Acid Splash, Dancing Lights, Endure Elements, Flare, Magic Aura, Mount, Protection from Evil, Read Magic; 2—Blur, False Life, Mirror Image, Rope Trick; 3—Gaseous Form, Keen Edge, Wind Wall; 4—Cause Disease, Fire Trap, Resilient Sphere; 5—Planar Binding I

1406. Hunting Panthera | Monster

A panthera in this hex is hunted by Hamazaks on quick black chargers, with flame pennants on their reins, tall helms and lances. The seven warriors are the personal guard of Queen Ctimia [0908], and they are much in earnest, as the queen has ordered the capture of the monster for her menagerie.

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.

Panthera, Medium Monster: HD 7; AC 16; ATK 2 claws (1d4 + rend), bite (1d6); MV 40; SV 13; AL CG; XP 700; SA—MR 15%, perfume

1414. Golden Bears | Monster

Two black bears are tromping through a copse of golden oaks, fishing in a stream that bisects it. They dwell in a cave that

overlooks the stream. The bears are siblings that are getting just old enough to stop putting up with one another.

Black Bear, Medium Animal: HD 3; AC 12; ATK 2 claws (1d4), bite (1d6); MV 30; SV 15; AL N; XP 300; SA—Hug

1518. Locathah | Wonder

A vast plateau of golden sand and forests of seaweed support a nomadic band of locathah. The locathah have become more settled of late, as the hunting is good here and a sunken galley provides them shelter. The tribe consists of 30 warriors and 60 non-combatants. The locathah chief, Galoob, dwells in the ship, along with his five bodyguards and his sub-chief Zarsh, while the noncombatants dwell around the ship in structures made from weaving the living strands of seaweed together. These structures are conical in shape and house anywhere from two to three locathah. The area around the settlement is patrolled by two giant barracuda loyal to Galoob.

Treasure: 4,100 cp, small star sapphire, medium agate, large rhodochrosite, small spinel, medium citrine

Giant Barracuda, Large Animal: HD 5; AC 16; ATK Bite (2d6); MV S60; SV 14; AL N; XP 500; SA—Surprise (1-3), +1 initiative, surprised (1)

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

Galoob, Medium Humanoid: HD 5+1; AC 13; ATK Spear (1d8); MV 10 (S60); SV 14; AL N; XP 250; SA—None

1622. Sea Goop | Wonder

An undersea crater in this hex is carpeted with a black, inky substance that sticks to one's flesh or clothes, and which is mildly acidic. The substance is actually inert black pudding, which is terribly useful to wizards and alchemists for their experiments. The application of electricity revives it.

1629. Sea Giant Castle | Stronghold

A family of six sea giants has a castle on the sea floor, built atop a sea mount the overlooks a plateau rich with plantlife and grazed by herds of hippocampi tended by 26 locathah. The locathah dwell in caves in the sea mount. The castle is constructed of granite and basalt, with an obsidian gatehouse that predates it and was once part of a city constructed by the elder things. There are still elder thing dungeons within the sea mount that the sea giants have sealed off. The king of the sea giants, Kosilio, keeps an ancient giant octopus locked in a pit. Captured enemies are thrown in the pit to feed the beast.

Treasure: 1,000 cp, small sunstone, +1 javelin

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

Sea Giant, Large Giant: HD 9; AC 17; ATK Tail (2d6), trident (3d6); MV 20 (S60); SV 12; AL N; XP 900; SA—Resist (cold); SP—control water •, control weather •, water breathing •••, shocking grasp •

1645. Admiral's Fleet | Stronghold

Lord Admiral Sersata is on patrol in this hex with his fleet of four war galleys, each emblazoned with the royal sphinx of Ibis and carrying 30 mariners and 150 slave rowers. The fleet is headed northwest, heading back to Ibis after taking a cruise around the perimeter of the Golden Sea. Along the way they sank pirate ships, made diplomatic calls on the Kalkion kings and queens and had three of their captains replaced by serpent men wearing enchanted masks. The admiral is unaware of this plot, but his men have felt the change and are uneasy.

Admiral Sersata is a stout fighting man of 50 years, with hair bleached white and skin made dark by the sun. He is given to braggadocio about his seamanship, fighting ability and love making, but is ultimately an honorable man and a tremendous lover of sport and fair play. He has deep green eyes, flared nostrils and wears a perpetual sneer.

Treasure: 4,500 cp, 6,800 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Agos, Human Fighter: LVL 7; HP 31; AC 19 (breastplate, shield); ATK 1+ scimitar +7 (1d8+1); MV 30; SV 14; S14 I4 W6 D16 Cn8 Ch17; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Potion of charm person*

Sersata, Human Fighter: LVL 9; HP 34; AC 20 (+2 breastplate, shield); ATK 1+ scimitar +8 (1d8); MV 30; SV 13; S12 I14 W12 D15 Cn12 Ch8; AL N; XP 900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of reduce self, ring of sustenance*

1715. Sleeping It Off | Monster

A mountain giant has fallen asleep in this hex after drinking a monastery dry on the coast [1717] that brewed beer. He flattened the monastery in the process, and is now snoring away. Waking the giant is not easy, but any painful damage will awaken him immediately.

Treasure: 9 gp, +2 chainmail

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

1725. Gossip | Monster

Four nereides are gossiping in this hex about Queen Amara's leaving King Andros yet again. They blame it all on the king's bad temper, and cannot fathom why she stays with him. She was a lady-in-waiting for Queen Amphitrite, you know.

Nereid, Medium Fey: HD 6; AC 17 [S]; ATK Dagger (1d4); MV 30 (S60); SV 14; AL NG; XP 1800; SA—MR 10%, magic (D4), resist (cold); SP—Charm person •••, charm monster •, command •, confusion •, dimension door •, suggestion •

1801. Infection | Wonder

A chunk of solidified elemental air that looks something like an exceptionally clear and light sphere, and which is cold to the touch, is lodged in the wall of a cave in this hex. The “infection” of elemental air in elemental earth has creating a river of flowing dust that flows from the cave into the valley beyond. A small village of goat herders has been swallowed by the dust, the people fleeing to high ground.

If the elemental air sphere is removed, the dust stops flowing, but does not disappear. If the air sphere is broken, it sucks everything within 30' of it into the Elemental Plane of Air (roll 2d20 under strength to resist). Intact, it is worth 15,000 gp.

1812. Golden Apples | Monster

This hex holds a pleasant lake with thick reeds growing on the shores and a tiny island in the middle on which grows an apple tree. The tree produces golden apples. Each apple eaten makes a person one year younger. Adventurers will see a giant bulldog swimming to the shore of the lake, a nixie on its back. The nixie, Laisa, has sparkling silver-green skin and emerald green hair. She carries a wand that gives off rainbow sparkles. Laisa is a comrade of Lady Amias [2310]. She is carrying a bag of three apples back to Amias' castle.

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

Nixie, Small Fey: HD 1; AC 13; ATK Dagger (1d4); MV 20 (S30); SV 16; AL N; XP 100; SA—MR 25%, charm person

1818. Vrastik | Monster

Four giant cone snails are creeping along the sea floor, each with a telchine (aquatic kobold) perched on its shell, guiding it by the tapping of a short staff on its shell. The telchines are hunting for their master, the sea ogre Vrastik, who dwells in a castle of coral three miles away.

Vrastik's abode is an ancient dead reef of coral. In elder days, it was closer to the surface, but now it is locked away from the sun in a dismal, dark hollow. The reef has been dug away by the thirty telchines that serve Vrastik, forming tunnels and chambers and a small dungeon. The coral they dug away has been sold to other sea peoples for building material.

Vrastik dwells in a large chamber at the center of the structure. His throne is formed of green copper, and is within view

of pits covered with grates that show portions of the dungeon where captives of Vrastik are tortured.

Treasure: 1,500 cp, 1,800 sp

Telchine, Small Humanoid: HD ½; AC 11; ATK Dagger (1d4); MV 20 (S20); SV 17; AL CE; XP 25; SA—None

Sea Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6); MV 40 (S40); SV 15; AL CE; XP 200; SA—None

1836. Manjo's Floating Castle | Stronghold

A magic castle floats through this hex, the stronghold of Manjo, a powerful wizard of Ibis who was cursed by the gods to wander the Golden Sea for one hundred years. The castle looks something like a giant galleon, with fore and aft castles. It is constructed of eggshell white stone and from the towers are unfurled huge sails that move the castle at a very slow pace. The castle is crewed by one hundred telchines. Dozens of fishing lines hang from the narrow windows of the castle, while a dozen sea wasp-riding telchines patrol the sky.

Manjo spends his time in his tallest tower, where he holds the daughter of the elemental water queen Cryo. He is nursing the girl back to health and falling in love with her grace and gentle manner. The girl, Innel, has icy blue eyes and silver hair, and skin the color of polar ice reflecting the *aurora borealis*. Her would-be suitor is a mature man with graying temples and a widow's peak. His hair is dark auburn and he dresses in red and blue silk, a pointed hat atop his head. Although his love is true and heartfelt, he knows it is impossible.

Treasure: 4,500 sp, 1,500 gp

Telchine, Small Humanoid: HD ½; AC 11; ATK Dagger (1d4); MV 20 (S20); SV 17; AL CE; XP 25; SA—None

Apprentices, Human Magic-User: LVL 1; HP 2 each; 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—Cause Fear, Feather Fall, Light, Message, Read Magic

Manjo, Human Magic-User: LVL 10; HP 30; AC 9; ATK Staff +3 (1d4); MV 30; SV 11; S9 I13 (22) W8 D7 Cn12 Ch8; AL N; XP 1000; Special—Alchemy, lore, spells per day (6/5/4/4/2), create scrolls, arcane knowledge (phosphorus, hypnotize, soda water, gunpowder); Gear—*Wand of fireball* [6 charges], *headband of intellect* 22

Spellbook: 1—Cause Fear, Chill Touch, Enlarge Person, Feather Fall, Light, Message, Ray of Enfeeblement, Read Magic, Touch of Fatigue; 2—Darkness, Find Familiar, Protection from Arrows, Summon Swarm; 3—Fly, Haste, Phantom Steed, Slow; 4—Detect Scrying, Mnemonic Enhancer, Secure Shelter; 5—False Vision, Planar Binding I

1849. Flying Sharks | Monster

Three huge sharks are engaged in a feeding frenzy on a dead dragon. The ingested dragon blood has given them the temporary ability to fly, making them a hazard to ... everything.

Huge Shark, Huge Animal: HD 10; AC 15; ATK Bite (2d6); MV 0 (F60, S60); SV 12; AL N; XP 1000; SA—None

1904. Mantea | Village

Mantea (pop 90 urban, 720 rural) is a village of stout men and women. The men have forked beards, the women shave their heads save for a long forelock. They are a dour folk who rarely speak, and visitors are not welcome. With a snap of their fingers, the people can summon forth their herds of goats, using them to attack as a swarm.

Goat Swarm, Small Animal: HD 4; AC 12; ATK Swarm (1d8); MV 30; SV 15; AL N; XP 400; SA—Swarm

2009. Patches of Power | Wonder

An old denim jacket covered with colorful patches depicting strange glyphs and runes has been dropped here in the mud. The wearer is permitted one righteous rage against Lawful creatures (+2 to attack and damage for 10 minutes) per day, but they may never cut their hair nor wear armor while they are wearing the jacket.

2014. The Thunder Rolls | Monster

A flock of three arrowhawks has torn a caravan of ox-drawn wagons to shreds. Several men and animals are dead, their wagons smashed to splinters, while others are hiding among rocks and shrubs. The three remaining wagons are carrying bags of grain and rolls of linen. Only ten men-at-arms and three traders, Persa, Thontoro and Damoro, are still alive.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

Arrowhawk, Medium Monster: HD 7; AC 20; ATK Bite (1d8) or lightning bolt (50'/2d6); MV 10 (F120); SV 13; AL N; XP 700; SA—Immune (electricity, poison)

2021. Harpy Attack | Monster

A flock of eight harpies are pestering and plundering a bireme from Delphyna. The bireme has three crewmen left alive and hiding in the hold while the harpies shriek and look for treasure on the upper deck. The bireme's sail has been shredded.

Treasure: 3,200 sp

Harpy, Medium Monster: HD 3; AC 13; ATK 2 claws (1d4); MV 20 (S40); SV 15; AL CE; XP 300; SA—Song

2101. Artemis Grove | Wonder

The steppe is broken here by a large copse of knotty pines. Within the copse is a grove sacred to Artemis, with a large, irregular boulder on which it is said one can discern the outline of the goddess' hand, which she made when she paused here to pull a thorn from her foot. Druids in this grove cast their spells with double efficacy.

2106. Aelos | Town

DEMOGRAPHICS

Urban Population 590

Rural Population 4,720

Race Human (93%), Faun (3%), Gnome (4%)

Religion Hermes, god of commerce (CG)

Alignment Neutral

Aelos is a market town that dominates the area within the bend of the Sangarius River, traditionally called Aeloia. The town has rich deposits of copper that is sent down the river to Delphyna, or by caravan to Thalut for shipment north.

The town is a hard-scrabble place of miners and farmers. The people are known for being taciturn and sneering at sophistication and decadence. King Pherax is a young man with big ideas about progress that his people do not share.

Aelos also happens to be the residence of Kydeia, a swordswoman who retired from an active life of adventuring when she lost her sword arm to the bite of a dragonne. She is ambivalent towards adventurers, but will train them for money and the opportunity to torture them a bit.

A pack of lacedons (aquatic ghouls) has recently emerged from the Sangarius River to harry the outer wards of Aelos. King Pherax has offered a reward of 500 gp for their destruction.

Kydeia, Human Duelist: LVL 7; HP 46; AC 17 (leather); ATK Shortsword +6 (1d6+1) and dagger +6 (1d4+1); MV 30; SV 14; S14 I12 W13 D17 Cn13 Ch12; AL N; XP 700; Special—Acrobatics, taunt, surprised (1 in 6), shortsword (+1d6 damage), parry, spring into combat, lackey, riposte; Gear—*Ring of acid resistance*

2108. Stone Cold Traders | Monster

Nine stone giant traders from Lithr are on their way through this hex to make trade agreements in Aelos [2106], as the giants are in need of pure copper for a monument they wish to construct to honor their ruler. They are jovial folk with very dry senses of humor, and they are very willing to share their

fire and even their rough, dark bread with travelers in exchange for stories of adventure and intrigue.

Treasure*: 99 gp, small malachite, small aquamarine, small topaz, medium carnelian, *potion of enlarge (self)*, *potion of charm undead*, *potion of charm plants*

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.

2113. Anthus | Village

Anthus (pop. 190 urban, 1,520 rural) is a large village of shepherds and farmers set among green hills and golden boulders. Twenty expert slingers look over the flocks, each mounted on a golden palfrey, while the villagers produce wool and leather goods and ship them to Delphyna. While Anthus is a beautiful village, its people are regarded as the most contrary folk on Nod. They love a good argument, and will argue on any subject for any reason at any time. Visitors who become offended at this are sent away with a swift kick, while those who join in are regarded as true friends.

2116. Cyona the Reaver | Stronghold

Cyona the Reaver Queen has an expansive hill fort in this hex. Hers was one of the founding families of Barbaria, the family that would never knuckle under to the self-proclaimed “high king” whose family rules there today. Cyona is a bandit queen, with 60 horsemen under her command who prey on the caravans and out-settlements of Barbaria. Her lands are worked by 120 peasants who farm and herd.

Treasure: 1,300 cp, 5,300 sp, 3,000 gp, small quartz, small zircon, small jacinth

Horsemen, Medium Humanoid: HD 1+1; AC 15 (mail shirt, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Dora, Human Fighter: LVL 6; HP 19; AC 18 (breastplate, shield); ATK Spear +5 (1d8); MV 30; SV 14; S11 I14 W5 D12 Cn6 Ch9; AL CE; XP 600; Special—Riding, leadership, dominate, wondrous mount (simple monster); Gear—*Ring of protection +1*

Cyona, Human Fighter: LVL 10; HP 51; AC 17 (breastplate, shield); ATK 1+ +2 *battleaxe* +11 (1d8+2); MV 30; SV 12; S11 I10 W16 D10 Cn9 Ch11; AL NE; XP 1000; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of healing*, *periapt of health*

2141. Weeping Giant | Monster

A storm giant boy called Argos is weeping here. He is sitting on the side of a sea mount, partially obscured by purple seaweed. The boy is upset by his mother’s absence – she left her husband (for the fiftieth time) for her mountain hideaway. The

boy’s crying has upset the sea and made the waters rough. The boy’s mother is Queen Amara [7716].

Young Storm Giant, Large Giant: HD 8; AC 16; ATK Slam (1d6) or boulder (450'/2d6); MV 40 (S40); SV 13; AL CG; XP 800; SA—Immunity (electricity), control weather.

2217. Barbaria | Town

DEMOGRAPHICS

Urban Population 2,300

Rural Population 18,400

Race Human (96%), Zwunker (4%)

Religion Ares, god of war (CE)

Alignment Lawful

Barbaria was founded in ages past by the Keats during one of their many invasions of the coastal highlands from the steppe. The Keats conquered a small village in the hex and set up a market, selling enslaved peasants and plundered loot. As the village expanded from the trade, the conquering Keats constructed a ring of hill forts around the bay. As power became concentrated in a single monarch, the hill forts became towers in a defensive wall, and Barbaria was born.

Barbarian men are known for their long robes, tall hats and long, curly beards. The women of the town wear their hair long and in thick braids.

The town is guarded by 50 guardsmen and 80 soldiers (known for their winged helms). Descending as they do from the Keats, the soldiers of Barbaria are usually mounted. Their queen is Zephyra, a wild beauty of the steppe with nut brown skin, frosty blue eyes and blazing red hair. She has a stern face that bears a long scar across the forehead and a muscular, lithe body usually hidden under a mail hauberk.

Warrior, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Queen Zephyra, Human Barbarian: LVL 6; HP 30; AC 19 (chainmail, shield); ATK +2 *longsword* +9 (1d8+4); MV 40; SV 13; S17 I7 W7 D16 Cn16 Ch11; 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 flank or back attack; Gear—*Ring of animal friendship*

2225. Octopus vs. Galley | Monster

A giant celestial octopus is clinging to a black galley of 30 drow that is transporting 50 slaves to Makisto. The galley has a completely enclosed upper deck to permit the drow to travel during the day. The slaves are rowing the ship. The octopus is slowing the galley down, and it is listing to starboard, though not quite enough to sink it, which, naturally, the creature does

not wish to do as it would kill the slaves. It is sending out pleas through the ether for aid in stopping the ship.

Treasure: 2,000 cp, 3,300 sp

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Giant Celestial Octopus, Large Monster: HD 4; AC 13 [Silver]; ATK 8 arms (1d4 + constrict), bite (2d6); MV 10 (S40); SV 15; AL LG; XP 400; SA—Ink cloud, jet backwards, resistance (electricity), MR 10%, +2 to hit and damage chaotic creatures.

2303. Thalât | Village

Thalât (pop. 350 urban, 2,800 rural) is a village on the edge of the steppe. The people make a living by hunting and trapping, with minimal farming and herding due to raids by the Keats and other nomads. The elder men of the village form a mercenary band called the Black Sandals. There are six warriors in the band, and they are commanded by a foul-mouthed sergeant by the name of Asymnes.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Sergeant, Medium Humanoid: HD 2; AC 15 (chainmail); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None

2310. Queen Arias of Nesae | Stronghold

The crystal castle of Lady Arias is situated amid a field of colorful flowers on a hill that overlooks the Sangarius River. Arias is a paladin who commands 100 horsemen who wear chainmail and carry shields, lances and longswords. She is known throughout the region for her benevolence, and has even been approached for help by villains when they were desperate.

Arias has in her care Aktides, a sage of Aelos [2106] who was aged during an encounter with a ghostly hoplite while he was picking asphodels one evening. She has sent one of her comrades, the nixie Laisa, to fetch some golden apples to restore a few years of life to Aktides so he may officially bestow his blessings to his replacement, his niece Mela.

Arias is a statuesque woman with golden-green eyes and long, curly black hair. She wears gleaming chainmail and a robe of many colors. She rides a white pegasus into battle.

Treasure: 1,900 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Pegasus, Large Monster: HD 4+2; AC 14; ATK 2 kicks (1d6), bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; SP—Detect good, detect evil

Arias, Human Champion*: LVL 12; HP 28; AC 17 (chainmail, shield); ATK +1 longsword +11 (1d8+2); MV 30; SV 10; S13 I9 W11 D9 Cn8 Ch15; AL NG; XP 1200; Special—Healing, riding, immune to disease, lay on hands, cure disease 2/week, calm emotions 3/day, turn undead, invoke oath 1/day, pegasus (+2 HD), deflect rays; Gear—Robe of scintillating colors

* New class detailed in this issue of NOD

2320. Smoky Hills | Monster

Amid these bleak hills there are several burning tar pits that put out a pall of acrid smoke. The smoke fills the valleys, which are devoid of life. After crossing the hex, the after effect of the smoke is a nagging cough and 1d4 points of constitution damage. The smoking tar pits are home to a large smoke elemental.

Smoke Elemental, Large Elemental (Air, Fire): HD 8; AC 18 [+1]; ATK Slam (1d6 + 1d4 fire); MV F100; SV 13; AL N; XP 2400; SA—Immunity (fire); SP—choke •••

2322. Alyri | Village

Alyri (pop 50 urban, 440 rural) is a fishing village constructed atop an ancient and well-worn dungeon. The dungeon consists of wind-filled tunnels inhabited by fish men. Within the tunnels are numerous flooded chambers and passages. Enough adventurers visit the village to support a large, rickety inn called the Silver Goblet, wherein a warm fish stew and plenty of hardtack are served, along with spiced wine.

[ray otus fish man art]

2414. Brain Stampede | Wonder

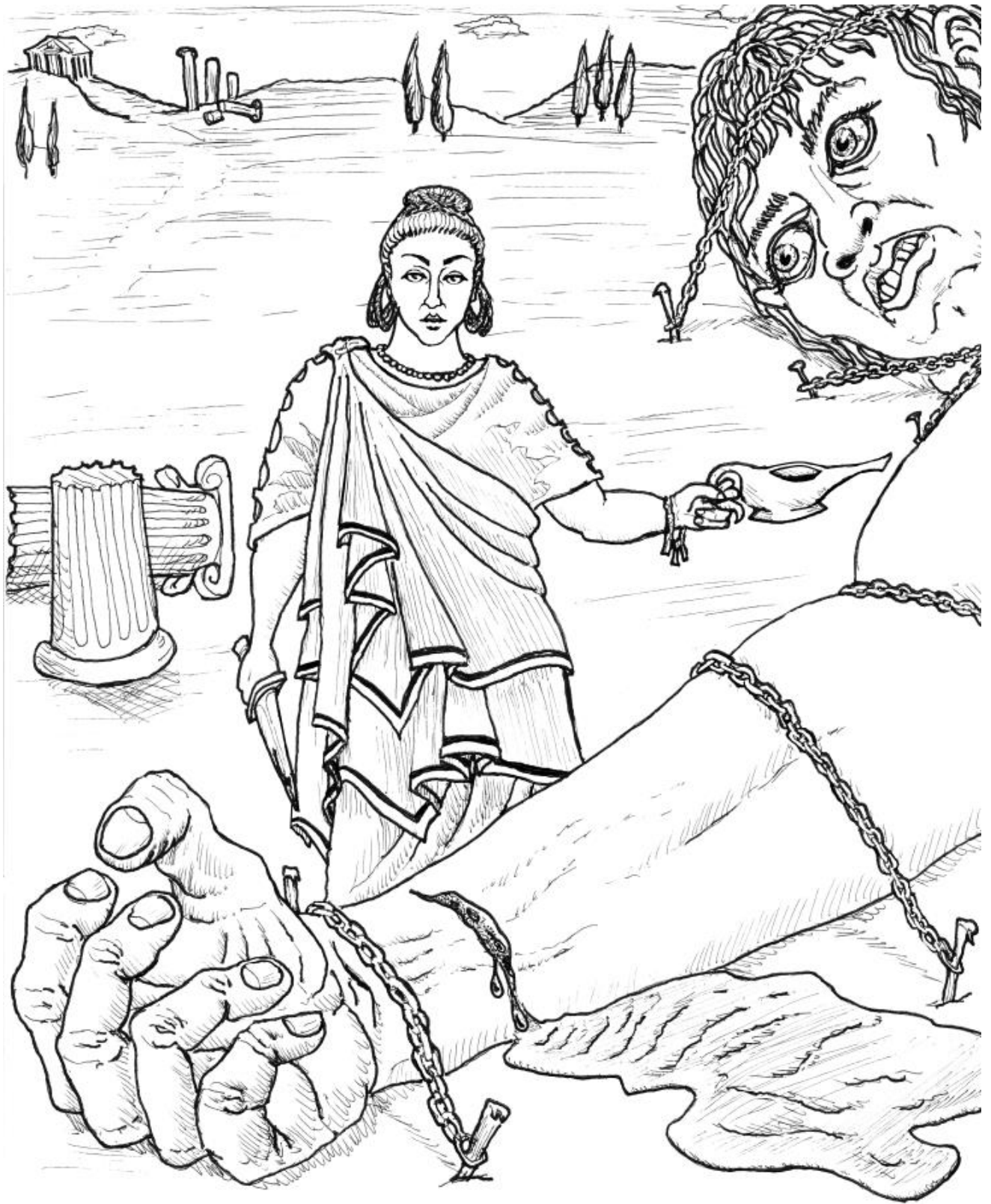
Folk moving through this hex suddenly find themselves in the middle of a stampede of intangible glowing brains in a variety of pastel shades. They swoop through the valley, north to south, for about 15 minutes and then disappear.

2433. Obas the Exile | Stronghold

Old Obas fought many campaigns for the city-state of Akelos, putting the torch to towns and villages, slaughtering surrendering enemies and generally making a menace of himself. But atrocities are hard to forget, following a man like ghosts; literally in Obas' case.

The people he killed now haunt him as poltergeists and phantasms. They drove him from his manor to this uninhabited island. He now dwells in a stone hut, herding goats and regretting his former life of violence. Obas may plead with adventurers to free him from these terrible spirits, neglecting of course to mention why they now haunt him.

Phantasm*, Medium Undead (Incorporeal): HD 8; AC 20; ATK Touch (choke); MV 80; SV 13; AL CE; XP 4000; SP—Illusory choking



* New monster in this issue

Poltergeist, Medium Undead (Incorporeal): HD 1; AC 11 [S]; ATK Slam (1d6); MV F50; SV 16; AL N; XP 100; SA—None

Obas, Human Fighter: LVL 11; HP 60; AC 14 (leather, shield); ATK 1+*+4 spear* +16 (1d8+6); MV 30; SV 12; S16 I11 W5 D9 Cn14 Ch15; AL N; XP 1100; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of E.S.P., scroll of protection from outsiders*

2505. Titanic Tragedy | Monster

Those keen of hearing who move through this hex at night may hear a booming wail of woe echo across the steppe. The sounds come from an ancient stone circle set atop a broad tableland of white, chalky cliffs topped by a blue-green sward of grass. Chains of force hold down an elderly titan called Masipo. He is surrounded by three oil lamps, each enchanted with the *magic jar* spell. A wizard called Ileas stands above him, enchanted dagger in hand, preparing to bleed him to death. She has discovered that genies are the souls of titans, bound in their blood and released when they die. She plans to murder Masipo and collect his soul in one of her lamps.

Ileas wears a blue silk coat embroidered with white clouds, black velvet slippers that levitate her just above the ground, a silk chemise and cloth-of-gold trousers. Her head is covered by a black velvet cap.

Titan, Huge Outsider: HD 21; AC 20 [+1]; ATK 2 slams (1d12); MV 40; SV 7; AL N; XP 10500; SA—MR 60%, immune (mind effects), magic use (C7, M7); SP—Confusion •••, ego whip •••, mind thrust •••, psychic crush •

Ileas, Human Magic-User: LVL 11; HP 14; AC 11; ATK Staff +6 (1d4+2); MV 30; SV 11; S16 I14 W10 D13 Cn7 Ch8; AL LE; XP 1100; Special—Alchemy, lore, spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (distillation, algebra and geometry, invisible ink, gunpowder, flash powder); Gear—*Ring of water walking*

Spellbook: 1—Alarm, Detect Secret Doors, Detect Undead, Feather Fall, Magic Missile, Phantasmal Force, Ray of Enfeeblement, Read Magic, Shield; 2—Darkvision, Ego Whip, Intelligence, Resist Energy, Strength; 3—Blink, Mental Barrier, Protection from Evil II*, Water Breathing; 4—Creation I, Fire Shield, Shout; 5—Animal Growth, Mage's Faithful Hound, Waves of Fatigue; 6—Disintegrate

2510. Osippos the Dragon | Monster

The red dragon Osippos dwells in a cave overlooking the river. There is a 1 in 6 chance that he emerges to harass a boat moving up or down the river, demanding tribute that most people willingly pay. Numerous charred wrecks on the banks of the river give mute witness to Osippos' fury and might.

The dragon is actually a red drakkar wizard. Osippos owns a magic ring that permits him to polymorph into a dragon once per month, hence the rare appearances of the monster. He

commands a small tribe of red drakkar who prefer to keep to themselves. They live off of fishing in the river and light banditry from the backs of trained pterosaurs.

The dragon's cave has a secret door that leads to their deeper lair, and to other exits in the hills.

Treasure: 7,300 gp

Osippos, Red Drakkar Magic-User: LVL 9; HP 48; AC 10; ATK Dagger +4 (1d4+1); MV 30; SV 12; S14 I12 W11 D12 Cn18 Ch12; AL CE; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (phosphorus, gunpowder, sneezing powder, soda water), red dragon man traits; Gear—*Scroll of protection from poison, robe of eyes*

Spellbook: 1—Burning Hands, Chill Touch, Expeditious Retreat, Hold Portal, Magic Weapon, Message, Protection from Evil, Read Magic; 2—Blur, False Life, Misdirection, Shatter; 3—Fly, Ray of Fatigue, Spectral Force; 4—Detect Scrying, Invisibility II, Polymorph Self; 5—Feeblemind

2519. Nine Friendly Dwarves | Monster

Nine dwarves are acting suspiciously about a mule-drawn wagon they are guiding through this hex with the help of two mules. They have the unconscious body of a maiden, Abdas, in the wagon and are transporting her to [2421] for help. Abdas became lost in the hills two weeks ago when she wandered away from the siren song of the slavers. She nearly died of exposure and hunger after two weeks in the wild.

Treasure: 93 sp, small chalcedony

Dwarf, Small Humanoid: HD 1; AC 12 (leather); ATK Axe (1d6); MV 20; SV 16; 13 vs. poison; AL LG; XP 50; SA—Dwarf traits

2607. Lost Mount | Monster

A pterosaur trained by dragon men [2510] as a mount escaped his wrangler and is now roaming this area, lost and actually missing its nest mates. It is relatively docile in the presence of reptilian creatures, but attacks others out of fear or hunger. If returned, the red dragon men will pay a reward of 50 gp and not kill the people who returned their pet ... until tomorrow.

Pteranodon, Large Animal: HD 4; AC 15; ATK 2 claws (1d4), bite (1d8); MV 20 (F40); SV 15; AL N; XP 400; SA—None

2630. Ghost Fishermen | Monster

A ghost ship of fishermen hovers in this hex, the ghosts going through the motions of fishing. There are three fishermen on the boat, and while people watch, it will suddenly look as though it has been capsized in rough water.

Ghost, Medium Undead (Incorporeal): HD 6; AC 15 [Silver]; ATK Hurlled object (30'/1d4); MV F30; SV 14; AL N; XP 1800; SA—Frightful moan, possession, rejuvenate

2712. Ephens | Village

Ephens is a village (pop. 370 urban, 2,960 rural) set atop a long limestone cliff that overlooks the river. Numerous farmsteads stretch out into the hinterlands. The people of Ephens are somber during the day and jovial during the night. Their inn becomes a raucous party each night, with the otherwise sober people driven to every manner of debauchery. When the sun rises, those who behaved most terribly, including outsiders, are punished by the village's sackcloth-clad, scourge-wielding priests.

Priest, Medium Humanoid: HD 3; AC 10; ATK Scourge (1d2); MV 30; SV 15; AL LN; XP 300; SA—Magic use (C3)

2714. King Aneas of Lydaea | Stronghold

After facing down giants, necromancers and dragons, Aneas thought he was immune to fear. Then he cheated on his wife, the nymph Phania, with a serving girl. Now the great warrior has been turned out of his citadel and is living rough in the wild in a makeshift shelter. Aneas is a stocky warrior with charcoal grey eyes and a wide smirk. He is a rowdy, violent sort, and it was his impetuous nature that won Phania's heart. It has now won her ire. Even his 360 peasants and 100 warriors have turned against their former lord. He is now waylaying travelers, looking either for wealth to bribe his angry wife, or adventurers he can convince to help him get back into the citadel to reclaim his lost throne from an "evil witch".

Treasure: 5,300 cp, 3,800 sp, 2,000 gp, small jacinth, large sardonyx, *scroll of hold animal*

Aneas, Human Fighter: LVL 9; HP 27; AC 16 (breastplate, shield); ATK 1+ +4 *longsword* +13 (1d8+5); MV 30; SV 13; S13 I11 W7 D7 Cn11 Ch13; AL N; XP 900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Rod of rulership, cloak of the manta ray*

2722. Trapezium | Town

DEMOGRAPHICS

Urban Population 3,320

Rural Population 29,750

Race Human (86%), Gnome (14%)

Religion Apollo, god of the sun (CG)

Alignment Lawful

Trapezium is sometimes called the "City of Sages", and sometimes the "City of Wise Fools". It is a port city constructed in a semi-circle along the shore, with a large citadel on a rocky prominence adjacent to the sea. The town has an outer ring of

earthworks 30' tall surrounding a 10' deep moat of sea water, and an inner wall 40' tall with numerous towers. The city has a single outer gate constructed of wood and flanked by two stone towers, and a single inner gate with bronze doors flanked by stone sculptures of pegasi covered in brass and a 60' tall gatehouse with walls manned by archers.

Within the inner walls is a city of sacred geometries, with ten circular markets connected by numerous paved streets forming triangular family complexes. These complexes are formed of low, split-level buildings in which the city's gnome population dwells in basements and the humans above. Houses of one family are connected to the houses of families in the same tribe, with courtyards between the families. These courtyards hold gardens and pools. Each tribe has a tribal tree that it grows in its garden, making a wreath from that tree's leaves that adorn the tribe members during festivals.

The town has a single inn, the Golden Lyre, and six fine tavernas where wine is served at night, beer and ale during the day, and at which one can feast on braised lamb shanks, flat breads covered in olive oil and chopped olive and rosemary, salads of lime leaves and pickled sardine and other delicacies.

Trapezium has a large temple dedicated to Apollo, a monastery of the Pythagorean Order and seven shrines dedicated to the seven Muses. The people are most religious at festival time, and otherwise visit the temple infrequently.

The Pythagoreans are an ascetic order of scholastic monks dedicated to mathematics, athletics, music and self-discipline. Their order is both chaste and celibate, has a dietary restriction against the eating of beans and is always clothed in white robes. The head of the order wears a gold wreath. The Pythagoreans believe in the transmigration of the soul after death and that the each planet in the cosmos vibrates at a different frequency. The order uses numerology for divination, and holds that the cosmos is made up entirely of numbers. The number one, the Monad, is the origin of all things. Two represents matter, three Apollo (the ideal number), four the seasons and elements, five marriage, seven is the sacred number, being the number of planets, muses and strings on a lyre and ten is the perfect number. Pythagoreans never gather in groups of more than ten, and the *tetractys*, a symbol composed of ten dots in a triangular pattern, is held as their holy symbol.

The citadel of Trapezium is constructed on scientific lines. It is situated on a steep hill with natural walls 60' tall and man-made walls an additional 40' tall. A long metal shaft within the citadel can be lowered by winches into a subterranean stream, the stream then turning the shaft to activate the citadel's defenses, which consist of jabbing spears and scything blades in the walls and crossbow-wielding automatons atop the walls.

The defenses appear more dangerous than they actually are, but they certainly look impressive.

Trapezium is ruled by King Sooth, a robust man with an unbounded sense of self-confidence. Sooth wields a +2 *short sword* with a hilt shaped like an eagle, a gift in ancient times to the governor of Trapezium by Dionysus. King Sooth wears a gold wreath in place of a crown. He has blue eyes and red hair, and he sports a very manly beard.

The men of Trapezium wear woolen leggings, tunics, jackets with colored edges and cloaks of complex, brightly colored patterns. Women wear baggy trousers and thigh-length dresses in similar patterns. Men usually wear tall caps, and nobles are permitted the wearing of a cap made from the scalp of a fox with the ears still attached. Shoes are pointed and boots are made of fawn skin. All people wear tattoos that befit their status within the community. Clothing is made of hemp, flax and wool, and cloth from Trapezium is regarded as the finest in the region. Bracelets are spiral in form, with ends made to look like the heads of animals, especially the snake.

Trapezium is guarded by 70 guardsmen in leather armor with shields, spears and crossbows and commanded by seven sergeants who report directly to the king. King Sooth also commands 90 men-at-arms and 20 hoplites who bear the sacred tetractys on their white shields and who wear white capes and have white crests atop their helms.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

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

Sergeant, Medium Humanoid: HD 2; AC 15 (chainmail); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None

2727. A House Divided | Stronghold

Rising from the depths in this hex are two rocky protrusions, the horns of a nascent mountain whose growth was stunted in elder times by an act of Poseidon. Atop each of these massive basalt pillars there is a tower, the two towers looking nearly identical. In one tower lives the wizard Olaeus, and in the other his former lover the wizard Persippon. United, they were terribly powerful, rending wind and wave and commanding earth and fire. Their power grew too great, though, and when they sought to raise a sea mount to form a small kingdom, Poseidon punished them.

The tower in which the wizards lived was split asunder, along with the peak of their new mountain. More importantly, a deific curse was laid upon them that made it impossible for one to see, communicate with or in any way be aware of the other.

Each wizard lived on, convinced his “better half” died in Poseidon’s revenge, and impossible to convince that their love not only lived, but lived a mere 200 yards away. The wizards are old now, and chastened by Poseidon’s rage. They may consult visiting wizards and adventurers, for they value visits and companionship highly, but they do not train apprentices or work their spells as once they did.

Persippon’s tower is all blacks and whites in checks, potted ferns in every corner and dusty furniture. A grimalkin called Castra protects his household, while a trio of house-imps keep house (barely). Olaeus lives in the splendor of ancient Nabu, surrounded by sarcophagi and painted stoneware that form a maze of clutter. Most of his house is animated, the house essentially keeping itself, though he does employ a one-armed ogre named Yark as his personal chef, for Yark does strange and beautiful things with seafood chowders, and has an impeccable taste for challenging wines.

Olaeus’ Treasure: 8,000 cp, 5,400 sp

Persippon’s Treasure: 3,000 sp, small jargon, small sunstone, copper icon of Saint Tiffany

Olaeus, Human Magic-User: LVL 11; HP 25; AC 10; ATK Dagger +4 (1d4); MV 30; SV 11; S12 I11 W8 D10 Cn10 Ch10; AL N; XP 1100; Special—Alchemy, lore, spells per day (5/4/4/3/2/1), create scrolls, arcane knowledge (soda water, algebra and geometry, compass, phosphorus, silver plating); Gear—*Staff of illumination*, *ring of swimming*, *rod of alertness*, treasure map

Spellbook: 1—Animate Rope, Daze, Endure Elements, Grease, Magic Weapon, Mind Thrust, Read Magic, Reduce Person, Unseen Servant; 2—Darkvision, ESP, Knock, Shatter, Wizard Lock; 3—Fireball, Mental Barrier, Phantom Steed, Stinking Cloud; 4—Animate Dead, Locate Creature, Stoneskin; 5—Hold Monster, Persistent Illusion, Telekinesis; 6—Shadow Walk

Persippon, Human Magic-User: LVL 11; HP 28; AC 9; ATK Staff +4 (1d4); MV 30; SV 11; S11 I17 W16 D8 Cn10 Ch15; AL XX; XP 1100; Special—Alchemy, lore, spells per day (6/5/4/3/2/1), create scrolls, arcane knowledge (gunpowder, soda water, algebra and geometry, soda water, flash powder); Gear—*Ring of mind shielding*, *rod of the viper*, treasure map

Spellbook: 1—Burning Hands, Detect Magic, Enlarge Person, Identify, Ill Omen, Mending, Ray of Frost, Read Magic, Touch of Fatigue; 2—Darkness, Ego Whip, Hypnotic Pattern, Spider Climb, Thought Shield; 3—Fireball, Illusory Script, Phantom Steed, Summon Monster III; 4—Dimensional Anchor, Phantasmal Killer, Polymorph Self; 5—Creation II, Magic Jar, Transmute Rock to Mud*; 6—Shadow Walk

2803. Queen Arges of Melic | Stronghold

Arges, the half-orc daughter of a Keatish princess, is constructing a hill fort in this hex to the chagrin of the Keats, who only barely accept her existence and who certainly do not favor a

further encroachment of civilization (such as it is) on their steppe. The stronghold is a mere motte-and-baily castle at the moment, but Arges has plans to expand it.

Arges is a thin woman with a rough-hewn face and a mouth of sharp teeth. Her fascinating blue-green eyes come from her mother, while the rest of her fearsome appearance comes from her father, an orc raider. Arges' mother now lives with her, and is the "brains" of the operation, having been exiled when she refused to get rid of her child. Arges is all rage for the treatment of her mother, and plans to unleash a terrible revenge on the Keats for their treatment of her.

Arges has 100 nomads under her command.

Treasure: 1,600 sp

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Arges, Half-Orc Barbarian: LVL 10; HP 86; AC 20 (splint, shield); ATK 1 battleaxe +11 (1d8+3); MV 40; SV 11; S18 I13 W14 D16 Cn18 Ch11; 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—*Potion of E.S.P.*, *scroll of protection from undead*

2808. Search Party | Monster

Five red drakkars are tromping through this hex looking for a pterosaur [2607] that escaped their lair [2510] one week ago. They have had no luck, and might be in the mood to vent their spleen on adventurers (if they outnumber them).

Treasure: 51 sp, treasure map

Red Dragon Man, Medium Humanoid: HD 1+1; AC 17 (scale, shield); ATK Bite (1d4 + 1 fire) or spear (1d8); MV 40; SV 16; AL N; XP 100; SA—Resistance (fire)

2837. Shark Wranglers | Monster

Three sea giants are wrangling a feisty megalodon. The giants have been following it for days trying to tire it out.

Megalodon, Huge Animal: HD 18; AC 17; ATK Bite (3d6 + swallow); MV S60; SV 8; AL N; XP 1800; SA—None

Sea Giant, Large Giant: HD 9; AC 17; ATK Tail (2d6), trident (3d6); MV 20 (S60); SV 12; AL N; XP 900; SA—Resist (cold); SP—control water •, control weather •, water breathing •••, shocking grasp •

2906. Vosk | City-State

DEMOGRAPHICS

Urban Population 9,650

Rural Population 77,200

Race Human (91%), Centaur (4%), Faun (3%), Gnome (2%)

Religion Ares, god of war (CE)

Alignment Neutral

AUTHORITY

Temporal Machosias, Neutral King of Vosk

Fighter LVL 7; HP 33; AC 18 (breastplate, shield); ATK 1+ spear +6 (1d8); MV 30; SV 14; S12 I15 W10 D14 Cn9 Ch10; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Potion of charm person*

Spiritual Xenus, Chaotic High Priest of Ares

Cleric LVL 7; HP 18; AC 17 (+1 *breastplate*, shield); ATK Footman's mace +5 (1d6+1); MV 30; SV 13; S15 I13 W11 D7 Cn10 Ch11; AL CE; XP 700; Special—Conversion, healing, turn undead, spells per day (5/3/2/1); Gear—None

MILITARY

City Guards 110

Army 300 men-at-arms, 60 hoplites

DESCRIPTION

Theme Barbarian city-state

Wilderness Grasslands

Accent Greek

Vistas Grey walls with many towers and gates, horse races, dusty roads, banks of blue and white flowers, horn calls to communicate across town

Names (M) Bolosab, Egon, Fiacho, Genna, Hyros, Machosias, Maci, Perito, Racha, Tavi, Xenus; **(F)** Alcas, Anais, Becha, Chusa, Essas, Ghuma, Iboea, Kephe, Lore, Mana, Mena, Mori, Rhale, Tasa, Thera, Ura, Xami

Money Stater (gp), Drachma (sp), Obol (cp)

Vosk, once called Voskopolis, was a military stronghold established by Dionysus during the initial stages of his invasion of Hyrcania. Over the years it grew into a market town, and eventually into a small city-state with strong walls and a crack military that patrolled the land route between Aelos and Charonesus, as it is often easier to travel from Aelos to Charonesus on land than upriver, especially during the Spring thaw.

The Voskoi are a friendly people for the most part. Most are trained in the arts of fighting and horsemanship from an early age, and as a result they fear nobody. This lack of fear makes them a friendlier folk, though if their hospitality is betrayed they lose little time in beating the perpetrators and flaying them alive, nailing their tattered skins to the west gates of the city as a warning to others not to spurn the Voskoi.

Despite their friendliness, the Voskoi are also the world's least trusting people. All bonds between people, be it marriage,

friendship or a business partnership, are sworn over a stone goblet of spiced wine and marked in bloody handprints on specially prepared sheepskins before a large crowd of witnesses (who expect to be paid). These skins are kept in banks, guildhalls or temples and are guaranteed by the king and all his soldiers under pain of his own death.

King Machosias took the throne when Andron and Ephides, the sons of King Leosandro, died fighting to succeed their father. Machosias is the brother of Queen Helena, and since the civil war ended he has seen fit to pay honors to Andron, but not Ephides. Ephides' daughter Casta built a monument in her father's honor against the wishes of Machosias, so he has had her imprisoned in the dungeons beneath the citadel. Casta's younger sister, Nebe, will pay adventurers handsomely to rescue her and spirit both sisters away from Vosk. She will pay even more for revenge on Machosias and his sister, and a crown for Casta.

2913. Zagynn's Domain | Monster

In a tall tower of red-black basalt topped with an obsidian dome and surrounded by a myriad of columns, the vermilion dragon Zagynn holds court. His tower is home to 30 vermilion dragon men and the theurgist Hece, who has served him loyally as major domo and court wizard for fifteen years.

Presently, Zagynn is roosted upon a throne of obsidian on a dais of gold, watching a combat between two warriors, the anti-paladin Achor and the paladin Metionus. They battle for the life of Rhione, a pretty little thief who robbed the crypt of Achor's master and teacher Oranios, who once inhabited this tower. Achor wants Rhione's head to decorate the prow of his ship, the *Black Magic*, anchored in Trapezium, while Metionus fights for her life (and, he hopes, to win her love).

Treasure: 2,600 cp, 8,300 sp, 2 medium chalcedonies

Vermilion Dragon Man, Medium Humanoid: HD 1+1; AC 17 (scale, shield); ATK Bite (1d4 + 1 fire) or spear (1d8); MV 40; SV 16; AL N; XP 100; SA—Resistance (fire)

Vermilion Dragon, Large Dragon: HD 11 (33 hp); AC 17; ATK 2 claws (1d8), bite (1d10); MV 30 (F60); SV 11; AL N; XP 3300; SA—Magic (M4), immune (fire, sleep), breath weapon (cone of fire)

Hece, Human Theurgist: LVL 7; HP 14; AC 11; ATK Staff +2 (1d4); MV 30; SV 13; S12 I12 W7 D14 Cn6 Ch13; AL LE; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (6/3/2), spells known (6/6/4); Gear—*Ring of spell turning*

Spells Known: 1—Bane, cause fear, command I, detect poison, inflict light wounds, summon monster I; 2—Chant, desecrate, inflict moderate wounds, hold person, silence, spiritual hammer; 3—Animate dead, dispel magic, magic vestment, summon monster III

Achor, Human Anti-Paladin: LVL 7; HP 43; AC 21 (plate armor, shield); ATK Longsword +7 (1d8+1); MV 30; SV 13; S14 I11 W10 D14 Cn18 Ch17; AL CE; XP 700; Special—Riding, detect good, immune to disease, smite law 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cause disease 1/week, rebuke undead, warhorse (+1 HD), anti-cleric spells (3); Gear—None

Metionus, Human Paladin: LVL 7; HP 29; AC 20 (plate armor, shield); ATK Longsword +8 (1d8+2); MV 30; SV 13; S16 I13 W11 D11 Cn9 Ch17; AL LG; XP 700; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 1/week, turn undead, warhorse (+1 HD), cleric spells (3); Gear—None

Rhione, Human Thief: LVL 5; HP 19; AC 13 (leather); ATK Short sword +1 (1d6-1); MV 30; SV 15; S7 I11 W9 D13 Cn9 Ch10; 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; Gear—None

2916. Lounging Lynx | Monster

A giant lynx is lounging outside its den, sprawled out and cleaning its paws while simultaneously holding down a wicked little gnome illusionist named Melistho who thought it might be funny to play a prank on the wise old cat. The lynx is ready to release the gnome in exchange for some venison.

Giant Lynx, Medium Monster: HD 2; AC 13; ATK 2 claws (1d3 + rend), bite (1d4); MV 30; SV 16; AL N; XP 200; SA—None

Melistho, Gnome Illusionist: LVL 5; HP 14; AC 11; ATK +1 club +2 (1d3+1); MV 20; SV 13; S11 I17 W11 D13 Cn13 Ch9; AL CG; XP 500; Special—Alchemy, lore, spells per day (5/3/1), create scrolls, arcane knowledge (sneezing powder, acid); Gear—*Ring of spell storing I*

Spellbook: 1—Audible Glamer, Color Spray, Hypnotism, Magic Missile, Phantasmal Force, Ventriloquism; 2—Blur, Hypnotic Pattern, Phantasmal Force II; 3—Spectral Force

2921. Screaming Cave | Wonder

A tribe of 60 goblin warriors control this hex, attacking in the night with poison arrows. A cavernous tunnel cuts across the hex from northeast to southwest (or vice versa). It is filled with stalagmites with skulls embedded in their tips. These skulls scream when the wind blows through the cavern, and this screaming keeps the goblins away. Once per day, if a skull is tickled with a feather is coughs up a small ruby. This quiets the skulls for 1d6 hours, during which time the goblins feel free to venture into the cavern to attack people.

Treasure: 3,000 cp, 1,400 sp

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

2924. Cratea | Village

Cratea (pop 70 urban, 490 rural) is an island village of farmers and sard miners situated on a cliff overlooking the sea. Fishermen live further down the coast, netting tuna which they sell to the villagers, who make a nice ceviche with the fish to accompany their barley cakes and a roasted rabbit and garlic.

Cratea is matriarchal, and the villagers notably smaller (elf-sized) than other Kalkions, with light skin and hair the color of burnished bronze. It is ruled by Queen Doteia, who welcomes guests into her home only to seize them when they have enjoyed a copious amount of wine and then cast into the minotaur's maze [3123]. She has six warriors to do her bidding.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

2934. Sea Castle | Monster

At the bottom of the sea in this hex there is a great white castle of many tiers topped by a temple of Poseidon carved from solid jade. The castle is home to 12 sea giants and 150 mermaids and mermen.

