

# NOD 36

HALFLINGS AT WAR

HALFLING SAINTS

TABLETOP SOCCER



# NOD

36

Written by John M. Stater

Cover illustration by Storn Cook

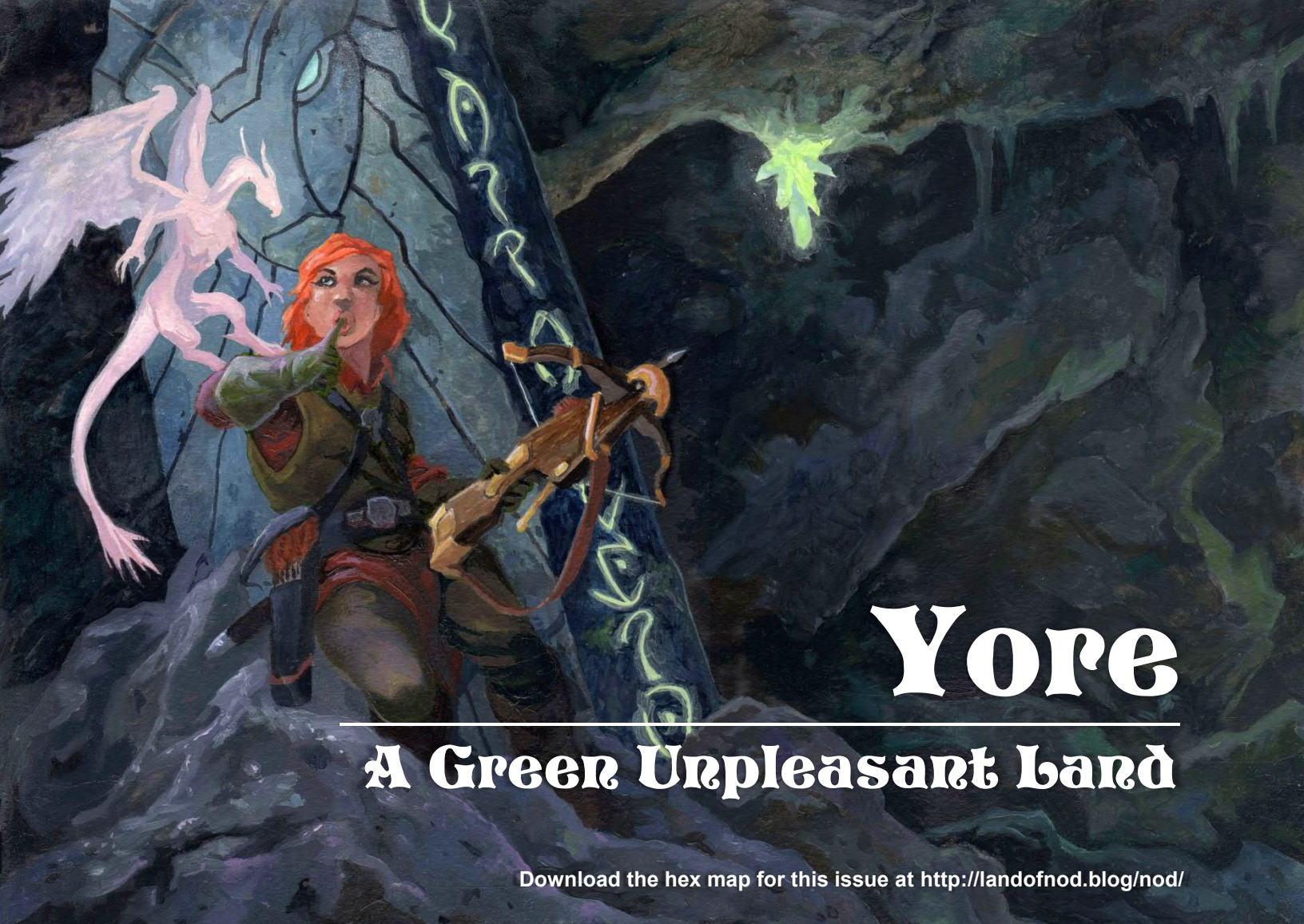
Yore – A Green Unpleasant Land	1
Saints of the Halflings	90
Tabletop Soccer	94



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# Yore

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## A Green Unpleasant Land

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

By John M. Stater

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'Twas three years ago that the Markrabe of Kamostya found himself caught in a storm while hunting in the dim days of autumn. Taking shelter in a handy cave, he had an encounter that changed his life and the course of his country's history.

While Mazo worked at kindling a small fire, he heard a sound issuing from deeper in the cave. A soft sound, at first, but it grew louder and more beautiful. It was musical, but not from an instrument, and more than just singing. Screwing up his courage, he began walking back into the shadows, with every step the air growing thicker with the melodic noise.

A year later, Mazo, the Markrabe of Kamostya, was ready to act. The trouble had been brewing in Yore for years. The power of the cities and towns and their clerics had long threatened the rural folk and their druids, but that authority was becoming codified into church law. The days of the moots, when

voyvodas were elected by moots and novices apprenticed themselves to friars, were coming to an end. Few were consulted when a new voyvoda was chosen by the matriarch, and more and more novices were educated in the abbeys, rather than by wandering friars.

It was in the dead of winter that distressing information came to light. Letters surfaced that suggested the Mother Superior, Megrette, had borne a child in her youth. With unrest in the land, the matriarchs voted to remove her from office and replace her with Bodla, the Matriarch of Bagno. The choice of a northerner was intended to placate the complaints of the northlanders, who opposed the changes in Mother Church.

What the matriarchs did not know was that Bodla was a member of a sect of dissenters who wished for a return to the old ways. More importantly, they did not know that this sect of purists, often referred to as the Mootlings, was under the control of the Markrabe of Kamostya and his secret masters, the drow who dwell beneath Yore.

An uprising in the northlands in favor of the Mootlings was soon joined by factions in the south. To the surprise of all, the

new Mother Superior threw open the gates of Yore to the Mootlings, and declared herself one of them. The Markrabe Mazo was declared Lord Protector of the Church and its Children, and the halfling religious wars had officially begun.

## Geography

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In this issue, we venture back to the subcontinent of Thule, to a region located northeast of the Trollheims, which appeared in **NOD 28** and **29**. This is a region of hills and woodland north of the River Og, a region of picturesque villages and well-tended fields and, unfortunately, of halflings at war.

It is in the White Mountains west of Yore that the River Og is born. From those snowclad mountains it flows across Thule, dividing steppe from woodland before flowing into the icy Sea of Stars. There was a time long ago when the Og was a narrow, shallow sea. When the ancient elves reached the shores of Og they found that it was the home to a vast empire of fish men. The two peoples made ineffective war on one another until the elves finally devised a terrible plan.

Using magic, empowered by the network of standing stones they had erected all over Nod, the elves formed a mass of crystals to grow beneath the earth, raising the lands around the sea and forming what remained of it into a narrow channel. That channel is now known as the River Og. The surviving locathah were forced to retreat into the Sea of Stars, where they retain a hatred for elves to this day. The elves called this land Isithul and built their wizard towers and castles. The castles and towers are now in ruins, and the few surviving elves dwell in secluded hill forts within the woods.

Between the Kingdom of Azsor in the west and the Kingdom of Luhan in the east, and north of the River Og, are the lands of Yore and Mabb. Mabb is an elven country, and will be dealt with in a later issue of **NOD**. Yore is a theocracy of halflings. It dominates the western portion of this issue's region, while the eastern portion is the dense Western Wood, an arm of the mighty Vastwood that covers much of southern Thule.

## History

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Yore was once a collection of independent halfling clans. Fighting among the clans was rare, but when they did happen they were mainly harmful due to the proximity of the Runa nomads, who took advantage of the fights to raid the halflings for livestock, plunder and slaves.

Although disunited politically, the Yorrish were united in their worship of the kabir called Ys, who they called Nertha, and her daughters, who they called the Kitchen Saints. Nertha's was a druidic faith, and her druids worked non-stop to bring peace

to the clans. Five hundred years ago, a high druid named Eva Hul reported that she had been visited by luminous angels sent by Nertha. Through Eva, these angels dictated the *Rules for Common Piety*. This book circulated widely among the halfling clans and created an explosion of faith. Written in the form of simple, illustrative rhymes, it taught people right from wrong and the folly of fighting with one another in a world so full of dangers. The strict morality of the rules was a change for the rustic halflings, but with roving bands of warriors leaving the countryside dotted with maidens "heavy with grape", as an old Yorrish saying went, many halfling parents found these restrictions refreshing.

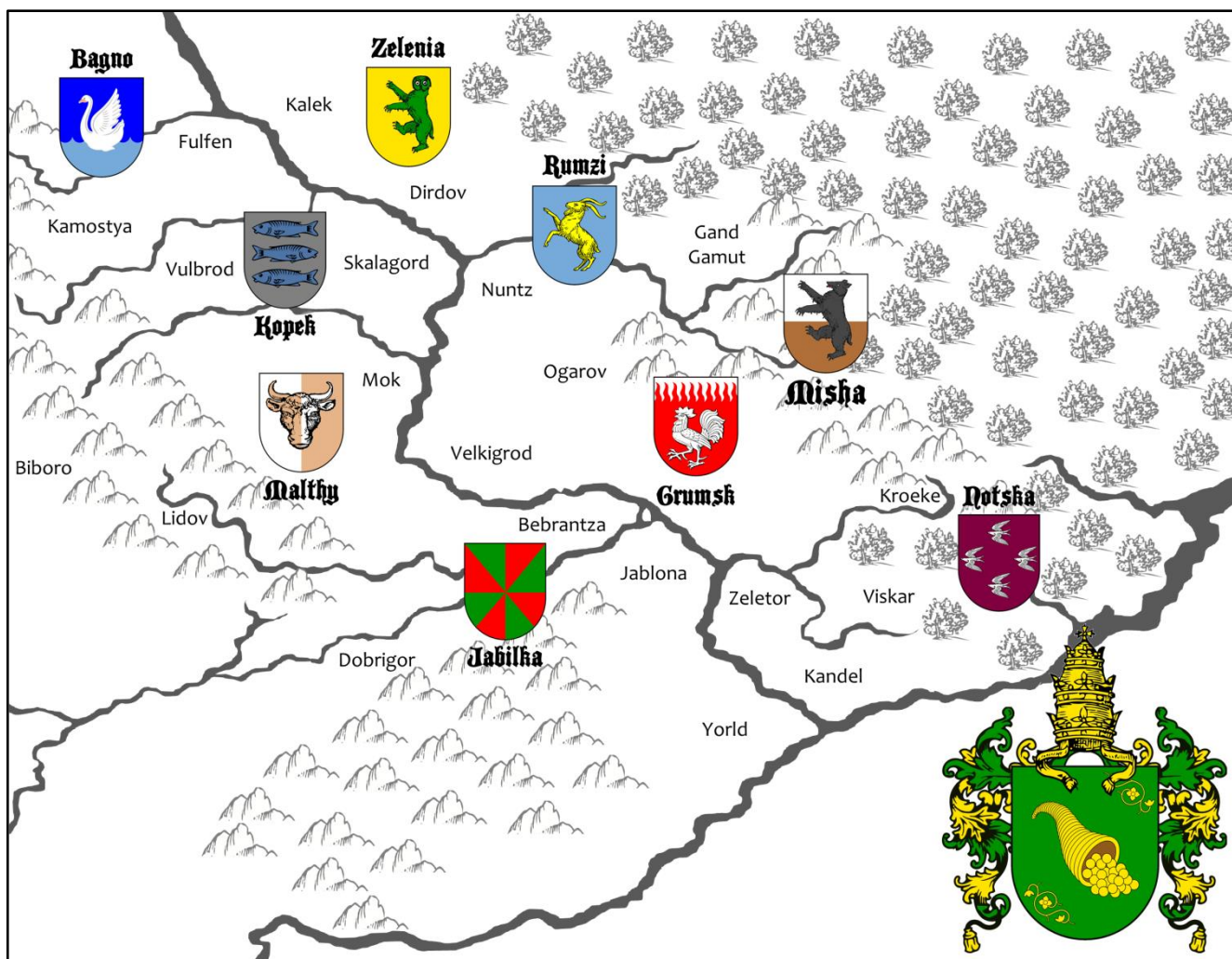
The *Rules for Common Piety* became the foundation for a reformed and unified religion called Mother Church, and through Mother Church the halfling clans were united. The chieftains retained some of their power, but had a check placed on them by the matriarchs of the church. The matriarchs elected the First Daughter of the Church and Mother Superior of its Faithful (called The Mum), who served as the feudal lord of the chieftains. Eva became the first Mother Superior as the new clerical faith began eclipsing the old druidic faith.

Until twenty years ago, the northern voyvodies, Bagno in particular, still practiced the ancient way of electing their vicars and sheriffs in moots instead of by the matriarchs. Many opposed the changes to the old faith. They claimed Mother Church cared more about gold than tradition; it was too "citi-fied", too sophisticated. These dissenters were known as Mootlings, for they sought a return to the ancient gatherings of the halflings, the moots, to replace the new ways.

The Mootlings were little more than an annoyance until the reigning Mum was accused, wrongly, of sinful conduct. Wererats had infiltrated the church and many official positions in Yore, and so the charges against her were made to stick. Mother Megrette was forced into exile and a new Mum was elected. The matriarchs chose a matriarch from the north to smooth over relations with the Mootlings, but were really playing into the intricate plans of their enemies.

Mother Mabry's election was immediately controversial and started many halflings grumbling. In addition, mere hours after Mabry's election it was discovered that Mother Megrette's house of exile had been attacked by unknown forces and all within apparently killed.





As this news spread across the land, the new Mum openly declared herself a Mootling. She dissolved her office and created in its place a High Moot under her stewardship. The High Moot was open only to halflings, excluding other folk who lived in Yore, and was composed entirely of dissenters. The High Moot named Mabry the “Lady Protector of the Flock”, or Lady Shepherd, and dissolved the offices of the matriarchs.

Militias were raised, with the northern voyvodies supporting the High Moot and the southern and midland shires the old Mother Church. Skirmishes were fought, and a surprise attack by Mootlings on Yorld, assisted by the wererats, brought the city under Mootling control.

The traditionalists, called Mummern, were first led by Voyvoda Jervan of Jabilka. He led a small force against Yorld and was defeated at Grod Matky [3734] by a determined force of Mootlings under Mazo, Markrabe of Kamostya and newly appointed Marshall of the Lady Shepherd’s army. The Mummern retired to Jablona in tatters. Other Mummer armies won victo-

ries in the south and midlands, and looked poised to do better the following spring.

The next spring the southern Mootlings marched on Jablona and conquered it, while the newly formed northern Mootling armies struck south, conquering Nuntz [2408]. The voyvoda of Nuntz was captured and his forces scattered, giving the Mootlings the opportunity to strike into Grumsk, at the heart of Mummer territory. The Voyvoda of Jablona escaped, along with Jablona’s Matriarch, into Bebrantza, where he is preparing a last stand against the army of Mazo. The dwarves of Misha are prepared now to march under the Mummer banner, while Malthy’s warriors are fighting doggedly against a Mootling army from Kopek.

With the wheels of war in motion, there is no way terrible sorrow can be avoided without somebody revealing the plot against Yore by the drow and wererats, uniting the people against their true enemies.

## Regions

### River Yore | Aquatic

#### STATISTICS

**Population** 0

**Major Settlements** None

**Dungeons** None

**Animals** Trout, sturgeon, carp, perch

**Plants** None

**Farming** None

**Mining** None

A vast, mighty river, ponderous and slow, winds its way through a verdant, rolling countryside. It is so wide that the other shore isn't visible, even to the keen eyes of elves. This is the River Og, the lifeline of the Thule.

Og is an enormous river, as wide as 20 miles in some spots. It runs from the White Mountains to the Sea of Stars, with Azsor at its headwaters and Azdak at its mouth. The Og is fed by rivers running from the wooded ridge that extends from the White Mountains to the Bumplands of Luhan. The watershed for the other side of the ridge is the River Fek. The River Yore is one of the principle tributaries of the Og.

Navigable nearly to Azsor, the River Og flows very slowly by Yore and can be forded in several places east of its intersection with the River Yore.

Few know that the Og has a brother river called the Alph that flows underneath the land of Og. It is a principal source of life for the inhabitants of the Underworld, and for much of its length flows through crystal-studded caverns.

2d6	Random Encounter
2	Brass dragon (1)
3	Ghost (1d6)
4	Hippopotamus, giant (1d6)
5	Basilosaurus (1d2)
6	Pirate (1d20)
7	Halfling (1d20)
8	Half-elf (1d20)
9	Trader (1d10)
10	Marrow (1d8)
11	Mermaid (1d20)
12	Nixie (4d20)

#### Notes

Halfling encounters are with Yorrish nuns on hospice ships (galleys) or with fishermen (small craft) or merchants (galleys)

Half-elf encounters are with fishermen in coracles

Mermaids of the Og have purple skin and silver hair

Pirate crews are 10% halfling on galleys

#### New Monsters

Basilosaurus, Huge Animal: HD 23; AC 15; ATK 1 bite (1d8 + swallow whole) or slam (1d10); MV S40; F3 R3 W7; AL Neutral (N); XP 2300.

### Runafold | Grassland

#### STATISTICS

**Population** 18,923

**Major Settlements** Zaznik

**Dungeons** Dancing Lights [3836]

**Animals** Bat, black bear, elephant, Hycanian tiger, leopard, mammoth, plesiodadros, saiga antelope, titanothera

**Plants** Grasses, shrubs

**Farming** None

**Mining** None

The Runa flatlands were created from the shallow sea that was drained to form the River Og. They have slightly sandy soil covered in tall, sweet grasses.

3d6	Random Encounter
3	Genie—Marid (1d12)
4	Sirrush (1d8)
5	Krenshar (1d10)
6	Blink dog (2d8)
7	Cave lion (1d10)
8	Cave hyena (1d12)
9	Woolly rhinoceros (1d12)
10	Aurochs (10d10)
11	Patrol (Azsori) (3d6)
12	Nomads (Runa) (4d10)
13	Halfling, steppe (1d20)
14	Gnoll (1d6)
15	Centaur (1d8)
16	Ogre (1d8)
17	Sylph (1d10)
18	Gold dragon (1)

### Telafoad | Grassland

#### STATISTICS

**Population** 29,946

**Major Settlements** Yaz

**Dungeons** None

**Animals** Boar, dinofelis, mammoth, wolf, wooly rhinoceros

**Plants** Blackberry, elm, oak

**Farming** Barley, bell pepper, buckwheat, cabbage, carrot, cattle, goat, parsnip, rye, sheep, turnip, wheat

**Mining** Gold, iron, silver

The Telfold is where the Runafold meet the Trollheim Mountains. They are a rolling highland, drier than the lowland plains and hilly near the many rivers that cut across them. The river valleys are especially fertile, and thick with trees.

The Runa make camp on the Telfold in the summer months. They and the permanent settlers, the Azsor, grow einkorn wheat and cotton. The foothills of the Trollheims support groves of peach trees, and the cultivation of muskmelons and short grasses that are used as fodder for livestock.

The Telfold is otherwise not terribly different from the Runafold, and uses the same encounter table.

## Western Wood | Woodland

### STATISTICS

**Population** 9,662

**Major Settlements** None

**Dungeons** Borrowed Fortress [4116], The Rickety Stair [5504]

**Animals** Badger, cave bear, deer, wolf

**Plants** Drazil trees, oak, elm, ash, yew, pine, spruce

**Farming** Sheep

**Mining** None

The Western Wood is a portion of the Vastwood, one of the largest continuous woodlands on Nod. The Vastwood once served as the seat of elven power in Thule. It is incredibly dense in some places and composed of both deciduous and evergreen vegetation. The Vastwood is home to the massive Drazil trees that some say reach into other worlds.

Because it is so large, the Vastwood is broken into four parts: the Beastwood, Redwood, Stagwood and Western Wood.

The **Beastwood** is a coniferous forest inhabited by wereboars, bugbears, satyrs, werewolves and the spirits of the unappeased dead. It is also home to several monoliths dedicated to dark, forgotten gods. Wereboars and evil fey predominate. Only one band of gruagach hunts in the Beastwood.

The **Redwood** is not named for a species of tree, but for the creatures that lurk 'neath its shady boughs – vampires. Within the Redwood there dwells a vampire queen and her court called the “Wild Hunt”. Approximately 2,000 vampires dwell in the Redwood. A single band of gruagach, whom some say are loyal to the *Moirrud* (“Red Queen”), dwell in the Redwood. In return for the loyalty of the wood’s inhabitants, the Moirrud protects the woodlands.

The **Stagwood** and **Western Wood** were once home to the largest settlements of the ancient elven empire. These settlements can still be found disguised as wooded hills.

Unique to the **Stagwood** are the ranger brotherhoods. They are composed of half-elves, are loyal to the kings and queens of the wood elves and are on friendly terms with the wild elves. Approximately 178 of these bands dwell in the Stagwood, numbering almost 2,000 elves.

The **Western Wood** holds the few remaining citadels of the firbolg. The firbolg once ruled most of the Vastwood. They were driven into the Western Wood by the ancient elves. The Western Wood is also home to pukes, prickles and wild elves.

Random encounters are rolled on the following table.

3d6	Encounter
3	Deer, giant (1d12)
4	Wolf (2d6)
5	Boar (1d6)
6	Hag, green (1)
7	Goblin (4d6)
8	Puk (3d6)
9	Badger, giant (1d4)
10	Bear, black (1d3)
11	Grig (2d6)
12	Elf, wild (2d6)
13	Elf, wood (3d6)
14	Owlbear (1d6)
15	Green dragon (1d4)
16	Prickle (4d6)
17	Razor boar (1)
18	Firbolg (1d8)

## Yore Valley | Highland

### STATISTICS

**Population** 590,421

**Major Settlements** Yord, Dobrigor, Dreklfaern, Fulfen, Jablona, Kalek, Kamostya, Mók, Nuntz, Skalagord, Velkigrod, Zeletor

**Dungeons** The River Below [3538]

**Animals** Badger, bat, beaver, boar, deer, mammoth, raven, skunk, wolf

**Plants** Ash, blackberry, cranberry, mulberry, oak, pine, walnut

**Farming** apple, barley, cabbage, carrot, cattle, flax, fowl, garlic, geese, goat, lavender, lentils, onion, pear, peas, plum, rye, sheep, swine, sunflower, tulips, wheat

**Mining** Aventurine, coal, granite, marble, quartz, spinels, zircons

As you travel down the River Yore, a landscape of lush, green, rolling hills unfolds before you. The crystal clear water of the Yore laps gently against the sides of your boat and the breeze carries the scent of flowers and, unfortunately, sheep. The sun is warm, but a cool breeze keeps travelers comfortable. All along the river are farms and villages, orderly and serene, sep-

arated by hedge rows and stone walls. In the distance are tall hills that mark the borders of the Yore Valley.

The Yore Valley is divided by the River Yore, the origin of which is as yet unknown. The valley is populated by a civilization of halflings called the Yorrish or Yorsk.

The Yore emerges from the hills north of Fenshire with a high salt content. Its source is a *decanter of endless water* located in the top of an emerald-colored tower within the Salt Wastes (see NOD 28-29). This origin is unknown to the halflings.

After leaving the hills that surround the Salt Wastes, the river widens into a marsh. These marsh lands purify the water, which then flows through the Yore Valley.

Random encounters are rolled on the following table.

3d6	Encounter
3	Yale (2d6)
4	Giant deer (1d12)
5	Leprechaun (3d6)
6	Sprite (3d6)
7	Goblin (4d6)
8	Wolverine (1)
9	Halfling (3d6) – pilgrims
10	Halfling (3d6) – traders
11	Halfling (3d6) – warriors
12	Dwarf (3d6) – traders in ore
13	Nomads (3d6)
14	Elf (3d6) – hunters
15	Brownie (3d6)
16	Wolves (2d6)
17	Bugbear (4d6)
18	Mammoth (1d10)

The Yore Valley is divided into numerous voyvodies, each once having been an independent kingdom. The country can also be divided into the Southlands, Northlands and Midlands.

The **Southlands** are the most populous, and Southlander halflings the best known outside of Yore. Southlanders wear plaid trousers and dresses, tunics in solid colors, and broad-brimmed hats that are usually adorned by feathers. Their trousers are worn baggy. The Southlanders adore embroidery on their clothing.

The two southern voyvodas are Jabilka and Notska. Jabilka is the largest and wealthiest of the shires. Centered along the River Yore, it has the country's best farmland. The Jabilkans have a dismissive attitude towards the northern halflings, who they consider more vulgar. Notska is the "little cousin" of Jabilka; not quite as settled, not quite as nice, and with a definite inferiority complex towards the haughty Jabilkans.

**Midlanders** are more down-to-earth than the Southlanders, who they consider snobs. They are friendly folk, hard workers, and conservative in their religion.

The Midlanders of Grumsk and Malthy wear pointed caps, baggy trousers that taper at the ankle, tunics with wide sleeves that extend to the shoulder, woolen undershirts that extend to the wrist and woven belts. They prefer their clothes in greens, yellows and reds. The more eastern halfling of Rumzi and dwarves of Misha wear more leather than in the western lands, with very wide leather hats banded by copper, silver or gold chains, short tunics and woolen stockings. They wear cloaks embroidered with flowers, nuts and animals.

The largest voyvodas of the Midlands are Malthy and Grumsk, named for St. Amalthy and St. Grumm. They are rugged lands, but well settled. Eastern Misha is hilly and known for its population of dwarfs. Rumzi is less rugged than Misha, but more wild, with many hunters and trappers.

**Northlanders** wear fur caps and plain clothing; tunics, loose trousers and scarves are common. Northlander scarves are often very long and wrapped around the head as well as neck. Polka dots are popular in the North, and facial hair is more common here than elsewhere in Yore.

The northern halflings are very independent, and prefer a rugged, earthy religion as opposed to the more courtly faith preferred in the South and Midlands. The three northern shires are Bagno, known for its fens and swamps, Zelenia, known for its timber, and Kopek, known for its love of fighting.

## Peoples

### Dwarves

Dwarves are numerous in the White Mountains and Azsor, and a small population has settled in the flinty hills of eastern Misha. These dwarves are loyal servants of Mother Church and the old system of governance. The dwarves were once respected citizens of Yore, but the rise of the High Moot has left the disenfranchised and bitter.

Yorrish dwarves mine iron, copper and gemstones in their hills. The dwarves keep small gardens, but rely on the halflings for most of their food. Both sides regard the other as stingy. The halflings use the term "tight as a dwarf's fist", while dwarves sometimes describe the halfling as "little dragons".

The dwarves live in mansions cut into the stone. These mansions are similar to halfling burrows, but not as comfortable. The halflings line their burrows with wood, while the dwarves like the feel of stone under their feet and at their fingertips. Dwarf mansions house extended families.



The first dwarven opera house was recently completed in Dreklfaern (Far-from-Home), the largest dwarf settlement in Yore. It is a mark of pride to the dwarves and the religious authorities in Yord want to stop their performances, which they find too littered with foreign beliefs to be acceptable.

Almost all dwarves are loyal to the Mum, and have converted (usually in name only, sometimes in spirit) to Mother Church. They keep their ancient religious practices secret.

### **Firbolgs**

The firbolgs of the Western Wood live in small bands in stone huts. They make their way as hunters and fishermen, and do their utmost to avoid contact with outsiders. The firbolgs bear a fierce grudge against the elves, but do not believe in vengeance, and so simply act indignant when in their company.

The firbolg have bright red hair and pale skin. They dress in furs. Most of their utensils are carved from wood; the firbolg are the finest woodcarvers and leatherworkers in Og. While they are also accomplished smiths, most firbolg weaponry is ancient. Their greatest treasures are their scepters. These items are carved from jet that originated in Fenshire. They are symbols of their ancient kings.

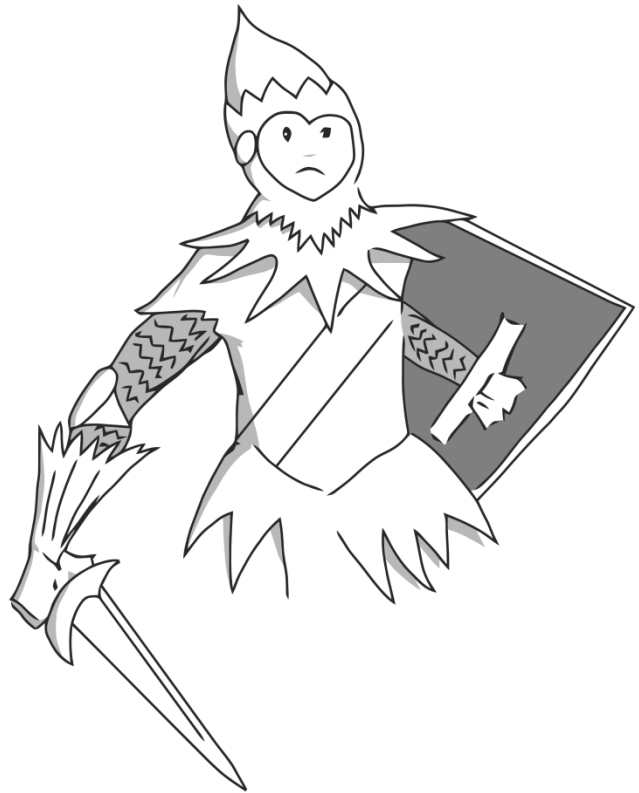
At times determined by the stars and measured by stone circles, the firbolgs gather at the site of their ancient battle with the elves and sing songs of their dead kings and heroes. Marriages are brokered here, goods and knowledge traded, and children welcomed into the clans. A feast of roast aurochs then takes place and prayers are made for the preservation of the firbolgs. By morning, the giants have left without a trace.

### **Halflings**

The Yorrish halflings believe in hard work, a firm handshake, and they expect people to look them in the eyes when they speak. They rule over a prosperous country, and did not get there by being stupid, lazy, or passive. Over the centuries, many foes have learned the hard way that the halflings of Yore can defend themselves against "big folk".

Yore is the breadbasket of Thule. Yorrish merchants ship wheat and barley as far as Azdak and Azsor. The church gets a tithe of this produce. The halflings use windmills to get water to their fields. Shrines of St. Amalthy are common in the fields, and the halflings make sure to kiss their favorite saint on the cheek whenever they pass her shrine.

Most Yorrish are generous to a fault, especially with friends, family, and children. As hard as they work, few halflings cannot find a moment to light a pipe with a stranger and talk about the weather, how rotten the kids are these days, and the beanball results from Friday last.



Yorrish women are rugged, tough, and smart. They run the farms and households, keep the money, tend the children, do most of the cooking, all of the cleaning, and keep Nertha's law in their home. They tend to be fierce, suspicious, motherly, and one step ahead of their children and menfolk.

Yorrish men are quiet when they are not drunk, and keep their fields and livestock better than some humans keep their own children. At dusk, they might open a keg of cider on their front porch with neighbors to discuss the latest gossip. On market days they do their drinking in town, and make hasty prayers to St. Grumm to sober them up before they get home.

The majority of halfling dwellings resemble low cottages of stone and thatch, but those living in close proximity to a hill live in burrows. A burrow is essentially a home cut into the hillside, and can range in size from a single room to a veritable mansion. One thing all burrows have in common is south facing doors and windows. This keeps them warmer in the winter by facing away from the cold north wind.

Country churches are built of local stone by the community. The wandering friars are fit-as-fiddles due to all the walking they do, bringing comfort to their flock no matter where they might live, while vicars tend towards stoutness, as they spend much of their time cooking for their flock.

While halfling arts and crafts are not as renowned as those of the dwarves and elves, they are still excellent. They are the finest weavers and tailors in all of Thule.

Yore is divided into *voyvodies* (duchies). Each voyvody is divided into *krabyas* (shires), which are further divided into *stovkas* (i.e. hundreds) and *panstvis* (i.e. manors). A voyvody is ruled by a *voyvoda* (duke). Voyvodas were once elected by the people of the clan, but now hold their land in fealty to Mother Superior. Krabyas are governed by *szeryfs* (sheriffs) appointed by the voyvoda. Panstvis are governed by *pans* (lords), who also swear fealty to Mother Superior.

Each voyvody has a *matriarcha* (matriarch) of the church assigned to it. The voyvoda is the matriarch's enforcer. He ensures that the laws of the church and the common rights of the people are not violated. Krabyas are overseen by deacons, who are assisted by vicars in the hundreds.

Division	Temporal Ruler	Spiritual Ruler
Yore	Mother Superior	Mother Superior
Voyvody	Voyvoda	Matriarcha
Krabya	Szeryf	Diakon
Faltz	Faltzkrabe	Diakon
Mark	Markrabe	Diakon
Stovka	-	Vikar
Panstvi	Pan	-

The voyvodies of Yore are as follows:



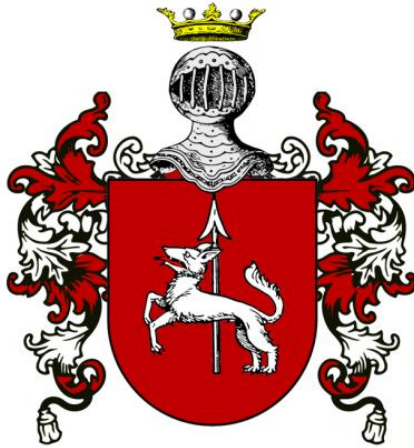
**Voyvody Bagno:** Bagno is the northernmost voyvody, where the Mootling movement got its start. The halflings of Bagno are nicknamed "buck-beans" and are very independent people. The best rangers in Yore come from Bagno. The voyvody is ruled by Matriarcha Zyeta and Voyvoda Peklo of clan Labut.



**Voyvody Grumsk:** The Grumski are the most stubborn and militant halflings in Yore, and they have vowed never to submit to the Mootlings or anyone else. Grumsk is ruled by Matriarcha Hyacint and Voyvoda Zazlo of clan Kohut. There is one krabya in Grumsk, Ogarov, under Sheriff Neko. The voyvoda also contains the fortress of Arnova under the command of Markrabe Arnov the Bold, Yore's greatest living warrior.



**Voyvody Jabilka:** Jabilka is known for its apple orchards and festive people. Much of Jabilka has fallen to the Mootlings in the halfling civil war, but the people press on, trying to find happiness amid the ruins. The exiled rulers of Jabilka are Matriarcha Wisnia and Voyvoda Jervan of clan Lishka. Jabilka has two krabyas, Dobrigor and Bebrantz, under sheriffs Merri and Dusek respectively.



**Mark Kamostya:** Kamostya is a march on the northwest frontier of Yore founded by the Wilk clan and ruled by Markrabe Vlkodav, who is now acting as Lord Protector of Yore. His seneschal in Kamostya is Boro the Bandy.



**Voyvody Malthy:** Malthy is a wealthy midland voyvody with exceptionally fertile soil and a population of very hard-working halflings. The Malthians are kind and gentle, but stern about public morals and courtesy. The voyvody is ruled by Matriarcha Maxa and Voyvoda Brazo of clan Pastuzik. Malthy has a far western krabya, Biboro, overseen by Sheriff Orcoth.



**Voyvody Kopek:** Kopek is a Mootling voyvody located just to the south of Bagno. The Kopekis are known for their love of argument and a good fight, though halflings who know them well know that this is mostly posturing. In the current civil war, the brave warriors of Kopek have done some bullying of local Mummies, but very little real fighting. Kopek is governed by Matriarcha Kopretina and Voyvoda Dravy of clan Kotka. The western portion is the Krabya Vulbrod, which is ruled by the redoubtable Sheriff Vlavo.



**Krabya Misha:** Misha is not a voyvody, but rather a free krabya of dwarves who emigrated here from the White Mountains to the west. It is ruled by Diakona Zimoleza and Sheriff Karlik of clan Kremen.





**Voyvody Notska:** Notska is a well-populated southern voyvody known to produce the best singers in Yore and the most gregarious halflings in the world. It has been hard pressed by the Mootlings of Yorld, but has so far held its ground. It is ruled by Matriarcha Askamitka and Voyvoda Zanoc of clan Robel. It has two krabya, Kroeke and Viskar, under Sheriffs Bosek and Kanda respectively.



**Voyvody Zelenia:** Zelenia is a wild country of woodlands and isolated farmsteads. Its people are very independent, and they have a reputation as penny-pinchers. Zelenia is ruled by Matriarcha Roza and Voyvoda Zalo of the clan Veverka.



**Voyvody Rumzi:** Rumzi is a voyvoda of stout Midlanders, great friends of the dwarves of Misha. They are known for chewing over problems at length – long thinkers and slow actors. It is ruled by Matriarcha Jetel and Voyvoda Tabor of clan Koza. Rumzi has no krabya, and its chief city, Nuntz, has been conquered by Zelenia. The remnants of its banner are not worth mentioning – most have fled south and east.

**Faltz Yorld:** Yorld is a palatinate (*faltz*) ruled by a *Faltzkrabe* Kvela on behalf of Mother Superior. It is further divided into the krabyas Vychodna in the east and Zapadna in the west.



### Halfling Armies

The bulk of Yore's traditional military is made up of the yeomanry, free halflings who must, by church law, train with sling and spear one day out of every month. Above and beyond the yeomanry are the knightly lances. Each lance is drawn from a manor and funded by a feudal lord. Multiple lances are gathered under a banner led by a *knight banneret* appointed by the voyvoda. Military chaplains are assigned to the lances and banners from the clerics of the monasteries.

The newly organized Mootling soldiers are different from the old lances. They are drawn from the yeomanry and rebel knights. Each Mootling company is organized by a *rykar*, who pays for outfitting his company but is given a stipend from the High Moot to pay their wages and keep them supplied in the field. Money is always tight, though, so many companies turn

to a bit of brigandage on the side. Companies are organized into regiments commanded by the rebel voyvodas.