Treasure: 2,500 sp, medium bloodstone, bronze torque with ends shaped like dolphins

Mermaid, Medium Humanoid: HD 1+1; AC 12; ATK Spear (1d8); MV 5 (S50); SV 16; AL N; XP 100; SA—None

Sea Giant, Large Giant: HD 9; AC 17; ATK Tail (2d6), trident (3d6); MV 20 (S60); SV 12; AL N; XP 900; SA—Resist (cold); SP—control water •, control weather •, water breathing •••, shocking grasp •

2941. Kleptis | Village

Kleptis is a village (pop. 370 urban, 2,780 rural) of pirates and fishermen on the west coast of Pistaki Island, and the only settlement on the island. The Kleptos are a clever, calculating people, always on the lookout for a chance to get ahead, especially if it is at the expense of their neighbors.

The village is set between three hills by the seaside. The tallest hill, to the rear of the village, is topped by a nunnery dedicated to Thalassa. The nuns are a warlike order. They dress in simple black chitons and always go barefoot. The abbess of the nunnery is called Silence, and she is twice as grim as any nun in her order. She wears her black hair in long curls.

Three ships are anchored in the harbor. Each of them operates as a merchantman or pirate ship as suits its captain. The village's three captains, whose crews make up about one quarter of the urban population, run the village. The captains are Hylleia, Allistos and Leda. Leda is primarily interested in profit, and operates as a trader more often than a pirate. Hylleia is

a member of the Thalassian Order. Allistos is a disgraced hoplite of Eudaemon, who worships war above all other things.

Pirate, Medium Humanoid: HD 1; AC 11 (buckler); ATK Short sword (1d6); MV 30; SV 16; AL CE; XP 50; SA—None

Captain, Medium Humanoid: HD 3; AC 14 (mail shirt); ATK Broad-sword (2d4); MV 30 SV 15; AL N; XP 150; SA—None

Silence, Human Monk: LVL 5; HP 24; AC 14; ATK Slam +4 (1d6+1) or +4 trident +7 (1d6+6); MV 40; SV 13; S15 I16 W16 D16 Cn10 Ch10; AL N; XP 500; Special—Acrobatics, climb walls, hear noise, hide shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals, immune to disease and slow spells; Gear—None

3002. Trio of Trouble | Monster

Three axe beaks are pecking at the ground, and may not notice the adventurers. They are going after a pygmai whose squeals of distress are easily heard by passersby. The pygmai is called Rodar, and he is unlucky enough to have stumbled upon the predatory birds in a spot where he could hide from them, but not escape. Rodar hails from the pygmai city [7724] from whence he was exiled for a failed love affair with the Princess Rowena. He believes that if he can return with a beautiful jewel or magic that he can win her hand in marriage.

Pygmai, Tiny Humanoid: HD 1/2; AC 13 (leather, buckler); ATK Spear (1d4); MV 10; SV 17; AL N; XP 25; SA—None

Axe Beak, Large Animal: HD 3; AC 14; ATK 2 talons (1d4), bite (2d6); MV 50; SV 15; AL N; XP 300; SA—None

3018. Branne the Bandit | Monster

A halfling vagabond by the name of Branne has made camp with his 90 followers in this hex. The camp is a sprawling affair of colorful wagons and campfires, with men and women roasting meat, making crafts or singing and dancing as their fancy takes them. Branne sits in the midst of them on a tall chair covered with furs directing scouting parties into the hills in search of villages to trade with or caravans to rob.

Branne is tall for a halfling, with brown eyes and platinum blond hair on a balding pate. He is a miserly man, and terribly blunt in his speech and manner.

Halfling, Small Humanoid: HD 1/2; AC 12 (leather); ATK Spear (1d8); MV 20; SV 17, 13 vs. magic and poison; AL N; XP 25; SA—None

Branne, Halfling Thief: LVL 11; HP 35; AC 14 (leather); ATK Dagger +6 (1d4); MV 30; SV 13; S9 I5 W12 D12 Cn11 Ch13; 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—Ring of protection +2

3042. Book of Runes | Wonder

In the mountains overlooking Kleptis [2941], where scattered bands of hunters trap shaggy sheep and woodsmen seek out rare woods, there are numerous caves. The caves supported holy men and women before the Thalassian Order hunted them down and killed them. One of these shallow caves holds a leather bound book filled with runes and strange images. Touching these runes causes them to form in mid-air before the person as hazy, wavering lights. By activating the correct runes in the correct order, cleric spells can be cast. Touching the wrong runes can bring forth *black tentacles* from within the book, which drag the offender into Hell.

3045. Agitated Griffons | Monster

Four griffons are wheeling in the sky, swooping every so often towards a thick copse of trees. The griffons are agitated by the presence of a giant constrictor that has slithered into the woods. The woods are located at the base of a tall, steep hill – almost a mountain – on which the griffons have laid their eggs. The griffons cannot get into the copse of trees, for they are too large. Since they cannot rest while the snake is about, they have flown nearly into a panic.

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

3112. Gobigurut | Monster

An ancient bistre dragon is lying in the shallows of the Sangarius River, letting the trickling waters cool its scales. The dragon, Gobigurut, dwells in a half-submerged lair located near the river, a large boulder blocking the entrance.

Beyond the boulder there is a long hallway supported by numerous karyatides (none of the “animated-chop-your-head-off-with-a-sword variety”) depicting nymphs. This hall ends in a large chamber supported by four thick pillars of black marble. These pillars bear numerous deep scratches, probably because the chamber in which they rest can be filled with river water as the bistre dragon Gobigurut desires. Secret doors in this chamber can only be opened when the water level leaves one foot of air between water and ceiling. One of these doors leads up to a labyrinthine library of scrolls and leather-clad folios and tomes, all of them locked with mathematical puzzles that can be opened by thieves or by magic-users rolling 1d20 under their intelligence. The library is overseen by the gnome Yarus, who has numerous gnome holes dug that lead to the surface and to other portions of the library. At the heart of the labyrinth is the dragon’s reading room, generously furnished with pillows of velvet and damask. Cones of perfume are held up by bronze statues of oreads and hags. A curved tunnel from this room leads down to the dragon’s lair.

The other stairs lead down into a submerged dungeon of aquatic monsters and the lair of the bistre dragon. The bistre dragon’s lair is a cave of turquoise walls lit by floating glass skulls on which *continual light* has been cast.

Treasure: Medium agate, small star sapphire, small peridot, medium obsidian, large jacinth, small cymophane, *potion of reduce self*, *spell scroll of rainbow pattern*, *oil of etherealness* (2)

Bistre Dragon, Huge Dragon: HD 8 (32 hp); AC 17; ATK 2 claws (1d8), bite (2d6); MV 20 (S60); SV 13; AL NE; XP 2400; SA—Magic use (M2), resistance (acid), immune (sleep), breath weapon (spit corrosive saliva like rust monster)

3123. Minotaur Maze | Monster

A deep shaft in this hex leads down into a minotaur maze. The villagers of Cratea [2924] throw visitors into this maze to feed the minotaurs and keep them from sacking the village.

The maze is an ancient place of catacombs and barrows, some of them haunted by ghouls and wights. The walls are carved with ancient geometric patterns and depictions of serpents swallowing people and animals whole, sometimes vomiting these creatures from second mouths as hybrids.

The deeper one wanders in this dungeon the more they find the tinge of transmutation magic. At the lowest point in the dungeon there is a cave of pure gold with a dim mist of leaden fog that slows creatures. From a well of molten gold a gold wyrd may arise, like a serpent of gold, to drag people into “immortality”. Creatures that are dragged into the well by the wyrd are deposited on other levels as minotaurs.

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

Gold Wyrd, Medium Elemental (Earth, Fire): HD 3; AC 15; ATK Bite (1d4 + 1d6 fire + constrict); MV 20; SV 15; AL N; XP 300; SA—Resistance (fire, weapons), spit stream of molten gold (120’/3d6 + 1d6 fire damage, knocked prone on natural ‘20’)

3130. Siren’s Song | Wonder

A promontory on the coast has been carved into the likeness of a female face, in particular the face of a siren. A hole bored through the rock from the back to the parted lips of the siren produces a haunting song when the wind blows at the correct speed and in the correct direction (1-2 on 1d6). When this eerie piping echoes across the waves, people must plug their ears or pass a saving throw vs. madness or jump overboard.

3139. Scent Hunters | Monster

A band of twelve sylphid hunters are stalking their prey on a vast, undulating meadow of flowers. The hunters only carry daggers, for their prey is not dangerous. The sylphids hunt for scents – pleasant odors with which to sooth their queen in her time of pregnancy. The sylphids carry embroidered fans of silk and crystal vials, ushering the scents of flowers or balmy breezes or pine needles into their vials and capping them.

Sylphid, Medium Humanoid: HD 1; AC 14 (leather); ATK Spear (1d8) or dagger (1d4); MV 30; SV 16; AL N; XP 100; SA—Feather fall, fly 60' per round for one hour

3203. King Inon of Cyra | Village

A Kalkion fighter named Inon started constructing a stronghold in this hex on a gently sloping hill possessed of a natural rift that was to serve as a final defense for Inon's castle. Alas, Inon was killed fighting a blue dragon before his castle could be completed, leaving his men-at-arms high and dry. They decided to finish the outer defenses of the stronghold, a wooden palisade, and form a village. The village houses 110 people, with another 880 living outside the village.

The Cyraeans are mostly herdsmen, keeping sheep and a small herd of fine horses. The village is governed as a democracy, the current archon being Melea, who captained a band of mercenaries before falling into King Inon's service. The village is defended by ten veteran warriors.

Treasure: 2,000 cp, small bloodstone

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

3209. Purple Rings | Wonder

Numerous stone rings, looking something like pitted purple donuts, stick from the ground in this hex. The stones are composed of porphyry, and were intended to form parts of a magic gateway being constructed by a cabal of magic-users. The gateway would launch people into the Astral Plane, delivering them (they believed) to a Hyper Astral Plane they theorized about. Since then, the rings have been half buried by the steppe, though within one ring one might note the corner of a book scribed on brass plates that explains the concept.

3220. Galam | Village

Galam (pop 50 urban, 336 rural) is a village constructed atop a low ridge wedged between light woodlands of oaks. The woodlands provide pasturage for the village goats and swine, and just outside the woodlands to the south are farmsteads that grow olive orchards, wheat, rye and barley. The oaks are inhabited by dryads who only allow trees to be cut down when

they are old and near the end of their lives. The timber is sent to Trapezium for shipbuilding with the proviso that the ships are named for the dryads that once inhabited the wood.

3249. Pira | Village

Pira is a village (pop. 240 urban, 1,728 rural) of whalers on a chalky little island of white cliffs, rolling hills of blue-green grass and pearly white beaches. The village's main drag leads down to the sea, the whaling galleys being tied just off shore to massive piles driven into the sea floor; smaller boats are used to reach the whaling boats, though a small crew is always kept aboard in case of emergency. The village is large enough to have a single tavern, a construction of grey stone dug back into a hill that serves dry, flat bread, fish stew flavored with anise and a short beer in which they steep the hot peppers that grow wild all over the island. There are many ancient burial mounds on the western shore of the island, and the villagers honor these mounds with Spring and Autumn festivals that involve the pouring of libations on the mounds, cleaning the slabs that block the entrance to the tombs and leaving a chosen child upon one of the tombs as an offering to the wights within.

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

3306. Maze of Silk | Dungeon

A large pavilion is easily spotted by those traversing this hex of grassland. The pavilion is made of purple silk and richly embroidered with scenes of royal nymphs bearing silver ewers and garlands of roses while cats caper and dance at their feet and bearded horsemen fight battles. The pavilion is large enough to house 100 people, and within are pillows and furs and tables of teak holding silver goblets of sweet wine, lamps of fragrant oil and hookahs of pungent spiced tobacco. Curtains opposite the entrance lead into a second pavilion, this one holding a marble pool and floating instruments that play mellow music. Curtains from this pavilion lead to many others in a random maze of luxuries and dangers. The maze can only be broken by finding the obelisk at the center of the maze, whereon are carved the faces of nine grim and angry men, spirits of commerce, who bring people into their maze to strip them of their wealth.

3317. Donae | Village

The village of Donae (pop 310 urban, 1,630 rural) has a large minority of gnomes (3% in the village proper and 9% in the rural areas) who are notable as weavers of cloth. The peasants raise sheep and grow crops. The village supports 20 men-at-arms and two sergeants, one in charge of keeping the peace and the other in charge in times of war. Donae has already lost 600 rural people to the slavers, and is on high alert.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Sergeant, Medium Humanoid: HD 2; AC 15 (chainmail); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None

3327. Wreckers | Wonder

This hex holds a ruined village set well back from the water. The village was once a thriving port, but the build-up of sediment destroyed its natural harbor and eventually left the village inland. An old pier now stands about 6' above the beach, and a few partially buried ships litter the beach.

The village is now home to 60 goblins. They use false beacons at night to lure ships too close to shore, and then swarm over them to plunder and kill the crews. The dead are carried back to the village for food, or thrown overboard for the sharks. An old sea troll called Gullup dwells beneath the waves – he receives half the plundered treasure in exchange for not killing all of the goblins. The goblin leader is Varak, He has a shiny wooden peg-leg and carries a +1 dagger.

Treasure: 5,900 cp, 3,000 gp

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

Sea Troll, Large Giant: HD 6+3; AC 16; ATK 2 claws (1d6 + rend), bite (1d10); MV 20 (S40); SV 14; AL CE; XP 600; SA—Regenerate in salt water (acid, fire)

3334. Three Sisters | Monster

Three nereid sisters can be found floating in this hex on the back of a giant sea turtle. The sisters are combing their long green hair with bejeweled golden combs. They wave to passers-by and make flirtatious giggles to tempt sailors to swim out to them. Those sailors are sad to discover that the sisters are actually sea hags sitting upon a large stone. The sailors are quickly grabbed by the hags and dragged underwater to their cave lair, where they are swiftly devoured.

Nereid, Medium Fey: HD 6; AC 17 [S]; ATK Dagger (1d4); MV 30 (S60); SV 14; AL NG; XP 1800; SA—MR 10%, magic (D4), resist (cold); SP—Charm person •••, charm monster •, command •, confusion •, dimension door •, suggestion •

Giant Sea Turtle, Large Animal: HD 15; AC 16; ATK Bite (3d6); MV 10 (S30); SV 9; AL N; XP 15600; SA—Capsize small ships

3337. A Bridge Too Short | Monster

The beginnings of a bridge have been started in this hex – mostly just massive stone pilings extending out from a granite cliff into the sea. The builders of the bridge must either have

been terribly advanced, such as ancient elves or the elder things, or wonderfully large, such as giants or titans.

The pilings are 10' to 12' in diameter and roughly hexagonal or pentagonal in shape. They are 60' tall. They are clustered close together, suggesting that the plan was to build a semi-solid wall across the strait in this hex to [3436]. The pilings are granite, and the lower portions are thick with olive green slime that froths when it is struck by waves of the sea.

If people or animals set foot on these pilings, the slime begins, imperceptibly at first, to climb up the pilings. The slime is actually a single organism, 300' in diameter, that mostly dwells underwater and lives off of whatever animal life accidentally runs into it. The slime thing can crawl up the pilings in about one minute, leaving people suddenly surrounded by it. The touch of the stuff deals 1d6 points of acid damage per round, and holds people fast – a roll of 1d20 under one's strength score is necessary to break free.

3421. Temple of Thalassa | Monster

Just off the coast this hex holds a submerged temple dedicated to Thalassa, the chaotic sea goddess known elsewhere as Tiamat. The temple consists of dozens of black marble columns amid a tangle of seaweed, the columns jutting above the waves at low tide. They are topped by gargoyles that look like crosses between sea serpents and crabs. These twelve gargoyles are alive, and keep people from entering the temple.

In the middle of the columns, which are set upon a basalt platform, is a deep pit, a watery abyss. The pit is 30' long and 20 feet wide and more than 200' deep. At the bottom of the pit there stands an idol of Thalassa in humanoid guise carved from black marble. Three huge black water elementals dwell within the pit, forming a massive whirlpool when the idol is disturbed. The idol holds a gold +5 spear in her hands.

Water Elemental, Huge Elemental: HD 16; AC 19 [+1]; ATK Slam (2d6); MV 20 (S50); SV 9; AL N; XP 4800; SA—Whirlpool

3425. Wondrous Wall | Wonder

This hex is experiencing a most singular phenomenon – a wall is “growing” around the margins of the hex. The wall appears to be composed of massive granite blocks set without mortar. It has no builders, and the purpose of the wall is unknown. The wall is growing slowly – adding 5' of height (about one layer of stone) every two years, and now averages 15' in height. When a new block is about to burst from the existing blocks there is a rumbling sound and light tremors, and then the block just appears, fully formed and perfectly set.

3428. King Ilaus of Myra | Stronghold

This hex is rich country, with low hills, much timber and broad, well-watered meadows. It is valued not only as grazing land, but also for its wood for shipbuilding. The hex is ruled from a fine castle constructed about 1 mile away from the sea by the side of a pleasant stream that originates in the hills.

This castle is the home of King Ilaus of Myra, who is now hosting in his manor twenty exiled elven archers from Arcadia. The elves sought shelter here due to their captain having adventured with Ilaus in the king's younger days. The king is now in his late 60's and a little senile. His wife Queen Pollaia, who is much younger than her husband, schemes to replace her husband with the elf captain, Arion. Arion wants merely to recruit an army to help retake Arcadia ... and perhaps being the king of Myra will help in this endeavor.

Ilaus commands 100 men-at-arms and 260 peasants.

Treasure: 3,000 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Ilaus, Elf Fighter/Magic-User: LVL 6/5; HP 22; AC 10; ATK Longsword +6 (1d8+1); MV 30; SV 14; S13 I10 W7 D8 Cn11 Ch8; AL N; XP 600; Special—Riding, leadership, dominate, wondrous mount (simple monster), alchemy, lore, spells per day (4/2/1), create scrolls, arcane knowledge (algebra and geometry, soda water); Gear—*Potion of levitation, scroll of magic missile, marble elephant wondrous power*

3431. Lazy Days | Monster

A pair of rock giants has come down from the mountains to collect geodes. This hex holds extensive sand pits, and within these sandpits are geodes containing amethysts. The rock giants have come down before to collect these items, but today they have found something more – a sword that glows like sunset in the light of the moon. It looks as though they are preparing to fight over possession of the sword.

Sword of Yaren: The *Sword of Yaren* is a +1 longsword composed of shiny, orange metal. The metal is actually adamantine infused with the last rays of the dying sun of another dimension. All dangerous spells and effects involving light and fire (such as lasers or *fireballs*) cast within 60' of the sword are transmogrified into a simple *light* spell.

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

3445. Xeros | Village

Xeros (pop. 290 urban, 2,740 rural) is a hill village of hunters and shepherds that refuses to pay tribute to Eudaemon. The village is a cluster of stone huts atop a hill. A retaining wall 10'

to 15' tall creates the effect of a mesa, while a lower wall around the base of the hill provides a first lair of defense.

Every autumn at the end of the campaign season a delegation of Eudaemonians arrives in Xeros, plant their spears on the fields outside the village walls, and issue a challenge to participate in the annual games. The Xerosians wait a day, sending wine and bread to the delegates, and the next morning send their own delegation of warriors to compete at games of archery, javelin throwing and horse racing. If ever they lose, Xeros becomes the property of Eudaemon.

While one would think that in the two centuries of this custom that Xeros must at some point have lost, the fact is that the games are rigged. The Eudaemonians, by decree of the ancient King Gygos, may not win the games. They are a ritual that the Eudaemonians must undertake to learn humility, and to show honor to the Xerosians for their bravery and steadfastness.

3503. Mole Holes | Monster

A stretch of this hex is lousy with mole holes. On a roll of 1 on 1d6 the adventurer with the lowest dexterity score steps in one and is crippled for a number of days equal to 1d20 minus their Constitution. If the aforementioned roll is a "6" then a different danger presents itself in the form of a brain mole.

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); SP—mind thrust •••, repulsion •••

3507. Running the Gauntlet | Monster

A gnome apothecary named Phosipho has set up shop in a giant's gauntlet half-lodged in the ground. Phosipho mostly does business with folk moving between Vosk and Charonesus. The gnome's home is the gauntlet of a giant that is now overgrown with grass and weeds. Its mate (for it is the left gauntlet) is located about one mile away. The right gauntlet is lodged upright into the ground. A spring has turned it into a deep pool with a rusty metal rim. This gauntlet held a +4 longsword that resizes itself for its owner. This longsword, currently 50' long, is about 10' underground.

Gnome, Small Humanoid: HD ½; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—Audible glamer •, dancing lights •, prestidigitation •

3510. Acantha | Wonder

About two miles from the banks of the Sangarius River there is a gold statue of a nymph. The statue is obscured by weeds, but the light gleaming from it at midday can be seen from the river. It depicts the nymph Acantha before she was changed into the acanthus plant by Apollo. The statue serves as a shrine to

the peoples in the area, especially the Keats, who believe that young women who kiss the statue are blessed with wisdom.

Wine poured on the ground to the north, south, east and west of the statue cause the statue to split in two, opening a portal into the court of the Nymph Queen Acantha. The portal appears as a bright hallway that opens into a great hall of golden brown stone and hundreds of columns with acanthus decorations on their capitals. The margins of the hall are thick with flowering acanthuses and the air is filled with butterflies. A white carpet leads to a gold throne on which sits Acantha, a party of green amazons flanking her throne. Visitors are bidden to approach and pay obeisance, and followers of Apollo are expected to beg forgiveness from Acantha for the disrespect shown her by Apollo.

Those who would claim the *Armor of Acantha* must prove their need for the armor by undergoing test of stamina and diligence by walking naked through a *wall of thorns*.

Armor of Acantha: This +3 *breastplate* permits the wearer to pass through wilderness without trace, and allows them to brush aside brambles and *walls of thorns* without suffering harm or hindrance. In addition, the wearer can turn plant creatures as a 3rd level cleric turns the undead.

Acantha, Nymph Queen, Medium Fey: HD 12; AC 17 [+2]; ATK Dagger (1d4+2); MV 40 (S30); SV 11; AL CG; XP 3600; SA—MR 50%, magic (D7), blinding beauty, stunning gaze, immune (disease, poison, 1st level enchantments and illusions), regenerate; SP—command II, comprehend languages, detect evil, detect good, dimension door •, gate, geas, quest, tongues, teleport without error, true seeing

3514. Game of Chance | Wonder

Two bearded warriors, both uncommonly handsome and powerful, their spears in hand, are rolling dice on a stump. The warriors are Zeus and Hades, and their game is causing calamities to the surrounding area. The game was started to prove which of the brothers was the luckiest, and they will promise to stop the game if a wise adventurer can solve the problem by deciding which of the two gods is the luckiest. If Zeus is chosen, the adventurers enjoy a +1 bonus to all d20 rolls while they are aboveground and in a natural setting for one month, but suffer a -1 penalty below ground. If Hades is chosen, the reverse applies.

3518. Bathing Griffons | Monster

A trio of griffons, father, mother and daughter, are preening in the light of the setting sun and bathing in a large pool. They dwell in the mountains to the east.

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

D6	Cataclysm
1	Lightning streaks down from the heavens; save or be struck for 3d6 electricity damage
2	The earth rumbles, knocking everyone but the game players prone
3	Hail falls from the sky, dealing 3d6 points of damage (save for half, deduct armor bonus from damage)
4	Random monsters (1d4+1 HD) appear; for reaction check
5	Random bystander struck by disease (no save)
6	Random bystander struck insane for 1 hour

3524. Oekas the Slayer | Monster

A grim red amazon war cleric is moving through this hex on a black horse that breathes forth pestilence. This fog slays the beautiful (Cha 13+), turning them into zombies that follow her on her quest to destroy all that is beautiful and true in the world. The amazon, Oekas, worships Orcus. She carries a flail, spear and several swords, and relishes using them to slay worthy opponents.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

Oekas, Red Amazon Anti-Cleric: LVL 5; HP 13; AC 17 (breastplate, shield); ATK Spear +2 (1d8-1); MV 30; SV 14; S8 I9 W16 D11 Cn9 Ch10; AL CE; XP 500; Special—Conversion, healing, turn undead, spells per day (5/3/1); Gear—*Mask of the skull*



3536. Suppertime | Monster

Four jackalweres are feeding on a beached whale in this hex. If they surprise adventurers, one assumes human shape and attempts to lure them into an ambush.

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

3539. Spherkheides | Wonder

Along the coast there is a copse of black poplars, large and gnarled. Sailing a boat directly at the poplars while blowing a horn made from a conch shell causes them to part and reveal an inlet. The inlet is surrounded by a wall of poplars that hides a large palace of silver. One can access this palace via a sea gate, which brings them into a grand hall of silver and gold. Sea hawks line a ledge along the walls and glare as visitors walk through the hall to the silver throne of Spherkheides, a nymph queen transformed into a black poplar by a jealous Poseidon. She is attended by a court of silver-scaled tritons.

Spherkheides will lend worthy heroes her *Silver Wreath* if they can retrieve a black pearl at the bottom of the inlet that is guarded by a fierce black octopus.

Silver Wreath: The silver wreath, when placed upon the head of a corpse, allows one to communicate with it per the *speak with dead* spell. On the head of an adventurer, it makes them immune to death magic and grants them the use of the *E.S.P.* spell three times per day.

Triton, Medium Outsider: HD 6; AC 15; ATK Trident (1d4+1); MV 20 (S40); SV 14; AL NG; XP 1800; SA—MR 85%, magic (M2); SP—Summon nature's ally IV •

Spherkheides, Nymph Queen, Medium Fey: HD 12; AC 17 [+2]; ATK Dagger (1d4+2); MV 40 (S30); SV 11; AL CG; XP 3600; SA—MR 50%, magic (D7), blinding beauty, stunning gaze, immune (disease, poison, 1st level enchantments and illusions), regenerate; SP—command II, comprehend languages, detect evil, detect good, dimension door •, gate, geas, quest, tongues, teleport without error, true seeing

3548. Lord Phinaro | Stronghold

The way to Eudaemon is guarded here by a citadel under the command of Lord Phinaro, a short, gaunt man with blue-grey eyes who, while not physically impressive, is one of the finest strategic minds in Kalkia. He is now in his declining years, but old age has not blunted his ambition. He has produced three sons for Eudaemon, and all three have died serving their country. He now seeks a new bride from a good family to mother at least one more son so he can pass his lands to an heir.

To that end, a maiden of Eudaemon is now sailing to the citadel he commands for the king to meet her new husband. This is an arranged marriage, and against her will and the will of

her lover, a young captain. The two have hatched a plan to fake a kidnapping of the maiden by river pirates. The pirates are intended to steal the girl away to a nearby island, where she can be united with her lover and the two can proceed on to Akelos to make a new life for themselves. The pirates intend to take her to Pistaki and sell her into slavery there. The attack will take place 2 miles upriver from the citadel.

The citadel is a construction of dingy yellow stone with crenelated walls and seven stone towers, three of them set along the inlet. Below the walls are numerous huts of fishermen, lobstermen, and further up the river farmers. Lord Phinaro rules over 40 peasants and commands 50 warriors.

Treasure: 3,400 cp, 3,900 sp, small jade, small quartz, small amethyst

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Phinaro, Human Fighter: LVL 11; HP 53; AC 19 (breastplate, shield); ATK 1+ spear +11 (1d8+1) or *rod of flailing* +14 (1d4+3); MV 30; SV 12; S13 I8 W12 D16 Cn13 Ch6; AL LE; XP 1100; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of polymorph self*, *ring of chameleon power*, *rod of flailing*

3626. Spiritual Ichor | Monster

A tall hill, rocky and crumpled, holds a cave of cast off idols, forgotten gods that bleed a sort of spiritual ichor that collects in a pool of copper radiance. The idols were brought here by the priestly assassin Thano, who murders young clerics of minor deities so that their gods might never have the worship of people. He plans to use the ichor to birth a new god in his own decrepit and wicked image. The hermit dwells deep in the cave, in a high place decorated like a crude temple with offshoot caves holding his living quarters and quarters for the followers of his nascent god (when he finds some). The nascent god looks something like a giant human fetus, though with slightly larger limbs, with black eyes that burn with dark wisdom and silvery magenta sheen to its skin.

Treasure: 5,000 sp

Thano, Human Anti-Cleric/Assassin: LVL 6/6; HP 25; AC 16 (chain-mail); ATK +1 *warhammer* +4 (1d4+2); MV 30; SV 13; S11 I14 W15 D13 Cn14 Ch8; AL NE; XP 600; Special—Climb walls, conversion, disguise, forgery, hear noise, healing, hide in shadows, move silently, open locks, read languages, turn undead, spells per day (5/2/2), poison use, backstab +2d6 (paralyze or kill), brew poison (Type I-III, contact, delayed); Gear—*Rod of splendor*, *sustaining spoon*

Nascent Chaos God, Medium Outsider (Incorporeal): HD 10; AC 16 [+1]; ATK 4 strikes (2d6 + special); MV 30 (F60); SV 12; AL CN(E); XP 3000; SA—Absorb mentality, unnatural presence, powerless in sunlight, immunity (petrification, transmutation), corporeal instability;

SP—cause fear, clairsentience, detect magic, ego whip, mind thrust, phantasmal killer •••, suggestion •••

3628. The Beginning of the End | Monster

A hill in this hex holds the remains of a wizard's tower. The remains still smolder with magic energy (*detect magic* reveals this) and spells involving movement are terribly unreliable around the ruins. The tower once stood 200' tall in this hex. The Kalkions once knew that they were safe from invasion as long as Metrypho dwelled here.

Any sort of movement spell cast within these ruins opens a passage into the bowels of the tower, which survived the death of the wizard and the crumbling of his tower. Specifically, the wizard's laboratory holds an inoperable bronze antikythere. The monster is held in a vacuum within a glass globe. If the glass is broken, the monster activates and begins chewing away at the landscape.

Bronze Antikythere, Small Construct: HD 2; AC 17; ATK Bite (1d6) or blades (1d4); MV 30 (B15); SV 16; AL N; XP 200; SA—MR 10%, paralyzed by *dispel magic*, immune (electricity), vulnerable (sonic)

3632. Crockery | Wonder

An old piece of red ware pottery decorated with acanthuses and frolicking dolphins lies on its side on the edge of a cliff. Water pours from the pottery without cessation, falling into the sea. The water is salty, and originates on the elemental plane of water. If the pottery is righted or destroyed and the water ceases to flow, the level of the Golden Sea begins to fall at a very slow rate (or faster, if you wish to make this a major event of your campaign).

3643. Nixies in Peril | Monster

Seven harpies are swooping down at a tidal pool in this hex where nixies enjoy bathing and dining on fish and offerings of wine left for them by fishermen to bring them good luck. The harpies are making sure the nixies cannot escape the pool into the open sea, but they cannot reach the nixies underwater.

If the nixies are saved, they show their saviors a sea cave not far away that holds an old treasure chest. If the chest is opened, a bony hand reaches out, holding a key. A search of the cave reveals a key hole in the back wall. Inserting the key into this hole permits access into a shrine of holy Proteus. Offerings can be made here in exchange for cleric spells. The "price" of a cleric spell is as follows:

Level	1	2	3	4	5	6
Price (gp)	100	250	500	1,000	2,000	5,000

The shrine has walls of mottled green and blue carved into a spherical shape. The floor of the shrine is mostly taken up with

a shallow pool of salt water that seeps in from the sea. The god's face is carved as a bas-relief on the wall.

Offerings thrown into the pool are turned into flowers that grow large in mere seconds. The flower must be plucked to work the magic. When the flower is crushed in the hand, the requested spell takes effect.

Nixie, Small Fey: HD 1; AC 13; ATK Dagger (1d4); MV 20 (S30); SV 16; AL N; XP 100; SA—MR 25%, charm person

Harpy, Medium Monster: HD 3; AC 13; ATK 2 claws (1d4); MV 20 (S40); SV 15; AL CE; XP 300; SA—Song

3649. Gorgo | Village

Gorgo is one of the southernmost villages of Eudaemon, and heavily fortified due to centuries of hostility between the Eudaemonians and their southern neighbors, the Maru. The village has a double layer of walls, with pasturage between the inner and outer walls for animals, and a large fortification in which lives the village's governor and his wife and two children. The village has only three constables keeping the peace, but the fort is large enough to house an army of 200 warriors.

The Gorgoi (pop. 40 urban, 370 rural) are an unkempt and wild people, drawn from ancient hill stock and only marginally civilized. They enjoy violent games, including wrestling and cock fighting, and are ill disposed to visitors who do not bring gold. The village has a single inn with no beds, but a large, warm floor with woven mats, and all the spiced wine one can drink. Food is usually roasted and heavy on the garlic.

Most Gorgoi make their living herding goats or fishing. They keep large gardens and make additional money hunting wild sheep in the hills for their meat and pelts. The best of the hunters is Kythia, a ranger who spends most of her time outside of the village patrolling for Maru armies.

Kythia, Human Ranger: LVL 6; HP 49; AC 16 (breastplate, shield); ATK 1 spear +5 (1d8); MV 30; SV 14; S11 I8 W17 D8 Cn17 Ch5; AL CG; XP 600; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy, hunting beast, druid spells (2); Gear—*Ring of jumping*

3710. King Axagos | Monster

A tribe of Keatish nomads has made camp here. Their wagons are placed in a wide circle with the center occupied by their king, Axagos, his family and retinue. The other Keats dwell outside the circle. Animal pens have been constructed and patrols of 2d6 nomads roam the margins of the hex and are encountered on a roll of 1-4 on 1d6. The band numbers 120 warriors and 360 non-combatants.

Axagos is a young, virile warrior with dreams of uniting the Keats under his banner for an invasion either north into Hyrcania or south against the Kalkions. His first objective would be the city-state of Vosk, but he is aware that his band is not nearly strong enough to challenge King Machosias yet.

His adopted daughter, Pera, is bolder and more decisive than her father. While he dreams of conquest, she is planning a foray into the hills to gather mercenaries. Pera is absolutely amoral, and has no qualms about recruiting evil humanoids or doing business with devils and demons to get what she wants. She has heard tales of the disappearance of people to the south, and wants to unravel the answer to this mystery so she can make an alliance with whatever power is behind it.

Treasure: 12,700 cp, 1,600 sp

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Pera, Human Fighter: LVL 5; HP 27; AC 18 (breastplate, shield); ATK 1 longsword +6 (1d8+1); MV 30; SV 15; S13 I11 W7 D13 Cn15 Ch6; AL N; XP 500; Special—Riding, leadership, dominate, wondrous mount (simple monster); Gear—None

Axagos, Human Fighter: LVL 8; HP 37; AC 20 (breastplate, +3 shield); ATK 1+ spear +8 (1d8+1); MV 30; SV 13; S13 I6 W13 D12 Cn10 Ch6; AL N; XP 800; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Scroll of protection from undead*

3713. Watering Hole | Wonder

A large pond in this hex is used as a watering hole for gazelles and antelopes. The hunting is very good here. There is a 2 in 6 chance that it is occupied by a caravan of 3d6 traders moving between Varena and Hyrcania.

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

3720. Mesosis the Marvelous Mechanic | Wonder

A path leads into this hex from the sea and over a simple wooden bridge. The path leads into a wooded valley where Mesosis the Wizard and Lady Pythia dwell. The two are “Bohemian” types, dwelling in a simple but expansive hut with an attached workshop where Mesosis works to restore a weird device that he calls a “hog”. Mesosis dresses all in denim.

Pythia, a halfling, sits by the side of a stream painting abstracts of the countryside, often accompanied by Mesosis’ familiar, a white barn owl called Agas. The couple’s daughter, Lavinia, trots through the countryside dreaming of a career as an adventurer. She will attempt to sign on to any party that comes across the settlement. Strangers are welcome to crash here for any length of time, though they must work in the couple’s expansive garden or provide other services.

Lavinia, Human Ranger: LVL 1; HP 15; AC 14 (scale, buckler); ATK 1 longsword +1 (1d8); MV 30; SV 17; S11 I7 W15 D7 Cn16 Ch9; AL CG; XP 100; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +1 damage vs. Chaotic humanoids and giants; Gear—None

Mesosis, Human Magic-User: LVL 7; HP 15; AC 12; ATK Dagger +2 (1d4); MV 30; SV 12; S10 I13 W6 D17 Cn10 Ch12; AL NG; XP 700; Special—Alchemy, lore, spells per day (6/3/2/1), create scrolls, arcane knowledge (sneezing powder, algebra and geometry, mechanical clock); Gear—None

Spellbook: 1—Animate Rope, Daze, Erase, Grease, Magic Missile, Precognition, Read Magic, Resistance; 2—Find Familiar, Phantasmal Force II, Scare; 3—Fly, Ray of Fatigue, Tiny Hut; 4—Stoneskin

3723. The Crystal Fountain | Monster

A high mountain temple in this hex produces a stream of sparkling water that tumbles down the slopes of the mountain to form a stream that flows west to the sea. The water comes from a crystal fountain that emerges from deep within the mountain. It brings rare elements to the surface, which are collected in a pool by the temple’s oread priestesses and locked away in vaults protected by giant serpents. Those elements that make it down the mountain are gathered by craggy gnomes and sold to traders. Magicians looking for special items might find them in the temple’s vaults, or might even be bold enough to delve into the earth through the fountain.

Treasure: 5,600 cp

Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •

3727. Akelos | City-State

DEMOGRAPHICS

Urban Population 24,260

Rural Population 201,800

Race Human (86%), Gnome (7%), Zwunker (4%), Elf (2%), Faun (1%)

Religion Achelous, Neutral (N)

Alignment Lawful

AUTHORITY

Temporal Achon, Neutral Basileus of Akelos

Fighter LVL 8; HP 47; AC 18 (breastplate, +1 shield); ATK 1+ Longsword +8 (1d8+1); MV 30; SV 13; S13 I12 W10 D11 Cn14 Ch11; AL N; XP 800; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—None

Spiritual Ikkas, Neutral High Priest of Achelous

Druid LVL 5; HP 21; AC 14 (leather, shield); ATK 1 weapon +3; MV 30; SV 14; S10 I13 W16 D12 Cn12 Ch16; AL N/G; XP 500; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (4/2/1); Gear—None

MILITARY

City Guards 270**Army** 1,480 men-at-arms, 320 hoplites

DESCRIPTION

Theme Bustling sea port**Wilderness** Highlands**Accent** Greek**Vistas** Sprawling walls bleached white by the sun, golden sands on the beaches and in some of the city-state's rock gardens, groves of maples and oaks, brick buildings, narrow streets with steps, marketplaces with purple pavement, pastel hues of clothing**Names (M)** Achon, Ares, Aresthios, Dorosus, Elaus, Eurychus, Hyspiklo, Ikkas, Istos, Menusic, Mositho, Pharato, Positho; **(F)** Aris, Astes, Hene, Hithoe, Kora, Kypra, Lyda, Medeia, Nomaia, Rhilea, Thiane**Money** Stater (gp), drachma (sp), obol (cp)



Akelos, the largest of the Kalkion city-states, is situated on the Axis River near where it empties into Golden Sea. The city was founded on the spot where a shedu slew a green dragon. A spring of fresh water sprung up from the site, atop a rocky promontory. This spring became the well that watered a stronghold constructed by Andymion, a druid of Achelous who hailed from Makisto, and who was led to the site by a vision. Andymion was the city-state's first king, and it was he who led Akelos through its 40 year war with Makisto for dominance of the valley now divided into Amathos and Kedônia.

Akelos is the chief city of Amathos. It is a port city with walls bleached white by the sun and long beaches of golden sand. The hinterland is dotted with villas and farms and forested with birch and maple. The city has broad marketplaces for fish, crops, spices and other exotic goods and slaves. The slave market is paved with porphyry, harkening back to the days when the Purple Kings of the Wyvern Coast supplied the growing city with slave labor. Most of the city is constructed on the sides of a gently sloping hill, with the aforementioned promontory capping it and holding the city's citadel. The buildings are mostly wattle-and-daub and brick, with flat roofs.

Streets in Akelos are narrow, and are as often stepped as they are flat. Of note is the broad street that runs from the harbor to the base of the acropolis, the so-called Street of Twelve Swords. The swords in question are ancient swords, reputed to each be magical, driven into pedestals of limestone. Each sword represents one of the twelve tribes of Amathos. It is said that when they were united under the rule of King Andymion, the drove their swords into the limestone to seal their covenant. The swords were later cut from the limestone and placed on the broad street, each in a half-circular court which is garlanded with flowers by members of the tribe at festival time. The manors nearest these courts are typically owned by aristocrats of the tribe represented by the sword.

Akelosians dress in traditional Kalkion clothing, a chiton and short cloak, with sandals on their feet. Women wear their hair in complicated braids, often high on their heads to allow the gentle sea breezes to cool their necks. Their chitons are longer than the men's, who in the heat of the day sometimes strip down to a loincloth and nothing more. Clothing is usually in a pastel hue, and jewelry is tasteful and simple, with geometric shapes being more popular than complex designs.

Most of Akelos' temples are open either to men or to women, but not both. On festival days, the temple whose deity is being honored stages a parade, with the idol carried through town on a liter, flowers strewn about the streets, the priests or priestesses dancing, chanting and singing, and worshippers tossing coins and other gifts into the street to be picked up by men and women, usually aristocrats, designated by the temple for this service. At festivals, the sexes mix and it is traditional for marriage contracts to be negotiated and sealed, the parties involved often standing atop their respective houses and communicating with flags. If a deal is made, the families come together at a feast at the home of the groom's family; the bride's family is expected to host the wedding, which is always one month after the settling of the marriage contract.

The hoplites of Akelos bear white shields with a red bull and rim. Their crests are red for novices, red and blue for veterans and purple for officers. The sails of the city-state's galleys are striped blue and red. The warriors of Akelos are renowned for their discipline in battle, and indeed the people of Akelos are also known to be scrupulously honest and disciplined in their daily life.

3734. Althea | Stronghold

Steps lead down a cliff face to a cave, partially obscured by the pounding surf. Inside this cave is located the sacred place of a mystery cult dedicated to Hecate. Dozens of black candles have been stuck around the cave, and a curtain of beads carved from bones hangs in the entrance.

A secret tunnel from the grotto leads a mile inland. The tunnel is slick with moisture, and rises to the surface in fits and starts, mostly by narrow stairs carved into the rock. The tunnel ends in a trapdoor that opens onto a pasture of blue-black cattle. They graze here amid a landscape of wheat fields that surround a large manor house. These fields are tended by strange young men and women with vacant eyes and ever-present smiles on their faces. The manor is the home of Althea, a small, unimposing woman who dresses in black and wears a seashell necklace. She is cold and withdrawn, but her eyes are piercing and possessed of secret knowledge.

Althea is a priestess of Hecate the witch goddess, and the people who work her fields are her children, her hundred heads, no longer individuals but part of a greater and terrible whole. Beneath their fields of wheat grow strange tumors in the earth, black and smelling of primordial ooze. They dig up these rubbery masses and grind them screaming at their mill, ooze flowing from them like oil. This substance is put into amphorae and stored in the cellars and catacombs beneath the manor, and one day it will be sent out to the wider world, the blood of Thalassa, to conquer every mind in Nod.

The manor and farms are defended by 90 warriors (who never smile), four acolytes and their captain, Brother Kasimo.

Treasure: 2,500 cp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Brother Kasimo, Human Anti-Cleric: LVL 3; HP 14; AC 16 (chainmail, shield); ATK Morningstar +0 (1d4); MV 30; SV 15; S7 I11 W9 D5 Cn11 Ch12; AL LE; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1); Gear—None

Althea, Human Anti-Cleric: LVL 9; HP 37; AC 21 (breastplate, shield); ATK +2 *morningstar* +8 (1d4+4); MV 30; SV 12; S14 I14 W14 D4 Cn12 Ch9; AL LE; XP 900; Special—Conversion, healing, turn undead, spells per day (6/4/3/2/1); Gear—*Bracers of armor +6, ring of electricity resistance*

3739. Heads Up | Monster

A werebear by the name of Phaios has come upon a royal crown in the underbrush. The crown is a simple golden band set with three sapphires. What Phaios does not know is that the head that wore the crown in life is now looking for the crown in death. The head of (ex-) King Aragon of Eudaemon [3734] floats through the woods, mouth agape, neck dripping gore, eyes bulged partially out of their sockets. Anytime the characters are around the crown, there is a 1 in 6 chance that the head appears, moaning and moving towards the crown. Because it is a phantasm, it is very difficult to destroy.



King Aragon's body is now in the clutches of the mountain hag Neme, where it serves as a headless zombie servitor. The return of the crown can enable head and body to rejoin as a very powerful wraith that will first want revenge on the hag, and will second want to find the magic sword that beheaded it, the only weapon that can now do so. A secret passage within the hag's cave leads down to a dungeon in which the magic sword is now hidden, guarded by a giant serpent.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

Phantasm*, Medium Undead (Incorporeal): HD 8; AC 20; ATK Touch (choke); MV 80; SV 13; AL CE; XP 4000; SP—Illusory choking

* New monster in this issue

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

3746. Eudaemon | City-State

DEMOGRAPHICS

Urban Population 48,600

Rural Population 334,370

Race Human (93%), Centaur (4%), Dwarf (2%)

Religion Athena, goddess of wisdom (LG)

Alignment Lawful

AUTHORITY

Temporal Ikos, Neutral Speaker of the High Council

Fighter LVL 10; HP 42; AC 16 (+5 *leather*, shield); ATK 1+ spear +10 (1d8+1); MV 30; SV 12; S14 I10 W11 D6 Cn9 Ch8; AL LN; XP 1000; Special—Riding, leadership, dominate.; Gear—*Ring of climbing*

Spiritual Myke, Lawful High Priest of Athena

Cleric LVL 4; HP 12; AC 19 (breastplate, shield); ATK Spear +2 (1d8); MV 30; SV 14; S12 I9 W13 D16 Cn8 Ch10; AL LG; XP 400; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—None

MILITARY

City Guards 530

Army 2,670 allies (light infantry and peltasts mostly), 576 hoplites, 300 royal bodyguards, 64 horsemen

DESCRIPTION

Theme War

Wilderness Highlands

Accent Greek

Vistas Well-ordered streets of grey paving stones or crushed red stone, brick buildings with peaked roofs of dark slates, arcades crowded with shoppers, formations of soldiers for whom the crowds part

Names (M) Aeneros, Alphaeos, Astos, Bastasos, Eusios, Euthycos, Hy-macho, Ikos, Iotos, Kebasto, Kephuson, Kimikid, Lykasios, Omos, Separo, Teroses; **(F)** Agnes, Amas, Anais, Antia, Cora, Dameia, Mera, Misa, Myke, Niko, Omen, Procra, Pyla, Scarpe, Thila, Xameia, Xeina

Money see below



The city-state of Eudaemon is organized for war at all times. The games adults and children play are games of war, either a form of chess or wrestling and swordplay. The men of the city go about armed, and they rarely stray too far from their barracks, that they might be quick to arm and armor themselves for combat. The outer farmsteads are always well-patrolled (encounters with troops of 10 men-at-arms occur on a roll of 1-2 on 1d6 when people are within the cultivated domain of Eudaemon) and the seaways are equally well-patrolled by the city-state's small navy.

Eudaemon is constructed on and around a granite ridge overlooking the Lytis River. A grand citadel and acropolis winds along the ridge, with the remainder of the city-state located on the landward side of the ridge and surrounded by a triple layer of walls and towers. The city walls are constructed of grey granite, while the buildings of the acropolis are built of porphyry, which is quarried in the vicinity. It is for this reason that Eudaemon is sometimes called the "purple city" or "Apollo's cloak". The buildings on the acropolis have rooves clad in brass shingles and the statues of the kings and queens that decorate the acropolis are clad in beaten gold.

Atop the acropolis stands the citadel of Eudaemon, with quarters for the two warlords that are appointed in times of active war. The acropolis also holds temples dedicated to the twelve Olympians (the largest belonging to Athena and Zeus) and the chambers of the High Council of five elected citizens. The Council of Elders consists of 28 Eudaemonians over the age of 60 and the city-state's two warlords. The high councilors hold tremendous legislative, executive and judicial powers in Eudaemon, and are the true rulers of the city. The elders serve as the main legislature of Eudaemon and its highest court.

The lower city is constructed in a hexagonal plan. The plan consists of numerous agoras (plazas) of varying sizes connected by wide paved streets, with smaller alleys running through the neighborhoods between these courts. The largest of the agoras serves as the city-state's main assembly, where the city elders meet to discuss and vote on issues. This grand agora is an amphitheater surrounded by seats, and is itself surrounded by tall columns surmounted by winged victory statues. The smaller agoras are surrounded by arcades where goods are sold. Most of these arcades sell the basics of life, and then specialize in one or another craft, such as glass or tin, etc. Many of the smaller agoras have fountains in which people collect water in the morning and wash their clothes during the day.

Between the agoras are the neighborhoods, each of them centered around a central barracks. The men of the neighborhood belong to the barracks, and spend much of their time there training and fraternizing. Around the barracks are the residences of the women and children, workshops of the craftsmen and the smaller temples and shrines of the city-state. Eudaemon has over forty temples.

The city-state's twenty-five inns are clustered around the grand agora, and within walking distance of the more central arcades where foreign goods are traded. The city-state's taverns are tied to the different barracks, and entry by women and outsiders is forbidden. The inns provide a place for foreigners to eat, drink and socialize, and are more raucous than the subdued taverns of the Eudaemonians.

Eudaemon is a very conservative city-state, and has eschewed a great many innovations over the past few centuries. Among them is a hearty merchant class and money. One can use foreign coins to purchase goods in Eudaemon, though they are always weighed to determine value, but they receive change in the strange iron coinage of the city-state. These iron coins are stamped with the visage of the king on the obverse and Athena on the reverse. The largest are valued as gold pieces, the middle size as silver and the small as copper.

The Eudaemonians frown upon frivolity. Theatre in Eudaemon is religious and serious in nature, and is meant to inspire and instruct more than it is to entertain. Singing and dancing are

always done in ritual, not for pleasure. Within the walls of their city-state, the Eudaemonians want sober harmony.

Eudaemon's army is the strongest in Kalkia. The city-state's soldiers have 1+1 Hit Dice (roughly equal to hobgoblins) and enjoy a +2 bonus to saves vs. fear and morale checks. The core of the army is its 576 hoplites. The hoplites are drawn into sixteen *enomotia*, each of 36 warriors. The hoplites are drawn from the city proper, each assigned to a barracks within the neighborhoods of the city. They are known throughout Kalkia for their purple tunics and cloaks, and the epsilon borne on their hoplon shields. Attached to this main force is a small force of 64 horsemen and 300 royal bodyguards who accompany the warlord to battle. Another 2,670 allies are added to the army, formed mostly into light infantry *enomotia* to support the hoplites and units of peltasts.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

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

Outside Eudaemon are the villas of the aristocrats, which are mostly worked by slaves, and the farmsteads of the citizen farmers, who form their own military units in time of trouble. The land around the city-state is rich, and grows olives, vines, wheat, barley and vegetables, especially broccoli. Farmers also raise horses, cattle, sheep, goats and swine. Birds, rabbits and other small animals are trapped by young men – a part of their early military training – and along the coast fishermen troll for fish and dive for cuttlefish, a favorite delicacy of the city-state. The city supports a large porphyry quarry, and also mines iron, beryl and topaz. All mines are the property of the king and are guarded by his army. Stands of willows and water oaks separate the fields and farms.

Cuisine in Eudaemon is simple and hearty. Meals start with a barley soup or gruel, and then black bread and butter are brought out with platters of roasted meat and fish. Beer is served during the meal, and wine and mead are brought out when the main dishes have been consumed. The only utensil a Eudaemonian uses is his or her dagger or knife.

3807. Charonesus | Town

DEMOGRAPHICS

Urban Population 1,100

Rural Population 8,800

Race Human (95%), Elf (3%), Centaur (2%)

Religion Hades, god of death (NE)

Alignment Neutral

Charonesus started as a ferry station on the Sangarius River and over time expanded, first by Dionysus for use as a fortress and then by a succession of rulers. Most recently, Charonesus has fallen under the control of the city-state of Vosk [2906].

The town is constructed along the northern bank of the Sangarius River. The key to the place is a citadel built up along the river. The citadel is connected to the town proper by a long, walled corridor defended at both ends by large towers. The town is walled and defended by an additional twelve towers. The citadel and town walls are constructed of golden-brown stones, while most of the town's structures are constructed of mud brick with rooves thatched from steppe grass.

The Charonesi are an especially pious people, loyal to the gods and suspicious of foreign deities and faiths. Among the town leaders is Kynthea, a paladin of Athena (Minerva), who holds the title constable and who is often to be found patrolling the steppe. She commands the town's 40 soldiers, light horsemen in black cloaks with Corinthian helmets with shields bearing a white skull. The town's 30 guardsmen are under the direct command of Otheus, Archon of Charonesus. As archon, Otheus is the chief magistrate of the town, which is a democracy.

As in times of old, Charonesus makes much of its money by ferrying things across the river, and by taxing anything that moves down the river. The town's fields produce wheat, barley, vegetables, olives and lemons, the river produces fish, and it does a brisk trade in furs and pelts from the steppe.

Kynthea, Human Paladin: LVL 4; HP 12; AC 16 (banded, shield); ATK 1 longsword +3 (1d8); MV 30; SV 14; S9 I12 W7 D4 Cn7 Ch15; AL LG; XP 400; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, lay on hands, turn undead, warhorse; Gear—None

3817. Magne | Village

The village of Magne (pop 230 urban, 1,630 rural) is hidden within a wood of sycamore figs. The villagers mine garnets from several low ridges of mica that run east-west and are divided by rushing streams. The villagers are not welcoming folk; they never make eye contact due to their fear of the evil eye, and they have lost 100 people to the slavers. The village is protected by 20 men-at-arms.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

3830. Sahuaguin Fortress | Monster

A tribe of sahuagin with whitish-grey skin and leering, googly eyes is constructing a submarine fortress in this hex. This will allow them to stop traffic via the Akelos River, providing a steady source of victims for plunder. The tribe consists of 50 warriors and 200 workers. The workers are whipped into

shape by Rthog, the tribe's sub-chief, while the warriors are under the command of the tribe's high priestess Zshurau. The tribe has been blessed by the presence of a four-armed mutant called Ugok, who serves as Zhurau's bodyguard, and two malenti, sahuagin mutants that can pass as aquatic elves. These two, Yibb and Zaar, serve as spies. They pose as merchants from beneath the waves to gather information and warn the tribe of any moves made against them. Zshurau has seven members of her cult, which is dedicated to Thalassa.

Treasure: None

Sahuagin, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or weapon (1d8); MV 40 (S70); SV 16 (18 vs. sonic); AL CE; XP 200; SA—Shark telepathy (150'), blinded by bright light, harmed by fresh water

Sahuagin Sub-commander, Medium Monster: HD 3; AC 16; ATK Talons (1d4) or weapon (1d8); MV 40 (S70); SV 15 (17 vs. sonic); AL CE; XP 200; SA—Shark telepathy (150'), blinded by bright light, harmed by fresh water

Sahuagin Mutant, Medium Monster: HD 2; AC 16; ATK 2 talons (1d4) and 2 weapons (1d8); MV 40 (S70); SV 16 (18 vs. sonic); AL CE; XP 200; SA—Shark telepathy (150'), blinded by bright light, harmed by fresh water

Sahuagin Malenti, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or weapon (1d8); MV 40 (S40); SV 16 (18 vs. sonic); AL CE; XP 200; SA—Shark telepathy (150'), blinded by bright light, harmed by fresh water

Sahuagin Attendants, Medium Monster: HD 2; AC 16; ATK Talons (1d4) or weapon (1d8); MV 40 (S70); SV 16 (18 vs. sonic); AL CE; XP 200; SA—Shark telepathy (150'), blinded by bright light, harmed by fresh water, magic use (C1)

Sahuagin Priest-Queen, Medium Monster: HD 5; AC 16; ATK Talons (1d4) or weapon (1d8); MV 40 (S70); SV 16 (18 vs. sonic); AL CE; XP 200; SA—Shark telepathy (150'), blinded by bright light, harmed by fresh water, magic use (C3); EQ—*Potion of polymorph self*

3842. Perilptikos | Village

The village of Perilptikos (pop. 70 urban, 448 rural) has been losing its sheep to wolves, and the locals fear that the culprit is really a pack of werewolves from Lykonian. An old man and his family of traveling musicians recently set up camp outside of the village, and their arrival almost coincides with the attacks. Technically, they started a couple weeks before the old man showed up ... but hey, it's hard to reason with an angry mob. The people are getting their pitchforks and torches ready as the adventurers wander into town. The tavern is closed, but usually serves a fantastic sticky bread and less fantastic gruel pudding. They have no rooms for rent, but do rent out the loft over the stables for 2 cp a night.

3848. Missing Plans | Monster

Six worgs have wandered into this area from Lykonian, and are now hunting down the local wildlife. Along the way they gobbled up a trader who was heading to Eudaemon with a scroll stolen from the Maru showing their defenses. The spy is overdue in Eudaemon, and King Ikos might send people to investigate his disappearance and retrieve the scroll.

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

3911. The Chase | Monster

A herd of 18 large antelopes is being pursued by a band of seven Keatish nomads. Among the antelopes is one favored by Artemis. Saving it and its herd grants the adventurers a one-time use of the *healing circle* spell. The spell is applied by the TK when the adventurers next need it most – they will be unaware of this benefice.

Antelope, Large Animal: HD 4; AC 12; ATK Kick (1d6), gore (2d4); MV 40; SV 15; AL N; XP 400; SA—Run at x5 speed

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

3926. Dark Procession | Monster

A procession of cultists clad in black hooded robes and carrying baskets of black bread and bottles of dark purple wine is weaving its way through these hills. The cultists are worshippers of the Keres, dark goddesses of fate. The cultists are headed towards a secret place of worship to initiate a new member. This new member, Lycido, is a merchant of Akelos [3727] who recently lost his son when his galley was sunk by pirates. Turning his back on life, he has become obsessed with enacting a violent revenge on the killers of his son, and thus now worships the Keres.

The destination of the procession is a grotto beneath a small waterfall. The grotto is hung with barbed chains on which skulls have been affixed, and here the initiate must make vows to the Keres in the presence of the others. He is then sent walking through a black pool that permanently stains his feet and ankles black – the sign of membership in the cult. Beyond this pool there is a low gallery carved into the stone. This hall is hung with stinging nettles to mark the face, arms and chest of the initiate as he pushes his way to a small door. Beyond this door, marked with a skull, is a room painted red, where the initiate is locked and consumes the aforementioned bread and wine. These comestibles wrack the initiate with terrible hallucinations that last the night.

In the morning, he is carried from the room and beaten with reeds and exposed to a steamy room to sweat the poisons out

of his system. If he is not completely mad or dead, the initiate is rewarded with a black robe and becomes a full cultist.

The procession is led by Kytha, one of three anti-clerics of Arachne who operate in Akelos. Kytha is the widow of a merchant prince. Her sisters are the physician Metra and an aristocrat named Heria. The other cultists have no magic powers, but they are berserkers in combat.

Cultist, Medium Humanoid: HD 1+1; AC 12; ATK Spear (1d8); MV 40; SV 16; AL CE; XP 100; SA—Immune (fear), berserk (2 attacks)

Kytha, Human Anti-Cleric: LVL 6; HP 16; AC 16 (studded leather, shield); ATK Footman's mace +2 (1d6-1); MV 30; SV 13; S7 I14 W16 D13 Cn12 Ch13; AL CE; XP 600; Special—Conversion, healing, turn undead, spells per day (5/3/2); Gear—None

3937. Nunnery of Panacea | Wonder

This hex holds a nunnery carved into a mountain side. The nunnery is three levels high, with columned porticos, barred windows and an iron gate. The gate is located just behind a tall statue of Panacea, the goddess of universal remedy. The twenty nuns who dwell here are serenely smiling women (always smiling) in white robes and headdresses of dove feathers. Within their nunnery they hide a well of liquid vitality, which they offer those who are worthy and in terrible trouble in gold goblets. This liquid acts as a *potion of restoration*. If the liquid is stolen, or the nuns are tricked into giving it to an evil person or for an evil purpose, the nuns are transformed into erinyes when night falls. They quickly take wing to take a terrible revenge on the villains.

Erinyes, Medium Outsider: HD 7; AC 21 [+1]; ATK +1 flaming longbow (100'/1d8 + 1d6 fire) or longsword (1d8) or rope (30'/entangle); MV 30 (F50); SV 13; AL LE; XP 2100; SA—MR 30%, immune (fire, poison), summon 1d4 bearded devils (50%); SP—Charm monster, phantasmal force II, smite, teleport without error (self + 50 lb.), true seeing

3940. Lonely Peri | Wonder

The hills near the river here are haunted by a strange figure, one only rarely glimpsed by travelers. The figure is that of a young girl, no more than 12 or 13 years old. She has long, tangled hair and tanned skin, and dresses in furs.

The girl, Peri, is a sorcerer who was shunned by her people as cursed when her magical abilities first began to appear. She wanders these hills, a wild child, her only companions being strange beings that look like human skulls with tattered strips of cloth trailing them. The “creatures” are just animated objects that follow the girl around, capering like puppies. They are not dangerous, though the girl is. She does not speak any human language, and she does not trust strangers.

Peri, Human Sorcerer: LVL 5; HP 9; AC 10; ATK Dagger +1 (1d4); MV 30; SV 13; S11 I16 W13 D11 Cn7 Ch14; AL CN; XP 500; Special—

Alchemy, brew potion, sense magic, spells per day (5/2), spells known (6/4); Gear—None

Spells Known: 1—Alarm, Elemental Weapon, Identify, Mount, Obscuring Mist, Touch of Fatigue; 2—Detect Invisibility, Levitate, Resist Energy, Stomp

3945. Chain Gang | Monster

Thirteen beastmen in chains are digging a trench in this hex. The clay-rich soil is being transported to Eudaemon for use in the city-state's fortifications. The beastmen were raiders captured by the Eudaemonians a few weeks ago and sold into slavery. They are overseen by Labdia, a woman very handy with a whip, and three sentinels.

Beastman, Medium Humanoid: HD 2+1; AC 12; ATK fists (1d3); MV 30; SV 16; AL CE; XP 200; SA—Surprise (3 in 6), surprised (1 in 6)

Sentinels, Medium Humanoid: HD 1; AC 14 (leather, shield); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Labidia, Human Fighter: LVL 4; HP 18; AC 20 (breastplate, +3 shield); ATK 1 longsword +4 (1d8); MV 30; SV 15; S11 I9 W10 D10 Cn15 Ch13; AL N; XP 400; Special—Riding, leadership, dominate, wondrous mount (animal or giant vermin); Gear—*Potion of darkvision*

4002. Lost Child | Monster

A centaur child named Thobe has become lost in this hex. She is a freckled faced little scrapper with a missing tooth and tangled blonde hair she cannot keep out of her eyes. Thobe became lost chasing butterflies. Her parents are 1 mile away; check each hour for their arrival on a roll of 1-2 on 1d6. Adventurers who reunite her with her parents earn the friendship of centaurs everywhere and are taught the code word “Xixo” that improved centaur reaction rolls by +3.

Centaur, Medium Monster: HD 2; AC 12; ATK Kick (1d4); MV 40; SV 16; AL N; XP 100; SA—None

4008. Queen Thobe | Monster

The Keatish band of Queen Thobe has fallen under the sway of a wicked Hyrcanian wizard by the name of Parvan. The wizard has a twisted leg and a stringy mane of black hair. He wears old robes of burgundy velvet and supports himself on a staff of polished ebony. The old scoundrel was recently toppled from his great tower by a barbarian hero of Hyrcania. The tower crumbled, and only a wild and desperate teleportation kept the hobbled wizard from crumbling with it. The man was found, wounded and senseless by Queen Thobe, and was healed by her and her people while they traveled south.

The Keats have camped in this hex to make preparations for the next year by fletching arrows and manufacturing weapons, armor and tools. By this time, Queen Thobe has fallen com-

pletely under the spell of the wicked wizard, who now seeks victims to be sacrificed to the powers of Hell that he might regain his former glory. She commands 300 nomads.

Treasure: 6,900 cp, large quartz

Queen Thobe, Human Fighter: LVL 8; HP 36; AC 19 (+3 *leather*, shield); ATK 1+ +1 *longsword* +8 (1d8+1); MV 30; SV 13; S10 I8 W11 D16 Cn10 Ch9; AL N; XP 800; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Potion of levitation*

Parvan, Human Magic-User: LVL 10; HP 40; AC 9; ATK Staff +3 (1d4); MV 30; SV 11; S9 I15 W15 D6 Cn16 Ch10; AL NE; XP 1000; Special—Alchemy, lore, spells per day (6/4/3/3/2), create scrolls, arcane knowledge (alchemist's fire, phosphorus, phosphorus, gunpowder); Gear—*Potion of locate object*, *rod of metal and mineral detection*, *iridescent spindle ioun stone*

Spellbook: 1—Cause Fear, Detect Secret Doors, Expeditious Retreat, Grease, Mage Armor, Mind Thrust, Ray of Enfeeblement, Read Magic, Smoke Image; 2—Detect Invisibility, Fog Cloud, Locate Object, Thought Shield; 3—Dispel Magic, Illusory Script, Ray of Fatigue, Sleet Storm; 4—Detect Scrying, Polymorph Other, Wall of Ice; 5—Dream, Symbol of Sleep

4011. The Iron Gauntlet | Wonder

This hex holds a wind carved landscape of fairy chimneys and wind-bent acacias and junipers. The landscape is devoid of animal life, as it is patrolled by earth elemental creatures called rollers that resemble great boulders. The rollers protect an Iron Gauntlet lodged within a fairy chimney as though it had passed partially through the stone. In truth, it did, as it was worn by a great warrior called Andropaos who was grasping the hand of the oread Phione as she was dragged down into the stone by the dark god Hades.

The body of Andropaos has by now turned to dust, but his gauntlet remains. If the hand of a Lawful person is thrust into the gauntlet, it can be withdrawn and claimed. The gauntlet's touch casts *hold monster* on earth elemental creatures, and makes the wearer invisible to infravision (i.e. darkvision).

Roller, Medium Elemental (Earth): HD 1+1; AC 16; ATK Slam (1d6+1); MV 20; SV 16; AL N; XP 100; SA—Sightless, detect vibrations, rolls (+5 feet/per round until 40), core is a large beryl, surprise (3 in 6)

4020. Maze of Pain | Wonder

A cave provides shelter from winds that whip through a canyon that runs from north to south through the mountains. Entering the cave, one discovers that it proceeds well under the mountains before ending at a cliff that overlooks a vast plain of basalt. Climbing down to the plain, one soon finds their progress halted by invisible *walls of force*. These walls entirely surround the adventurers, trapping them. After the walls appear, a squat, toad-like humanoid appears beyond them,

swathed in robes of dark red, bits of stringy black hair hanging from its head. The image is a hologram of the wizard Lathos. He welcomes the adventurers to his *Maze of Pain*, and informs them that agony is the key to this place.

The maze is composed of invisible walls of force. At certain points, one can only proceed further through the maze by causing themselves pain. Sometimes, this is physical pain (minimum of 1 point of damage), and sometimes this is mental pain (the character or player (if you like truth-or-dare) must reveal a painful memory). The maze is haunted by a few efts trapped here by the wizard Lathos long ago. Eventually, the maze passes people into the wizard's tomb where they can deactivate the walls and claim his treasure.

Eft, Medium Monster: HD 6+1; AC 20 [Silver]; ATK Touch (3d4 + 1 level drain); MV 90; SV 14; AL LE; XP 1800; SA—Incorporeal, MR 50%, immune (charm, fear, hold, paralyzation, sleep), possess

4022. Placidity | Wonder

This hex holds a pleasant landscape of streams, woodlands, flowery meadows with shrines to nature deities and numerous fresh water springs. One spring is of the hot variety, and it has a large shrine constructed from deep green malachite next to it. It resembles a veranda with a many-stepped series of platforms that descend into the steaming pond created by the spring. The pond is inhabited by crimson waterlilies and little black fire toads. The toads provide nourishment for the six Stymphalian cranes that claim the spring. The shrine is empty save for an idol of a lounging Apollo and a donkey-headed kantharos (a sort of drinking cup). Drinking from the cup *polymorphs* a person into a donkey.

Stymphalian Bird, Small Monster: HD 2; AC 18; ATK Talons (1d3) or feathers (30'/1d4); MV 10 (F60); SV 16; AL N; XP 200; SA—None

4035. Thasalo the Sage | Wonder

The mansion of a seer, Thasalo, stands tall and proud on a white plain flanked by mountains of azure and purple hues. Surrounding the mansion is an orchard of plum trees infested with small white serpents that feed on insects. Thasalo owns a baby griffon that sits beneath his chair while he thinks and writes, and then climbs on his desk for chin scratches when the day is done and Thasalo's servant, Zenico, brings in a plate of sausages, toasted flatbread and sweet wine.

Thasalo is a short man with squinty eyes and a long white beard. Zenico is taller, thinner and clean shaven. Neither speaks more than he must, but both are hospitable. Zenico will let people who he thinks look okay into his kitchen for a goblet of wine and some rough brown bread drizzled with olive oil. He will also find a cozy spot in the cellar for folks to sleep.

Thasalo will do better than that, sharing his meal with people and putting them up in a guest room.

4049. The Tricky Stairs | Wonder

At the top of a tall hill there is a wavering light caused by heat. This heat comes from a hole, inside of which are stairs spiraling down into the earth. As one descends the stairs, the darkness becomes lighter and lighter until they emerge from a cave into a wine cellar in an inn in Eudaemon [3746]. Going up the stairs leads to hex [4049]. Traveling a second time down the stairs appears at first like the first descent, with the exception that their air grows warmer. This time, the stairs lead down to a room holding an efreeti trapped in a *magic circle*. The efreeti, Abiubash, has been imprisoned here for over a century after she was summoned by the wizard Neira. Neira sought her missing daughter; after she left to rescue her, she apparently forgot about the trapped efreeti or did not care enough to return and end her summoning of the poor genie.

Efreeti, Large Elemental (Fire): 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 (cold), change size 2/day, body deals 1d6 fire damage when touched; SP—Detect magic, gaseous form, invisibility •••, permanent illusion •••, produce flame, pyrotechnics, wall of fire •••, wish (non-genies only) •••

4130. Cyclops | Monster

A clan of seven cyclops dwell on the coast here. While they are dangerous, the humans of the area usually move in large enough groups as not to be threatened by the monsters, and ships know to steer clear of the coast. The cyclops gather shellfish and fish with nets, and on rare occasions they raid into the outskirts of Akelos' farmland for meat or manage to sink a foreign ship that does not know of their presence.

Three of the cyclops are out and about searching for a thief named Kane that slipped from their clutches. Kabe found Limani [4132] too hot for his comfort and was on his way to Akelos [3727] when he ran afoul of the giants.

Treasure: 2,500 sp, 4,000 gp

Cyclops, Huge Giant: HD 13; AC 15; ATK Slam (3d10) or boulder (100'/3d6); MV 30; SV 10; AL CE; XP 3900; SA—Ranged attacks -2.

4132. Limani | Town

DEMOGRAPHICS

Urban Population 2,810

Rural Population 24,278

Race Human (90%), Elf (7%), Zwunker (3%)

Religion Apollo, god of the sun (CG)

Alignment Chaotic

Limani is a chaotic town of madmen, if you heed the word of the Akelosians [3727]. The town is a jumble of white brick houses and towers constructed along a ridge that runs parallel with the Ptos River. The town has no citadel, though it is surrounded by three fortified villas. The town is protected by 50 guardsmen under the command of five sergeants and a captain-of-the-guard, all of them regarded as laughable by the citizens of Limani, but not corrupt enough to be trouble.

The villas have 110 men-at-arms for the protection of the district under the command of marshal Diotrado. The marshal owes his position to the town council.

Limani is a democracy governed by a council of five elected by the land-owners of the district. The sitting council consists of Polesus, a lecherous skeptic, Thila, a flamboyant epicurean, Asthesia, a bereaved stoic, Onea, an obnoxious Pythagorean and Enonis, a swaggering priest of Apollo Helios. The council is a stab at utopian rule by philosophers, and it has left Limani in a lamentable state, as it always does.

The town makes its way by farming and fishing. Rare herbs are cultivated along the river banks, and Limani controls the trade in *lyncurium* collected in Mimos [5034] up river.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

4142. River Fort | Stronghold

A rugged little hill fort in this hex commands the joining of the Lytis, Stala and Thyos Rivers. The fort has walls 30' tall and 5' to 10' thick. It has greenish white walls and three towers, two overlooking the rivers and the third looking to the north-east, to the highlands. The fort's 240 peasants live along the rivers, fishing and growing crops in the rich soil.

The fort is under the command of Myodis, a loyal warrior of Eudaemon who rules on King Ikos' behalf. He commands 50 warriors, 20 of them hoplites. The fort has a large open area in which are kept a number of catapults to bombard river traffic that does not stop at the fort to pay a tribute of 10% of their goods. These goods are collected every month by a ship from Eudaemon [3746] to deliver them to the king.

Myodis is a cantankerous old warrior, given to cruelty in his old age as he is wracked by many pains and haunted by many terrible memories of war and lost love. His son Amander is loyal to his father, but despises his cruelty.

Treasure: 5,000 cp, 2,300 sp, 7,400 gp, medium hawk's eye, small chalcedony, *wand of shadow conjuration I* [4 charges], *ring of wizardry III*

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

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

Amander, Half-Elf Fighter: LVL 7; HP 32; AC 18 (+1 *breastplate*, shield); ATK 1+ longsword +6 (1d8); MV 30; SV 14; S10 I8 W10 D9 Cn11 Ch13; AL N; XP 700; Special—Half-elf traits, riding, leadership, dominate, wondrous mount (intelligent monster); Gear—None

Myodis, Human Fighter: LVL 13; HP 58; AC 20 (+3 *chainmail*, shield); ATK 2 longsword +11 (1d8); MV 30; SV 11; S12 I7 W10 D12 Cn12 Ch6; AL LN; XP 1300; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of resistance to cold*

4204. Irritable Keats | Monster

A band of 150 Keatish warriors and their families, numbering 450 people, are watering their animals and themselves from the river. They are traveling east, carrying goods (plundered, hunted and gathered) to Duulgar-Tesh to sell at market.

The head of the band is King Kosido, a burly gentleman with a curly auburn beard and a bald head. Kosido has a wonderful sense of humor and a winning personality, but when faced with acts of evil flies into a berserk fury. The theurgist* Thantos also travels with the band. He is heading even further east, to Mu-Pan, to study eastern magic. Thantos has a superior attitude towards others, but is peaceful enough.

The nomads are in an irritable state, as many have been visited by disturbing visions in the night. This is due to Thantos, who holds the soul of his rival, the sorceress Mede, in a large onyx worn on his hat. Her psychic screams cause creatures with Wisdom scores of 13 or higher to have terrible dreams in which they are trapped inside a buried coffin.

Treasure: 3,900 sp, 250 gp, gold chain hung with charms in the shape of little ouroboroses, marble statue of a gnashing rat

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Kosido, Human Barbarian: LVL 6; HP 45; AC 20 (+1 *breastplate*, shield); ATK 1 +3 *scimitar* +10 (1d8+5); MV 40; SV 13; S16 I8 W6 D17 Cn17 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—*Ring of mind shielding*, *potion of polymorph self*

Thantos, Human Magic-User: LVL 11; HP 15; AC 10; ATK Staff +3 (1d4-1); MV 30; SV 11; S5 I16 W13 D12 Cn7 Ch13; AL CN; XP 1100; Special—Alchemy, lore, spells per day (6/5/4/3/2/1), create scrolls, arcane knowledge (acid, hybrid monsters, alchemist's fire, sneezing powder, algebra and geometry); Gear—*Wand of shield* [4 charges], *ring of cold resistance*

Spellbook: 1—Charm Person, Color Spray, Disrupt Undead, Floating Disk, Magic Aura, Mount, Read Magic, Resistance, Sleep; 2—Brain Lock, Fog Cloud, Levitate, Shatter, Thought Shield; 3—Daylight, Lightning Bolt, Psionic Blast, Sleet Storm; 4—Dispel Wounds, Ice Storm, Secure Shelter; 5—Creation II, Magic Jar, Seeming; 6—Globe of Invulnerability II

4207. Elephant in Distress | Monster

A bull elephant is uprooting a tree in this hex, enraged by a thick thorn dug deep into his foot. If relieved of the pain, the bull will carry his savior wherever he or she might want to go.

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

4211. Astyon | Stronghold

The yellow-eyed thief Astyon sits in her tent wracked with remorse. She holds in her hands a large diamond stolen a month ago from Charonesus. The diamond was to be used to save the life of the son of a rich merchant, but Astyon and her bandits stole it just the same. Never before had she regretted a theft, and the emotion of guilt has stunned her. Her ninety bandits are beginning to grumble, as they have not made a foray from their camp since the theft and mad flight from Charonesus a month ago.

If the bandits are visited by spellcasters, she begs them to divine the kidnapped boy's fate. If this is done, it is revealed that the boy is a slave of the drow.

Astyon, Human Thief: LVL 11; HP 40; AC 19 (leather); ATK Short sword +5 (1d6-1) or short bow +8 (1d6); MV 30; SV 13; S6 I16 W13 D16 Cn9 Ch12; AL N; 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—*Ring of protection +5*

4218. Pool of Death | Monster

A pass through these mountains becomes bogged down in muddy, mucky terrain. The slopes become steep, with a few scrawny black pines growing on narrow terraces or from cracks in the stone walls. At the middle of this muddy area one comes upon a pool. The pool has a rim of black stone flecked with pale green moss and clusters of white mushrooms. At the bottom of the pool, which is about 2' deep, there is a mosaic depicting a skull in white tiles. Small white frogs leap about in the mud, and when people approach the pool they begin a cacophony of warning.

Touching the pool causes a grim reaper on a pale green horse to leap from the pool. Armed with a scythe, the reaper points at the adventurer with the lowest constitution and demands their life, or the life of a loved one. If they speak the name of a loved one, the grim reaper dashes away, only to return mo-

ments later dragging that person's screaming spirit into the pool. Otherwise, the grim reaper attacks his target.

Pale Green Horse, Large Undead: HD 2+1; AC 14 [Silver]; ATK 2 kicks (save or fatigued); MV F60; SV 16; AL CE; XP 600; SA—Immune to mind effects and fear, powerless in sunlight

Grim Reaper, Medium Undead: HD 7+7; AC 16 [Silver]; ATK Scythe (1d8 + 1 energy damage + special); MV F30; SV 13; AL CE; XP 2100; SA—Victims of scythe must roll a saving throw – if they fail by 1 they are frightened, if by at least 3 they are sickened, if by at least 6 they are crippled and if by at least 9 they are knocked unconscious – this state lasts for one hour or until a *remove curse* spell is cast on them



4227. Lymnia the Swamp Witch | Monster

The land becomes swampy in this hex, and would be shunned by all right-thinking folk if not for the presence of herbs useful in potion making. Most folk approach the swamp only in the daylight hours, and only along the fringes to gather the herbs. A swamp demon dwells deeper within the swamp, a thing that has been compared to a hybrid of spider and snake.

The swamp demon is actually Lymnia, a gnome swamp witch who fled into the swamp as a slave. She is a weaver of illusions, creating the swamp demon legend to keep people away.

Treasure: 7 gp, medium malachite

Lymnia, Gnome Magic-User: LVL 5; HP 14; AC 10; ATK Dagger +1 (1d4); MV 30; SV 13; S10 I13 W11 D10 Cn12 Ch5; AL CN; XP 500; Special—Alchemy, lore, spells per day (5/2/1), create scrolls, arcane knowledge (artificial gemstones and pearls, alchemist's fire); Gear—*Potion of charm plants*

Spellbook: 1—Burning Hands, Elemental Weapon, Hold Portal, Jump, Obscuring Mist, Read Magic, Sleep; 2—Levitate, Phantasmal Force II, Shatter; 3—Spectral Force

4247. Neira and Daughter | Monster

A gargantuan pteranodon is soaring over this hex grasping a giant birdcage in its claws. The cage is a contrivance of the wizard Neira, who is heading to Eudaemon to petition King Ikos to begin an academy of wizardry. Neira is over 120 years old, and desires to establish something that will last beyond her death. Her daughter Iodia is in her 90's and less energetic than her mother. Along with her daughter, Neira travels with a chorus of parrots who repeat her every word.

Gargantuan Pteranodon, Large Animal: HD 16; AC 17; ATK 2 claws (2d6), bite (4d6); MV 40 (F60); SV 9; AL N; XP 1600; SA—None

4315. Lesson in Humility | Wonder

Several tall pylons of copper (or something that appears to be copper) rise high over the steppe here. The pylons send out arcs of green lightning to a range of 2d6 x 100', three bursts appearing one minute apart. Anyone in range is struck and either *polymorphed* into a donkey or, if they pass their saving throw, suffer 2d6 electricity damage. Those who remain in donkey form see a vision of Artemis, the goddess of animals, who informs them that if they remain in donkey form for an entire month, they will be rewarded with her blessing. This amounts to a permanent +1 bonus to Wisdom, and to a +2 bonus to reaction checks with animals.

4321. Smegea | Village

Smegea is a village of herdsmen (pop 360 urban, 2,300 rural) surrounded by a tall wooden palisade and numerous wooden guard towers. The people are in a lather over the Myrmidians (ant men) that dwell to the east, and which will certainly overrun their homeland in the near future.

Two factions have arisen among the demos – those who council an immediate war against the ants, and those who say that the village should be abandoned. Those in favor of war have the ear of Queen Hera, while those who wish to leave have the ear of King Terato. This has set the royal couple to squabbling, and now nothing is getting done. In the meantime, the village priest, Inos, is doing his best to organize the village defenses.

Inos, Human Cleric: LVL 2; HP 4; AC 18 (scale, shield); ATK Footman's mace +2 (1d6+1); MV 30; SV 15; S14 I6 W13 D16 Cn9 Ch15; AL NG; XP 200; Special—Conversion, healing, turn undead, spells per day (4)

4323. Healing at a Price | Monster

A magical healing herb grows on the banks of the Akelos River here, in a rich black mud that surrounds weird blue rocks. When this herb is stewed properly, with salt and over a magic

flame, it produces an elixir that double natural healing for one day, and which grants a +2 bonus to saves vs. disease.

Unfortunately, the herb is guarded by an old wight with black, putrid skin that cracks and releases a noxious gas, and which wields a great axe in its knotted fists. This wight is accompanied by twelve headless zombies, who rise from the waters at his command to grapple with adventurers that the wight might take new heads with his +2 *battle axe of soul stealing*.

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

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

4330. Sestea | Stronghold

King Atenis of Sestea is in a dire predicament. The good king is frozen to his throne, his pale hands grasping a sphere thrown to him by the vengeful magician Etrian, who has since fled. The ice that encases the king is spreading over the throne, and slowly spreading through the king's throne room. Etrian must be found to reverse the spell.

Atenis' 120 men-at-arms are helpless to protect their king, and they cannot look to Sestea's prince for guidance, since Prince Etrian is the perpetrator of the crime. Atenis, you see, murdered his father to take the throne. This was an accident, but it hardened the heart of Etrian, his father's favorite, who eventually turned to black magic for his revenge. Sestea's captain, Pelia, is doing her best to keep the situation under control. She has sent messengers to Akelos [3727] and Limani [4132] seeking help, and has ordered sacrifices and fasting to win the favor of the gods.

Treasure: 4,900 cp, 9,500 sp, small opal, small zircon, large jet, small sapphire

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Prince Etrian, Human Magic-User: LVL 6; HP 9; AC 10; ATK Dagger +2 (1d4); MV 30; SV 13; S6 I9 W12 D11 Cn8 Ch14; AL N; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (acid, hot air balloon); Gear—None

Spellbook: 1—Audible Glamer, Daze, Floating Disk, Message, Ray of Frost, Read Magic, Touch of Fatigue; 2—Detect Invisibility, Locate Object, Thought Shield; 3—Heroism, Ray of Fatigue

Captain Pelia, Human Fighter: LVL 5; HP 23; AC 15 (mail shirt, shield); ATK Spear +8 (1d8+3) or short sword +8 (1d6+3); MV 30; SV 15; S18 I11 W6 D8 Cn12 Ch14; AL N; XP 500; Special—Riding, leadership, dominate, wondrous mount (simple monster); Gear—*Scroll of protection from drowning*

King Atenis, Human Fighter: LVL 9; HP 40; AC 17 (breastplate, shield); ATK 1+ longsword +9 (1d8+1); MV 30; SV 13; S15 I12 W10 D12 Cn13 Ch7; AL N; XP 900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—Treasure map, *rod of rulership*, *golden lions figurines of wondrous power*

4333. The Sentinel | Monster

A giant lynx stands by the river's margin, its eyes scanning the trickling waters for fish. The lynx is a scout of his fellows in the mountains, and will send word to them via sparrow if he sees adventurers or other trouble-makers approaching. The lynxes will in turn warn the town of Mimos [5035].

Giant Lynx, Medium Monster: HD 2; AC 13; ATK 2 claws (1d3 + rend), bite (1d4); MV 30; SV 16; AL N; XP 200; SA—None

4339. Apotomos | Village

The hills here are more thickly wooded than elsewhere, supporting numerous large oaks. Apotomos (pop. 90 urban, 650 rural) fells these trees and ships them, first overland to the Lytis River, and then by barge to Periliptikos [3842] for sale.

Unbeknownst to the villagers, the woods contain a very ancient cairn dedicated to a barbarian king, the great, great grandfather of Eudaemon, who founded the city that bears his name. He fell in battle against orcs a thousand years ago, and was interred by his warriors here.

4344. The Golden Goddess | Monster

A golden goddess walks through the tall grass beside the river here, radiating intense light. Small fires spring up in her wake, and these fires leap up into (2d6) red-headed elves armed with blazing scimitars. The goddess is a spirit of warning about the impending doom from the drow under the mountains. If one fights her, they learn nothing. If they bow before her, they learn that the drow need their slaves to unearth a terrible titan that was imprisoned there by the gods.

Fire Elves, Medium Outsider: HD 2; AC 15; ATK Scimitar (1d8+1 fire); MV 40; SV 16; AL N; XP 200; SA—Immune (fire)

Golden Spirit, Medium Outsider: HD 11; AC 17 [Silver]; ATK Touch (1d8 fire) or ray (120'/1d8 fire); MV 40; SV 11; AL N; XP 1,100; SA—Immune (fire), mirror image (at will), dimension door (at will)

4401. Freaky Fires | Wonder

Fires lit in this hex have evil faces appear in their smoke. This smoke always gives off an odor of brimstone.

4404. King Barasag | Monster

The camp of King Barasag is on fire! A thief, Kosyennos the Fox, set the blaze to create a distraction while he stole the band's prize emerald from the tent that contains their idol of

Papaios (their name for Zeus). The band's 150 warriors are engaged in fighting the fire under the direction of King Barasag while the 450 non-combatants have fled onto the steppe under the protection of Prince Oerastos.

Treasure: 5,300 cp, 2,000 gp, *wand of invisibility* [3 charges]

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Kosyennos, Elf Magic-User/Thief: LVL 5/4; HP 18; AC 10; ATK +1 hand axe +3 (1d6+1); MV 30; SV 15; S11 I9 W12 D11 Cn13 Ch11; AL NE; XP 500; Special—Elf traits, alchemy, climb walls, find/remove traps, hear noise, hide in shadows, lore, move silently, open locks, pick pockets, read languages, backstab +2d6, spells per day (4/2), create scrolls, arcane knowledge (hypnotize); Gear—Medium emerald

Spellbook: 1—Charm Person, Disrupt Undead, Hold Portal, Mage Armor, Read Magic, Shocking Grasp; 2—Blur, Scare

Prince Oerastos, Human Fighter: LVL 5; HP 32; AC 17 (chainmail, shield); ATK Scimitar +5 (1d8); MV 30; SV 15; S12 I13 W9 D9 Cn14 Ch11; AL CG; XP 500; Special—Riding, leadership, dominate, wondrous mount (simple monster); Gear—None

King Barasag, Human Fighter: LVL 7; HP 31; AC 17 (breastplate, shield); ATK 1+ scimitar +7 (1d8+1); MV 30; SV 14; S15 I9 W4 D10 Cn12 Ch13; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—None

4413. Village of Fear | Village

Passing over a hill, one sees a village of mud brick houses nestled in a valley of overgrown fields and dead trees. Travelers are almost immediately accosted by half-starved people who yell at them to stay away from their village.

The people have been living in caves after fleeing from their village. They are starving, as none of them are skilled enough hunters to feed themselves sufficiently.

The cause of their trouble lies in a shrine at the village's center. Atop an altar of green stone dedicated to Demeter there rests a golden box. Those who touch the box are struck with waking nightmares that turn into phantasmal killers. Many dead bodies lie around the shrine. The box is a curse from Eris, delivered unto the village by a weird trader (the goddess) just for the fun of destroying the villagers through their own greed.

4437. Silver Dryads | Monster

A deep valley in this hex holds a forest of slender birches with silver leaves. Humans and dwarves who walk through the forest see only the trees. Half-elves and halflings catch glimpses of movement and hints of laughter somewhere just out of sight. Elves and gnomes can see the dryads of the forest, with their silver hair and slender gowns of white. A dryad might

grab hold of a beautiful mortal (who can then see them regardless of their race). They are led away to a little grotto or cave for passionate lovemaking and then cast out into the night.

Treasure: 1,200 sp, +1 *platemail*

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

4445. Heke and Peronax | Monster

A dainty oread with skin like the smoothest marble, eyes of limpid opal and hair of topaz is hunting in this hex for a legendary bear called Peronax. Peronax dwells in a deep cave in this hex. The oread, Heke, intends his death to be a tribute to Artemis, her queen. She is tracking the beast – not a difficult task considering the size of its feet – and is more than happy to have help on her hunt.

Heke the Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •

Peronax, Medium Monster: HD 4 (24 hp); AC 16 [+1]; ATK 2 claws (2d4), bite (2d6); MV 30; SV 15; AL N; XP 1200; SA—MR 50%, hug, regenerate; SP—dispel magic •••, haste •••, detect invisibility •••

4447. Koryfi | Village

Koryfi (pop. 100 urban, 880 rural) is a mining village that extracts aventurine from a large quartz deposit. Their mine is located near the base of a mountain, and their village below on the shores of a cool lake. The lake is reachable by traversing a narrow cleft in a granite hill, this cleft being protected by a juggling sorcerer called Falx. The sorcerer juggles aventurine orbs, using them to strike those who would pass without first proving the goodness in their hearts.



The village is composed of stone houses with thatched roofs. A wood golem stands guard on the village green where the animals graze, another gift of the sorcerer. The village has a small inn and tavern that serves an alcoholic goat's milk and roasted lamb bathed in pungent yogurt. The innkeeper, Madame Beryl, is the apple of Falx's eye, and the reason he has adopted the community as his own, sometimes to the chagrin of the locals.

Falx, Human Sorcerer: LVL 7; HP 18; AC 9; ATK Dagger +2 (1d4) or 3 orbs (1d3); MV 30; SV 13; S9 I12 W8 D7 Cn12 Ch14; AL N; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (6/3/2), spells known (6/6/4); Gear—*Scroll of false forest, rod of security*

Spellbook: 1—Change Self, Color Spray, Fool's Gold, Magic Missile, Mount, Prestidigitation; 2—Charisma, Detect Evil*, Magic Mouth, Obscure Object, Phantom Trap, Resist Energy; 3—Body Adjustment, Flame Arrow, Protection from Energy, Sleep II

4508. The Laughing Druid | Wonder

A laughing druid who looks something like a wild man, with knotted hair and red eyes, dressed in tatters, is sitting on a large rock strumming on a lyre. The lyre sends out waves of confusion which make people behave like animals. Failing the first saving throw against the music strikes people as the *confusion* spell. At the end of the spell's duration, a new save must be made to avoid acting as though one were an animal (chosen by the TK) for one minute. After one minute, a final save is made to avoid being polymorphed into that animal. XP should be awarded for the best animal impression at the table.

Laughing Druid: LVL 12; HP 23; AC 16 (+2 *leather*, shield); ATK Staff +7 (1d4); MV 30; SV 11; S9 I8 W16 D11 Cn7 Ch17; AL N; XP 1200; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape (plants), immune to fey abilities, immune to poison, spells per day (6/4/4/3/3/2); Gear—*Potion of extra-healing, periapt of health*

4517. Let Sleeping Dragons Lie | Monster

There is an old tower in these hills haunted by a troop of pixies. The pixies look like wrinkled little men with owl faces and feathered cloaks. They do not care for intruders, shooting arrows and flinging darts at them, or issuing threats of worse things to come. The pixies guard a sleeping maiden who lies on a slab of green stone. She is quite beautiful, with dark green skin and silky black locks, with a look of sublime peace on her face. Kissing the maiden awakens her. Once awake, she expands into a green wyrm hungry after a century of slumber.

Treasure: 13,700 sp, 18,400 gp, 2 small aventurines, small chalcedony, small rock crystal, medium tiger's eye, medium lapis lazuli, small opal, small amethyst, large jasper

Pixie, Small Fey: HD 1; AC 14; ATK Sword (1d4) or bow (60'/1d6 + special); MV 20 (F40); SV 16; AL N; XP 300; SA—MR 25%; SP—

Confusion •, detect evil •, dispel magic •, entangle •, invisibility II, permanent illusion •; 10% of pixies can cast irresistible dance •

Green Wyrms, Huge Dragon: HD 8 (48 hp); AC 17; ATK 2 claws (1d6+3), bite (1d8+3); MV 40 (F150, S40); SV 13; AL LE; XP 2400; SA—Water breathing, immune (sleep), resistance (acid), surprise (3 in 6 in woods), breath weapon (cone of gas 100' x 50'; acid damage)

4524. Rock Crystals for the Taking | Wonder

An undiscovered rock crystal deposit is situated here in a rocky spur that extends from the mountain to the east across half of this hex. Dwarves have a 1 in 6 chance of spotting the signs of the deposit, and gnomes a 2 in 6 chance.

4539. Bleating Lovers | Monster

Two giant sheep – a ram and a ewe – bleat at one another across the Lytis River, which is only about 25 yards wide and 20' deep in this hex, but very swift and cold. They are a mated pair, a king and queen of olden days cursed by a conniving genie into these forms, and forever reborn as sheep when they finally succumb to death. If restored to their original forms, they prove to be King Eudaemon, the founder of the city that bears his name, and his queen, Korina. The two lovers will wander back into the hills, clothed in simple woolens, to live out their life as humans before their eventual reincarnation. Only a dire threat to the Eudaemonians will bring the old warrior out of his retirement to defend his people.

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

King Eudaemon, Human Fighter: LVL 15; HP 70; AC 11; ATK 2 fists +14 (1d2+1); MV 30; SV 10; S15 I9 W7 D15 Cn13 Ch10; AL LN; XP 1500; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—None

4542. Lykonia | Monster

A very ancient pack of werewolves dwells in this hex, in a black fortress of elder days, constructed like a temple atop a man-made hill. The temple is composed of black granite, with obsidian columns. It is bare of adornment save a silver moon symbol at the front and back. Within the temple's holy room is an idol of Selene, the moon goddess, the mother of the werewolves of this region. Beneath the temple, in tunnels not easily found or traversed, are the dens of the lycanthropes.

The pack consists of eleven werewolves and over 40 wolves. The pack is commanded by Aimatopos, a grizzled old warrior who wields a black *sword of life stealing*. Aimatopos claims all the land between the Lytos and Thymos Rivers, and as yet the Eudaemonians have not conquered him. They fear to even tread on his land, lest he curse their blood.

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

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

4550. Vlosyros | Village

Vlosyros is another of the southern villages of Eudaemon, fortified like Gorgo [3650] for defense. The village (pop. 370 urban, 3,020 rural) is set atop a butte from which the villagers mine emeralds. They smuggle most of the emeralds out of the village, for they are the rightful property of the king. Extending around the butte are the farms of the rural villagers, where cattle are grazed on the grassy hills.

4601. Wet Meadow | Wonder

This hex is an expanse of wet meadow that used to harbor a small lake. The lake has shrunk over the years such that the wet meadow that used to persist on its margins has now overtaken nearly the entire lake bed. The meadow has grasses, sedges and rushes as well as scattered pine trees, especially along the margins. The meadow is rich with game, and bears a single man-made object, a stone pillar 30' tall that bears an idol of Tethys, the mother of rivers. The idol once rose just above the surface of the lake. Climbing to the top and placing a gemstone in the idol's hand grants a +5 bonus to save vs. drowning in fresh water for one week for every baubles, one month for gems and one year for jewels.

4606. Feeding Lions | Monster

A pride of five lions is feeding on an antelope carcass in this hex. Naturally, they will brook no interference.

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

4612. The Golden Apple | Wonder

A stream rushes over stones into a whirlpool in this hex. The whirlpool is situated within a "bowl" of stone with walls 40' tall. A crooked tree extends over the whirlpool, and hanging from the farthest branch is a golden apple. A seed of this apple (it has three) placed in the mouth of a corpse *reincarnates* it (per the druid spell).

Reaching the apple can be dangerous. The whirlpool lurches just 5' beneath the apple. Moreover, the walls of the bowl are carved with seven strange, distorted figures that emerge from the wall as demonic karyatides to slay any who attempt to reach the apple.

Karyatide, Medium Construct: HD 6 (22 hp); AC 16; ATK Sword (2d4); MV 20; SV 14, 10 vs. magic; AL N; XP 1800; SA—Surprise (3 in 6), resistance (normal weapons), break weapons

4622. Phosa's Wilderness Tea Emporium | Stronghold

A tall hill of grayish-green stone is pocked by a cave. This cave is the home of the beautiful she-gnome Phosa, who runs a walk-up tea shop from the cave. She serves delightfully potent teas (and can brew healing potions from the herbs in [4323]) and rolled pastries made with honey, berries and nuts. Phosa sells all manner of herbs and roots, and can be counted on for minor healing if the adventurers are not Chaotic.

Phosa, Gnome Druid: LVL 9; HP 57; AC 13 (leather, shield); ATK +1 dagger +6 (1d4+1); MV 30; SV 12; S9 I9 W14 D7 Cn16 Ch17; AL N; XP 900; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (6/4/3/2/1); Gear—*Potion of charm animal, ring of force shield*

4631. Horned Giants | Monster

A family of four horned giants dwells in this hex in a cave located high in the mountains, where the air is chill and the vegetation is sparse. The family is composed of one adult male, two adult females (mother and daughter) and a child. They live off of mountain goats and bitter herbs, and are always to be found in a foul mood unless offered wine.

Treasure: 3,200 cp, 1,200 sp

Horned Giant, Large Monster: HD 7; AC 15; ATK Bite (1d6), gore (1d6), weapon (2d6) or boulder (3d6); MV 30; SV 13, 11 vs. maze; AL CE; XP 700; SA—None

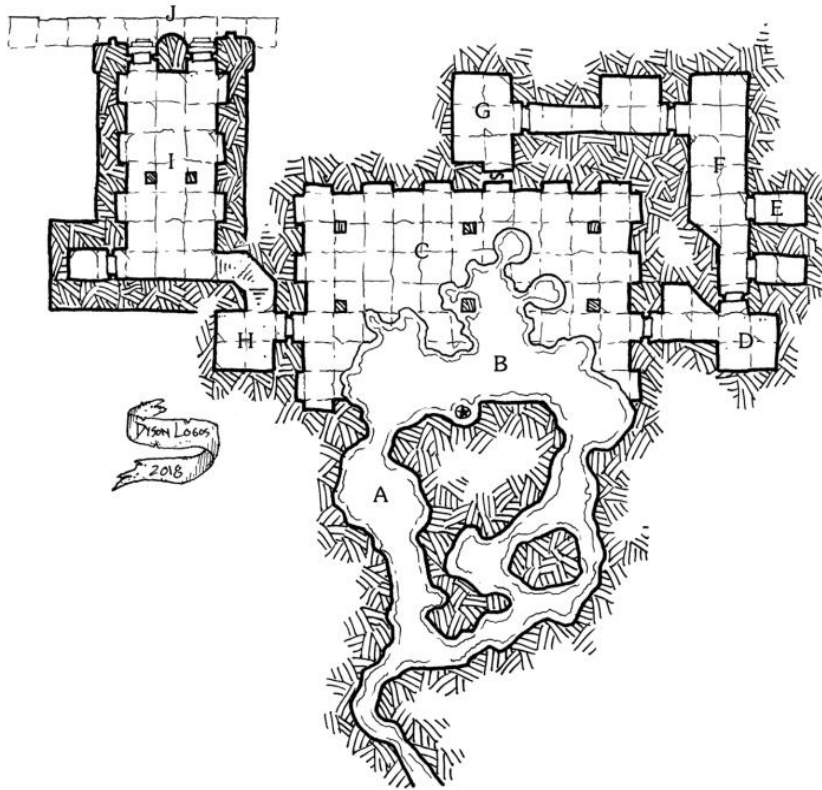
4635. Cattle Rustlers | Wonder

A woman named Pheope is driving five stolen cattle through a narrow canyon to a small cabin on a high pasture. She and her two young brothers, Damonik and Kaposus, live in this cabin. The canyon ascends from the river in [4634].

4648. Dungeon of the Magenta Eye | Dungeon

At the back of a mountain cleft filled to brimming with violets one sees a great and terrible eye. The eye is set in the mountain itself, and appears to be composed of magenta-colored jelly, the pupil being bright yellow. The jelly eye guards the entrance to a dungeon, taking up the entrance in the way a gelatinous cube fills a tunnel.

If the eye is bypassed, one enters into a tunnel with smooth walls and partially filled with a greasy, mauve liquid. Beyond this tunnel is the Dungeon of the Magenta Eye!



Blatherskite, Large Monster: HD 5; AC 14; ATK 2 claws (1d6) and bite (1d8); MV 20; SV 14; AL CE; XP 500; SA—Surprise (3 in 6)

Bolt, Small Monster: HD 2+1; AC 17; ATK Bite (1d4 + blood drain); MV F30; SV 16; AL N; XP 600; SA—Immune (electricity)

Magenta Eye, Large Aberration: HD 8; AC 16; ATK Bite (2d6 + 1d4 acid + engulf) or rays; MV 20; SV 13; AL NE; XP 2400; SA—Immune (cold, electricity, fear, paralysis, polymorph), resistance (acid, fire, sonic), eye rays (as eye of the dark)

Mauve Pudding, Large Ooze: HD 7; AC 14; ATK Touch (3d6 acid + engulf); MV 20; SV 13; AL N; XP 2100; SA—Immune (acid, cold, poison), resistance (weapons), split by electricity and sharp weapons

Mind Blaster, Medium Aberration: HD 8; AC 15; ATK 4 tentacles (1d6 + special) or mace (1d6 + Poison I); MV 30; SV 13; AL LE; XP 2400; SA—MR 85%, telepathy, mental blast, eat brains; SP—Astral projection, charm monster, ESP, levitate, mental barrier, mind blank •••, mind thrust, suggestion, thought shield

Trapper, Huge Aberration: HD 10; AC 15; ATK Buffet (1d10 + constrict); MV 10 (F40); SV 12; AL N; XP 1000; SA—Resistance (bludgeoning weapons)

4733. Red Eagles | Monster

The Red Eagle hobgoblin tribe dwells in this hex in limestone caves. The tribe consists of 120 hobgoblin warriors, 600 non-combatants, thirteen worgs and two ogres. The tribe is ruled by King Kus and his ten hobyahs.