### Mummer Banner

D%	Unit
01-12	Knights (AC 18)—Platemail, buckler, light lance, short sword, war pony (sometimes with barding)
13-26	Riders (AC 15)—Chainmail, light lance, short sword, war pony
27-36	Axemen (AC 17)—Chainmail, buckler, hand axe
37-72	Spearmen (AC 16)—Chainmail, buckler, spear
73-86	Skirmishers (AC 14)—Studded leather, buckler, short sword, darts
87-00	Archer (AC 11)—Padded armor, buckler, short bow, hand axe

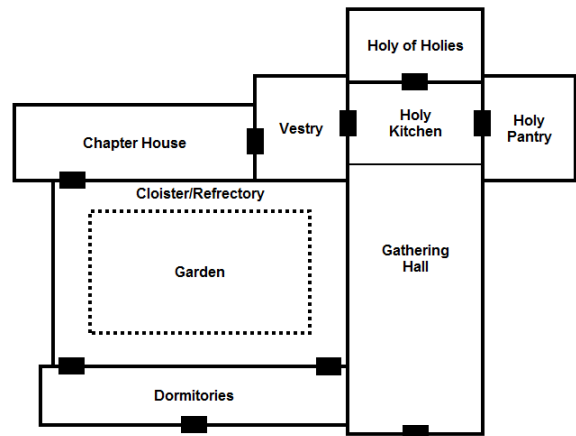
### Mootling Regiment

D%	Unit
01-15	Riders (AC 15)—Chainmail, light lance, short sword, war pony
16-45	Skirmishers (AC 14)—Studded leather, buckler, short sword, darts
46-60	Yeomen (AC 13)—Leather armor, buckler, spear, sling
61-90	Archer (AC 11)—Padded armor, buckler, short bow, hand axe
91-00	Militia (AC 11)—Padded armor, buckler, spear

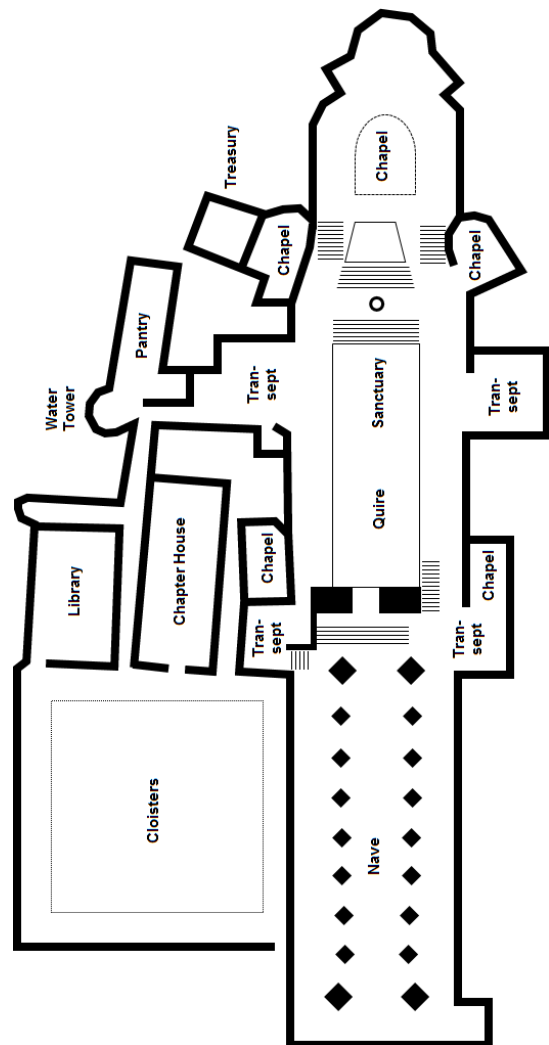
### Mother Church

Before Mother Church, the spiritual life of the halflings was tended to by wandering friars called *pastuszy*, or shepherds. These druids blessed fields and animals, succored the people at simple shrines and protected the halflings from the wilderness and the wilderness from the halflings. Novices apprenticed themselves to senior friars to learn their craft. Some of the greatest of the friars became legends and were declared saints by their surviving novices.

As the halflings prospered, a new type of friar stopped wandering, and started building abbeys (*klashtery*). Some abbeys were for men and others were for women. The nunneries acted as hospices and kitchens, and would eventually turn into cathedrals and the thrones of the matriarchs. The male monasteries supplied the nunneries with their produce and aided halfling warriors in times of war. While the druidic friars were nature priests, the clerics of the *klashtery* focused on the motherly virtues embodied in Nertha. These virtues include patience, generosity, love and a fierce defense of children, in this case, the “children” being Nertha’s children, the halflings.



Sample Klashtery



Sample Cathedral

## Megrette Havendr, Mother Superior

Raised in a wealthy family, Megrette entered a nunnery as a young woman. She rose swiftly through the ranks of Mother Church and became an abbess at age 33. She was Bishop of Mók for 15 years before being elected Mother Superior five years ago. She has been a competent ruler and is beloved in the south and midlands.

One year ago, a plot was hatched against her. Testimony was delivered to church authorities that revealed an affair and child with a priest in her youth. The church removed her from office and exiled her to a tower keep not far from Yord. The testimony was really a lie, perpetrated by Queen Louhi of Pohiola. A northern bishop was sworn in as the new Mother Superior, and soon all heck broke loose on Yore.

Soon after the election, the fortress was attacked by Mootling rebels. Megrette escaped with the help of Lewin Krakavo, and was smuggled to Azsor where she now rules in exile.

Megrette is a 1 HD halfling woman bestowed the spell-casting abilities of an 11th level cleric and 11th level druid by Nertha. She wears a *ring of protection +3*.

Megrette, Mother Superior: HD 1 (4 hp), AC 14, ATK Staff (1d3), MV 20, AL LG, XP 100, SP see above.



The clerics were more organized than the druids, and came to dominate what the reformed Mother Church (*Kostel Matky*) founded on the teachings of *The Book of Common Piety*. Towns grew up around the cathedrals of the matriarchs, who administered the *voyvodies*. Smaller abbeys were built in the shires and were the seats of the deacons (*diakons*). The manors in the hundreds relied on chapels and vicars (*vikars*). In the Mother Church, vicars answer to deacons, deacons to matriarchs, matriarchs to Mother Superior, and the friars to none but themselves. The *voyvodas* also answer to the matriarchs. Just as in

halfling home life, the women are in charge of the purse, and the men are in charge of filling the purse by their work.

## Wild Elves

The ancestors of the wild elves left their civilization and ventured into the Vastwood long before the fall of their elven kin to seek a life of spiritual fulfillment. They had grown disgusted by the hedonism and depravity of their people, and sought the old ways of their primordial ancestors. While the courtly elves were swayed to the worship of demons, the wild elves rediscovered druidism. Their druidic circles were persecuted by the courtly elves, which treated them as dangerous rebels and drove them into the Vastwood.

A wild elf's life revolves around their clan. They are fiercely loyal to their clan and obey their clan leader without question. To betray the clan is the worst crime a wild elf can commit. Wild elves fear and hate outsiders. When they cannot avoid them, they slaughter them in cunning ambushes. Outside of rangers, wild elves never trust strangers.

Wild elves are slightly darker in complexion than wood elves. Their hair ranges in color from blond to coppery-red, and their eyes are light brown, light green, or hazel.

Wild elves worship the old elven gods, the Kabir. They sometimes journey to the shores of the River Kra to visit hidden shrines. These shrines are carved from green stone and depict abstract nudes in all manner of embrace. Most people see them as nothing more than amorphous blobs. While they visit their shrines, the wild elves also hunt the magnificent silver pike of the River Kra with barbed spears.

## Wood Elves

The wood elves of Og descend from the elven lords who sought shelter in their hunting lodges deep within the Vastwood from the wrath of the elven gods. These hunting lodges, which are constructed as circular stone strongholds, are wondrous places intimately linked to their inhabitants. The inner halls and chambers are covered in bas-reliefs that tell of the splendors of elven thought and deed. Gems are set in intricate, mathematical patterns throughout, and the lodges radiate an aura of magic. With concentration by the inhabitants, the lodge can actually fade from one place and appear in another.

The interior of these lodges is always larger than the exterior would seem to indicate. Some passageways seem to change before one's eyes, moving with an unmistakable intelligence. Chambers that seem abandoned for centuries hold the shades of the ancient kindred of the elves. Doors might open to faraway places, some too fearsome to even mention.



Wood elves are mildly xenophobic and often arrogant towards the “lesser” peoples. They expect to take the lead in groups, and have a hard time in admitting their mistakes. Rangers are common among them; most of the ranger brotherhoods descend from elven fraternities created thousands of years ago.

Wood elves are usually encountered in small hunting bands. These bands come complete with graceful hounds, full heraldry, maids-in-waiting, musicians, etc. If a lone traveler encounters such an outing he might be invited to join, although legend suggests he may never be seen again.

When they are not hunting, wood elf processions are solemn. Garbed in clothing of fine, dark red velvet and bearing candles, these processions indicate that either a wood elf has been born or one has died. In either case, they are on their way to a holy place of the elder days to perform the traditional ceremonies. Such processions never invite outsiders to join. Outsiders who bow their heads and doff their caps may find themselves aided by the elves later. The disrespectful are cursed.

The wood elf kingdoms of Og include Karkleeir (“crag-overlooking-clear-waters”), Jiardutrie (“red-leaves-under-foot”), Sherkrai’faiyr (“endless-rustle-of-grass”) and Trollacarn (“troll’s-cairn”).

## Humans

The humans of the region consist primarily of the Runa nomads south of the River Og, and the Azsori who dwell to the west of Yore. The Azsori are more settled, and generally live in peace with the Yorrish. The Runa, on the other hand, continue to raid the Yorrish lands when they get the chance.

Both Azsori and Runa have ruddy complexions, and tend towards platinum blond hair. They are rugged folk, tall and strongly built. Most of them are expert riders.

Nomad 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, 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

## 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). 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.

### Runafold

	Winter	Spring	Summer	Fall
Freeze	1-4	1	-	1
Cold	5-6	2-3	-	2-3
Mild	-	4-5	1-3	4-5
Warm	-	6	4-5	6
Hot	-	-	6	-
Rain	25%	40%	45%	45%

### Telafo

	Winter	Spring	Summer	Fall
Freeze	1-4	1	-	1
Cold	5	2	1	2-4
Mild	6	3-5	2-4	5
Warm	-	6	5	6
Hot	-	-	6	-
Rain	35%	25%	25%	25%

### Western Wood

	Winter	Spring	Summer	Fall
Freeze	1-2	1	-	1
Cold	3-5	2	1	2
Mild	6	3-5	2-3	3-5
Warm	-	6	4-5	6
Hot	-	-	6	-
Rain	55%	45%	45%	40%

### Yore Valley

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

## Hex Contents

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### 0103. White Eyes | **Monster**

White Eyes is a mountain hag who dwells in a pine bower in a dismal valley in the mountains. The valley leads 3 miles into the mountains, and is often snowclad or icy. A rivulet trickles lazily over slimy stones. White Eyes looms large in the folklore of Fenshire, where naughty children are threatened with tales of her hiding beneath their beds and reaching a bony hand up at night to snatch them away. In fact, White Eyes never leaves her cave in the mountains. She is sometimes visited by those who seek her knowledge of poison.

Treasure: 2,900 cp

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

### 0105. The Golden Cave | **Wonder**

Traversing these hills, one might glimpse a warm, golden glow emanating from a cave high in a cliff wall. Beneath the cave there grow gorse bushes and wild tulips. The gorse bushes make climbing up to the cave difficult.

Inside the cave, one finds the temperature always warm. Lawful creatures who sleep the night here note a pleasant feeling as though they have a belly full of warm stew and strong ale. Neutrals have no such luck, and chaotics suffer a fitful sleep and a bitter feeling in their stomach.

### 0109. Yilmov | **Village**

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#### DEMOGRAPHICS

Urban Population 60

Rural Population 420

Produce Elmwood

Alignment Neutral

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Yilmov is a far flung village of halfling woodsmen, chopping down fine white birches and sending the timber via mule train to Tsamor [0411], from where it is floated by barge down the river to the woodcarvers of Kamostya [0809]. Yilmov's mayor is Pompo Bosh (HD 2), a round faced halfling ruddier than one of the prize pumpkins he is called upon to judge each fall.

### 0111. The Haunted Steppe | **Wonder**

Traversing across this steppe from any direction soon brings people to a cliff. The cliff is no more than 9 feet tall, but the height varies and it runs from one horizon to the other. Upon reaching the top, one finds another cliff – so near to the last

that it seems impossible it was not seen from below. This second cliff presents a third. Sitting atop this third cliff one finds an old, toothless man in a tattered grey cloak and traveling clothes. He holds a begging bowl. A gold coin ends the procession of magical cliffs.

If the old man is rebuked, the cliffs continue on for six more iterations. Atop the ninth cliff there sits an old woman, unable to stand or walk, who begs that one might carry her up the next cliff. If this is done, the old woman disappears and the steppe becomes flat once again.

If one does not help the old woman, one must ascend nine more cliffs. Atop the fifteenth cliff stands a tall warrior with flowing white hair, a long, drooping mustache of the same color and hazel eyes. He is dressed in ruddy armor splattered with blood and carries a two-handed sword. To pass this cliff, one must face this warrior. If more than one person challenges the warrior, a duplicate of him steps from behind the first, and so on, until each attacker has a warrior to face. If the warrior or warriors are defeated, one may proceed along the steppe with no further cliffs to climb.

Mystery Warrior, Medium Monster: HD 5; AC 17 (chainmail, shield); ATK two-handed sword (1d10+2); MV 40; SV 14; AL N; XP 500.

### 0114. Nudd's Men | **Monster**

The Runa chieftain Nudd has made camp in this hex to graze his cattle and horses. He leads 300 warriors and almost 1,000 non-combatants, and has 1,100 head of horses and 2,200 head of cattle. He is even now entertaining offers of marriage for his eldest daughter, Iturr, who has just turned 15. She is preparing to strike out in the night with eleven friends for the mountains to have some adventure in her life and avoid a dull marriage.

Treasure: 8,200 cp, 1,200 sp, medium hyacinth

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Iturr, Human Fighter: LVL 3; HP 15; AC 21 (+4 chainmail, shield); ATK longsword +4 (1d8+1); MV 30; SV 16; S14 I13 W8 D12 Cn12 Ch12; AL N; XP 300; Special—Riding, leadership, dominate; Gear—None

Zarr, Human Fighter: LVL 5; HP 19; AC 16 (chainmail, shield); ATK +4 footman's mace +9 (1d6+4); MV 30; SV 15; S11 I11 W9 D6 Cn9 Ch15; AL N; XP 500; Special—Riding, leadership, dominate

Nudd, Human Fighter: LVL 9; HP 50; AC 17 (chainmail, shield); ATK 1+ +3 spear +13 (1d8+5); MV 30; SV 13; S16 I9 W7 D12 Cn10 Ch8; AL N; XP 900; Special—Riding, leadership, dominate; Gear—Efficient quiver, potion of healing.



DAVID JERNIGAN 2020



### 0128. Camel Catchers | Monster

A gang of eleven Runa nomads, their long hair braided and held back from their faces with silver clasps, their blue capes tied around their waists to avoid flapping in the wind, are riding down a herd of 24 camels with the object of catching them. The nomads are in the employ of Grungni, a dwarf of ill reputation and regrettable manners. Grungni is an inhabitant of the city-state of Azsor, and plans to sell the camels there.

An avaricious soul, Grungni is also carrying a message to Rann [0330] on behalf of the Lady Shepherd of Yorld. The message is contained in a small iron box, locked, that contains a large ruby as payment for the assassination of the Mum, who is now living in exile in Azsor under the protection of King Mogg.

Camel, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; SA—None.

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Grungni, Dwarf Thief: LVL 4; HP 12; AC 14 (leather); ATK Dagger +3 (1d4+1); MV 30; SV 15; S15 I7 W13 D16 Cn10 Ch7; AL NE; XP 400; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—None (except as noted above)

### 0130. The Bleeding God | Monster

Three werewolves, in human form, have gathered in this hex within a narrow cave. The cave is hidden within a copse of spreading yew. Deep within the cave there is a small pool of water, tinged red from the bleeding god that hangs over the pool. The “bleeding god” is actually a large, oddly-shaped root growing from the cave roof. By drinking from this fountain, the werewolves renew their pack oath. Non-lycanthropes drinking from it must save vs. Poison III; those who survive suffer strange hallucinations of a glowing portal in the wall of the cave. If the portal is entered while one is in the throes of hallucination, they discover a winding passage deep into the ground that ends on the banks of the hidden River Alph.

Treasure: 3 gems

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

### 0133. Nomad Band | Monster

A band of 60 Runa nomad warriors and their 200 women and children are camping here on the south side of the River Og. Their wagons are circled about 100 yards from the river on a low hill. The nomads are engaged in fishing in the river and drying those fish to lay in a supply for the winter. They are also gathering roots and herbs. Their chieftain, Tadd, is a dashing young warrior with platinum mustachios. He and his coun-

cil of sub-chiefs are making plans for the winter to travel south, nearly into the territory of Hyrcania.

Treasure: 5,200 cp, 3,400 sp, 500 gp

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Tadd, Human Barbarian: LVL 6; HP 51; AC 20 (splint, +1 buckler); ATK Spear +8 (1d8+3); MV 40; SV 13; S18 I8 W15 D16 Cn17 Ch10; AL CG; XP 600; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 2/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—*Potion of healing*

### 0140. Goff | Stronghold

Goff is a prison fortress of Azsor. Especially violent criminals are banished to Goff for 3 years to mine lead; if they survive, they are allowed back to Azsor. Any violation of the king's law thereafter results in instant death.

The fortress houses 140 miners under the guard of 25 warriors commanded by Lord Yoll. Miners are punished harshly for disobedience. They wear iron chains on their feet and hands that permit limited movement. These chains are fastened tight to iron loops embedded in the walls of their stone cottages. A dwarven locksmith, Togor, is kept on staff to maintain the chains and locks. The miner's cottages surround a motte-and-baily castle wherein dwell the warriors and Lord Yoll.

Lord Yoll is an intensely fair man possessed of high ideals and an unflinching sense of justice. At his weaker moments, he can be almost cruel, but rarely indulges it. Within the prison colony live the master thief Pall and seven lesser thieves who form the local black market.

Pall, Human Thief: LVL 10; HP 56; AC 10; ATK 1 knife +5 (1d3); MV 30; SV 14; S9 I9 W12 D11 Cn16 Ch9; AL CE; XP 1000; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper.

Yoll, Human Fighter: LVL 7; HP 21; AC 23 (+2 plate armor, shield); ATK 1+ +1 short sword +8 (1d6+2); MV 30; SV 14; S13 I10 W16 D13 Cn12 Ch5; AL LN; XP 700; Special—Riding, leadership, dominate

### 0201. The Bellows | Monster

Beneath a stone arch carved by the wind there is a spiral stone stair that descends into the earth. A slow and steady smoke arises from the stairs, and grows thicker as one descends. As the smoke grows thicker, the clapping of picks on stone becomes louder and the temperature grows hotter.

At the bottom of the stair there are five tunnels, each blocked by a locked portcullis. Smoke issues from every one. At the end of each tunnel there is a small workshop where 1d8 cyclopeans topple stones from the wall and feed it into furnaces. A

steady flow of metal issues from these furnaces to pool in molds, where it cools into ingots. One tunnel produces tin, another copper, the third silver, the fourth gold and the final one platinum. When the ingots cool, they are carried over to a deep pit and thrown in. This pit is 200 feet deep, and holds a wondrous treasury of ingots bathed in boiling water.

The cyclopeans are not actually mad. While they do throw away a treasure in metals, they seek something greater, a piece of solidified wisdom that landed here as a falling star.

Cyclopean, Medium Humanoid: HD 2; AC 10; ATK Pick (1d8); MV 30; SV 16; AL N; XP 200; SA—Glimpse future.

### 0207. Poisonous Lake | Wonder

A crater lake here boils and bubbles with poisonous salts that seep up from the lake bed. Drinking the water has the effects of Poison IV, but even smelling them for more than thirty minutes has the effects of Poison III each hour thereafter.

### 0215. Flower Circle | Monster

Seven flower nymphs dance here in a circle, conjuring forth a nature spirit to fertilize the flowers in their meadow. They seek an air elemental that can blow over the meadows and spread the flower pollen and seeds. Their hopes are about to be dashed, though, as an evil djinni will instead appear in the circle and begin snatching up the *anthousai* to carry them back to his palace on the Elemental Plane of Air.

Flower Nymph, Medium Fey: HD 4; AC 15; ATK Dagger (1d4); MV 30 (S20); SV 15; AL NG; XP 1200; SA—Magic (D4), blinding beauty, cloud of perfume; SP—Dimension door •

Djinni, Large Air Elemental: HD 7+1; AC 15; ATK 2 slams (1d6) or scimitar (2d6); MV 20 (F60); SV 13; AL CG; XP 2100; SA—Immune (electricity), whirlwind; SP—Create food & water •••, create wine •••, creation II (vegetable matter is permanent) •••, gaseous form, invisibility (self), persistent illusion •••, polymorph self •

### 0218. Boffin | Village

#### DEMOGRAPHICS

Urban Population 70

Rural Population 530

Produce Spruce

Alignment Neutral

Boffin is a village of woodcutters and swineherds. They live in a spruce forest, which they have harvested for many years. The farmers outside the village grow parsnips, barley and wheat and are known for their wild berry preserves. A tailor, Wasi, arrived here a few months ago and took lodgings in the inn. Most people are suspicious of him, and think he might be a

Mummer in hiding. The local stouts are Mummers themselves, so they have done nothing to reveal his existence to the traveling Mootling priest who sees to the village shrine.

### 0221. Lily Pads | Wonder

There is a large pond here surrounded by wild lilies and blackberry bushes. The pond, strangely enough, is solid, but the lily pads that appear to float on it are really green pools of murky radiance. Diving into these ponds separates mind, body and spirit into three distinct beings. One of these beings, body, looks like the person who dove in, but has the mind of an animal. The other two have varied forms – roll on the reincarnation chart to discover what. Two of these forms must defeat the third in order to reintegrate.

### 0226. Mudville | Wonder

The steppe here turns into a broad, spongy meadow fed by underground springs. On the margins is a small village of drooping huts made of sticks and thatch. The village is occupied by 30 slime dwarves, small folk who look to be composed of mud and slime. They are a kindly folk, but their condition is contagious, especially to other dwarves (-4 to save). The only cure is the “wood god’s kiss”, a fungal cocktail that can be brewed by Old Mother Twofigs [1318].

Treasure: 2,700 cp, 2,200 sp, 2 gems

Slime Dwarf, Small Humanoid: HD 1; AC 14; ATK Club (1d3); MV 20 (C20); SV 16; AL N; XP 100; SA—Immunity (disease), resistance (acid), assume ooze form.

### 0235. Egg Thief | Monster

A trio of wind nymphs is harrying a traveler who stole the egg of a cloud dragon who lives in the far away White Mountains. The dragon is distraught and has appealed to the elemental powers of air for help, the beast having a long friendship with a djinni called Ghafee. Ghafee has sent the wind nymphs, three of his wives, to retrieve the egg. The thief, Gadd, is a daring young Runa man on his way back to his clan, but suffering the worst windstorm he’s ever seen. Naturally, other people in the hex will suffer the windstorm as well.

Wind Nymph, Medium Fey: HD 5; AC 16; ATK Dagger (1d4); MV 30 (F60, S20); SV 14; AL CN; XP 1500; SA—Magic (D4), blinding beauty, gaze attack; SP—Dimension door •, gust of wind, wind walk •

Gadd, Human Thief: LVL 4; HP 16; AC 13 (leather); ATK Short sword +2 (1d6); MV 30; SV 15; S10 I7 W8 D13 Cn15 Ch15; AL N; XP 400; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—*Scroll of protection from poison*

### 0305. Dread Poppy | Stronghold

The dread thief Poppy, known from Azsor to Yorld for her devious schemes and frightful crimes, dwells here in a tower keep of pale grey stone with windows of thick blue glass. She shares her tower with 70 bandits and a crooked little magic-user named Froggy.

Poppy is a mature woman with a slight frame and a face freckled from ear to ear and as lovely as a buttercup blossom. She has chocolate brown eyes that sparkle when she smiles and glare when she frowns. Her bandits feast and play in her tower while awaiting her orders to strike out into the world in search of her fondest desire, a lock of golden hair in a silver locket. The hair belonged to her mother and was lost when Poppy was a child on the streets of Yorld.

Treasure: 5,200 cp, gold ewer (500 gp)

Bandit, Medium Humanoid: HD 1; AC 13 (ring mail); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

Froggy, LVL 4; HP 15; AC 12; ATK +1 *dagger* +2 (1d4+1); MV 30; SV 14; S11 I15 W9 D10 Cn15 Ch13; AL NE; XP 400; Special—Alchemy, lore, spells per day (4/2), create scrolls, arcane knowledge (algebra and geometry); Gear—*Amulet of natural armor* +2

Spellbook: 1—Change Self, Detect Undead, Grease, Light, Read Magic, Smoke Image; 2—Detect Evil\*, Scorching Ray

Poppy, Halfling Thief: LVL 11; HP 32; AC 12 (leather); ATK Dagger +6 (1d4); MV 30; SV 13; S9 I14 W10 D11 Cn11 Ch11; 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—*Cloak of resistance* +5

### 0314. Silver Bells | Monster

A gorgon lounges around its cave in this hex, the entrance littered with piles of sand and gravel, the remains of many hunters and adventurers who strayed too close. A crooked little tree grows above the cave entrance, hanging its black branches in front the entrance. Tinkling silver bells grow from the branch and produce a music that lulls people to sleep. The gorgon is immune to the enchantment, having built up immunity over many years.

Treasure: 3,200 sp, *eyes of charming*

Gorgon, Large Monster: HD 8; AC 18; ATK Gore (2d6); MV 30; SV 13; AL N; XP 2400; SA—Cone of gas (60'/petrification, 5/day)



### 0319. Would-be David | Monster

A dinofelis is tearing at the flesh of a recently killed pony while its former rider looks on from behind a nearby boulder. The halfling youth, with golden locks and a grey tunic and trousers, is twirling his sling and preparing to launch a stone at the feeding cat. This is not likely a good idea.

Halfling, Small Humanoid: HD ½; AC 16 (chainmail, buckler); ATK 1 short sword (1d6) or sling (1d4); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

Dinofelis, Medium Monster: HD 4; AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40 (C30); SV 15; AL N; XP 400; SA—None.

### 0330. Rann | Stronghold

The steppe here is marked by a jagged claw of stone, 40 feet tall and smoothed by the wind. Into this promontory, a brotherhood of religious dwarves once carved a small but opulent fortress where they could practice their ancient faith. The dwarves were unable to make a success of their life on the steppe, it being so alien to their natural environment, and thus quit the fortress and left it abandoned.

The abandoned fortress was discovered by a band of adventurers that included the Azsori assassin Rann. The adventurers moved on from the empty fortress, but Rann returned a year later and set up shop for himself, guarding the place with deadly traps and hiding his treasure within. He eventually



settled here permanently, staffing and guarding it with 80 hobgoblins. He leaves it in their keep when he is off on a mission, making sure they know that treachery on their part will absolutely be answered with a painful, horrifying death.

Rann is a tall man who has grown obese with age and living the good life. He dresses flamboyantly in his home, in embroidered silk tunics and cloaks and sandals of gold and silver thread. He wears on his head a crown stolen from a goblin king, and fancies himself Rann, King of Assassins. He holds that his yellow eyes are a mark of greatness.

**Treasure:** 2,900 cp, small opal, *rod of wonder*, *staff of healing*

Hobgoblin, Medium Humanoid: HD 1+1; AC 17 (chainmail, shield); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL LE; XP 50.

Rann, Human Assassin: LVL 9; HP 47; AC 18 (leather, shield); ATK Longsword +6 (1d8+1); MV 30; SV 14; S14 I14 W11 D13 Cn16 Ch11; AL NE; XP 900; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +3d6 (paralyze or kill), brew poison (Type I-IV, contact, delayed, powders, gas); Gear—*Ring of protection* +3.

### 0334. Kikhar Berries | **Monster**

A family of four indricotheres is browsing the high branches of a kikhar tree, a tall tree with a twisty trunk, a broad canopy of long, silver, dagger-shaped leaves and tiny, black, oily berries that hang in clusters. These berries stain the ground beneath the tree black and keep most other plants from growing.

Kikhar berries make a potent salve that smells to the high heavens, but which doubles natural healing rates with each application. A single tree's berries, harvested over the course of a year, can be turned into twenty applications of salve. The salve-making process takes 2 months.

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

### 0342. Ulonn's Last Stand | **Stronghold**

An old blockhouse composed of chipped and weathered limestone has become the last stand of Ulonn, an Azsori woman who betrayed her cousin, a murderer, to King Mogg's justice. Her clan has ordered her death, and she has escaped with her followers to this blockhouse to prepare a final defense. Her kinsmen number 120 warriors under the command of Ponn, the younger brother of the man she betrayed. Her own comrades number 70 warriors.

Ulonn is a short, stocky woman with russet eyes and ebon hair, and a glint in her eye when she's about to fight. She has a violent temper when roused, but is usually amiable and quite rational and intelligent. Her lieutenant is Farr.

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None

Farr, Human Fighter: LVL 4; HP 19; AC 19 (banded, shield); ATK 1 longsword +5 (1d8+1); MV 30; SV 15; S14 I6 W9 D13 Cn13 Ch10; AL N; XP 400; Special—Riding, leadership, dominate; Gear—*Ring of mind shielding*

Ponn, Human Fighter: LVL 8; HP 30; AC 19 (plate armor, shield); ATK 1+ battleaxe +8 (1d8+1); MV 30; SV 13; S15 I10 W12 D7 Cn8 Ch15; AL CE; XP 800; Special—Riding, leadership, dominate; Gear—*Scroll of protection from dragons*

Ulonn, Human Fighter: LVL 11; HP 50; AC 20 (plate armor, shield); ATK 1+ longsword +11 (1d8+1) or +1 *sword-breaker* +12 (1d6+2); MV 30; SV 12; S14 I12 W16 D10 Cn14 Ch11; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—None

### 0407. Gritham the Gray | **Stronghold**

Gritham is a wispy little gnome with gray hair, full sideburns, a generous nose and eyes the color of a foggy morning. He resides in a simple cell atop a tall spindle of a tower. From outside the tower one spies no windows, but from within the room atop the tower one notes three windows.

One window is composed of amber glass and, opened, looks onto a long, broad hall of merriment and splendor. Motioning to the servants in the hall brings platters of savory sausages and brown bread piled with butter, cheese tarts and slices of roast turkey, as well as goblets of sparkling wine.

The second window is emerald in color, and beyond it there is a broad woodland, shady and cool, filled with bird song. These birds might sing any tune one could wish, or deliver to people all manner of baubles and little treasures.

The final window has a silver cast, and looks out on an endless sea bathed in moonlight. By tapping his walking stick on the window sill, he calls from the depths mermaids and nixies that bring strings of pearls and other items of the deep. Should he be harassed by visitors, three crabmen enter through the window to defend their good friend.

Gritham lives here alone, and never wants for entertainment and company. Things that are not provided by his windows he finds in the books that line his walls.

**Treasure:** 5,500 sp, +2 *chainmail*, +2 *rapier*

Gritham, Gnome Magic-User: LVL 9; HP 16; AC 15; ATK Staff +3 (1d4); MV 30; SV 12; S10 I14 W14 D5 Cn10 Ch11; AL CN; XP 900; Special—Alchemy, lore, spells per day (6/4/3/2/1), create scrolls, arcane knowledge (alchemist's fire, glue, gunpowder, distillation); Gear—*Bracers of armor* +7, *staff of enchantment*, *rod of metal and mineral detection* (hidden up his sleeve)

Spellbook: 1—Cause Fear, Daze, Endure Elements, Floating Disk, Ill Omen, Mind Thrust, Read Magic; 2—Acid Arrow, Hideous Laughter, Misdirection, Wisdom; 3—Haste, Ray of Fatigue, Slow; 4—Black Tentacles, Hallucinatory Terrain, Wall of Ice; 5—Contact Other Plane

#### 0411. Tsamor | Village

DEMOGRAPHICS
<b>Urban Population</b> 24
<b>Rural Population</b> 186
<b>Produce</b> Musical instruments
<b>Alignment</b> Neutral

Tsamor is a small village known for its woodcarving. They carve spruce from Yilmov [0109] into flutes, pipes and stringed instruments with engraved flourishes that look like birds and fish. Surrounding the village are grassy hills on which graze grey sheep with bluish horns. These sheep are tended by herdsman, who use the aforementioned pipes to pass the time and send warnings and other messages to one another. Every two weeks the excess timber from Yilmov is sent down river on a barge.

#### 0412. Ogres | Monster

A clan of fifteen ogres and their mates and children has descended from the mountains to occupy a cave complex in this hex. The caves are dry and airy and no more than one mile away from a spring of clean water. The hills are covered by grass that is amber in the fall and jade in the spring. The ogres have already stolen a few sheep from Tsamor [0411], but they have not yet threatened the villagers.

Treasure: 2,500 sp

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or spear (1d8+2); MV 40; SV 15; AL CE; XP 200; SA—None.

#### 0420. Mammoths on Parade | Monster

Eight mammoths are tromping through this hex, either heading north for the summer or south for the winter. The leader is a large female who bears many scars. Two young males are shadowing the herd and might surprise adventurers who focus their attention on the main herd.

Mammoth, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) and gore (2d12); MV 40; SV 11; AL N; XP 1200; SA—Trample.

#### 0422. Spooked Rhino | Monster

The passing shadow of a giant eagle has spooked a woolly rhinoceros that was grazing in this hex. It is on high alert for any movement, and will charge without hesitation.

### The Crystal Rod of Raqdarien

The ancient elves who ruled over much of the world millennia ago were not just cruel and arrogant, they were also master magicians. Among the finest of their wizards was Raqdarien, and among her greatest achievements was her crystal rod. The rod was approximately 2 feet long and a bit less than an inch in diameter. It was hexagonal in profile and as clear as fine glass. The rod, when tapped against a hard substance, gave off vibrations that could shatter mineral substances – such materials, including metals, within 6 miles of the rod had to pass an item saving throw or shatter.

The other wizards of the elves thought the object too dangerous, and so separated it into six segments. Each of these segments, 4 inches long, retains some magic power. When one looks through the segment – in the manner of looking through a telescope – any locked portal, looked at through the segment opens. Magical locks open if one rolls 1d20 over the level of the magician who set the magic lock.

When multiple segments are brought close together, they give off a deafening whine, and all unlocked objects within a certain diameter (see below) fly open, all locked objects unlock and all crystalline objects must save or shatter. The diameter of the effect depends on how many segments are brought together.

Segments	Diameter
2	90 feet
3	250 feet
4	1,000 feet
5	1 mile
6	6 miles

Segments that are joined end-to-end reform into a single object with permanent powers as listed above. The shatter effect happens when the reformed rod is tapped against a hard substance.

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

#### 0426. Jet Pack | Wonder

Adventures might stumble across an old jet pack half-buried in the soil. If unearthed, it is revealed that it is strapped to a skeleton dressed in a costume of red cloth that looks like silk, but which is of some other substance. The skull of the skeleton has been crushed, probably by impact. The hapless pilot originated in [0530], which characters might be able discern based on the angle of its impact into the ground.

#### 0432. Karr | Stronghold

Karr the bandit king has constructed a wooden fort in this hex, using it to prey on caravans traveling between Azsor and Yaz [0734]. Karr commands 50 bandits, all light horsemen, equipped with short bows, light lances and horseman's axes.

Karr is a narrow-minded man, deeply convinced that he has been wronged by the world and owed much in return. He is a very serious man, apparently studious but actually uneducated. His bandits have two longboats they use to cross the Mitzel River with their horses.

Karr seeks an old friend named Yobb, a sneak thief who was last seen alive in Luhan, far to the east. Karr tells people that he seeks Yobb because they were like brothers in their time, but he really a key held by Yobb, a key sought after by the drow, who have promised a rich reward if they get it.

Treasure: 1,700 cp, 3,100 sp, silver circlet (100 gp)

Bandit, Medium Humanoid: HD 1; AC 13 (ring mail); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

Karr, Human Thief: LVL 9; HP 22; AC 14 (leather); ATK Short sword +4 (1d6-1); MV 30; SV 14; S6 I7 W8 D17 Cn7 Ch9; AL NE; XP 900; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—*Scroll of protection from poison, brooch of shielding*

#### 0437. Entwined Mummy | Wonder

A mummy wrapped in twine was left hanging from a tree in this hex. The tree has long, drooping flowers that almost look like eggplants. The mummy has been hanging for three days and nights, and is ready to awaken under the light of the moon. It was a Runa princess in life. She was stolen from her funeral pyre by the witch Iyakk. Iyakk turned the princess into a mummy so she could infiltrate her former clan and steal the clan's greatest treasure, a *crystal rod* that can open magic and non-magic portals (see sidebar).

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

#### 0440. Yadd's Red-Caps | Monster

Yadd is widely regarded to be mad by other Runa nomads, and they give him and his red-capped warriors a wide berth on the steppe. Where Yadd camps is no fit place for others, for he is as likely to slaughter you in the night or raid your herds as he is to throw you a feast. He is currently camping in this hex, his men on high alert, because the voices in his head have told him that King Mogg has ordered him killed. Woe to anyone his patrols catch in the area, for they will be put through three tests of fiendish cruelty to prove their innocence.

The Red-Caps number 300 warriors and almost 1,000 non-combatants. Their herd consists of 900 fine horses, 2,600 head of lanky cattle and 1,200 shaggy goats.

Treasure: 1,200 cp, 3,700 sp, 2,000 gp, small fire opal

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Lall, Human Fighter: LVL 5; HP 23; AC 18 (chainmail, shield); ATK Scimitar +6 (1d8+1); MV 30; SV 15; S13 I8 W14 D13 Cn13 Ch9; AL N; XP 500; Special—Riding, leadership, dominate; Gear—None

Yadd the Mad, Human Barbarian: LVL 7; HP 43; AC 20 (splint, shield); ATK Scimitar +8 (1d8+2) or +2 *dart* +8 (1d4+4); MV 40; SV 13; S16 I16 W8 D17 Cn14 Ch7; AL CN; XP 700; Special—Climb walls, hear noise, hide in shadows, move silently, survival, tracking, rage 3/day, surprised (1 in 6), no bonus for flanking or back attack; Gear—+2 *dart*

#### 0503. Leave It Be | Monster

An old stone monolith in this hex bears witness to 200 years of wind and rain. Moss clings to it and it is heavily worn. A metal chest is buried near it – an hour of digging can get to the item.