Treasure: 1,000 sp, small jade, small peridot

Hobgoblin, Medium Humanoid: HD 1+1; AC 15; ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None

Hobyah, Medium Humanoid: HD 1+1; AC 17; ATK Glaive (1d10); MV 30; SV 16; AL LE; XP 50; SA—None

Kig Kus, Medium Humanoid: HD 5+1; AC 15; ATK Longsword (1d8); MV 30; SV 14; AL LE; XP 250; SA—None

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

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

Area	Contents
A	A mauve pudding hides beneath the fluid
B	Four blatherskites hunt in the liquid here, dipping their heads beneath the liquid and pulling out jellyfish; they have a nest in [C] that holds 1,400 cp and 3,700 sp
C	Stepping into the area between the pillars causes fields of electricity to spring up between them (3d6 electricity damage), trapping people; touching a pillar causes one of the electrical fields to shift from one pillar to another
D	Psychic focusing crystals grow from the walls; 1d4 can be harvested and used to help psychic focus their powers
E	A psychic hermit has locked himself in this cell waiting to die; if one tries to release him, he tries to scare them away
F	Six bolts lurk on the walls of this hall; they have nests holding small sapphires (10) in niches in the walls and fling themselves at intruders
G	A trapper guards treasure – 2,500 cp, four medium pearls, <i>potion of cold resistance</i> ; creatures trapped within the monster for more than 3 rounds are teleported into the manacles in [I] to be a sacrifice
H	Creatures that enter this hall must pass a save or be struck with a strange obsession to decorate the walls
I	Three mind blasters worship in a psi-temple around a massive glowing crystal that sends out waves of ecstasy while sucking the life from any victims in the manacles on the walls – the crystal deals 1 point of Con damage per turn to these victims; the small closet holds 6,500 cp, 3,500 sp, 3,000 gp and a gold, gem-encrusted unholy symbol
J	This corridor howls with psychic static and the rage of unsubstantiated fears – it leads to deeper dungeons

4802. Hyrcanian Patrol | Monster

Five centaurs in cataphract armor are on patrol from the Hyrcanian city-state of Paridaeza (see NOD 34, 3942). They can be a source of information for adventurers about what lies to the north, and will only be hostile if greeted in a hostile manner.

Centaur, Large Monster: HD 4; AC 20 (banded); ATK Kick (1d6), spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None

4814. The Farmstead | Stronghold

An old marksman and his three daughters (aged 16, 12 and 4) dwell in a farmstead in a secluded valley here. They have a small crop of wheat and a garden of vegetables and the marksman hunts in the mountains and nearby hills. They also keep a few goats for their milk, the girls having become fair hands at making goat cheese over the years. The marksman, Tasalto, has seen enough killing, and only wishes to live in peace and raise his daughters to become honorable women.

Treasure: 2,100 cp, 1,600 sp, 3,000 gp, *ring of wizardry II*

Tasalto, Human Marksman: LVL 6; HP 29; AC 20 (+4 *leather*, buckler); ATK 2 longbow +6 (1d8 + 1d6) or +1 *quarterstaff* +6 (1d6+2); MV 30; SV 14; S14 I17 W13 D15 Cn10 Ch9; AL N; XP 600; Special—Acrobatics, taunt, surprised (1 in 6), specialist weapon (longbow), parry, spring into combat, lackey, riposte; Gear—None

4819. Queen Kokkina | Monster

This hex, as well as [4918] and [5220] make up an area called Myrmidonia, the “Land of the Ants” by outsiders. Starting in hex [4918] a band of formians constructed a colony. They were attracted by the gold sands carried from the mountains by the rivers that feed the Akelos River. Over time, their colony expanded to point of sending out a new queen, who established herself in [5220], and then a third queen in this hex.

This colony is ruled by Queen Kokkina. She and her children have shiny scarlet exoskeletons. The colony consists of 140 soldiers and over 1,200 workers, as well as six myrmarchs.

Treasure: 3,100 cp, 7,800 sp, 2,000 gp

Formian Worker, Small Monster: HD 1; AC 17; ATK Bite (1d4); MV 40; SV 16; AL LN; XP 100; SA—Immune (fire), vulnerable (cold); SP—make whole •

Formian Soldier, Medium Monster: HD 4; AC 18; ATK 2 claws (1d6), bite (1d4), sting (2d4 + Poison II); MV 40; SV 15; AL LN; XP 2100; SA—Immune (fire, flank and rear attacks), vulnerable (cold), surprised (1 in 6)

Formian Myrmarch, Large Monster: HD 7; AC 19; ATK 2 claws (1d8), sting (2d6 + Poison II) or javelin (1d6); MV 50; SV 13; AL LN; XP 3000; SA—Immune (fire), vulnerable (cold), regenerate; SP—Charm mon-

ster, 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 3000; SA—Immune (fire), vulnerable (cold), regenerate, telepathy (10 miles); SP—Calm emotions, charm monster, clairsentience, detect evil, divination, ESP, hold monster, shield, true seeing

4822. Temple of Enyo | Monster

A bleak canyon of grey stone streaked with even darker grey stone (hey – it’s bleak – there are only so many colors that go with bleak) extends from the edge of [4722] into the heart of this hex. Pale, woody vines snake up the canyon walls; they are clustered thickest near the canyon floor, which is littered with smooth stones ranging in size from pebbles to boulders. In some places, the vines arrest movement up the canyon, requiring an axe or machete to cut one’s way through.

An ancient chaos temple in this canyon has recently been re-dedicated by a cult dedicated to Enyo. The temple is dug into the canyon wall, the entrance looking like a grimacing face. Beyond the entrance there is a long antechamber with side passages to barracks and storage rooms, including one passage that leads to a torture chamber beneath the temple. The screams of victims, brutalized by a hooded bugbear, serve to spiritually heat a stone cauldron that is set in the floor of the temple’s *adyton*. Sacrificial victims are thrown into this cauldron, which appears to be filled with charcoal grey mist, where they turn into demonic larvae after choking in the spiritual haze. The cauldron is set underneath an idol of Enyo. The idol has bloodstone eyes and brandishes two silver swords.

Because the temple is so new, the high priestess, Hecuba, is always in attendance. She is a stern-looking woman, with fiery green eyes and dark auburn hair. She is attended by a company of twenty skeletons and ten dark hoplites in skull-masked helms. Three larvae have as yet been formed, and three more are needed to use as sacrifices to attract an erinyes to properly desecrate the temple. A trio of kyrfalcons guards the entrance to the temple.

Treasure: 9,400 cp

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—Immune (illusions, mind effects), resistance (slashing and piercing weapons)

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

Kyrfalcon, Small Monster: HD 1+1; AC 13; ATK 2 talons (1d4) and beak (1d6); MV 10 (F60); SV 16; AL N; XP 100; SA—None

Erinyes, Medium Outsider: HD 7; AC 21 [+1]; ATK +1 flaming longbow (100'/1d8 + 1d6 fire) or longsword (1d8) or rope (30'/entangle); MV 30 (F50); SV 13; AL LE; XP 2100; SA—MR 30%, immune (fire, poison),

summon 1d4 bearded devils (50%); SP—Charm monster, phantasmal force II, smite, teleport without error (self + 50 lb.), true seeing

Hecuba, Human Anti-Cleric: LVL 9; HP 32; AC 17 (breastplate, shield); ATK Footman's mace +4 (1d6-1); MV 30; SV 12; S7 I16 W17 D10 Cn11 Ch15; AL CE; XP 900; Special—Conversion, healing, rebuke undead, spells per day (6/5/3/2/1); Gear—*Potion of fly*, *potion of water breathing*



4824. Anentimos | Village

Anentimos (pop. 100 urban, 750 rural) is a collection of crooked houses, each painted in a garish, conflicting color. It is surrounded by patchwork fields of grain, vegetables and olive trees. The villagers are a happy folk, but considered addlepat-tered by most of the other folk of Amathos.

4829. Plague Field | Monster

This hex holds a field where victims of plague were buried a hundred years ago. The field is set just beyond a hill holding the ruins of a village. The dead in this lichfield now crawl out of the ground when they detect the approach of the living. When the dead arise, there are 1d6 wights, 2d6 ghouls and 3d6 skeletons. They do not pursue people beyond the hex.

The old ruined village inn's cellar remains intact, but people that hide there soon discover the wine has soured, the food-stuffs rotted, and the ghouls are capable of digging into the cellar through the mouldy, crumbling walls. On the other hand, a *belt of hill giant strength* is hidden in one barrel of wine, and a leather sack containing 300 gp is hidden beneath a sack of ruined grain.

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—Immune (illusions, mind effects), resistance (slashing and piercing weapons)

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

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

4837. Chyle the Mad | Stronghold

The amazon Mother Chyle keeps a temple-fortress in this hex dedicated to Mania, goddess of madness. Mad herself, she has concocted a plan to steal away King Ikos of Eudaemon to make him her husband. To put her plan into action she commands 90 men-at-arms and two acolytes. Her fields of grain and root vegetables are worked by sixty peasants, all of them former inmates in the hospice Chyle once ran.

Visitors are usually greeted by a few of the peasants, who might be suffering from any number of delusions. Perhaps they will claim a dragon or warlord has conquered their castle, or they will claim to be great heroes themselves. The peasants are willing to put visitors up in their hovels. If they do, there is a 1 in 6 chance that the peasants therein will suffer from a mass hallucination in the night, causing havoc.

The fortress is a wall 10' thick and 20' tall with a gatehouse and keep. Within the grounds is a temple to Mania. The interior of the fortress has grown dusty and shabby over the years, with many former priestesses succumbing to madness of their own, or fleeing from their mad mistress. All that remain are two acolytes, Sister Nora, who serves as major domo and first assistant to Mother Chyle, and Sister Persa, who is expected to do all the cooking and cleaning in the place.

Treasure: 10,400 cp, 9,800 sp, 250 gp, small hawk's eye, medium aventurine, medium spinel, small hematite, large jasper

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Acolyte, Human Weird Cleric: LVL 1; HP 4; AC 15 (scale, buckler); ATK Morningstar +0 (1d4); MV 30; SV 16; AL CN; XP 100; Special—Conversion, healing, turn undead, spells per day (2); Gear—None

Persa, Human Weird Cleric: LVL 3; HP 13; AC 16 (chainmail, shield); ATK Morningstar +1 (1d4); MV 30; SV 15; S11 I8 W14 D8 Cn10 Ch10; AL CN; XP 300; Special—Conversion, healing, turn undead, spells per day (4/1); Gear—None

Chyle, Human Weird Cleric: LVL 9; HP 25; AC 18 (+1 *breastplate*, shield); ATK Morningstar +5 (1d4); MV 30; SV 12; S10 I9 W18 D10 Cn12 Ch10; AL CN; XP 900; Special—Conversion, healing, turn undead, spells per day (6/5/4/2/1); Gear—*Staff of healing*, *anchor feather token*



4844. The Crystal Cave | Monster

A gorgimera guards a cave of crystal in this hex. Inside the cave there is a magic pool that de-petrifies people. Numerous petrified people and animals are scattered around the cave entrance and throughout the surrounding countryside, their bearers proving unable to overcome the gorgimera.

A “secret” door near the pool leads back to the lair of the gorgimera. The door is secret in as much as the reflections on the faceted crystal walls make it difficult to spot. The monsters have three young in their lair as well as treasure.

Gorgimera, Large Monster: HD 8; AC 18; ATK 2 claws (1d3), bite (2d6), bite (1d4 + Poison III), gore (2d6); MV 30 (F40); SV 13; AL CE; XP 2400; SA—Petrification breath 5/day, fire breath 3/day

4846. Synoros | Village

Synoros is a village (pop. 100) of woodsmen built on a rocky isthmus that reaches into a dank fen. Flooded caves within the isthmus form a dungeon of mushroom men and other fungi. An underground river flows through the caverns down to more dangerous caves where carnivorous white plants grow on black walls and gaseous maroon spirits called efts worship a dead goddess from whom giant maggots emerge and become

giant blood worms. The blood worms are herded by the weird gaseous people into even lower caverns where they are sold to the deepest dwellers, the mind blasters. The people of Synoros know about the mushroom men, and they forbid the village children from playing around the caves.

Giant Bloodworm, Huge Vermin: HD 6; AC 16; ATK Bite (1d8 + blood drain); MV 20; SV 14; AL N; XP 600; SA—Vulnerable (fire)

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

4848. Escaped Slaves | Monster

Four fire giants are hunting down a pack of fifteen escaped goblin slaves. The goblins worked in the giants’ iron mine located about three miles away in a black, smoky cleft in the side of a crooked peak. The goblins will surrender to a group of adventurers in hopes that they will protect them.

Treasure (Fire Giants): 50 gp, small cymophane, small aquamarine, small sapphire, +3 *Bohemian ear spoon* (wielded one-handed by the fire giant leader)

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

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

4904. Sandrato’s Sanctuary | Stronghold

A wizard by the name of Sandrato has taken up residence in this hex in an artful combination of the *rope trick*, *mage’s private sanctum* and *permanency* spells. There is a small chance (7%) that travelers see a rope of golden silk descend from midair, with a tall, thin man in a long beige coat and plaid trousers slide down it. The man, Sandrato, wears a crimson fez on his head and pince-nez on his nose. He is terribly shy and easily flustered, and thus his decision to make a secret home for himself in the middle of nowhere.

Treasure: 2,700 sp, porphyry statuette of a man-faced stag

Sandrato, Human Magic-User: LVL 9; HP 19; AC 10; ATK Staff +3 (1d4); MV 30; SV 12; S12 I13 W8 D11 Cn11 Ch8; AL N; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (gunpowder, glue, sneezing powder, flash powder); Gear—*Oil of slipperiness (grease)*

Spellbook: 1—Audible Glamer, Detect Secret Doors, Expeditious Retreat, Grease, Jump, Open/Close, Resistance; 2—Daze Monster, Ego Whip, Protection from Arrows, Rope Trick; 3—Dispel Magic, Illusory Script, Shrink Item; 4—Enervation, Hallucinatory Terrain, Solid Fog; 5—Mage’s Private Sanctum, Permanency

4912. Panic at the Discus* | Wonder

This hex holds a large tableland of green grass and purple flower spikes. The tableland exists in a strange warp; people exit the hex from a random side, though until they exit the hex they believe, and natural phenomena suggest, that they are traveling in the direction they intended. At the center of the hex there is a stone post topped by a bust of the great god Pan. If the head is bathed in wine, the warp subsides for one day.

**This is probably the worst hex title I have ever written*

4918. Queen Kafa | Monster

This formian colony is ruled by Queen Kafa. She and her children have crimson exoskeletons. The colony consists of 190 soldiers and over 1,400 workers, as well as seven myrmarchs.

Treasure: 4,700 sp, small jacinth, small zircon

See [4819] for more information on the valley of Myrmidonia

4928. Dodaea | Village

Dodaea (pop. 170 urban/1,224 rural) is a simple fishing village constructed on a hill overlooking the river. It is composed of white buildings with flat roofs and a tall tower with a conical wooden roof near the center of town. Blue curtains wave in the open windows of the village houses. The village is surrounded by a 15-foot tall wall with two gates. The city plan is like an open air dungeon, with narrow streets that are just wide enough for a donkey and small cart. One can glimpse lavender spikes and aloes in the planters above the streets. Prickly ivy grows up the walls of the shrine of Dionysus (to which belongs the aforementioned tower), staining the walls red with the juice of its berries. An arched bridge is constructed across the river near Dodaea, but it has been seized by a warty old river troll. She claws at the gates of Dodaea at night, keeping the people in eternal fear. They have not been able to cross the bridge for months.

Treasure: 3,000 gp, small hawk's eye, small topaz, small diamond, small jargon

River Troll, Large Giant: HD 6+3; AC 16; ATK 2 claws (1d6 + rend), bite (1d10); MV 20 (S40); SV 14; AL CE; XP 600; SA—Regenerate in fresh water (acid, fire)

5006. A Tiger is Enceinte | Monster

A shallow cave in a hillock in this hex is home to a sabre-tooth tiger. The tiger is very pregnant, and will deliver soon. A companion female is out hunting for her now, and will return to the cave within one minute of adventurers discovering it.

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

5010. Queen Amphis of Azos | Stronghold

A young warrior of Hyrcania rules this hex and those surrounding it from an ancient fortress left over from the days of Emperor Dionysus. The fortress is constructed of reddish stone and features five towers around a central keep.

It was three years ago that Amphis, accompanying more powerful adventurers, was the sole survivor of a dragon fight. Using the treasure, she assembled a mercenary company and eventually came across this old fortress. The fortress was home to a small village of elderly folk, their youngsters having left the fortress to make their fortune elsewhere. Conquering the keep was easy, and Amphis then declared herself the Queen of the Steppe. Her infusion of wealth actually saved the village; youngsters have returned and the village's herds are numerous and healthy.

Amphis commands 80 warriors and 240 peasants with the assistance of her lieutenant, Iges. Amphis is a willowy woman with wiry muscles and dark brown eyes. She is an articulate woman with a real flair for rhetoric. She also has the mind of a predator – always on the hunt, always looking to extend her power and increase her treasure hoard.

Treasure: 7,300 cp, 3,100 sp, small spinel

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Iges, Human Fighter: LVL 6; HP 29; AC 17 (breastplate, shield); ATK Battleaxe +8 (1d8+3); MV 30; SV 14; S18 I12 W11 D9 Cn14 Ch17; AL N; XP 600; Special—Riding, leadership, dominate, wondrous mount (simple monster); Gear—Rod of absorption

Amphis, Human Fighter: LVL 9; HP 49; AC 18 (breastplate, +1 shield); ATK 1+ +2 greatsword +10 (1d10+2); MV 30; SV 13; S11 I11 W13 D9 Cn11 Ch14; AL BE; XP 900; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—None

5015. Echoes | Wonder

The valleys that run through this hex echo with laughter, deep guffaws, high pitched shrieks, giggles and titters, even a snort now and then. They are uttered by hundreds of permanent magic mouths cast into the sides of the canyons by some forgotten trickster in days of old.

5022. Pitys | Wonder

A ledge on a mountain in this hex ends in a cliff face that would be sheer save for a large vertical crack. If this crack is stuffed with pine needles and set ablaze, it opens into a cave with stairs that spiral down into the earth until they emerge into a valley of tall, straight pine trees.

As adventurers pass through these woods, they are chased and menaced by maenads, who herd them into a clearing where bubbles a natural spring. The nymph queen Pitys rises from this spring to welcome adventurers to her domain.

Pitys is the keeper of the *Spear of Pitys*. She will grant its use to petitioners if they can pass a test. They must seek out in her valley a golden pine tree. If they reach this tree before they are felled by the stalking maenads they pass the test.

Spear of Pitys: This +3 *spear* has a golden shaft and an ornately carved head of bronze. Stuck in the ground, it can raise a *wall of stone* on command once per day. The bearer can see through normal and magical darkness to a range of 60'. Chaotic creatures killed by the spear crumble immediately to dust.

Pitys, Nymph Queen, Medium Fey: HD 12; AC 17 [+2]; ATK Dagger (1d4+2); MV 40 (S30); SV 11; AL CG; XP 3600; SA—MR 50%, magic (D7), blinding beauty, stunning gaze, immune (disease, poison, 1st level enchantments and illusions), regenerate; SP—command II, comprehend languages, detect evil, detect good, dimension door •, gate, quest, tongues, teleport without error, true seeing

5032. Striga | Village

Striga is a large village (pop. 340 urban, 2,285 rural) that has seen its population explode recently with the arrival of work crews from Makisto to span a chasm with a bridge and thus make a trade route between Makisto and Mimos. The village is a collection of terraced fields and tall, white houses that runs along a mountain pass ending at a chasm. The pass extends through [5033] to Mimos [5034], and beyond the chasm descends through [5132].

The bridge is only a quarter complete. The construction is being overseen by a master engineer named Linne, a niece of Queen Yfantis of Makisto. Among her crew are a dozen dwarves, one of whom has been promised a reward by Yfantis [4132] if the bridge is never completed.

5034. Mimos | Town

DEMOGRAPHICS

Urban Population 2,440

Rural Population 18,350

Race Human (92%), Elf (7%), Gnome (1%)

Religion Demeter, goddess of agriculture (N)

Alignment Neutral

Mimos is situated on a high plateau in the mountains amid a carpet of pale green grass and a scattering of prairie flowers. These white flowers cling to the hilly margins like drifts of snow. The flower drifts are thick with bees in the springtime. Woody lavender grows like trees in the three narrow, rocky

canyons that pipe cold mountain streams into the valley. These valleys hum with the sound of giant bees. The Mimosian shepherds have learned to control these giant bees with their pan pipes, allowing some of them to be ridden as mounts. The lower river that flows from the main valley is interrupted by several waterfalls, so it is not navigable. Everything must be carried into the town using narrow paths fit for donkeys and other pack animals.

The Valley of Mimos has one rocky promontory 50' tall and overlooking the river. It has been supplemented with walls to form the town's citadel. The town trickles down from the citadel, following the river, with a long town wall with three broad gatehouses that fly long, white swallow-tailed flags.

Queen Siopa rules the valley from a throne of ivory and jade, atop steps of bronze where frankincense and myrrh are burned in braziers, in a hall of white marble unspoiled by any decoration save a glass walkway under which flows a gentle stream of goldfish and mottled green-brown pebbles. The town is a matriarchy.

The Mimosians are mimes. They cannot speak (a genetic inheritance – not magical), so they must communicate using sign language. The priests of Mimos can communicate telepathically in short bursts and can project emotions. The demi-humans of the valley can speak, of course, but only do so in private so as not to be rude to the humans.

The town makes a living on farming, beekeeping, herding sheep and red-breasted geese, hunting in the valleys and collecting lyncurium in the mountains. Lyncurium is a curious stone composed of lynx urine that has properties like amber. The mountains around Mimos abound in lynxes, and they are the town's official emblem. Cave lions are a minor danger in the mountains, as there are three hunting packs in the area. Eastern imperial eagles hunt fish in the mountain lakes, and their eggs and feathers are sometimes gathered by hunters. In all, there are eight hunting manors in the valleys where hunters hunt chamois and trap beavers and minks.

Mimos boasts six fine taverns known the world over for their mead – and each tavern jealously proud that it has the best mead in the town – and a rustic inn located just outside the town's main gate. The town is patrolled by 50 watchmen and protected by 75 warriors and 16 knights mounted on giant bees. The town's warriors use hexagonal shields in imitation of the tortoise. Mimos has frequent and boisterous festivals in which people wave banners, throw flower garlands, tinkle bells and pound drums to attract the favor of the gods.

5047. Fire Nanny | Monster

A fierce, elderly fire giantess named Hafarri is trapped in this hex in a small (for her) cave. A busybody and fussy budget, she has been summoned by the nearby fire giants [4848], who have an expectant mother. Hafarri is a well-known midwife and nanny among fire giants. She is trapped in her cave due to the presence of a flock of six perytons. Hafarri, upon seeing adventurers, demands that they rescue her and provide an escort to the iron mine that is her destination.

Peryton, Medium Monster: HD 4; AC 13 [+1]; ATK Antlers (2d8); MV 20 (F90); SV 15; AL NE; XP 1200; SA—None

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

5113. Adventurer Bait | Wonder

One may well pass the opening to an ancient lava tube in this hex. Following the tube back (it is 2 miles long), one finds at the end a large ruby lodged in the rock. Removing the ruby unleashes a flaming wraith, stoppered in the tube by a vengeful wizard who lost her familiar to the monster's depredations a dozen years ago.

Flaming Wraith, Medium Undead: HD 5; AC 16 [+1]; ATK Strike (1d6 + 1d6 fire + 1d6 Con drain); MV 30; SV 14; AL CE; XP 1500; SA—Immune (fire), vulnerable (cold), resistance (piercing), incorporeal, breath weapon (30' x 10' cone, 2d6 fire + 2d6 negative energy), writing flames (10' radius, cause fatigue)

5124. Perytons | Monster

Numerous perytons have made a lair for themselves in this hex, within a large cavern that reeks of their filth. A rocky prominence juts from the base of the cave, giving them a perch from which to look down on the valley below; adventurers walking through this valley of ferns and beeches may well discover hundreds of antlers shed by the beasts.

The cave holds 4d4 perytons at any given time, and a total of 30 of the creatures dwell within, making nests of bones and beech leaves on ledges within the cave. They hide their treasure in these nests, as well as their young. A given nest has a 15% chance of holding 1d4 peryton eggs. These eggs have a leathery, furry skin and are the same color as a kumquat.

Treasure: 1,100 sp

Peryton, Medium Monster: HD 4; AC 13 [+1]; ATK Antlers (2d8); MV 20 (F90); SV 15; AL NE; XP 1200; SA—None

5126. Sinister Shadows | Monster

Twelve perytons fly overhead in this hex, headed north to their cave lair [5124]. One of them carries the body of a young man of Dodaea [4928], a tailor's apprentice armed with nothing but a silver needle and thread. He calls for help.

Peryton, Medium Monster: HD 4; AC 13 [+1]; ATK Antlers (2d8); MV 20 (F90); SV 15; AL NE; XP 1200; SA—None

5131. Hobgoblin Slavers | Monster

A trio of hobgoblins from the Read Eagle tribe [4733] is out slaving with their nine hobhounds. They have captured four traders from Makisto [5531]. The traders are bound with ropes, their bindings tied to a long rope held on each side by a hobgoblin. The head goblin, Torok, has a cat-o-nine-tails to enforce his commands.

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—None.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15; ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None

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

5146. Two against Seven Hundred | Monster

Two athachs are holding a narrow mountain pass against an army of goblins. Led by Ramith, a great hero among the goblins, the army is on its way to [4848] to liberate their enslaved brethren from the fire giants. The army consists of 300 goblin archers, 300 goblin spearmen and 100 wolf riders.

Treasure (Goblins): 250 gp, small ruby

Treasure (Athachs): 21 gp, large aquamarine, *vibro-dagger*

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

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

Athach, Huge Giant: HD 14; AC 19; ATK 3 clubs (2d6), bite (2d10 + Poison II) or 3 rocks (60'/2d6); MV 50; SV 10; AL CE; XP 1400

5210. Wild Pixies | Monster

Eight hyenas are being ridden across the steppe by wild pixies with their hair in thick braids and war paint on their faces. They are seeking "The Great One" who is prophesied to end the evil reign of the drow beneath the mountains.

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

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

5215. Crystal Men | Monster

The reddish-brown walls of a broad canyon in this hex are polished to a high sheen. They bear swirling reflections of people, animals and clouds. A carpet of bluish grass grows on the canyon floor, watered by limestone sinkholes full of water. Beneath these sinkholes, which are filled with warm water, are crystal caverns from whence were born a tribe of crystal men.

The crystal men now dwell in caves cut into the canyon. These crystal men all have amber bodies, smoother than most crystal men. They dress in loincloths and whatever armor they can capture from adventurers, since their valley has no mineral deposits. In all, there are twelve bands of crystal men, each averaging 50 crystal men, women and children.

Captives of the crystal men are sacrificed to the sinkholes, where the bodies become encrusted with mineral salts and sink to the bottom. Here, they are claimed by the Matrix, a nascent godling who created the crystal men to worship him. The Matrix feeds on the life energies of the dead inside a maze of crystalline passages.

Treasure: 1,600 gp

Crystal Man, Medium Elemental (Earth): HD 3; AC 16; ATK Spear (1d8); MV 30; SV 15; AL N; XP 300; SA—Immune (electricity), resistance (acid), blind with light

5220. Queen Mavra | Monster

This formian colony is ruled by Queen Mavra. She and her children have carnelian exoskeletons. The colony consists of 210 soldiers, over 1,600 workers, and eight myrmarchs.

Treasure: 7,900 sp

See [4819] for more information on the valley of Myrmidonia

5242. Cheese Herders | Monster

Seven gnomes are driving a tortoise with a giant cheese wheel on its back. They hold out dandelions to keep the beast moving while they drink from a flask and sing bawdy songs. The gnomes are going to market in Synoros to sell their cheese. They live in the mountains nearby on a high pasture where they keep a small herd of fine blink cattle. A crystal clear spring of water near their cottage provides immunity to illusion to those who drink the water.

Treasure: 26 cp

Blink Cattle, Medium Monster: HD 4; AC 15; ATK Bite (1d6); MV 30; SV 15; AL N; XP 400; SA—Blink

Gnome, Small Humanoid: HD ½; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—Audible glamer •, dancing lights •, prestidigitation •

5324. Lady Alcmene | Monster

A narrow track through the mountains leads to a valley of pines and jade grasses that curves around to the east before widening into a great meadow. Upon this meadow is situated the villa of Kaios, an old warlord who served in the wars of Makisto for two dozen years before finally retiring to this secluded place to heal and start a new life with his young wife, Alcmene. The old lord died thirty years ago, and young Alcmene is now mistress of the villa. The two never had children, and are virtually forgotten by the society of Makisto.

Alcmene is gaunt and elegant. She is usually to be found in a silk gown patterned like a python's skin, a dagger coated with venom in easy reach. Her household is as elegant as its mistress, all thin columns and dazzling mosaics on the floor, tapestries and black pottery depicting amazons at war. The halls are tall and narrow, and are sometimes so clogged with foliage that one might think they had stepped into a jungle.

The rooms are tastefully sparse of furniture and followers. A blind philosopher is suffered to work in a cozy cell with access to a library, three handmaidens attend the mistress and command a dozen lesser servants to mend clothes, prepare meals and pour wine. Another dozen peasants tends to the grounds – the gardens and fountains, and the crypt of the fallen lord, his face in bas-relief on the door, intense eyes that follow one's movements across the lawn and between the tall Italian cypresses that flank the great door.

The old shrine dedicated to Artemis is now empty and forlorn, its priestess dismissed summarily upon rumors of indiscretions with a member of staff. A retinue of six hunters and soldiers live just beyond the kept grounds, two of them serving as bodyguards to Alcmene.

Alcmene is rarely at rest, wandering the halls and gardens, sometimes riding out into the wilderness. When night falls, she and her handmaidens retire into her private chambers, descending a stair behind a secret door into a dark temple beneath her manor to worship Lothe. This is the true home of her husband, kept in a weird state somewhere between life and death, almost senseless, his blood feeding the vampires and assuaging the spiritual hunger of Lothe

Tunnels from this temple lead out into the wilderness, allowing slaves of the drow to be moved through them and into the mountains beyond. A drow high priestess called Avekke over-

sees the temple of Lothe and tutors Alceme in her mysteries. A retinue of drow warriors can be summoned via a shrieking horn; 2d6 drow warriors arrive within 1d6 hours.

Treasure: 11,900 cp, 1,100 sp

Vampire, Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 levels energy drain); MV 30 (F40); SV 13; AL CE; XP 2400; SA—Regenerate (holy), resist (cold, electricity), vampire traits

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Alceme, Human Anti-Cleric: LVL 3; HP 12; AC 10; ATK Staff +1 (1d4); MV 30; SV 15; S10 I11 W13 D10 Cn10 Ch13; AL NE; XP 300; Special—Conversion, healing, rebuke undead, spells per day (4/1)

High Priestess, Drow Anti-Cleric: LVL 5; HP 12; AC 19 (+2 *chainmail*, shield); ATK +2 *staff* +6 (1d4+3); MV 30; SV 14; S15 I12 W15 D11 Cn9 Ch12; AL CE; XP 500; Special—Conversion, healing, rebuke undead, spells per day (5/2/1); Gear—None

5330. Fishing Eagles | Monster

Four giant eagles are hunting for large sturgeon in the river. Due to their keen eyesight, they are aware of the hobgoblins and their captives in [5131]. If asked, they provide a ride to people who wish to free the slaves.

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

5339. Old Lucky Bastard | Stronghold

A lucky bastard* by the name of Parthalio runs a roadhouse in this hex, a two-story construction of wattle-and-daub with a deep well and a steady supply of fish and fowl. Parthalio is a thin man with a boyish face and olive green eyes. The roadhouse does not see much use, which is fine by Parthalio, who tends towards laziness. He employs a gnome cook named Clara who specializes in chicken fricassee with onions and garlic, a stable girl named Thana and twin serving boys named Argo and Olly. Their boss is careful with his money and easy with his tall tales. He is also an inveterate gambler.

Parthalio, Human Lucky Bastard: LVL 10; HP 38; AC 14 (leather); ATK Rapier +6 (1d6); MV 30; SV 8; S9 I10 W16 D17 Cn9 Ch13; AL N; XP 1000; Special—Find secret doors, luck points (6), share luck; Gear—Lucky rabbit's foot, lucky horseshoe

* *Lucky bastard* is a class in *Esoterica Exhumed*; if you do not have this book, substitute the thief class for Parthalio

5336. Mt. Phaios | Wonder

Phaios, or Greymount, is a grim, grey mountain with barren slopes and rocky scarps. Phaios' daughters are equally rugged oreads who challenge travelers to dangerous games of skill in the honor of their father. Phaios rarely makes an appearance in human form, for he has disdain for mortals. When he does, it is as a grave man wielding a great club.

Treasure: 8,000 gp, small peridot, small onyx, orichalcum chalice with griffons in bas-relief clutching pearls, silver bangle in the form of a long wolf chasing its tail, copper phial holding the tears of a clown, head band of ivory beads, *potion of darkvision*, *potion of haste*, *potion of gaseous form*

Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •

Phaios, Medium Fey: HD 19; AC 17 [+1]; ATK 2 slams (2d6) or club (5d6) or boulder (6d6); MV 40; SV 7; AL N; XP 800; SA—MR 60%, Immune (surprise, while on his own mountain), rebuke earth elementals and fey as 20th level anti-cleric rebukes undead, regenerate while touching his mountain, merge with mountain (as dryad merges with tree); SP—earthquake •, enlarge, shout •••, stomp •••

5349. Mt. Chionodis | Wonder

Chionodis is snow-capped peak of middling height, as well as one of the eldest of the mountain spirits. The mountain has ancient slopes that have seen much weathering from wind and rain over the years. Great cracks have appeared on those slopes, sluicing runoff down the sides and into streams that water the surrounding pastures and meadows, thick with grazing geese. The lower slopes host a citadel of 120 white amazons, who ride their snow-white horses down to the foothills in the summer to host games in Chionodis' honor. All females are invited to participate in these games, while males are permitted as spectators. The higher slopes are home to Chionodis' daughters, oreads with skin like champagne marble and hair of silver ringlets. When Chionodis appears in human form it is as a white-haired old gentleman eating onions, with a hearty, raspy laugh and eyes that sparkle with mischief.

Treasure: 6,100 sp, 2 medium spinels, small agate, small tourmaline, small lapis lazuli, small hyacinth, *potion of locate object*, *scroll of wish*, *potion of gaseous form*

White Amazon, Medium Humanoid: HD 1+1; AC 15 (scale mail, shield); ATK Spear (1d8) or longbow (1d8); MV 30; SV 16; AL N; XP 100; SA—MR 10%, resistance (cold)

Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •



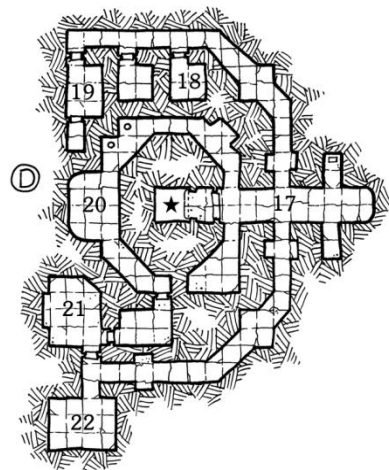
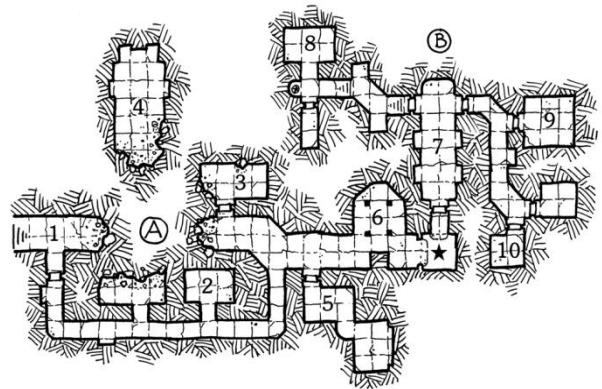
Chionodis, Medium Fey: HD 19; AC 17 [+1]; ATK 2 slams (2d6) or club (5d6) or boulder (6d6); MV 40; SV 7; AL N; XP 800; SA—MR 60%, Immune (surprise, while on his own mountain), rebuke earth elementals and fey as 20th level anti-cleric rebukes undead, regenerate while touching his mountain, merge with mountain (as dryad merges with tree); SP—earthquake •, enlarge, shout •••, stomp •••

5405. Deadly Temple | Dungeon

This hex holds an old temple. The stone is chipped and stained, and weeds grow around the steps to the *peristasis*. Within the *pronaos* the double doors leading into the *naos* have been smeared with blood. The *naos* contains bas reliefs on the walls of the twelve Olympians, all defaced and smeared with blood.

Approaching one of these bas reliefs in anything resembling a worshipful manner causes a spectre to emerge from it, the spectre taking on a dark parody of the deity in question. This spectre is followed by others, who hem in the adventurers, trying to push them back to the double doors that lead into the *adyton* wherein is usually kept the temple's cult idol.

The *adyton* does not contain an idol, nor does it have a floor – just a dark abyss that drops 30' down into a dungeon.



Area	Contents
1	Hall of masks carved from dark woods and polished, scented with bitter oils, human tongues affixed to them – the tongues writhe as though alive
2	Ceiling collapses when triggered (3d6 damage)
3	Kobold digging crew trying to get to [4]; seven kobolds with mining tools and short bows
4	Remnants of a mystery cult temple dedicated to Dionysus; holds an ivory idol of the god holding a golden chalice; in the chalice is a purple pearl that, if dropped into a well in Theopolis [6831] causes the well to flood the hex with holy wine, driving out all evil
5	Twelve kobold warriors and thirty non-combatants
6	Cult library of holy scrolls, including a scroll of <i>protection from lycanthropes</i> and three druid spell scrolls
7	Hall of heroes holds statues of elven warriors
8	A trapper guards a chest of acorns
9	A +1 arrow is embedded in the back of the door
10	When one enters, the door shuts fast and a swirling ethereal mist appears on the ceiling; it descends 1 foot per minute, and deals one level of energy damage per round when touched; a loose stone in the floor reveals a magic torch – if lit, it dispels the mist, releasing the souls within it and reviving any bodies it killed and causing the remainder of the mist to rain down as holy water for 10 minutes
11	The floor of this room is composed of purple and green tiles – the purple tiles are quicksand
12	A warty old troll sits in this room guarding 3,300 cp and 1,700 sp in a locked chest with a spring loaded boxing glove inside (save or suffer 1d6 damage)
13	Any movement in this room causes a massive reverberating echo that deals 1d6 points of sonic damage until a crystal on the natural pillar is shattered; shattering the crystal deals another 1d12 sonic damage as feedback
14	A clan of 60 kobold warriors and 130 non-combatants with a treasure of 2,800 sp
15	Giant bats (4) cling to the ceiling and screech at the entrance of intruders into their lair
16	Reverse gravity – people are thrown to the spiked ceiling above for 2d6 damage
17	Eldritch bolts are emitted (two per round) from a bas relief of a grimacing demon at the end of the hall; they drain one energy level per hit (the energy stored in [20])
18	Four human and two elven prisoners chained to the wall; their seven comrades have been eaten by the ogress
19	The ogress' boudoir, decorated in furs and beaded curtains and thick with smoke from her hookah; she has a medium ruby, medium onyx and small moonstone, and a <i>horn of the tritons</i> that she uses as a drinking vessel
20	Weird purple seed pods bathe in the black glow of a strange crystal embedded in the ceiling; if the crystal is shattered it releases the energy levels stolen in [17] back to their owners; the seeds hold gestating shadow demons
21	A strange creature like a black obelisk with thirteen writhing tendrils guards this complex
22	Apparently empty, dark room is actually filled with dark matter, which tickles the skin like a million tiny feathers and acts as acid (1d6 points of damage per round) to normal matter; it can be used to make magic items

Dark Guardian, Huge Outsider: HD 11; AC 18 [+2]; ATK Bite (2d8 + swallow); MV 20; SV 11; AL CE; XP 3300; SA—MR 35%, immune (cold), resist (blunt and piercing weapons), vulnerable (light attacks), light sensitivity, SP—Darkness II, shadow conjuration •••, shadow evocation •••, teleport without error

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

Kobold, Tiny Humanoid: HD 1/2; AC 18 (chainmail, shield); ATK Axe (1d6); MV 20; SV 17; AL CE; XP 25; SA—None

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

Shadow Demon, Medium Outsider (Incorporeal): HD 7; AC 18 [+2]; ATK 2 claws (1d6 + 1d6 cold), bite (1d8 + 1d6 cold); MV 40 (F40); SV 13; AL CE; XP 2100; SA—MR 35%, lose special abilities in sunlight, immunity (cold, electricity, poison), telepathy 100 ft., SP—Cause fear, darkness II, magic jar •, shadow conjuration •, shadow evocation •, telekinesis, teleport without error

Trapper, Huge Aberration: HD 10; AC 15; ATK Buffet (1d10 + constrict); MV 10 (F40); SV 12; AL N; XP 1000; SA—Resistance to bludgeoning weapons

Troll, Large Giant: HD 6+3; AC 16; ATK 2 claws (1d6 + rend), bite (1d10); MV 20; SV 14; AL CE; XP 600; SA—Regenerate (acid, fire)

5409. The Last Seed | Monster

Three treants, the last survivors of their grove in the Riphean Mountains are on a journey to Arcadia bearing the last seed of their kind to replant it and perhaps grow a new generation of treants. The plant creatures are solemn and woeful, for they know they have not long to live, and worry that they may not make it to Arcadia to complete their quest.

Treant, Huge Plant: HD 8; AC 18; ATK 2 slams (2d8); MV 30; SV 13; AL CG; XP 800; SA—Surprised (1 in 6), resistance (bludgeoning, piercing), vulnerable (fire)

5414. Thostan's Hold | Monster

A band of 15 dwarves have made a mining camp in this hex under the auspices of the king of Asphodai [6320]. The dwarves have discovered a rich vein of iron, and they are doing their best to fortify their mine before sending for relatives from the west to establish a new clan hold. The leader of the dwarves is Thostan, an old warrior who only recently gave up dungeoneering for the safer occupation of mining. He is notable for a suit of dwarf-sized dendra armor.

Treasure: 183 sp, *scroll of warp wood*

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

5418. Phaedra's Tower | Monster

A tall peak in this hex can be climbed using a narrow path that spirals up and around the mountain. The path takes about 24 hours to traverse, and finally ends in a gatehouse carved from the living mountain. Beyond the animated gate, which delights in crushing visitors, there is a bottomless chasm. A bridge leads across this chasm. A dwarf fighter called Karones defends this bridge, requiring a valuable gift for his mistress and a gold coin for himself to allow people to pass.

On the other side of the chasm is a tunnel which has been painted with phosphorescent flowers and insects with leering human faces. One can spy oreads seemingly moving behind these flowers, but actually moving through the substance of the walls. If alerted to violent intruders, they attack.

Beyond the tunnel is the multi-leveled "tower" of Phaedra, a sensuous centaur magician who uses this place to commune with the elemental earth spirits. Phaedra operates under the notion that her father, Phaedros, was dragged down into the bottomless chasm by a shaitan when he attempted to seize a magic crystal that could set up vibrations that were deadly to elemental earth beings. She wants her father back, partially out of love and partially to get the magic crystal.

Treasure: 3,800 sp, 5,000 gp

Animated Gate, Huge Construct: HD 8; AC 12; ATK Slam (2d6); MV 10; SV 13; AL N; XP 400; SA—None

Karones, Dwarf Fighter: LVL 7; HP 49; AC 19 (plate armor, shield); ATK 1+ battleaxe +7 (1d8+1); MV 30; SV 14; S13 I11 W8 D7 Cn17 Ch12; AL LN; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Ring of chameleon power*

Phaedra, Centaur Magic-User: LVL 15; HP 35; AC 9; ATK Staff +5 (1d4); MV 30; SV 10; S11 I14 W14 D7 Cn13 Ch17; AL CN; XP 1500; Special—Centaur traits, alchemy, lore, spells per day (6/4/4/4/3/2/1), create scrolls, arcane knowledge (glider, glue, soda water, mechanical clock, algebra and geometry, hypnotize, sneezing powder); Gear—*Wand of magic missile* [4 charges], *ring of fire elemental command*

Spellbook: 1—Acid Splash, Chill Touch, Endure Elements, Fool's Gold, Grease, Mending, Mind Thrust, Read Magic, Resistance, Smoke Image; 2—Acid Arrow, Dexterity, Knock, Locate Object, Spectral Hand, Wizard Lock; 3—Clairsentience, Haste, Psionic Blast, Spectral Force, Summon Monster III; 4—Black Tentacles, Fear, Globe of Invulnerability I, Rainbow Pattern, Wall of Ice; 5—Cloudkill, Mage's Faithful Hound, Psychic Crush, Tower of Iron Will; 6—Disintegrate, Globe of Invulnerability II, Shadow Walk; 7—Finger of Death, Instant Summons, Vision; 8—Symbol of Death

5432. Idiot Box | Wonder

A small cave swathed in curtains of light is hidden in the side of a hill, behind a thick growth of scrub oaks. Inside the cave there is a strange box with a window that buzzes with static

but shows brief glimpses of a strange world of wonders and terrors. The images capture people's attention and does not let them go (per bardic fascination). One man, a farmer of Makisto, sits in front of the contraption, dazed and wasting away, his hair long and tangled. If one tries to separate him from the device, he reacts violently.

5434. Rabbit Stealers | Monster

Four hawk men are hunting for game in the narrow valleys of this hex. They only have a brace of conies to show for their efforts, and they stole them from a halfling trader. They left the halfling for dead a mile down river.

Treasure: 49 sp

Hawk Man, Medium Humanoid: HD 1; AC 14; ATK Spear (1d8); MV 30 (F40); SV 16; AL N; XP 100; SA—None

5447. Gorni the Reaver | Monster

Gorni the Reaver is a young red dragon that has set up his lair in a cave overlooking the half-forgotten tomb of Anachon, a great hero of Eudaemon who died here fighting an incursion of giants intent on plundering Litos. Gorni has an overprotective mother, and this has made him reckless and overbearing – even for a red dragon.

Treasure: 8,500 sp, 10,500 gp

Red Dragon, Medium Dragon: HD 10 (20 hp); AC 18; ATK 2 claws (1d4), bite (1d6); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), speech, breath fire (80'x40' cone).

5503. High Queen Cymia | Monster

Queen Cymia the Barbarian has of late formed a horde with which she plans to sack and maybe conquer Vosk. The horde currently consists of 300 goblins, 160 nomads, 100 hamazaks, 100 orcs, 80 hobgoblins and 50 gnolls. The warriors have created a large, raucous camp atop a hill. They have fortified the hill with wooden stakes, and send out numerous patrols (encounter on a 1-4 on 1d6) in this hex to capture people they can ransom for money and from whom they can gain intelligence.

Queen Cymia is a tall woman with bronzed skin, long black hair and eyes as blue as Heaven with a mood as black as Hell. She rides a red charger that wears magic barding. Her lieutenants include Melecto, who commands the Keatish nomads under a black dragon banner, Goluk the gnoll chief, Lukil the captain of hobgoblins, Ugdul the orc lord, Hemaia the Hamazak princess and Luga the goblin king (who fancies Cymia).

Treasure: 5,500 cp, 2,800 sp, small beryl, small olivine

Goblin, Small Humanoid: HD 1-1; AC 12; ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

Hobgoblin, Medium Humanoid: HD 1+1; AC 15; ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

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.

Queen Cymia, Human Barbarian: LVL 10; HP 79; AC 20 (breastplate, shield); ATK Battleaxe +10 (1d8+2); MV 40; SV 11; S17 I13 W14 (24) D18 Cn16 Ch16; 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—*Periapt of wisdom*

Heavy Warhorse, Large Animal: HD 3; AC 19 (chainmail barding); ATK 2 kicks (1d6); MV 50; SV 15; AL N; XP 150; SA—None

5516. Beacon of the Hills | Wonder

In a pleasant valley strewn with a carpet of violets there is a 20' tall statue of Athena carved from black marble. The statue holds a torch of hepatizon. If the torch is lit, those who bask in its glow have their alignment changed to Lawful Good, though a roll of 1d20 over their Wisdom score makes this change impermanent, lasting just one month. Any evil curses suffered by those who bathe in the light, including mummy rot or lycanthropy, are negated.

5521. Gossiping Cupids | Wonder

Around a beautiful pond fringed with rushes and reeds and shaded by weeping cypress trees a gang of putti have gathered to gossip and complain (gently and quietly) about Eros and his rather chaotic management style. It is almost a certainty that they cannot resist making some adventurers fall madly in love with one another, at least for a day. If attacked, the attacker suffers a curse from Aphrodite and Eros, suffering a -3 penalty to all reaction checks for one month.

Putti, Small Outsider: HD 3; AC 20 [Silver]; ATK +1 short bow (80'/1d6 + charm) or dagger (1d4); MV 20 (F50); SV 15; AL CG; XP 900; SA—Shapechange (dove, giant butterfly, rabbit), immune (electricity, poison); SP—Commune with Eros (1/week), detect evil, detect magic, invisibility (self), suggestion •

5525. Lippi | Village

Lippi is a small village (pop. 110 urban, 757 rural) of cliff dwellings overlooking the Chara River. The river becomes especially deep near the village, and so provides an ample amount of fish to the village. The fish feeds the villagers, while the ground bones are sent down river to farming villages. The village has a single tavern where ale and roasted fish are served, and where one can buy a night on the floor for 1 sp.

5527. Three Lords | Wonder

Three lords of Lyonesse wearing cloisonné rings and cloaks of gabardine seek the *flower of enchantment* with which to capture the hearts of their lady loves. The flower in question can be found in [5923]. The lords, Sir Albard, Sir Raolf and Sir Labert, are fighting men stout and true. Encountering those they assume are peasants, they attempt to press them into their service, first with a commanding tone, and then with gifts and flattery as only a lord of Lyonesse can employ.

Sir Albard, Human Fighter: LVL 7; HP 21; AC 20 (plate armor, +1 animated shield); ATK 1+ +3 longsword +10 (1d8+4); MV 30; SV 14; S14 I11 W10 D7 Cn5 Ch10; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—11 gp, *scroll of protection from drowning*, *potion of charm dragons*

Sir Labert, Human Fighter: LVL 7; HP 36; AC 19 (plate armor, shield); ATK 1+ longsword +7 (1d8+1); MV 30; SV 14; S14 I6 W12 D8 Cn15 Ch14; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—12 gp, *potion of locate object*, *ring of protection +1*

Sir Raolf, Human Fighter: LVL 7; HP 50; AC 20 (plate armor, shield); ATK 1+ longsword +7 (1d8+1); MV 30; SV 14; S14 I4 W14 D10 Cn17 Ch14; AL N; XP 700; Special—Riding, leadership, dominate, wondrous mount (intelligent monster); Gear—10 gp, small hawk's eye, *ring of earth elemental command*



5531. Makisto | City-State

DEMOGRAPHICS

Urban Population 49,750

Rural Population 334,253

Race Human (93%), Gnome (6%), Centaur (1%)

Religion Arachne, goddess of spiders (CE)

Alignment Chaotic

AUTHORITY

Temporal Yfantis, Chaotic Basilissa of Makisto

Fighter LVL 3; HP 20; AC 15 (breastplate); ATK +1 greatsword +6 (1d10+3); MV 30; SV 16; S17 I7 W10 D12 Cn9 Ch9; AL NE; XP 300; Special—Riding, leadership, dominate, wondrous mount (animal or giant vermin); Gear—None

Spiritual Thippe, Chaotic High Priestess of Arachne

Anti-Cleric LVL 7; HP 22; AC 15 (+1 *leather*, shield); ATK +1 *mace* +4 (1d6); MV 30; SV 13; S6 I9 W10 D11 Cn8 Ch14; AL CE; XP 700; Special—Conversion, healing, turn undead, spells per day (5/3/2/1); Gear—*Wind fan*

MILITARY

City Guards 500

Army 1,400 men-at-arms, 300 hoplites

DESCRIPTION

Theme Slave City

Wilderness Highlands

Accent Greek

Vistas Somber streets and furtive eyes, bustling slave markets rancid with the stench of oppression, grey faces and tired eyes

Names (M) Agaris, Astus, Atones, Bredos, Hilosus, Iachus, Peliado, Pheros, Polos, Thasos, Xenos; **(F)** Aleos, Amphis, Aneis, Barbe, Casta, Cyra, Gliasa, Heke, Kete, Lanta, Lisa, Mego, Nike, Phessa, Priope, Rhone, Sala

Money Stater (gp), demi-stater (ep), drachma (sp), obol (cp)

Makisto is the chief city of Kedônia. It is named for its founder, who came to Kalkion from beyond the Ourean Mountains, from the Kingdom of Yam. Makisto rivaled the strength of Herakles, and he established a dynasty that lasted for 625 years, before the last of his line, King Gennaïos, died without an heir.

The city of Makisto is now a city of slavers, a fact that would have shamed the great king – and there are those who say his tomb within the acropolis has been sealed to prevent him from returning to topple the new order. Queen Yfantis tolerates the slavers due to her involvement in the cult of Arachne, a front for the drow cult of Lothe and thus a front for the drow slave markets that send human beings into the depths of the earth to serve the wicked interests of the drow Queen Yfantis. The slavery enterprise is controlled by the priestesses of Arachne, all elder dames of the city, well-regarded for decades before their baptism into evil. The high priestess is Thippe, and she is assisted by Demeia and Aris. Aris is the youngest at 67, while her cult-sisters are both in their seventies.

Arachne's priestesses control the slave trade from their temple situated atop the acropolis. It is the rededicated Temple of Herakles, which was originally built and dedicated by King Makisto. From this temple they command the numerous shrines of their cult that have sprung up all over Kalkia.

The renewed slave trade of the cult has made Makisto wealthier than it has been in generations, at least for the aristocratic class. At the same time, it has filled the city with serfs ejected from their lands by their lords. This has swelled the criminal underworld in Makisto, making it a more dangerous city to live in, though many of the poor have been carried away to toil in the mines of the drow.

The city itself is centered on the acropolis, a great promontory of reddish-black stone that stands 220' tall and which is topped by a defensive wall around the circuit of the promontory. This wall is 30' tall, with parapets and guard towers. The acropolis has a single gate flanked by bas-reliefs of old King Makisto in obsidian with brass ornaments. Within the citadel are rock gardens, the royal palace, several shrines and the Temple of Fate, as well as mansions for the three sister-priestesses and a barracks for the royal guard. The city below is protected by a secondary wall with two land gates and a river gate that permits river vessels into the city-state's protected harbor. The lower city is notably swampy, so incense intended to drive away mosquitos and stirges is kept burning 24 hours a day in municipal braziers on brass poles that bear the city-state's motto, *Dia to Basiliá*.

The city-state is mostly made up of low brick buildings in the natural reddish-black stone of the local quarries and topped with thatched or tiled roofs. The land around Makisto is drier than along the coasts, though the valley is adequately watered and supports trees and crops. During the early hours warm air blows in from the direction of the sea, and at night cool wind blows down from the direction of the mountains. This has given Makisto the finest vineyards in Kalkion, and the dark red wine produced by the city-state is exported throughout the region. Beyond the city walls are the numerous villas of the aristocracy, with title held by decree of the queen. The villas are mostly staffed by slaves in these days, driving the peasantry into the city to beg or find what work they can. There are also three free settlements outside the city walls, each holding a charter of the queen to keep their own assemblies and make their own laws with the queen's approval.

Outside Makisto there is a monastery of Palaestra, the goddess of wrestling. The monks are under the tutelage of Latea, a short, scrappy woman who is aware of the drow involvement in her city-state and secretly opposes it.

Latea, Human Monk: LVL 9; HP 33; AC 16; ATK 2 slams +7 (2d6+1); MV 50; SV 11; S14 I13 W16 D16 Cn11 Ch11; AL LG; XP 900; Special—Acrobatics, climb walls, hear noise, hide in shadows, move silently, open locks, read languages, surprised (1 in 6), stunning attack, deflect arrows, hit creatures only struck by +1 weapons, speak with animals and plants, immune to disease and slow spells, feign death, 90% resistance to mind reading and control, heal own wounds; Gear—*potion of extra-healing*, *ring of feather falling*, treasure map

The men of Makisto were once known for their simple elegance in dress and manner, but they have become more decadent of late. The style is now to wear black clothes in honor of Arachne. Hair is worn curled and oiled, beards short, and as much jewelry as one can afford is worn. Men wear their chiton shorter than women, and cover it with a himation embroidered with the name of their tribe or a tribal symbol. Daggers and sometimes short swords are worn by men and women for

protection. Warriors wear the city colors of black and red; their shields bear an image of the serpent slain by Makisto.

The chief food of Makisto is lamb and mutton, served with flat bread flavored with herbs, honey, ground nuts and olive oil. Table wine flows freely in Makisto, and is sold cheaply. Makistoi prefer their meat roasted – boiled meat, even in stews, is regarded as poor fare here, and soup is despised. Desert is usually fresh fruit, often soaked in sweet wine, or small cakes flavored with dried fruit and nuts.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

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

5542. Cynthi | Village

Cynthi (pop. 30 urban, 240 rural) is a mountain village located on a high pasture. The people farm rye on lower, terraced fields, and herd goats nearer their homes. The Cynthians have some of the best sheepdogs in the world, partially due to the breeding and training of master animal trainer Dasili. The village is situated in the shadow of a mountain carved as though it is entwined by a giant serpent. The mouth of the servant leads into a cave system inhabited by a tribe of 12 maroon-skinned berserkers dressed in furs. The berserkers are kept in a weird slumber by the mournful cries of a princess held in a tall tower in the middle of the village.

Berserker, Medium Humanoid: HD 1+1; AC 12; ATK Spear (1d8); MV 40; SV 16; AL CE; XP 100; SA—Immune (fear), berserk (2 attacks)

5604. Fleeing Wizard | Monster

A fierce camelopardis stands perfectly still beneath a tree in this hex, poised as though to strike. The animal is alive, but has been held, per the *hold monster* spell. The magic-user who cast the spell, Ozmos, is high-tailing it across the steppe to the south, desperate to escape the hungry beast.

Ozmos is a cowardly fellow, cast adrift on this sea of grass when the caravan he traveled with was sacked by Keats. An invisibility spell helped him sneak away, but an attack on a rabbit left him visible, though no longer hungry. His spellbook was left with the caravan, and he has no supplies and nothing more than a club to defend himself, along with a few spells that remain in his memory.

Ozmos, Human Magic-User: LVL 4; HP 9; AC 11; ATK Staff +0 (1d4-1); MV 30; SV 14; S8 I12 W6 D13 Cn8 Ch14; AL CN; XP 400; Special—Alchemy, lore, spells per day (4/2), create scrolls, arcane knowledge (distillation); Gear—None

Spellbook: 1—Chill Touch, Disrupt Undead, Erase, Mount, Ray of Enfeeblement, Read Magic, Smoke Image; 2—Ghoul Touch, Wisdom

5610. Beneath the Burrows | Dungeon

A long mesa in this hex has gentle slopes covered with wild rosemary. The top of the mesa is covered in sweet grass and numerous rabbit burrows. Rabbits are easy prey atop this mesa, but folks walking across the mesa must pass a saving throw or twist an ankle stepping into a burrow (crippled for 1 hour). If this happens, the victim will discover that the ground beneath the burrow is especially hard; depending on their footwear, they may hear a metal clank.

Beneath the rabbit burrow there is an iron trapdoor. The trapdoor leads to narrow stairs that branch three times; each branch ends in a chamber that connects to a dungeon of graven images that cavort and scowl at intruders, traps of acid and fire and brutal hobgoblins encased in living armor.

5617. Tofulo and Hyle | Monster

The winged wizard Tofulo is riding his white cow Hyle through this hex collecting herbs and the shells of bird eggs for experiments he wishes to run when he gets back to the home of the centaur magician Phaedra [5418], with whom he has been staying over the last month.

Tofulo, Human Magic-User: LVL 8; HP 18; AC 11; ATK Staff +2 (1d4-1); MV 30; SV 12; S8 I13 W6 D14 Cn9 Ch9; AL NG; XP 800; Special—Alchemy, lore, spells per day (6/3/3/2), create scrolls, arcane knowledge (flash powder, gunpowder, alchemist's fire); Gear—9 gp, small malachite, *oil of grease*, *wand of lightning bolt* [2 charges]

Spellbook: 1—Change Self, Daze, Energy Missile, Hold Portal, Mage Armor, Mending, Ray of Frost, Read Magic; 2—Acid Arrow, Fog Cloud, Magic Mouth, Touch of Idiocy; 3—Gaseous Form, Psionic Blast, Water Breathing; 4—Detect Scrying, Scrying

Celestial Cattle, Large Monster: HD 7; AC 13 [Silver]; ATK Gore (1d6); MV 30; SV 13; AL NG; XP 700; SA—Resistance (electricity), MR 10%, +2 to attack and damage chaotic creatures

5621. Mt. Omikle | Wonder

Omikle is a tall mountain, among the youngest and tallest in the range, with lower slopes wooded with junipers and watered by numerous waterfalls. The upper slopes are always clad in mists and clouds. In human form, Omikle appears as a statuesque woman with cascading white hair and limpid blue eyes. The high meadows of Mt. Omikle are favored by pegasi. The pegasi are tended by sylphs, while the oread daughters of Omikle dwell on the lower slopes. Here, they might be found bathing in waterfalls.

Pegasus, Large Monster: HD 2+2; AC 14; ATK 2 kicks (1d6), bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; SP—*Detect good*, *detect evil*

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

Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •

Omikle, Medium Fey: HD 19; AC 17 [+1]; ATK 2 slams (2d6) or club (5d6) or boulder (6d6); MV 40; SV 7; AL N; XP 800; SA—MR 60%, Immune (surprise, while on his own mountain), rebuke earth elementals and fey as 20th level anti-cleric rebukes undead, regenerate while touching his mountain, merge with mountain (as dryad merges with tree); SP—earthquake •, enlarge, shout •••, stomp •••

5625. Stone Giants | Monster

A clan of six stone giants dwells in stone huts overlooking a small mountain lake, crystal clear and freezing cold. The stone giants are expert stone carvers who work a marble quarry, sending their stones down the river from a simple stone quay they constructed in [5522]. In the past, traders from Akelos [3727] came up the river in galleys to carry this stone back home, but the rise of the formian colonies in Myrmidonia has cut off this trade and left the giants with too much inventory. They might be talked into building something with the marble by a silver-tongued adventurer with enough money.

Treasure: 5,500 cp, silver trumpet engraved with loops and swirls, with a gilded mouthpiece

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.

5633. Angel Hair | Wonder

An illuminated tree in this hex gives the impression that it is moonlight seeping through its leaves; though a wise observer (druids, rangers, elves) will note that the moonlight either comes from a moon that is not full, or from a moon in the wrong position. The light comes from a ball of string hanging from a high branch. The string is actually the hair of angels, woven into a sort of yarn lighter and more delicate than silk. The yarn is worth 1,000 gp, or possibly more to a magic-user who can use it to craft magic cloth.

5635. Bird Lover | Wonder

An old satyr by the name of Damosin can be found in this hex. Damosin wears a tall, conical hat with numerous holes in it. The hat is quite stiff, and in, out and through it flies a flock of songbirds. The songbirds keep the old satyr entertained, and defend him if he is attacked. Damosin has lived in Arcadia for 1,400 years, and thus knows much that is worthwhile.

Bird Swarm, Tiny Animal: HD 3; AC 16; ATK Swarm (1d6); MV 5 (F40); SV 15; AL N; XP 300; SA—Swarm

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

5646. Punished Mage | Wonder

A mage called Thryth is chained to the bottom of a crater in this hex. Thryth is composed of crystal, the result of a failed experiment with the *stoneskin* spell in his youth. Three sylphs dressed in black gauze and with death's-head moth wings on their backs torment the mage for crimes against Elemental Air.

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

5650. The Hichitan | Village

A large, bowl-shaped valley holds a large village of maroon-skinned humans called the Hichitan. They have terraced fields of grain and pulses that climb the walls of the valley, and pastures for their giant fowl.

The village (pop. 260 urban, 2,100 rural) has a bronze-age level of technology, and dozens of gold mines located in the surrounding mountains. Secret tunnels lead to these deep mines which produce especially pure gold. The village's elders control the gold supply, minting it into bars which they trade to outsiders via mountain traders that have been given the secret location of Hichitan in exchange for a small portion of their souls, which take the form of songbirds. These songbirds line the walls of the central Hichitan citadel. If a songbird is killed, the merchant it belongs to dies with it.

5708. Mating Season | Monster

This hex is wracked with minor earthquakes that make the ground vibrate on the extreme edges of the hex and which make it tremble near the center. The cause of these quakes is ankheg mating season. The rutting ankhegs churn the earth as they seek each other, and their churning attracts the attention of purple worms, who crawl to the surface to swallow the giant bugs. A band of ten dwarves commanded by Yuri is standing on a rocky promontory watching the activity and waiting for it to cease that they might descend and claim valuable ankheg chitin from the dead. They also plan to delve into the newly formed tunnels to see if there might be mineral wealth in this hex to exploit. The dwarves are unfriendly to interlopers, but do not start a fight unless they are sure they can win.

Ankheg, Large Monster: HD 3; AC 17; ATK Bite (3d6 + 1d4 acid); MV 30 (B15); SV 15; AL N; XP 300; SA—Erupt

5738. Cave of the All-Seeing Eye | Wonder

A shallow cave in this hex is guarded by nine hoplites with red cloaks and shields emblazoned with a large eye. A giant eye is painted on the rear wall of the cave and surrounded by black candles with blue flames. The candles represent human souls draining away as the wax melts. The guards are among the cultists tied to these candles; they are slowly being turned into wights. Other cultists scattered through the cities and towns of the region are undergoing a similar transformation. The cultists elect to do this willingly, to escape the horrors of life. Within one month, each of the cities and towns in this hex will suddenly have 2d6 wights with which to contend. The cultists can be identified by an eye emblem burned into their wrist.

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

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

5740. Ice Box Canyon | Monster

Three giant faces breathe frigid air into a valley in this hex. The valley is clad in ice and snow that melts off into a stream. The stream flows from the hex to the north, toppling over many picturesque waterfalls along the way. The white dragon Frostfire dwells in this hex, trapped in her valley for want of snow and ice elsewhere. She keeps her treasure frozen in blocks of ice stashed around the valley. Searchers have a 1 in 6 chance per hour of discovering a stash.

Ice also encases a bronze door situated high on a cliff wall and reachable by a precarious stair of ice. Behind the door, if one can find a way to open it, is a demi-plane of Dawn wherein dwell seven heavenly dawn nymphs and their magic turtle who knows how many licks it takes to get to the center of a Tootsie Roll pop, among other things. The turtle's greatest piece of knowledge is the *time warp* spell.

Treasure: 1,800 cp, 7,800 sp, small chrysoprase, small bloodstone, small jade, medium jade, small pearl, small lapis lazuli, large star sapphire, electrum flagon, silver flagon, copper brooch and electrum phial

Old White Dragon, Large Dragon: HD 6 (24 hp); AC 16; ATK 2 claws (1d6+1), bite (1d8+1); MV 60 (F150); SV 14; AL CE; XP 1800; SA—Move on ice without penalty, immune (sleep), resistance (cold), breath weapon (cone of cold, 90' x 45')

Dawn Nymph, Medium Fey: HD 6; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (M4), blinding beauty, gaze, sapphire ray (3/day; 3d6 fire); SP—dimension door •

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

Time Warp

Level: Magic-User 7

Range: Personal and touch

Duration: 24 hours

This spell functions like a *teleport* spell, except that one may teleport temporally as well as spatially. The minimum time displacement (past or future) is 100 years, the maximum is 100 years per caster's level. After 24 hours, subjects of the spell are returned from whence they came.

5745. The Speckled Steps | Dungeon

A meadow in this hex holds a small pool thick with frogs and lily pads and purple reeds. The meadow is lush with cool, green grass and a sprinkling of flowers all the colors of the rainbow. At the eastern edge of the meadow, very near the pool, is a rocky prominence that holds a cave. Water from the pool trickles into the cave, which an investigation shows holds a set of steps reaching down into the earth.

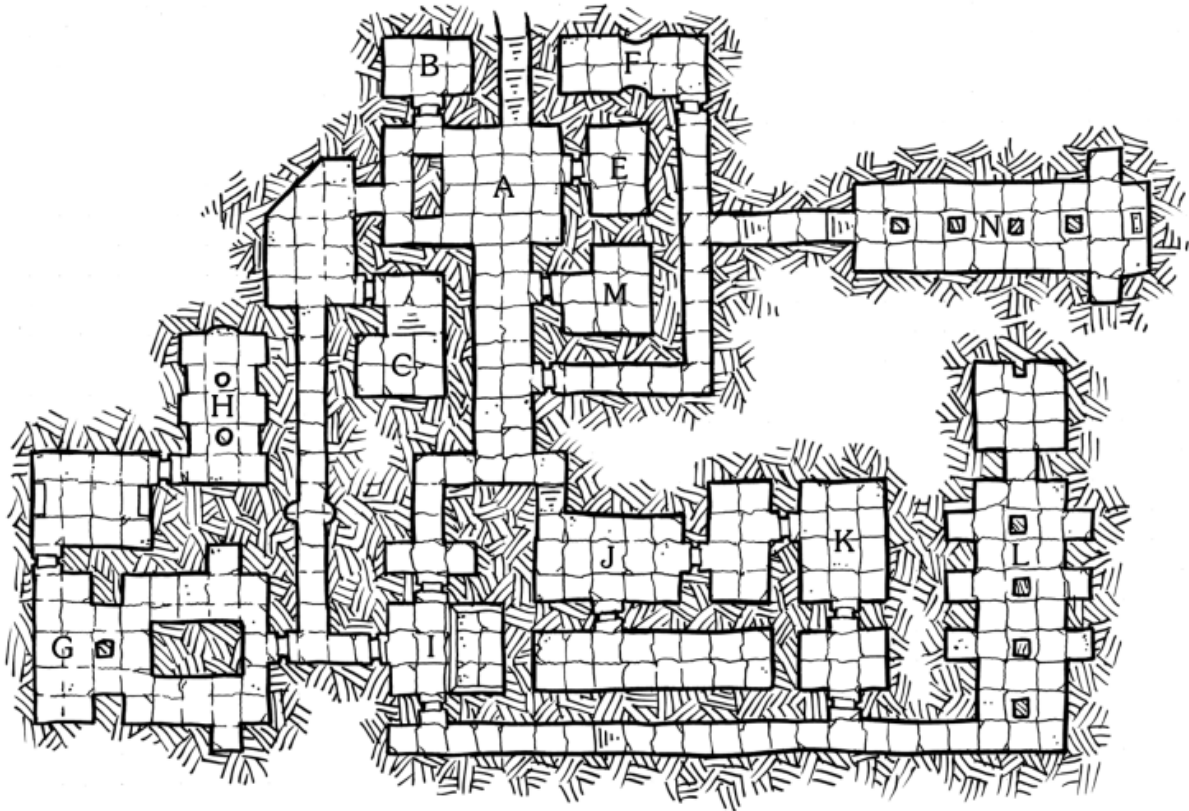
The stone steps are of a mottle of brown and green, notably different from the creamy grey of the cave. On every fifth step one notes a small red frog bathing in the trickle of water that splashes down the steps. If one passes these little frogs descending the steps, they might glance back and note that the little red frogs have become giant red frogs that effectively block one's way back up the steps.

The steps descend 200' down into the earth, ending in a second pool, this one frigid and all greys and whites. Passages lead to either side of the pool and into a dungeon.

Once in the dungeon, a door falls in place to trap people there. The door has two imprints on it in the shape of hands and above them the following words: "Open fists to open doors". One print is stained red, the other green.

When the hands of the chiefs of the orcs and hobgoblins are both used on the door at the same time – and while they are alive – the door opens and the giant frogs disappear.

Giant Frog, Medium Animal: HD 2; AC 13; ATK Bite (1d6 + swallow) or tongue (entangle); MV 30 (S40, L180); SV 16; AL N; XP 200; SA—None



Area	Contents
A	Remnants of a battle; orc and hobgoblin bodies in piles in various states of decay – some are fairly recent
B	Skeletons in closet, a holy symbol on the locked door; they wield scimitars
C	Magic fountain of deep blue-green water that smells of the sea; things soaked in it give off light (per the spell); if one drinks it, their open mouths work like a bullseye lantern
D	A mosaic of scintillating patterns that erupt into a color spray when exposed to light; anyone who saves against it is marked for death – a tiny skull appears on their forehead and for the next 24 hours they suffer a -2 to save vs, any effect that can damage or kill them
E	Sealed tomb of King Gygar of the orcs, his body swathed in ever-burning green flames that attack as a fire elemental; his body carries 1,000 gp worth of jewelry
F	Beneath the foot of water on this floor is a metal plate that begins freezing it when more than 3 people have entered – they suffer 1d6 damage per round and must leave within 2 rounds or have their feet frozen in ice; a chest on the far side of the room holds 3,100 cp and 1,000 gp
G	Wizard in chains, half mad, ranting about the devil in his mind who keeps biting his eyes
H	A chest wrapped in silver chains holds a <i>chain lightning</i> spell (6 dice), which will go off if the chest is opened
I	Chapel dedicated to St. Vygat, patron saint of henchmen; henchmen who leave an offering are blessed for 24 hours; adventurers who do not leave an offering are cursed
J	A permanent <i>grease</i> spell has been cast on the floor

- K A frog thing has been frozen in time here and appears to be a chrome statue; touching it begins to unfreeze it – it takes on a blurry outline and then, beginning from top to bottom, unfreezes; in one hour it is freed and can destroy everything in the dungeon
- L Orc hall – 25 orc warriors and 80 noncombatants; the chief and his three bodyguards (1+1 HD) occupy the northern portion where they keep their treasure – 1,300 cp, 1,500 sp and two small opals
- M Amber golem with an *arrow of slaying* inside its body
- N Hobgoblin hall – 18 hobgoblin warriors and 70 non-combatants with a chief and two bodyguards (2 HD); their treasure consists of 2,800 sp and 500 gp

Amber Golem, Medium Construct: HD 10 (50 hp); AC 14 [+1]; ATK 2 claws (2d6) and bite (2d10); MV 50; SV 12; AL N; XP 3000; SA—Immune (electricity), detect invisible

Fire Elemental, Medium Elemental (Fire): HD 8; AC 16 [+1]; ATK Slam (1d6 + 1d6 fire); MV 30; SV 13; AL N; XP 2400; SA—Immune (fire), vulnerable (cold)

Frog Thing, Large Aberration: HD 12; AC 16; ATK Tentacles (2d4) or tongue (3d6 + swallow); MV 10 (S20); SV 11; AL N; XP 1200; SA—Regenerate tentacles (1d4+1 weeks), surprise (3 in 6 in swamps), resistance (fire), fire repulses them (save vs. fear)

Hobgoblin, Medium Humanoid: HD 1+1; AC 15 (leather, shield); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None

Hobgoblin Chief, Medium Humanoid: HD 4+1; AC 17 (platemail); ATK Greatsword (1d10); MV 30; SV 15; AL LE; XP 200; SA—None

Orc, Medium Humanoid: HD 1; AC 15 [ring, shield]; ATK Axe (1d6); MV 30; SV 16; AL CE; XP 50; SA—None

Orc Chief, Medium Humanoid: HD 5; AC 17 [chainmail, shield]; ATK Battleaxe (1d8+1); MV 30; SV 14; AL CE; XP 250; SA—None

Skeleton, Medium Undead: HD 1; AC 13; ATK Spear (1d8); MV 30; SV 16; AL N; XP 100; SA—Immune (illusions, mind effects), resistance (slashing and piercing weapons)

5749. Clianna and Clovis | Stronghold

A Hichitan [5650] magic-user by the name of Clianna dwells in a rumbled stone tower in a valley of mountain laurels. Her only companion is an owl familiar called Clovis who nags her about her lack of initiative and her complaisance in being exiled by the Hichitan over such a minor issue as the death of twelve different lovers, all of them married men. She has plans for a terrible revenge, but they require a very potent spell hidden within the dungeon known as the Speckled Steps [5745].

Clianna is a tall woman with steel blue eyes and especially deep maroon skin – a sign of beauty among the Hichitan. She is deeply passionate, but fickle with her lovers. Unable to stand the emotional loss they might feel when she tires of them, she locks their souls into gemstones and wears them as jewelry that they might always be near her.

Clianna, Human Magic-User: LVL 9; HP 14; AC 10; ATK *Staff of Abjuration* +2 (1d4-1); MV 30; SV 12; S7 I15 W12 D10 Cn8 Ch15; AL CE; XP 900; Special—Alchemy, lore, spells per day (6/4/3/2/1), create scrolls, arcane knowledge (anti-toxin, algebra and geometry, alchemist's fire, acid); Gear—11 gp, small agate, *potion of clairsentience*, *staff of abjuration*, *necklace of fireballs VI*

5806. White Ear Gnolls | Monster

A tribe of gnolls with white patches atop their ears (they are not called the White Ears for nothing) is feasting on human beings that recently fell into their hands. They have numerous camp fires with bits of humans spitted over them roasting. The gnolls have steeped their water with a sort of pink toadstool that brings on drunkenness and hallucinations. They are roaring drunk, cackling and abusing their slaves, some of them rutting in the crude pit structures they use as dens.

The tribe consists of 40 warriors and 120 noncombatants, as well as giant hyenas who serve as mounts for the chieftain, Ullek, his two sub-chiefs, Kel and Yazo, and his six bodyguards. They keep 25 human slaves, all of them Keats or Kalkions. One of the gnolls, who has white eyes and a pug nose, serves as the tribe's shaman. He alone is sober and rooting through the chief's treasure looking for a magic amulet they captured several months ago from a caravan.

Treasure: 1,100 cp, 2,500 sp, 500 gp, medium turquoise and small chrysoberyl

Gnoll, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 100; SA—None

Gnoll Bodyguard, Medium Humanoid: HD 3; AC 18 (chainmail, shield); ATK Spear (1d8); MV 30; SV 15; AL CE; XP 150; SA—None

Gnoll Sub-Chief, Medium Humanoid: HD 4; AC 15 (leather, shield); ATK Spear (1d8); MV 30; SV 15; AL CE; XP 200; SA—None

Gnoll Witchdoctor, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Spear (1d8); MV 30; SV 16; AL CE; XP 100; SA—Magic (C2, M1)

Gnoll Chief, Medium Humanoid: HD 6; AC 21 (ring mail, shield); ATK Spear (1d8); MV 30; SV 14; AL CE; XP 300; SA—None; EQ—*Amulet of natural armor +5*

5814. Wolf Pack | Monster

Four adventurers, all werewolves, are camping in this hex in a shallow valley surrounded by rocky hills. The adventurers are Patros the anti-cleric, Therato the fighter, Phena the thief and Persa the magic-user. All of the adventurers have a wolfish, wild look to them. The men, Patros and Therato, have heavy beards and prominent noses, while the women, Phena and Persa, have prominent eyebrows and long fingernails. As always, you can feel free to roll a 1d30 to decide if a full moon is on the way if you do not track time closely.

Patros, Werewolf Anti-Cleric: LVL 4; HP 17; AC 18 (chainmail, shield); ATK Footman's mace +4 (1d6+2); MV 30; SV 14; S16 I9 W10 (24) D13 Cn11 Ch10; AL CE; XP 400; Special—Conversion, healing, turn undead, spells per day (5/3), lycanthropy; Gear—5 gp, medium hawk's eye, *periapt of wisdom 24*

Persa, Werewolf Magic-User: LVL 3; HP 12; AC 9; ATK Staff +0 (1d4-1); MV 30; SV 14; S6 I14 W13 D8 Cn14 Ch10; AL CE; XP 300; Special—Alchemy, lore, spells per day (4/1), create scrolls, arcane knowledge (algebra and geometry), lycanthropy; Gear—5 gp

Spellbook: 1—Animate Rope, Feather Fall, Magic Aura, Obscuring Mist, Read Magic, Wizard Mark; 2—Thought Shield

Phena, Werewolf Thief: LVL 5; HP 22; AC 12 (leather); ATK Short sword +3 (1d6+1); MV 30; SV 15; S13 I7 W9 D11 Cn13 Ch11; AL CE; XP 500; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, lycanthropy; Gear—8 gp

Therato, Werewolf Fighter: LVL 4; HP 23; AC 17 (breastplate, shield); ATK Battleaxe +4 (1d8); MV 30; SV 15; S11 I6 W5 D12 Cn12 Ch13; AL CE; XP 400; Special—Riding, leadership, dominate, wondrous mount (animal or giant vermin), lycanthropy; Gear—6 gp

5826. King Olaster | Stronghold

Olaster rules over a mountain kingdom called Parethon. He was the greatest hero ever known in the region, a canny warrior who felled dozens of terrible beasts, overthrew at least six tyrants and who sired a score of heroic adventurers with beautiful princesses. It was the accidental slaying of one of these heroes in a drunken rage that caused him to leave his old life behind and settle into these mountains. He now uses his treasure to do good works.

The king dwells in an ancient citadel, once the seat of power of the tyrant Davos, who entertained schemes of empire before he was killed by Olaster. Here he governs over 80 peasants and his 60 men-at-arms alongside his wife, the seer Utara, who is haunted by her own demons.

Olaster is a relatively short man, but thickly muscled. He has amber eyes and grey hair worn in curls. His wife is taller than he, but walks with a slight limp and bears a scar on her left cheek in the shape of a pentagram. She has long hair, only just beginning to grey, and ice blue eyes.

Treasure: 2,300 cp, 9,000 gp, small jet

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Queen Utara, Human Magic-User: LVL 6; HP 14; AC 11; ATK Staff +2 (1d4); MV 30; SV 13; S10 I15 W8 D13 Cn12 Ch5; AL N; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (soda water, compass); Gear—*Ring of fire resistance*

Spellbook: 1—Burning Hands, Detect Poison, Grease, Magic Aura, Open/Close, Read Magic, Ventriloquism; 2—Detect Invisibility, Magic Mouth, Scorching Ray; 3—Explosive Runes, Sleet Storm

King Olaster, Human Fighter: LVL 20; HP 84; AC 18 (+4 *ring mail*, shield); ATK 2+ +3 *tulwar* +21 (1d6+4); MV 30; SV 7; S15 I10 W13 D8 Cn9 Ch5; AL N; XP 2000; Special—Riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of cold resistance*, *ring of feather falling*, *lenses of night*

5829. Peacocks and Peahens | Wonder

In a wide clearing of clover there is situated a pool of fresh, clear water. The white marble pool is fed by a natural spring located to the east in the mountains. Numerous peacocks and peahens walk about the pool, and there are silk shifts decorated with lovely peacock feather motifs scattered on the ground around the pool. These robes belong to a sisterhood of seven nymphs that were changed into peahens when they refused the advances of a randy god or goddess 300 years ago. They can take their normal form only when they are clad in their silk robes, and then only for one hour per day. They can be returned to their natural form permanently by feeding them, in peahen form, blessed wafers or holy water.

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

5833. Amalthea | Village

Amalthea is a village (pop. 380 urban, 2,554 rural) that runs along the wooded banks of the upper Axis River. The village is set about half-a-mile back from the river, with walls of stone and wood 20' tall to protect it. The village is surrounded by fields of wheat, barley and beans, olive orchards and pastures of sheep, with a few cattle and a fine herd of horses raised on the villa of King Ikrandon. The village has a small number of gnomes dwelling within it, working mostly as olive oil makers.

The village is a collection of beige and white buildings separated by gravel roads. Weeping cypresses and wild roses that cling to arches and walls decorate the village, as do numerous pots of fragrant herbs kept by the doors of houses. Agaves line the main street and are visited by hummingbirds; the agave nectar is used to make a special tea by the old women of the village, which they insist cures all ailments. The village is constructed around a hill that is topped by a shrine of Apollo. The shrine is bright yellow and hung with brass saucers on chains that gleam in the sun and make the place look like it is aflame.

Amalthea has two taverns. One is a taberna with flowing wine and many songs sung by a woman from behind a curtain. The woman is a terrible mystery in the village, and is in fact a ghost compelled by a sorrowful life to spread joy in her death. Another tavern, located in the country amid the farmhouses, is constructed of sod and frequented by farmers. This tavern has caves beneath it that are used as a brothel, but also with some sealed caves in which bodies were once buried.

The village is defended by thirty select warriors.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

5842. Reflections of the Future | Wonder

A crystal sphere is embedded in a mud flat in a valley in this hex. In the surface of the sphere one sees reflections of a town and its people. The town looks Victorian in nature, with omnibuses and horse-drawn wagons, women in long dresses and fancy hats, men in somber suits and bowlers, etc. The images are just reflections; there is no apparent way of getting to this place, though perhaps some form of teleportation would work.

5909. Wicked Keats | Monster

A small band of Keats consisting of 35 warriors and 100 non-combatants, are traveling on their wagons through this hex to the north to join Queen Cymia's [5503] horde. They carry with them a valuable prisoner, the merchant princess Yaya, from

Duulgar-Tesh, and hope to trade her to Cymia for a place in her horde. The Keats are commanded by a shifty chieftain by the name of Ghalos, remarkable for his short stature.

Treasure: 500 gp

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Ghalos, Medium Humanoid: HD 5+1; AC 16 (chainmail, buckler); ATK Scimitar (1d8); MV 30; SV 14; AL N; XP 250; SA—None

5919. Swamp Hydra | Monster

A hydra born from the waters of the swamp dwells here within a grove of black willows. One of the hydra's heads is always above the water, curled around a tree and looking much like nothing more than large constrictor snake. The monster maintains a pile of treasure beneath the water.

Treasure: 4,600 cp

Hydra, Huge Monster: HD 7; AC 15; ATK 7 bites (1d10); MV 20 (S20); SV 13; AL N; XP 700; SA—Regenerate heads

5940. Wind and Sun | Monster

The wind nymph Ikosia is weeping for the loss of a mortal love, a young elf hero named Ximos who died fighting the drow. Her only comfort, and cold comfort at that, are an air elemental called Thorubos and a summer elemental called Anaflex. When the two elementals catch site of the adventurers they try to entertain the nymph by annoying them. The air elemental will call down a terrible gale to try to turn the adventurers away, while the summer elemental will use his sunny personality to sweat them out of the hex.

Air Elemental, Medium Elemental (Air): HD 8; AC 18 [+1]; ATK Slam (1d8); F90; SV 13; AL N; XP 2400; SA—Whirlwind

Summer Elemental, Medium Elemental (Fire): HD 4; AC 15 [+1]; ATK 2 light rays (200'/1d6 fire); 40 (F60); SV 15; AL N; XP 1200; SA—Immune (fire), blindness (1d6 minutes)

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

6003. Brownies and Bears | Monster

Three brownies in blue silks with yellow turbans are riding a cave bear through this hex. The trio comes from the mountains to the east in search of a cleric (at least 6th level) who can expel a demon from their woodland home. Use this encounter as a chance to start a new adventure.

Treasure: 43 cp

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

Brownie, Tiny Fey: HD ½; AC 16; ATK Sword (1d6); MV 30; SV 17, 12 vs. spells; AL LG; XP 150; SA—Surprise (3 in 6); SP—Confusion •, continual light •, dancing lights, dimension door •, mending, prestidigitation, protection from evil •, mirror image •, ventriloquism •

6011. Dicing for Beef | Monster

Six cyclops are dicing for a recently slaughtered aurochs. They are rolling human skulls in some game with rules known only to them. Each of the giants has a large club behind his or her back, and will use it if they do not win the prize. Of course, if adventurers interrupt the game, there is food for all.

Cyclops, Huge Giant: HD 13; AC 15; ATK Slam (3d10) or boulder (100'/3d6); MV 30; SV 10; AL CE; XP 3900; SA—Ranged attacks -2.

6016. Snake Wranglers | Monster

Six squat mushroom men with long, fungal beards and club-like arms are hunting here for snakes. They milk them for poison, which they sell to the men of Asphodai for making anti-venom potions. The hunting has been poor, and they are now examining a strange blot of exceptionally black water.

The black water is the ichor of a dead titan, Antimos, who fell here during the Titanomachy. His ichor formed the beginnings of this swamp, though over the ages his body was covered by heavy layers of sediment. A shift in the bedrock caused a spout of new ichor to bubble to the surface, and in 24 hours it will form into a shaitan genie.

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

6027. Kekryminos | Town

DEMOGRAPHICS

Urban Population 1,050

Rural Population 8,900

Race Gnome (97%), Dwarf (3%)

Religion Tut, god of mischief (CN/G)

Alignment Lawful

Kekryminos is a large town of gnomes hidden within the Ourean Mountains. The town is situated in a valley that is covered with thick brambles, making movement impossible if one does not find the gnome tunnels carved in the brambles. These tunnels are too small for humans and elves, but halflings and dwarves can traverse them without much difficulty. One cannot see these tunnels from above.

These tunnels lead to marketplaces that have been hollowed out of the earth. Like the tunnels, these marketplaces cannot be seen from above. The tunnels also lead to the seven clan holds in the valley. The clan holds are constructed from hills that have been terraced like wedding cakes. The lower, broader terraces are used to grow crops and pasture goats and sheep. Upper terraces are composed of residential and community burrows, and the top of these hills are crowned with watch towers. The tower sentinels keep watch for incursions of harpies and hawkmen from Ypsipolis [6126]. Giant horns are sounded on the approach of enemies.

Some gnomes live deeper underground, panning platinum dust from subterranean rivers, and also pulling soft-shell crabs and extremely long, thin silver eels from the waters.

Each clan hold is ruled by a king or queen, and these royals form the ruling council of the town. They elect a commoner as their prime minister to see to the daily needs of government.

6036. The Uncomely Lady | Monster

The Uncomely Lady walks in this hex, gaunt and bald, pale and wasted, in a gown of leather. The woman is clammy in appearance and personality, with a laugh that makes one shiver. She tells those she meets that she possesses a gem of such beauty and delight that one must glimpse it to believe it. The gem swaps her soul for that of another who gazes into it.

6047. Dangerous Reading | Monster

In a high mountain shrine there is a large tome with a cover in worked red leather depicting the face of an angel. The book is chained to a stone table, and further chained to the walls of the shrine. Silver chimes hang from the corners of the open-air shrine, and when they are caressed by the wind they create a *hold person* effect within the shrine. The book is a mimic.

Treasure: 5,800 cp

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

6107. Dinosaurs | Monster

A herd of 11 rhabdodontids, ornithopod dinosaurs, is grazing on the grassland in this hex or drinking from a nearby stream. One of the younger members of the herd has wandered over to the shade beneath some trees to inspect a bee hive, and is now being stalked by a displacer.

Rhabdodontid, Large Animal: HD 7; AC 13; ATK Bite (1d8), tail (2d6); MV 50; SV 13; AL N; XP 350; SA—None

6109. Standing Stone | Wonder

A rock dome in this hex has been carved top to bottom in forms resembling coiled, slithering snakes. On these snakes are carved strange runes that glow in the moonlight. This dome is the remnant of a massive standing stone, first raised by the ancient elves to control the flow of magic throughout Nod, heightening their powers. When the elves' Crown Stone was destroyed, this particular standing stone "melted" down into its present form. The carvings were made later by human tribesmen, who regarded it as a sacred site.

6121. Pidima | Monster

The pidima are a strange humanoid folk with legs like coiled springs. They dwell in a rocky valley in this hex, herding mountain goats that are as capable of traversing the narrow ledges of the valley as are the pidima. The village is home to 50 of the creatures, including twelve children. They are a xenophobic people, but their hospitality can be purchased.

Springing Folk, Medium Humanoid: HD 3; AC 14; ATK Club (1d4) or fists (1d2); MV 40 (leap 80); SV 15; AL N; XP 300; SA—None

6123. Chelon the Sage | Monster

An old tortoise man lives here in a deep burrow, surrounded by mementos of a long life spent advising the heroes of Kalkion. The tortoise man, Chelon, is over 100 years old, and perhaps the greatest sage these parts know. He has tutored dozens of magic-users from Kalkion, Ibis, the Motherlands, Hyrcania and as far away as Mu-Pan, and given his advice to numerous heroes on dangerous quests. He can be found sitting outside his burrow on an old stump, sunning himself, or down in his burrow supping on a stew made of root vegetables and berries and writing his memoirs.

Treasure: 1,700 cp, 1,700 sp, 250 gp

Tortoise Man, Small Humanoid: HD 2+2; AC 20; ATK Claws (1d4) or staff (1d4); MV 20; SV 16; AL N; XP 100; Gear—*Rod of alertness*

6126. Ypsipolis | Monster

Ypsipolis is the high city of the harpies and their ilk, a copper maze of towering aeries in a cleft high atop a snowcapped mountain. From this perch, the Ypsipolitans descend to rob the surrounding countryside, carrying their plunder to the vaults of the princesses Aello, Calaeno and Podarge, each a harpy of ancient lineage, and Queen Ozomene. Vulture men squawk and moan in the low places of the town while hawk men dwell in the upper aeries, fighting aerial duels for the honor of their flocks. The harpies live in the highest places, great temple-palaces where they may consort with erinyes.

Vulture Man, Medium Humanoid: HD 1; AC 10; ATK Scratch and peck (1d3); MV 30 (F60); SV 16; AL NE; XP 100; SA—None

Hawk Man, Medium Humanoid: HD 1; AC 14; ATK Spear (1d8); MV 30 (F40); SV 16; AL N; XP 100; SA—None

Harpy, Medium Monster: HD 3; AC 13; ATK 2 claws (1d4); MV 20 (S40); SV 15; AL CE; XP 300; SA—Song

6142. Jolly Trolley | Wonder

A trolley car rests amid the pines and ferns of this woodland. There are iron rails beneath its wheels, which go north and south. If adventurers get into the trolley, it rolls on its own down the rails to a small rail station in the wilderness. The rail station looks like something from the 19th century, with a stone platform, wooden structure, magazine rack, etc. The station looks brand new, but abandoned, and the tracks do not run more than one mile north or south.

As it is explored, people begin to age one year for every hour in the station. This aging is caused by the weird energies emitted by a vector imprisoned beneath the platform behind a locked iron door which supposedly leads to a boiler room.

If the vector is defeated, it folds in on itself until it is nothing more than a small box. With its destruction, the station, rails and trolley all disappear.

Vector, Medium Undead: HD 7; AC 20 [+1]; ATK 2 strikes (1d8 + *dimension door*); MV 30; SV 13; AL CE; XP 2100; SA—Resistance (all energies), immunity (teleportation), invisible to half the creatures fighting it each round, all creatures in combat with it are dimension doored randomly when the vector is killed; SP—dimension door •••, dimensional anchor •

6202. Lone Survivor | Monster

A Keatish nomad is limping along through this hex, his horse and band of warriors slaughtered by an unseen enemy that smells of almonds 3 miles to the northwest.

The enemy is a gaseous entity that dwells in an old barrow tomb on the steppe. It is an alien familiar of the sorcerer Zedu, who briefly ruled over the Keats before being defeated by Padishah Muzgaff II of Hyrcania in a terrific battle that left him in a state of suspended animation. The Keats buried him here, thinking him dead, and the gas entity has been tied to him ever since.

The tomb was cracked open many years ago, and the Keats were attempting to investigate the tomb when the entity attacked them. There is an 85% chance that the lone Keat, who is named Gavis, will instead tell a tale of a fight with rampaging gnolls so as not to reveal the location of the tomb.

The tomb is a low hill with a man-sized hole in the “roof” which leads down into the antechamber of the tomb. Magical wards make it dangerous to pass through the carved monoliths that form the gateway into the tomb proper where the body of Zedu, notable for his purple skin, stark white hair and missing eye, lies in state on a stone slab. The body is wrapped in tattered samite and bound in a silver cord (100 gp).

Azpinai, Medium Elemental (Air): HD 2; AC 14 [Silver]; ATK Envelope (Poison); MV F60 S40; SV 16; AL N; XP 600; SA—Incorporeal, telepathy 600', immune (poison), resistance (cold, electricity)

6212. Strange Stars | Wonder

A fine little stream runs from the hills and into the flatlands, ending in a mysterious bower of trees. Entering the bower, one feels a delicious breeze and soft, haunting music. Looking through the branches above, a person sees unfamiliar stars moving in the sky, and that the sky is always dark. A silver radiance descends from above, bringing drowsiness. As a character is slowly lulled to sleep (save at -3), they see dryads in silver shifts plucking lyres and whistling birdsong. When they wake they do so 1d6 hexes away in a random direction, and any metal, non-magical equipment they carry is turned to wood, leather and/or stone.

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

6217. Feeding Time | Monster

A hippogriff is feeding on a young giant eagle it killed an hour ago. The eagle's mother is looking for it – there is a 1 in 6 chance each hour that it appears in the sky.

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

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

6229. The Titan's Head | Monster

Three ogre mages are sitting in council around the severed head of the titan Tesido. The head rests in a marble pool of ichor that bubbles and boils. It has piercing gold eyes. The ogre magi come here from the higher mountains to the east to consult the undying Tesido. They are accompanied by nine ogre bodyguards. The heads and its audience are to be found deep within a cave system. The upper portions of the cave are natural and rugged, and show few signs of passage. The deeper portions are finished with black marble and bronze doors. A thick grey mist floats over the floor in these portions, rising up as 1d6 belkers if people enter the caverns without making a sacrifice of innocent blood at the entrance.

One of the ogre magi is armed with a *+1 flail*, while another is armed with a *vibro-dagger*.

Treasure: 28 gp, large carnelian, large garnet

Belker, Medium Elemental (Air): HD 7; AC 20; ATK 2 claws (1d3), bite (1d4); MV 30 (F50); SV 13; AL CE; XP 2100; SA—Engulf, choke

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

Ogre Mage, Large Giant: HD 5; AC 15; ATK Slam (1d8) or greatsword (1d10); MV 40 (F40); SV 14, 12 vs. magic; AL CE; XP 1500; SA—Regenerate; SP—Charm person •, cone of cold •, darkness, invisibility, polymorph self (humanoid form only), sleep •

6233/6324. Twin Fortresses | Stronghold

These hexes hold twin tower keeps constructed on either bank of the Axis River, and designed not only to control traffic up and down the river, but also to guard the woodland way into Arcadia. The northern keep is called Alexiars (“he who wards off war”) and the other is Anicetus (“the unconquerable one”) after the names of the sons of Heracles, who served in Dionysus’ retinue for a time and helped him conquer Hyrcania.

Each tower is 90’ tall and constructed of grey stone that has been stained a deep purple. The fortresses were once garrisoned by elven warriors, but now house 60 goblins each. The goblins are mostly archers, with a troop of 12 wolf-riders in each tower. The wolf-riders patrol the countryside in teams of three, looking for potential invasion. Each tower is prepared for siege, having a three month supply of food and being equipped with burning oil and heavy stones. There is a ballista with 20 bolts atop each tower.

The north tower is commanded by Bolduf while the south tower is commanded by his little brother, Lagdud. The two are rivals, and have been known to trade ballista bolts from time to time to relieve their boredom.

Treasure (North Tower): 3,300 cp, 500 gp

Treasure (South Tower): 3,000 cp

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

Goblin, Small Humanoid: HD 1-1; AC 12 (leather); ATK Spear (1d6); MV 20; SV 16; AL CE; XP 50; SA—None

Goblin Commander, Small Humanoid: HD 3-1; AC 15 (chainmail); ATK Spear (1d6); MV 20; SV 15; AL CE; XP 50; SA—None

6301. Tuskers | Monster

A herd of six Hyrcanian elephants is grazing in this hex. The herd consists of three adult females and two young. The

youngest, a male, is scratching himself on a tree that holds a wasp nest, which may erupt in a swarm of wasps (2 in 6 chance) at any moment.

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

Wasp Swarm, Tiny Vermin: HD 3; AC 18; ATK Swarm (3d6); MV 20 (F20); SV 15; AL N; XP 300; SA—None

6305. Thalop | Monster

A band of 65 Keatish nomads are riding east to sack the village of Thalop [6505] to steal some brides. The maidens of Thalop are uncommonly handsome and particularly fierce, making them highly prized by the Keats.

Nomad, Medium Humanoid: HD 1+1; AC 13 (leather, buckler); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

6320. Asphodai | City-State

DEMOGRAPHICS

Urban Population 10,850

Rural Population 86,800

Race Human (91%), Centaur (4%), Faun (3%), Gnome (2%)

Religion Hades, god of death (NE)

Alignment Chaotic

AUTHORITY

Temporal/Spiritual Jelim, Chaotic King of Asphodai, Priest of Hades

Jelim, Medium Humanoid: HD 3; AC 20 (+1 *plate armor*, buckler); ATK Lance (1d8) or +4 *longsword* (1d8+4) or composite bow (1d6+1); MV 30; SV 15; AL NE; XP 150; SA—None; EQ—*Potion of healing*, *ring of swimming*, *rod of thunder and lightning*, *bag of holding type I*

MILITARY

City Guards 120

Army 380 men-at-arms, 190 hoplites

DESCRIPTION

Theme Gloomy city

Wilderness Highlands

Accent Greek

Vistas Morose grey walls and streets, leering building, white flowers, bitter smells in the air, sullen folk who prize simplicity and dignity

Names (M) Anchus, Andylor, Baran, Buzig, Civar, Dicus, Ilbout, Jelim, Kibes, Talen, Vhald; **(F)** Albeta, Aranna, Calee, Erylea, Fianda, Heimene, Mona, Orinna, Sari, Thatta, Tinia, Trovercia

Money Stater (gp), Drachma (sp), Obol (cp)

Asphodai is a city-state located south of the oily waters of the Black Swamp. The hills surrounding the swamp are thick with wolves’-bane and black pines, while the fields around As-

phodai are covered with pink-white asphodels. Looming over the fields of flowers are the somber grey walls of Asphodai, its chanting warriors marching on the battlements, blowing their curled ram's horns at each hour to signal all's-well.

The men and women of Asphodai primarily live on a stew of asphodel tubers and other root vegetables, with a bit of goat or game thrown in for additional protein. They relish a bitter tea flavored with goat butter, and bake a thin cracker flavored with aniseed for desert. Besides farming and herding, they hunt and trap in the hills and raiding the steppe for slaves.

Slavery was formerly a key industry of Asphodai, the slaves being traded to the drow beneath the mountains, but the Keats were too independent to easily be enslaved, and the dark elves' new allies have stolen this trade away. This has angered King Jelim, who now ponders his revenge.

The people of Asphodai are known for their sullen countenances and their fatalistic attitudes. They dress conservatively in robes of undyed cloth, and believe festooning one in finery is uncouth. A simple iron ring set with a black gemstone is considered more than enough jewelry for anyone, though the king is permitted an iron crown set with opals.