The metal case is *wizard locked* by an 8th level magic-user. A small *magic mouth* on the chest tells those who uncover it “Let It Be, Fool”. Inside the case is a flask of orange glass. Uncorking it unleashes a massive insect swarm that once ravaged the farms around Poppy [0305].

#### 0509. Mother Alder | Stronghold

Abbess Olsha is the warden of the northwest, charged with protecting western Bagno and Kopek. She is loyal to Mother Church, and defies all attempts by the new regime to make her quit her position. For several months, her 90 warriors have been stocking game, bread, beer and wine for a possible siege. Besides her 90 warriors, she commands five acolytes, as well as 40 farmers who work the manor's fields.

Treasure: 9,200 cp, 3 gems, +1 *short sword*

Halfling, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Acolytes, Halfling Cleric: LVL 1; HP 1; AC 16 (chainmail, buckler); ATK Mace +0 (1d6); MV 20; SV 16; AL LG; XP 100; Special—Halfling traits, conversion, healing, turn undead, spells per day (2)

Abbess Olsha, Halfling Cleric: LVL 10; HP 52; AC 25 (plate armor, shield); ATK +2 *mace* +6 (1d6+2); MV 30; SV 12; S11 I10 W15 D16 Cn14 Ch11; AL LG; XP 1000; Special—Conversion, healing, turn undead, spells per day (6/4/3/3/2); Gear—*Bracers of armor +3*

0524. Refreshing Spring | Monster

Five loping camels have paused in this hex to drink from a small spring. Near the spring, and maybe much nearer once, there is a chalky white menhir inscribed with halfling runes. The runes proclaim this the western border of the old halfling kingdom of Feorr, which has since ceased to exist due to pressures from the halfling kingdoms to the east and from the nomads from the west.

Camel, Large Animal: HD 3; AC 13; ATK Bite (1d4); MV 50; SV 15; AL N; XP 150; SA—None.

0530. Launch Pad | Wonder

This hex holds a large concrete pad, 60 feet in diameter and cracked with age. Steppe grasses and flowers grow from these cracks. Placed around the perimeter of the pad, marking the cardinal directions, are 8-ft tall concrete pylons, well-weathered and with traces of red paint on the top. At the center of the pad there is a copper plate set into the concrete and marked with a series of glyphs (mathematics, actually). If read through use of a *read languages* or *read magic* spell, anyone standing on the pad feels themselves grow momentarily weightless, and are then caught up in a golden beam of light that vaults them high into the sky, leaving them in a strange vessel suspended above the clouds in the darkness of the void.

Within this strange castle in the sky the adventurers discover numerous xill, who use the place to store trophies of their depredations on the people of Nod. They might also clash with silver automatons and other strange creatures.

0535. The Old Quay | Monster

A giant viper lurks in the long, cool, sweet grasses that grow on the banks of the river, near an old stone quay carved richly with the flowing script of the ancient elves. A staff tapped on one glyph in particular, along with speaking the command word “F’sainra”, extends the quay all the way across the river for 1 hour, just long enough to make the crossing.

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3000; SA—None.

0604. Rain Trees | Wonder

The tall trees in this hex continually drip warm water, as though one has been caught in a heavy rainfall. The water is very refreshing, though not truly magical. It is, however, highly corrosive to metal – any metal object exposed to it must pass an item save vs. acid or become pitted, worn and useless.

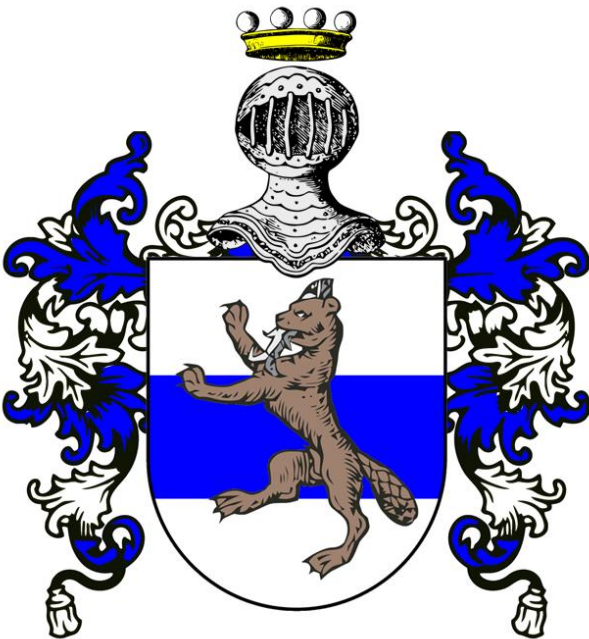
0615. Reptilian Ambush | Monster

A band of 16 lizardmen is stalking a mammoth in this hex. The beast is exhausted and thinks that a small wooded glen it has

found is the perfect place to hide and rest. The lizardmen are waiting for it to fall asleep before attacking it.

Lizardman, Medium Humanoid: HD 2+1; AC 13; ATK Bite (1d6) or spear (1d8) or short bow (1d6); MV 20 (S30); SV 16; AL N; XP 100.

Mammoth, Huge Animal: HD 12 (20 hp); AC 14; ATK Slam (2d10), 2 stomps (2d8) or gore (2d12); MV 40; SV 11; AL N; XP 1200; SA—Trample (2d10 damage).



0618. Biboro | Village

DEMOGRAPHICS
Urban Population 330
Rural Population 2,320
Army 1 lance
Produce Iron, steel, armor & weapons
Alignment Lawful

Biboro is a village of stout miners that boasts a foundry and three excellent smiths, one of them an armorer. The people mostly keep to themselves, but tolerate outsiders so long as they do not stir up trouble. The village is set atop a rocky outcropping that doubles as a stronghold in times of trouble. Iron trapdoors seal the under-village from the surface, and escape tunnels permit people to leave the village by hidden paths in the surrounding woodland. The village’s three iron mines are 1 mile away from the village proper; one to the east, one to the north and one to the south.



Biboro is surrounded by numerous freeholds farmed by halflings and a few gnomes. The village is governed by Sheriff Orcoth, who is loyal to Mother Church.

Halfling, Small Humanoid: HD ½; AC 16 (chainmail, buckler); ATK 1 short sword (1d6) or sling (1d4); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

Orcoth, Halfling Cleric: LVL 3; HP 11; AC 17 (chainmail, buckler); ATK 1 mace +3 (1d4+3); MV 20; SV 15; S16 I6 W16 D13 Cn12 Ch11; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1); Gear—Holy symbol

#### 0622. Traveling Bakery and Orphanage | Wonder

A traveling halfling bakery with almond cakes, buttercream, pumpkin torts, etc. is being carted through this hex on its way to Azsor to join Mother Church in exile. The cart is driven by two nuns of St Amalthy and pulled by a gentle ox with red hair. A warm chest in the back of the wagon holds a portal into a fairy garden where the good sisters pick the fruit for their pies and tarts, and where 15 children made orphans by the war are left under the care of an elder nun, Sister Agathy.

Nuns, Halfling Clerics: LVL 1; HP 4; AC 15 (scale, buckler); ATK 1 club +0 (1d4); MV 30; SV 16; AL NG; XP 100; Special—Conversion, healing, turn undead, spells per day (2); Gear—Holy symbol.

Sister Agathy, Halfling Cleric: LVL 4; HP 10; AC 18 (banded, shield); ATK 1 mace +2 (1d6); MV 30; SV 14; S11 I11 W16 D10 Cn12 Ch14; AL NG; XP 400; Special—Conversion, healing, turn undead, spells per day (5/3); Gear—Holy symbol.

#### 0626. Even Death Can Die | Wonder

A wooden statue that looks to have once been a living woman, wears two silver armbands. One is shaped like a man with the lower torso of a coiled serpent. The man cradles an infant in his arms. The other is similar, only female and holding a skull with ruby chips for its eyes. The armbands are magic, providing a +2 bonus to attack undead creatures. If one of these attacks is a natural '20', the undead must pass a saving throw or be returned to its living form. This process then requires an additional save by the reborn against madness.

#### 0631. Ghostly Vision | Wonder

A ghostly bard appears to travelers moving through these woodlands near the river. He sits on a boulder and strums a lute, causing people to fall into a peaceful sleep (saving throw permitted). The bard then fades away, and the people, when they awake, do so remembering dreams of a long procession of beautiful people, scaled like snakes, winding through a great darkness. The people are crying as they stream from a massive crypt. They hold their arms aloft, as though reaching towards something very dear to them.

#### 0702. Lost Ark | Wonder

A large ark has been constructed in this hex. It is propped atop felled trees, and looks large enough to carry 200 man-sized creatures. The ark is equipped with oars for 50 people, but has no mast for a sail. It looks as though it has sat idle and abandoned for at least fifty years.

#### 0707. Spiral Path | Wonder

A circular path spirals from the edges of this hex gradually to the center, in a way reminiscent of a labyrinth. The path is paved with crushed whitish-pink stone, and leads ultimately to a high hill. One who follows the path without straying – it is the equivalent of walking 94 miles – is rewarded with a shimmering portal at the top of the hill that can transport them anywhere they choose. If one cheats and does not follow the path all the way, they find the hill empty.

#### 0714. Ant Parade | Monster

Five giant ants are walking back to their anthill. They carry the remnants of a halfling caravan – five wagons filled with food-stuffs and one very frightened and intoxicated halfling hiding under some blankets and a few loaves of crusty brown bread.

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



### 0734. Yaz | Town

#### DEMOGRAPHICS

**Urban Population** 760

**Rural Population** 5,100

**Race** Human (96%), Halfling (4%)

**Army** 40 warriors

**Produce** Cattle, leather

**Religion** Bortas the Mammoth Spirit (NG)

**Alignment** Neutral

Yaz is a town of farmers and herdsmen, the easternmost town of Mogg's kingdom. Because they are situated far from Azsor, they enjoy a fair amount of independence. The town used to see a many overland caravans from Yore, but since Mogg took in the exiled Mum, trade between Azsor and Yore has suffered.

The town is protected by 40 warriors under the command of four sergeants and two captains, a day captain and night captain. The night captain, Jirr, is a dashing cavalier who has recently settled down with a halfling wife named Sara. The day captain, Ajann, is more somber.

Ajann, Human Duelist: LVL 4; HP 9; AC 19 (+4 *leather*, buckler); ATK Longsword +4 (1d8+1d6) and dagger +4 (1d4); MV 30; SV 15; S12 I18 W10 D15 Cn9 Ch4; AL N; XP 400; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey; Gear—None.

Jirr, Human Fighter: LVL 3; HP 11; AC 17 (chainmail, shield); ATK Scimitar +5 (1d8+2); MV 30; SV 16; S16 I7 W7 D12 Cn9 Ch14; AL N; XP 300; Special—Riding, leadership, dominate; Gear—*Ring telekinesis*

### 0736. Steppe Battle | Monster

Three ankhegs have surrounded a wounded bull mammoth and are about to attack; their clicking and his trumpeting can be heard for a couple miles.

Ankheg, Large Monster: HD 3; AC 17; ATK Bite (3d6 + 1d4 acid); MV 30 (B15); SV 15; AL N; XP 300; SA—Burst from ground, spit line of acid (30'/3d6; eliminates acid from bite damage).

Mammoth, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) and gore (2d12); MV 40; SV 11; AL N; XP 1200; SA—Trample.

### 0804. Gyvark | Village

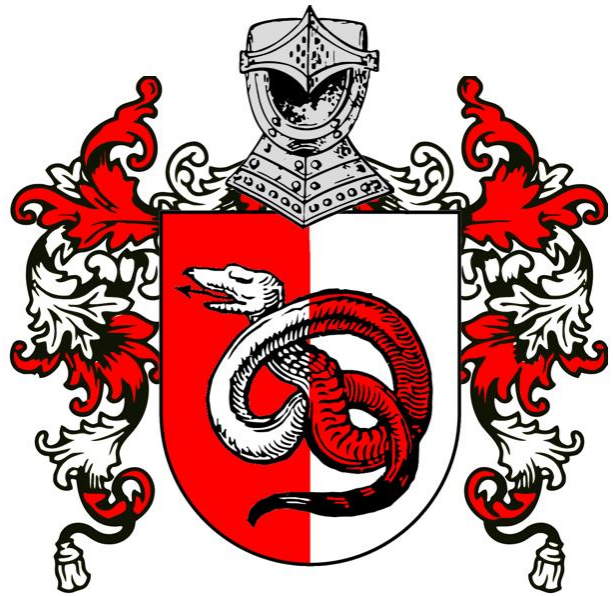
#### DEMOGRAPHICS

**Urban Population** 190

**Rural Population** 1,824

**Produce** Geese, pelts

**Alignment** Chaotic



Sir Goddi is an unpleasant man, bitter over fortunes which most would find quite satisfactory. He commands a fortress atop a hill in the outer marshes of Bagno. The fortress is protected by a wide, reed-clogged moat and overlooks hundreds of acres of pleasant wetlands. His peasants are goose-herds, trappers and hunters who provide him with a good income. But Goddi hates his swampy abode, hates the smirks of other nobles at his "damp domain" and hates that he cannot find a woman of the highest order to wed. Should one amuse him, he gives them a rich gift and declares them his brother or sister.

Sir Goddi, Small Humanoid: HD 3; AC 19 (platemail, shield); ATK Short sword (1d6); MV 20; SV 16; AL N; XP 300; SA—Halfling traits.

### 0809. Kamostya | Town

#### DEMOGRAPHICS

**Urban Population** 3,660

**Rural Population** 34,550

**Race** Halfling (70%), Human (25%), Gnome (5%)

**Army** 12 companies

**Produce** Carrots, cabbage, oak, ink

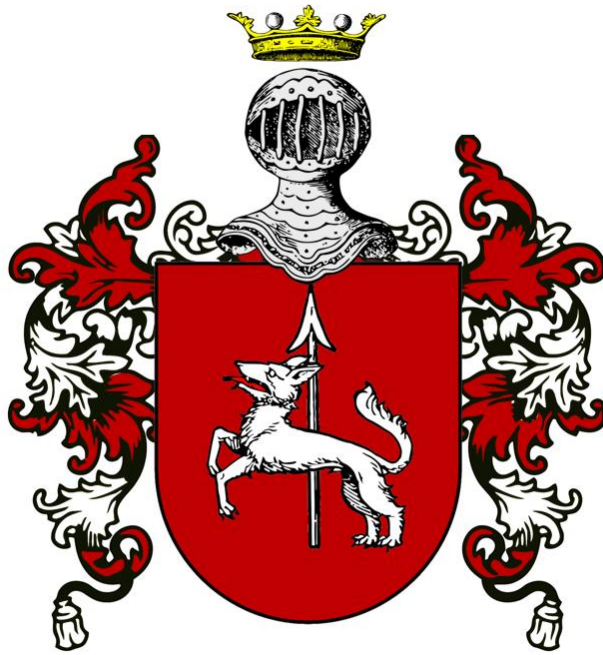
**Religion** Mother Church (NG)

**Alignment** Neutral

Kamostya is a town of halflings and humans situated in a wooded valley under a grim, black mountain. It is the seat of Vlkodav, Markrabe of Kamostya. The humans in Kamostya are mostly Azsori and Runa who have given up the nomadic life to work as craftsmen or herd horses. The halflings are skilled artisans and farmers. The mountain has extensive caves inhab-

ited in the upper levels by wererats, with deeper caves gibling access to the drow queendom below.

Markrabe Vlkodav is Yore's new Lord Protector. He has dispatched an army [0911] from Kamostya to Krako [1314].



#### 0815. Sack o' Halflings | Monster

A mountain giant is soaking his feet in the river here. He has a band of seven halfling pilgrims tied up in his sack. One of them has just managed to poke his arm through the top of the sack, which has fallen over, and is feeling around the ground looking for anything that might help them escape. The pilgrims escaped from Kamostya [0809] with a relic of Saint Amalthy, which they did not want to fall into the hands of the Mootlings. The relic is a crystalized tear that the saint shed for a dying infant. The tear brought the child back to life and was preserved as a relic thereafter. It is kept in a small gold box embossed with angels and butterflies.

Treasure: 6,400 cp, 3,000 sp

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

#### 0821. Hunting Pack | Monster

Nine hobhounds are hunting in these hills, their screeching howls echoing for miles. There is a 2 in 6 chance that they find people passing through the hills, and a 4 in 6 chance that they attack a band camping in the hex.

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

#### 0826. Mother and Cubs | Monster

An agriotherium mother and her three young are lounging in the shade of a copse of silver birches. They are sated and happy and will not attack interlopers if they are left alone.

Agriotherium, Large Animal: HD 9; AC 16; ATK 2 claws (1d8 + constrict) and bite (2d6); MV 40; SV 12; AL N; XP 900; SA—None.

#### 0839. Olifaunt | Monster

A bull olifaunt is grazing on a copse of willows in this hex, so watch out. He's in a bad temper.

Olifaunt, Huge Animal: HD 23; AC 17; ATK Slam (6d8), 2 stamps (6d6) or gore (1d10); MV 50; SV 7; AL N; XP 2300; SA—None.

#### 0902. Purple Lady | Wonder

The tall purple lilies that grow from the mucky soil in this hex are sacred to the Purple Lady, a hooded female nature spirit that punishes those who pluck them. She is heralded by purple butterflies that seem to appear from nowhere, hanging from the branches of trees like purple cones. Her bodyguard is formed of twenty sprites in purple raiment.

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

Purple Lady, Medium Fey: HD 7; AC 16; ATK Touch (*sleep + phantasmal killer* at her option); MV 40; SV 13; AL N; XP 700; SP—Invisibility (2/day), fog cloud (1/day)

#### 0911. Captain Yukov | Monster

A small force from Kamostya is encamped in this hex on their way to demand surrender from Krako [1314]. The army consists of 30 human nomads and 20 mounted halfling archers. The army is commanded by Captain Yukov, who has been ruling Kamostya [0809] in the Markrabe's absence.

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Halfling Archer, Small Humanoid: HD ½; AC 16 (chainmail, buckler); ATK Short sword (1d6) or short bow (1d6); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

Captain Yukov, Halfling Fighter: LVL 3; HP 19; AC 19 (+2 *banded mail*, buckler); ATK Short sword +3 (1d6); MV 30; SV 16; S11 I8 W11 D10 Cn12 Ch12; AL N; XP 300; Special—Halfling traits, riding, leadership, dominate; Gear—None





#### 0918. Adorad | Stronghold

Ado is the retired sheriff of Biboro [0618]. He once commanded a troupe of rugged cavaliers that patrolled this area and kept it free of nomads, but has now been enfeoffed a manor by Mother Church. He has constructed a motte-and-bailey castle, which is surrounded by the cottages of 360 peasants. The castle and village are guarded by 100 warriors.

Ado is a relatively young man, still in fine fettle, with golden-green eyes and a dashing smile. He is short for a halfling, and so learned to ride to increase his height, so to speak. Although intolerant of non-Lawful creeds, he is brilliant and otherwise amiable with a generous host.

Baron Ado has declared himself a Mummer, and has pledged to help defend Biboro from the Mootlings.

Treasure: 1,500 cp, 1,800 sp, cloth-of-gold cape (250 gp)

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits

Baron Ado, Halfling Fighter: LVL 12; HP 72; AC 20 (plate armor, shield); ATK 1+ +1 short sword +12 (1d6+2); MV 30; SV 11; S15 I8 W13 D11 Cn16 Ch5; AL LG; XP 1200; Special—Riding, leadership, dominate; Gear—*Potion of levitation*, *ring of animal friendship*, *rod of thunder and lightning*

#### 0920. Klashter Wyna | Stronghold

Wyna labors under terrible stress, stress that has made her gaunt and almost paranoid. She knew of the plot against the Mum, and though she did not join the conspiracy, she did nothing to stop it. She harbored resentment for Mother Church for being passed up for promotion, though for decades she tried to deny that resentment. When her church needed her most, she was not there to defend it, and now she hides away in her castle, working through intermediaries who are increasingly worried for her soul.

Wyna's estate is worked by 100 peasants and defended by 120 warriors. Her acolyte, Aefrid, oversees the household and estate, while Sisters Mara, Burga, Eafad, Brilde and Hilda, lead patrols into the wilderness to turn back both factions.

Treasure: 3,100 sp, 4 gems

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Junior Sisters, Halfling Cleric: LVL 1; HP 1; AC 16 (chainmail, buckler); ATK Mace +0 (1d6); MV 20; SV 16; AL LG; XP 100; Special—Halfling traits, conversion, healing, turn undead, spells per day (2)

Sister Aefrid, Halfling Cleric: LVL 3; HP 20; AC 17 (chainmail, shield); ATK Mace +0 (1d6-1); MV 30; SV 15; S8 I7 W13 D11 Cn15 Ch8; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1); Gear—Holy symbol.

Mother Wyna, Halfling Cleric: LVL 9; HP 38; AC 21 (plate armor, buckler); ATK Mace +5 (1d6); MV 30; SV 12; S12 I11 W12 D7 Cn15 Ch7; AL LG; XP 900; Special—Conversion, healing, turn undead, spells per day (5/4/3/2/1); Gear—*Wand of cure serious wounds* [5], *ring of protection* +3, holy symbol; Note—Temporarily unable to cast spells or turn undead due to her alignment infraction.

#### 0923. Those Dam Giants | Wonder

A gorge through these hills normally supports a small stream that feeds into the Bumble River in [1122]. A gang of six hill giants has dammed the stream, creating a muddy path through the hex, but one which one must pay a toll (5 cp per person) if they wish to traverse. If people refuse to pay up, they knock away the dam with their heavy clubs and send a flood down the gorge (save or be swept away and maybe drowned).

Treasure: 5,100 cp, silver chalice (100 gp)

Hill Giant, Large Giant: HD 8; AC 15; ATK Slam (1d6) or club (2d4) or boulder (600'/3d6); MV 30; SV 13; AL CE; XP 800; SA—None.

#### 0935. Black Ears | Monster

A small tribe of gnolls, the Black Ears, is camped here in wagons they stole from an Azsori caravan. The skulls of the mer-



chants hang from the wagons. The clan consists of 20 warriors and 70 non-combatants, as well as 20 slaves who are kept busy tending camp fires and mending the gnolls' weapons and armor. The tribe is ruled by Ynag with the assistance of his sub-chief, Kur and the tribe's witchdoctor, Uulu. Ynag is protected by five bodyguards who are expert at stoking his fires and pushing him into rash actions.

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

Gnoll Bodyguard, Medium Humanoid: HD 3; AC 15 (leather, shield); ATK Scimitar (1d8); MV 30; SV 16; AL CE; XP 150; SA—None.

Uulu, Medium Humanoid: HD 2; AC 15 (leather, shield); ATK Scimitar (1d8); MV 30; SV 16; AL CE; XP 100; SA—Magic use (C2, M1).

Kur, Medium Humanoid: HD 4; AC 15 (leather, shield); ATK Scimitar (1d8); MV 30; SV 16; AL CE; XP 200; SA—None.

Ynag, Medium Humanoid: HD 6; AC 18 (chainmail, shield); ATK Scimitar (1d8); MV 30; SV 14; AL CE; XP 300; SA—None.

#### 0942. The Fellowship of Fear | Wonder

A band of adventurers that call themselves the "Fellowship of Fear" is on its way to sack the dungeon in [3538]. The adventurers are wearing silks and furs, their spiked armor etched and gilded, their shields emblazoned with skulls and other fearsome emblems. The fellowship consists of the assassin Allag, the necromancer Vhaldis, the anti-cleric Matha and the anti-paladin Hallion. Although they look fearsome, they are really just 1st level adventurers.

Allag, Half-Orc Assassin: LVL 1; HP 3; AC 13 (padded, buckler); ATK Dagger +0 (1d4); MV 30; SV 16; S11 I10 W5 D14 Cn12 Ch10; AL CE; XP 100; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +1d6; Gear—None

Hallion, Human Anti-Paladin: LVL 1; HP 2; AC 15 (scale, buckler); ATK Longsword +2 (1d8+1); MV 30; SV 16; S14 I10 W7 D12 Cn11 Ch17; AL CE; XP 100; Special—Riding, detect good, cause disease, smite law 3/day, halo, silver spurs; Gear—None

Matha, Human Anti-Cleric: LVL 1; HP 6; AC 16 (scale, buckler); ATK Footman's mace -1 (1d4); MV 30; SV 16; S8 I5 W13 D13 Cn12 Ch9; AL LE; XP 100; Special—Conversion, healing, rebuke undead, spells per day (2); Gear—None

Vhaldis, Half-Elf Necromancer: LVL 1; HP 3; AC 10; ATK Staff -1 (1d4-1); MV 30; SV 15; S8 I14 W8 D10 Cn16 Ch11; AL NE; XP 100; Special—Alchemy, lore, spells per day (3), create scrolls; Gear—None

Spellbook: 1—Cause Fear, Detect Undead, Ray of Enfeeblement, Read Magic, Touch of Fatigue

#### 1002. Yzak | Monster

A long stretch of the marshes here is fairly clear of debris. It is, essentially, a stretch of running water heading towards the River Yore. North and south of this stretch are woods thick with wild pigeon nests and sparking blue berries. The stream is the territory of a giant constrictor called Yzak by the locals.

Giant Constrictor, Huge Animal: HD 11; AC 15; ATK Bite (2d6 + constrict); MV 20 (C20 S20); SV 11; AL N; XP 1100; SA—None.

#### 1005. White Goats | Monster

A herd of giant white goats dwells in this hex on several rocky promontories that dot the landscape. Their leader has golden horns (200 gp) that if applied to a poisoned wound absorb the poison and tarnish into steel that can deliver the absorbed poison (per a knife attack) and then crumble into rust.

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

#### 1008. Sauna | Wonder

The trees in this hex grow close and almost form tunnels through which one sees very little light. The birds are silent here, as though showing reverence for a holy place. The tunnels form a maze. Use any maze that is handy, but choose a different maze each time adventurers enter the hex. At the center of the maze there is a hot spring. The steam from the hot spring is used as a sauna by the local sylphs and dryads. They do not welcome outsiders unless they bring presents.

With some questioning, the fey might reveal that the Lady is very unhappy about the wars of her people, and is considering a terrible punishment for them all.

#### 1012. Pretty Polly | Stronghold

Pretty Polly is a dancer and singer known throughout southern Yore. She and her band were invited to leave Yorl by the new regime, which closed the theatres to keep the good people of Yore from temptation. They have found an abandoned tower surrounded by an overgrown plum orchard, and are making plans to turn it into an inn. Her band consists of two bards, Thilda and Ethed, the magician Alfwan and three brigands, Earhorn, Swalda and Wulfric.

Treasure: 4,400 cp, 5,300 sp, 4,000 gp, small turquoise, small jasper, small aventurine

Brigands, Small Humanoid: HD 1; AC 13 (leather, buckler); ATK Short bow (1d6) or dagger (1d4); MV 20; SV 16; AL N; XP 50; SA—None.

Alfwan, Halfling Magic-User: LVL 1; HP 3; AC 10; ATK 1 dagger +0 (1d4); MV 30; SV 15; S11 I10 W13 D9 Cn12 Ch13; AL N; XP 100; Special—Alchemy, lore, spells per day (2), create scrolls; Gear—None

Spellbook: 1—Burning hands, flare, prestidigitation, read magic, true strike

Thilda, Halfling Bard: LVL 1; HP 4; AC 12 (leather); ATK 1 weapon +0; MV 30; SV 16; S12 I15 W14 D11 Cn10 Ch16; AL CG; XP 100; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (1), music (fascinate, counter music); Gear—None

Ethed, Halfling Bard: LVL 3; HP 20; AC 13 (scale); ATK 1 short sword +2 (1d6+1); MV 30; SV 15; S13 I15 W6 D7 Cn13 Ch13; AL NG; XP 300; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (3), music (fascinate, counter music); Gear—*Ring of swimming*

Pretty Polly, Halfling Bard: LVL 9; HP 28; AC 16 (banded); ATK 1 short sword +5 (1d6); MV 30; SV 14; S12 I11 W10 D10 Cn7 Ch18; AL CG; XP 900; Special—Carouse, lore, read languages, climb walls, hear noise, hide in shadows, move silently, open locks, pick pockets, spells per day (4/3/3/1), music (fascinate, counter music, suggestion); Gear—None

#### 1014. Raiders | Monster

A raiding band of 11 hobgoblins has made camp here. They have a nice fire going, and are roasting wild potatoes and onions, grumbling over their lack of hunting success.

Hobgoblin, Medium Humanoid: HD 1+1; AC 17 (chainmail, shield); ATK Spear (1d8); MV 30; SV 16; AL LE; XP 50; SA—None.

#### 1110. Mirror Prison | Wonder

A large, flat hill in this hex hides an abandoned town. The town is carved into the top of the hill, down into the limestone. It is a collection of corridors, stairs and chambers. Many of the passages are dead ends, the dead ends holding strange mirrors that seem smoky and dim. If a mirror is touched, the toucher is switched with a doppelganger from a dark mirror dimension. The doppelgangers wish only to be released from their mirror prison – they will fight to the death to avoid going back. Killing them does not release their doubles, though – one must enter the mirror prison to rescue people.

#### 1114. Copy Room | Monster

A vermilion dragon is keeping seven halfling monks locked up in her cave, copying a library of books borrowed from the wizard Oiko [1701]. The dragon, Asla, is a studious fellow who has fallen in love with the epic religious poetry of the halflings. He reads and re-reads them, and engages in long discussions of the beauty of the text and the symbolism with the monks into the wee hours of the morning.

Treasure: 9,600 sp, *wand of bless* [6], treasure map, 2 *potions of extra-healing*

Vermilion Dragon, Large Dragon: HD 11 (44 hp); AC 17; ATK 2 claws (1d8) and bite (1d10); MV 30 (F60); SV 11; AL N; XP 3300; SA—Magic

use (M4), immunity (fire, sleep), breath weapon (cone of fire, full damage to neutrals, double to chaotics, half to lawfuls + removes all curses and diseases, 50% chance of restoring a lost level).

#### 1121. Giant Bathers | Monster

Two rowdy young cloud giants are bathing in the river here, tossing boulders back and forth and making a riotous noise. They are feeling their oats, and will definitely bully smaller creatures passing by, though their good alignment will keep them from going too far. It is also possible that they will aid adventurers if given a good reason to do so.

Cloud Giant, Huge Giant: HD 12; AC 17; ATK Slam (1d10) or boulder (720'/4d6); MV 40; SV 11; AL NG; XP 1200; SA—Track by scent, surprised (1 in 6); SP—Fog cloud •, levitate (self + 1 ton) •••, obscuring mist •••

#### 1128. Daughter of Bortas | Monster

Numerous Runa bands have congregated in this hex, 2,000 strong, to pay tribute to a beast they believe to be an avatar of Bortas, the mammoth spirit of peace and wisdom. The mammoth in question is an impressive specimen, with large, knowing eyes and golden fur that ends in ringlets. Her tusks are of the whitest ivory and gleam in the sunlight. She dwells here with a small herd, feeding on the grasses and ignoring the nomads provided they keep their distance.

For their part, the nomads have kept their distance. They have ritually purified themselves by burning fragrant herbs and beating their bodies with brooms of steppe grass. When the mammoth sounds her trumpet, they fall to their knees and sing songs of Bortas and pray for wisdom. It is quite an assemblage. In a few days, the mammoth and her herd will move northward into the hills and the Runa will go back to their lives of herding, raiding and trading.

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Mammoth, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) and gore (2d12); MV 40; SV 11; AL N; XP 1200; SA—Trample.

Daughter of Bortas, Huge Monster: HD 13 (78 hp); AC 18 [+1]; ATK Slam (20), 2 stamps (16) and gore (24); MV 80; SV 11; AL N; XP 1200; SA—MR 50%, trample, regenerate; SP—*dispel magic* •••, *haste* •••, *detect invisibility* •••

#### 1132. Brownie Picnic | Monster

Sixteen brownies have gathered here for a picnic and council. Protectors of this tiny spur of the Vastwood, they have grown wary of the humans of Jikaz [1231] and discussing what is to be done about them. Although the brownies do not deny the humans the right to chop down trees for their homes and livelihood, they worry that they are going too far. They do not

wish to go to war with the humans – for one thing, they do not believe they can win – but they are worried that their entreaties will go unheard and war will be inescapable.

Brownie, Tiny Fey: HD 1/2; AC 16; ATK Sword (1d4); MV 30; SV 17, 12 vs. spells; AL LG; XP 150; SA—Surprise (3 in 6); SP-- SP—Confusion •, continual light •, dancing lights, dimension door •, mending, prestidigitation, protection from evil •, mirror image •, ventriloquism •

### 1139. Free Ring? | Wonder

A gold and garnet ring embossed with a frowning sun is sitting on a long, flat rock in a field of grass and bluebells. The ring belongs to a wight interred beneath the stone. If the ring is stolen, the wight will rise from its grave at nightfall and never stop its quest to regain the ring.

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

### 1211. Halfling Outlaws | Monster

A band of 20 halfling thieves led by Jocko the Fox is lying in ambush in this hex for traders and travelers. The thieves have hiding holes everywhere, most of them holding only scant bits of treasure. Hidden within the woods is the outlaws' camp, where their 20 wives and 33 children wait for them. These halflings were turned off their property by the Mootlings in Vulbrod and have taken up banditry to survive.

Treasure: 2,700 cp, 1,000 sp, 500 gp

Halfling Outlaw, Small Humanoid: HD 1/2; AC 14 (ring mail, buckler); ATK Short sword (1d6) or sling (1d4); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Jocko the Fox, Halfling Fighter/Thief: LVL 3/4; HP 11; AC 12 (leather); ATK short sword +5 (1d6+2); MV 30; SV 16; S16 I12 W4 D10 Cn12 Ch10; AL NE; XP 500; Special—Riding, leadership, dominate, backstab +1d6; Gear—*Potion of E.S.P.*

### 1215. Chaps | Wonder

A pair of dragon skin chaps, bright red, is splayed over a raspberry bush. One wonders who might have needed fire-proof chaps, and why they might have left them here.

### 1224. Screeching Terror | Monster

A bat monster has converted the remnants of a wine cellar of an ancient elven villa into its lair. The cellar is accessible via a cleft in a rocky hill, which is covered with scrubby elder trees and a few mulberry trees, whose fruit is a draw for the local wildlife. A spring is nestled in a stand of pine trees nearby.

The cellar is a cavern with a flattened floor, an ancient mosaic of willowy elf maids slaughtering a sacrificial stag still evident beneath the dust and rubble. Numerous amphorae are leaned

against the cavern walls, many broken and none containing wine. Many goat and sheep carcasses have been tossed about the cavern by the current occupant.

A collapsed staircase led up from the cellar to the villa above, but now consists of nothing but a few stones marking where the walls once stood. A secret door in the mosaic, rusted shut, allowed access to a secret sanctum below where the elf lady, a powerful sorceress, once meditated and tortured her enemies, including locathah, humans and firbolgs. The spirits of the tortured still rest unquietly here; opening the trapdoor releases them in a blast of ectoplasmic energy equivalent to a dozen poltergeists looking for revenge.

Treasure 7,600 cp, 2,700 sp

Bat Monster, Large Monster: HD 8; AC 13; ATK 2 claws (1d6) and bite (2d8); MV 10 (F50); SV 13; AL CE; XP 2400; SA—See in dark, vulnerable to sonic energy.

Poltergeist, Medium Undead: HD 1; AC 11 [S]; ATK Slam (1d6); MV F50; SV 16; AL CN; XP 100; SA—Incorporeal, invisibility, rejuvenation, imprisonment, telekinesis

### 1226. Preening Hippogriffs | Monster

A flight of 2d8 hippogriffs are preening on a hilltop in this hex in the shade of tall pines. They come here often, as there is a spring atop the hill that trickles down into a creek and large pond. Hunters come here when they are absent to hunt water birds, and some also collect hippogriff manure, for it is valued by wizards as a fertilizer for magic plants.

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

### 1231. Jikaz | Village

DEMOGRAPHICS
<b>Urban Population</b> 190
<b>Rural Population</b> 1,610
<b>Army</b> 14 men-at-arms + 2 sergeants + 1 captain
<b>Produce</b> Timber, foodstuffs
<b>Alignment</b> Neutral (Chaotic)

Jikaz was a small trading post that became a logging camp, the woodsmen sending their timber up the river to Yaz [0734]. A comfortable place, it has now expanded into a farming community. This has led to more felling of the local trees. As the trees have been cut down, the nature spirits have been roused to anger, and have called upon unclean spirits (spirit ghouls) to infect and corrupt the village's youth. Juvenile delinquency is increasing among their children, who steal away to the woods in the night to commit horrible crimes against isolated farmsteads before they return home in the morning.

Spirit Ghoul, Medium Undead: HD 3; AC 15; ATK 2 claw (1d3) and bite (1d4); MV 30; SV 15; AL CE; XP 300; SA—MR 20%, immune (paralyzation), can be exorcised and returned to normal.

### 1240. Jatt's Band | Monster

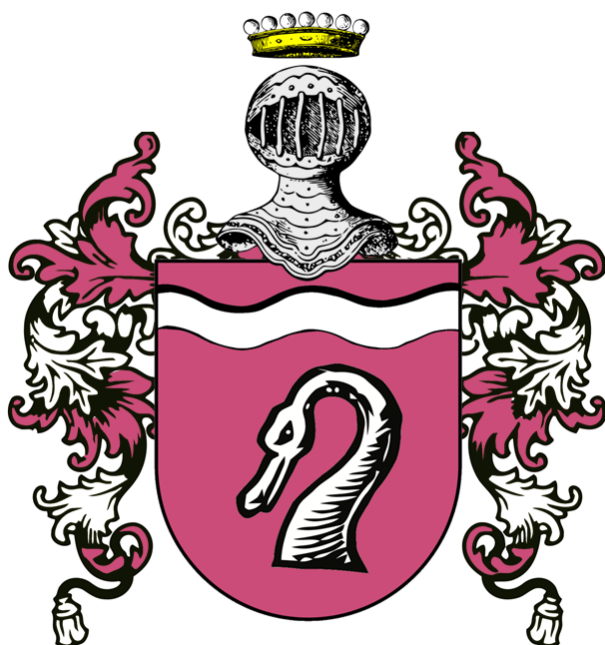
The nomad band of Jatt, 80 strong, an old and respected chieftain of the Runa, has made camp here. They await an entourage from the band of Pazz, a less respected warrior but one with a larger band. Jatt's nomads lost many of their number on an expedition to the south when they were ambushed by gnolls. Jatt blames his advanced age for not spying the ambush in time. He lost his eldest son in the fighting, and now must give his daughter Ubarr's hand in marriage to the son of Pazz or face destruction at his hand.