King Jelim is the temporal and spiritual leader of Asphodai. His wife, Queen Thatta, serves as the city's high priestess of Persephone. The black marble temple of Hades dominates the Street of Gods in Asphodai. The white temple of Persephone and its grove of pomegranates is adjacent to Hades' fane, while the remainder of the street is lined with temples and shrines dedicated to Thanatos, Charon, Eubuleus, Demeter, Hermes, Zagreus, Macaria and the Erinyes, and the regal crypts of the ancient kings and queens of Asphodai.

A month ago, a lord of Makisto named Kasis arrived in Asphodai as an envoy of Queen Yfantis. He brought with him a slave by the name of Listo, as lovely as any woman who has ever walked the earth. Paying his respects to King Jelim, the king was struck with the slave, and desired her greatly. Kasis refused, and the king killed him in a rage. Kasis' ghost now haunts the palace, but cannot speak to tell his tale. He keeps Listo in a locked tower, hidden from his wife.

Legend says that the catacombs beneath Hades' temple contain an army of dead hoplites in sealed vaults that can be called upon by the king in a time of crisis; the undead will destroy Asphodai's enemies, and then the city itself.

6338. Shaydam | Wonder

Shaydam is a wizard of the evil variety. He is traveling through this hex having just recently purchased a slave from the drow, a young man named Bernoth who is afflicted with a gimpy leg. Shaydam travels with a black camelops on which he has tied a

dozen spellbooks and other supplies. He has a full platinum blond beard, very dark eyes and is clad in white robes and a tall white turban. In one hand he holds a whip that can change into a viper. When encountered, he is whipping his slave for having failed to catch a rabbit for him.

Shaydam knows the way to the Serpent Arch [7323], where he purchased his slave from a band of drow who were transporting slaves recently taken from the Golden Sea.

Shaydam, Human Magic-User: LVL 6; HP 17; AC 10; ATK Dagger +2 (1d4); MV 30; SV 13; S11 I13 W7 D12 Cn9 Ch14; AL LE; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (flash powder, algebra and geometry); Gear—*Potion of acid resistance*

6340. Living Wall of Wood | Monster

Twelve treants have formed a picket across this hex to keep the northern evil from penetrating. They act as sentinels, each communicating with the trees nearby and sounding a giant wooden horn if invaders are spotted (above ground or below). If their horn sounds, an elf ranger (4th level) and 20 elves appear within 1d6 minutes to help. Two additional treants appear 1d6 minutes later.

Treant, Huge Plant: HD 8; AC 18; ATK 2 slams (2d8); MV 30; SV 13; AL CG; XP 800; SA—Surprised (1 in 6), resistance (bludgeoning, piercing), vulnerable (fire)

6342. Gaga Dora | Monster

A granny woman by the name of Gaga Dora dwells in this hex in a pleasant-looking cottage that happens to be a very mild-mannered animated object. The cottage gained sentience over its long life, and is now Gaga Dora's helpmate and companion. Offensive acts against the granny woman in her home result in attacks from the house – throwing a vase or slamming people with a door or hurling a target down the stairs.

The house is surrounded by a garden of fragrant roses, fig trees and climbing vines. Most days, Gaga Dora can be found outside her home, sitting in the shade of a fig tree on an old blanket. She brings out an old samovar and ceramic vessels that are black on the outside and red on the interior – they are very ancient and priceless, but accidental breaks are merely laughed off by the granny woman. At these teas, to which all goodly folks are invited, little fig cakes are always served.

When the cottage is encountered, there is a 1 in 6 chance that Gaga Dora has guests (see below).

D6 Visitor

- 1 1 elf ranger; an aloof fellow, always on guard, smoking a pipe
- 2 1d4+2 elves; she tussles their hair and calls them her sweeties
- 3 1d4+3 gnomes telling jokes and whittling pennywhistles
- 4 1d4+4 kilmoulis* doing odd jobs and sniffing the flowers
- 5 1d4 nymphs; Dora does her best to marry them to a nice fellow
- 6 1d4+1 satyrs playing pipes in a gentle sort of way – sometimes Dora dances along, holding her skirts up daintily and cackling with joy; the satyrs are on their best behavior

Dora will talk on and on about how terrible it is about the goings on up north, always trying to maneuver adventurers into doing something about it.

Granny Woman, Medium Fey: HD 1; AC 11; ATK Rolling pin (2d6); MV 20; SV 16; AL NG; XP 100; SA—MR 25%, immune (poison), resistance (weapons), geas; SP—Animal messenger, cause fear •, calm animals, daze monster •, detect invisibility, detect magic, discern aura, geas/quest •, goodberry (baked into tarts) •••, magic stone •••, mending •, pass without trace, sleep •••, smoke image (from her own pipe) •, speak with animals, speak with plants, summon nature's ally IV •

6346. Stream of Gold | Monster

Six hawk men are soaring on updrafts in a narrow, tree clogged valley that hides a stream of golden water. This water makes the trees iron hard, and if bathed in gives one a +5 natural AC bonus and resistance to electricity and fire for one week, but always leaves one weak spot on a person. This weak spot is struck on a natural roll of '20', in which case they suffer triple damage from the attack.

Hawk Man, Medium Humanoid: HD 1; AC 14; ATK Spear (1d8); MV 30 (F40); SV 16; AL N; XP 100; SA—None

6349. Fine Musicians | Monster

A band of five stone giant musicians is traveling through this hex down a valley bisected by freezing rapids. They wear hides and furs and high boots, and carry crystal chimes, a dragonhide drum (a bit worn), an obsidian harp and longhorn. They are friendly folk, and their leader Rond has the special abilities of a 3rd level bard.

Treasure: 51 gp, small citrine, *potion of strength*

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.

6407. Vengeance | Monster

A fighter by the name of Kakos has made camp here with his mercenary band, the Red Roosters. They have hastened to this place from the north, intent on discovering the secret hideout of the slavers that plague the region. Kakos' mother and three

sisters were taken by the slavers several months ago, and he has pursued them ever since, obsessed with freeing them and getting revenge. His small army consists of 110 men-at-arms and his lieutenant, the dwarf warrior Thagmar. While Thagmar is completely loyal to Kakos and his quest, his soldiers are growing restless, since they see no profit in this task, only danger.

Kakos is a tall man with golden eyes and reddish hair worn long and in a beard. He is an agreeable fellow, and terribly neat, but has a miserly attitude towards money. He is willing to take on help in searching for the slavers (and truthfully, he does not suspect that it is the drow), but will not pay for it.

Treasure: 2,300 cp, 2,500 gp, small opal, small jasper

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Thagmar, Dwarf Fighter: LVL 5; HP 24; AC 19 (platemail, shield); ATK Battleaxe +5 (1d8); MV 30; SV 15; S12 I7 W8 D8 Cn15 Ch8; AL N; XP 500; Special—Dwarf traits, riding, leadership, dominate, wondrous mount (simple monster); Gear—*Scroll of protection from drowning*, *potion of strength*

Kakos, Half-Elf Fighter: LVL 9; HP 30; AC 20 (plate armor, shield); ATK 1+ longsword +9 (1d8+1); MV 30; SV 13; S13 I13 W8 D9 Cn7 Ch14; AL N; XP 900; Special—Half-elf traits, riding, leadership, dominate, wondrous mount (dragon); Gear—*Potion of spider climb*

6425. Obsidian Tombs | Wonder

Lava flows from the side of a sooty mountain in this hex, pooling in the valley below before flowing deeper into the earth through obsidian vents. An obsidian island carved into a trio of tombs floats in this lake of red hot death. The doors of these tombs have holes bored into them, large enough to permit entry by fire elementals. The fire elementals visit these tombs to pay their respects to the remains of twelve efreets, heroes of Jinnistan banished by Iblis in elder days when they failed to save his queen from an attack by the maridi. Their bodies are nothing but charred skeletons holding curved two-handed swords. Everburning bowls of perfume are set around the body – each is a small fire elemental – and captured air elementals are hung in crystal spheres in the tombs as a torment. The obsidian island is something like an ice berg, with more hidden beneath the lava lake than shows above. There are more tombs beneath the surface of the island; secret passages from the upper tombs lead down to these vaults.

6432. Sharpers | Monster

Seven stone giants are sharpening weapons on large boulders that act as whetstones. A stream trickles by, and they have set up barbed nets to catch fish for their dinner. They dwell in a cave nearby and are content to avoid the drow and their war.

That being said, they know of a secret way into the drow caverns, specifically the vault in [6822].

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.

6447. White Monastery | Wonder

On a tall mountain peak in this hex stands the White Monastery. In this monastery, hushed sages in white robes stare at a vacuum tube. When a mote of light appears briefly in this tube, the sages all mutter and marvel and begin dictating in whispered voices to the clerks behind. These clerks scratch symbols onto clay tablets and then hand them off to runners who take them to be read from several towers around the monastery to the four winds, who carry these predictions to oracles elsewhere in the world.

6505. Thasos | Village

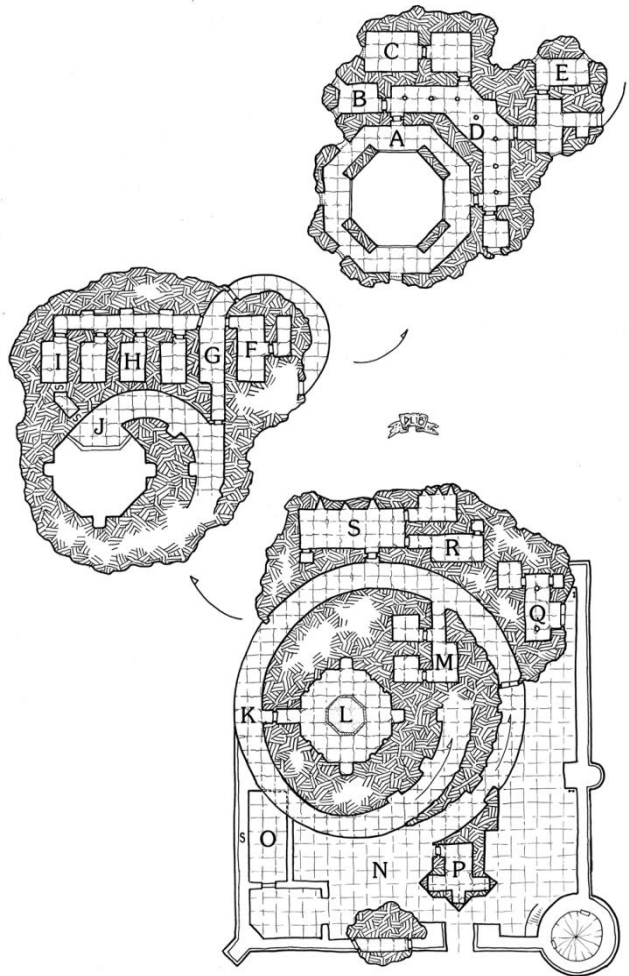
The people of Thasos (pop. 135 urban, 650 rural) are herdsmen and farmers. The men traditionally wear long mustaches and fur skullcaps, while the women wear their hair bobbed short (so as not to interfere with their archery) and their tunics sleeveless. The ladies of Thasos are expert archers, and twelve of them, all dedicated to Artemis, keep watch from a tower located in the center of the village, which is otherwise protected by an earthen rampart and wooden spikes.

6517. Drakhold | Dungeon

Drakhold is a drow stronghold located near the surface at a depth of only 200'. Entry from the surface is in a swampy valley through a large secret door. From this door one descends through several galleries, the upper galleries unguarded save for alarms and the lower guarded by patrols of drow warriors. The galleries are connected by spiral stairs.

The Drakhold is commanded by Lady Traema, a young drow with much ambition who was shuffled off to the "provinces" to keep her away from the throne in Kolaskia. She commands a garrison of 60 warriors, mostly crossbowmen and swordsmen, and maintains a small staff of 20 slaves to see to her needs and the needs of her soldiers.

A tunnel leads from Drakhold to the crossroads in [6818]. The slope descends 4,900' over a course of 11 miles, a slope of about 5 degrees and not terribly difficult to traverse.



Area	Contents
A	Overlook of the summoning pit, usually empty
B	Two drow guards roll knuckle bones
C	A drow guard dozes; room holds 7 light crossbows and 300 crossbow bolts
D	Quiet noises in this hall are magnified to an absurd volume, while normal and loud sounds are not; a failed attempt at moving silently summons guards from [B] and [C], and the watch commander from [E]
E	Watch commander Trove's chambers; Spartan decorating with a skull motif; decanter of very dark wine and white cheese wrapped in cheesecloth; chest holds 2,600 sp and three medium carnelians; he may be sharing his bed (15%) with Sub-Commander Alik [F]
F	Sub-commander Alik's chambers; bear rug, otherwise simple décor of carved stone; meditation mat, wardrobe with silk robe and 2,900 sp, 1,000 gp and a small chrysoberyl; she has an eldritch guardian (a gift from her mother) that protects her room when she is away
G	Floor tile marked with a spider symbol causes a <i>web</i> spell to be thrown from the ceiling above
H	Barracks housing 10 drow warriors (male)
I	Barracks housing 12 drow warriors (female)
J	Overlook furnished with couches, two guards posted

- K** A drow temple guard protects the door to [L]
- L** Temple of Lothe; her idol is composed of the purest malachite and depicts her with six arms and hands outstretched; chains on the base are attached to sacrificial victims, who are forced to fight to the death here; the idol rotates and poison darts are ejected from the palms (2 per round, Poison III) while the victims fight
- M** Quarters of high priestess Kilar decorated with silver imagery of Lothe and spiders, a bed with red leather cushions and spider silk sheets, a burnished oak chest (locked, Poison IV needle) holding 4,800 cp, 2,700 sp and a small topaz
- N** Assembly hall for the drow, usually 1d6 guards present
- O** Armory holds chainmail suits (5), shields (12), bucklers (6) and spears (20) for the warriors
- P** Jail, brightly lit as a punishment to guards, but also making sleep quite difficult (roll 1d20 under Con)
- Q** Commander Ula's quarters, richly decorated with antique mahogany furniture, a shelf of leather-bound tomes, a chandelier of skulls (former enemies) and a locked chest (Poison IV needle) holding 5,800 cp and 1,400 sp
- R** Barracks for 8 zombie soldiers (executed guards) under the command of High Priestess Kilar
- S** Sergeant Rulk's chambers; he is not to be trusted; keeps a clutch of 3 vipers as pets in a basket beneath his bed

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Drow Temple Guard, Medium Humanoid: HD 2+2; AC 19 (platemail, shield); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness, magic use (C1); SP—Dancing lights •, darkness •, faerie fire •

Eldritch Guardian, Small Outsider: HD 8; AC 19 [+2]; ATK 2 claws (1d12) and bite (1d6); MV 20; SV 13; AL N; XP 800; SA—Immune (charm, hold, sleep, polymorph, fear), breath fire (30 x10 ft., 5d6)

Viper, Small Animal: HD 1; AC 17; ATK Bite (1 + Poison IV); MV 20 (C20, S20); SV 16; AL N; XP 500; SA—None

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

Sergeant Rulk, Medium Humanoid: HD 2+1 (8 hp); AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Watch Commander Trove, Medium Humanoid: HD 3 (10 hp); AC 17 (chain, shield); ATK Spear (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 15; AL CE; XP 300; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Sub-Commander Alik, Medium Humanoid: HD 4 (13 hp); AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 15; AL CE; XP 400; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

High Priestess Kilar, Medium Humanoid: HD 5 (16 hp); AC 18 (plate, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 14; AL CE; XP 500; SA—MR 50%, light blindness, magic use (C3); SP—Dancing lights •, darkness •, faerie fire •

Commander Ula, Medium Humanoid: HD 6 (24 hp); AC 19 (plate, shield); ATK Longsword (1d8+1) or light crossbow (1d6 + Poison I); MV 30; SV 14; AL CE; XP 600; SA—MR 50%, light blindness, magic use (M1); SP—Dancing lights •, darkness •, faerie fire •

6523. Megaleio | Village

A utopian commune of herdsmen is situated on a high meadow in these mountains. The only entrance to the meadow is through a very narrow pass that most of the year flows with icy water. The commune consists of three dozen stone buildings, all connected, around a forum where the problems of the commune are discussed. The commune is populated by 330 people, 20 of whom are retired warriors and nine are sages.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

6528. Dukadi | Monster

Dukadi the red dragon is sleeping one off in a pine hollow, the needles and boughs serving as his mattress. He sacked a caravan carrying wine and made a pig of himself on it. He managed to carry away a couple mules, one of which he ate and the other he blocked up (partially) in a nearby cave. Dukadi is currently between lairs, and has considered turning the castle in [6827] into his new lair.

Red Dragon, Medium Dragon: HD 10 (30 hp); AC 18; ATK 2 claws (1d6), bite (1d8); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), speech, magic (M3), breath fire (80'x40').

6535. Funeral March for a Satyr | Wonder

A funeral procession for an ancient satyr is making its way along a woodland path scattered with poppies. The poppies are tossed by maenads, who are also collecting blood from the other members of the procession with their fingernails and smearing it on their faces and on the corpse. The corpse is carried on a wood bier. The satyrs in the procession play mournful tunes on their pipes, causing the trees to bow as they pass and birds to cry out. The elves and humans in the procession wear cloaks of goatskin dyed black.

The whole procession is making its way down to the river, where a barge awaits. The group will board the barge and drink many toasts to the deceased, who died fighting the drow. They will sail the barge down river about three miles and then disembark. The barge will then be set ablaze and the people will watch it burn from the bank of the river, growing more and more drunk until they pass out.

Satyr, Medium Fey: HD 5; AC 15; ATK Butt (1d6) or short sword (1d6); MV 40; SV 14; AL CN; XP 500; SA—Surprised (1 in 6), pipes (charm person, sleep, fear)

Maenad, Medium Fey: HD 6; AC 17; ATK 2 claws (1d4); MV 30 (S20); SV 14; AL CN; XP 1800; SA—Magic (D4), control wolves, summon 1d4 wolves, touch (fatigue or hideous laughter), rebuke lycathropes (as cleric 4); SP—dimension door •

6602. Lightning | Monster

The stallion known to the Keats as *Astrape* (“lightning”) can sometimes be found in this hex when he is not on an errand for a summoning druid. *Astrape* has a herd of 15 mares in this hex, which he defends to the death. *Astrape* is a paragon among horses, with a pearly white coat and burnished copper mane, and eyes that flash with blue brilliance. If Keatish stories can be believed, he has lived for over 300 years.

Astrape, Large Monster: HD 3 (18 hp); AC 16 [+1]; ATK 2 kicks (2d6); MV 30; SV 15; AL N; XP 900; SA—MR 50%, regenerate; SP—dispel magic •••, haste •••, detect invisibility •••

6608. Painted Face Orcs | Monster

A tribe of orcs is constructing a new home for themselves in this hex. They are excavating a subterranean component while also raising a wall of packed earth and stone to protect the tribe while they build. The females have woven simple huts from the steppe grasses while the males and children dig or patrol and hunt in the surrounding steppe.

The Painted Face tribe numbers 100 warriors and 150 non-combatants. It is ruled by King Krurl and his three lieutenants, Yorvi, Gnarl and Kurok. Kurok is a half-orc, an assassin who came back to his tribe to hurry Krurl’s demise. He was unable to make his move when the drow under the mountains struck, pushing the tribe out of the underworld and into the light.

The orcs paint half their faces white, and they paint their shields half black and half white. They pierce their noses with rings, the value often indicating their general rank in the tribe.

Orc, Medium Humanoid: HD 1; AC 15 [ring, shield]; ATK Axe (1d6); MV 30; SV 16; AL CE; XP 50; SA—None

Kurok, Half-Orc Assassin: LVL 6; HP 20; AC 15 (leather, shield); ATK 1 +1 dagger +3 (1d4+1); MV 30; SV 15; S11 I10 W11 D13 Cn13 Ch9; AL NE; XP 600; 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)

6615. Two-Face | Monster

An elderly ettin dwells in a cave in this hex. The ettins of this region look different than most, having two faces on a single head, one face looking forward and the other backward in the manner of Janus. The cave is decorated with the skins of gold-

en lions and sable panthers (worth 1,000 gp), and has all manner of amazing prophecies scrawled on the cave walls.

Ettin, Large Giant: HD 10; AC 18; ATK 2 clubs (1d10); MV 30; SV 12; AL CE; XP 1000; SA—Surprised (1 in 6)

6620. Chelu | Village

Chelu is a drow village of cave cattle herders at a depth of 4,500’. The vault has a muddy bottom that supports growths of fungus which the drow feed with waste from the cave cattle and giant bats, as well as old slaves. The drow have a herd of 1,500 cave cattle. Tall pillars rise above the mushroom fields supporting open flames that burn off the methane produced by the cattle. The drow villagers dwell in high cave dwellings on the walls of the vault, while their human slaves are kept in lower pens. The animals are herded with giant cave crickets, which the drow neatherds (look it up) ride expertly.

Chelu has a population of 90 drow and over 700 slaves. The village is ruled by Princess Sintra and her retinue of eight sword-wielding thrall-priests.

A tunnel leads from Chelu to a crossroads [6821]. It is a high, wide tunnel and gently sloping.

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Drow Thrall Priest, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Mace (1d6); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness, magic (C1); SP—Dancing lights •, darkness •, faerie fire •

Princess Sintra, Drow Duelist: LVL 6; HP 23; AC 18 (+1 leather, buckler); ATK Longsword +5 (1d8+1 + 1d6) and dagger +5 (1d4+1); MV 30; SV 14; S14 I12 W12 D16 Cn11 Ch8; AL NE; XP 600; Special—Drow traits, acrobatics, taunt, surprised (1 in 6), +2 AC, specialist weapon (longsword), parry, spring into combat, lackey, riposte; Gear—*Scroll of protection from aberrations*

6624. Father of Waters | Wonder

A glacial horn in this hex feeds the rivers that start in [6524] and [6724]. It also feeds a dozen small lakes in the valleys surrounding the peak, which is called Pater-ton-Ydaton. The spirit of the mountain sometimes appears as a nude old man with long, white flowing hair and beard sitting on the ice. He might be attended by seven oreads, his daughters. The spirit knows all that happens in this hex and along the rivers he feeds.

Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •

Pater-ton-Ydaton, Medium Fey: HD 16; AC 19 [+1]; ATK 2 slams (2d6) or club (5d6) or boulder (6d6); MV 40; SV 7; AL N; XP 800; SA—MR

60%, Immune (surprise, while on his own mountain), rebuke earth elementals and fey as 20th level anti-cleric rebukes undead, regenerate while touching his mountain, merge with mountain (as dryad merges with tree); SP—earthquake •, enlarge, shout •••, stomp •••

6631. Toad in a Bowl | Wonder

An old elven hunting lodge has been abandoned in this hex. It is a pretty building, the woodwork richly carved and a meadow of blue and gold flowers surrounds it. The interior has been ransacked, with the furniture and other household goods mostly broken. One table holds a bowl that features bas-reliefs of satyrs and maenads kissing. The interior of the bowl is painted black and is filled with wine.

A small toad is trying to escape the bowl before it drowns, and is growing tired. This toad turns out to be a *polymorphed* gnome by the name of Phippis, a magic-user who will heartily thank his saviors with a chorus of illusory voices singing their praises before he disappears in a puff of smoke.

Phippis, Gnome Magic-User: LVL 3; HP 7; AC 10; ATK Fists +2 (1d2+1); MV 30; SV 14; S13 I16 W9 D9 Cn11 Ch6; AL NG; XP 300; Special—Alchemy, lore, spells per day (4/2), create scrolls, arcane knowledge (distillation); Gear—None

Spellbook: 1—Audible Glamour, Expeditious Retreat, Phantasmal Force, Protection from Evil*, Read Magic, Reflect Gaze; 2—Intelligence

6635. Hunting Ground | Monster

A displacer called Mavl, beloved of the drow queen, has been given this land as a private hunting reserve. The beast may be found stalking the woodland or lounging in an ancient stone portico, constructed by the elves before living memory. It is constructed of stone stained yellow by the years, cracked and vine-covered, perched atop a rise that overlooks a bubbling spring filled with electrum fish. Weathered satyr and nymph-faces stare out from the columns and the floor is a mosaic of semi-precious stones depicting the hunt of a unicorn by wolves. The beast lies on a stone table when in the portico, sleeping or gazing on his domain.

Displacer, Medium Monster: HD 6; AC 18 (16); ATK 2 claws (1d6), 2 whips (confusion 1d4 rd), bite (1d8); MV 50; SV 14, 11 vs. magic; AL N; XP 600; SA—Displacement

6644. Longboat | Monster

A wooden longboat with a figurehead shaped like a comely nymph is rowing up the river towards Lake Nysa. The boat is rowed by 24 elf warriors stripped to the waist, their auburn hair hanging on sweaty ringlets on their back. The captain, Asimos, stands in the stern, whistling some ancient tune and pondering his next step. He and his people had left Arcadia a year ago to trade and adventure, and upon returning discov-

ered that the country was overrun by spiders and drow. They headed south in hopes of finding allies.

Elf, Medium Humanoid: HD 1+1; AC 16 (chainmail, buckler); ATK Longsword (1d8) or longbow (1d8); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune (ghoul paralysis)

Asimos – elf trader

6650. Emissaries | Monster

Three moon folk from the Tsanjan plateau are traveling with a bodyguard of 20 fur-clad warriors with horned helms. They are emissaries of the Emperor of Tsanjan to the drow of Arcadia, intending to negotiate a trade in slaves. The moon folk are led by Ae-Du-Wa, the tallest of the three who is dressed in saffron silks lined with ermine, with strings of pearls in her tall hair. Her associates are dressed in silks of maroon and equipped with silver scimitars. The three ride on a litter borne by two white woolly rhinoceros.

Man-at-Arms, Medium Humanoid: HD 1; AC 15 (scale, shield); ATK Halberd (2d4); MV 30; SV 16; AL N; XP 50; SA—None

Moon Folk, Medium Humanoid: HD 4; AC 13; ATK 2 glaive (1d10); MV 40 (F20); SV 15; AL N; XP 400; SA—Immune (mind effects), magic (M2)

6712. Voice in the Night | Monster

A band of 16 pilgrims seeking Duulgar-Tesh has had to take shelter in a ruined fortress in these hills. The courtyard of the fortress is thick with licorice plants and the grasses outside the fortress show signs of recent burning. The pilgrims number two dozen men and women, all of whom have shaved their heads for the pilgrimage and marked the top of their scalps with soot from a sacred fire. They are huddled together in the courtyard shaking with fear, for they have been haunted by strange voices since they entered the fortress, and their leader, the cleric Vaso, disappeared while looking for the source.

The source of the voice is a leucrota, who hides one of the towers during the day, and who then creeps out at night to stalk prey and frighten the pilgrims. She killed Vaso, and plans to kill at least three of the pilgrims to stock her larder.

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

6734. Banquet Al Fresco | Wonder

A long, irregular wooden table in a clearing is crowded with people (elves, satyrs, fauns, nymphs) wearing gauzy silks and floral wreaths. The banqueters drink wine from silver cups and are fed delicacies from silver platters by trained monkeys. These monkeys wear silver bracelets and have silver chains around their necks, though none of these chains are held by a

reveler. The party is raucous and besotted, and may behave irrationally when approached. Roll a reaction check, with the worst result indicating a drunken brawl with the intruders and the best indicating a forceful invitation to eat and drink.

The banqueters are consuming fairy fruits, which have no ill effect on them (or gnomes), but which are addictive to others. The eaters of fairy fruits can no longer gain nourishment from mortal food, and thus suffer one point of constitution damage each day they do not find and eat these fruits, or until they receive a *remove curse* spell. The monkeys feeding the banqueters are glamered goblin-fairies, who are only too happy to sell fairy fruits to people after the banquet has ended at the reasonable price of 100 gp per day of food.

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

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

6743. Lost Wizard | Wonder

A wizard in a sturdy green thigh-length coat with deep pockets, a red scarf over her head and a straw hat with a red band wrapped around the top, in striped trousers of oatmeal tweed and comfortable shoes is sitting on a large stone. Her nose is stuck in a book that shows the surrounding 12 mile radius of land as a self-drawing map. Despite the map, she is lost, having originally set off to find Cush.

Malinda, Human Magic-User: LVL 6; HP 4; AC 11; ATK Dagger +2 (1d4); MV 30; SV 13; S12 I14 W12 D13 Cn4 Ch11; AL N; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (compass, healing skill); Gear—*Ring of jumping, rod of metal and mineral detection*

Spellbook: 1—Audible Glamer, Endure Elements, Flare, Mind Thrust, Open/Close, Read Magic, Touch of Fatigue; 2—Blindness/Deafness, Pass Through Element, Pyrotechnics; 3—Mental Barrier, Wind Wall

6749. Pig Roast | Monster

Four fire giants are sitting on a basalt ridge overlooking a shallow grey lake. They have built a large fire and are roasting a giant boar over that fire. The fire produces much smoke and many sparks, and the giants are contemplating whether they should let a forest fire start on its own from wayward sparks, or whether they should help it along. They think the ridge hides rich mineral deposits, and wish to make finding those minerals easier by burning off the pesky foliage.

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

6802. Circling Vultures | Monster

Three giant vultures are circling in the sky around the adventurers. If any of the adventurers have fewer than 10% of their total hit points or are suffering from a disease, starvation or thirst, there is a 3 in 6 chance that a vulture will descend to soften them up a bit and maybe hasten their demise.

Giant vulture, Large Animal: HD 3; AC 14; ATK 2 claws (1d6) and bite (1d6); MV 10 (F100); SV 15; AL N; XP 300; SA—None

6805. Smilax | Wonder

Adventurers might stumble across a stone pedestal jutting from the ground. The pedestal is 2' tall and 1' in diameter, with a fist-sized hole in the top that is 6" deep. If one puts a mixture of dried crocus petals and dill seeds into the hole and lights it under a full moon, greenish smoke begins to seep from the hole, over the pedestal, and down onto the ground. The smoke slowly forms into vines of prickly ivy, which crawl out to a 20' diameter before growing upwards to form walls 20' tall with two arched openings.

These opening lead into a labyrinth of prickly ivy at the center of which may be found Smilax, the nymph queen of prickly ivy and her court of bitter nymphs and elder satyrs. She sits upon a throne of giant crocuses and bears the *Wand of Smilax*, which she might lend to a druid in exchange for undertaking a quest to reignite the spark of love between two married people.

Wand of Smilax: This wand makes poisonous any small amount of liquid in which it is dipped save poison, which it turns into a *potion of healing*. Three times per day it can be used to "turn" poisonous creatures as an 8th level cleric turns undead. It can cast *neutralize poison* three times per day.

Smilax, Nymph Queen, Medium Fey: HD 12; AC 17 [+2]; ATK Dagger (1d4+2); MV 40 (S30); SV 11; AL CG; XP 3600; SA—MR 50%, magic (D7), blinding beauty, stunning gaze, immune (disease, poison, 1st level enchantments and illusions), regenerate; SP—command II, comprehend languages, detect evil, detect good, dimension door •, gate, geas, quest, tongues, teleport without error, true seeing

6814. Hall of Heroes | Wonder

This hex holds a long, yawning tunnel through the rocks that might be called a Hall of Heroes. Along the mile length of the tunnel are numerous side caves, each holding an idol that appears to have formed naturally from the native stone. Dwarves discern no chisel marks on these idols.

The idols represented are all of demigod heroes and heroines, including Aeneas son of Aphrodite, Poseidon's sons Orion, Bellerophon and Theseus, Perseus son of Zeus, Orpheus son of Apollo and Hippolyta daughter of Ares. At the end of the tunnel is the grandest idol of all, Herakles, sitting in contempla-

tion with his trophies around his feet. The idol of Herakles alone among the idols may speak to worshipers if he is moved by their plight and their resolve to conquer it.

6818. The Watcher | Monster

Four tunnels converge in this hex at a depth of 5,100'.

The eastern tunnel slopes upward to High Fort [6517]. This tunnel rises 4,900' over 11 miles, a slight slope.

The western tunnel is icy and cold. It rises 1,500' over 5 miles, a 6-degree slope. A trickle of water from the melting ice runs down this tunnel and into a pool in this hex. An idol of Tricruca, the goddess of three-way intersections, stands in the middle of the pool. In one of her three hands she holds a flute. The pool is home to a wyrd, which attacks anyone touching the pool water unless they play a lullaby on a flute.

The southwest tunnel is sandy, with a low ceiling that makes traversing it uncomfortable for humans and taller creatures. It leads up to [6821], rising only 300' over 14 miles.

The southeast tunnel is a treacherous collection of narrow tunnels, small caverns and wandering monsters. It is a vigorous climb of 3,900' over 8 miles, a 5 degree slope.

Wyrd, Medium Elemental (Water): HD 3; AC 15; ATK Bite (1d4 + 1d6 cold + constrict); MV 20; SV 15; AL N; XP 300; SA—Resistance (cold, weapons), spit stream of water (120'/3d6 + 1d6 cold damage, knocked prone on natural '20')

6821. Crossroads | Wonder

Four tunnels converge in this hex at a depth of 4,800'.

One of those tunnels is a canal from Kolaskia [7020] that turns into a natural underground river when it bends to the south and leads to the drow temple in [6822]. A quay in this hex permits cargo to be loaded and unloaded on the barges that traverse the canal, the barges drawn by cave cattle.

This hex holds an alcove shrine to Lothe. A special knock on the base of the altar opens a trapdoor in the floor that leads down to nook where travelers can sleep in relative safety. Fresh water runs down one wall of this nook, filling a carved basin and then draining away through its sandy bottom.

The eastern tunnel is wide and shows the transportation of animals from Chelu [6620]. The tunnel ascends 300' over seven miles, so the slope is very gentle (and foul smelling).

The southern tunnel is a swift river that runs down to the Temple of Lothe [6822]. The ceiling of this tunnel is thick with webbing, and encounters with 1d4 giant spiders occur in this

tunnel on a roll of 1-4 on 1d6. The tunnel descends 1,200' over the course of seven miles, a 2 degree slope.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Web (50', 8/day)

The northern tunnel is sandy, with a low ceiling that makes traversing it uncomfortable for humans and taller creatures. It leads up to [6818], rising 300' over 14 miles.

The eastern tunnel leads up to Kolaskia [7020]. It is a canal 20' wide with 30' wide ledges on either side. Teams of oxen draw barges up the tunnel to Kolaskia. The canal ascends 3,600' over 10 winding miles. The canal has two locks. At each of these locks there is a large inn for travelers.

6822. Temple of Lothe | Dungeon

This hex holds the infamous Temple of Lothe, a natural cathedral in a limestone vault thick with glimmering stalagmites. The river that runs here from [6821] ends in a large pool that stands before the gleaming white temple of Lothe, a temple in the Greek style with numerous pillars and a sanctuary holding a great idol of the spider goddess. The temple stands 100' tall and is 600' long.

Located about 200' from the temple, on either side, are barracks for the thirty priestesses that serve at the temple, and located 300' behind the temple is the palace of the High Priestess Xiltyn and her nine alu-demon offspring.

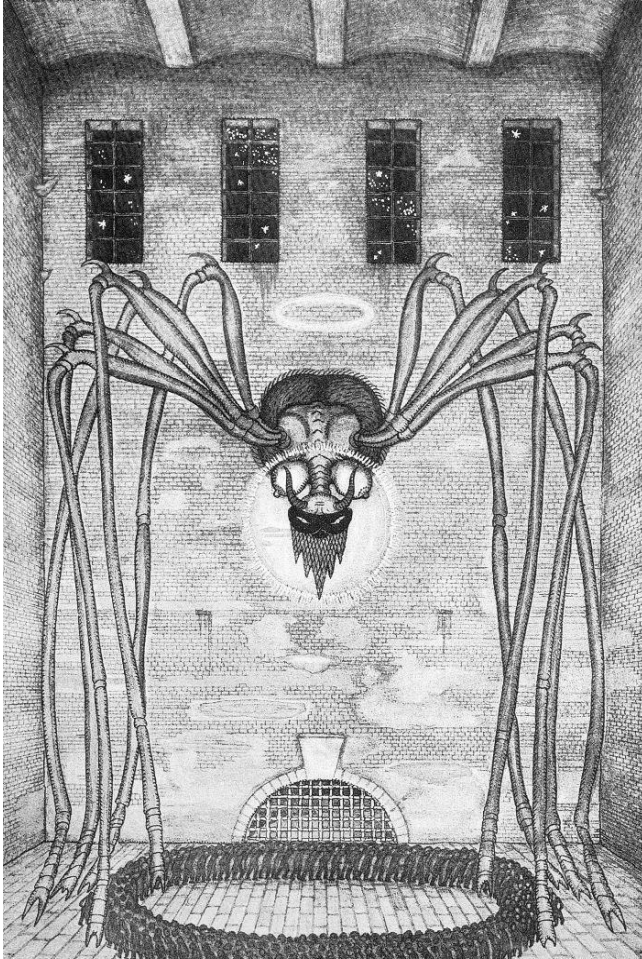
Xiltyn and her priestesses are now engaged in a delicate task. While human slaves were digging an exploratory side tunnel they discovered the finger of an elder titan, buried here since he was felled during the Titanomachy millennia ago. Hundreds of slaves are now working to uncover the hecatonchiere's body while Xiltyn labors at turning nectar stolen from the temple of Dionysus in Theopolis [6831] into a formula with which the hecatonchiere can be awakened and controlled.

Treasure: 3,800 cp, 9,700 sp, 2,000 gp

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Hecatonchiere, Huge Giant: HD 20; AC 18; ATK 6 fists (4d6) or 6 boulders (4d6); MV 20; SV 7; AL CE; XP 6000; SA—MR 55%, 75% vs clerics and druids, fearsome appearance

Alu-demon, Medium Outsider: HD 6; AC 20 (breastplate) [+1]; ATK 2 claws (1d3) or greatsword (1d10+1); MV 30 (F50); SV 14; AL CE; XP 1800; SA—MR 30%, immune (electricity, poison); SP—Charm person, desecrate, dimension door •, ESP, shapechange (only medium humanoids), suggestion, vampiric touch



Xiltyn, Drow Anti-Cleric: LVL 7; HP 30; AC 20 (+2 chainmail, shield); ATK Footman's mace +10 (1d6+6); MV 30; SV 13; S9 (21) I9 W14 D13 Cn13 Ch7; AL CE; XP 700; Special—Drow traits, conversion, healing, rebuke undead, spells per day (6/3/2/1); Gear—*Potion of acid resistance*, *ring of invisibility*, *rod of the viper*, *belt of stone giant strength*

Lothe

Goddess of spiders, shadows, drow

The Loathly Lady

Rank: Minor

Symbol: Spider

Servants: Driders (1d8)

Priests: Clerics

Cult Spell: Rebuke spider creatures (1/day)

Alignment: Chaotic (CE)

Size: Huge

Hit Dice: 16 (160 hp)

Armor Class: 25 [+3]

Attack: Bite (4d6 + Poison IV) and web (40'/entangle) or
longsword +3/+5 vs. angels (4d8)

Move: 30' (Climb 60')

Save: 9; MR 70%

SD—Immune (electricity, poison), resistance (cold), vulnerable (holy water)

SP—Astral projection •, clairsentience, command •••, disintegrate •, ego whip •••, heal (self) •••, intellect fortress •••, mental barrier •••, mind blank •, mind thrust •••, poison, psionic blast •••, psychic crush •, teleport without error (self + 50 lbs.) •••, thought shield •••, tower of iron will •, water walk

The spider queen can take two forms. One is that of a huge spider, sometimes with a humanoid head. The other is that of a statuesque, lithe humanoid female with perfectly white eyes and glossy black skin. In humanoid form, she wields a longsword +3/+5 vs. angels and wears adamantine plate armor. In spider form, she has the web and bite attacks listed above.

Lothe can communicate with and control all spiders, including giant spiders and creatures like driders and ettercaps. She can throw poisonous webs (Poison I) to entangle her enemies.

6827. Garden of Aphrodite | Wonder

On a broad, high plateau kissed eternally by summer breezes is situated a garden of the goddess Aphrodite. The goddess' palace is a construction of rose quartz and copper with pearl tapestries on the walls, a gold throne studded with aquamarines and sapphires in the throne room and a rug of silver threads winding throughout the palace, and moving people by some unknown force from place to place by their merely thinking of where they wish to go. The palace smells of sea breezes and verbena and is replete with pretty alcoves hidden by wooden screens and bedrooms with ivory baths and cherry wood wardrobes of beautiful clothes and a feasting hall where cakes and honey are served with sweet wines by miniature automatons in the shape of the goddess (a gift from her husband Hephaistos, and willing to spy for him).

The palace is surrounded by walled gardens that contain thousands of human hearts (as in emotional centers, not muscles that pump blood) in the form of roses to be plucked and woven into crowns as the goddess likes, thus joining two hearts together. These roses bloom eternally until the person's heart grows cold, at which point the rose withers, or when they die, at which point its petals fall to the ground. The spiritual echoes of lost loves wander the garden like banshees. The garden also grows trees thick with sparrows and doves, and crystal clear ponds in which swim white swans.

The keeper of the palace and gardens is the lady Akraia, who dresses in the finest silks, with a wreath of flowers woven in her long auburn tresses. Akraia is an avatar of the goddess

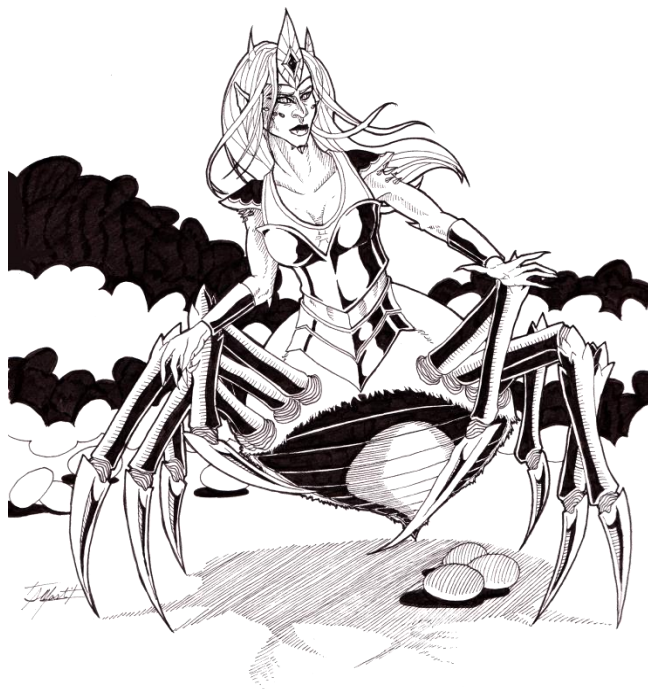
Aphrodite. Her guardsmen outside the garden walls are treants that look like laurels, ash and poplars. Within the garden are handsome shepherds with magic slings who wear a scallop shell emblem over their hearts. Giant bees also patrol the garden, sometimes as the mounts of the shepherds.

Treasure: 4,800 gp, *helm of brilliance*, *rod of the python*, *wand of charm person* [4 charges]

Treant, Huge Plant: HD 8; AC 18; ATK 2 slams (2d8); MV 30; SV 13; AL CG; XP 800; SA—Surprised (1 in 6), resistance (bludgeoning, piercing), vulnerable (fire)

Akraia, Human Bard/Magic-User: LVL 15/10; HP 77; AC 13; ATK Dagger +6 (1d4+1 + charmed); MV 30; SV 10; S15 I18 W18 D18 Cn18 Ch20; AL CG; XP 1500; Special—Alchemy, carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (10/8/8/6/4/3/2/1), create scrolls, arcane knowledge (invisible ink, distillation, poison I, acid, healing skill, acid, gunpowder), music (fascinate, counter music, suggestion)blinding beauty (save at -4), gaze of pain (1d10 + fatigue)

Spellbook: 1—Change Self, Color Spray, Detect Poison, Expeditious Retreat, Jump, Mage Hand, Precognition, Protection from Evil*, Read Magic, Ventriloquism; 2—Brain Lock, False Life, Gust of Wind, Locate Object, Spectral Hand, Summon Swarm; 3—Body Adjustment, Gaseous Form, Keen Edge, Sepia Snake Sigil, Summon Monster III; 4—Charm Monster, Choke, Ice Storm, Locate Creature, Secure Shelter; 5—Dominate Person, Mage's Faithful Hound, Overland Flight, Wall of Stone; 6—Contingency, Forceful Hand, Programmed Illusion; 7—Grasping Hand, Mass Invisibility, Symbol of Stunning; 8—Scintillating Pattern



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6831. Theopolis | Wonder

Before Dionysus conquered Kalkia and Hyrcania, he was the living god of Arcadia, adored and feared by the elves and fey creatures of that country. Atop a tall hill in this hex, surrounded by a trackless wood, was placed his temple. The temple was circular in plan, with an outer ring of caryatids depicting nymphs-at-arms and an inner grove of pines in the midst of which stood his idol, 20' tall and carved of the purest white marble and decorated with gold and jewels. In the hand of this idol was held a golden chalice, and legend says that within this chalice was the tiniest bit of *nectar*, the drink of the gods.

Over time, a town sprang up around this holy-of-holies, a sprawling collection of elven hunting lodges, theatres, rollicking taverns and the workshops of the crafty fey. As the city was built around the god's temple, it was called Theopolis.

All was peaceful until Dionysus' call from Zeus to conquer, and even after that conquest life in the city went on much as it had before. Tribute came in from far away, and so palaces and vaults were constructed to hold it, but the people still sang, danced and hunted as before and all was fine. Each year on the Spring equinox competitions of rhetoric and poetry were held to elect a new king, who was to live a life of utter pleasure during his term and then be turned out as a penniless wanderer when his term ended and a new king was chosen.

It so happened, just a few years ago, that Theopolis became important to the drow, who lived beneath the mountains to the north. Long had the drow hated the elves of Arcadia without attacking them, but by command of their goddess the *nectar* held in Dionysus' temple must be brought into their kingdom that it might revive an elder titan buried within. Thus one night, after much plotting, planning and preparation, the elves of Theopolis awoke to find their defenses breached. All was chaos and fire, and panic ensued.

The bravest of the city's army, the elven knights on their leopards, fauns, brownies, satyrs and others, rallied around the great temple, but were slaughtered to a man and woman. Those who escaped into the woods were assaulted by spider folk – ettercaps, giant spiders and the like – and were swallowed up by darkness. Eventually, the caryatides that guarded the temple were destroyed and the idol was toppled. Dionysus' *nectar* was carried into the underworld for its dire purpose, and a throne of elven bones was erected atop the fallen idol with a demonic daughter of Loth placed upon it as the new queen of Theopolis, a dead city.

The queen, Skiarach, looks like a giant spider with the upper torso of a demonic queen.

Treasure: 4,200 sp

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Web (50', 8/day)

Queen Skiarach, Large Aberration: HD 9; AC 17; ATK 3 claws (1d6 + Poison III) or web; MV 40 (C40); SV 12; AL CE; XP 900; SA—Web (50', 8/day), immune (poison), magic (C3, M3)

6836. Valley of Stardust | Wonder

A narrow, winding valley in this hex can only be accessed by passing through a small hole in a rugged cliff wall, through which one might scent (1 in 6, 2 in 6 for gnomes) the odor of dry earth. The valley is kissed by stardust, the stones of the barren valley sparkle with it. The stardust causes wild dreams in those who inhale it (5% chance with normal movement, 15% chance running, 30% chance in combat); when mixed with other supernatural elements, it brings fancies to life. It is worth its weight in silver to illusionists and wizards.

6841. Tasileo | Stronghold

This hex holds the ancient mountain hideaway used by Dionysus when he still ruled Arcadia. It is tucked into a broad, wooded valley with many springs. It can be reached by a roadway of crushed white stone upon which no plant grows by deific command. The stronghold is a castle constructed of huge malachite blocks. It has thick, tall walls, high towers and within its walls a lake, gardens, orchards and fortified manor. The castle is now the headquarters of Dionysus' elven knights, a merry band who ride giant leopards and who are armed with lance, bow and *thyrsus*.

The master of the order is an elven druid/ranger called Tasileo, a white-haired, hazel-eyed and brown-skinned elf of 1,000 summers. His knights are all rangers and druids. There are 30 in all, who are led in Tasileo's absence by the elf ranger Vigo. Tasileo has two acolytes, Yavila and Donesti.

The stronghold is now surrounded by the green pavilions of several elven warbands – 120 elves in all, 40 of them longbowmen – summoned by Tasileo to undertake a reconquest of Arcadia from the drow and spiders that infest it. To this end they plan to send a small group to petition Lord Nictor [6847] for help in their invasion.

Treasure: 4,600 sp, 500 gp, small coral

Thyrsus: A thyrsus is a +1 lance that, on a natural attack roll of '20' forces its victim to pass a save vs. poison or become drunk (treat as fatigued)

Elf, Medium Humanoid: HD 1+1; AC 16 (chainmail, buckler); ATK Longsword (1d8) or longbow (1d8); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune (ghoul paralysis)

Acolyte, Human Cleric: LVL 1; HP 6; 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.

Tasileo, Elf Druid/Ranger: LVL 10/10; HP 40; AC 14 (leather, shield); ATK Scimitar +5 (1d8-1); MV 30; SV 12; S6 I9 W16 D11 Cn11 Ch16; AL N; XP 1000; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (10/7/4/3/2), surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy; Gear—*Staff of earth and stone*

6844. Band on the March | Monster

A band of 16 elf warriors commanded by Captain Cala is moving north through this hex to [6841]. The band has picked up a satyr named Phorasor and three centaurs, Aives, Isasius and Helma along the way. They are escorting a drow prisoner, Maelmalle to Tasileo for questioning. None in the band know that one of their number, Kenas, is a spy for the drow.

Elf, Medium Humanoid: HD 1+1; AC 16 (chainmail, buckler); ATK Longsword (1d8) or longbow (1d8); MV 30; SV 16; AL CG; XP 100; SA—90% resistance to sleep and charm, surprise (3 in 6), immune (ghoul paralysis)

Centaur, Large Monster: HD 4; AC 16 (leather); ATK Kick (1d6), spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None

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

Drow, Medium Humanoid: HD 2; AC 10; ATK Fists (1d2); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Kenas, Elf Assassin: LVL 5; HP 20; AC 15 (leather, shield); ATK 1 short sword +2 (1d6); MV 30; SV 15; S10 I12 W10 D14 Cn15 Ch8; 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—*Dusty rose prism ioun stone*

6847. Nictor | Stronghold

Nictor was an exile from the court of Dionysus for the basest villainy. The old lord has dwelled here for 2,000 years. His wife died 300 years ago in a hunting accident, and his children, Luseli and Kate, dwelled here until very recently. Kate, his daughter, is now in league with the drow. Her brother, Luseli, only left in the last week upon learning that his father has achieved lich-hood in the sub-crypts of the castle.

The castle is located in a vast clearing in the woods. It is notable for its silver-plated gate depicting the killing of Hector by Achilles. The walls of the castle are black – the result of a forest fire that once raged through the area. Its moat is wide and dry and filled with brambles, while its courtyard is covered in

a blanket of magenta and maroon flowers. The castle has five tall towers with pointed roofs and numerous arrow slits. When Luseli lived here, he mostly kept to a hunting lodge located about two miles south of the castle.

Lord Nictor is still served by his major domo, Perato, who is now a ghoul. He feasts on the bodies of Nictor's ancestors with the lich's permission, though not on the bodies of Nictor's father and mother, who he still considers sacred. Nictor has turned his 60 elves-at-arms into zombies.

Treasure: 3,400 cp, 1,100 sp, 2,000 gp, small cymophane, small citrine, medium sardonyx, large zircon, small turquoise, gold tiara hung with tiny bells, silver rhyton shaped like the head of a braying goat

Zombie, Medium Undead: HD 2; AC 11; ATK Slam (1d8); MV 20; SV 16; AL N; XP 200; SA—Resist (bludgeoning weapons)

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

Lord Nictor, Medium Undead: HD 10; AC 17 [+1]; ATK Strike (paralysis.); MV 30; SV 12; AL CE; XP 3000; SA—Magic use (M9), immune (cold, electricity, polymorph, mind attacks)

6901. Hidden Treasure | Wonder

A line of tall ulka trees is tearing apart an old stone road in this hex that once joined Zaranka [NOD 34, 6444] with Duulgar-Tesh located to the east of this issue's map. Little remains of the road, but a sharp eye might spot a glint of metal beneath one of the raised stones of the road. This is a small box that contains magic snuff that, when blown from the palm becomes a *stinking cloud* (per the magic spell).

6910. Grisly Feast | Monster

A pack of seven hobhounds are feasting on the remains of a human being, a slave that escaped from the drow. If his remains are communicated with he can tell the way back to their drow stronghold in [7215].

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

6917. Felldrake | Monster

Felldrake is a shadow wyrm that has dwelled in this hex for 3,000 years. His lair is spacious and undecorated save for his mounds of treasure and the hundreds of canopic jars holding the preserved brains of drow queens, high priestess and generals that have died over the centuries. The drow once warred against Felldrake and her spawn, but finally sealed a peace, paying her tribute and putting in her care their honored dead.

Felldrake's lair is frigid. It is situated 3,600' beneath the surface and is linked to three other caverns. To the south via a misty tunnel thick with slimes and oozes is the way to Kolaskia [7020]. This tunnel rises 2,400' over 12 miles.

To the west is an icy tunnel 5 miles long that descends 1,500' to a crossroads at [6818].

The eastern tunnel is 16 miles long and ascends 3,000'. Midway through this tunnel is an ancient gatehouse, now abandoned of drow guards but protected by two pairs of karyatides that are carved to look like supporting pillars. At either end of the gatehouse are iron portcullises; at a sign of trouble, two of the karyatides lower their portcullis while the other two begin fighting the invaders.

Treasure: 12,500 sp, 17,700 gp

Shadow Wyrms, Huge Dragon: HD 5 (30 hp); AC 22; ATK 2 claws (1d6), bite (3d4); MV 50 (F50); SV 14; AL NE; XP 500; SA—MR 20%, light blindness, magic (M4 - illusions only), breath weapon (cone of negative energy, 100' x 50', 1d3 level drain), hide in shadows (99%)

6930. Wizard-Worm | Monster

This hex holds a giant white worm with the face of an ancient man with a forked beard. The worm, Galvis, has a clawed tail that scribbles down chemical formulae on the white walls of a cave that overlooks a valley of black pines. Galvis is an ally of the drow, and is guarded by rangy-looking drow in mail shirts and armed with spears and shields.

The wizard-worm Galvis is working on formulas to awaken the titan slumbering in the drow caverns. The nectar the drow have stolen is not enough.

Treasure: 1,700 sp

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Galvis, Magic-User: LVL 6; HP 20; AC 9; ATK Dagger +1 (1d4-1); MV 30; SV 13; S8 I14 W7 D6 Cn13 Ch10; AL CN; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (sneezing powder, glue); Gear—*Eyes of petrification*, *potion of water breathing*

Spellbook: 1—Comprehend Languages, Detect Poison, Expeditious Retreat, Mind Thrust, Ray of Frost, Read Magic, Summon Monster I; 2—Daze Monster, Know Alignment, Scare; 3—Lightning Bolt, Tiny Hut

7004. Queen Rheophea of Mosia | Stronghold

The mountain stronghold of Rheophea the Bandit Queen is located in this hex on a rugged upland only approachable by

narrow, steep trails. A natural spring waters the stronghold, which is composed of a wooden palisade and wooden long-houses. The base of the upland is thick with pines and numerous snares set by the bandits.

Rheophea commands 90 bandits, all horsemen, who range out from the mountains and into the steppe to raid caravans. She pays off the Keatish tribes to keep peace with them. Zaranka has a high price out for her head and the heads of her bandits, who are notable for their red Phrygian caps.

In her golden years Rheophea has become rather portly; pickings have been rich for some time, and after a life of poverty in Zaranka as a child she likes to live it up. She has goldish-gray eyes and a relaxed demeanor. She is calculating and very polite and solemn with guests (not unlike Sidney Greenstreet's character in *Casablanca* and several other films).

Treasure: 5,400 sp

Rheophea, Human Thief: LVL 11; HP 33; AC 19 (+3 *leather*); ATK Hand ax +5 (1d6-1) or dagger +5 (1d4-1 + Poison III); MV 30; SV 13; S6 I16 W12 D14 Cn6 Ch12; AL LE; 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—*Ring of protection* +3



7020. Kolaskia | Town

DEMOGRAPHICS

Urban Population 1,780

Rural Population 6,160

Race Drow (20%), Slaves (90%)*

Religion Lothe, demon princess of spiders (CE)

Alignment Chaotic

* Slaves are mostly human, with other demi-humans mixed in

Kolaskia is a large drow settlement located 1200' beneath the Ourean Mountains. It is situated in a long cavern that ranges from two to three miles wide and six miles long. The cavern's ceiling ranges from 100' to 600' high.

Five tunnels lead into Kolaskia. The southeast tunnel is seven miles long, ascends 1,000' and leads to [7322]. It is an underground highway with numerous drow guard posts. The northeast tunnel is seven miles long, ascends 600' and leads to [7318]. This tunnel is a canal used to transport food. The north tunnel is twelve miles long, descends sharply 2,400' and leads to [6917]. It is a misty tunnel filled with many slimes and jellies. It has many narrow tunnels and false passages. The northwest tunnel is eight miles long, ascends almost 3,900' and leads to [6818]. The west tunnel is five miles long, ascends almost 3,600' and leads to [6821]. It is another canal for moving food, and is served by locks to make up for the sharp slant of the passage.

The dwellings of Kolaskia are carved into the sides of its cavern. Slaves dwell on the lowest levels, in small, damp caves barely fit for humanoid beings. The drow live above them in drier caverns. The mansions, temples and palaces are located in the center of the cavern and guarded by a stout wall. These dwellings are surrounded by fields of phosphorescent fungi and hot springs. Shriekers stand guard around the central citadel, and giant bats dwell on the ceiling, sometimes swooping down to feed on a slave. Witch lights, the remnants of executed slaves, hang in the air, providing dim illumination.

A river runs through the center of the cavern, forming a moat around the central citadel. The river originates in [7619] and flows into [6822], where it then seeps into deeper levels of the underworld, perhaps flowing all the way to Hell.

Kolaskia boasts a large temple to Lothe, in which the high priestess Xiltyn, who is normally found in [6822], is occasionally in attendance with her retinue. The settlement has three taverns, one for the warriors of Kolaskia, who are all female, one for males and other commoners and one for travelers. This last tavern is the largest, and provides bed chambers for all, even the stranger inhabitants of the underworld.

The central citadel holds the palace of the royal clan of Tyra. This palace is composed of snowflake obsidian blocks, doors clad in purple worm ivory and encrusted with gemstones. The interior is clad in rich woods and stones harvested from the surface world and richly engraved. It is guarded by stone giants with shaitan blood, tall, stony faced maidens with blue skin and fanged mouths. They wear horned, onion-shaped helmets, tunics and baggy trousers of rich brocaded silk and hauberks of blackened chainmail.

The ruler of Kolaskia for the past sixty years is Queen Jhalay, a potent potentate if ever there was one. A militant and politic leader, she plays the aristocratic houses and the fractious priests against one another skillfully, keeping the city always on a low simmer, but acting swiftly with her assassins to keep things from boiling over. She is not especially handsome, but has never found this a hindrance in her rule. She commands a corps of 100 warriors and twelve knights mounted on long fungal monsters like snakes with pointed caps in place of heads. These monstrosities are a lurid purple with red spots. Tendrils hang from their fore-caps and cause paralyzation and acid damage when they brush the skin.

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Fungal Serpent, Large Plant: HD 7; AC 14; ATK 4 tendrils (1d6 + Poison II + constrict); MV 20 (C20 S20); SV 13; AL N; XP 700; SA—None

Nef, Large Giant: HD 9; AC 20; ATK 2 slams (1d8) or scimitar (2d8) or boulder (900'/5d6); MV 30 (C20); SV 12; AL NE; XP 2700; SA—Resistance (electricity); SP—Move earth •••, transmute rock to mud •

Jhalay, Drow Fighter/Magic-User: LVL 11; HP 36; AC 13; ATK 1+ +2 *longsword* +13 (1d8+3); MV 30; SV 12; S14 I13 W12 D16 Cn10 Ch16; AL LE; XP 1100; Special—Riding, leadership, dominate, wondrous mount (dragon), spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (gunpowder, soda water, glue, algebra and geometry, alchemist's fire), drow abilities; Gear—*Potion of jump*, *scroll of protection from undead*, *staff of evocation*

Spellbook: 1—Animate Rope, Detect Magic, Elemental Weapon, Grease, Light, Mind Thrust, Ray of Frost, Read Magic, Touch of Fatigue; 2—Blindness/Deafness, Fog Cloud, Hideous Laughter, Phantom Trap, Thought Shield; 3—Blink, Hold Person, Secret Page, Tiny Hut; 4—Creation I, Fear, Resilient Sphere; 5—Dismissal, Mage's Private Sanctum, Telekinesis; 6—Reincarnate

7033. Milo | Monster

A cyclopean village in this hex is surrounded by orchards of (non-magical) golden apples. These orchards become a maze to invaders, but friendly folk can find their way on a path of crushed rose quartz. The village is surrounded by a stout wall of stone. Within are many stone huts and a fine temple with

columns of rose quartz and a roof of beaten copper. The village consists of 120 warriors and 220 peasants who herd sheep and grow apples. The village is ruled by King Aelgan, a weary man who has glimpsed his death and now seeks a worthy successor to his throne.

Treasure: 3,000 cp, 2,100 sp

Cyclopean, Medium Humanoid: HD 2; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 200; SA—Peer into future

King Aelgan, Cyclopean Fighter: LVL 6; HP 42; AC 16 (breastplate, shield); ATK Spear +5 (1d8); MV 30; SV 14; S10 I7 W5 D7 Cn14 Ch11; AL N; XP 600; Special—Riding, leadership, dominate, wondrous mount (simple monster), peer into future; Gear—*Potion of spider climb*

7039. Fungus Fields Forever | Monster

The mountains are especially rugged in this hex, with deep canyons, wickedly quick streams that have pounded their beds smooth over the centuries, and numerous waterfalls. Caves are numerous, and the hex's canyons are deep and shadowy. One of the wider canyons holds a field thick with fungi, many of them hallucinogenic. At the widest point of this canyon (130 yards wide), where the sun regularly shines on the canyon floor, there is a walled garden of carnivorous plants. Assassin vines climb the inner walls and dangle just over the top. Violet fungi roam the grounds (about 30 yards wide, hexagonal in shape) and giant sundews give off a sweet odor. Scattered among the plants are weathered statues, many lacking arms or noses, and one with a +2 *dagger* secreted within it.

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)

Violet Fungus, Medium Plant: HD 3; AC 13; ATK 4 tentacles (1d6 + 1d6 Con); MV 5; SV 15; AL N; XP 300; SA—None

Giant Sundew, Large Plant: HD 8; AC 7; ATK 6 tendrils (1d4 + 1 acid + entangle); MV 5; SV 13; AL N; XP 800; SA—Lashes out at creatures within 5 feet with sticky tendrils, resistance to fire and missiles

7042. Temple of Llews | Wonder

This hex a sort of temple constructed in a mountain pass. The temple is circular in layout, with a dome and seven pillars. Each pillar is carved to look as though it rests atop a lion, each a different color. Placing a magic weapon on the altar within the temple activates one of the pillars, releasing a llew of the appropriate color to serve the owner of the weapon for one week. At the end of the week, the llew disappears and reappears on the temple and the magic weapon can be removed from the altar. If multiple weapons are placed on the altar, multiple llews are activated, but if more than three llews are activated the temple collapses and any magic weapons left on the altar are lost forever.

Llew, Large Monster: HD 9; AC 18; ATK 2 claw (2d4), bite (2d6); MV 40; SV 12; AL -; XP 900; SA—Breath weapon

7044. Grazing Deer | Monster

Three giant white deer graze in a forest clearing in this hex. The deer are sacred to Artemis. If they are molested, the guilty party or parties suffers a triple-strength *bestow curse* from the goddess herself. If the curse is removed before the end of one month, she sends 1d6 harpies each day to punish the formerly cursed creature and the remover of the curse.

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

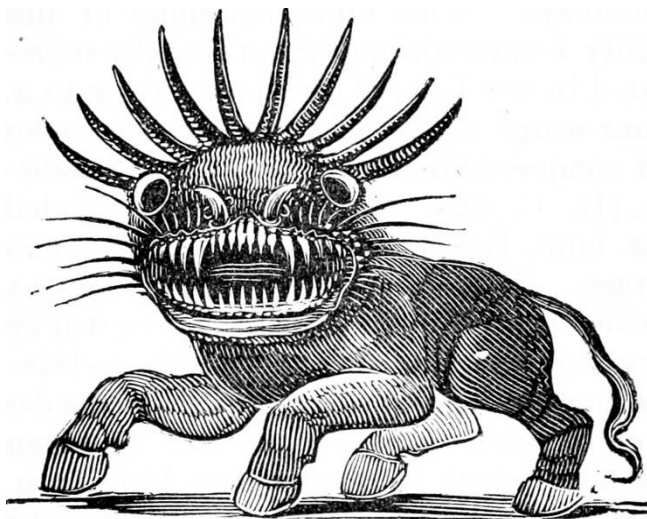
7106. Hulking Horror | Monster

The mountains here are stalked by a hulking creature with four hooved feet, a giant toothy maw and numerous horns on its head resembling a crown. It has scarlet fur that bristles along the back and becomes silvery. The monster lives in a hollow of gnarly oaks that have been marked by the frequent passage of its horned head. The creature smells of the sea.

Hulking Horror, Large Monster: HD 7; AC 15; ATK 2 kicks (1d6), bite (2d6 + swallow) and gore (1d8); MV 40; SV 13; AL N; XP 700; SA—As it fights it exudes a cloud of fog – those who breathe of it must pass a saving throw or take gaseous form for 1d6 hours

7109. Patchwork King | Wonder

A lonely peak in this hex, barely accessible, has a throne carved into its side. The throne overlooks a grim, blighted meadow of yellow grasses and gnarled trees. The meadow slopes down from the slope of the throne, ending 600 yards away in a gravelly scarp that funnels into a narrow defile, the only reliable way of entering the meadow. The presence of rounded river rocks in the defile suggests that a small river once flowed down the defile.



The throne is presently occupied by a patchwork king, a tatty little automaton composed of rags and stuffing, a wooden crown on his tilted head and a wooden staff topped by a large emerald lying across his lap. A pinch of the patchwork king's hair (yarn) is proof from *confusion* (+5 to saving throws), and the staff's gemstone, if pressed into a hollow on the back of the throne, causes said carving to disappear, releasing a flood of water from within the mountain, across the meadow and down the defile, blocking it off. The water being released, the birds and insects soon return and the grass and trees spring back to glorious life. The patchwork king, knocked from his throne and down the defile, is returned to life as the unlucky adventurer that dared fight the spirit of the mountain.

Patchwork King, Medium Aberration: HD 8; AC 20; ATK Slam (1 + transforming touch) or staff (1d6 + stun for 1 round); MV 40; SV 13; AL N; XP 800; SA—Immune (bludgeoning weapons), transforming touch (items touched must pass an item saving throw or turn into cloth stuffed with fluff for 1 minute)

7113. Old One-Eye | Wonder

An old, one-eyed cat sits on a ruined farmstead in this hex. The farm has been abandoned for several months, and is now overgrown, its livestock dead or fled into the wilderness. The people were captured by the drow and sent as slaves under the mountains. Old One-Eye knows a secret way into the drow caves that leads directly to their city, but the way leads through a flooded cavern inhabited by something terrible.

7136. Octes | Stronghold

A tree in this hex is easily twice as tall as any others, and its foliage is brighter as well. Within its canopy is the residence of the warrior-wizard Octes, who has hunkered down amid the drow invasion of his country and refused to fight or follow them. Octes is engaged in a dangerous attempt to meld his own mind with that of Ka, the primordial spirit of all life on NOD. His halls are wandered by beauteous elven mandolin players, plucking from their strings soothing music. The light in his tower is soft, the floors carpeted to banish annoying noises. Visitors are not permitted. Three young copper dragons taken into Octes service when they were wyrmlings patrol the grounds around his tree tower, tricking people away from it if they can, or killing them if they must.

Treasure: 5,800 cp, 5,200 sp, *amulet of health* (22), *staff of swarming insects*, *spell of planar binding III*

Young Copper Dragons, Medium Dragon: HD 8 (16 hp); AC 18; ATK 2 claws (1d6), bite (1d8); MV 40 (F100); SV 13; AL CG; XP 2400; SA—Immune (sleep), resistance (cold), breath weapons (80' x 40', cone of slow, 60' line of acid), magic (M)

Octes, Elf Fighter/Magic-User: LVL 12/12; HP 43; AC 11; ATK 1+ long-sword +11 (1d8+1); MV 30; SV 11; S15 I15 W11 D13 Cn9 Ch7; AL N;

XP 1200; Special—Alchemy, lore, riding, leadership, dominate, wondrous mount (dragon), spells per day (6/4/4/3/3/2), create scrolls, arcane knowledge (anti-toxin, homunculus, soda water, acid, flash powder); Gear—*Potion of acid resistance, ring of chameleon power, well of many worlds*

Spellbook: 1—Animate Rope, Daze, Energy Missile, Identify, Mage Hand, Precognition, Read Magic, Reduce Person, True Strike; 2—Blindness/Deafness, Flaming Sphere, Locate Object, Phantom Trap, Touch of Idiocy; 3—Dispel Magic, Heroism, Protection from Evil II*, Stinking Cloud; 4—Charm Monster, Hallucinatory Terrain, Phantasmal Killer, Shadow Conjunction I; 5—Dream, Passwall, Symbol of Sleep; 6—Circle of Death, Undeath to Death

7147. Cloud Ruffians | Monster

Five cloud giants dwell in a floating castle that is, at the moment, perched atop an ancient peak clad in snow. The cloud giants are hurling thunderbolts stolen from a storm giant into the valleys below, creating great destruction and potentially (25% chance) causing a forest fire. Four of the giants are young men, while the fifth is their mother, Drusila. Drusila is not of an evil nature, but she is too lenient with her sons.

Cloud Giant, Huge Giant: HD 12; AC 17; ATK Slam (1d10) or spear (3d10) or boulder (720'/4d6); MV 40; SV 11; AL NE; XP 1200; SA—Track by scent, surprised (1 in 6); SP—Fog cloud •, levitate (self + 1 ton) •••, obscuring mist •••

7150. Silver Hair | Monster

A spider idol in the back of a cave in a grey, dismal mountain holds in one of its four hands the shrunken head of a drow queen, its silver hair still long and intact. The idol is protected by a pair of ettercap guards who lurk in the shadows, and who can call on the powers of darkness to protect their charge. The queen's silver hair is preternaturally strong. It can be used to string a magic harp which, when plucked, puts drow into a deep slumber (*per sleep II*; save at -5).

Ettercap, Medium Monster: HD 5; AC 14; ATK 2 claws (1d3), bite (1d8 + Poison II); MV 30 (C30); SV 14; AL CE; XP 500; SA—Web 8/day

7204. Qish | Village

Qish (pop. 110 urban, 880 rural) is a village of farmers and miners situated on the fertile uplands near the mountains to the west. The plain is well watered from the mountains and supports fields of wheat and barley. Gold sands from the mountain streams are panned by miners from the village, though their production is scant. A large pavilion of crimson silk in the center of the village, surrounded by white spears, serves as the temple of Isallra, the dusk goddess. Her avatar, a plain woman with fair skin, long, flowing black hair and eyes of burnished bronze, dwells within on pillows of silk. Her plump body is swathed in fine silks and strings of glass beads, and she is ever attended by her priestess Gozalla, a small woman with

bright eyes and a large smile that is just crooked enough to enrapture the hearts of wise men and women.

Gozalla is an illusionist and the “avatar” is her assistant, the thief Ogirligan. The two set up shop here after they were chased out of Duulgar-Tesh by the Guild of Brewers and Bakers, whom they defrauded in a scheme to establish their cult using the guild's good name and fabulous wealth. Three locals, in green tunics and chainmail guard the tent, unaware that their goddess is a fake.

Treasure: 2,000 cp, 3,400 sp, small hyacinth, large onyx

Ogirligan, Human Thief: LVL 3; HP 13; AC 13 (leather); ATK Dagger -2 (1d4-3); MV 30; SV 15; S3 I13 W5 D15 Cn14 Ch11; 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; Gear—*Potion of reduce self, medallion of E.S.P.*

Gozalla, Human Illusionist: LVL 7; HP 17; AC 10; ATK Dagger +3 (1d4+1); MV 30; SV 12; S14 I12 W7 D11 Cn11 Ch10; AL NE; XP 700; Special—Alchemy, lore, spells per day (5/3/2/1), create scrolls, arcane knowledge (distillation, acid, adamantine); Gear—*Potion of E.S.P., dust of tracelessness*

Spellbook: 1—Audible Glamer, Color Spray, Expeditious Retreat, Hold Portal, Obscuring Mist, Phantasmal Force, Protection from Evil*, Read Magic; 2—Blur, Know Alignment, Phantasmal Force II; 3—Displacement, Sepia Snake Sigil, Spectral Force; 4—Rainbow Pattern

7215. Drow Outpost | Dungeon

This hex holds a subterranean drow outpost, the upper portion discernable as nothing more than an iron door fringed with hemlocks. A rounded piece of glass is set in the door and permits those behind it to see in a wide field of vision across the valley that leads up to the door. The outpost is guarded by 25 drow warriors under Lady Vidia.

The upper portion of the outpost is located at the surface, while the bottom portion is 200' below the surface; the outpost is something like a subterranean tower. Midway in the tower is a heavily guarded iron door that accesses a tunnel that leads to the village of Drauthe, where fungi are cultivated to feed the drow city of Kolaskia [7020]. The tunnel between them descends about 500' over the course of five miles. Normally, this would present a gentle slope, but most of the descent is via two 100' tall cliffs with narrow stairs carved into them to make them more defensible.

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •



7228. River Dock | Wonder

In elder times this hex held a summer palace of Dionysus, a fabulous construction of brightly painted and carved wood. The palace had a long dock for pleasure barges and river galleys. The drow have made it their disembarking point for slave ships, and now hold the slaves in chambers decorated for amusement – pillows, tapestries, low tables that once held sumptuous feasts and bottles of wine. The catacombs beneath the palace are thick with fungi, but also hold hundreds of barrels of the finest wine anyone would wish to taste.

At any given time there are 1d10x6 slaves held here. They are guarded by one drow warrior per six slaves as well as the garrison commander, Circe. There is a 16% chance that a black galley of the slavers with 20 sailors on board is docked.

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

7231. Liakada | Monster

Deep caverns in this hex are home to the Liakada, sometimes called the Sunshine People. The Liakada look like normal humans, save their faces shine as brightly as sunlight, drowning out their physical features. This light is blinding if people do not take care to avoid looking directly at it.

The cavernous homes of the Liakada are carpeted in malachite sands of dazzling green. The largest vault of the caverns holds a vast garden watered by spouts erupting from the ceiling. This water fills pools which then seep into the sand and down into lower portions of their kingdom where the wicked svarts dwell. The svarts hate sunshine, and thus despise the Liakada, but they are too weak to do anything about it ... for now.

The living quarters of the Liakada are caves carved as nicely and neatly as the finest palaces of humanity. A total of 300 of the creatures dwell here, 15 of them warriors.

Liakada, Medium Humanoid: HD 1; AC 10 + armor; ATK weapon; MV 30; SV 16; AL N; XP 50; SA—Face sheds *daylight* (as spell)

7237. Bitter Exile | Monster

A river like coffee in color, foaming and bubbling, crashes down a narrow gorge of chocolate stone. Rocks cleave from the cliffs above and crash into the water that rages and roars. A bridge crosses the river from one ledge to another. The ledge passes by a cave hung with a cave bear pelt. Within this cave dwells a hag who claims to have been a princess. This is true; she was a princess of Makisto [5531] who was exiled in ancient times after she attempted to murder her older sister, egged on by her twin brother, who was likewise exiled and dwells as a wild man in the mountains that loom over the river. The princess Olela became a green hag after many years of bitter solitude.

Treasure: Small hematite, small star sapphire, medium agate

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

7301. Centaur Deserters | Monster

Five centaur warriors of Hyrcania deliver news of the troubles of that empire (see NOD 34). They are headed to Duulgar-Tesh to escape the chaos and seek employment as mercenaries.

Centaur, Large Monster: HD 4; AC 16 (leather); ATK Kick (1d6), spear (1d8); MV 50; SV 15; AL N; XP 200; SA—None

7307. Hobgoblin Wolf Hunt | Monster

A hunting party of six hobgoblin warriors is wrangling dire wolves to be brought down beneath the mountains for use as mounts. They have twelve hobbounds with them to chase down the dire wolves and hold them at bay until they can be roped and broken. They are currently running through a shallow valley of swampy ground and many silvery streams, with clusters of black cypresses on the margins. They pursue a large worg, who may seek assistance from adventurers if they have a druid among them. In return for help, he can lead them to the Wolf Temple [7507], telling them of the power of the Wolf Lord and of his beneficence during the full moon.

Hobgoblin, Medium Humanoid: HD 1+1; AC 15; ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None

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

Dire Wolf, Large Animal: HD 4; AC 14; ATK Bite (1d8 + trip); MV 50; SV 15; AL N; XP 400; SA—None

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

7312. Mara | Village

The mountains in this hex hold a very valuable diamond mine owned by a clan of rugged gnomes who weave illusions to keep outsiders out. Mara is home to 350 gnomes in the town, mostly miners and tradesmen, and another 3,100 gnome hunters and gatherers supplying them with food. The gnome village is composed of dozens of burrows with circular doors, all of them either red or green in color. Male gnomes dwell behind the red doors and females behind the green, and very rarely do the two sexes mingle. They work their own mines and bake their own bread and sing their own songs, but come together at the solstices and equinoxes to worship their gods, silently, and make plans for a single night of lovemaking each year on Aphrodite's holy day to keep the population up.

Treasure: 6 small diamonds, 4 medium diamonds, 2 large diamonds; all are uncut, and thus worth 20% their potential

Gnome, Small Humanoid: HD ½; AC 10; ATK Dagger (1d4); MV 20; SV 17, 15 vs. illusions; AL NG; XP 50; SA—Gnome traits; SP—Audible glamer •, dancing lights •, prestidigitation •

7318. Drauthe | Village

Drauthe is a rural drow village of mushroom growers. The village is set in a large vault with a ceiling made mostly of obsidian. Side shafts are used to mine the obsidian to make ritual knives for the drow nobility and priesthood. In the center of the vault is a ring of tall towers in which dwell the village's 30 drow masters. Hovels amid the fields house the village's 200

slaves. A gatehouse at the entrance to the tunnel to Kolaskia [7020] and to the waterfall cavern [7619] keep the slaves from escaping; the northern tunnel from Drauthe leads to a drow outpost, and thus offers no escape to slaves.

The river that begins in [7619] runs through the vault and provides fish that are used to feed the slaves a thin broth and, more importantly, to feed the fungus.

Drauthe is governed by Lady Grymma, an elder drow who lost an eye in a duel thirty years ago. This disfigurement forced her into exile in Drauthe, and the years away from the royal court have done nothing but hone her cruelty.

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Lady Grymma, Drow Fighter/Magic-User: LVL 8/8; HP 25; AC 11; ATK 1+ longsword +7 (1d8); MV 30; SV 13; S12 I15 W15 D14 Cn9 Ch12; AL LE; XP 800; Special—Alchemy, lore, riding, leadership, dominate, wondrous mount (intelligent monster), spells per day (6/3/3/2), create scrolls, arcane knowledge (glue, algebra and geometry, flash powder); Gear—*Rod of the python*

7322. Mouth of Shadows | Monster

The Mouth of Shadows is a drow fortress that guards the approach to Kolaskia [7020]. The fortress is located at a depth of 250'. It consists of an iron portcullis blocking the tunnel from [7323]. Carved into either side of the tunnel are the towers of the drow defenders which are linked by passages that run beneath the main tunnel. The fortress is guarded by 40 drow under Lord Zen, a current favorite of Queen Jhalay. Zen is a dashing peacock, a good warrior but a terrible tactician.

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

Lord Zen, Drow Aristocrat, Medium Humanoid: HD 4; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 15; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

7323. The Arch of Snakes | Wonder

The lake that extends into this hex turns into a mire filling a defile that runs north to south in this hex. The defile is wide where it meets the lake, and grows narrower as one follows it north. It ends in a stone wall carved to look like a wooden door surrounded by serpents. Slumbering before this door is a giant fully 20' tall. The giant has dusky skin and black hair and wears a ruddy tunic and trousers.



The giant seems to sleep peacefully, and waking it is impossible. The door behind its head is found to be nothing more than a carving, but one that radiates magic. If one can induce in the giant a nightmare, the door disappears along with the giant, and the snakes come to life – hundreds of them, wriggling and darting their heads at anything that comes close. One must roll 5d6 under their dexterity score to pass the serpent unscathed, or else find a way to calm them. Those who fail suffer 1d6 points of damage and must save vs. Poison IV.

Beyond this portal there is a tunnel that leads down to the drow fortress in [7322].

7326. Drow Camp | Monster

An army of 150 drow warriors is encamped here in thick, black tents to keep out the light of day. The camp is safe to pass in the daytime, but not at night. A band of five giant spiders guards the camp during the day, but they are not inclined to challenge groups they cannot easily defeat.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d6 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Web (50', 8/day)

Drow, Medium Humanoid: HD 2; AC 16 (chain, buckler); ATK Longsword (1d8) or light crossbow (1d6 + Poison I); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light blindness; SP—Dancing lights •, darkness •, faerie fire •

7338. Mt. Evexaptos | Wonder

Evexaptos is an ill-tempered volcano whose slopes and inwards have been crisscrossed and churned by the tunnels of fire giants, purple worms and forge nymphs. Deep within his guts are walls of fire that surround a fire giant citadel. Within the citadel there is an obsidian temple with vaults of molten metal and the forges and workshops of the fire giants. Evexaptos might appear as an especially hoary fire giant with massive knuckles, a care-worn face and bushy white eyebrows. The fire giants honor him as *Pappous* (“grandfather”).

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

Evexaptos, Large Fey: HD 19; AC 17 [+1]; ATK 2 slams (2d6) or club (5d6) or boulder (6d6); MV 40; SV 7; AL N; XP 800; SA—MR 60%, Immune (surprise, while on his own mountain), rebuke earth elementals and fey as 20th level anti-cleric rebukes undead, regenerate while touching his mountain, merge with mountain (as dryad merges with tree); SP—earthquake •, enlarge, shout •••, stomp •••

7341. Kennels of Hades | Monster

Those who know Hades know him to be a dog fancier of the first rank. Besides Cerberus he has a large pack of two-headed hounds called orthuses, which, due to Persephone being allergic, are kept in a subterranean kennel in this hex. The kennel holds 24 of the monsters, who are tended by a tribe of 220 kobolds. The kobolds dare not disobey Hades, who sends a shadow demon from time to time to keep tabs on them, but they also want to get out of their work, which involved not only cleaning out the kennels and feeding the dogs, but also being eaten by them from time to time. To this end, they are always on the lookout for people they can enslave to do the work for them. The hex is filled with pits, and the entrance to the kennels has been carved into a demon face to entice adventurers into their lair.

Kobold, Tiny Humanoid: HD 1/2; AC 16 (scale, shield); ATK Axe (1d6); MV 20; SV 17; AL CE; XP 25; SA—None

Orthus, Medium Monster: HD 2+1; AC 13; ATK 2 bites (1d10 + disease + trip); MV 40; SV 16; AL N; XP 200; SA—None

7345. Peddler | Wonder

A raft is making its way down the river in this hex, perfectly still even though the river is quick and churning. The peddler on the raft is a short fellow with a silver sheen to his skin. He has nixie blood in his ancestry, which is perhaps the reason

why his raft is so still while the river churns and boils. The peddler has a single item for sale, a suit of burgundy velvet clothes, quite dashing, that acts as a suit of chainmail (AC 15), but which becomes completely invisible when the wearer grows excited, such as during the heat of battle.

Treasure: 14 sp, small sardonyx, *staff of fire* wrapped in cotton

Peddler, Small Humanoid: HD 1; AC 13; ATK Staff (1d4); MV 30 (S20); SV 16; AL N; XP 100; SA—MR 12%, +2 to reactions

7402. Rainbow Man | Wonder

A man in a white suit, indistinct and puffy, with a spherical black helm is walking through this hex towards the east. As he moves, he leaves a rainbow of after images behind him. With every fourth step he suddenly appears 20' further ahead. The man is incorporeal but not ethereal. He leaves an electric tang in the mouth and static in the hair of those who touch him or his after images, and these folk later dream of a translucent pyramid with a great purple eye in the center floating in a silver sky, sending out sweet vibrations of welcome and peace. They awake feeling their lives are futile for a few days before the revelation passes.



7434. Ysmani | Monster

A medusa called Ysmani dwells in a temple of obsidian lit by eerie green fires. Her crimson and scarlet scales are like undulating fire and her black, iron talons scratch curses into the otherwise smooth walls and floor. Thousands of vipers writhe around her on her throne of petrified warriors, and over the skulls and bones that litter the floor. If attacked, she will spend a round petrifying any spellcasters she can, and then slide down into a pit that opens into catacombs where one can find her harem of medusars, the rare males of the medusa species.

Treasure: 2,500 sp, small agate, small citrine, large garnet, large serpentine

Medusa, Medium Monster: HD 4; AC 12; ATK Snakes (1d4 + Poison IV) or short sword (1d6); MV 30; SV 15; AL CE; XP 2000; SA—Petrify

Medusar, Medium Monster: HD 2+1; AC 14; ATK Slams (1d6); MV 30; SV 16; AL NE; XP 200; SA—Immune to petrification

7443. Land of Darkness | Wonder

This hex is a supernatural Land of Darkness, where the only light in the hex emanates from beneath the earth, shining from caves and hollows. It is a soft, eerie sort of light, about the equivalent of twilight. A tribe of shadow elves – drow who were cursed by Lothe – dwell in this hex in the twilight tunnels, unable to withstand light or darkness. They are small for elves, about 4' tall, with grey skin, white hair and black eyes.

The shadow elves would love to avenge themselves on their kin, and claim they know the location of a magic helm that might help them achieve it. Atop a tall mountain protected by earth spirits [7744] there is a silver helm in the Corinthian style set with a large gray gemstone in the forehead. The gemstone creates an area of twilight within one mile of itself when activated by tasting blood. With this power, the shadow elves, who have 300 warriors among them, would be willing to march north and fight the drow.

Shadow Elf, Medium Humanoid: HD 1+1; AC 13; ATK Longsword (1d8); MV 30; SV 16; AL NE; XP 200; SA—MR 50%, see in darkness

7501. Caravan Attack | Monster

A caravan going from Zaranka [NOD 34, 6444] to Duulgar-Tesh (located to the east of this issue's map) is under attack by 30 bandits of the prophet Mabuda-kozlari [7504]. The caravan has circled its six wagons, and its twelve surviving men-at-arms are defending the merchants using crossbows. The thirty bandits are mounted on light warhorses, riding around the camp and firing arrows from composite bows at the wagons.

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

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

7504. Mad Prophet | Stronghold

A lonely caravanserai in this hex has been seized by a mad prophet from the vast desert known as the Cradle of the Sun (located to the east). The prophet is called Mabuda-kozlari, or “Eye of the Goddess”, and he leads 120 worshipers and 150 zealous warriors with whom he means to start a new kingdom betwixt Duulgar-Tesh and Hyrcania.

Mabuda-kozlari’s goddess has no name, but is referred to as *Binafsha O’lim*, or “Purple Death”. She is depicted in art as a large purple eye within a triangle emitting thirteen rays. The purple eye symbol has been painted all over the exterior walls of the caravanserai, and a temple has been constructed within the courtyard around the central well.

Mabuda-kozlari is a giant of a man, fully 8’ tall, with copper-colored skin and golden eyes. He dresses in white robes and a tall white turban affixed with an amethyst. Under his command are his lieutenant Qul and five acolytes.

The prophet is irrational and narcissistic, and these qualities have started to rankle the more lawful sensitivities of Qul. The prophet had the original owner of the caravanserai sacrificed in the well, which was bad enough, but then killed his family, including his children. He has now started denouncing some of his followers as heretics and blasphemers, and they will soon be thrown into the well. The corpses in the well have fouled the water supply of the caravanserai, and a smart fellow like Qul knows this entire enterprise is destined to fail.

Treasure: 8,000 cp, 1,700 sp, small sardonyx, medium topaz

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Acolyte, Human Cleric: LVL 1; HP 6; 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.

Qul, Human Fighter: LVL 3; HP 18; AC 17 (chainmail, shield); ATK Longsword +3 (1d8); MV 30; SV 16; S10 I12 W11 D10 Cn13 Ch14; AL LN; XP 300; Special—Riding, leadership, dominate, wondrous mount (animal or giant vermin); Gear—None

Mabuda-kozlari, Human Cleric: LVL 10; HP 53; AC 19 (+1 breastplate, shield); ATK +3 footman’s mace +9 (1d6+3); MV 30; SV 12; S9 I10 W15 (24) D13 Cn15 Ch16; AL CN/E; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/5/4/4/3); Gear—*Periapt of wisdom*

7507. Wolf Temple | Monster

The valleys of this hex lead to a wooded plateau where is situated a natural rock formation that resembles a howling wolf.

This place is sacred to the wolves of the region, who gather here on full moons to howl their praises to their deity. Encounters with packs of 3d4 wolves occur in this hex on a roll of 1-4 on 1d6, and at full moons one finds upwards of 120 wolves, 60 dire wolves and 30 worgs baying around the rock formation.

During these moon gatherings, the *Wolf King* appears enthroned on the rock formation, selecting especially fine specimens of wolf with which to breed. Visitors can approach King Wolf safely if they affix a spike of lupine flowers (they grow liberally in the lower valleys of the hex) to their clothes and keep their weapons sheathed. If these adventurers can beat King Wolf at a contest (hunting down the largest deer) he provides them with a wolf-shaped charm that grants the wearer the ability to track by scent (75% success).

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

Wolf King, Demigod: HD 12 (96 hp); AC 25; ATK Bite (5d6 + trip) or flurry of blows (5d6 + trip); MV 40; SV 2; AL N; XP 6000; SA—MR 90%, control canines, summon 24 HD of canines; SP—astral projection •, detect evil/good, dimension door •••, ethereal jaunt •••, haste •••, invisibility II, telepathy, teleport without error •

7514. Mt. Eugenia | Wonder

Eugenia is the gentlest of the mountain spirits, a high mountain with gentle slopes marked by orchards of wild fruit trees and many hidden meadows. Herds of white sheep tended by nymphs and satyrs feed on these meadows, and caves thereon lead into deep, gem-encrusted shrines to the gentle gods and goddesses of Greek mythology. Eugenia might appear as a robust, elderly woman in a broad red cap and swathed in a woolen shawl decorated with birds and mountains. She has a crooked back and supports herself with a staff.

Eugenia, Medium Fey: HD 19; AC 17 [+1]; ATK 2 slams (2d6) or staff (5d6) or boulder (6d6); MV 40; SV 7; AL N; XP 800; SA—MR 60%, Immune (surprise, while on his own mountain), rebuke earth elementals and fey as 20th level anti-cleric rebukes undead, regenerate while touching his mountain, merge with mountain (as dryad merges with tree); SP—earthquake •, enlarge, shout •••, stomp •••

7528. The Frozen King | Wonder

Sparkling high in a snowy mountain there is a mirror of ice with a hoary king frozen inside it. When people look into the ice, they see reflections of themselves in some unguessed future, older, and either powerful and wealthy or broken and near death. As people they stare into the ice, giant furry spiders slink down behind them, preparing to feast. The frozen king is a mere illusion (non-magical) – just an ancient statue placed behind the ice wall by the spiders.

Giant Spider, Medium Vermin: HD 6; AC 16; ATK Bite (2d6 + Poison II); MV 40 (C30); SV 14; AL N; XP 600; SA—Web (50’, 8/day)

7538. Star Priests | Stronghold

Priestesses in yellow robes with wide, white collars like radar dishes dwell in a tall tower observatory under the rule of Mother Diana, a priestess of the Hyades, the star nymphs who tutored Dionysius and the daughters of Atlas. Under Mother Diana are her sub-priestess Alces, five acolytes, 80 peasants who tend flocks of goats and fields of rye and 180 warriors in cloaks of azure.

Diana is a scholarly woman, an astronomer and astrologer, with a mousy appearance and pale green eyes. Her stronghold is composed of reddish stone, quite striking juxtaposed against the clouds and snow. She has a perverse obsession with pinpointing the moment of her death and avoiding it at all costs, and this has driven her nearly to madness. Her followers have seen her reason become more tenuous over the years, and they fear that she shall soon snap.

Treasure: 9,700 sp, small malachite, small opal

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Acolyte, Human Druid: LVL 1; HP 6; AC 13 (leather, buckler); ATK club +0 (1d4); MV 30; SV 16; AL LG; XP 100; Special—Healing, lore, spells per day (2); Gear—None.

Alces, Human Druid: LVL 3; HP 9; AC 15 (leather, shield); ATK Club +0 (1d4-1); MV 30; SV 15; S7 I9 W18 D13 Cn10 Ch16; AL N; XP 300; Special—Healing, lore, free movement, identify nature, leaves no trail, spells per day (4/2); Gear—None

Diana, Human Druid: LVL 11; HP 26; AC 16 (leather, +3 shield); ATK Club +7 (1d4); MV 30; SV 11; S10 I17 W15 D6 Cn7 Ch16; AL N; XP 1100; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (7/4/4/3/2/1); Gear—*Potion of purify food & drink*

7541. Owl of Nibiru | Wonder

The tallest mountain in this hex can be seen, by those keen of eye that happen to be looking on a perfectly dark night, a flickering grey aura around the peak. The aura comes from the gemstone eyes of a titanic black owl that roosts atop the mountain. The owl is something sacred and terrible. It is protected by seven warriors in owl-feathered cloaks equipped with serrated daggers and man-catchers; they patrol the peak looking for victims to capture and sacrifice to the owl. Those who are swallowed by the beast are transported via a grey energy beam it emits from its eyes to the gladiator pits of the rogue planetoid called Nibiru that lurks on the Astral Plane.

Owl Warrior, Medium Humanoid: HD 4; AC 13; ATK Dagger (1d4+2) or man-catcher (grapple); MV 30; SV 15; AL N; XP 400; SA—None

7550. Yrthak Nest | Monster

Two yrthaks are nesting in this hex, the female roosting on a clutch of three eggs. The eggs are perfectly round and look to be composed of red marble. Encounters with the male occur on a roll of 1-3 on 1d6 in this hex, and he is very aggressive in defending his territory and nest.

Yrthak, Huge Monster: HD 12; AC 8; ATK 2 claws (1d6), bite (2d8) or sonic lance (6d6); MV 20 (F60); SV 11; AL N; XP 1200; SA—Blindsight 120', immune (gaze attacks, illusions), vulnerable (sonic)

7611. Torold Nine-Toes | Stronghold

The great danger to the caravans that travel from Duulgar-Tesh to the Golden Sea are the bandits and nomads of the steppe. The eldest and wisest of the merchants of the Paktun people are aware of a secret way through the mountains, a string of mountain passes, defiles and tunnels that pass through this hex before emerging in [7313].

This hex holds a subterranean stronghold of dwarves who levy a heavy tribute to those who seek the secret way. They are commanded by Torold Nine-Toes, a young, ambitious warrior that discovered the secret way while working as a blacksmith in Duulgar-Tesh. He gathered a band of dwarf mercenaries and entered the tunnels, which had been blocked for many years by the drow in possession of this stronghold, and managed to defeat them in a pitched battle. His cloak is now embroidered in runes using the silver hair of the drow he killed.

After establishing himself, he lured an additional 60 dwarves to his service with promises of easy living underground, and a potential wealth of minerals that has not materialized.

Three years after the conquest, Torold is now plagued with poltergeists – the remnants of the drow who were killed and used to decorate his royal cloak. Several of his followers, discouraged by the lack of wealth and bored by the lack of activity, have moved on. Torold is becoming more manic by the day.

Treasure: 3,900 cp, 2,500 gp, small beryl, small opal

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

Torold, Dwarf Fighter: LVL 8; HP 47; AC 19 (plate armor, shield); ATK 1+ battleaxe +8 (1d8+1); MV 30; SV 13; S14 I15 W11 D8 Cn17 Ch9; AL LG; XP 800; Special—Dwarf traits, riding, leadership, dominate, wondrous mount (intelligent monster); Gear—*Rod of cancellation*

7619. Waterfall Cave | Wonder

Water seeps into this cavern from the surface, passing through numerous tunnels and waterfalls before plunging down a 100' tall waterfall into a subterranean lake. The lake is stocked with

fish from the surface. The fish feed a colony of giant bats. One can escape to the surface from this hex, but the climb is very dangerous (climb rolls at -5 penalty).

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

7632. Butchers | Monster

Seven cavemen are butchering a pteranodon that fell into their clutches. The creature was injured in battle with another of its kind; the cavemen were just lucky enough to come upon it in a vulnerable position and kill it. They will share their meat, roasting it over an open fire, in exchange for manufactured goods and perhaps a good story or two.

Caveman, Medium Humanoid: HD 2; AC 12; ATK Club (1d4) or knife (1d3); MV 30; SV 16; AL N; XP 100; SA—None

7635. Cloud-Walkers | Wonder

There is located here a valley of dazzlingly colored mists and oddly shaped hills, mounting one on another until they become mountains. In these mountains dwell the cloud walkers, who look something like portly men and women with bulging cheeks and narrow eyes – though whether they are narrow with delight or judgment is always hard to tell – in billowing gowns from which pour these mists. They float over the landscape and sometimes through it, speaking with their minds, altering the landscape as they go, and showing terrible fascination with the small, material folk who sometimes visit.

These honored guests are whisked up on whirlwinds into the arms where they are cuddled like valued pets, and then carried into the higher peaks, to a palace-city like an anvil-topped cumulonimbus. They are placed on cushions that scarce seem solid enough to hold them and served sparkling ambrosia and nectar (acts as potion of extra healing). These salons are visited by the goodly sort of cloud giants (rather short compared to the cloud walkers) and mist dragons and sylphs; they chat about the sky and clouds as though discussing art and sometimes philosophize or gossip about the doings of air and sky deities (in hushed tones, of course). The adventurers are plied with questions about life down below, and their answers elicit laughter or wonder, and sometimes deep, abiding sympathy.

After a time (hours, days?), they are carried down below on a friendly wind (*per gust of wind*) and delivered wherever the adventurers might like to go within about 100 miles (about as far as Makisto to the west or Kyros* to the east).

* A city-state in the desert called the *Cradle of the Sun*, to be detailed in a later issue of this magazine (God willing)

7647. Hera's Horsies | Monster

On a mountain pasture graze a herd of seven pegasi, the property of Hera (Juno), whose statue in white marble with large sapphire eyes graces the pasture. The animals can only be touched with Hera's permission, and one need not work hard to imagine the terrible punishment awaiting those who tamper with the Great Goddess' property.

Pegasus, Large Monster: HD 2+2; AC 14; ATK 2 kicks (1d6), bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; SP—*Detect good, detect evil*

7706. Great Golden God | Monster

In a gorge that cuts deeply into the steppe in this hex one can find fresh springs of water, delightful growths of blueberry bushes and steppe lilies, and a host of worshipers praying to the Great Golden God. The Great Golden God appears as a large disc of gold embossed with the face of a horned man with a large and terrifying smile. The disc is attended by the prophet Xiz, a former moneylender of Duulgar-Tesh who became a street prophet after his business failed and one of his arms was rendered lifeless by thugs. He now preaches that gold is the property of all, and as such must be liberated from the grasp of the wealthy. He has attracted a crowd of 170 followers, most of them peasants and laborers of Duulgar-Tesh to his "sactuary", and when he gathers more plans to march them against Duulgar-Tesh as an army.

7710. Slave Hideout | Wonder

A carved human head with a waterfall for a beard can be found on the greatest peak in this hex. The sound of the waterfall drowns out the laughter coming from behind it, for there is to be found a camp full of laughing people. The people are slaves, guided here by the elf druid Aelin and stashed away from the prying eyes and cruel whips of the drow. The druid keeps them supplied by wine, and brings 1d6 new escaped slaves to the camp each month. There are now 56 people here, men, women and children. They are well armed and armored, as Aelin plans to use them to liberate even more slaves once their numbers are great enough.

Treasure: 4,700 sp

Man-at-Arms, Medium Humanoid: HD 1; AC 12 (leather); ATK Spear (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Aelin, Elf Druid: LVL 7; HP 22; AC 17 (leather, +3 shield); ATK +2 quarterstaff +6 (1d6+2); MV 30; SV 13; S9 I10 W15 D15 Cn12 Ch16; AL N; XP 700; Special—Elf traits, healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/1); Gear—*Oil of etherealness, ring of mind shielding*

7716. Queen Amara | Wonder

A storm giant cloud herder has taken up residence in a high valley kept watered by an eternal shroud of mist and supporting a rainbow of lichens. Above the mists is a thick mass of thunderheads, kept here by the storm giantess Amara's magic. Queen Amara is the estranged wife of King Andos of the Golden Sea [0527]. She releases her herd of clouds only to bring terrible storms to the surrounding country, mostly in a bid to guilt her husband into an apology.

Treasure: 5,800 sp, 7,000 gp, *staff of frost*, *rod of flame extinguishing*, *potion of darkvision*

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

7724. Pygmaios | Monster

DEMOGRAPHICS

Urban Population 19,990

Rural Population 179,110

Race Pygmai (100%)

Religion Hephaistos, god of smiths (N)

Alignment Lawful

The Pygmai, 2-foot tall humans, dwell in a hidden city-state in this hex. They patrol the hex on giant dragonflies, dropping sacks of fairy dust (treat as *faerie fire* spell) on intruders. The walls of their kingdom are 10' thick and 50' high, though the ground within those walls is only 5' below the top of the walls. This land is crisscrossed by their manicured fields, villages, tiny woodlands, miniature stags and boars and domestic animals and a tiny castle from which Queen Gerana commands the nation. A wonderful city surrounds this castle, composed of cylindrical stone houses 2 to 4 stories tall painted merry colors. A large lake surrounds the castle.

It is always spring in the land of the Pygmai. The fields are rich and fecund and the people here live well. They are not welcoming to outsiders, though rich gifts and eloquent speeches may open their hearts to visitors.

The Pygmai exist in a near constant war with herons that migrate here from Nabu each year. When the herons arrive, Pygmai warriors sally forth in their best armor, hummingbird plumes on their heads, mounted on tiny rams as well as their dragonflies to fight the intruders. Pygmai has 740 warriors.

Pygmai live only 7 to 8 years. They begin having children at age 2 and usually retire to dainty cottages by age 5. Elders of the Pygmai are workers in gold, silver, cotton and silk. Their city-state is ruled directly by the ten smiths and magicians

elected by the people each year. They are called the Dactyls, and they rule on behalf of Queen Gerana.