Treasure: 3,900 cp, 3,300 sp

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Makk, Human Fighter: LVL 6; HP 14; AC 16 (chainmail, shield); ATK Scimitar +5 (1d8); MV 30; SV 14; S12 I10 W12 D8 Cn11 Ch8; AL CG; XP 600; Special—Riding, leadership, dominate; Gear—None

Jatt, Human Fighter: LVL 9; HP 48; AC 19 (chainmail, +2 shield); ATK 1+ scimitar +9 (1d8+1); MV 30; SV 13; S13 I14 W13 D10 Cn13 Ch11; AL NG; XP 900; Special—Riding, leadership, dominate; Gear—Ring of jumping



### 1301. Fulfen | Town

#### DEMOGRAPHICS

Urban Population 5,680

Rural Population 39,078

Race Halfling (85%), Gnome (13%), Dwarf (2%)

Army 19 companies

Produce Cranberries, goats, carp, perch

Religion Mother Church (LG)

Alignment Neutral

Fulfen is a large town on the margins of the swamplands. It is a river port and the last point of civilization on the trek north. The town is almost entirely composed of halflings and gnomes, with a small dwarven presence. It is the heart of the Mootling rebellion. The town supports itself with fishing, gigging, trapping and by its splendid cranberry bogs that surround the town with swathes of red-violet.

Voyvoda Peklo of the clan Labut is the warlord of Fulfen and the Duchy of Bagno, while Matriarch Zyeta governs the duchy. Zyeta is an elderly firebrand with nothing but contempt for the soft ways of the southlanders. She believes fiercely in the love of the Mother, and is not hesitant to show it by kicking a little butt. Many of her soldiers are now down south on their holy war against the Mummers.

The Fulfeners are rough folk, known for spitting and smoking and telling bawdy jokes, but they are good to folk in need and meet friendship with friendship.

### 1308. Vulbrod | Village

#### DEMOGRAPHICS

Urban Population 210

Rural Population 1,478

Produce Peas, ash wood

Alignment Neutral

Vulbrod is a village of woodsmen hidden in a thick ash forest, with narrow paths leading to the outside world. The village is ruled by Mootlings who cast all the Mummers out of the village [1211]. This has raised the ire of Mummers in the country, so the village has been forced to close its gates, with entry only permitted to those farmers known to be fellow Mootlings.

### 1310. The Mad Matriarch | Stronghold

The so-called Mad Matriarch is Garva, who governed Kopek as its matriarch until she was deposed due to her "madness". In truth, Garva was not becoming foolish in her old age, but wise. She saw the humor in creation and could no longer stomach



the rituals and routine that dominated her life. She was given a small estate in the woodlands, which is home to 120 halflings and their families. Garva appears to be in league with the Mootlings, holding their enemies in the dungeon beneath her castle. In reality, she is protecting those people as refugees, and is on neither side in the present conflict. All Garva wishes is peace and love. She has a garrison of 12 halfling warriors.

Treasure: 3,500 cp, 500 gp, 2 gems

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Garva, Halfling Cleric: LVL 5; HP 10; AC 20 (platemail, +2 *buckler*); ATK Footman's mace +2 (1d6-1); MV 30; SV 14; S8 I8 W14 D8 Cn6 Ch12; AL CG; XP 500; Special—Conversion, healing, turn undead, spells per day (5/2/1); Gear—None

### 1314. Krako | Village

#### DEMOGRAPHICS

**Urban Population** 80

**Rural Population** 640

**Produce** Hides, leather armor

**Alignment** Neutral

Krako is a small village of hunters and trappers that relies on the Rad River for trade with Mók [2214], and to receive needed goods from the traders that ply the river in their little boats. A small population of gnome leatherworkers lives in Krako, turning the hides taken by the hunters into some of the best leather armor in the region.

### 1316. Partiza | Village

#### DEMOGRAPHICS

**Urban Population** 20

**Rural Population** 180

**Produce** Bell peppers

**Alignment** Chaotic

Partiza is a village with a dark secret. The people are members of a chaos cult, worshipping the arch-demon Amon. The witches of Partiza keep owl familiars, and the eerie birds are often to be found in the woods surrounding Partiza, keeping an eye on travelers who stray close. Folk who stumble into Partiza are feted on rich food and potent wine, and then, when in a stupor, are locked in the town dungeon for eventual sacrifice to Amon. The halflings who live outside of Partiza in walled homesteads dislike the villagers, but do not speak against them for fear of retribution.

### 1318. Old Mother Twofigs | Wonder

Old Mother Twofigs lives in a shoe. There are several stories as to how this came about, but the best known is that she took it as a trophy from a giant who decided to settle in the area some decades back. If true, the giant would have been of colossal size, and thus most sages agree that this story is untrue. There just aren't that many colossal giants wandering about; the last one known to have visited Yore was defeated by a talking mouse with a needle and thread. The more likely story, though less popular, is that it was the result of a botched spell that turned her cottage into a giant shoe.

Old Mother Twofigs has a great many children, all of whom are actually her godchildren, for it is a custom of the Yorrish to ask local wise women and cunning men to serve as godparents to their children. Living as they do on the frontier, a good many of her godchildren have actually had to come live with Old Mother Twofigs. She loves each child as her own, but is a strict disciplinarian and expects them to keep their noses clean.

One of Twofigs' children is now a groundskeeper at Mother College in Yord and something of a hedge wizard in his own right. Three of her children have risen to prominence as tooley-fighters in the north, one rising to the rank of colonel in Captain Bride's regiment. Many of the others have become artisans of renown in the north, and one is a practicing hex-merchant in Krako [1314].

Treasure: 4 gems

Mother Twofigs, Druid: LVL 9; HP 29; AC 12; ATK Staff +4 (1d4-1); MV 30; SV 12; S7 I9 W17 D11 Cn15 Ch18; AL N; XP 900; Special—Healing, lore, free move, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, immune to poison, spells per day (6/5/4/2/1); Gear—*Potion of reduce self*, *ring of protection* +2

### 1338. Pazz's Band | Monster

A band of Runa nomads is encamped here making preparations for the marriage of their chieftain's eldest son, Gurr, to the third daughter of Jatt, chieftain of the nomads now encamped in [1240]. These nomads, ruled by Pazz, are known to be among the less trustworthy of their people, and Jatt would not consider an alliance with them, but his own band has fallen on hard times after an unfortunate expedition to the south.

Pazz's nomads number 180 warriors and 500 non-combatants, along with 520 horses and numerous cattle. They are distinguished by the long, black scarves they wear and the black horsehair tufts that hang from their helms. Pazz has decided that once Jatt's band is added to his own – something that will happen when their chieftain and his two sons are killed on a hunting trip – he will be better able to raid the caravans that

move between Azsor and Yore. His sister Ikall serves her brother loyally, but not happily.

Treasure: 8,300 cp, 5,100 sp, 4 gems, pair of platinum earrings, 5 power crystals

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Ikall, Human Fighter: LVL 5; HP 24; AC 17 (chainmail, shield); ATK 1 longsword +6 (1d8+1); MV 30; SV 15; S15 I13 W5 D9 Cn9 Ch13; AL N; XP 500; Special—Riding, leadership, dominate; Gear—Potion of cold resistance, horn of blasting

Pazz, Human Fighter: LVL 9; HP 39; AC 16 (chainmail, shield); ATK 1+ longsword +9 (1d8+1); MV 30; SV 13; S15 I18 W12 D8 Cn10 Ch14; AL LE; XP 900; Special—Riding, leadership, dominate; Gear—None

1401. Infested Marsh | Monster

This hex holds a shallow marsh, rarely more than 2 to 3 feet deep. The sodden landscape is punctuated by numerous sandbars holding flowering shrubs and wild onions, and large boulders that were carved in ancient times in the shape of great, white swine. The stone swine are decorated with swirls and whorls that bear a trace of blue pigmentation.

The marsh has a few large cypress trees within its confines, one of them holding a stirge nest. At any given time the nest holds 3d6 stirges.

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

1406. Mammoth Train | Monster

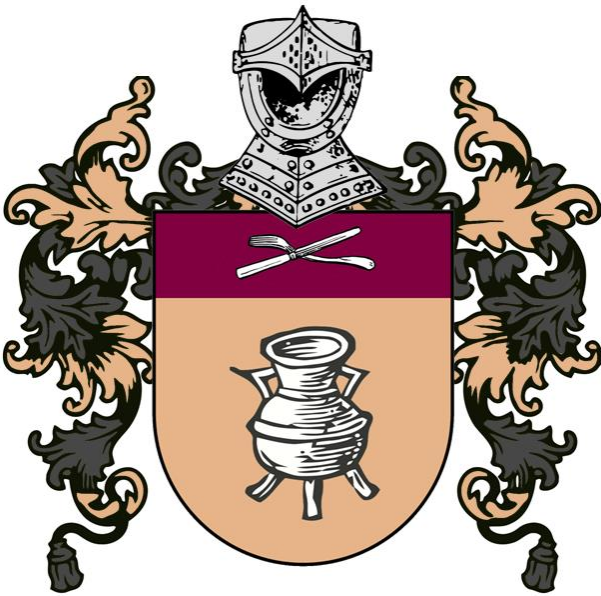
A herd of fifteen mammoths is heading through the woods to the river for a drink and bath. They are walking in a line, with their matriarch in front and the young in the middle.

Mammoth, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) and gore (2d12); MV 40; SV 11; AL N; XP 1200; SA—Trample.

1411. Dryad's Tomb | Wonder

A trio of halfling lumberjacks is felling a tree in this hex. They look fretfully over their shoulders as they do so, watched closely by a worried warrior with a short sword set with coral and silver. The warrior is called Yric, and he takes no pleasure in his activities this night, for 'tis grim business stealing from a dryad's tomb. The halflings have been ordered to do so by the hag Ezmar, who threatens the children of their village [1308].

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.



1424. Lidov | Village

DEMOGRAPHICS
Urban Population 250
Rural Population 2,000
Army 1 lance
Produce Sheep, rye
Alignment Neutral

Lidov is the most distant village of Malthy. It is a farming village on the banks of the Bleko River known for its spicy pickles and sour fish dishes. The community is surrounded by wild grapes, which they use to make vinegar. The villagers enjoy gambling, especially betting on the annual pony race in which the young men of the village race for the honor (and head scarves) of the women they love. The rural farmsteads here are walled, and are populated by stout halflings. The village guard is commanded by Sir Fargo.

Sir Fargo, Halfling Fighter: LVL 2; HP 14; AC 16 (scale, shield); ATK short sword +3 (1d6+1); MV 30; SV 16; S14 I8 W8 D11 Cn15 Ch7; AL N; XP 200; Special—Riding, leadership, dominate; Gear—None

1426. Gigafix | Monster

The hills in the center of this hex looked scorched, as though by fierce winds that have eroded deep into the bedrock. This is due to the local crimson dragon, Gigafix, the sixth generation of crimson dragons that has dwelled in this area. His presence is well known to the locals, who avoid him. Gig mostly feeds on the wildlife, but he is not opposed to eating a humanoid. He is as ponderous as others of his ilk, and dwells in a deep cave

that provides a respite from the warm days and cold nights of the region. Gig is a lonely dragon, and might be tempted to hold a guest for ransom for a time, just to break the tedium.

Treasure: 10,100 gp, *unguent of timelessness*, *treasure map*, *rod of withering*, *scroll of fire shield*

Adult Crimson Dragon, Huge Dragon: HD 11; AC 17; ATK 2 claws (1d10), bite (2d6); MV 20 (F40); SV 11; AL CE; XP 3300; SA—Immune (sleep), resistance (fire), scorching breath (reduces water by half, withers plants (10d6) and dehydrates animals (5d6)).

### 1432. Café in the Woods | Wonder

A large stump in this hex, 30 feet in diameter, serves as the foundation of a gnomish coffee house. Once a tall *drazil* tree, the stump is still alive, for *drazil* trees are immortal. Its spirit pours the java in the shop, entertaining visitors with stories of long ago. She dislikes elves to this day, due the abuse shown her by the ancient elves, but cuts the youngsters some slack if they seem to be good people.

The patrons of the coffee house are fey folk and talking animals. They lap jelly from white bread, sip steamy coffee (really chickory) from earthenware bowls and discuss the latest gossip. Druids and rangers are common visitors to the place.

One enigmatic man the other customers call Jakk, is round-faced and red-nosed. He is vivacious and talkative, and delights in buying food and drink for new friends and telling them of his adventures in the White Mountains. He can be persuaded to lead adventurers into the mountains as a guide, but once there will lead them into the caves of the duergar, where they will surely be enslaved and put to work in the mines.

Treasure: 2,100 cp

Jakk, Human Thief: LVL 7; HP 30 (79); AC 13 (leather); ATK +2 *short sword* +6 (1d6+2); MV 30; SV 14; S10 I8 W8 D15 Cn10 (22) Ch15; AL NE; XP 700; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper; Gear—19 gp, large garnet, *amulet of health* 22

### 1505. Jeweled Nest | Monster

A pair of blood hawks has a nest in this hex with three eggs. The male has lined the nest with jewels (3d6, roll randomly) stolen from travelers through the woods.

Kyrfalcon, Small Monster: HD 1+1; AC 13; ATK 2 talons (1d4), beak (1d6); MV 10 (F60); SV 16; AL N; XP 100; SA—None

### 1510. Lost Tomb of the Bjorn Lord | Wonder

This hex holds the lost tomb of the Bjorn Lord, the title bestowed upon an ancient firbolg chief who ruled these lands before the arrival of the halflings or ancient elves. The tomb is

contained in a hillock that is now thickly wooded, but which used to be barren. Within the tomb are many monsters and traps, as well as a collection of five elf skull trophies taken in elder days. If one *speaks with dead* to the skulls they learn the history of the lands of the Og.

### 1513. Mummer Camp | Monster

A band of 150 Mummer soldiers is camped here, traveling from Mók [2214] to help break the Mootling hold on Vulbrod [1308]. The warriors are mostly footmen, about half archers and half spearmen. They are under the command of the brave Captain Andro and his over-zealous serjeant, Vim.

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Vim, Small Humanoid: HD ½; AC 16 (chainmail, buckler); ATK 1 spear (1d6) or dagger (1d4); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 50; SA—Halfling traits

Andro, Small Humanoid: HD 2; AC 18 (platemail, buckler); ATK 1 short sword (1d6); MV 20; SV 16 (13 vs. magic and poison); AL LG; XP 100; SA—Halfling traits

### 1516. The Painted Door | Wonder

In a thicket of black walnut trees there stands a squat tower of stark white stones fitted without mortar. An old, warped door bars entry into the tower, opening onto a set of winding stairs that leads down into the damp earth. Hung just inside the door and all along the stairs are a number of prisms, which catch torchlight and turn it into a blaze of capering colors. Walking down the stairs evokes a phantasmagoria, an illusory trap that appears as a riot of colored smoke and a cacophony of sound, causing hallucinations that threaten to drive a person mad (1d4 Wisdom damage per round unless they pass a saving throw or accede to the demands of the voices in their heads and attack a compatriot).

At the bottom of the stairs, amid dripping roots and fungi, is a cellar with a wooden door on one wall. The door has a thick covering of paint, as though it has been repainted many times. The door is now black, but there are signs of many other colors from drips and splashes on the ground and the surrounding walls. If the door is opened, one finds themselves looking at the stark, cold, black and grey landscape of the Negative Energy Plane (i.e. the planet Pluto).

If the door is painted other colors, it opens into other planes. The TK can choose which color links to which plane.

### 1518. Noisy Fellow | Monster

A giant rhino beetle, hung with bells and clangers, is walking through the woods, feeding on whatever happens across its path. The bells were placed there by the halflings to warn villages of the monster's approach.

Giant Rhinoceros Beetle, Huge Vermin: HD 12; AC 18; ATK Gore (2d8), bite (2d6); MV 20 (F20); SV 11; AL N; XP 1200; SA—Trample.

### 1520. Serozna | Village

DEMOGRAPHICS
<b>Urban Population</b> 70
<b>Rural Population</b> 570
<b>Produce</b> Pickles
<b>Alignment</b> Chaotic

Serozna is a village of free thinkers drawn from all over Yore and all walks of halfling life. The villagers are herdsman, keeping cows, goats and sheep where the woodlands meet the hills. Serozna was built near a large lake fed from streams from the hills. Surrounding the village are farms tended by peasants who are not as freethinking as the villagers. They keep to a traditional Yorrish way of life, but they bear no ill-will against the villagers. The most famous man in the village is called Ucta Simsk, a duelist who retired to Serozna to write his memoirs.

Treasure (Ucta): 5,400 cp, 2,700 sp

Ucta Simsk, Halfling Duelist: LVL 7; HP 24; AC 17 (leather, buckler); ATK Short sword +6 (2d6) and dagger +6 (1d4); MV 30; SV 14; S9 I15 W12 D17 Cn12 Ch12; AL CG; XP 700; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey, riposte, halfling traits; Gear—*Potion of locate object*, *elixir of hiding*

### 1528. Grub | Village

DEMOGRAPHICS
<b>Urban Population</b> 110
<b>Rural Population</b> 740
<b>Produce</b> Caviar
<b>Alignment</b> Neutral

Named for the grub-stake a dwarf miner thought he found, Grub turned to have only a very small silver deposit, which was played out long ago. A small river flows through the hex towards the Mincel, providing decent fishing, especially a fine local species of sturgeon, whose eggs are highly sought after in Azsor and Yorl. The villagers also quarry fine limestone and engage in farming and herding.

### 1530. St. Amalthy's Kitchen | Wonder

In the side of a grey-green hill surmounted by an old elm tree there is a wooden door on which is painted a white owl with outspread wings. Behind the door are well-worn stone steps leading down through a tunnel of tree roots and damp earth into a shrine of Saint Amalthy. The shrine is a simple room, appointed in the manner of a pantry with shelves of jarred preserves, with a simple altar for prayers. Offerings in the form of foodstuffs are placed on the shelves.

If the shrine is entered by an entirely good party that is in dire straits, they find a second door in the shrine where the altar usually stands. Through this door, they enter a bustling kitchen, the great hall of the actual Saint Amalthy in Heaven. Here, one finds the Saint in all her glory, cooking amidst a mob of heavenly halflings and intelligent animals doing their best to help. There is much music and merriment here, and those in great need have no trouble finding food, water and healing.

Visitors are also given a *quest* by Saint Amalthy herself – the Mum must return to Yore to lead her armies, and the chosen adventurers must take the lead in making this happen,

### 1538. Lorr | Wonder

This hex holds a large crater lake, the result of some ancient impact that left the stone hills that surround the lake glassy. The water level in the lake changes over the year, rising in the rainy season and sometimes forming small streams when the waters rise too high, and nearly drying out during droughts. When adventurers move through the hex, they see a small, well-built white boat. It has a prow shaped like a smiling dragon and a fine sail of saffron cloth, and floats in the middle of the lake. Inspection reveals that a wizard, Lorr, is diving beneath the boat using *water breathing*. He is after a small, rocky promontory that sometimes rises above the water during the dry months. It is said that a metallic nodule on that island can be used to *contact other planes*, which Lorr wishes to do as soon as possible. His wife has recently departed the Material Plane, and he wishes to confer with her on urgent business (the location of his spell book).

Lorr, Human Magic-User: LVL 7; HP 15; AC 10; ATK Dagger +2 (1d4); MV 30; SV 12; S9 I15 W12 D10 Cn7 Ch9; AL N; XP 700; Special—Alchemy, lore, spells per day (6/3/2/1), create scrolls, arcane knowledge (distillation, alchemist's fire, glue); Gear—*Staff of size alteration*, *ring of chameleon power*

Spellbook: 1—Change Self, Detect Secret Doors, Enlarge Person, Feather Fall, Magic Weapon, Open/Close, Read Magic; 2—ESP, Phantasmal Force II, Shatter; 3—Fireball, Protection from Evil II\*, Water Breathing; 4—Fire Trap



### 1540. Ritual Stalking | Monster

A panthera is stalking a large ram in this hex. The ram is decorated with a silver bell and has red ribbons tied around its horns. It appears to be unaware of the panthera. This stalking is actually part of a ritual brought to these hills by a small village of 175 dwarves. The dwarves found a rich vein of silver and gold bearing rock, and in their explorations of the country discovered the panthera, with whom they became fast friends. Two dwarves are now wearing the aforementioned giant ram costume. The panthera is to pounce on them and pretend to kill the “animal”, and then be felled (also pretend) by a young warrior who is hiding nearby. Members of the dwarf’s family are also hiding in the area, watching the scene unfold. When the ritual is completed, a large picnic of cold meat pies, dark brown beer, thick white bread with lots of honey and roasted potatoes will be laid out, there will be dancing, singing and praying to mark the warrior’s coming of age.

Panthera, Medium Monster: HD 7; AC 16; ATK 2 claws (1d4 + rend) and bite (1d6); MV 40; SV 13; AL CG; XP 700; SA—MR 15%, cloud of perfume (3/day, 20 ft radius, *charm person*)

### 1608. War Council | Monster

Two tribes of hobgoblins are holding a war council in this hex. They know of the halfling troubles and are deciding how best to exploit it. Some want to strike out separately, bringing their loot and slaves back to this spot for a grand celebration when they are done. Others want to form a large army that can sack a big target like Mók [2214].

In all, there are 360 hobgoblin warriors, along with about 1,000 non-combatants in the “baggage train”. About 200 goblins and a dozen bugbears have also shown up, seeking work as mercenaries. The tribes are led by three chiefs, Uggo, Jark and Snerd the Magnificent.

Treasure: 1,800 cp, 1,000 gp, *scroll protection from drowning*

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

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

Bugbear, Medium Humanoid: HD 3; AC 13 (leather); ATK Spear (1d8+2); MV 20; SV 15; AL CE; XP 150; Special—None.

### 1614. Sticky Situation | Monster

Three halfling thieves have been caught in a giant spider web after they attempted to relieve the giant spider of several bottles of dwarven whisky stashed in its hollow tree. The spider is hanging back, letting them tire themselves out struggling, before he wraps a couple in webs and feasts on the third.

Halfling Robber, Small Humanoid: HD 1/2; AC 12 (leather); ATK Dagger (1d4); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d4 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs.

### 1623. The Hellmouth | Wonder

This hex holds a black, gaping mouth of a cave that verily roils with sulfurous fumes – an entrance to Hell if ever there was one. This mouth is guarded by a seven halfling knights who dwell in the valley below in paisley pavilions attended by squires, sprites and brownies. They spend their days hunting in the hills, their servants tending gardens of muskmelon, pumpkins, peppers and cucumbers, and preparing for the day when all Hell breaks loose. The knights wear helms that look something like jack-o-lanterns, covered in gleaming brass. They are drawn from all over Yore, and are as yet unaware of the troubles there. The cave is actually quite beautiful, geologically, though the potent odor of the sulfur makes exploration unpleasant. There is not a hint of evil within the cave.

Treasure: 2,400 sp, 250 gp, 3 gems

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

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

Halfling Knight, Small Humanoid: HD 3; AC 18 (platemail, buckler); ATK Short sword (1d6); MV 20; SV 15; 13 vs. magic and poison; AL LG; XP 150; SA—Halfling traits.

### 1625. Irate Troll | Monster

A mumbling brook and a babbling brook meet with the Bumble River here in a frenzied cacophony that keeps the local river troll, Skummer, in a terrible mood. He doesn’t sleep well, and is pale and emaciated even for a troll. His fits of anger and frustration are taken out not only on river traffic, but also on the local fey, especially the brownie bakers who operate a successful cookie franchise in an old tree. The only way to quiet the waters is with music. If the waters grow quiet, the troll falls asleep and is finally vulnerable to justice.

Treasure: 4 gems, *feather token (bird)*

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

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

## 1641. Gar | Village

### DEMOGRAPHICS

**Urban Population** 175

**Rural Population** 1,568

**Army** 14 dwarves + 1 sergeant + 1 captain

**Produce** Gold, silver

**Alignment** Lawful

A mesa in this hex holds a vein of gold and silver-bearing rock that is being worked by a village of dwarves. The dwarves come from Azsor, and have set up a subterranean village called Gar. The mesa is quite beautiful, and the dwarves have done their utmost not to disturb it. A subterranean river flowing towards the subterranean Alph serves their purposes quite well, and skillful stone carving obviates the need for much timber bolstering. The lower slopes of the mesa are covered with lavender, and the stone has a purple color to it.

Dwarf, Small Humanoid: HD 1; AC 17 (chainmail, shield); ATK Axe (1d8); MV 20; SV 16; AL LG; XP 50; SA—Dwarf traits.

## 1701. The Cube | Stronghold

The elf war-wizard Oiko maintains his stronghold in this hex, a large wooden cubical structure covered (on one side) with purple mind-moss, and on the others with numerous round windows of thick, black crystal. These windows are opaque from the outside, but from within are not only transparent, but also capable of telescopic vision, seeing up to 60 miles away.

The stronghold is nestled atop a gnarly old hillock of white chalk and wild roses. Its narcissistic and glamorous owner is often to be seen looking over the landscape from the top of his fort, sometimes entertaining halfling and elven guests. Of late, he wanders up there alone, pondering the whereabouts of his former apprentice, Cerise, who he drove away with his persistent protestations of love.

Oiko is a handsome elf with olive-green eyes, a round, cherubic face and auburn curls. Dwelling within his tower are 70 elf warriors and 40 servants.

**Treasure:** 1,700 sp

Cerise, Elf Fighter/Magic-User: LVL 4/4; HP 12; AC 10; ATK longsword +5 (1d8+1); MV 30; SV 14; S13 I13 W10 D10 Cn9 Ch7; AL N; XP 400; Special—Alchemy, lore, spells per day (5/2), create scrolls, arcane knowledge (sneezing powder), leadership, dominate; Gear—None

Spellbook: 1—Audible Glamer, Detect Undead, Erase, Magic Aura, Prestidigitation, Read Magic, Unseen Servant; 2—Command Undead, Locate Object

Oiko, Elf Fighter/Magic-User: LVL 9; HP 45; AC 9; ATK +3 scimitar +12 (1d8+4); MV 30; SV 12; S13 I12 W11 D8 Cn13 Ch8; AL CN; XP 900; Special—Alchemy, lore, spells per day (5/4/3/2/1), create scrolls, arcane knowledge (steam engine, sneezing powder, glue, flash powder), leadership, dominate; Gear—Potion of charm person, wand of enervation, lavender and green ellipsoid ioun stone

Spellbook: 1—Cause Fear, Color Spray, Detect Undead, Fool's Gold, Magic Missile, Mending, Read Magic, Reflect Gaze; 2—Blur, Hypnotic Pattern, Knock, Web; 3—Fireball, Nondetection, Tiny Hut; 4—Detect Scrying, Fire Shield, Solid Fog; 5—Magic Jar



## 1704. Kalek | Town

### DEMOGRAPHICS

**Urban Population** 3,640

**Rural Population** 26,208

**Army** 12 companies

**Produce** Ash wood, carp, wheat, beer

**Alignment** Lawful

Kalek is a walled town nestled in a bend of the River Yore. The town has made its bones on fishing and timber, as well as producing wheat. It has some of the better woodcarvers and carpenters in Yore, and exports furniture throughout the region. The town also supports a college of nine sages, holy men and women of Mother Church who are now held in the sheriff's

dungeons as enemies of the Mootlings. The village is composed of wooden houses with wood shingle rooves. The doors and windows are decorated with wood carvings of forest animals, painted in bright colors.

Kalek is the seat of Voyvoda Zalo of the clan Veverka, and holds the cathedral of Matriarch Roza. Zelenia's regimental colors are yellow and green. The Duke and his regiment are currently occupying Nuntz [2409].

Zalo, Halfling Fighter: LVL 2; HP 14; AC 15 (scale, shield); ATK short sword +3 (1d6+1); MV 30; SV 16; S14 I11 W6 D7 Cn13 Ch17; AL N; XP 200; Special—Riding, leadership, dominate; Gear—None

Roza, Halfling Druid: LVL 5; HP 31; AC 14 (leather, shield); ATK +1 staff +3 (1d4+1); MV 30; SV 14; S12 I7 W17 D11 Cn13 Ch15; AL N; XP 500; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/3/1)

### 1717. Ladies of the Wood | Monster

Five elder nymphs, Zlava, Vela, Mira, Milka and Lenka, are bathing here in a warm, bubbling pool shrouded by curtains of clinging flowered vines. The vines can attack as seven assassin vines on the orders of the nymphs, who are also attended by a coterie of sprites in green velvet with cream brocade set with silvery-pink pearls, and two attendant unicorns. The nymphs are in deep discussion of the halfling troubles and are thinking it might be best if they call upon all the spirits of the woodlands to drive them out of the valley forever.

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)

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

Hecaterides, Medium Fey: HD 7; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 13; AL CN; XP 2100; SP—MR 15%, magic (D4), immune (mind control), dimension door (1/day), blinding beauty, gaze (irresistible dance, 1/day), summon 1d4 oreads or satyrs (60%)

### 1720. Buttersnaps | Wonder

An old, massive, dead tree covered in honeysuckle vines is crawling with strange monsters called buttersnaps. Buttersnaps were created by a halfling wizard – they are a hybrid of lobster and butterfly, looking essentially like giant, pale yellow lobsters with large wings of mauve and crimson.

Buttersnap, Large Monster: HD 3; AC 15; ATK 6 tendrils (paralysis) and 2 pincers (1d6); MV 10 (F20); SV 16; AL N; XP 300; SA—Paralysis

### 1732. Genie of the Pot | Wonder

Shards of pottery with weird symbols scratched into them in silver can be found at the base of a tree. One might guess the

pot was hurled at the tree from a great height. If the pieces are placed back together and mended, the janni trapped inside the pot emerges and thanks her rescuers for her freedom before setting off in a random direction. The janni, Ashika, was trapped in Irem and transported via many owners along the caravan routes to these wild lands. If pressed, she will admit that she does not know how she got to this point, or how to get back home, and eventually she will accept help.

Ashika the Janni, Medium Elemental: HD 6; AC 15; ATK Slam (1d10); MV 30 (F70); SV 14; AL N; XP 1800; SA—Elemental endurance, resistance (fire); SP—Create food and water •, enlarge/reduce ••, ethereal jaunt (1 hour), invisibility •••

### 1736. Yarthag's Hall | Wonder

The hills in this hex rise to a sharp, narrow ridge that traverses the hex from northeast to southwest. The top of the ridge is never more than 3 to 4 feet wide, and is bare greenish stone jutting up from slopes of golden brown sand bearing many hearty junipers. When one walks atop the ridge on the night of the full moon, when the moon looks like it is resting right atop the ridge (a rare event), one passes through a portal into the abode of Yarthag, an earth daemon of elder days who dwells beneath the earth in a castle on the banks of the Alph. Yarthag hungers for victims, but entertains them first and permits at least one of them to leave his house with great treasures if they promise not to warn their friends.

Yarthag looks like a creature of pearly stone, roughly the shape of a great ape, with three eyes – one ruby, one emerald and one sapphire – above a beak-like mouth from which two massive golden tusks jut. He has six fingers on each hand and four toes on each foot. His great hall is carved from stone that matches the flesh of its master, richly decorated with fluted lines and swirls, and recessed chambers decorated with long, low stone couches and white cushions and curtains. A stream of silver water trickles through his abode, and small eels with golden flesh wriggle in these streams, sometimes leaping up at the voice of Yarthag to entertain him.

Treasure: 4,500 cp, 8 gems

Yarthag, Large Outsider: HD 14; AC 20; ATK 2 slams (2d6); MV 20; SV 10; AL N; XP 1400; SA—Earthglide.

### 1738. Face Off | Monster

Two giant rams, brothers, are facing down an ogre that has caught the ewe both brothers wishes to make their mate. The ewe is tied up and slung over the ogres back.

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

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or spear (1d8+2); MV 40; SV 15; AL CE; XP 200; SA—None.

**1740. Plotters | Monster**

A conclave of 14 sickly hawk men with blackish-brown feathers and greenish beaks is meeting in a small cave here. They are discussing plans for a raid on Gar [1641] when the dwarves next emerge with their ponies as a caravan to fetch supplies in Hark [2039]. Two hawk men stand guard.

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

**1802. Fishing Party | Monster**

Three noroobs are fishing like bears in a creek here. They have baskets slung over their backs to hold their catch, and quarter-staves on the river bank leaning against a tree.

Noroob, Large Humanoid: HD 3+2; AC 14; ATK Spear (1d8); MV 20; SV 15; AL LN; XP 150; SA—None.

**1805. Skalagrod | Town**

DEMOGRAPHICS
<b>Urban Population</b> 2,760
<b>Rural Population</b> 24,730
<b>Race</b> Halfling (95%), Gnome (5%)
<b>Army</b> 9 companies
<b>Products</b> Onions, trout, barley, whisky
<b>Religion</b> Mother Church (NG)
<b>Alignment</b> Lawful

Skalagrod is the capital of Kopek and home to Voyvoda Dravy of clan Kotka and Matriarch Kopretina. It is a river port best known for its onions. The Skalagrodians have a hundred ways to prepare onions, and they dominate the local cuisine – onion soup, boiled onions, onion bread, etc.

The Mummers in town have been reduced to begging in the streets or along the highways, or working in the fields as serfs. Kopretina has been quite insensitive to their suffering. Born into poverty, she has a distinct hatred for the wealthy. The local gnomes find her disgusting, and are doing their utmost to hide Mummers and move them upriver to Kamostya.

Kopretina, Halfling Druid: LVL 3; HP 4; AC 14 (leather, shield); ATK staff +2 (1d4+1); MV 30; SV 15; S14 I4 W17 D11 Cn8 Ch17; AL N; XP 300; Special—Healing, lore, free movement, identify nature, leaves no trail, spells per day (4/2); Gear—*Ring of blinking*



**1808. Green Mama | Monster**

A green dragon is sitting on a nest in this hex, her mate out hunting for food. The nest is composed of dozens of logs recently felled and stacked atop a rocky promontory. This gives the dragons a commanding view of the area. In the middle of the nest is the female's treasure.

Treasure: 5,100 cp, 4 gems

Green Dragon, Medium Dragon: HD 8 (40 hp); AC 17; ATK 2 claws (1d6), bite (1d8); MV 40 (F150, S40); SV 13; AL LE; XP 2400; SA—Water breathing, immunity (sleep), resistance (acid), surprise (1-3 on 1d6 in woodlands), cone of acid gas.

**1811. Nixie Babysitters | Monster**

A band of nixies dwells in the river here. They are caring for a small halfling girl named Ezmelda who was separated from her family when they were forced to escape Skalagrod. The girl is in good condition, considering her plight.

Treasure: 500 gp, 1 gem

Nixie, Small Fey: HD 1; AC 13; ATK Dagger (1d4); MV 20 (S30); SV 16; AL N; XP 100; SA—MR 25%; SP—*Charm person* (-10 to save in water)

**1821. Unrest in the Forest | Monster**

A band of seven sylphs and a grove of seven dryads have almost come to blows in this hex. The sylphs encourage the winds to whip through the grove to hear the tinkling of the



silverberry trees, but this is highly annoying to the dryads. The two groups have begun to marshal their forces – treants on one side, sylphs and air elemental sorts on the other, for a final showdown. The bringing of peace will result in a blessing from the fey gods, the Kabir, to the peace bringer.

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

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

### 1825. Two Dogs and a Hook | Wonder

A silvery Yorld retriever sits on the banks of the rushing river, waiting for her master. A river hound floats in the shallows, gazing into the hills, waiting for his mistress. Who are they – where have they gone? What a mystery!

### 1833. Yospitz | Village

DEMOGRAPHICS
<b>Urban Population</b> 370
<b>Rural Population</b> 3,000
<b>Army</b> 15 halflings + 10 humans + 1 halfling sergeant + 1 human sergeant + 1 human captain
<b>Produce</b> Turnips, buckwheat, sheep
<b>Alignment</b> Neutral

Yospitz is a sleepy little village of humans and halflings that trades with Jikaz [1231] and Hark [2039], and which mostly seeks to be left alone. The village has numerous farmsteads in the valleys that radiate around the hilltop village.

### 1904. Zib's Booty | Monster

An aranea called Zib is spinning a web in a tall elm tree. The web is intended to hide his bundle of booty. The aranea is hissing a weird song as he spins, and is easy to surprise.

Treasure: 1,300 sp

Aranea, Medium Monster: HD 3; AC 13; ATK Bite (1d6 + Poison II); MV 60 (C20); SV 15; AL CN; XP 900; SA—Magic (M2), change shape

### 1927. Bat Cave | Monster

A swarm of bats issues forth from a dark cave in this hex. The cave holds an iron-bond chest encrusted with bat guano and locked with a rusty steel lock. The chest holds seven *magic tapers* that, when lit, hypnotize those who see the flames, forcing them to answer three questions truthfully.

Bat swarm, Tiny Animals: HD 3; AC 16; ATK Swarm (1d6); MV 5 (F40); SV 15; AL N; XP 300; SA—Bleeding

### 2012. Refugees | Monster

A band of 60 refugees are being led by the ranger Yokob through these woods from Skalagrod to Mók, where he hopes they will find safety. He does not know that that grand old town is now under siege. One of the halflings, a little girl named Ezmelda, is missing [1811], and her parents are frantic with worry. Yokob has assured them he will seek her out as soon as everyone is safely in Mók.