Pygmai, Tiny Humanoid: HD 1/2; AC 13 (leather, buckler); ATK Spear (1d4); MV 10; SV 17; AL N; XP 25; SA—None

7730. The Maiden | Stronghold

The dark green caps on the pine trees of this valley mirror the black conical towers on the castle they obscure, the dry crunch of needles underfoot punctuating the terrible stillness surrounding the grim edifice. Within the walls of the castle nothing moves but shadows cast on the walls from unseen things. The great portcullis is open, and looks well-oiled and maintained. The flagstones are swept, a pile of dried leaves has been left in the middle of the courtyard, and only once inside does one note the enticing smell of baking bread. Calls inside the donjon are met only with echoes and then silence. The shadows loom larger here. A single candle burns near a throne in the great hall. The throne is a wooden chair made dark with soot, with a lovely velvet cushion and gold filigree to lend it respectability.

The smell of baking bread originates from down a winding stair lit by a single torch. The stairs end in a closed door with a small barred window from which light escapes like a frantic sparrow, sending the shadows on the walls into a frenzy of movement. Beyond the door, one can spy a woman, pretty and petite, sitting on a stool near a hearth, watching over bread baking on a tray. Her eyes are drawn to the fire, her hands are in her lap, one fingernail tapping another to pass the time, her embroidered gown finer than a servant's should be. This is Anna, the mistress of the castle, a remnant of happier times. She is lonely, but may not leave, for her master forbids it. He lurks in the woods, supplying her with necessities in return for her giving him and his castle a semblance of life.

The Master (Vampire), Medium Undead: HD 8; AC 18 [+1]; ATK Slam (1d10 + 2 levels energy drain); MV 30 (F40); SV 13; AL CE; XP 2400; SA—Regenerate (holy), resist (cold, electricity), vampire traits

7744. Helm of Twilight | Monster

A sisterhood of seven oreads dwells atop a mountain and guard the *Helm of Twilight*, stolen from the shadow elves [7443] long ago. The helm is kept in a small temple that grew from the stone at the coaxing of the oreads. The temple is surrounded by a garden of junipers, with a hot spring by which the oreads lounge. If attacked, the oreads can call on a huge earth elemental to defend them; otherwise, one must perform a quest of the TK's design to win the helm from the nymphs.

Oread, Medium Fey: HD 6; AC 18; ATK Dagger (1d4); MV 30 (S20); SV 14; AL NG; XP 1800; SA—Magic use (D4), resistance (acid); SP—dimension door •

A FESTIVAL OF FIENDS

Asrai

Type: Fey
 Size: Small
 Hit Dice: 1 [Silver]
 Armor Class: 13
 Attack: Touch (1d6 cold)
 Move: 20' (Swim 60')
 Save: 16
 Intelligence: Average
 Alignment: Neutral (CN)
 No. Appearing: 1d6
 XP/CL: 100/2



SD—Resistance (cold), vulnerable (fire)

Asrai are fairies composed of water. They dwell in lakes and the sea. Asrai stand 2' to 4' tall, are lithe and lively, and have sea green hair and webbed feet. When exposed to sunlight, an asrai suffers 1d6 points of damage per round. Asrai only come to the surface on moonlit nights.

Capricorn

Type: Outsider
 Size: Large
 Hit Dice: 12
 Armor Class: 18 [+2]
 Attack: 2 hooves (1d6) and horns (2d6)
 Movement: 20' (Swim 120')
 Save: 11; MR 55%
 Intelligence: High
 Alignment: Lawful (CG)
 No. Appearing: 1d3
 XP/CL: 3600/14

SA—Telepathy (120')

SD—Surprised (1 in 6)



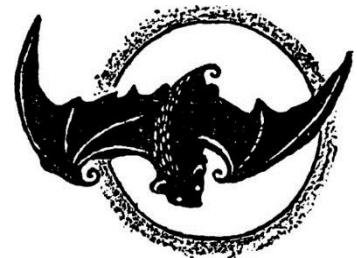
SP—Clairsentience, detect magic •••, ego whip •, intellect fortress •, invisibility •, know alignment ••, mental barrier •, mind blank •, mind thrust •, precognition •, psionic blast •, psychic crush •, thought shield •

Capricorns are mystical creatures of the Astral Plane that sometimes appear on the Elemental Water Plane or in the oceans of the Material Plane. They serve the celestial powers, working as messengers and factotums. They are implacable enemies of evil, countering such threats as the kith-yin on the Astral Plane and sahuagin on the Material Plane. They are of a joyful character, even in battle. Once they set their minds to a task, there is no stopping them.

Capricorns can charge into combat, striking for +2d6 damage with its horns, but forgoing hoof attacks. They usually focus on using their magical abilities in combat, rather than entering into something as messy as melee.

Death Bat

Type: Monster
 Size: Medium
 Hit Dice: 6+3
 Armor Class: 16
 Attack: Bite (1d6) and tail (1d4)
 Move: 20' (Fly 40')
 Save: 14
 Intelligence: Low
 Alignment: Chaotic (NE)
 No. Appearing: 1d8
 XP/CL: 600/7



Death bats are large bats that dwell in the underworld. They are repulsed by light spells, but otherwise fearless. A death bat can shriek in combat, forcing all within 100' to pass a saving throw or be incapable of concentrating enough to cast spells or attack without a -1 penalty for 1d6 rounds.

Erotes (Elohim)

Type: Outsider
Size: Medium
Hit Dice: 7
Armor Class: 21 [+1]
Attack: +1 *longbow* (100'/1d8 + charm) or *longsword* (1d8)
Movement: 30' (Fly 50')
Save: 13; MR 30%
Intelligence: High
Alignment: Lawful (CG)
No. Appearing: 1d4
XP/CL: 2100/9

SA—Summon 1d4 bralani (50% chance)

SD—Immunity (electricity, poison)

SP—Charm person, phantasmal force II, smite, teleport without error (self + 50 lb.), true seeing

Erotes appear as beautiful, naked youths with the white wings of doves, and armed with longswords and longbows. They have hair of golden curls, and always carry a bemused look on their pretty faces. Although they are primarily the servants of Eros, the erotes count as elohim, and thus may serve any deity of the chaotic good alignment. The arrows of an erotes can have the effect of a *charm monster* spell instead of doing damage, at the discretion of the erotes.

Frayboggard

Type: Construct
Size: Medium
Hit Dice: 5 (20 hp)
Armor Class: 14
Attack: Touch (1d6 + fear)
Movement: 20'
Save: 14
Intelligence: Non-
Alignment: Chaotic (CE)
No. Appearing: 1d6
XP/CL: 500/6



A frayboggard is an enchanted scarecrow created by witches, warlocks and druids. Their appearance causes a person to freeze with fear (save vs. *hold person*) and their touch causes fear as well as negative energy damage.

A frayboggard's body is stuffed with straw that was cut fresh with a silver sickle and then dried over a censor of expensive incense (10 gp). A magic-user or druid must be 8th level to craft a frayboggard and must possess a special manual. The total cost of construction is 100 gp.

Ichthyocentaur

Type: Monster
Size: Large
Hit Dice: 4
Armor Class: 15
Attack: Kick (1d6), tail (1d8) and by weapon
Movement: 20' (Swim 80')
Save: 15
Intelligence: Average
Alignment: Neutral (N)
No. Appearing: 1d10
XP/CL: 400/5

An ichthyocentaur looks like a normal centaur with the rear half of the horse's body replaced by the tail of a fish. Some (5%) have lobster-like claws growing from their heads. They are as lusty and warlike as their terrestrial kin, and might be found in the company of tritons and mermaids.



Kilmoulis

Type: Fey
Size: Tiny
Hit Dice: 0 (1d4 hp)
Armor Class: 14
Attack: Slap (1d2)
Movement: 40'
Save: 17; MR 20%
Intelligence: Average
Alignment: Lawful (CG)
No. Appearing: 1d3
XP/CL: 50/1



SA—*Surprise* (3 in 6), *telepathy** (120')

The kilmoulis is kin to brownies. They dwell around elves, humans and gnomes, doing chores and such in exchange for their keep, but also playing pranks and tricks. The creatures have no mouths, and thus cannot speak. They eat by inhaling wondrous odors through their nostrils, and communicate with one another using telepathy. With other creatures, they must communicate using hand signals.

Mandragon

Type: Monster
Size: Large
Hit Dice: 7
Armor Class: 17
Attack: 2 claws (1d6),
bite (1d8 + swallow)
Movement: 30'
Save: 13
Intelligence: Average
Alignment: Chaotic (NE)
No. Appearing: 1d4
XP/CL: 700/8



SA—*Surprise* (1-3 on 1d6 in woodlands)

SD—*Immunity* (sleep), *resistance* (acid)

Mandrags are strange crossbreeds of manticores and green dragons. They have dragon-like bodies covered with brilliant green scales and large heads that look vaguely human, with leering white eyes and gaping maws.

Creatures caught in the gaze of the mandragon must roll 1d20 under their Wisdom score or be frozen in place, unable to move until the eye contact is broken.

Once per day a mandragon can rear up and writhe in a weird hypnotic dance. Those witnessing this odd display must pass a saving throw or begin dancing, per the spell *irresistible dance*.

Necrodopteran

Type: Monster
Size: Medium
Hit Dice: 5+1
Armor Class: 19
Attack: 2 claws (1d4),
bite (1d6)
Movement: 20' (Fly 40')
Save: 14
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 1
XP/CL: 500/6



A necrodopteran looks like a giant butterfly in morbid colors of vivid purple, blood red and a black so dark as to draw one's very soul from his body. The monster has an unmistakable ivory skull on one wing, a brand of death.

The fluttering of the monster's wings dazzles and stuns those who fight it. Combatants within 30' must pass a save when combat begins or suffer a -2 penalty to attack and AC.

The silvery dust shed by the necrodopteran's wings fills an area 15' in radius around it. Creatures in this zone suffer one point of strength damage per round. This dust, if swept up and collected, is worth 20 gp to magic-users and sages.

Orthus

Type: Monster
Size: Medium
Hit Dice: 2+1
Armor Class: 13
Attack: 2 bites (1d10)
Movement: 40'
Save: 16
Intelligence: Animal
Alignment: Neutral (N)
No. Appearing: 3d6
XP/CL: 200/3

An orthus is a two-headed dog that dwells in bleak wastelands or in the underworld. Orthuses stand 4' tall at shoulder and they have charcoal grey fur. They hunt in packs at night, and are capable of delivering a disease-ridden bite. Victims that suffer damage from both of the monster's bites must pass a saving throw or be knocked off their feet.

Phantasm

Type: Undead (Incorporeal)
Size: Medium
Hit Dice: 8
Armor Class: 20
Attack: Touch (see below)
Movement: 80'
Save: 13
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 4,000/11



Phantasms are incorporeal undead that look like grim reapers. Being entirely insubstantial, they can appear from floors, ceilings or walls, always reaching out a bony hand towards their victim, threatening to choke them.

If a phantasm makes a successful attack, their ethereal hands grasp their victim's throat and they feel the sensation of choking. The victim must roll 1d20 under their wisdom score to realize they are in no real danger from the attack (with bonuses to save vs. illusion subtracted from the roll). If this suc-

ceeds, the victim is merely frightened (per the condition). If the roll fails, the victim must pass a saving throw vs. death or die instantly from shock.

Putti (Elohim)

Type: Outsider
Size: Small
Hit Dice: 3
Armor Class: 20 [Silver]
Attack: +1 short bow (80'/1d6 + charm) or dagger (1d4)
Movement: 20' (Fly 50')
Save: 15
Intelligence: Average
Alignment: Lawful (CG)
No. Appearing: 1d10
XP/CL: 900/5

SA—*Shapechange* (dove, giant butterfly, rabbit)

SD—*Immune* (electricity, poison)

SP—*Commune with Eros* (1/week), *detect evil*, *detect magic*, *invisibility* (self), *suggestion* •

Putti are lesser elohim that appear as chubby babies with rosy skin, golden curls and angel wings. They wield short bows and daggers, and generally act as support for the erotes when they perform errands for Eros in the mortal world. The arrows of a putti can have the effect of a *charm person* spell instead of doing damage, at the discretion of the putti.

Spook

Type: Undead
Size: Medium
Hit Dice: 3
Armor Class: 17 [Silver]
Attack: Strike (1d4 + constrict)
Movement: Fly 20'
Save: 15
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 300/4

Spooks are undead that appear in the form of the classic “sheet ghost”. They are, in fact, sheets possessed by undead spirits. They move by flying and levitating, and can wrap people up within themselves on a successful attack, suffocating them. Attacks against a spook while it is wrapped around a victim deal half of their damage against the victim. Victims killed by suffocation rise as zombies one round later.

Wekufe

Type: Outsider
Size: Medium
Hit Dice: 2
Armor Class: 17
Attack: Touch (1d6 + disease)
Move: 20'
Save: 16
Intelligence: Low
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 200/3



SD—*Immune* (mind effects)

SP—*ethereal jaunt*, *polymorph self* •••

Wekufe are shape-shifting monsters that normally appear as robed skeletons. The monster’s touch spreads disease (saving throw to negate). Although they appear to be undead, wekufe are outsiders of the negative energy plane.

Whisp

Type: Monster
Size: Medium
Hit Dice: 2
Armor Class: 13
Attack: By weapon
Movement: 30'
Save: 16
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d8
XP/CL: 200/3



SA—*Surprise* (1-5 on 1d6)

Whisps are humanoids that can blend almost perfectly with any background, making them functionally invisible. They make almost no noise, including when they are moving (i.e. move silently 1-5 on 1d6), and they can backstab (as a thief) for +2d6 points of damage. Task checks made to detect them are made at a -5 penalty.

MYSTERY MEN!

A FAMILY OF TERROR

Illustrations by Darrel Miller

In 1941, the minds of Richard Hughes and Dan Gabrielson conceived a comic book hero called the Black Terror. A mild-mannered pharmacist, the Black Terror got his powers from a laboratory accident and then happily costumed up and struck out to fight crime and villainy. Over the years, the Black Terror earned some friends and enemies, forming a family and rogue's gallery with as much potential as that bat guy's.

Black Terror

Exciting Comics #9 (1941)

Created by Richard Hughes and Dan Gabrielson

Name: Bob Benton

Job: Pharmacist

Type: Superhero

Level: 10

Hit Points: 55

Armor Class: 12

Speed: 4

Attack: +8

XP: 15,000

Strength: 14 (+4/2 tons)

Intelligence: 5 (+1)

Wisdom: 4 (+1)

Dexterity: 4 (+1)

Constitution: 9 (+2)

Charisma: 3

POW—Invulnerability (+1), Super Constitution (+6), Super Speed (4), Super Strength (+12)

EQ—Ring (tiny hidden knife)

When an accident in his pharmacy gave mild-mannered Bob Benton super powers, he did not hesitate to don a wild costume and become the nemesis of crime, the Black Terror.

Bob maintains his normal identity as the owner of a pharmacy in a poor area of his home city. His friend and partner is Tim



Roland, his pharmacy assistant who took a dose of the “formic ethers” that have Bob his super powers. His friend Jean Starr, secretary to the mayor, considers Bob a milquetoast, and wishes he was more like the Black Terror.

Kid Terror

Exciting Comics #9 (1941)

Created by Richard Hughes and Dan Gabrielson

Name: Tim Roland

Job: Sidekick

Type: Sidekick

Level: 5

Hit Points: 18

Armor Class: 12

Attack: +4

Speed: 3

XP: 5,000

Strength: 8 (+2/700 lb)

Intelligence: 4 (+1)

Wisdom: 3

Dexterity: 4 (+1)

Constitution: 3

Charisma: 3

POW—Invulnerability (+1), Super Strength (+6)

EQ—Sneezing powder, magnesium flares

Tim Roland was a normal kid that Bob Benton rescued from a couple of thugs. Hired as Bob's assistant, Tim accidentally added formic ethers to a tonic Bob was working on, leading to the creation of Bob's super formula. He later gained powers of his own from the super formula.



Red Ann

Black Terror #24 (1948)

Created by Jerry Robinson and Mort Meskin

Name: Ann

Job: Avenger

Type: Metahero

Level: 10

Hit Points: 35

Armor Class: 13

Attack: +8

Speed: 3

XP: 15,000

Strength: 2 (+0/100 lb)



Intelligence: 4 (+1)
Wisdom: 4 (+1)
Dexterity: 11 (+3)
Constitution: 3
Charisma: 4 (+1)

POW—Super Dexterity (+6), Weapon Master-Pistol (+1 to attack, +1d6 damage)

EQ—Pistol

After her new husband is murdered by a gangster called The Voice, Ann swears that she will track him down and kill him. First, she trained to become a crack shot with a pistol. After completing her training, she set out to find the Voice, eventually gaining the assistance of the Terror Twins. When the group finally captured the Voice, Ann could not go through with killing him, and decided to retire as a crime fighter. Of course, there is no reason you cannot bring her out of retirement and back in the crime fighting game in your campaign.

Doctor Ghoul

Black Terror #12 (1945)

Created by Richard Hughes

Name: Unknown
Job: Mad Scientist

Type: Supervillain
Level: 3
Hit Points: 11
Armor Class: 10
Attack: +3
Speed: 3
XP: 2,500

Strength: 2 (+0/100 lb)
Intelligence: 12 (+3)
Wisdom: 3
Dexterity: 2
Constitution: 3
Charisma: 1



POW—Super Science 8, Super Intelligence (+6)

EQ—Zombies (4), henchmen (2), pistol

From his hideout in a butte in Wyoming, Dr. Ghoul invented a machine that turned people into zombie-like ghouls under his control. With these zombies, he planned to take over the world, starting, one would assume, with Wyoming. Unfortunately for him, he tangled with Bob Benton's uncle, a rancher, and was ultimately foiled by the Terror Twins.

Dr. Ghoul might still lurk somewhere in the world, his machine recreated and a new zombie army at his command. While his ultimate goal is power, he needs money to make it happen.

Ghoul School

Dr. Ghoul has invented a serum that can create zombies without the need for his old machine. He has already created a few zombies in his hideout in an abandoned subway station and used them to stage several daring robberies. The robberies have paid for the mass production of his serum. He plans to replace the serum used for school inoculations with his serum, thus turning the city's children into a zombie army with which he can seize control.

Lady Serpent

Black Terror #23 (1948)

Created by Jerry Robinson, Mort Meskin

Name: Unknown
Job: Criminal

Type: Supervillain
Level: 13
Hit Points: 59
Armor Class: 11
Attack: +10
Speed: 3
XP: 27,500

Strength: 3 (+0/100 lb)
Intelligence: 4 (+1)
Wisdom: 4 (+1)
Dexterity: 5 (+1)
Constitution: 3
Charisma: 5 (+1)



POW—Control Animal (reptiles), Hypnotize

EQ—Dagger (poisoned), Henchmen (6), Constrictor

From espionage to terrorism to good old fashioned jewel heists, no crime is too big or too bold for the mysterious mistress of crime known as Lady Serpent. Her origins are unknown, but police departments and intelligence agencies all over the world are all too familiar with Lady Serpent.

Lady Serpent is psychopathic, killing for the pure enjoyment of it. She hates the police, and will not hesitate to murder a police officer or detective if given a chance. Her only weakness is a love of jewels, and this love often drives her crimes.

Pearls of Great Price

The city's Indian community is suffering from many hardships, as misfortune after misfortune strikes their homes and businesses. In a bid to change their luck, they decide to call on the power of a sacred string of peerless pearls. By placing the necklace on an idol in their temple, they believe their prayers for good fortune will be answered.

Unfortunately, Lady Serpent and her gang have found a way into forgotten tunnels that run beneath the temple. They are the source of the community's problems, using their tunnels to wreak havoc and draw the string of pearls out of their hiding place. Lady Serpent has wired the temple with explosives to keep any heroes busy while they make their escape.

The Puzzler

America's Best Comics #30 (1949)

Created by Ruben Moreira

Name: Unknown

Job: Criminal

Type: Metavillain

Level: 6

Hit Points: 21

Armor Class: 12

Attack: +5

Speed: 3

XP: 7,500

Strength: 4 (+1/300 lb)

Intelligence: 12 (+3)

Wisdom: 4 (+1)

Dexterity: 9 (+2)

Constitution: 3

Charisma: 3



POW—Super Dexterity (+6), Super Intelligence (+6)

EQ—Henchmen (4)

The Puzzler was a remarkable genius who tired of living a life of virtuous poverty. Turning his keen mind to crime, he became the Puzzler, challenging the Black Terror with riddles to stop his one man crime wave. In the years since his first capture, the Puzzler has hatched many schemes, often with the help of a gang of toughs.

Sample Plot

Three crimes to leave clues to his ultimate crime, the theft of a priceless statue

1 - A shattered stain glass window (moderne) with pieces missing providing a clue to ...

2 - Theft of a Chinese puzzle box that is left in an alley - inside is a riddle clue to ...

3 - The theft of a gold statue of a raven from the Edgar Allen Poe society - inside his hidden a key to a long lost vault holding art treasures

The Torch

Exciting Comics #36 (1944)

Creator unknown

Name: Dr. Rydenham

Job: Scientist

Type: Metavillain

Level: 10

Hit Points: 35

Armor Class: 11

Attack: +8

Speed: 3

XP: 17,500

Strength: 3 (+0/100 lb)

Intelligence: 5 (+1)

Wisdom: 3

Dexterity: 4 (+1)

Constitution: 3

Charisma: 3

POW—None

EQ—Fire suit (immune to fire), flame thrower, henchmen (6)



While working as a research scientist with the Timberly Mine Company, Dr. Rydenham found a priceless ruby. He sent a compatriot to America to smuggle the ruby, burying it in an empty lot next to his home. Returning to America, the evil doctor discovered that a hospital is under construction on the lot, and embarked on a campaign of sabotage to stop it. Foiled by the Black Terror, he eventually escaped from prison and became a saboteur and terrorist for hire.

Wildfire

A series of brush fires has broken out just outside the city, stressing the city's fire department to the breaking point. The fires were set by the Torch. He has been hired to torch the police department's archives before they can be computerized. His employer is a wealthy man with a criminal past who now wishes to embark on a political career. He wants his youthful life of crime erased before it ends his chances at election.

A KNOCK IN THE NIGHT

The secret police, what could be more frightening? A knock on the door in the middle of the night, men dressed in black lay hands on you, toss you in their car and you are never heard from again. More importantly, when the secret police are about, who can you trust? Who is really your friend?

The rules in this article are designed to simulate the dangers created by a secret police force like the N.K.V.D. or Gestapo. They can also be used to simulate organized crime, espionage organizations or even the normal police.

Big Brother is Watching

When operating in a place overseen by a secret police force, or when under surveillance by the normal, non-secret police, every action that is not entirely private (i.e. nobody else present) creates a cumulative percentage chance of a visit from the secret police. This chance begins with a base of 5%. It is increased based upon what adventurers say or do, and how many people hear or witness what they say or do.

Factor	% Chance
Meeting in silence	2%
Speaking in whispers	4%
Passing objects	6%
Speaking out loud	10%
One or two witnesses	2%
Crowded area	4%
Several witnesses	6%

Every meeting and suspicious action adds to this cumulative chance that the authorities become aware of the meetings.

Example: One of the player characters makes contact with a freedom fighter by passing by her and nodding. This is done on a crowded street, creating an 11% chance that the authorities become aware of the player character. A week later, they meet in the same place; the freedom fighter whispers a code word to the player character and passes him a note. This second meeting carries with it an 8% chance that the meeting

comes to the attention of the authorities, but since it is the second such meeting, the chances of the first meeting are added to it, creating a 19% chance of discovery.

Once the secret police are aware that the adventurers are a potential danger to the regime, assume from that point on that the adventurers are always under surveillance by 1d2 agents.

Informants

Each player character that spends time away from the others is approached by the secret police and asked to become an informant. Agents initially offer money for cooperation, and later will resort to threats of violence first against them and later against their friends and relatives. It is important that all the other players see that notes are being passed between the player and Venture Master – a key tactic of the secret police is sowing the seeds of suspicion. If the regime’s opponents cannot trust one another, they are not as dangerous to the regime.

The Long Arm of the Law

The goal of the secret police is to discover what the player characters are up to, and then to foil it. Often, this is done simply by raiding their hideout and arresting them. It might also be accomplished by setting a trap.

Escaping the secret police is not easy. To elude them, one must get through several rings of agents. First, one must try to escape whatever building they are in, then the neighborhood, the city, and finally they must get across the border to safety.

Location	Success Chance	Agents Present
Building	1 in 4	1d4 police
Block	1 in 6	1d4 police + police car
Neighborhood	1 in 8	1 police car
City	1 in 10	1d4 police cars or 1d4 police in a train station, airport or port
Across border	1 in 12	1d4 police cars or 1d4 police in a train station, airport or port

If in the process of eluding the police there is gunfire, or if the initially encountered police alert headquarters, a second squad of 1d4 police arrives in 1 minute.



A VINTAGE BLACKER THAN A NECROMANCER'S HEART

Cartography by Dyson Logos

When war has ravaged a land, a once thriving community can become overgrown and wild. Such was the case with a small village in a broad woodland. Outside this village there was a fine temple that was abandoned when the village was abandoned. This became the home of the necromancer Joachim, who slowly broke down the wards on the bodies interred in the temple's catacombs and used them for his experiments.

Joachim was an odd necromancer, seeking to understand and thus cheat death, maybe even seduce it (he had a belief that Death was a woman, perhaps due to severe psychological trauma brought on by a cold and abusive mother) rather than wedding it as does a lich – a sensuous immortality rather than a bleak non-existence.

To achieve this, Joachim conjured an angel and then killed it with a jagged claw plucked from a demon's severed hand. He collected the angel's ichor and brewed a *potion of immortality*. The potion, however, did not work as he had planned, and the crime he committed by killing an angel warped the catacombs beneath the temple. The temple was forgotten yet again, its riddle waiting patiently to be unraveled.

Enter the adventurers ...

The Catacombs

Beneath the aforementioned temple are catacombs, and these catacombs have been dimensionally twisted. The map included was drawn by the great Dyson Logos, and presents a very interesting dungeon to explore. The arrows and letters on the map indicate where passages lead, but I'm introducing yet another wrinkle – a wrinkle in time.

Whenever the characters move along an arrow or through a letter, they also travel in time. For our purposes, there are three time frames – Past, Present and Future. Adventurers

begin in the present. When they travel into a new time frame, roll D6 on the table below to see when they go:

D6	Past	Current Time Frame	
		Present	Future
1-3	Present	Past	Past
4-6	Future	Future	Present

Once the adventurers enter the catacombs, the remnants of Joachim are alerted to their presence. The potion turned Joachim into a sentient ichor that seeped into the cracks of the floor. It can bubble up from the floor, appearing as jellied tendrils of a deep burgundy color. In the present, the investigations of the tendrils are tentative. In the future they are more fervent, frequent and dangerous. In the past there are no tendrils, but the catacombs are still dangerous.

Leaving the catacombs snaps people back through space and time. They awaken many hours later scattered around the woods that surround the temple (1d6 x 100 yards away, random direction). They suffer complete memory loss about the catacombs if they leave without solving the adventure, but their memories return if they enter the catacombs again.

Random encounters in the catacombs vary based on the time frame. Roll 2d6 whenever somebody turns a corner, opens a door onto a corridor, makes a loud noise or casts a cleric or druid spell.

2d6	Present	Past	Future
2	1d3 tendrils	Patchwork woman	2d6 tendrils
3	1d4 giant rats	1d4 skeletons	Patchwork woman
4	-	1d6 giant rats	1d3 jelly ghouls
5	-	-	1d6 skeletons
6-12	-	-	-

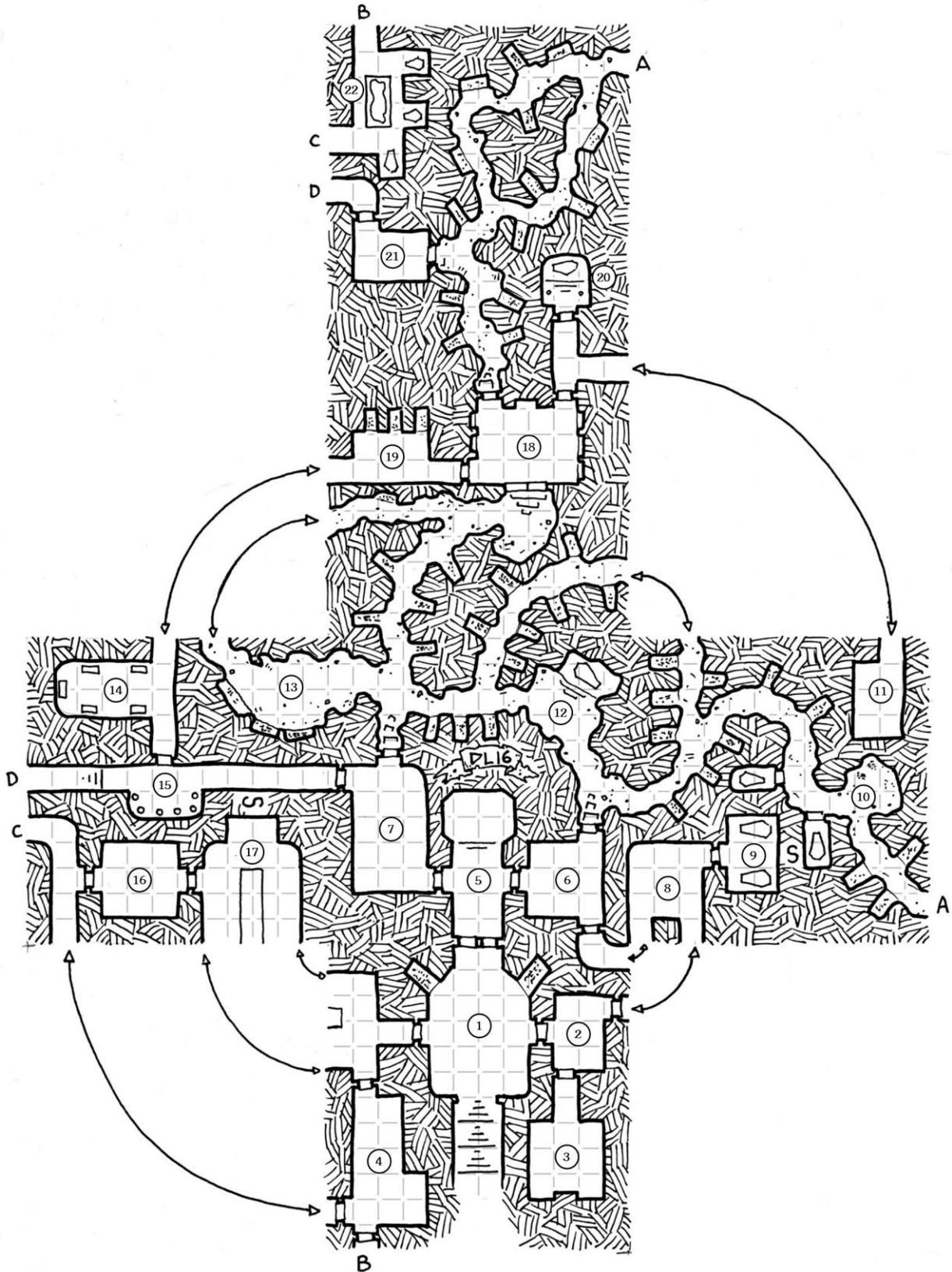
Notes

Tendrils in the present come from the floor or walls. Each is 10' long, has AC 12 and dissipates if it suffers 5 points of damage. They attack as 2 HD monsters and deal 1d6 damage.

Tendrils in the future come from the floors or walls. Each is up to 30' long, has AC 15 and dissipates if it suffers 10 points of damage. They attack as 2 HD monsters and deal 1d6 damage. If they grapple an opponent, they inflict 1 point of Constitution damage each round until the victim escapes.

The patchwork woman is a unique creature. She is the animated corpse of Joachim's mother. If she is destroyed as a random encounter she does not appear in room 15.

Jelly ghouls have normal ghoulish stats, but they are composed of thick ooze. They suffer half normal damage from non-magical



bludgeoning weapons and must engulf people (with a grapple attack) to paralyze people.

In the present there is always a 1 in 6 chance of a tendril encounter in each chamber. In the future, there is a 4 in 6 chance of a tendril encounter in each chamber.

Time Frames

Present: The first emergence of the ooze; dusty crypts and signs of the struggle that took place; giant rats, wine casks of excellent vintage (some poisoned), necromantic tools, the demon's claw (evil – hurts, burns and intoxicates), the magic circle in silver broken, Mother locked in an iron casket

Future: Tendrils of the ooze are everywhere, animating the dead (dancing skeletons, zombies with massive heads they must hold up with their hands, jelly-ghouls who absorb people, weeping walls with acid tears, screaming doors that whiten the hair and make brittle what should be steadfast) – they chase people down, filling rooms to capacity swiftly and trapping people, one must fight through them

Past: Necromancer's workshop, skeletons and zombies, rats and bats, chilling air that sucks at life and causes one's soul-candle to flicker, pictures of Mother are everywhere – cold and accusing; mother is a patchwork woman haunting the corridors; the angel is trapped and serene in its captivity

Room Descriptions

The main description of each room is as it appears in the present time frame. If the room differs in the past or future, these differences are noted below.

1. A dusty chamber, alcoves hold slabs with bones of dead high priests that remain protected from the evil of the catacombs; the tendrils and undead cannot enter the alcoves.

Future: As in present, plus three skeletons with jagged broken swords (save vs. disease).

Past: As in present, but four skeleton guards.

2. Small necromantic study. Owlbear rug, creaky mahogany chair, shelves with a few books.

Future: As in present, but trashed beyond all utility.

Past: As in present. A small table next to the chair holds a goblet of wine.

3. Joachim's living quarters. Sparse, bed with feather mattress with a zombie hidden inside, painting of Mother on the wall, wooden chest (poisoned needle in lock) holding three changes

of clothes, a silver locket with a picture of Mother inside, a vial of blood and a silver dagger.

4. Empty room.

Future: Two sallow zombies vomiting green slime.

5. An old temple; dusty, with evidence of blood spatters and bloody footprints. There are remnants of a marble idol, though only the sandaled feet remain.

Future: As in present, but swathed in magical darkness and guarded by two jelly ghouls.

6. Twelve casks of old, excellent wine. One cask is Poison IV.

7. Workroom; a flesh golem here is complete other than head, which is unattached and lying on a table.

Future: As in present, but the flesh golem's head is alive and can mess with people's minds via telepathy; 1d6 tendrils appear one minute after people enter the room.

Past: Scraps of human flesh here are a flesh golem that has not yet been sewn up. A head is in a jar of chemicals.

8. Library of necromantic tomes.

Future: As in present, but the books scream when opened.

9. Crypt – holds caskets for Mother and Father. Mother's casket is empty save for her clothes and a locket holding a lock of Joachim's hair. Father's casket holds his cracked and trampled bones. When presented with the locket, the patchwork woman is treated as though affected by the *hold monster* spell.

10. Empty.

11. Empty.

12. Bones of Saint Hypatia in an iron-bound casket.

Future: Bones of Saint Hypatia in an iron-bound casket with two jelly ghouls pounding on it.

Past: As in present, but evil cannot enter this chamber.

13. Bones of the Brother Umphal, a crusader knight.

Future: Bones of the Brother Umphal now animated as a skeleton with a greatsword and burning eyes that can blind once per day; its *+1 chainmail* armor gleams black. The armor's magical enchantment does not last outside the catacombs, where the armor turns rusty and useless.

Past: As in present, but evil cannot enter this chamber.

14. Ossuary of old priestly skulls.

Future: As in present, plus the skulls weep Poison IV tears.

15. A chapel of the Lawful faith turned into a chapel of Chaos. 1d4 ooze tendrils are always encountered here cradling a small wooden bust of Mother's head.

Past: A chapel of the Lawful faith turned into a chapel of Chaos with a painting of Mother on the altar surrounded by numerous candles.

16. Necromantic supplies such as weird solutions in vials and jars, bandages, embalming tools, chunks of wax and smocks.

Future: As in present, but three zombies are present.

17. Bodies were once prepared here for internment.

Future: As in present, but three skeletons are present.

Past: As in present, with three corpses are on the slab.

18. Room holds three sealed vats. Inside are zombies with swollen heads.

Future: Room holds three zombies with heads so massive they must hold them up with their hands. They only attack by biting, and they can swallow small creatures.

Past: Room holds three vats filled with bubbling chemicals that put off a foul-smelling cloud.

19. Bodies of two women wrapped in leather straps and the patchwork woman – all three are in alcoves.

Future: Two belle dames sans merci (q.v.) and the patchwork woman (q.v.) are present.

Past: Two corpses of women who were beautiful in life and are preserved (show only minor decay) with dark magic, plus the patchwork woman.

20. A casket in chains; inside is a vampire held in place by a *silver sword of salvation*. If the sword (+1 longsword, +3 vs. undead) is removed, the vampire can attack. It looks like a corpse until re-animated.

21. A dagger stained with burgundy ichor, a magic circle drawn with silver dust that has been breached (probably by a human foot) and five white candles. The angel's body has disappeared. 2d4 tendrils always appear in this room.

Future: As above, but 3d4 tendrils are present.

Past: A smallish man with curly auburn hair and a pallid complexion is here, holding a +2 dagger and looking at a brilliantly illuminated humanoid with wings. The angel is trapped inside a magic circle of silver dust. A golden goblet is on the floor near the magic circle. The angel pleads with the man to turn away from evil and beg forgiveness. The man appears to be mad. If the angel can be saved from the necromancer and his three zombie guards, the catacombs return to normal and the curse on the place is removed.

22. Dancing dead (7 skeletons with iron crowns with a small sapphire that can fire a single blue ray that deals 1d6 points of cold damage) and three large ooze tendrils, one bearing Joachim's face with crazy eyes. The goblet stained with ichor lies on the floor and radiates intense magic and good.

Past: A simple tomb with no undead present.

Monsters

Some of the monsters in this adventure can be found in *Blood & Treasure – Monsters II*. They are repeated here for the convenience of Treasure Keepers.

Belle Dame sans Merci

Type: Undead
Size: Medium
Hit Dice: 5
Armor Class: 15
Attack: 2 flailing fists (1d6)
or gaze (see below)
Move: 30'
Save: 14
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1
XP/CL: 1,500/7



SP—protection from good

A belle dame sans merci appears as a skeleton wrapped in black leather, sometimes studded with spikes, that has been padded to simulate a feminine shape. The padding is a rare form of fungus cultivated by death cults and wicked alchemists. The dame has onyx eyes.

Belle dames are kept as guardians in chaotic temples, shrines and dungeons. They can be created by anti-clerics with the help of an alchemist or slightly sinister druid to handle the poisonous fungus.

The belle dame can focus its withering gaze on any one target within 30'. They target must pass a saving throw or their strength is reduced to 3 for one hour.

Once per day, a belle dame can breathe a cone (15' long, 5' wide) of spores that play on a person's mind. Roll 1d4 and consult the table below to determine the effect:

D4	Effect
1	Frightened
2	Enraged (as the spell <i>rage</i>)
3	Confused (as the spell <i>confusion</i>)
4	Despair (as the spell <i>crushing despair</i>)

All creatures within the cone must pass a saving throw vs. poison or be affected by the spores. The spore effect lasts for one minute

Patchwork Woman

Type: Construct
Size: Medium
Hit Dice: 3
Armor Class: 10
Attack: 2 fists (1d4) or lantern
(1d6 + 1d6 fire + special)
Move: 20'
Save: 15; MR 10%
Intelligence: Average
Alignment: Chaotic (CE)
No. Appearing: 1d4
XP/CL: 900/5



Patchwork women look as though they have been torn apart and put back together again. Their skin is cracked, pale and interlaced with threads of green and black. Patchwork women have blank, soulless eyes and they carry lanterns of black iron that hang from black chains. These lanterns hold the tormented soul of the woman whose body was turned into the monster.

Patchwork women are created in a state of fear and agony, and they attempt to spread fear and agony to all living things that cross their paths. In essence, they are lesser versions of the flesh golem. Unlike flesh golems, they are created from a single corpse, the soul of the corpse being removed from the body via a *magic jar* spell and stored in a specially prepared lantern.

When the light of a patchwork woman's lantern falls upon a living creature, it must pass a saving throw or be frightened as long as they remain in the light.

Creatures struck by the magic lantern in combat must pass a saving throw or lose one level to energy damage. A creature that loses all of its levels to energy damage from the lantern have their souls absorbed into the lantern, freeing the soul within the lantern to occupy the body that the newly captured soul has possessed.

Joachim

Race: Human
Class: Necromancer
Level: 8 (22 hp)
Armor Class: 13
Attack: Dagger +3 (1d4)
Move: 30'
Save: 12
Abilities: S10 I15 W7 D6 Cn11 Ch6
Alignment: Chaotic (CE)
No. Appearing: Unique
XP/CL: 800/9

SA—Alchemy, lore, spells per day (5/3/3/2), create scrolls, arcane knowledge (invisible ink, compass, hypnotize)

EQ—*Ring of protection +4, scroll of protection from poison*

Spellbook: 1—Cause Fear, Chill Touch, Detect Magic, Hold Portal, Magic Weapon, Mind Thrust, Ray of Enfeeblement; 2—Command Undead, Ghoulish Laughter, Hideous Laughter, Scare; 3—Gentle Repose, Hold Undead, Vampiric Touch; 4—Animate Dead, Enervation

HOW TO HERC: A GUIDE TO DEMI-GODDERY

Every day, hundreds of people (or maybe none) email me asking how they can be more like Hercules. They also ask for my social security number, so it may be an elaborate internet scam, but in case it isn't, I present this practical guide to making your character (fighters and barbarians only, of course) more like the god of machismo himself, Hercules.

1. Throw a Mega-Punch

At least once in his life, a real Hercules must throw a mega-punch. Here's how:

1. When making an attack, declare it's a mega-punch
2. Roll a d20, d12 and d10, adding your Strength bonus and attack bonus to each dice.

If all three rolls beat your opponent's Armor Class, you reduce the target to 1d6 hit points (or half their hit points - whichever is less) and knock them unconscious for one hour, even if its Cthulhu or Odin.

If two of your rolls would succeed, you score normal punching damage, but are banned from mega-punching again until you gain a new level. Hercules is a little disappointed in you.

If only one roll succeeds, you swing wildly and miss. Any ally within fist range must pass a saving throw or get clocked, suffering normal damage. If this occurs in a bar, your friend now has to get up and punch a stranger, and so on.

If none of your dice rolls are successful, you lose one level due to embarrassment and divine punishment. This lost level returns after you defeat something awesome in battle without help from anyone else.

2. Swear an Oath to the Gods

When bad things happen to good people, look to the heavens and cry, "By the power of Zeus I will avenge you!"

Then do it.

If you do, you earn double the XP on that adventure and you operate under a *bless* spell during your next adventure.

3. Dear God, It's Me, Hercules

A variation on the above. Whenever you screw up something you shouldn't have, look to the sky and ask "Why have you forsaken me Zeus?"

There is a 1% chance +1% per person at the table who laughed at your failure, that Zeus (or his equivalent) appears and tells you exactly why he has forsaken you. He then gives you a *quest* to fulfill.

What's the upside? There is none. But being Hercules isn't all cheese and crackers, you know.

4. Wrestle with Something Out of Your Class

If your character is medium in size, you should wrestle something huge. You can warm up on something large, but eventually you need to step it up. And I mean wrestle - not attack with sword or arrows. Grab it. Pin it. Choke it out. Wear its hide as a cape or jaunty chapeau.

5. Ruin Architecture

If the world provides you with two pillars within arms' reach of one another, you damn well better pull them down.

"But wait," you cry, "I can't even do that with an 18/00 strength! That's not fair!"

Then I guess you can't be a demi-god.

6. Kill Someone Using Chains

And not just any chains. The chains with which your enemy bound you! Break out of the chains, pick them up, and then start cutting down your foes like you're harvesting grain.

Heavy chains do 1d6 points of damage and add 5' to your reach. When attacking anyone who was involved in binding you, you score +1d6 points of damage.



7. Lead and Army in Skirts

No armor, just grim determination and skirts so short they would make a nun blush. Bonus points if you win. Extra bonus points if the other army is wearing pants and armor.

8. Choke a Thick Snake

Proudly, and announce that you're choking a thick snake repeatedly. And talk about how tired your hands are afterward.

Don't worry about the jokes - each person at the table that snickers only adds to your glory. It's called confidence, and there's nothing manlier than that.

9. Dally with an Evil Queen

She needs to be scary-hot. And scary evil. Doing it while under an enchantment spell counts. Changing her alignment with your dalliance counts for more.

10. Endanger the Party with Your Antics

Like, maybe by awakening Talos by stealing treasure you were specifically told not to steal. Of course, you then must save the day (and your comrades), or die trying.

11. Two for One

Kill two men-at-arms by throwing one at the other. Extra points for a trick shot. Each man-at-arms suffers 1d6 points of damage plus your strength bonus. To throw a human being you must roll 1d20 and compare it to your strength score. For each point the roll is under your strength score you can throw the person 1'. Then you have to roll a ranged attack roll.

12. Row a Galley

Bonus points if the captain can water ski behind it.

What's It All Good For?

If your fighter or barbarian checks off everything on this list, when they die they ascend to Mount Olympus and become a demi-god. Any player at the table who plays a cleric must convert to your new religion, which obviously means they have to adopt your dead character's alignment and they lose access to cleric spells if they don't fetch drinks and chips for you.

Be proud - you're now a full-fledged Hercules!

NEW CLASS

THE CHAMPION – LIGHT UP THE DUNGEON!



Champions are warriors that draw their power from a sacred oath made to defend a Lawful place, institution or divine entity. They preach a philosophy of mercy, honesty and generosity. Although implacable foes of Chaos, they are not killing machines; a champion would prefer to subdue evil or convert it to goodness than to simply slay it.

Requirements & Restrictions

To be a champion, a character must have the following minimum scores: Str 9, Wis 11 and Cha 13.

Champions must be Lawful in alignment. They can use all armors, shields and weapons.

A champion who ceases to be Lawful or whom grossly violates the champion's code of conduct (see below), loses all special abilities, including the services of their mount (see below). The fallen champion may not progress any further in levels as a champion until she atones for her error by gaining enough XP to achieve a higher level without the use of her special abilities and while acting in perfect accordance with her alignment.

Champion Skills

Champions add their level to the following task checks:

Healing—Champions are knowledgeable about applying bandages, mending broken bones and compounding medicines, unguents and tinctures. They can stop wounds from bleeding, and with a successful check grant a +1 bonus to save vs. ongoing poison and disease.

Riding—Champions can fight while mounted at no penalty, and can use this task for dangerous (and awesome) stunts.

Champion Abilities

A champion must take a sacred oath to a Lawful cause or entity. Her sword (or other weapon) becomes a symbol of this oath. If a champion comes into the possession of a better weapon, she may transfer her oath to it.

A champion is immune to disease, and can cure disease once per week per 5 levels attained. Her touch can *calm emotions* (as the spell) three times per day.

A 2nd level champion can heal her own wounds or those of others by her touch. This is called the "laying on of hands". Each day she can heal a total number of hit points of damage equal to twice her champion level. She may choose to divide her healing among multiple recipients and she does not have to use it all at once.

A 3rd level champion gains the ability to amplify her powers once per day by holding aloft her sword and invoking her oath. The exact form of this amplification is chosen by the champion. To simulate this, the champion receives a number of Power Points equal to her level divided by two (rounding up) per day. One power point can be spent to gain a +1 bonus to attack or save or a +2 bonus to Armor Class or damage or a +10' increase to speed. These power-ups last for 10 minutes. Three power points can be spent on an *augury*, *strength* or *haste* spell effect with duration as the spell's in question.

A 4th level champion can undertake a quest guided by a divine vision to find and gain the service of an unusually intelligent, strong, and loyal mount to serve her in her crusade against evil. This champion can choose from one of the following mounts: Celestial warhorse, pegasus, spotted lion, tiger or unicorn (female champions only). Treasure Keepers can add other animals to this list as they wish.

The mount and its location appear in a vision. The location is no more than a week's ride away, and the challenge involved in claiming it should be difficult but not impossible.

For every three levels the champion gains after 4th level, her mount gains one Hit Dice.

A champion wielding a sword can deflect rays, beams and *magic missiles* a number of times per round equal to half their level (rounding down). Instead of just automatically deflecting a ray, the champion may attempt to aim the deflection. To do this, the champion must roll 1d20 under her dexterity score; if the save is successful, her target must pass a saving throw or be struck by the ray, beam or *magic missile*. This ability does not work against *lightning bolts* or *fireballs*. A 3rd level champion can choose to convert the ranged attack into a *color spray* spell. A 6th level champion can convert the ranged attack into a *rainbow pattern*. A 9th level champion can convert the ranged attack into a *prismatic spray*.

Swearing Fealty

A 9th level champion can swear fealty to a Lawful outsider, becoming their champion on the Material Plane. The champion is charged to defend a Lawful realm under the protection of the outsider in question. To aid her on her quest, the champion gains the services of 1d4+2 followers. Roll on the following table to discover what sort of followers the champion attracts:

Roll	Followers
01-08	Automatons (1d6)
09-12	Crystal men (1d3)
13-20	Dwarves (1d6)
21-28	Elves (1d6)
29-36	Gnomes (1d6)
37-44	Hawk men (1d6)
45-64	Men-at-arms (1d6)
65-70	Nixies (1d4)
71-74	Pixies (1d3)
75-76	Shambling mound (1)
77-78	Bard (level 1d6+1)
79-80	Butterfly (level 1d6+1)*
81-82	Duelist (level 1d6+1)
83-86	Fighter (level 1d4+1)
87-90	Magic-user (level 1d4+1)
91-92	Monk (1d4+1)
93-96	Scout (level 1d6+1)
97-00	Sorcerer (level 1d4+1)

* Appeared on the *Land of Nod* blog

Strongholds

A 12th level champion may conquer an evil stronghold and sanctify it for her own use or construct a stronghold of her own. The stronghold must be a symbol of goodness for all the land, not just a mere construction of stone and metal. When a champion occupies a stronghold, she adds 1d4+2 more followers to her retinue, plus 60 Lawful men-at-arms.

The Champion's Code

Champions must abide the following strictures:

- Must always seek to knock foes unconscious rather than killing them – killing is a last resort.
- May not own more than 10 magic items.
- May not retain more wealth than needed to support herself, her henchmen and to maintain her castle.
- May only employ Lawful henchmen. Champions may adventure with non-Lawful beings, but must make at least a small attempt to reform them, and must, at the end of each adventure, explain how that adventure taught a moral lesson.

Besides these rules, champions must be honest, merciful and generous in all of their dealings.

Champion Advancement Table

Level	XP	HD	Attack	Save	Title
1st	0	1d8	+1	16	Helper
2nd	2,500	2d8	+2	15	Shielder
3rd	5,000	3d8	+3	15	Benefactor
4th	10,000	4d8	+3	14	Preserver
5th	20,000	5d8	+4	14	Protector
6th	40,000	6d8	+5	13	Guardian
7th	80,000	7d8	+6	13	Defender
8th	150,000	8d8	+6	12	Altruist
9th	300,000	9d8	+7	12	Champion
10th	450,000	10d8	+8	11	Champion
11th	600,000	+3 hp	+9	11	Champion
12th	750,000	+3 hp	+9	10	Champion
13th	900,000	+3 hp	+10	10	Champion
14th	1,050,000	+3 hp	+11	9	Champion
15th	1,200,000	+3 hp	+12	9	Champion
16th	1,350,000	+3 hp	+12	8	Champion
17th	1,500,000	+3 hp	+13	8	Champion
18th	1,650,000	+3 hp	+14	7	Champion
19th	1,800,000	+3 hp	+15	7	Champion
20th	1,950,000	+3 hp	+15	6	Champion

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