Treasure: 5,600 cp, 2,700 sp, 3 gems

Halfling, Small Humanoid: HD 1 1/2; AC 10; ATK Club (1d3); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Yokob, Halfling Ranger: LVL 7; HP 59; AC 20 (plate armor, shield); ATK +2 *short sword* +9 (1d6+3); MV 30; SV 14; S14 I14 W15 D12 Cn18 Ch8; AL CG; XP 700; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +4 damage vs. Chaotic humanoids and giants, favored enemy, hunting beast (+1), free movement, druid spells (3); Gear—None

### 2025. Nest of Death | Monster

A nest of giant wasps is situated in this hex in a copse of weeping willows. The nest holds many eggs, and at any moment is surrounded about by 3d10 giant wasps.

Giant Wasp, Large Vermin: HD 3; AC 15; ATK Sting (1d6 + Poison II); MV 20 (F60); SV 15; AL N; XP 300; SA—None.

### 2032. Remnant of Army | Monster

The remnant of a halfling army loyal to the Mum has camped here. The army's scouts are hunting in the hills while the others are engaged in digging for roots, carrying water or mending their gear. Their tents are tattered and torn, even the tall tent that acts as a chapel and holds a small altar to Nertha.

The army is commanded by Abbot Filon, a gaunt fellow with long, iron-grey whiskers and a crooked back. He is usually to be found in prayer in the chapel, tending to the spiritual needs of his soldiers, or conferring with his captains in his tent.

The army now consists of 40 slingers, 36 archers, 64 footmen and only 12 horsemen.

Halfling Warrior, Small Humanoid: HD 1 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Abbot Filon, Halfling Cleric: LVL 9; HP 20; AC 20 (+2 *plate armor*, shield); ATK War hammer +5 (1d4+1); MV 20; SV 12; S10 I12 W14 D4 Cn11 Ch24 (16); AL LG; XP 900; Special—Conversion, healing, turn undead, spells per day (5/4/3/2/1); Gear—*Cloak of charisma 24*.

### 2034. Contest of Wills | Monster

Two gargantuan trolls are bashing each other over the head with uprooted trees. Even they don't know why. Their fight has created a flattened clearing in the woods.

Gargantuan Troll, Huge Giant: HD 18; AC 16; ATK 2 claws (3d6 + rend), bite (5d6); MV 50; SV 8; AL CE; XP 5400; SA—Regenerate

### 2039. Hark | Village

#### DEMOGRAPHICS

**Urban Population** 200

**Rural Population** 1,800

**Army** 20 nomads + 2 sub-chiefs

**Produce** Hides, goats

**Alignment** Neutral

Hark is a village of people descended from the Runa who settled in this valley five generations ago. They are independent from the Azsori and the Runa tribes, though they maintain good relations with both and with the Yorrish. Besides the hunters in the village, herdsman keep goats and sheep in the hills surrounding the village.

The people of Hark are hunters, stalking the golden-scaled serpents of the valley and turning them into high-quality leather. A deep, natural well in the hex seems to birth the serpents and produce a strange gas that has made it a gathering place for the shamans of the Runa.

### 2101. Stinky Cabin | Monster

Three giant skunks are poking around an abandoned cabin in this hex. The cabin has been thoroughly trashed, and only partly by the skunks. It looks like the work of goblins. The pantry holds many meat pies, all spoiled, and seven jars of honey. There is a blood stain hidden under a ratty bearskin rug.

Giant Skunk, Medium Animal: HD 5; AC 14; ATK Bite (1d6); MV 20; SV 14; AL N; XP 500; SA—Musk spray.

### 2104. Divided Castle | Wonder

An airy castle of white stone and pink slate roofs is hidden within a maze of sentient oaks. In the morning, perfumed sylphs erupt from the windows and doors of the castle and fly through the woods spreading their dainty smells and charming laughter, while the dirty old goblins that haunt the woods during the night file inside. The sylphs and goblins share the castle, but never meet one another. The sylph king and goblin queen, however, are a wedded couple – their union symbolizing the cycle of spring and winter.

Treasure: 1,700 cp, 3,800 sp, 1,000 gp, *potion of strength*

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

Goblin Queen, Small Humanoid: HD 3; AC 12 (*ring of protection* +2); ATK Dagger (1d4 + Poison IV); MV 20; SV 15; AL CE; XP 300; SP—Magic (M3)

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

Sylph King, Medium Fey: HD 5; AC 10; ATK +2 *dagger* (1d4+2); MV 30 (F90); SV 14; AL N; XP 500; SA—Magic (D6); SP—*Summon medium air elemental* (1/week), *gust of wind*, *invisibility* (self)

### 2117. Pirate's Den | Stronghold

A den of thieves has made a stronghold of a cave complex that overlooks the River Yore. It is hidden by willow trees, but allows the thieves to view movement up and down the river. The thieves keep small boats hidden by the river bank.

The 60 thieves are commanded by Sir Veko, formerly the Mum's spy master, who was betrayed by his lieutenant, a Mootlings. Veko is a tall halfling with steel blue eyes. He is a religious man and gracious in his manners, having been raised among the nobility of Mók. Veko despises his new life, but he needs money to achieve his revenge.

Treasure: 1,400 cp, *scroll of audible glamer*, *manual of gainful exercise* +1

Halfling Robber, Small Humanoid: HD 1/2; AC 12 (leather); ATK Dagger (1d4); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Sir Veko, Halfling Assassin: LVL 11; HP 33; AC 15 (leather, shield); ATK Short sword +7 (1d6+1) or +1 *short bow* (1d6+1); MV 30; SV 14; S13 I13 W10 D15 Cn10 Ch7; AL NE; XP 1100; Special—Climb walls, disguise, forgery, hear noise, hide in shadows, move silently, open locks, read languages, poison use, backstab +3d6 (paralyze or kill), brew poison (Type I-IV, contact, delayed, powders, gas); Gear—*Potion of charm dragons*

### 2120. Grod Blazna | Stronghold

Grod Blazna overlooks the Yore, perched atop a promontory of grey rock covered with rookeries. The river stones below the cliffs are among the finest sling stones in Yore (+1 to damage). The nixies gather here to bask in the rays of the setting sun, and sometimes in the rising moon. The locals raise sheep and shepherd dogs in the gentle hills that descend from the cliffs to the west, raising crops of broccoli and squash and nutty rye, and picking the tarest huckleberries on Nod.

The local halflings (pop. 140) are known for their reddish hair and hawkish noses, and their wheezing belly-laugh. They are ruled by Vicar Drovna, a wise old woman with a ready sword

arm, who stands by the Mum and dares the Mootlings to assault her lands. The half-elf ranger Felix lives with her and commands her 60 warriors and scouts. She has five acolytes, famed as the most beautiful women in Jabilka.

Vicar Drovna is tall and thin, with blue eyes. She is 85 years old, but still very active and sharp as a tack. Never a zealot, she is nonetheless earnest and scrupulous and expects those in her charge to behave themselves like gentlemen and ladies.

Treasure: 11,600 cp, 3,800 sp, 2,000 gp, *potion of cold resistance*, *wand of acid arrow* [5]

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Acolytes, Halfling Clerics: LVL 1 (3 hp each); AC 15 (scale, buckler); ATK Footman's mace +0 (1d6); MV 30; SV 16; AL NG; XP 100; Special—Conversion, healing, turn undead, spells per day (2), halfling traits; Gear—None

Felix, Half-elf Ranger: LVL 3; HP 20; AC 17 (chainmail, shield); ATK Longsword +4 (1d8+1); MV 30; SV 16; S14 I11 W17 D9 Cn13 Ch11; AL NG; XP 300; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +3 damage vs. Chaotic humanoids and giants, half-elf traits; Gear—*Wand of bless* [5]

Vicar Drovna, Halfling Cleric: LVL 8; HP 19; AC 20 (plate armor, shield); ATK +1 *footman's mace* +5 (1d6+1); MV 30; SV 13; S12 I10 W15 D11 Cn6 Ch9; AL NG; XP 800; Special—Conversion, healing, turn undead, spells per day (6/3/2/2), halfling traits; Gear—None

### 2127. Captain's Camp | Monster

This hex holds the camp of Captain Gorvo, a Mootling halfling whose soldiers are now besieging Dobrigor [2227]. The colonel and his aides have remained here, far from the fray, to drink and make merry. In all, the captain is accompanied by three aides and guarded by twelve halfling warriors.

The captain is a slim halfling who worked as a miller before joining the Mootlings. He has a ragged, greying beard, is missing a few teeth, and has a generally unhealthy appearance made almost grotesque by his reddish nose and cheeks.

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Gorvo's Aides, Halfling Fighters: LVL 1 (4 hp each); AC 15 (scale, buckler); ATK Short sword +1 (1d6); MV 30; SV 17; AL N; XP 100; Special—Riding, leadership, dominate; Gear—None

Gorvo, Halfling Fighter: LVL 2; HP 2; AC 14 (scale, buckler); ATK +1 *short sword* +4 (1d6+2); MV 30; SV 16; S13 I6 W7 D6 Cn12 Ch12; AL N; XP 200; Special—Riding, leadership, dominate; Gear—*Elixir of vision*

### 2202. Tanning Ogres | Monster

Eighteen ogres are tanning leather in this hex. The leather comes from their recent kills. They are using an old stone vat in a clearing. It is filled with urine – not a pleasant smell. The ogres are stretching skins between trees or scraping them while they are spread out on large, flat stones.

Ogre, Large Giant: HD 4; AC 15; ATK Slam (1d6) or spear (1d8+2); MV 40; SV 15; AL CE; XP 200; SA—None.

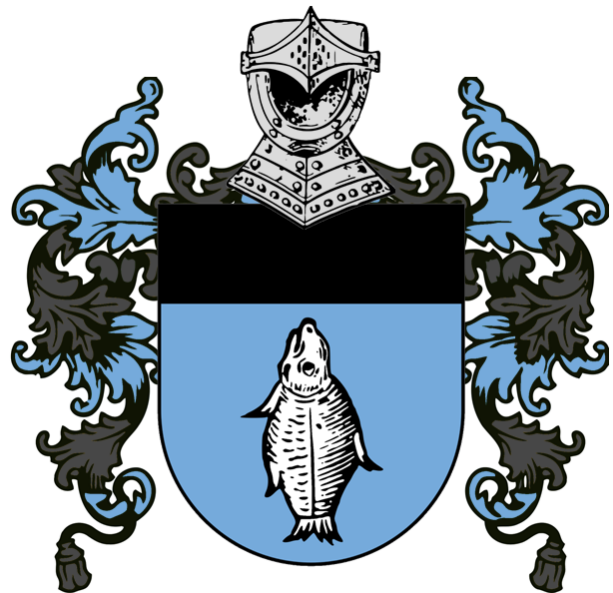
### 2205. Dragon Egg | Monster

A celadon dragon is curled around a tree, lulled to sleep by the singing of a dryad. The dragon was waiting for a thief called Babbit. Babbit was taken into the tree by the dryad to save him. He stole a large beryl from the dragon. The beryl is really the dragon's egg, and it is eager to retrieve it.

Celadon Dragon, Medium Dragon: HD 8; AC 17; ATK 2 claws (1d6), bite (1d8); MV 40 (C30, F80); SV 13; AL CE; XP 2400; SA—Resistance (acid), immune (sleep), poison breath

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

Babbit, Halfling Thief: LVL 4; HP 12; AC 14 (leather); ATK Short sword +2 (1d6); MV 30; SV 15; S10 I14 W11 D17 Cn11 Ch9; AL N; XP 400; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +1d6; Gear—Dragon egg, 8 gp



## 2207. Dirdrov | Village

### DEMOGRAPHICS

**Urban Population** 70

**Rural Population** 549

**Produce** Trout

**Alignment** Neutral

Dirdrov is a fishing village of tan brick buildings and wood shingled rooves. It has a cobblestoned central square with a fountain and a statue of St. Amalthy, as well as an old shrine covered in honeysuckle and swarming with bees in the warmer months. The shrine is near a small monastery which operates primarily as a brewery.

The Dirdrovskis are incorrigible gamblers. They can often be found playing a game not unlike bowling in their church, the women rolling the balls and the men betting on the results. The village is surrounded by many farmsteads along the river that grow the finest hops in all of Yore.

Dirdrov was in the Mootling camp from the beginning. The village is governed by its moot, which has taken possession of the brewery and exiled the monks.

## 2214. Mók | Town

### DEMOGRAPHICS

**Urban Population** 5,800

**Rural Population** 39,900

**Race** Halfling (91%), Gnome (5%), Dwarf (3%), Elf (1%)

**Army** 18 lances

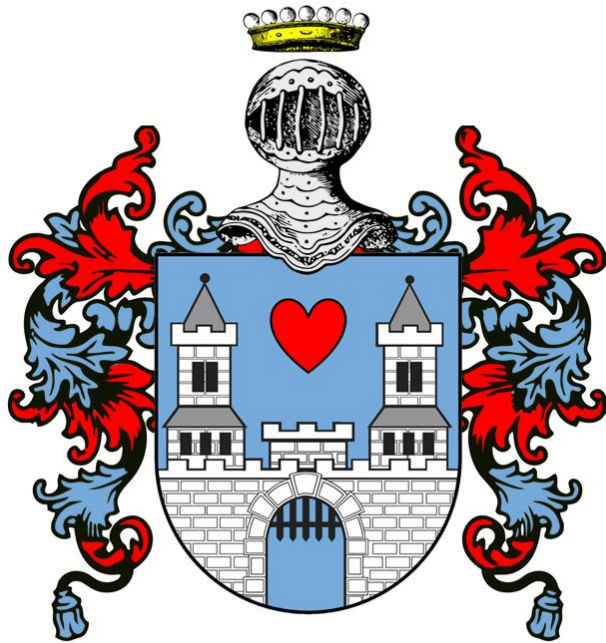
**Produce** Pork, garlic, flax, parsley root, linen

**Religion** Mother Church (NG)

**Alignment** Lawful

Mók is the cathedral town of Malthy, where Voyvoda Brazo of clan Pastuzik is enthroned, and where Matriarch Maxa holds court in her grand cathedral. The town is known for its farming, producing all manner of grains and vegetables for export throughout Og. The townsmen are a freedom-loving people, slow to judge and quick to embrace, and terribly pious to Nertha and St. Amalthy, whom they believe is her favorite daughter. The town boasts excellent taverns and inns, and is especially known for its thick vegetable stews and mince pies.

As yet, Mók's lands have not been attacked by the Mootlings, but the attack is inevitable so the Mókskys are busy hardening their defenses. In addition to its army, the town has six acolytes (Clr 1) prepared to give their lives for the Mum.



Maxa, Halfling Cleric: LVL 3; HP 4; AC 17 (chainmail, buckler); ATK Footman's mace +1 (1d6); MV 30; SV 15; S12 I10 W12 D13 Cn7 Ch11; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (3/1); Gear—*Potion of jump*

## 2219. Velkigrod | Town

### DEMOGRAPHICS

**Urban Population** 4,340

**Rural Population** 39,581

**Race** Halfling (95%), Gnome (4%), Dwarf (1%)

**Army** 14 lances

**Produce** Wheat, swine, blackberries

**Religion** Mother Church (NG)

**Alignment** Lawful

The "High Fortress" was founded as a monastery of the warrior-monks of St. Grumm in days of old, and grew to become a prosperous river town. The Velks, as they are called, are known for being disciplined, orderly and absolute lovers of a good scrap. They don't go looking for trouble, but when they find it they sink their teeth in and don't let go until the other side calls it quits. The Velks are dyed-in-the-wool Mummerys, who figure they'll lick the entire Mootling army by themselves if they have to, because there's no way in Nertha's Cellar that the blighters are going to get away with it.



Velkigrod is built atop a rocky promontory, with high stone walls surrounding the inner and outer towns, and the main entrance into the high town via a long, paved slope with no less than three tower gates through which one must pass.

The high city contains the town's cathedral, overseen by Matriarcha Hyacint, and the palace of Voyvoda Zazlo of clan Kohut. It contains the homes of the lords and ladies who dwell around Velkigrod, the town's treasury and the monastery which serves as the headquarters of the Order of St. Grumm. Members of the order protect the walls of the high town, while common soldiers patrol the walls surrounding the town.

Those aforementioned fields grow wheat and barley, with some rice production in the lowlands near the river, where the fields are easily flooded. The banks along the river are thick with wild blackberries, which are a major food product in the town in the form of compotes and pies, and a frothy juice that is mixed with the pale ale favored by the locals. The town has larger herds of sheep and cattle, as well as swine. Most inns and taverns in the city keep a full sheep or pig roasting on a spit, carving off meat for patrons over the course of the day. The locals also savor sheep's brains in cream sauce and sausages made from the liver, heart and lungs of sheep and swine, boiled in ale and flavored with chicory.

Zazlo, Halfling Fighter: LVL 5; HP 33; AC 19 (platemail, +1 shield); ATK Short sword +8 (1d6+3); MV 30; SV 15; S18 I9 W9 D6 Cn15 Ch12; AL LG; XP 500; Special—Riding, leadership, dominate; Gear—*Necklace of fireballs type IV*

Maxa, Halfling Cleric: LVL 4; HP 16; AC 18 (banded, shield); ATK Footman's mace +2 (1d6); MV 30; SV 14; S11 I10 W17 D12 Cn8 Ch8; AL LG; XP 400; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—Holy symbol

## 2222. Makeshift Hospice | Stronghold

The Grod Osten once commanded rich farmland, with of 200 peasants bringing in rich harvests of golden wheat to market in Mók. It also boasted some of Yore's best vineyards and a fine herd of white ponies. That was before the being attacked by the army of Captain Gorvo [2127] on his march south.

The castle is now a ruin, its walls breached, two of its three towers toppled, its people scattered, its horses taken and its fields razed. The only inhabitants remaining are injured and sick people being ministered by Sister Vendi. She works frantically to keep people alive, but is beginning to lose faith, making her work all the more difficult.

Sister Vendi, Halfling Cleric: LVL 4; HP 10; AC 17 (banded, buckler); ATK Footman's mace +4 (1d6+2); MV 30; SV 14; S16 I11 W14 D12 Cn9 Ch13; AL LG; XP 400; Special—Conversion, healing, turn undead, spells per day (5/2); Gear—None

## 2224. Udj's Bridge | Wonder

A temporary pontoon bridge was constructed across the river in this hex by Captain Garvo's army on their march south. The bridge has been claimed in their absence by a river troll called Udj. Udj is a nasty specimen, with matted green hair and slimy, blue-green flesh. He keeps a stash of treasure about 250 yards upriver hidden under large stones on the river bank.

Treasure: 1,600 cp, 2,800 sp, 4 gems

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

## 2227. Dobrigor | Town

### DEMOGRAPHICS

**Urban Population** 930

**Rural Population** 8,035

**Race** Halfling (95%), Gnome (4%), Dwarf (1%)

**Army** 2 lances

**Produce** Cabbage, onions, sheep, wool

**Religion** Mother Church (NG)

**Alignment** Lawful

The town of Dobrigor has been under siege for two weeks by the army of Captain Garvo [2127]. The army now consists of 330 halfling warriors and two light catapults. The catapults are kept busy pounding away at the town's walls, which are



about 20 feet tall. The fields around Dobrigor have been razed by the invading army and the woods nearby have been chopped down to provide tower shields and firewood. They are under the command of incompetent Sergeant Bombo, the son-in-law of Captain Garvo, whose death few would mourn.



On the other side of the walls are the remnants of Dobrigor's population. They are running very low on food, they have to boil their water to make it potable, and they cannot likely last much longer without help from outside. The town's mayor is not remotely up to the challenge of leading his town during wartime, and the town's lord, Sheriff Merri, was killed during the initial forays of the enemy into her territory. The local fencing master, Sara, is doing her best to keep her soldiers alert and harassing any Mootlings who come within range.

Sara, Halfling Duelist: LVL 10; HP 60; AC 19 (+2 *leather*, buckler); ATK Short sword +10 (2d6+1) and dagger +9 (1d4); MV 30; SV 12; S14 I13 W10 D15 Cn13 Ch11; AL N; XP 1000; Special—Acrobatics, taunt, surprised (1 in 6), parry, spring into combat, lackey, riposte; Gear—*Potion of reduce self*

### 2231. Sinking Island | Wonder

A small river splits around a granite promontory in this hex. The tall promontory has sheer sides and a jagged crown. Folklore in the region has long held that a fantastic treasure is to be found buried atop the promontory, but as yet nobody has had the courage (or time) to explore it.

The treasure turns out to be a +2 *short sword* that was once the property of Saint Grumm. Wielded for a time by a knight dedicated to the saint, it was set here as that knight's final marker. If the sword is removed from the ground, the island begins to slowly and smoothly sink into the river. The sinking takes about 10 minutes, and since the sword and the knight's final resting place are in a natural basin atop the island, the first sign grave robbers will have of trouble is water flowing over the top of the promontory.

If the sword is returned to its proper place, the island rises again and all is well.

### 2237. Boil the Dragon | Monster

An old ginger dragon nicknamed Snapper by the halflings has its abode in this hex in a cave obscured by tall weeds and brambles. The dragon has been asleep for 10 years, and will sleep for 10 more if left undisturbed.

As with all ginger dragons, Snapper absorbs heat. The air within a mile of his cave is noticeably chilly, and it becomes colder as one approaches. The interior of the cave is caked with ice, the ice forming a chute that leads into a pit. The dragon's sleeping chamber (and its treasure) looks down on the pit.

Treasure: 3,700 sp, 8,200 gp, *potion of gaseous form*, *staff of earth and stone*.

Ginger Dragon, Medium Dragon: HD 9 (27 hp); AC 17; ATK 2 claws (1d6+1) and bite (1d8); MV 30 (F60); SV 12; AL NE; XP 2700; SA—Resistance to fire, immunity to sleep.

### 2309. The River Queen | Monster

A small fleet of three halfling riverboats is hidden along the wooded bank waiting for prey. The halflings, who once were traders, are now working as pirates under the command of Ylara, the River Queen. Ylara is a handsome halfling woman who is an expert with the bullwhip. She will welcome halflings to her crew, but larger folk are sent below to work the oars.

Treasure: 3,600 sp, 500 gp, 1 gem

Halfling Pirate, Small Humanoid: HD ½; AC 12 (*leather*); ATK Short sword (1d6) or short bow (1d6); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

Ylara, Halfling Fighter: LVL 5; HP 22; AC 19 (platemail, buckler); ATK +5 *hand axe* +10 (1d6+5); MV 30; SV 15; S10 I13 W7 D13 Cn9 Ch7; AL CE; XP 500; Special—Riding, leadership, dominate; Gear—*Ring of spell turning*

### 2313. Dam Builders | Monster

Seven giant beavers are in the process of damming a tributary of the Yore. Their dam is as oversized as they, and will, when complete, create a small lake and much marshland.

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

### 2318. The Lady of the Wood | Monster

A party that camps in this hex that includes a halfling, elf, cleric, paladin or druid, is awakened in the night by seven pixies sounding silver trumpets. Once awake, the head pixie announces that Her Majesty, the Lady of the Wood, is prepared to grant them audience. Failure to accompany the pixies back to their queen results in the camp being surrounded by a dozen dire wolves that do their best to force the adventurers to their rendezvous with royalty.

The Lady of the Wood is a hecateride. She is to be found in a grove of oaks, each with an attendant dryad as lady-in-waiting. The Lady sits on a gold throne beneath a mantle of lace entwined with wild roses. She is attended by the aforementioned pixies and dryads, as well as two warrior nymphs, who are ever by her side, their swords drawn.

At her clap, a long table appears, and seats with cushions of purple silk, and the pixies scramble to place upon it all manner of delicacies drawn from the woods – venison steaks smothered in mushrooms, berry compotes, wild roasted potatoes, and the like. Sparkling wine is served from silver ewers. At the end of the entertainment, the party is given a quest by the Lady of the Wood to uncover the dark conspiracy against the halfling kingdom, and bring to justice the “moon beasts” and “children of darkness” behind it, i.e. the wererats and drow.

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

Hyleoroi, Medium Fey: HD 8; AC 19; ATK Longbow (1d8) or short sword (1d6); MV 30 (S20); SV 13; AL NG; XP 2400; SA—Magic (D4), dimension door (1/day), blinding beauty, true seeing, 4th level ranger abilities

Hecateride, Medium Fey: HD 7; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 13; AL CN; XP 2100; SA—MR 15%, magic (D4), immune (mind control), dimension door (1/day), blinding beauty, gaze (irresistible dance, 1/day), summon 1d4 oreads or satyrs (60%)

Pixies, Small Fey: HD 1; AC 14; ATK Sword (1d4) or bow (1d6); MV 20 (S40); 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* •

### 2335. Circling Eagle | Monster

A giant eagle circles overhead, seeking easy prey. The eagle's name is Frederic, and it is a talkative old bird. It's happy to pass the time while feeding, chatting about the countryside.

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

### 2341. Lord Darke | Stronghold

Lord Darke is a halfling knight of fine reputation who made a home for himself here in a tower keep. His fields are worked by 80 farmers and herders and his lands are patrolled by 90 stout horsemen and slingers, Lord Darke has made a nice home for himself here far from the crowded lands of Jabilka.

Lord Darke is a handsome man, short even by halfling standards, with copper eyes and a willowy frame. He has a kind face, but his eyes carry the burden of a secret he cannot share. He is devout in his devotion to Mother Church, and cannot abide the idea that his cousin, his dear cousin, may have been involved in the plot against the Mum. Darke has a violent temper, but only rarely loses his mellow demeanor.

Lord Darke is considering joining the Mummer cause. His squire, Parzal, is urging him to declare his faith and join the fight against the Mootling usurpers.

Treasure: 4,900 cp, 3,700 sp

Parzal, Halfling Fighter: LVL 7; HP 35; AC 16 (+1 *chainmail*, buckler); ATK 1+ short sword +9 (1d6+3); MV 30; SV 14; S18 I11 W10 D5 Cn14 Ch5; AL LG; XP 700; Special—Riding, leadership, dominate; Gear—*Ring of protection* +1

Lord Darke, Halfling Cleric/Fighter: LVL 9/9; HP 34; AC 22 (+5 *banded mail*, buckler); ATK 1+ warhammer +6 (1d4+2); MV 30; SV 12; S13 I9 W13 D10 Cn11 Ch9; AL LG; XP 900; Special—Conversion, healing, leadership, dominate, turn undead, spells per day (6/4/3/2/1)

### 2402. Maenads | Monster

Maenads are at play in the woods here, chasing down a male elk. They want the animal's blood for a ritual they perform for the honor of Cain on a blood-soaked altar around which grows the wild grapes they turn into wine. If the elk gets away, they will settle for humanoid blood.

Maenad, Medium Fey: HD 6; AC 17; ATK 2 claws (1d4); MV 30 (S20); SV 14; AL CN/E; XP 1800; SA—Magic (D4), control wolves, summon 1d4 wolves, touch attack, rebuke lycanthropes; SP—*dimension door* •

### 2405. Higby's Hold | Stronghold

Higby, the half-elf bandit, has a small stone fort here from which he preys on the surrounding countryside. He commands 80 bandits, all human. A tall man with steel-blue eyes, Higby is

an outcast from the elves. After murdering his father, he fled his old home. He wishes to return to lay claim to his father's *cloak of invisibility* from his cousin Jalene.

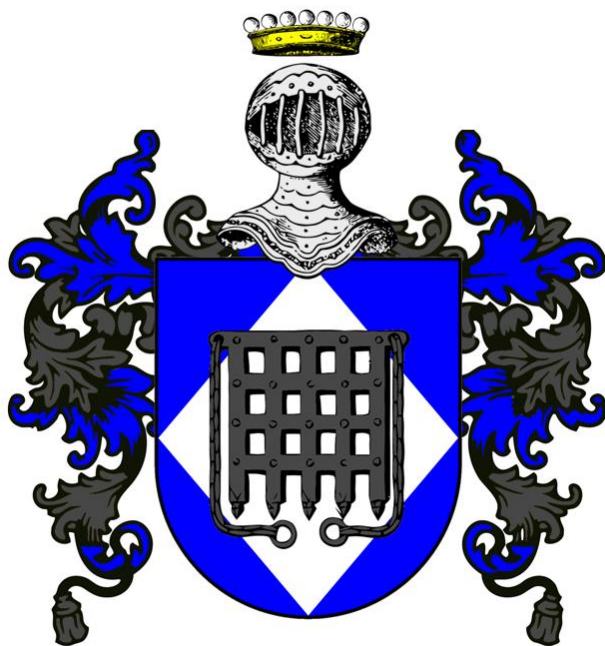
Higby is a dishonest rascal, but he has a rustic, folksy charm. He uses that charm to convince people to help him on his quest, filling their heads with a tale of woe. His wife, a vulgar woman named Zest, with apple cheeks and bright red hair, is always by his side. She is a deadly assassin, but appears to be nothing more than simple woman devoted to her husband.

Treasure: 4,200 sp, 2,000 gp, 4 gems

Bandit, Medium Humanoid: HD 1; AC 13 (ring mail); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

Zest, Human Assassin: LVL 5; HP 10; AC 16 (leather, shield); ATK 1 short sword +3 (1d6+1); MV 30; SV 15; S13 I12 W7 D17 Cn7 Ch11; 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—*Portable hole*

Higby, Half-Elf Fighter/Thief: LVL 9; HP 20; AC 12 (leather); ATK 1+ short sword +8 (1d6); MV 30; SV 13; S12 I10 W15 D10 Cn8 Ch5; AL NE; XP 900; Special—Riding, leadership, dominate, climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +3d6, caper; Gear—*Ring of counterspells*



## 2409. Nuntz | Town

### DEMOGRAPHICS

**Urban Population** 4,860

**Rural Population** 42,768

**Race** Halfling (87%), Gnome (5%), Dwarf (5%), Elf (3%)

**Army** 16 lances

**Produce** Plums, pears, trout, swine, spinels, marble

**Religion** Mother Church (LG)

**Alignment** Neutral

Nuntz is the chief city of Rumzi, the ducal seat of Tabor of clan Koza, and the location of the cathedral of Matriarcha Jetel. The city is constructed on a long, low ridge that overlooks the River Yore, with the highest portion of the ridge fortified and containing the cathedral and ducal palace, and the lower portions housing the town's artisans and merchants. The lower town of the working people and river-folk is guarded by a palisade and moat fed by the river, and used for fishing.

In the surrounding hills, stout miners dig valuable spinels from limestone and quarry the marble that decorates the town's most important buildings and homes.

Nuntz is at a crossroads between the Midlands and Northlands, and encompasses elements of both. The people of Nuntz are notably less friendly and garrulous than most Midlanders – the town's ban on dancing is a common joke to the other Midlanders. On the other hand, it remained loyal to the Mum when the Northlanders rebelled until it was recently conquered by the Mootlings last summer. The town was besieged by the army of Zelenia, and is now under the control of Duke Zalo, who has made it his headquarters for his march south to Velkigrod [2219]. Smaller forces have been sent up the Huk River to secure Gabrodo [3110] and defend against the dwarves of Misha, who remain loyal Mummurs.

The taverns of Nuntz, the Golden Goat foremost among them, are known for their fine cuisine and quiet ambiance. The Nuntzers enjoy quiet conversation over bitter beer, platters of fried carp flavored with rosemary and dill and plates of fried bread drizzled with honey. The locals are known for their brevity in speech and for preferring to "chew over problems like cows chew cud" rather than take swift action.

The duke's army, which had consisted of 16 lances of knights and their retinues, was scattered when the town's defenses were breeched. Some fought and died in the streets. Their bodies were placed on rafts and sent downriver to Velkigrod as a warning of what was to come. Others escaped into the hills, and have now sought succor in Gabrodo and the County of Misha, where they plan their triumphant return to Nuntz.

Nuntz is now overseen by Captain Gingol. He has undertaken to repair the walls against possible counter-attack, impressing the townspeople and rural folk to the task. The people of Nuntz may be slow to act, but a hearty anger has been kindled in their hearts, and they are preparing to retake their town themselves as soon as the duke moves his forces south.

#### 2432. Shiny Eye | Wonder

A weird rock formation in this hex, visible from the river, looks like the top of a needle with a long “eye”. The rocks have a naturally silver sheen to them, and the eye, long polished by the wind the whips down into the river valley, especially so.

#### 2438. Berry Basin | Wonder

The hills form a natural basin of water here in a wooded hollow. One accesses the basin via a narrow path that is hard to find while passing through the woods. This path twists down through a natural passage in the rocks to reveal the water, surrounded by a beach of pearly pebbles. On one wall of the basin there are vines of sweet, red-black berries.

#### 2517. Scouting Party | Monster

A band of twelve halfling scouts from Duke Zalo’s army in Nuntz are in this hex, on their way to survey the defenses of Velkigrod [2219]. At night they are camped here, huddling under blankets without a fire. In the day, they move swiftly and quietly through the woods under the leadership of Bazo, an old scout and companion of the duke. Bazo is not excited about the rebellion and is tepid in his support of the Mootlings, but he loves Duke Zalo as a brother and will not betray him without an excellent reason.

Halfling Scout, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK 1 sling (1d4) or dagger (1d4); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

Bazo, Halfling Scout: LVL 6; HP 25; AC 12 (leather); ATK Dagger +3 (1d4); MV 30; SV 15; S12 I8 W11 D12 Cn12 Ch12; AL CG; XP 600; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, riding, survival, backstab +2d6; Gear—None

#### 2541. Caldera | Monster

This hex holds an ancient caldera filled with water. The water is kept warm by geothermal vents, and has scarlet foliage growing along its rim and a phosphorescent sort of fungi that grows in slicks atop the water. The effect is bizarre, but completely natural and not dangerous. The outer slopes of the caldera are thick with grass and are fed upon by goats. A bat monster is now perched on the rim feeding on a goat.

Bat Monster, Large Monster: HD 8; AC 13; ATK 2 claws (1d6) and bite (2d8); MV 10 (F50); SV 13; AL CE; XP 2400; SA—Blindsight, vulnerable to sonic energy.

#### 2602. Maiden’s Pool | Wonder

There is a still woodland pool in this hex, with a maiden sitting in the middle upon a rock. The maiden smiles kindly at those that approach her. The maiden tells them that, should they swim in her pool, they will become forever beautiful. After this, she melts into the pool. Those who take her offer and swim in the pool are *polymorphed* into beautiful swans.

Maiden, Medium Fey: HD 2; AC 15; ATK Dagger (1d4); MV 30; SV 16; AL CN; XP 200; SA—Merge with pool; SP—Charm person (-2 save) •••, control water •••, sleep II •••, speak with plants, suggestion •

#### 2608. Wizard’s Lending Library | Wonder

A massive oak in this hex holds a secret wizard library. The wizards of Thule sometimes create repositories of scholarly books and old grimoires which they no longer need. The trees are marked with a *wizard mark*, that other wizards may find them, and are locked with a riddle.

By touching the *wizard mark*, a *magic mouth* is activated to speak the riddle. If the correct answer is given, the silvery outlines of a door are revealed on the trunk of the tree. Opening the door reveals a book case with 1d6+2 books. There is a 5% chance of one of the books being the old grimoire of a 1d3-level magic-user. The other books are reference works, usually touching on flora, fauna, astrology or alchemy.

One may remove a book only by placing another book on the shelf to replace it. Failure to do so summons an eldritch guardian to attack the offending party.

Eldritch Guardian, Large Outsider: HD 8; AC 19 [+2]; ATK 2 claws (1d12), bite (1d6); MV 30; SV 13; AL N; XP 2400; SA—Immune (charm, hold, sleep, polymorph, fear), invulnerability (fire)

#### 2619. Elven Hunters | Monster

Two wondrous red boars are being chased through the woods here by an elven hunting party. The party consists of three elven lords, Galaf, Fandamir and Hartwood, and their retinue of twelve brownies. The elves are mounted on white steeds, while the brownies ride stubborn little donkeys that bray wildly as they run through the woods. The party has seven elven hounds who yelp and howl, hot on the heels of the boars, which are actually bugbears transmogrified by the elves to make more sport of hunting them. The bugbears dared to steal from the elves, who are native to the woods.

Boar, Medium Animal: HD 3; AC 16; ATK Gore (1d8); MV 40; SV 15; AL N; XP 300; SA—Ferocity

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

Elven Lord, Medium Humanoid: HD 4; AC 15 (elven chain); ATK Longsword or longbow (1d8); MV 40; SV 15; AL CG; XP 400; SA—Elf traits

### 2622. Nine Lives, Cat's Eyes | **Monster**

Travelers along this river note haunting, glowing eyes, like those of a cat, observing them from the woods. These are the eyes of a troupe of halfling were-cats, driven into exile after they invited the curse of the were-cat into their lives with dark magic. In cat form, they resemble Norwegian forest cats; in halfling form they look like gruff hunters with long whiskers and furtive eyes. They only wait for people to bed down for the night to attack. There are seven in all.

Werecat, Medium Monster: HD 3; AC 15 [S]; ATK 2 claws (1d6), bite (1d8); MV 30; SV 15; AL CN; XP 300; SA—Lycanthrope

### 2629. Mud Sucks | **Wonder**

This hex holds a pleasant pond surrounded on three sides by a stand of sugar maples and beyond them of green hills populated by numerous wild goats. The water looks especially inviting, and the fishing here is excellent. Walking into the water, though, is especially dangerous.

The water lies approximately 3 feet below a natural limestone wall. The water is very clear, and no danger is foreseeable until a person drops from the wall into the water. It is then that they discover that the floor of the pond is an especially thick, gooey mud that can suck a person three feet deep. Since the water here is about three feet deep above the mud, even a 6-foot tall person can be drowned here. Without some purchase, getting loose from the mud requires a roll of 4d6 under one's strength score. Even then, one must reach up to the top of the limestone wall without being able to push off the floor of the pond and pull themselves out, or else swim 200 yards to the other side of the pond, where one can stand up and walk out of the water without difficulty.

### 2639. Lookout Hill | **Wonder**

A promontory 300 feet tall provides an excellent survey of the surrounding hills. It commands a view up to eight hexes away on a clear day, and elves can make out Hark [2039] from here.

### 2710. All Is Not Well | **Monster**

An old well in a hollow surrounded by amber-colored elms in this hex is choked with wild grape vines, and two assassin vines. The well produces fresh water.

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)

### 2714. Father Forest | **Monster**

A gargantuan treant called Father Forest dwells here, sleeping a centuries-long sleep. Numerous stone shrines have been built around the treant. The shrines are tended by the druids of the woods, who turn bits of dried sap from Father Forest into little holy symbols much favored by the halflings.

Gargantuan Treant, Huge Plant: HD 20; AC 20; ATK 2 slams (6d8); MV 50; SV 7; AL CG; XP 2000; SA—Surprised (1 in 6), resistance (bludgeoning and piercing weapons), vulnerable (fire)

### 2718. Hungry Soldiers | **Monster**

A column of eight halfling soldiers who survived the sack of Nuntz have found their way to this hex. They were heading for Velkigrod, but got badly lost. They are hungry, tired and afraid, and they are not offered food, will attempt to take it.

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

### 2722. Bridge Over Troubled Water | **Wonder**

On either side of the river in this hex is a stout tower of white stone. Stone steps lead up to a portal, beyond which is a small chapel and a second portal that gives access to a bridge across the river. The appearance and physical structure of the bridge varies according to the alignment of the viewer.

To Good characters, it appears to be a stone bridge in good repair, about 10 feet in width, with walls guarding from people accidentally falling into the river. For Neutral characters, the bridge is made of wood, and creaks and groans as people cross it. The guardrails are wobbly and may give way, and the bridge is about 6 feet wide. Evil characters see a rope bridge with rotting wooden planks. It sways frightfully when it is crossed, and is about 3 feet wide. The river beneath the bridge churns, and many sharp rocks jut up from the crashing water.

The chapels in the towers depict icons of Saint Benn, who is associated with rivers. Should one spend 15 minutes in prayer to St. Benn, their perception of the bridge improves by one factor. Below the icon there is a small altar holding a gold plate (50 gp) and three gold candle holders (25 gp each). Candles must be burned in the candle holders, and a gift valuable to the owner must be left on the plate. If the items are removed from the chapel, the river rises up, flooding the surrounding hexes and almost surely killing any characters in those hexes without the ability to swim (per a fish or dolphin) or fly.

Attempting to cross the bridge as it appears to Neutral characters carries with it a 1 in 6 chance of falling into the river, or 2 in 6 if one is running. Attempting to cross as a Chaotic carries a 2 in 6 chance of falling in walking, 4 in 6 running. Falling into



the river deals 2d6 points of damage from the fall, and then requires swimming in rough, choppy water.

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

### 2733. Hawk's Roost | Monster

A band of seven hawk men dwell in a cave overlooking a broad meadow of green grass and purple cone flowers. The meadow provides ample game for the hawk men, who are inhospitable to the extreme. One may discover the skeletons of humanoids littering the meadow and surrounding hills – victims the hawk men have dropped from a great height.

Treasure: 250 gp

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

### 2742. Truffle Shuffle | Monster

Three boars are rooting in the woods here, looking for truffles but mostly feeding on acorns. The boars have coppery hair and golden stripes along their flanks.

Boar, Medium Animal: HD 3; AC 16; ATK Gore (1d8); MV 40; SV 15; AL N; XP 300; SA—Ferocity.

### 2802. Koffee Klatch | Wonder

Every Thursday, the local gnomes and brownies (and the more well-behaved sprites) gather here around a wide old stump for a coffee klatch. Dainty forest cats beg for milk and the butterflies join in on the gossip (for they're always listening, you know). Real coffee is served whenever possible, but chicory will do in a pinch, and the cakes and clotted cream are always fresh. The butterflies are in quite a tizzy today, for they say they have seen a great and terrible army approaching from the north, and they are very frightened.

### 2805. The Wonder Worker | Wonder

When night falls, travelers may spy a figure standing on a hill that overlooks the river. The man is dressed in robes and a tall hat topped with an oddly shaped gizmo. He holds a wand and appears to be conducting an orchestra, though onlookers neither hear, nor see one.

The man is called Aloysius the Black. He is a conjurer of great repute who is working on crafting a *staff of conjuration*, and is in the final phase. A careful observer may note that the sky is filled with odd creatures, hybrids of owl and bat, which are inky black and seem to blot out the stars. The starlight filters through these moving shapes and descends, snow-like, to swirl into the magic staff, which is lying on the ground.



Aloysius, Human Magic-User: LVL 11; HP 38; AC 14; ATK Staff +3 (1d3-1); MV 30; SV 11; S8 I11 W18 D10 Cn15 Ch16; AL N; XP 1100; Special—Alchemy, lore, spells per day (5/4/4/3/2/1), create scrolls, arcane knowledge (compass, glider, alchemist's fire, mechanical clock, soda water); Gear—*Wand of shield* [3], *ring of protection* +4

Spellbook: 1—Acid Splash, Chill Touch, Energy Missile, Grease, Magic Missile, Obscuring Mist, Protection from Evil\*, Read Magic, Shocking Grasp; 2—Darkness, Fog Cloud, Mirror Image, Phantom Trap, Stomp; 3—Daylight, Invisibility Sphere, Ray of Fatigue, Summon Monster III; 4—Charm Monster, Fear, Wall of Fire; 5—Creation II, Permanency, Transmute Rock to Mud\*; 6—Forceful Hand

### 2815. Lost Ponies | Monster

Ten handsome war ponies are grazing in a clearing here, their owners apparently having died or simply lost track of them.

War Pony, Medium Animal: HD 2; AC 13; ATK Kick (1d3); MV 40; SV 16; AL N; XP 100; SA—None

### 2820. Scouts on the Move | Monster

A band of halfling scouts has traveled here from Velkigrod on their way to assess the situation in Bebrantza. There are twelve halflings in all, led by Serjeant Hambo, a jaunty fellow with a red cap and boundless courage.

Halfling Scout, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK Dagger (1d4) or sling (1d4); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

### 2837. Lord Vodik | Stronghold

Lord Vodik, a human, has a small castle in this hex which he shares with eight blackguards of the foulest reputations and 60 warriors drawn from the most scurrilous of the nomads of the Golden Steppe. From here, they harass caravan traffic and make trouble for the normally peaceful halflings ... at least,

they did until recently. In a bid to win the favor of the locals, the Lady Shepherd has laid siege to this stronghold with her now veteran army. The castle is surrounded by 300 halfling warriors under the command of Captain Taric.

Vodik is a gaunt man with copper-colored skin and large, amber eyes buried beneath bushy eyebrows. He is cold and forthright, and prefers to poison a man to fighting him.

**Treasure:** 4,000 cp, 2,100 sp, 3,000 gp

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Keagus, Human Fighter: LVL 2; HP 13; AC 14 (scale, shield); ATK Spear +3 (1d8+1); MV 30; SV 16; S15 I9 W13 D5 Cn14 Ch8; AL LE; XP 200; Special—Riding, leadership, dominate; Gear—None

Denzay, Human Fighter: LVL 3; HP 16; AC 17 (chainmail, shield); ATK Fauchard +4 (2d4+1); MV 30; SV 16; S15 I8 W14 D10 Cn8 Ch6; AL LE; XP 300; Special—Riding, leadership, dominate; Gear—None

Frantius, Human Fighter: LVL 3; HP 15; AC 18 (chainmail, shield); ATK Longsword +5 (1d8+2); MV 30; SV 16; S17 I9 W11 D14 Cn10 Ch12; AL NE; XP 300; Special—Riding, leadership, dominate; Gear—None

Khinhilda, Human Fighter: LVL 3; HP 8; AC 17 (chainmail, shield); ATK Battleaxe +5 (1d8+2); MV 30; SV 16; S17 I9 W12 D12 Cn4 Ch9; AL CE; XP 300; Special—Riding, leadership, dominate; Gear—None

Arzhel, Human Fighter: LVL 4; HP 17; AC 17 (banded, shield); ATK Longsword +6 (1d8+2); MV 30; SV 15; S17 I9 W10 D7 Cn9 Ch16; AL NE; XP 400; Special—Riding, leadership, dominate; Gear—None

Thoranna, Human Fighter: LVL 4; HP 19; AC 18 (banded, shield); ATK Poleaxe +6 (2d4+2); MV 30; SV 15; S16 I15 W7 D11 Cn15 Ch8; AL LE; XP 400; Special—Riding, leadership, dominate; Gear—*Scroll of protection from lycanthropes*

Cromnal, Human Fighter: LVL 5; HP 23; AC 16 (platemail); ATK Greatsword +6 (1d10+1); MV 30; SV 15; S13 I13 W10 D8 Cn10 Ch10; AL LE; XP 500; Special—Riding, leadership, dominate; Gear—None

Dwalta, Human Fighter: LVL 6; HP 38; AC 21 (plate armor, shield); ATK Scimitar +7 (1d8+2); MV 30; SV 14; S16 I9 W14 D14 Cn13 Ch16; AL CE; XP 600; Special—Riding, leadership, dominate; Gear—*Circlet of blasting II*

Lord Vodik, Human Anti-Paladin: LVL 9; HP 26; AC 21 (+2 *plate armor*, shield); ATK Longsword +8 (1d8+1); MV 30; SV 12; S15 I9 W7 D8 Cn8 Ch18; AL CE; XP 900; Special—Riding, detect good, immune to disease, smite law 3/day, halo, tarnished spurs, religious badge, coat of arms, lay on hands, cause disease 1/week, rebuke undead, warhorse (+1 HD), anti-cleric spells (4/2); Gear—*Rod of rulership*

## 2901. Dark Fortress | Stronghold

Several toppled menhirs form a great clump in a hollow here, surrounded by black willows and luminous pink flowers. This

“fortress” is haunted by goblins in the daylight hours, for they are the servants of the drow who dwell below in a myriad of dark tunnels and sultry chambers. The drow are princely in manner and mien, grimly arrayed in ancient battle armor, their family flags draped over their shoulders like togas. In the dark they argue and scheme over where they might discover the crystal prism that can release an ancient evil bound by their ancestors in the caverns through which flows the Alph.

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

Drow, Medium Humanoid: HD 2; AC 17 (chainmail, shield); ATK Longsword (1d8); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light sensitivity; SP—Dancing lights •, darkness •, faerie fire •

## 2917. Light in the Darkness | Wonder

Travelers at night witness an aurora of light above the treetops. The rays of light emanate from the top of a wooded hill 600 feet tall. They originate from an angel, who has descended from Heaven to give counsel to a band of halfling clerics, heroes who have come back from their travels to help Yore in its darkest hour. When people approach, they witness the angel in all its terrible glory communing telepathically with the clerics and giving them a mission.

After the angel ascends into the sky, like a shooting star in reverse, the clerics and any witnesses are attacked by a band of 13 wererats. All will die in the fight, but one may pass on their mission to the adventurers; to seek out a silver shield in the dungeon in [3538]. The shield shows the true reflection of people, cutting through illusions to show the creature within, and thus revealing lycanthropes’ true forms.

## 2924. Mootling Scouts | Monster

A band of 17 Mootling scouts are camped in this hex. The scouts have been riding into the surroundings of Bebrantza [3023] to get the lay of the land. They have rustled a few sheep in their forays, and captured a shepherd girl, who they have chained to a tall tree. They are using her to cook their meals and take care of their things, the dastards. One of the scouts, Svojta, was captured on their last scouting mission, and the leader of the scouts, Mira, is not sure of the best way to proceed. Should she try to free him, or return to Jablona [3124] to let her commander know what has transpired?

Halfling Scout, Small Humanoid: HD ½; AC 13 (leather, buckler); ATK 1 sling (1d4) or dagger (1d4); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

## 2930. Ozgrod | Village

### DEMOGRAPHICS

**Urban Population** 60

**Rural Population** 432

**Produce** Goats, bell peppers, cheese

**Alignment** Neutral

Ozgrod is a hilltop village of goatherds known for their pungent cheese and their love of baked peppers. The surrounding hills are occupied by tiny walled farmsteads. The village is under the control of Hilda, a wise old woman (spell use D2) who hobbles around on a gnarled leg.

## 2933. Fairy Ring | Monster

A ring of 17 sprites are dancing around a great oak tree to unheard music. The tree sways along to their rhythms. Those who witness the dance are compelled to join, forming a ring outside the fairy ring. Those who dance fall into a trance, while those who resist find themselves the targets of a pack of five wolves lurking outside the forest clearing. As one wolf is felled, another two join the fight, with seemingly no end to their number. The wolves try to chase non-dancing adventurers away from the clearing. The dance continues until dawn, at which point the wolves fade into the woods and disappear. Dancers are found sleeping in the clearing, exhausted, but with a veritable feast of fruit and roasted game surrounding them.

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

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

## 2939. Green Bayou | Monster

The land in this hex becomes a bayou where the grassy hills transition into the woodlands. The air here is thick and fetid, mosquitoes are a constant threat and the presence of a sort of floating white melon that look like skulls creates a ghastly feeling in those who enter the bayou.

Of course, mosquitoes and melons are no reason to fear the bayou, but Old Hretha is. Old Hretha is a green hag who has dwelled in this bayou for centuries. She lives on a rickety sort of house boat – something like a mud hut on a raft – that floats in the deeper portions of the bayou. Hretha hunts at night for anything she might lay her claws on, but especially for sentient intruders into her swamp who can be tortured before they are devoured. If they have treasure, she sometimes hangs it from tree boughs to lure people into the bayou.

Treasure: 2,000 gp

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%; SP—Audible glamor, change self, dancing lights, invisibility, pass without trace, tongues, water breathing

## 2941. Grig's Scowle | Wonder

This hex holds a scowle, a labyrinthine hollow of ancient trees hung with moss and vibrant ferns. The hollow is 3 miles in diameter and is about 9 feet deep at its lowest point. The hollow is home to a clan of aggressive grigs who use its maze-like network of paths and stream beds to confuse invaders.

Treasure: 250 gp, *oil of ethereality*

Grig, Tiny Fey: HD 1/2; AC 18; ATK Sword (1d4) or bow (1d4); MV 20 (F40); SV 17; AL N; XP 50; SA—MR 30%, magic fiddle; SP—Change self •••, entangle •••, invisibility (self only) •••, pyrotechnics •••, ventriloquism •••

## 3004. Rimelanders | Wonder

A caravan of Rimelander merchants are traveling through this hex on their way to Farin [3303] from Nuntz [2409]. They left Nuntz before it was conquered by the Mootlings, so they know nothing of the town's fate, only that the food and entertainment were excellent, and that those so disposed should ask after the Gray Maiden for a good time.

The caravan consists of five wagons drawn by reindeer, the most common beast of burden in Rimeland, which is located quite far to the north of Yore. The Rimelanders are trading pelts, furs and globes holding a liquid extract of the northern lights for the treasures of the south. There are ten merchants and twenty guards accompanying them. The leader of the caravan is called Jorgi Jorgenson.

Guard, Medium Humanoid: HD 1; AC 14 (leather, shield); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL N; XP 50; SA—None

Trader, Medium Humanoid: HD 2; AC 13 (leather, buckler); ATK Hand axe (1d6) or short bow (1d6); MV 30; SV 16; AL N; XP 100; SA—None

## 3015. Ogarov | Village

### DEMOGRAPHICS

**Urban Population** 190

**Rural Population** 1,824

**Army** 1 lance

**Produce** Wheat, cabbage

**Alignment** Lawful

Ogarov is a farming village located near Grumsk's border with Misha. Due to its location, it does a fair bit of business with the dwarves of the hills.



The village started as a small hunting lodge for the knights of Sir Grumm, and still retains numerous lodges for aristocrats in Grumsk, who sometimes summer here. The village is also known for its carved clocks, which look like Black Forest clocks. The man who invented them has since died, but his craft is carried on by a dozen descendants, who all run farms and carve clocks on the side. Ogarov has a single tavern, called the Shuttlecock, run by a retired curmudgeon by the name of Walo, who is prepared to go back into active service to fight the Mootling menace from the north.

Treasure: 3,600 sp, 4 gems

Walo, Halfling Curmudgeon: LVL 9; HP 51; AC 12 (buckler); ATK 1+ +1 hand axe +9 (1d6+2); MV 30; SV 13, 12 vs. fear; S14 I10 W16 D13 Cn12 Ch14; AL N; XP 900; Special—*Lore*, note concealed/secret doors, grumpy, fight on, boost strength, lend bonus; Gear—*Potion of charm dragons*, *lenses of night*

### 3020. Homunculus under Glass | Monster

A wagon here is a smoldering ruin, looking as though it was struck by lightning. Shards of the wagon are scattered over a large area, though a goodly portion remains intact. Whatever beast pulled the wagon is gone, and all that remains of the driver is a charred skeleton with a +1 ring of protection on his finger. The contents of the wagon were burned to a crisp, save for an amber-glass globe inside of which is a homunculus. The homunculus served the magician Fedor, who fled Rumpelstik for the woods when the villagers grew annoyed at his magic.

What brought on the lightning the homunculus will not say, for it was his own doing, as he invoked the demon Amon to punish the magician for his imprisonment that he might win his free-

dom. The demon found it funny to grant the little beast's request, but leave him trapped in the globe.

Homunculus, Tiny Construct: HD 2; AC 13; ATK Bite (1d4 + Poison I); MV 20 (F50); SV 16; AL N; XP 200; SA—Commune with master.

### 3023. Bebrantza | Village

#### DEMOGRAPHICS

Urban Population 360

Rural Population 3,110

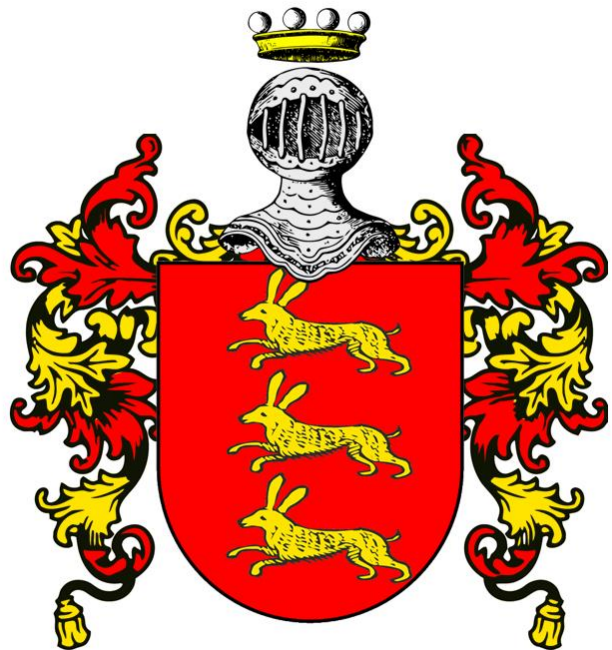
Army 1 lance

Produce Apples, walnut (wood and nuts), carrots

Alignment Lawful

Bebrantza is a village of woodsmen and farmers best known for its apple breads and pastries. The village has a wooden palisade protecting it, and a smallish motte-and-bailey castle commanded by Sheriff Dusek (Ftr 3), a loyal Mummer. The village has two fine taverns, one mostly frequented by the local peasants, the other by travelers and the burghers.

The halflings of Bebrantza have captured one of the Mootling scouts [2924], and have learned from the coward about the army massed across the river in Jablona [3124]. In response, they have destroyed the bridge across the river and posted lookouts to let them know if an army is sailing across.





### 3102. Sprite Village | Monster

Dainty sprites with butterfly wings dwell in a small village of mushroom houses. The sprites number 100, but they are hard pressed to defend themselves from the army of 60 giant spiders that have infested their woods and lain waste to their fields and herds of miniature cattle.

Treasure: 2,200 cp, 500 gp

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

Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d4 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs.

### 3110. Gabrodo | Village

#### DEMOGRAPHICS

Urban Population 70

Rural Population 570

Produce Aventurines, quartz

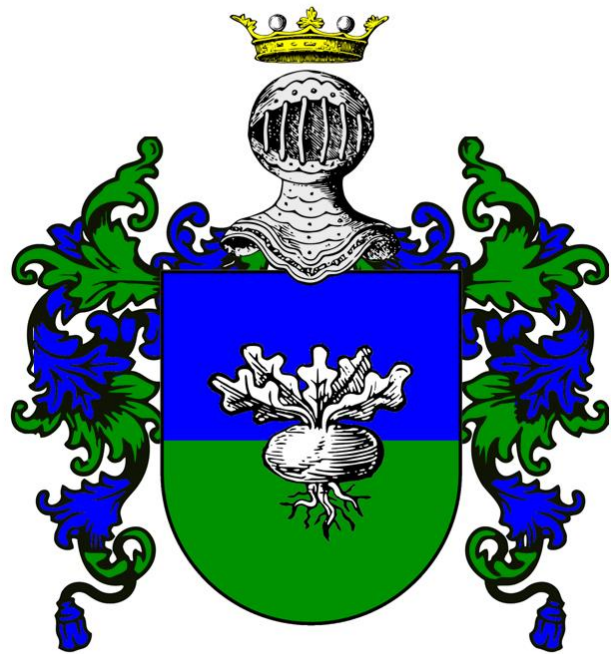
Alignment Neutral

Gabrodo is a mining village of stout halflings, who pull some very fine aventurines out of a vein of quartz beneath a large hill. The halflings live almost entirely underground, but maintain a few lodge houses on the surface so they can soak up some sun in between delving into the earth. The villagers know that an attack is coming from Nuntz [2409], and have fortified their mines, bringing in as much game and forage as possible, to withstand a siege.

### 3113. Bark Gnawers | Monster

A pair of female wyverns has alighted in the woods in this hex to gnaw on the bark of the amber-colored elms that grow throughout this region. The wyverns are preparing to enter the mating season, and the bark apparently carries nutrients which the animals instinctively know they need. The wyverns lair in the rough hill country to the east. In mating season, the monsters select high caves and decorate them with the bloody bodies of animals and adventurers they have killed in order to attract male wyverns. There are only a few male wyverns left in the hills, so competition among females is fierce.

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



### 3118. Mark of Arnova | Stronghold

Arnova is the stronghold of Arnov the Bold, the greatest warrior in Yore, if not the world. His prowess is such that he was granted the title Markrabe. His stronghold is a traditional castle with a walled village of 80 burghers and 90 men-at-arms, with an additional 1,088 peasants working farms to support the stronghold and village.

Arnov suffered the loss of dear friends in the sack of Nuntz, and has vowed revenge on the Mootlings. He is preparing most of his warriors to march north to participate in the liberation of Nuntz. A forceful man, he is nonetheless very empathetic and kind to those in need. His lieutenant is Boris Redbeard, a scrappy dwarf who has accompanied Arnov on many of his greatest adventures. Arnov has a wife, Efrid, and three children, sons Gord and Arnov, Jr., and daughter Enid.

Treasure: 4,700 sp

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Boris, Dwarf Fighter: LVL 5; HP 27; AC 19 (platemail); ATK 1 battle axe +7 (1d8+2); MV 30; SV 15; S16 I16 W8 D17 Cn12 Ch7; AL LG; XP 500; Special—Riding, leadership, dominate, dwarf traits; Gear—None

Arnov, Halfling Fighter: LVL 17; HP 71; AC 20 (plate armor, buckler); ATK 2 +1 short sword +17 (1d6+2); MV 30; SV 9; S14 I10 W11 D14 Cn9 Ch15; AL LG; XP 1700; Special—Riding, leadership, dominate; Gear—



*Rod of negation, potion of fire resistance, ring of climbing, phylactery of undead turning*

### 3124. Jablona | Town

#### DEMOGRAPHICS

**Urban Population** 4,910

**Rural Population** 38,494

**Race** Halfling (94%), Gnome (4%), Dwarf (2%)

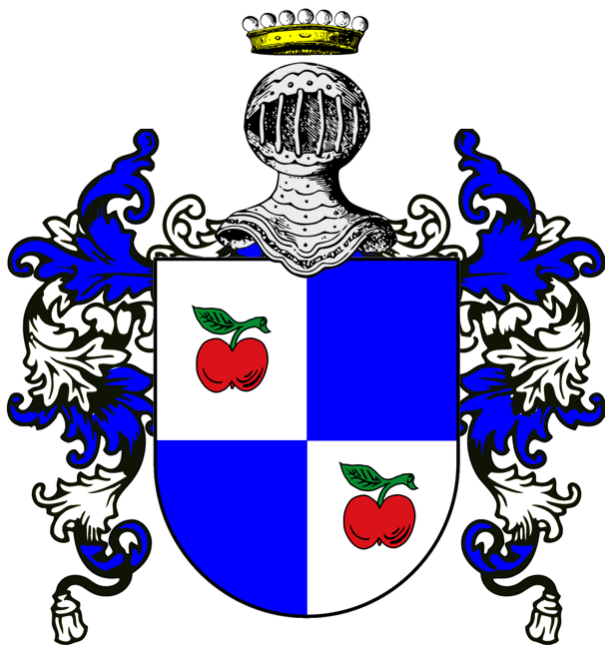
**Army** 5 lances

**Produce** Apples, cider, swine, sheep, barley

**Religion** Mother Church (NG)

**Alignment** Chaotic

Jablona is a town in disarray. Once a peaceful little burg known for its apples and cider, it is now occupied by Mootling soldiers. The Mootlings have stopped the town's social life and locked many of its leading citizens in jail. Jablona is now ruled by Captain Veko (Ftr 1), a villain and cad who has raised taxes to the breaking point and still finds new ways to extract wealth from his subjects. Many Jablonskis have fled into the woods, and now live as outlaws. Among them are Jara, a sage who worked as the former matriarch's librarian and secretary, and Zboro, an alchemist with a temper as unstable as the chemicals he plays with.



Arrayed against the outlaws are the town constabulary, composed of 85 constables, 8 sergeants and their captain, Mari (Ftr 2), who is none too loyal to the new regime, but does not want

to see honest people suffer. The real power in the town is the Mootling army under the direct command of Captain Veko.

### 3125. Ravens Four | Wonder

A quartet of ravens is perched in a tree plucking on stringed instruments and cawing out a somber song. The ravens brighten up for a silver or gold coin and then accompany their benefactor for 24 hours. The ravens together have the special abilities of a 3rd level bard. They never fight for people, and in fact flee if they are attacked in combat.

### 3127. Hunting Party | Monster

Five hill giants have made camp here after a hunting foray into the woods. The giants managed to catch several deer, including a very impressive stag, as well as two dwarves they found cutting timber near Ushnac [3129]. The dwarves are still alive, though one has been driven mad by the experience.

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

### 3129. Ushnatz | Village

#### DEMOGRAPHICS

**Urban Population** 110

**Rural Population** 968

**Produce** Rye, goats, sunflowers

**Alignment** Neutral

Ushnatz is a village of farmers who grow rye and sunflowers and herd curly black goats. The village is known for its pungent goat cheese. The Ushnatziks are the most superstitious people in Yore. Outsiders find it very easy to upset them with almost any strange behavior.

Ushnatz was ruled by Sir Kam, known for his auburn curls and waxed mustache, but is now overseen by Sergeant Kozi, a rotund mercenary without his front teeth, and thus plagued by an embarrassing speech impediment.

### 3131. Sweet Rose | Monster

A granny hag by the name of Sweet Rose is nursing a pegasus back to health. The young pegasus was struck by a hunter's arrow and plummeted into the woods. It is nearly ready to fly again, but for now is kept in a makeshift stable constructed for Sweet Rose by her helper, a gray render she calls Dobbs.

Treasure: 2,100 cp, 5,200 sp, 1,000 gp, 2 gems, silver trencher (100 gp), silk cloak (50 gp)

Young Pegasus, Large Monster: HD 2; AC 14; ATK 2 kicks (1d6) and bite (1d3); MV 60 (F120); SV 16; AL CG; XP 200; SA—Detect good and evil (60 ft radius).

Gray Render, Large Monster: HD 10; AC 19; ATK 2 claws (1d6 + rend) and bite (2d6); MV 30; SV 12; AL N; XP 1000; SA—Command stones.

Granny Hag, Medium Fey: HD 1; AC 11; ATK Rolling pin (2d6); MV 20; SV 16; AL NG; XP 300; SA—MR 25%, immune (poison), resistance (weapons); 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 •.

### 3137. Fragrant Copse | Monster

A copse of fragrant honey blossom trees grows in this hex on marshy ground. The trees range from 20 to 60 feet in height, and have golden brown trunks and pale green foliage. They grow copious numbers of flowers that smell of honey, carpeting the ground with the petals, which they shed constantly. During the late summer the petals fall so frequently that it looks like a snowstorm beneath the trees.

At the moment, a giant mother skunk and her three babies occupy the copse, feeding on insects and small rodents.

Giant Skunk, Medium Animal: HD 5; AC 14; ATK Bite (1d6); MV 20; SV 14; AL N; XP 500; SA—Musk spray.

### 3140. The Black Lake | Wonder

A sinkhole in this hex opens into a deep vertical shaft in the stone. The shaft is 200 feet deep and ends in a subterranean vault of purplish stone lapped by the shores of a black lake. The waters of the lake are terribly cold, and extend back into the earth for a mile before ending in a waterfall. The waters flow from the lake through numerous rapids and waterfalls and eventually combine with the River Alph.

### 3204. Stove Pipe Sam | Monster

Smoke belches out over the woods in this hex, the issue of a cast iron stove-shaped automaton who now sits in a clearing cleaning his axe. The mechanical man whistles a song while fiery little puppies dance around him. He has cleared quite a few trees and chopped them up, and is now preparing to turn them into charcoal to feed himself and the pups.

Stove Pipe Sam is a friendly sort, but the inhabitants of the woods find him very undesirable. He does his best to only cut the trees he needs, and to make each of his clearings far from the others so as not to disturb the forest too badly.

Treasure: 3,400 cp, 1,600 sp, 1 gem

Automaton, Medium Construct: HD 1+1; AC 16; ATK Fist (1d4) or longsword (1d8+2); MV 30; SV 16; AL N; XP 100; SA—Immune (dis-ease, poison), resistance (electricity).

Fire Puppy, Small Fire Elemental: HD 4; AC 15 [+1]; ATK Bite (1d4 + 1d4 fire); MV 30; SV 15; AL N; XP 1200; SA—Immune (fire), vulnerable (cold).

### 3207. The Quandary of Cowards | Monster

Seven soldiers from Gabrodo [3110] have fled into the wilds to escape the attack they know is soon to come to their village. It is well known that Nuntz [2409] has fallen and that the Mootlings are on their way up river to take Gabrodo and prepare for the coming fight with the dwarves of Misha. Being cowardly fellows, the soldiers ran away in the night, and have now made camp on the margin of the Western Wood, deciding on what to do next. Three of them want to become brigands, preying on the trade that goes up the river to Farin. The others are wishing they could go back home.

Halfling Warrior, Small Humanoid: HD 1/2; AC 16 (chainmail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

### 3211. Cobbler Convention | Monster

Twenty leprechauns have gathered in a natural amphitheater for their once-in-a-decade convention. Here, they trade ideas on making shoes, boast about past accomplishments, dance jigs and get rip-roaring drunk at night. The discussions of late have been more serious than in past years because some believe that the fey peoples of the woods should join the civil war of Yore on the side of the druidic Mootlings. Most do not want to get involved in the affairs of the halflings, and since they are all in service to various elven lordly houses, they are not even sure they could get time off to fight.

Leprechaun, Small Fey: HD 1/2; AC 14; ATK Hammer (1d4); MV 40; SV 17; AL N; XP 150; SA—MR 80%, immune (surprise), pick pockets 75%; SP—Dancing lights, invisibility (self), permanent illusion, polymorph any object, ventriloquism.

### 3214. The Warning Bell | Wonder

This hex contains a curious tower of buff stone that was constructed without mortar, and by quarrying stones from the ground around it, creating a large ditch surrounding the tower. There is no visible means of crossing over to the tower, though it does have a heavy stone door to permit entry.

Within the tower there is a winding stair that leads up to a ledge near the top of the 200-ft. tall building. Hanging from the arched ceiling is a large bell, also carved from stone. The bell does not have a clapper and does not appear to be able to swing, but if it is touched by a dwarf, it summons a stone golem [3216] located to the south.

The stone golem is animated by the spirits of dwarf kings and heroes. It obeys the command of the dwarf that summoned it, but only if the commands are good in alignment. The stone golem remains animated for up to two weeks, and then returns to its throne in [3216].

### 3216. Stone Golem | Monster

A stone golem carved from the living rock and imbued with the spirit of fallen dwarf kings and heroes sits on a grand stone throne in this hex. The throne is decorated with gems and jewels, and is perched atop a jagged promontory in this hex. Attempts to steal the jewels or gems result in the animation of the golem to defend them. Otherwise, the golem is animated by touching the stone bell in [3214]

Stone Golem, Large Construct: HD 14 (60 hp); AC 22 [+2]; ATK Slam (3d6); MV 20; SV 10; AL N; XP 4200; SA—Immune (magic).

### 3241. Gringle | Stronghold

A tall tower of pink stone has been constructed on a meadow that is thick with flowers and butterflies and is surrounded by elms and beeches. The meadow descends gently to the River Og. The tower stands 120 feet tall with a conical top of polished blond wood. A garden of plum trees and flowering bulbs surround the tower and are tended by a pair of brownies, Asher and Bridwen, a married couple. The brownies are the household servants of Gringle, a gnome gentleman-wizard who retired here from the adventuring life a decade ago.

Gringle has gray-green eyes, old and knowing, and sandy blond hair he keeps cropped short. His nose is impressive and bulbous, and has the same ruddy color as his cheeks. He dresses in shades of green and blue, and is never to be seen without his hickory walking stick topped with a gold hawk's head.

The master of the tower is rude in manner, but brilliant. He despises disorder and jokes, unlike most gnomes, and prefers quiet contemplation to conversation. His dearest wish is to be left alone in the upper levels of his tower, though he does not bar his servants from entertaining guests, provided they do not make too much noise.

Treasure: 500 gp, +1 buckler

Brownie, Tiny Fey: HD 1/2; AC 16; ATK Sword (1d4); MV 30; SV 17, 12 vs. spells; AL LG; XP 150; SA—Surprise (3 in 6); SP—Confusion •, continual light •, dancing lights, dimension door •, mending, prestidigitation, protection from evil •, mirror image •, ventriloquism •

Gringle, Gnome Magic-User: LVL 12; HP 39; AC 11; ATK Stick +4 (1d3); MV 30; SV 11; S9 I13 W9 D13 Cn14 Ch6; AL LN; XP 1200; Special—Alchemy, lore, spells per day (5/4/4/3/3/2), create scrolls, arcane knowledge (compass, acid, invisible ink, gunpowder, gunpowder); Gear—Potion of water breathing, potion of levitation, staff of defense

### 3303. Farin | Village

#### DEMOGRAPHICS

**Urban Population** 360 wood elves

**Rural Population** 2,400 gnomes

**Army** 30 elves

**Produce** Furs, pelts, berries

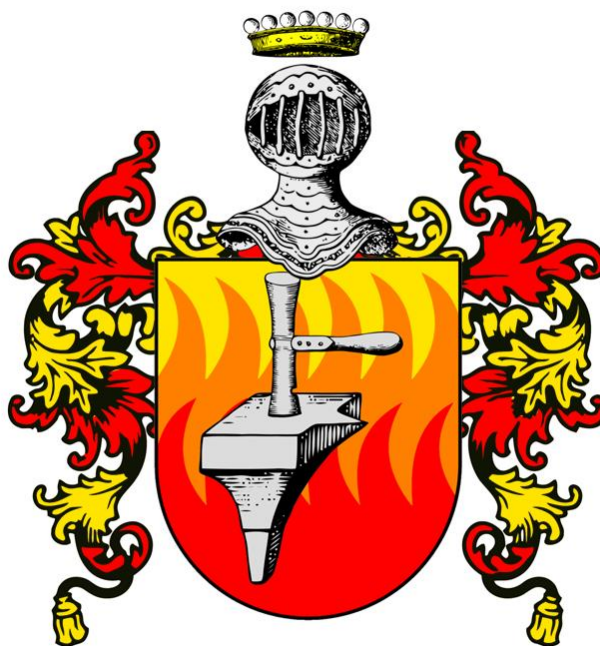
**Alignment** Neutral

Farin is the village of sacred foxes, those animals serving as the symbolic animals of the elf king of the Western Wood. Farin is governed by Lord Tiffinged, an ancient warrior-mage who once sought the throne of the Western Wood himself, but was forced to bow out when he lost his left eye in a duel.

Treasure: 5,600 cp, 1,200 sp, 3,000 gp

Lord Tiffinged, Elf Fighter/Magic-User: LVL 7/7; HP 30; AC 11; ATK 1+ +1 longsword +7 (1d8+1); MV 30; SV 12; S11 I17 W6 D14 Cn14 Ch11; AL CG; XP 700; Special—Alchemy, lore, spells per day (6/4/2/1), create scrolls, arcane knowledge (compass, algebra and geometry, sneezing powder), leadership, dominate; Gear—Ring of meld into stone, horn of the tritons

Spellbook: 1—Alarm, Detect Magic, Detect Undead, Flare, Jump, Mind Thrust, Prestidigitation, Read Magic; 2—Continual Light, Pass Through Element, Resist Energy; 3—Daylight, Phantom Steed, Shrink Item; 4—Charm Monster



### 3312. Dreklfaern | Town

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#### DEMOGRAPHICS

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**Urban Population** 3,340

**Rural Population** 29,926

**Race** Dwarf (88%), Gnome (6%), Halfling (6%)

**Army** 11 companies of dwarves\*

**Produce** Silver, lead, rhodochrosites, swine, goats

**Religion** Mother Church (NG)

**Alignment** Lawful

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Dreklfaern is a dwarf town built partially above ground and partially below. The upper portion consists of thick walls surrounding numerous stone buildings, all looking something like Uncle Scrooge's money vault, with massive iron doors decorated with the glyphs of dwarf houses.

Each of these buildings leads down into the earth, where a family makes its homes in what is best described as a very comfortable "dungeon". Around these large surface buildings in Dreklfaern are numerous smaller buildings belonging to the gnomes and halflings that call the place home, and community buildings of the dwarves, like inns, taverns and assayers.

All of the dwarves belong to the Khusir clan, which originates in the White Mountains far to the west. There are five different houses in the Khusir clan – the Hadurs, Busdratins, Lorsums, Degniks and Nurads. Each house provides at least one company to the town's army, and holds a seat on the town's council of elders. The ruler of the town, styled a king by the dwarfs, but officially a sheriff of Yore, is Vinn Khusir-Busdratin. He is a doughty warrior, the veteran of many battles in the White Mountains and here in the hills. Now 130 years old, he has flint-grey hair and amethyst eyes, and mouth full of gold teeth.

Dark times have befallen the dwarves, as ghouls have invaded their subterranean abodes, carrying away many warriors. They have had to seal off numerous tunnels, and many are now living on the surface in makeshift buildings. Sheriff Vinn is convinced this is connected to the Mootling rebellion, and has plans to enact a terrible, bloody revenge on them at Nuntz. The dwarves are preparing two large bombards that they will float down the river and use to destroy the Mootling army.

### 3326. The Table | Wonder

A table is found here in the woods, in a clearing surrounded by maples. The table holds a black book, white candle and silver platter with cookies on it. When approached, a giant cat creature calmly emerges from the woods, bows to anyone near, and waits to see what they do.



Obviously, violence is met with violence. People are permitted to take an object from the table without incidence. Taking more than one object causes all objects taken to disappear and reappear on the table. The items represent knowledge (the book), wisdom (the candle) and charisma (the cookies). The holder of an object receives the equivalent of an 18 in that ability score for one month, at which point the item disappears and returns to the table.

Weird Cat, Large Fey: HD 6; AC 16; ATK 2 claw (1d4 + Poison I) and bite (1d6); MV 50 (C30); SV 14 (12 vs. mind control); AL N; XP 600; SA—Surprise (3 in 6), magic D2

### 3328. Stalkers | Monster

A band of eight stalkers work as rangers in this area, keeping the halflings and their ilk safe from the wilderness, and protecting the wilderness from the halflings. They have taken no sides in the current struggle, but do what they can to drive armies out of these woods. The band makes their base here in platforms hidden in the boughs of the trees.

Stalker, Medium Humanoid: HD 1; AC 15 (studded); ATK Longsword (1d8) or longbow (1d8); MV 40; SV 16 (15 vs. disease and poison); AL N; XP 100; SA—Surprise (3 in 6), +2 to stealthy tasks and tracking.

### 3337. Giant Wasps | Monster

A hive of 13 giant wasps has made a nest amid a tangle of old, dead trees, black with age, atop a hill. They swarm around the area, feeding on small animals and protecting their eggs.

Giant Wasp, Large Vermin: HD 3; AC 15; ATK Sting (1d6 + Poison II); MV 20 (F60); SV 15; AL N; XP 300; SA—None.

### 3401. Weird Historians | Monster

A trio of olvugai (see *Pars Fortuna*) is on the march, their thick tentacles propelling them through the woods while all the time the creatures communicate in their unique way, with the whine of the crystalline crowns. The creatures have been gathering stories from the people of the woods, carving strange notes (they look like musical notations) on their walking sticks. They know much about the northern woods, and are quite disturbed by what they have heard.

Olvugai, Medium Monster: HD 1; AC 19; ATK 2 swords (1d6); MV 30; SV 16, 14 vs. disease and poison; AL N; XP 300; SA—Invisibility.

### 3408. Playing Dead | Monster

Ravens are flocking around a trio of corpses littering the woodland floor. Their eyes have already been pecked out, and they are generally a gruesome sight. They look to be the remains of Mootling soldiers, perhaps scouts that penetrated far into Mummer territory before being killed by something. They have bite and claw marks on them that a druid or ranger may be able to identify as humanoid. One of the corpses is really a ghoul, who is playing possum, waiting for the right moment for a surprise attack.

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

### 3420. Rumpelstik | Village

#### DEMOGRAPHICS

Urban Population 60

Rural Population 522

Produce Sheep, wool goods

Alignment Neutral (Chaotic)

Rumpelstik is a lovely village of hills, hedges and herds of contented sheep. The village is surrounded by numerous farmsteads, and beyond them miles of dense woodland. Rumpelstik has been plagued by a band of five robbers. The bandits appear on the outskirts, attacking people trying to enter the village and then disappearing into the woods. The bandits use

secret tunnels to re-enter the village, where they live and work under the direction of their vicar, Sister Adrona.

Sister Adrona poses a flighty, eccentric country vicar, but she is really a wolf's-head. She has convinced the burghers that this is best way to make a good living during a time of war, and they suspect that their new trade is nothing more than a way to make money. In fact, Adrona worships the Dark One of the wood – the halfling devil – and means to mire the people in all manner of sinful behavior.

Treasure: 3,400 cp

Robber, Medium Humanoid: HD 1; AC 13 (ring mail); ATK Spear (1d8) or short bow (1d6); MV 30; SV 16; AL CE; XP 50; SA—None.

Sister Adrona, Halfling Anti-Cleric: LVL 3; HP 6; AC 17 (+2 *chainmail*, buckler); ATK 1 weapon +1; MV 30; SV 15; S10 I12 W15 D8 Cn5 Ch10; AL NE; XP 300; Special—Conversion, healing, rebuke undead, spells per day (4/1); Gear—Unholy symbol.

### 3423. Masterpiece | Wonder

A painted wagon has become mired in the mud on a well-worn track through the woods. The wagon is part of a traveling show that has been making the circuit of villages and towns in this area. The show is run by Vera, a tiefling disguised as a pleasant, hard-working, gap-toothed little wonderworker. Vera is assisted by an imp called Obo. Her players are halfling thieves. Hidden in the mired wagon is a painting underneath a velvet shroud. When the painting is revealed, it causes feelings of anger, hate and rage.

Halfling Robber, Small Humanoid: HD 1/2; AC 12 (leather); ATK Dagger (1d4); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Imp, Tiny Outsider: HD 3; AC 20 [S]; ATK Sting (1d4 + poison II); MV 20 (F50); SV 15; AL LE; XP 900; SA—Immune (fire, poison); SP—Commune with greater devil (1/week), detect good, detect magic, invisibility (self), suggestion •

Vera, Medium Humanoid: HD 4; AC 13 (leather, buckler); ATK Spear (1d8); MV 40; SV 15, 13 vs. electricity, fire and poison; AL NE; XP 400; SA—Resistance (cold); SP—Darkness •.

### 3426. Spider's Trap | Monster

This hex is split by a cleft that fills with water when it rains, but otherwise is filled with mud to a depth of 1 foot. A rickety wooden bridge crosses the bridge in the middle of the hex. The hex is approximately 16 feet deep, and the bridge about 30 feet long and constructed as an arch. Elves might spy the silvery threads of a spider web beneath the bridge. The bridge is weak in the middle. Each person crossing over the bridge has a 1 in 6 chance of falling through and landing in the web. Twelve young giant spiders lurk there waiting for prey.



Giant Spider, Medium Vermin: HD 2; AC 14; ATK Bite (1d4 + Poison II); MV 30 (C20); SV 16; AL N; XP 200; SA—Webs.

### 3433. Quarry or Nursery | **Monster**

Four rock giants have found what they believe to be the finest marble quarry in the world. The marble is a creamy color with striations of rust red. They wish to quarry from it enough stone to create a clan of rock giants, and are willing to defend the quarry to the death. They are currently found to be within the stone, looking for the best of it to quarry.

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.

### 3439. Slavers | **Monster**

A band of twenty Runa nomads are making their way across the river in this hex with 40 halfling captives. The Runa value halfling women as cooks and helpmates, and even marry them from time to time. The nomads have horses, and are traveling across the river on ten rafts.

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

### 3518. A Crooked Path | **Monster**

A trio of will-o-wisps tries to lure people into the woods, down a crooked little path into a gully, and back up a barren hill topped by an old tower. Walking through the door of the tower drops people into the cellar, the floor having long-ago collapsed. The monsters feed on victims of the fall at their leisure.

Will-o'-Wisp, Small Aberration: HD 9; AC 28; ATK Shock (2d6 electricity); MV F50; SV 12; AL CE; XP 2700; SA—Immune (magic), natural invisibility.

### 3522. Three Paths | **Wonder**

A grimacing man in black velvet robes that hang heavily on his frame blocks your path through a hollow. He holds a black-thorn staff that seeps energy into the ground, which momentarily springs up with little growths that dissolve in greenish wisps. The man demands you declare yourself (i.e. your alignment), guiding people down different paths through the woods depending on their alignment. These paths haunt and challenge one's assumptions and beliefs, and punish those who deviate from them before they reach the end.

The challenges come from illusions, giving people opportunities to act out their alignments, and pushing their convictions to the breaking point. The druid is Korak, and if one decides to ignore him he is powerful enough to cause them trouble. Korak does permit people to retreat without harm.

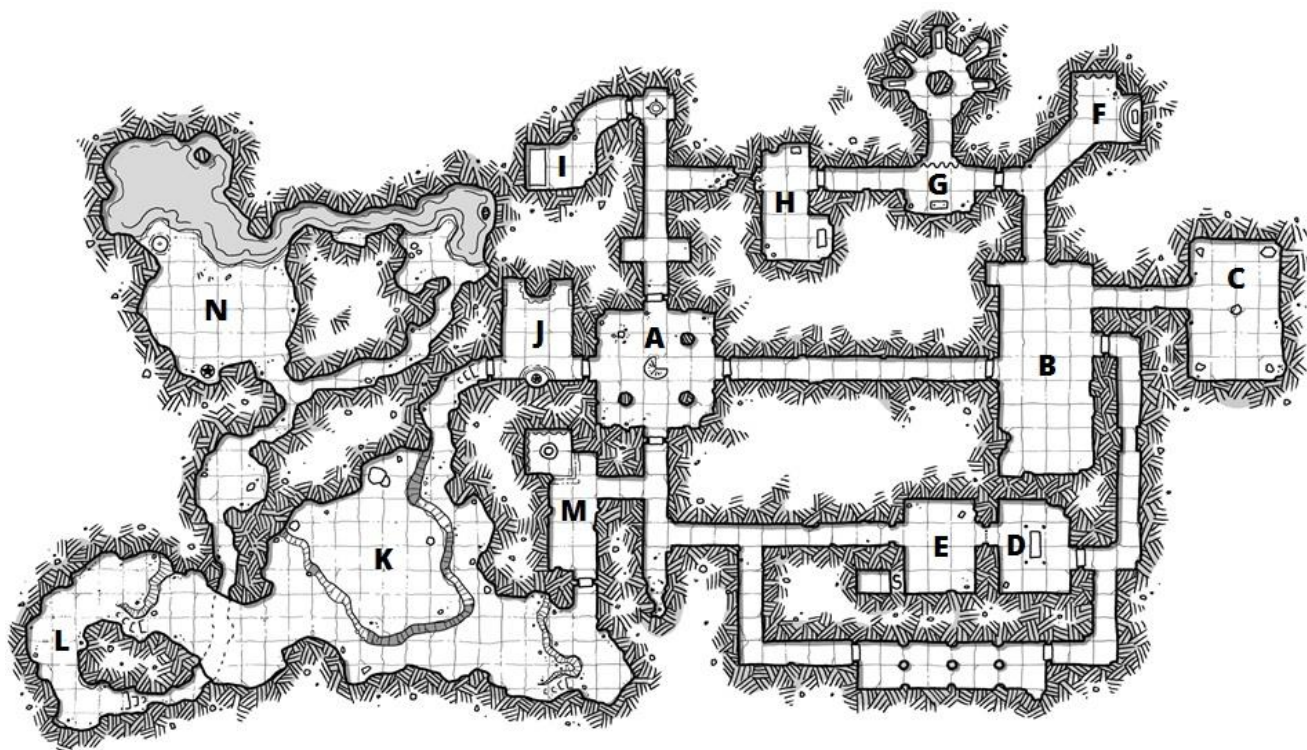


Korak, Human Druid: LVL 8; HP 39; AC 14 (leather, shield); ATK +1 scimitar +5 (1d8); MV 30; SV 13; S7 I8 W14 D12 Cn16 Ch16; AL N; XP 800; Special—Healing, lore, free movement, identify nature, no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/2); Gear—Staff of healing, ring of chameleon power

### 3538. The River Below | **Dungeon**

Adventurers may come upon a yawning cavern into which flows a good amount of air during the day. The cavern is composed of limestone, and extends back about 500 feet before it ends in a sinkhole of sorts. Within this sinkhole one can spot a stream of rushing water, and this stream leads further underground, ending in a larger cavern on the banks of the River Alph, the subterranean brother river to the Og.

The cavern has numerous carved doorways in the walls, reachable by carved stairs and ledges, and these doorways, many of which feature locked doors, lead into a complex of rooms and chambers that show dwarf craftsmanship.



Incursions into these rooms reveal that they are not only abandoned, but also show signs of a battle. This camp was home to a clan of duergar that was sacked by drow. The drow were not as fortunate as they thought, though, in defeating the evil dwarves, for a dwarven curse has turned them into slimy, nearly mindless things that now roam these halls.

Area	Contents
A	Entrance from spiral stair; floor covered in pinkish dust; trap triggered by touching pillars spills water from carved gargoyle faces; water turns goo into sovereign glue which dries in one minute; footwear stuck for good
B	Water in this room is evaporated after 10 minutes
C	Last stand of duergar – a poltergeist haunts room
D	Slithering tracker hides under table
E	Gray ooze lurks on ceiling; secret room holds a +2 silver shield [see 2917]
F	Four ceiling creeps lurk in this old temple of Mammon
G	Five mummies of duergar lords are animated by magic helms that detect intruders – not true mummies
H	Rich chamber of the duergar king, very complex lock, holds a treasure of 5,700 cp in a locked chest with poison needle
I	Storage for tools, weapons and armor
J	Crystal walls and living iron statue of duergar king; entrance sets up a deafening hum that begins shattering the walls in explosions of shards (save vs. 1d6 damage each minute) and forces glass and crystal equipment to save or be shattered
K	Ten cursed slimy elves dance around an ebon flame
L	Crushed bones litter the floor, fed on by three ghouls

M A well here is brackish and fetid  
 N Deep black water links to the River Alph, but also is home to a dracolisk called Jaggero with the following treasure—4200 cp, 1300 sp, *potion of poison*

Ceiling Creep, Medium Aberration: HD 3; AC 14; ATK Strike (1d4 + constrict); MV 20 (C20); SV 15; AL CE; XP 300; SA—Resist (slashing weapons, cold and fire), electricity makes them semi-solid

False Mummy, Medium Construct: HD 5; AC 18; ATK Slam (1d8); MV 20; SV 14; AL N; XP 500; SA—None

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

Gray Ooze, Medium Ooze: HD 3; AC 12; ATK Slam (1d8 + 1d8 acid); MV 10; SV 15; AL N; XP 900; SA—Immune (cold, fire), resist (weapons), surprise (4 in 6); SP—Psychic crush •••

Jaggero, Medium Dragon: HD 6; AC 17; ATK 2 claws (1d8), bite (1d10); MV 60 (F100, S60); SV 14; AL CE; XP 1800; SA—Acid breath, petrification gaze, resist (acid), water breathing

Poltergeist, Medium Undead: HD 1; AC 11 [S]; ATK Slam (1d6); MV F50; SV 16; AL CN; XP 100; SA—Incorporeal, invisibility, rejuvenation, imprisonment, telekinesis

Slimy Elf, Medium Aberration: HD 2; AC 13; ATK slam (1d4 + 1d4 acid); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, darkvision, resist (weapons); SP—Dancing lights •, darkness •, faerie fire •

Slithering Tracker, Small Ooze: HD 5; AC 15; ATK Slam (paralysis 1d4 hours + engulf); MV 30 (C30); SV 14; AL N; XP 500; SA—Surprise (3 in 6), resist (weapons)

**3542. White Geyser | Wonder**

On the night of a full moon, a fairly nondescript hole in the ground belches forth a geyser of positive energy. For days afterward the area becomes overgrown with vegetation with mildly curative properties. The animals of the steppe know of this and the herds are thick after an eruption.

**3603. Dangerous Woodsmen | Monster**

Four were-vipers, which appear to be wood gatherers in ragged clothes, are collecting sticks in their bundles. They have sly eyes and speak little. One has a wheezing cough that turns into a sort of hissing laugh. Before they attack, they call on the poisonous snakes of the woods to surround their prey.

Wereviper, Medium Monster: HD 7; AC 15 [S]; ATK Bite (1d6 + Poison IV); MV 30 (C20, S20); SV 13; AL NE; XP 3500; SA—Lycanthropy.



**3610. Gand Gamut | Village**

DEMOGRAPHICS
<b>Urban Population</b> 240
<b>Rural Population</b> 1,805
<b>Army</b> 1 lance
<b>Produce</b> Sheep, ash wood
<b>Alignment</b> Lawful

Gand Gamut is known for its ash wood and hearty black sheep. It is a large village, ruled by a knight, Sir Evo (Ftr 3), who remains loyal to Mother Church. Evo has sent envoys to the dwarves, hoping to join his forces with theirs to make a push up the river to re-take Nuntz [2409] from the Mootlings.

**3614. Fight Club | Wonder**

An abandoned quarry in these hills plays host to a fight club. Halfling and dwarves who fancy themselves wrestlers and pugilists find their way here on the nights of a full moon to pit themselves against other fighters. Fight fans show up in droves, sitting on wagons and barrels, wagering on the fights (the house, an old dwarf called Dory, takes 10%). The fight club is a bit of a secret, although it is well known in the demi-monde of the towns and cities of Yore.

If adventurers get involved, roll their opponent's Hit Dice on 1d8 and add 1d4 to 9 to find their Armor Class.

**3619. Homeward Bound | Wonder**

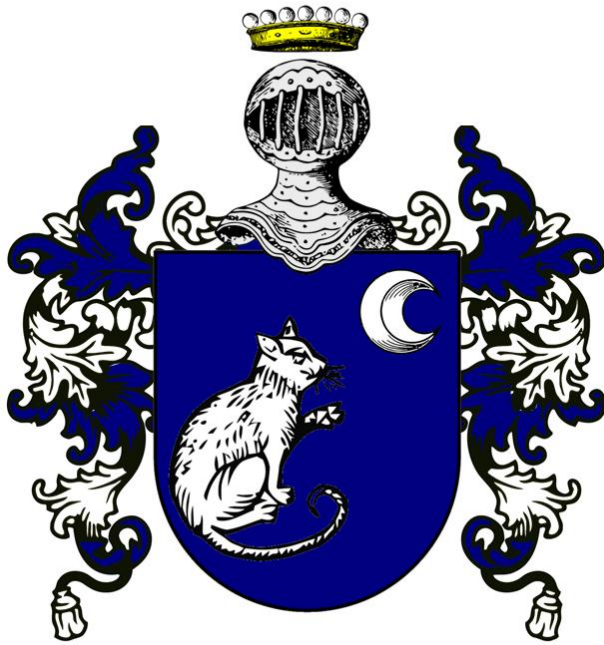
A band of seven young halflings in pointed caps are bounding through the woods on ponies. The halflings are riding home to Rumpelstik [3420] with seeds blessed by a hermit druid who dwells in the hills to the east.

Halfling, Small Humanoid: HD 1 1/2; AC 10; ATK Club (1d3); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

**3625. Zeletor | Town**

DEMOGRAPHICS
<b>Urban Population</b> 2,620
<b>Rural Population</b> 20,120
<b>Race</b> Halfling (97%), Dwarf (3%)
<b>Army</b> 9 lances
<b>Produce</b> Trout, swine, coal
<b>Religion</b> Mother Church (LG)
<b>Alignment</b> Neutral

Zeletor is a mining town, pulling coal from a seam back in the hills and sending it downriver to Yorl. The town also supports farms along the river, and has many fishing boats that ply the Zmaki River. The town had been generally untouched by the civil war until a couple weeks ago.



The townsmen are affable fellows who mostly mind their own business, but deep-seated feelings apparently spilled over a couple weeks ago when the town had gathered on its fairgrounds to enjoy a traveling show of jugglers and acrobats [3423]. A riot occurred, which left several people injured, though fortunately nobody killed. The local magistrates have put it down to the civil war, but one old friar named Yarvit suspects that the traveling show had something to do with it.

Zeletor is also the seat of Notska, ruled by Matriarcha Askamitka and Voyvoda Zanoc of clan Robel.

Zanoc, Halfling Fighter: LVL 5; HP 16; AC 19 (platemail, shield); ATK +1 hand axe +6 (1d6+1); MV 30; SV 15; S12 I8 W13 D12 Cn9 Ch11; AL CG; XP 500; Special—Riding, leadership, dominate; Gear—None

Askamitka, Halfling Cleric: LVL 4; HP 13; AC 18 (banded, shield); ATK Staff +1 (1d4-1); MV 30; SV 14; S7 I13 W13 D11 Cn7 Ch12; AL NG; XP 400; Special—Conversion, healing, turn undead, spells per day (4/2); Gear—Holy symbol,

### 3627. Wishing Well | Wonder

In a clearing in this hex there is a small well made of roughly stacked stones, flecked with moss. Leaves from the surrounding trees have filled the clearing to a depth of 6 to 12 inches. These leaves hide a leaf golem, left here as a guardian of the well, which is a bonafide wishing well!

The wishing well does grant wishes (per *limited wish*) when a person tosses in a copper coin over their shoulder (roll 3d6 under Dexterity to make the throw).

Of course, nothing is as simple and easy as a wish for the cost of a copper piece. Firstly, there is only one wish to a customer ... ever! And having other people wish on your behalf does not work, so don't try it.

Secondly, the wishes only operate within this hex and the hexes adjacent to it. In other words, the +5 *battleaxe* you wished for only exists as long as you stay within about 12 miles of the wishing well. Venture any further and the item disappears and does not return.

Finally, once per week a band of enterprising kobolds that dwell in the caverns below the well, where the magic pool that grants the wishes actually lies, come through and collect the copper coins that have been thrown in, negating the wishes.

Leaf Golem, Large Construct: HD 9 (45 hp); AC 19; ATK 2 slams (2d8 + constrict), 4 tendrils (1d4 + constrict); MV 20; SV 12; AL N; XP 2700; Special—Resistance (fire, piercing weapons), immune (cold, magic), absorb and suffocate.

### 3717. Bugbear Brouhaha | Monster

Eleven burly bugbears, brown as berries, are building a bonfire over a burrow. They are hoping to smoke out a giant badger that dragged away their chief. They care nothing for their chief, but he was wearing a gold *ring of protection* +2.

Bugbear, Medium Humanoid: HD 3; AC 13 (leather); ATK Spear (1d8+2); MV 20; SV 15; AL CE; XP 150; Special—None.

### 3722. Spider Trap | Monster

A pair of ettercaps has woven an almost invisible web across a woodland path in this hex, waiting to leap down on anyone caught in their trap, assuming they are vulnerable to attack. The ettercaps are cowards at heart.

Treasure: 3,600 cp

Ettercap, Medium Monster: HD 5; AC 14; ATK 2 claws (1d3), bite (1d8 + poison II); MV 30 (C30); SV 14; AL CE; XP 500; SP— SP—Web ••• ••• •••

### 3726. Old Drunk | Monster

A werewolf called Old Drunk lives in a cave overlooking the river here. Usually, he takes the form of an old man with silver hair and a desperate grimace on his wrinkled face. During the full moon he becomes a silver wolf who hunts the local wildlife and any people traveling through the hex. Drunk does his best not leave people alive to carry on his curse, and always gives their remains a proper halfling burial.

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



### 3729. The White Druid | Wonder

While adventures are traveling through this hex, the White Druid of the Woods wanders out, waves his finger at any halflings present for neglecting the old ways, and then wanders off again into the woods, disappearing into an oak grove inhabited by dryads.

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

### 3732. Zum | Village

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#### DEMOGRAPHICS

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Urban Population 100

Rural Population 806

Produce Oak

Alignment Lawful

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Zum is a village of woodcutters and carvers surrounded by fields of pink turnips, golden wheat and cherry trees. The farms of Zum meander along the banks of the Yore. The village is exceptionally pretty, being mostly composed of wooden houses gloriously carved and stained in bright colors. These cottages are surrounded by gardens of brilliant bulbs and thick green hostas. A squadron of archers patrols the boundary between fields and woods.

The Zumskis have grown more morose in these past months due to the Mootling occupation. The Mootling governor, Captain Thromp, is a blustering blowhard with many tall tales of past exploits, but he has proven to at least be honest.

### 3734. Grod Matky | Stronghold

*Grod Matky* ("Castle of the Mother") is a large fortress built centuries ago. It is the main western defense of Yorld. The fortress held out for many weeks against the siege of the Mootlings, Sheriff Yost only surrendering when the Mootlings suggested the women and children of the *krabya* might suffer if the fort could not be secured. The sheriff is now held in the dungeons of his own fortress, his soldiers sold as slaves to the Runa of the Golden Steppe.

The fortress is under the command of Captain Kovitz, an earthy man who was a farmer before joining the Mootlings. He has blue-green eyes and a folksy manner that belies criminal cunning. Kovitz commands 90 footmen and 240 peasants who work his wheat fields and keep its cattle. He is assisted by Sergeant Treven, a foul-mouthed martinet.

Treasure: None

Treven, Halfling Fighter: LVL 1; HP 3; AC 17 (scale, buckler); ATK Short sword +2 (1d6+1); MV 30; SV 17; S15 I13 W7 D16 Cn8 Ch13; AL CE; XP 100; Special—Riding, leadership, dominate; Gear—None

Captain Kovitz, Halfling Fighter: LVL 3; HP 15; AC 19 (chainmail, buckler); ATK Short sword +4 (1d6+1); MV 30; SV 16; S14 I17 W12 D16 Cn9 Ch6; AL NE; XP 300; Special—Riding, leadership, dominate; Gear—*Boots of striding and springing*

### 3739. Horse Radish | Monster

Four titanotheres, a mother and her three young, are rooting up horse radishes. The horse radishes make them sweat out a spicy aroma that keeps bugs away. They are in a playful mood, the young titanotheres are cavorting all around. If they happen to spot an adventurer, they give out a loud whine and mama speeds to their rescue.

Young Titanotheres, Huge Animal: HD 6; AC 14; ATK Gore (1d8) or trample (2d6); MV 40; SV 14; AL N; XP 600; SA—None.

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

### 3801. Broadbean | Monster

An annoying little pseudodragon called Broadbean has alighted on the branch of an oak tree in this hex. He is quite a pest, much despised by the locals for his tricks and deceptions. Broadbean attempts to ingratiate himself into useful company, eating their food and using them for protection, all the while stealing what he can and jabbering their ears off.

Pseudodragon, Tiny Dragon: HD 2; AC 18; ATK Bite (1d3), sting (1d3 + Poison\*); MV 10 (F60); SV 16; AL NG; XP 600; SA—MR 35%, surprise (3 in 6 in woodlands), telepathy 100 ft., immune (sleep, paralysis).

### 3803. Knaves-at-Arms | Wonder

A band of twelve knaves-at-arms in service to the Elf King of the Western Wood are searching for the Diamond Damsel that they may gather her tears to brew a potent liquor for the feast of the full moon. The Diamond Damsel is a sprite queen who is only rarely seen in the daylight, and at night is known only by the streaks of diamond sparkles she leaves in the sky as she moves past at high speed, communing with the stars.

Knave-at-arms, Medium Humanoid: HD 3; AC 17; ATK Longsword (1d8); MV 40; SV 15; AL CG; XP 300; SA—None.

### 3806. Stop Motion Monsters | Wonder

The woods part in this hex to form a high, rolling meadow of long grasses and numerous flowering bushes. The meadow is marked by numerous creatures, animals and monsters, trapped in suspended animation.



The creatures exist within bubbles of frozen time. Coming into contact with one of these bubbles causes 1d6 points of damage. Wandering in the meadow carries with it a 1% chance of becoming trapped in one of these time bubbles, which are generated naturally from strange patterns of white mushrooms that grow on the meadow. These mushrooms are usually obscured by the tall grass.

### 3810. Varkolak | Monster

A wicked varkolak stalks these woods where an old deer trail runs along the shore of a small lake. The trail descends from the wooded hills, along the lake, and runs to the west to a salt lick. In a cave overlooking the trail and lake, a varkolak, ejected from the depths of the Western Wood by elven warriors, has set up shop. He lost his treasure in fleeing from the elves, and now is desperate to gather more and to feed on humanoid flesh ... especially elven flesh.

Treasure: 4,100 sp

Varkolak, Large Undead: HD 8; AC 17; ATK Bite (1d10 + energy damage); MV 40; SV 13; AL CE; XP 2400; SA—Change shape; SP—Darkness II •, E.S.P. •••

### 3812. Big vs. Small | Monster

A gang of five cloud giant lads have descended from their home in the White Mountains to the west to gather nuts from the towering Ygg trees of the Western Wood. They have discovered a juvenile tree, only 500 feet tall, and have spread massive tarps around the tree so that they make shake it and gather the falling nuts.

Alas, the tree is home to a tribe of 30 pixies, and they are quite alarmed at the actions of the cloud giants. Their queen has begged them to cease their shaking, but the evil giants only find their plight humorous.

A war is brewing between the pixies and giants – one that the pixies have little chance of winning.

Treasure: 1,900 sp

Pixies, Small Fey: HD 1; AC 14; ATK Sword (1d4) or bow (1d6); MV 20 (S40); 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* •

Cloud Giant, Huge Giant: HD 12; AC 17; ATK Slam (1d10) or club (3d10) or boulder (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* •••



### 3814. Obrizal | Village

#### DEMOGRAPHICS

Urban Population 270

Rural Population 2,200

Army 1 company of dwarves\*

Produce Sheep, rye, whisky, zircons, granite

Alignment Lawful

Obrizal is a large village of miners and farmers near the headwaters of the Huk River. It is located in a pleasant valley hemmed in by granite hills that produce abundant zircons. The valley is cultivated by dwarves and halflings, who grow rye and vegetables, and keep goats and sheep. The villagers are Mummers, as are all the dwarves of the hills.

### 3818. Fishing to Die For | Wonder

The woods in this hex descend from the hills to the north. Several tiny streams and creeks run from the hills, south through the woods, eventually finding their way into River Yore. In this hex, they fill a quiet, pleasant fishing hole. The pond is surrounded by long, sweet grass and numerous maples. A boat is tied to a post near the western shore, but this boat is a mimic.

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

### 3823. Sparkle Thieves | Monster

A band of three pixies mounted on corgies is coursing through the woods on the trail of a band of robbers. The robbers are six sentient giant badgers, awakened by a mad druid. They have

been preying on the pixies in the hex, stealing their gossamer cords and natural sparkles, selling it to traders from Zeletor who supply rogue magic-users throughout the region. The badgers are heading for their burrow, confident they can hold the pixies off there, and maybe escape through a side tunnel they have dug that lets out a mile away.

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

Pixies, Small Fey: HD 1; AC 14; ATK Sword (1d4) or bow (1d6); MV 20 (S40); 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* •

### 3836. Dancing Lights | Dungeon

Adventurers passing near the river here witness strange, flickering lights coming from a thicket of trees on their side of the river. No people are evident in the area, but there are people present. The people in question have descended down a stone stair that leads into a small dungeon dug here long ago by a wizard and subsequently abandoned before he could finish it.

The lanterns held by those people are the source of the lights – they are blocked from entering the dungeon by a locked portal. It will take ten minutes to finish checking for traps, and another five minutes for the group’s thief to trigger the trap he could not find. The trap is a *fire trap*; it emits a burst of flames that jut from the hole in the ground and have a 1 in 6 chance of catching the thicket on fire. None of the dungeon-delvers survive the trap, which resets after one hour.

What lies below is up to the TK.

### 3919. Drachidûm | Monster

The chartreuse dragon Kartaris has built, or rather has had built, a spectacular palace in this hex. The palace is constructed entirely of wood, with towers topped with onion domes, painted in brilliant shades of green. The windows are of green glass, and the enslaved guards and workers who tend the dragon’s fields and collect his tolls wear uniforms of green. Kartaris really loves the color green.

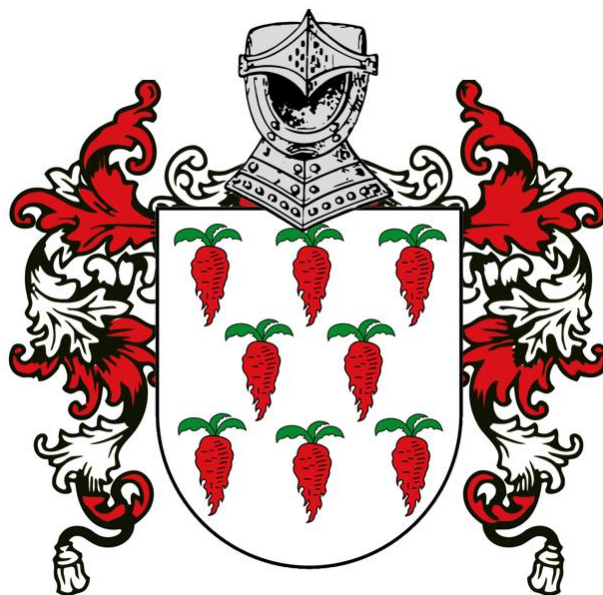
Kartaris, like all chartreuse dragons, is a massive beast with a tortoise-shaped body, i.e. thick splayed legs ending in massive, glossy black claws and a long neck. Using his ability to charm creatures, he has created for himself a loving populace of happy villagers and dashing guards who suffer the dragon’s wicked sense of humor with patience. In truth, most do not know they are even charmed, having lived so long in the village and, frankly, enjoying such relative peace and prosperity. Children at a young age are taken to see the king of the domain so that they may be charmed. Those who shake the effects are tossed

into the dungeon on trumped up or false charges, which the charmed villages happily accept from their liege, Kartaris.

The village, called Drachidûm by the locals, is well hidden in the thick woods. Visitors never leave the place alive, either succumbing to the dragon’s charms or languishing in his dungeon until he decides to eat them. He does send trusted villagers into the world to trade the goods produced in the village for things they need and pricey baubles to delight the dragon’s natural greed and avarice.

Treasure: Silver pendant (100 gp), silver coronet (100 gp), silver dish (100 gp), copper bear statue with clock in the stomach that always runs fast (10 gp)

Kartaris, Large Dragon: HD 9 (35 hp); AC 17; ATK 2 claws (1d8) and bite (1d10); MV 40 (F150); SV 12; AL CE; XP 2700; SA—Magic (M2), resistance to acid, immunity to sleep, acid fog breath (60-ft diameter, 1d6 damage per round, items must save or be destroyed, magic items immune to the acid fog).



### 3927. Kandel | Village

DEMOGRAPHICS
<b>Urban Population</b> 220
<b>Rural Population</b> 1,800
<b>Army</b> 1 lance
<b>Produce</b> Deer, mulberries, grapes, mulled wine
<b>Alignment</b> Lawful

Kandel began as a hunting camp, and gradually grew into a village. It is known both for its game sausages, favored

throughout the Southlands, and its antler art. The village sports a large, old wooden church built in the ancient tradition, with a very ancient cauldron altar still in place. The entire building smells of mulled wine. Thickets of wild rosemary scent the lands around the church and are grown into hedges that divide the village's fields and gardens. The church is tended by Sister Anya and seven acolytes. The good sisters run a small hospice with excellent medicinal gardens. A company of archers guards the community from monsters. The Mootlings have not yet entered Kandel, so it remains free.

Sister Anya, Halfling Cleric: LVL 3; HP 9; AC 16 (chainmail, shield); ATK Mace +1 (1d6); MV 30; SV 15; S11 I11 W17 D6 Cn10 Ch10; AL LG; XP 300; Special—Conversion, healing, turn undead, spells per day (4/2), halfling traits; Gear—Holy symbol



### 3934. Yorld | City-State

DEMOGRAPHICS
<b>Urban Population</b> 17,860
<b>Rural Population</b> 154,310
<b>Race</b> Halfling (93%), Dwarf (4%), Human (3%)
<b>Religion</b> Nertha, goddess of hearth and home (LG)
<b>Alignment</b> Neutral (formerly Lawful)
AUTHORITY
<b>Spiritual</b> Lady Shepherd of Yore, AL N
Halfling Druid, LVL 4; HP 11; AC 14 (leather, shield); ATK Staff +2 (1d4); MV 30; SV 14; S11 I9 W16 D10 Cn10 Ch17; AL N; XP 400; Special—

Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, spells per day (5/3); Gear—*Potion of electricity resistance*

**Temporal** Vikodav, Lord Protector of Yore, AL LE

Halfling Fighter, LVL 12; HP 69; AC 22 (+1 *plate armor*, shield); ATK 1+ short sword +11 (1d6+1); MV 30; SV 11; S14 I10 W13 D13 Cn16 Ch12; AL LE; XP 1200; Special—Riding, leadership, dominate; Gear—*Scroll of protection from drowning*, *rod of rulership*

MILITARY
<b>City Guards</b> 180 constables + 18 sergeants
<b>Army</b> 240 companies
DESCRIPTION
<b>Theme</b> Bustling city in the grips of a tyranny
<b>Wilderness</b> Woodland
<b>Accent</b> English
<b>Vistas</b> Cobblestone streets, brightly lit houses with amber glass windows, clean and neat people, songbirds, fruit trees
<b>Names (M)</b> Adulf, Arryn, Darder, Erban, Freda, Gylam, Heabert, Olwulf, Pect, Rancis, Reda, Ribert, Symes, Ulfald, Wealde; <b>(F)</b> Aeva, Beorna, Brictua, Burga, Cily, Eara, Elyn, Eswild, Gytha, Helia, Hiva, Joane, Wena
<b>Money</b> Aungel (gp), penning (sp), groat (cp)

Yorld is the great city of the halflings, a concatenation of burrows, cottages and hovels hugging the west bank of the River Yore, and centered on the Great Hill and its cathedral. The city-state plays host to merchants from up and down the River Og, from Azsor to Azdak, and from across the Golden Steppe. Although the population is mostly halfling, there is a notable minority of dwarves and humans.

The city is a wash of greens, grays and browns, with doors painted in brighter colors and windows of colored glass that shine like crystals in the night. The streets are cobbled and gardens of flowers and vegetables are numerous. Since many of the inhabitants dwell in burrow houses, the grassy hills under which they are dug are grazed by sheep and goats.

The Yorrish dress simply these days, in russets, browns, blacks and greys, with white stockings on men and woman, the woman in long skirts, aprons and wearing bonnets. Men wear breeches, shirts and jackets and tall, flat-topped hats with narrow brims. Jewelry is sparse; men often wear silver chains on their jackets, women wear simple necklaces. Before the conquest of Yorld by the Tallow Banners, dress was livelier, with more silk, lace and ruffles, brighter colors and more jewelry.

The center of Yorld is a tall hill on which is constructed the main cathedral of Mother Church. Around its margins are several nunneries, monasteries and shrines. A broad avenue leads from the Great Hill to the harbor, most of it lined with counting houses and guild houses. The waterfront is a collection of warehouses, taverns, inns, flophouses and shops. Artisans are spread about the city, and restaurants, bakeries, ateliers, gro-

cers and the like are numerous. The city-state's theatres are now closed by order of the authorities.

Starmesto Lane is the main street in the former arts district of Yorld. On Starmesto Lane stands the Phoenix Theatre, once home to the acting company of Yalm Mayweather, the city-state's most eminent playwright. The theater, like all others, is now closed in Yorld due to its corrupting influence.

Malokari, the Street of Cooks, is an important thoroughfare in Yorld. It contains the Market Hall, the meeting place for the city's wealthiest merchants. Malokari is lined with alder trees, taverns and eateries of all sorts, with the least impressive gathered at the southern end of the street, and the best at the northern end, which ends at the Market Hall.

The Bazar neighborhood is frequented by thieves and vagabonds and plays host to the city's Thieves' Guild.

Ruffian Hall is located near the city's horse market, where trials of skill are played by the city's young warriors, or ruffians, with cudgel and buckler. Ruffian Hall is an adventurer's guild hall, where adventurers can store their booty, swap stories, and find lodging (for big and small).

Watek Street is city's financial district. On Watek is located the Bank of Yorld, known as the "Old Lady of Watek Street" by the locals. This is the treasury and counting house of Mother Church and the municipal government.

There exists in the middle of Yorld's harbor a great pillar of stone rising above the water. It has been there as long as the oldest citizens can recall, and thus excites amongst the Yorrish the fascination that only a big, old rock can. Many hold that it is sacred due to its seeming uselessness, and endeavor to swim out to the rock to climb it and sit on its summit. Those that do, and remain there for a month and one day, are believed to be blessed for the rest of their days. They are, for the rest of their days, called "pilgrims who swam to sit".

Tall visitors to Yorld often stay at a roadhouse outside the bounds of the city-state – this is preferred by the locals. When visiting the halfling city, tall folk are expected to kneel so that they make eye contact with the locals.

### 3939. Fly-by | Wonder

Adventurers spot a skeleton holding an umbrella carried by on the wind. The skeleton is at an altitude of 300 feet, and passes by at a quick clip. If followed, it leads to [3538] and can be seen to alight on the ground and walk down into the dungeon holding the umbrella over its shoulder. Once inside the dungeon, the skeleton is never seen again.

### 4005. Divine Ashes | Monster

Three hyleoroi nymphs are escorting an elder nymph, Hyleope, through this hex. As they walk, a carpet of red flowers springs up under their feet, and flights of songbirds fill the air with royal airs and the soft fluttering of wings. A troop of 20 brownies follows the procession as a guard of honor. They wear white tabards embroidered with red flowers and carry silver swords and bows with silver arrows.

The elder nymph rides upon a unicorn wreathed with roses. She carries in her lap a mahogany box with silver fittings. The box contains the ashes of Ygnazi, a demi-god of the woodlands who died battling an efreeti. The ashes are carried across the woodlands every year to be stored in a summer temple.

This procession is well known in the woods, and so a troupe of drow has secreted themselves in a dark hollow along the route that they may steal them away to their kingdom beneath the surface of the earth. The drow are 30 in number and commanded by Mathilda, a wiry drow with copper hair – proof of her partial wood elf heritage.

Drow, Medium Humanoid: HD 2; AC 16 (chainmail, buckler); ATK Longsword (1d8); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, darkvision 120'; SP—*Dancing lights* •, *darkness* •, *faerie fire* •

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

Unicorn, Large Monster: HD 4; AC 18; ATK 2 kicks (1d6), horn (1d12); MV 60; SV 15, 12 vs. magic; AL CG; XP 400; SA—Surprised (1 in 6), immune (poison, charm); SP—Detect evil (120'), neutralize poison •, dimension door (self and rider) •

Hyleoroi, Medium Fey: HD 8; AC 19; ATK Longbow (1d8) or short sword (1d6); MV 30 (S20); SV 13; AL NG; XP 2400; SA—Magic (D4), dimension door (1/day), blinding beauty, true seeing, 4th level ranger abilities

Hecaterides, Medium Fey: HD 7; AC 17; ATK Dagger (1d4); MV 30 (S20); SV 13; AL CN; XP 2100; SA—MR 15%, magic (D4), immune (mind control), dimension door (1/day), blinding beauty, gaze (irresistible dance, 1/day), summon 1d4 oreads or satyrs (60%)

Mathilda, Drow Cleric/Fighter/Magic-User: LVL 5/5/5; HP 14/28; AC 16 (chainmail, buckler); ATK Longsword +5 (1d8); MV 30; SV 13; S13 I14 W13 D10 Cn8 Ch14; AL CE; XP 500; Special—Conversion, healing, turn undead, cleric spells per day (5/2/1), alchemy, lore, magic-user spells per day (5/2/1), create scrolls, arcane knowledge (acid, soda water), riding, leadership, dominate; Gear—*Potion of jump*

Spellbook: 1—Audible Glamer, Detect Secret Doors, Identify, Magic Aura, Read Magic, Reflect Gaze, Resistance; 2—Dexterity, Mirror Image, Spectral Hand; 3—Sepia Snake Sigil

#### 4007. Wicked River | Wonder

A wicked, glowering river rolls through the woods here. The bubbling, hissing waters frighten the fey and tree spirits of the woods, who avoid it. The banks of the river are rocky and overgrown with brambles.

#### 4029. Nûk | Village

##### DEMOGRAPHICS

**Urban Population** 140

**Rural Population** 1,053

**Produce** Fowl, furs, wheat

**Alignment** Neutral

Nûk commands the best farmland in the Visk Valley. It is a community of farmers and trappers sending valuable pelts down the river to Zeletor to be processed into capes and hats. The farms surrounding Nûk mostly grow grains and roots, but also tend a fine breed of fowl called Nûki blues. The blue feathers from those chickens are worn in the hat brims of the village's warriors. Nûk is under the protection of Sir Gavo, a knight of St. Grumm, and a squadron of his mounted knights.

Halfling Knight, Small Humanoid: HD 1/2; AC 18 (platemail, buckler); ATK Short sword (1d6); MV 20; SV 17; 13 vs. magic and poison; AL LG; XP 25; SA—Halfling traits.

Sir Gavo, Halfling Paladin: LVL 6; HP 26; AC 22 (plate armor, shield); ATK Short sword +11 (1d6+4); MV 30; SV 13; S17 I12 W8 D17 Cn13 Ch16; AL LG; XP 600; Special—Riding, detect evil, immune to disease, smite chaos 3/day, halo, silver spurs, religious badge, coat of arms, lay on hands, cure disease 1/week, turn undead, warhorse, cleric spells (2); Gear—*Ring of climbing, gauntlets of ogre power*

#### 4030. Chaos Contained | Monster

A waterfall in this hex runs over what appears to be a massive amount of clear quartz, but which is actually water in suspended animation. Within this “frozen” water is trapped a maenad, a wild nymph of the woods. She was trapped here 30 years ago by the mysterious White Druid, who stopped her reign of terror over the communities of the Isk Valley. Reposing in her cave are thirteen wights, her former followers, all halfling boys led astray by her charms.

Maenad, Medium Fey: HD 6; AC 17; ATK 2 claws (1d4); MV 30 (S20); SV 14; AL CN/E; XP 1800; SA—Magic (D4), control wolves, summon 1d4 wolves, touch attack, rebuke lycanthropes; SP—*dimension door* •

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

#### 4032. Feast in Preparation | Monster

Twenty pixies are setting a stone table in preparation of a great feast of druids, who must discuss the rise of the Mootlings and whether they should support their battle against the clerics. The feast shall take place the next day, and there is much work to be done, so interference is not appreciated by the busy fey.

Pixies, Small Fey: HD 1; AC 14; ATK Sword (1d4) or bow (1d6); MV 20 (S40); 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* •

#### 4036. Mad Vadd | Monster

Mad Vadd, scourge of Turan and Azsor, has made camp in this hex with his 900 nomad warriors and their families. They carry swallow-tailed green banners into battle and are known for their piercing battle cries. The nomads only recently have returned from forays into Turan in the south. They are flush with treasure and vary wary of intruders.

Treasure: 5,700 cp, 6,000 sp, 7,000 gp, a platinum cloak pin shaped like a dragon biting its tail (1,000 gp)

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Mad Vadd, Human Fighter: LVL 11; HP 38; AC 28 (+4 *platemail*, shield); ATK 1+ scimitar +10 (1d8); MV 30; SV 12; S12 I14 W9 D9 (20) Cn11 Ch13; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Potion of charm animal*, *ring of mind shielding*, *gloves of dexterity 20*

#### 4041. Lone Survivor | Monster

A lone formian soldier, the last of her colony, is moving through this hex bearing the last surviving daughter of her queen on her back. The new queen carries dozens of eggs. The soldier is looking for a place to begin a new colony. She is not shy about admitting that she and her new sisters will obviously have to destroy whoever or whatever is living near the new colony, and so Lawful adventurers may find it difficult to aid her in her otherwise heroic quest.

Formian Warrior, Medium Monster: HD 4; AC 18; ATK 2 claws (1d6), bite (1d4) and sting (2d4 + Poison II); MV 40; SV 15; AL LN; XP 2100; SA—Immune to fire, vulnerable to cold, surprised (1 in 6).

#### 4104. Prismatic Danger | Wonder

You come to a swampy area of the woods filled with great pools of water and a single large stone. The water appears to have an oily sheen on its surface, covering it with shifting patterns of many colors. Touching the water reveals no such sheen, but does cause the colors to swirl over and around the



person who touched the water, forming a rainbow pattern over their skin and clothing.

Anyone living or once-living substance touched by the prismatic person must pass a saving throw. If they fail, they are turned into glass. If they succeed, they suffer 1d6 points of damage and are thrown backwards 2d6 feet.

The curse lasts until dispelled. Until dispelled, the water around the stone loses its rainbow sheen. The large stone contains in a hidden cache containing a treasure map.

#### 4116. Borrowed Fortress | Dungeon

A band of 60 noroobs have occupied a hill fort in this hex. The fort is very ancient, and in bad repair, but the large lizard folk have erected wooden palisades where the ancient stone walls have crumbled, and they have constructed simple huts within the fort. One tower yet stands, with a sentinel always on guard.

The noroobs have built their temporary lodges on a large mound in the center of the fort, a mound that hides a dungeon that holds treasures of the ancient firbolgs who first built this fort and who lived in it in peace until destroyed by the magic and steel of the ancient elves.

Noroob, Large Humanoid: HD 3+2; AC 14; ATK Spear (1d8); MV 20; SV 15; AL LN; XP 150; SA—None.

#### 4127. Salt Lick | Monster

This hex holds a salt lick that, in the spring time, is often visited by the local giant deer for mating purposes. During most months, there are 1d4 giant deer in the vicinity of the salt lick, but in the spring there are 3d4, most of them male and in a violent temper.

Giant Deer, Large Animal: HD 5; AC 16; ATK 2 hooves (1d8), antlers (1d8); MV 50; SV 14; AL N; XP 500; SA—None.

#### 4135. Bee-Drawn Gondola | Monster

Twelve giant bees are drawing a gondola suspended beneath a hot air balloon of golden silk through the skies over this hex. A wizard named Usbi and his three lady loves are sightseeing. The ladies, Rose, Hyacinth and Daisy, were born of a nymph and satyr. The group is on its way to Yorl [3934] to vacation. They will be very unhappy to discover the theaters and taverns have all been closed.

Treasure: 3,000 gp

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; SA—None.

Lady Loves, Medium Fey: HD 5; AC 16; ATK Dagger (1d4); MV 30 (S20); SV 14; AL CN; XP 500; SA—MR 50%, magic use (D2), dimension door 1/day, surprised (1 in 6).

Usbin, Half-Elf Magic-User: LVL 8; HP 24; AC 11; ATK Staff +3 (1d3); MV 30; SV 12; S10 I9 W4 D13 Cn13 Ch16; AL CG; XP 800; Special—Alchemy, lore, spells per day (5/3/3/2), create scrolls, arcane knowledge (gunpowder, hot air balloon, mechanical clock); Gear—*Staff of evocation*, *ring of spell storing II*.

#### 4138. Zaznik | Town

DEMOGRAPHICS
<b>Urban Population</b> 1,660
<b>Rural Population</b> 11,550
<b>Race</b> Human (89%), Halfling (6%), Others (5%)
<b>Army</b> 90 nomads + 9 sub-chiefs + 5 chieftains
<b>Produce</b> Game meat, furs, pelts, livestock
<b>Religion</b> None
<b>Alignment</b> Chaotic

Zaznik is a rambling town of hunters and traders that sprung up at a place where nomad bands used to meet for spring festivals and trading. The town has no wall, but enough dangerous occupants that it is left alone by all but the most fool hearty nomads and brigands. It is surrounded by semi-nomadic pastoral bands known for their pan flutes and the games of skill and courage they play in the autumn. There is no real authority in the town, but numerous men and woman consider themselves “chiefs”, and they and their bodyguards (100 in all) maintain a tenuous peace over the inhabitants.

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

#### 4205. Vipers and Vapors | Monster

To reach the sacred wooden spoon of St. Amalthea, one must traverse a many-ledged cavern lousy with vipers. Their venom drips from the ceiling and gathers on the floor to form puddles, which in turn form a rivulet of death that descends deep into the cavern, through clouds of acrid *devil smoke* (treat as a permanent *cloudkill* spell that also dispels magic) and the will-o-wisp guardians placed there by Sir Kendrik the Gouty, an anti-paladin who once ravaged the northern duchies and who was finally defeated by the Three Brothers of Smarg, who are still remembered fondly in the northern churches.

#### 4219. Mother Dragon | Monster

Vindellia, a mother red dragon, and her two precocious young, Ezta and Gorvin, are nesting here in a craggy hillock. Mother cleared the surroundings of the hillock with her fiery breath to a distance of 100 yards. Beyond the destruction there are still living trees. Within her realm is only scorched death.

Treasure: 8,400 gp

Red Wyrmling, Small Dragon: HD 10 (10 hp); AC 18; ATK 2 claws (1d3), bite (1d4); MV 40 (F150); SV 12; AL CE; XP 3000; SA—Immune (sleep), resistance (fire), breath weapon (cone of fire 70' x 35').

Adult 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), breath weapon (cone of fire 80' x 40'), magic (M3).

**4231. Feline Traders | Monster**

A band of nine stalkers is hunting in these woods, and looking for the opportunity to trade with halflings (or anyone else that happens to come along). They are worried about the halfling war, and feel that it is a terrible shame, but they refuse to get involved. When they have hunted their fill, they head back east to the elven country of Mabb.

Stalker, Medium Humanoid: HD 1; AC 14 (leather); ATK Longbow (1d8) or longsword (1d8); MV 40; SV 16, 15 vs. poison and disease; AL N; XP 100; SA—Surprise (3 in 6), +2 to stealth checks.

**4308. Bugbears | Monster**

Thirty bugbears and their mates and offspring dwell in a well-watered series of caves in this hex. The cave mouth is strewn with honeysuckle vines. The interior of the entry cavern is guarded by 1d6 warriors at all times, with hidden pitfalls in the tunnels leading back to the clans' sleeping quarters and storage caverns. The bugbears are commanded by Ulzak, their warchief, who is notable for his silver back and the gold rings worn on his fingers and toes.

Bugbear, Medium Humanoid: HD 3+1; AC 14; ATK Battleaxe (1d8+1); MV 20; SV 15; AL CE; XP 150; SA—Surprise (3 in 6).

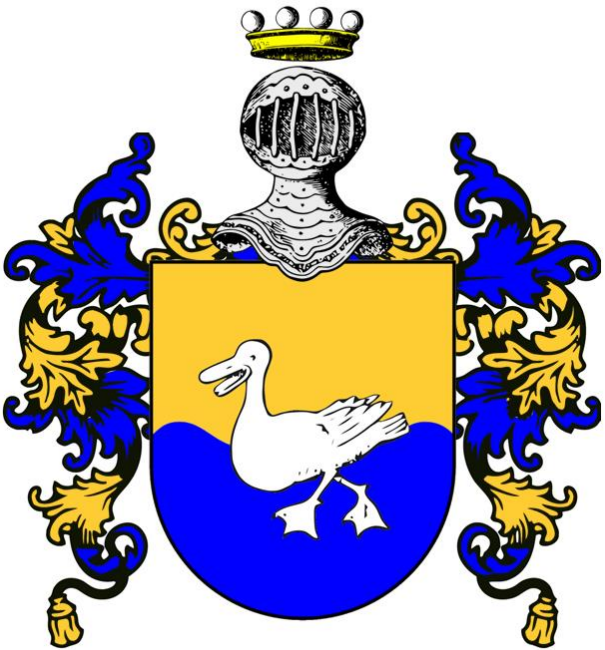
**4314. Dangerous Hideout | Monster**

Eleven scavenging bombardier beetles have trapped a small band of bugbear raiders in a ruined fortress atop a hill. They have launched a few barrages against the bugbears, but have yet to penetrate the old motte-and-bailey castle, apparently constructed by a young lord who sought to rule over this area, but who was forced to abandon the place for unknown reasons. The castle door is still stout and the walls in good repair, and the trapdoor to the cellars has not yet been opened by the bugbears ... for which they should be thankful, as two hungry ghouls await any who open the door.

Treasure: 3,700 cp

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

Bugbear, Medium Humanoid: HD 3; AC 13 (leather); ATK Spear (1d8+2); MV 20; SV 15; AL CE; XP 150; Special—None



Giant Bombardier Beetle, Medium Vermin: HD 1; AC 16; ATK Bite (1d8); MV 30; SV 16; AL N; XP 100; SA—Cone of acidic vapor

**4324. Kroeke | Village**

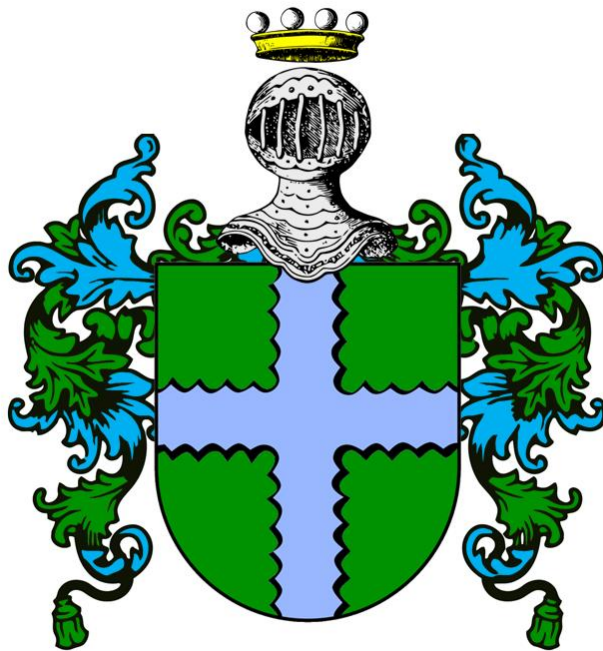
DEMOGRAPHICS
<b>Urban Population</b> 390
<b>Rural Population</b> 3,245
<b>Army</b> 1 lance
<b>Produce</b> Wheat, lentils, walnut (wood and nuts)
<b>Alignment</b> Lawful

Kroeke is a large village of woodsmen and peasants living under a collection of hills thick with herbal gardens. The village is bounded on two sides by rushing streams that connect and flow into the Zmaki River. The land south of the village consists of well-tended fields of grains, root vegetables and fruit orchards. On the other side of the village, along the small river that flows into the Zmaki, are halfling lumber camps. The camps send the timber down the river and then down the Zmaki to Zeletor.

Kroeke has a wise woman who lives outside the village in a lonely cottage of moss-covered stone. Her name is Lura, and she is a sorceress of not inconsiderable power. Although not trusted by the village authorities, the people see her as their best protection from the wild things of the woods. The village proper is governed by Lady Zinnia. She is a Mummer, but has

done her best to keep her village united, regardless of the religious opinions of the people.

Lura, Halfling Sorcerer: LVL 7; HP 14; AC 10; ATK Staff +2 (1d3); MV 30; SV 13; S11 I10 W9 D10 Cn7 Ch14; AL N; XP 700; Special—Alchemy, brew potion, sense magic, spells per day (5/3/2), spells known (6/6/4); Gear—*Potion of charm undead, ring of spell storing II, restorative ointment*



#### 4329. Viskar | Village

##### DEMOGRAPHICS

**Urban Population** 370

**Rural Population** 2,600

**Army** 1 lance

**Produce** Pine, lavender, turnips

**Alignment** Lawful

Viskar is a walled village built atop a hill overlooking the Visk Valley. The villagers cut the tall white pines of the hills, while peasants grow fields of lavender, peas, wheat, barley and sweet turnips. The village has not as yet fallen to the Mootlings, so it has become a refuge from Mummer soldiers whose army was broken the previous year. The village is now defended by its own warriors plus an additional 50 soldiers, most of them light footmen. All of them have been welcomed to the village by Lady Kanda, a noblewoman who is the very pinnacle of halfling grace and kindness.

#### 4334. Portuno's Castle | Wonder

This hex holds a small castle surrounded by thick drifts of white flowers. The castle has walls of pink limestone and peaked roofs of white wood, polished bright and decorated with silver spikes. The castle is the home of a hermit-wizard Portuno. Portuno is a man of exceedingly short stature – though he is not a halfling – with pale skin and sparse silver hair. He always dresses in white, and is quite the expert at cold-oriented spells. He once lived far to the north, but as he aged he found the cold weather too painful for his old joints, so he moved his household of three apprentices, his wife Alura and his guard dog/familiar Alto, to this spot on the steppe.

Portuno and Alura keep a warm, inviting home to travelers of lawful and neutral alignment. He invites folk to stay with him as long as they like, but warns them to avoid the cellar at all costs. Portuno's cellar contains a magic pool that forces people who gaze into it to relive their worst moment. If they try to change that moment they cease to exist as they are, becoming in effect a different person in a different place. All that is left behind is an astral echo that appears to be the person who looked into the pool, but which slowly fades away into nothingness over the course of a month.

**Treasure:** 5,800 sp, 7 gems, +3 *chainmail* decorated with living, growing daisies, +5 *spear* (appears to be warped and rusty), *rod of withering* encased in steel.

Apprentices, Halfling Magic-Users: LVL 2; HP 7; AC 10; ATK Dagger +0 (1d4); MV 30; SV 14; AL CG; XP 200; Special—Alchemy, lore, spells per day (3), create scrolls; Gear—None

Spellbook: 1—Change Self, Detect Magic, Light, Ray of Frost, Read Magic, Shocking Grasp

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

Portuno, Human Magic-User: LVL 15; HP 31; AC 9; ATK Silver dagger +4 (1d4-1); MV 30; SV 10; S7 I15 W10 D8 Cn12 Ch8; AL CG; XP 1500; Special—Alchemy, lore, spells per day (6/4/4/4/4/3/2/1), create scrolls, arcane knowledge (anti-toxin, gunpowder, sneezing powder, homunculus, algebra and geometry, hot air balloon, phosphorus); Gear— Scroll of magic missile, ring of mind shielding

Spellbook: 1—Change Self, Detect Magic, Energy Missile, Feather Fall, Light, Magic Aura, Mount, Ray of Frost, Read Magic, Shocking Grasp; 2—Alter Self, Ego Whip, Fog Cloud, Pass Through Element, Scorching Ray, Wisdom; 3—Clairsentience, Haste, Protection from Energy, Spectral Force, Tiny Hut; 4—Bestow Curse\*, Creation I, Fire Shield, Mnemonic Enhancer, Stone Shape; 5—Cone of Cold, Mind Fog, Planar Binding I, Summon Monster V; 6—Circle of Death, Freezing Sphere, Repulsion; 7—Forcecage, Instant Summons, Vanish; 8—Temporal Stasis

#### 4336. Browsing on Huckleberries | Monster

One of the last flocks of dinosaurs alive on the Golden Steppe is browsing in this hex on wild huckleberry bushes. The flock consists of 14 plesiodadroses, a hadrosauroid dinosaur that measures 30 to 36 feet in length.

Plesiodadros, Huge Animal: HD 14; AC 13; ATK Bite (2d6), tail (3d6); MV 40; SV 10; AL N; XP 700; SA—None.

#### 4401. The Pernicious Prey | Wonder

A cross between a leopard and stag, with long antlers, a leopard's face and a lean, quick body haunts these woods. The beast has been sought for ages by the wood elves. It has even killed two or three princes and princesses, and its appearance once turned the tide in a great war between the elves of the Western Wood and the vampire spawn of the Red Wood.

Pernicious Prey, Large Animal: HD 4; AC 16; ATK 2 claws (1d4 + rend), bite (1d6), antlers (1d8); MV 40 (C20); SV 15; AL N; XP 400; SA—None

#### 4417. Antler Sharpening | Monster

Two recently matured giant deer bucks are grinding their new antlers on trees in this hex, and intermittently testing their prowess against one another. There are no does nearby, so they are not too dangerous to interlopers, unless threatened.

That's why the three gnolls with 50 feet of rope and no common sense whatsoever are a problem, as they sneak through the undergrowth aiming to capture new steeds.

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

Giant Deer, Large Animal: HD 5; AC 16; ATK 2 hooves (1d8), antlers (1d8); MV 50; SV 14; AL N; XP 500; SA—None.

#### 4437. Death from Below | Monster

As adventurers walk through this hex, they feel rumbles in the ground. After a couple miles and several small tremors, they come upon the remains of a temple. The temple consists only of the stone base and a few toppled pillars. With the temple in sight, a larger tremor rumbles through the ground and an olgoi-khorkhoi, or death worm, bursts from below about 10 feet behind the adventurers. If adventurers make it to the temple, the worm stops attacking, but it does not leave the area for three full days.

Olgoi-khorkhoi, Large Monster: HD 7; AC 17; ATK Bite (1d8 + 1d6 acid); MV 20 (B20); SV 13; AL N; XP 2100; SA—Surprise (3 in 6), resistance (acid, electricity), spit lightning (100', 3d6 electricity).

#### 4440. Bats! | Monster

A dry river bed runs through this hex. During the spring rainy season it fills with water. A remnant of the spring rains lasts most of the year in a shallow pool beneath a broad stone bridge. The bridge looks quite ancient, and bears the marks of elven design and dwarf craftsmanship. Beneath the bridge there dwell four swarms of bats, which come out near dusk to hunt insects above the tall grasses.

Bat swarm, Tiny Animals: HD 3; AC 16; ATK Swarm (1d6); MV 5 (F40); SV 15; AL N; XP 300; SA—Bleeding

#### 4505. The Sculptress | Monster

Deep in these dark, lonely woods the adventurers come upon a unique piece of statuary. The statues portray the adventurers themselves, one bleeding from a mortal wound and the others gathered around their stricken comrade, weeping and mourning. Once he looks upon the statue, the stricken adventurer labors under a mortal curse for one week, suffering a -3 penalty to all saving throws and a -2 penalty to Armor Class.

The sculptress of the work has signed it with a butterfly emblem. She is a lillend forced to portend doom on travelers by the bugbears that hold her daughter's soul in an iron box. She lives in a cave that overlooks the woods, her clay sculptures causing the living stone here to shape into whatever she fashions. The bugbears dwell in the caves beneath hers, and make forays into the woods at night when she has foreseen the presence of visitors, so they can steal away the doomed one.

Treasure: 1,000 gp, copper earrings of mushrooms (10 gp)

Bugbear, Medium Humanoid: HD 3; AC 13 (leather); ATK Spear (1d8+2); MV 20; SV 15; AL CE; XP 150; Special—None.

Lillend, Large Outsider: HD 7+7; AC 17 [+1]; ATK Tail (2d6 + constrict) and +1 dagger (1d4+1); MV 20 (F40, S70); SV 13; AL CN; XP 2100; Special—MR 30%, magic (M3), immune (fire, poison, music, enchantments, positive and negative energy); SP—Charm person •, darkness, hallucinatory terrain •••, irresistible dance •, knock, light, polymorph self, speak with animals, speak with plants, transport via plants

#### 4511. Star Plant | Stronghold

A floating, spiky seed pod of massive size bobs up and down on air currents, but generally holds its position above the woods of this hex. Numerous spikes on the upper surface have been carved into the towers of a monastery. The pod monks tend the star plant growing inside the pod. This plant may one day grow into a new world tree, relinking all the dimensions of the multiverse.

The monks are led by Alzabar, a handsome man with slicked back black hair and long, fuzzy sideburns into which he has woven tiny gold beads. He and the other monks dress in long

robes sewn with star-shaped sequins. The monks number fifteen men and women, their heads shaved and dyed in star shapes of various hues.

Treasure: 3,900 cp, 6,700 sp

Star Monks, Human Magic-Users: LVL 2; HP 2d4; AC 10; ATK Staff +0 (1d4); MV 30; SV 14; AL N; XP 200; Special—Alchemy, lore, spells per day (3), create scrolls; Gear—None

Spellbook: 1—Burning Hands, Detect Magic, Endure Elements, Floating Disk, Light, Mount, Read Magic, Resistance, Touch of Fatigue

Alzabar, Human Magic-User: LVL 10; HP 30; AC 10; ATK Staff of charming +4 (1d4+1); MV 30; SV 11; S15 I12 W17 D12 Cn10 Ch12; AL N; XP 1000; Special—Alchemy, lore, spells per day (5/4/3/3/2), create scrolls, arcane knowledge (sneezing powder, algebra and geometry, sneezing powder, gunpowder); Gear—*Scroll of acid arrow*, *staff of charming*, *ring of wizardry IV*, *rod of alertness*, *bronze griffon figurine of wondrous power*

Spellbook: 1—Burning Hands, Detect Magic, Endure Elements, Floating Disk, Light, Mount, Read Magic, Resistance, Touch of Fatigue; 2—Blindness/Deafness, Hideous Laughter, Resist Energy, Wisdom; 3—Daylight, Illusory Script, Sleep II, Summon Monster III; 4—Dispel Wounds, Hallucinatory Terrain, Rainbow Pattern; 5—Nightmare, Secret Chest

#### 4516. Cat in the Cradle | Wonder

Adventurers moving through this hex may come upon a clearing in the woods where they spot a dazzling glimmering in the bits of daylight or moonlight that filter through the leaves. The glimmer comes from silver threads wrapped around the tree trunks, not unlike a cat's cradle on a massive scale.

The threads are woven tightly enough that they permit no entrance into the clearing, which is approximately 30 feet in diameter. From above, they form a potent magic circle that holds a class IV demon, Kvetch, who was trapped here by an elven wizard in days of yore. Kvetch usually keeps himself invisible, but can be called by name. If so called, he appears and might be tricked into answering a question – the elven wizard used the demon as such a resource.

Of course, if the threads are cut ... Kvetch is free.

Class IV Demon, Large Outsider: HD 13; AC 18 [+3]; ATK +1 *vorpal longsword* (3d6) and +1 *flaming whip* (1d8 + 1d6 fire + constrict); MV 20 (F40); SV 10; AL CE; XP 6500; Special—MR 65%, immune (electricity, fire, poison), flame aura (6d6 fire), explode when dead (10d6), summon demon 1/day (80%); SP—Cause fear, comprehend languages, darkness II, detect invisibility, detect magic, dispel magic, ego whip •, mental barrier •, mind blank •, mind thrust •, psionic blast •, pyrotechnics, read magic, suggestion, symbol (fear, discord), telekinesis (600 lb.), teleport without error, thought shield •

#### 4519. Meadow of Clover | Monster

This hex holds a meadow 3 miles long and 1 mile wide. The surrounding trees have leaves flecked with gold, and in the middle of the clover-strewn meadow there is a silver pool. Three unicorns can be seen grazing on the tender grass and clover, and drinking from the pool. They are actually elven were-unicorns, and they permit nobody of Neutral or Chaotic alignment on their meadow, save for elves and druids.

Genteel guests that kneel and pay obeisance to the unicorns are warmly welcomed. One of their number changes into their elven form, appearing as a lord or lady in silks and satins, a silver dagger at their girdle. They clap their hands, and a tower arises from the pool, the same silvery sheen on its smooth stones and a door of golden wood. Here, the visitors are feted and entertained with illusions and conversation, and given up to three days to rest and recuperate before they are sent on their way, each carrying a silver token. The tokens can *neutralize poison* if dropped into a liquid. After neutralizing a poison, the token dissolves into the liquid.

Were-unicorn, Medium Monster: HD 5+1; AC 18 [S]; ATK 2 kicks (1d6) and horn (1d6); MV 40 or 60; SV 14; AL CN; XP 500; SA—Curse of lycanthropy, immune (charm and poison), 90% resist sleep, immune (ghoul paralysis), surprise (3 in 6), surprised (1 in 6), unicorn spells

#### 4524. Surprise Filling | Monster

On a well-worn trail between the head waters of the Zmaki River and Narli River a dun pudding lies in wait, ready to pounce on any travelers who pass by. It has occupied an old, hollow log in a clearing that has hosted many campfires.

Dun Pudding, Huge Ooze: HD 8; AC 14; ATK touch (3d6 acid + engulf); MV 20; SV 13; AL N; XP 3000; SA—Immune (acid, cold, poison), resist (weapons), dissolve organics

#### 4525. Fatal Fountain | Monster

The ancient elves had a waystation in this hex. All that remains of it is an uneven pavement, strewn with clover and thistles, and a tall stone that caps an underground spring. Old, tarnished brass fittings permit a flow of water into gutters on the pavement and then down a small hill to water the surrounding woods. The muddy ground on the south side of the hill is thick with tall grasses that hide six virginal creepers.

Virginal Creeper, Large Plant: HD 4; AC 13; ATK 1d6 spines (1d3 + poison\*); MV 0; SV 15; AL N; XP 400; SA—Sense movement

#### 4609. Badger Bothering | Monster

A pack of 24 goblins are hunting badgers, using giant rats as their hunting animals. The rats are held in leather harnesses and loosed when a badger den is found, nipping at the monster until it emerges and can be fired on by the bows of the goblins.



The goblins have greenish skin streaked with almond. They wear pale leather armor studded with steel and carry hand axes and short bows, with 10 arrows in their quivers. The goblins have already killed one giant badger, and now carry its skin rolled up and tied to the back of their leader.

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

#### 4621. Hidden Fortress | Wonder

The frame of a large geodesic dome rises above the hills here, sunlight glinting on the silvery metal. Within the space of the dome the ground is flat and covered with silvery flowers. When people enter the dome, the spaces in the frame begin to fill up with a plastic substance that bends but does not break. This strange substance cannot be dispelled or cut.

When the dome's surface is complete, strange people with child-like faces and large, sapphire eyes rise up from the ground like ghosts. They are solid and material once they fully emerge from below the ground. The strange people are uniformly attractive, and have an eerie grace and calm upon them.

The people are actually ophidians, who have eldritch machineries beneath the ground that allow them to control the solidity of their substance. There are 100 of them in all. About 20 feet beneath the ground is their lair, which consists of many winding tunnels that converge on a great hall. The hall holds their strange machinery. Along the tunnels are the apartments of the snake people, who dislike one another almost as much as they dislike non-ophidians. They work together solely to capture people to torment and bleed, using the blood to make dainty sausages and a heady liqueur.

Treasure: 6,400 cp, *staff of size alteration*, *scroll of blur*

Lesser Ophidian, Medium Monster: HD 3; AC 15; ATK scimitar (1d8); MV 30; SV 15; AL LE; XP 300; SA—None.

Greater Ophidian, Medium Monster: HD 7; AC 16; ATK bite (1d3 + special), scimitar (1d8); MV 30; SV 13; AL LE; XP 2100; SA—Magic (M5), telepathy 300', immune (poison), MR 25%; SP—Confusion •••, intellect fortress •••, mind blank •, mind thrust •••, tower iron will •.

#### 4625. Beware the Shrews | Monster

Three giant venomous shrews have a burrow in this hex. The burrow extends beneath a massive breastplate that is sized to fit a storm giant. The giant's skeleton is buried beneath the ground here, and the broken remnants of his sword are to be found about 20 feet to the east hidden by ferns.

Giant Venomous Shrew, Medium Animal: HD 1; AC 16; ATK 2 bites (1d6 + poison IV); MV 60; SV 16; AL N; XP 500; SA—None.

#### 4628. Repentance Can Be Dangerous | Wonder

A parade of penitent halflings is walking around a field, clockwise, playing music on long flutes, tossing flowers into the air, burning savory incense and praying for deliverance from the evils of the world. A number of simple tents have been set up in the middle of the field.

The pilgrims are soon confronted by 20 Mootling warriors on ponies. These warriors demand that the pilgrims return to their homes in the nearby settlements. Some of the Mootlings are young and seem unsure of themselves and their mission, and have the air of bullies. Their leader, Kratch, wears an eye patch (a recent injury from the civil war). He has long, auburn hair and dark russet eyes. He is the biggest bully in the bunch.

Halfling, Small Humanoid: HD ½; AC 16 (chainmail, buckler); ATK 1 short sword (1d6) or sling (1d4); MV 20; SV 17 (13 vs. magic and poison); AL LG; XP 25; SA—Halfling traits

Kratch, Halfling Fighter: LVL 5; HP 30; AC 18 (platemail, buckler); ATK short sword +5 (1d6); MV 30; SV 15; S11 I10 W14 D12 Cn10 Ch7; AL N; XP 500; Special—Riding, leadership, dominate, halfling traits

#### 4632. The White Palace | Wonder

Near the banks of the river, amid the emerald trees and pale green rushes, there stands a ruined palace. Though its walls are scarred and its towers crumbled, the place still possesses a tranquil beauty. Within the ancient gates there is a broad courtyard of white stones and a bubbling pool. The pool is fed by an underground spring, and is visited in the evening by five white deer of exceptional loveliness. The deer are timid, and quickly bolt away from any sound or the sight of people.

The deer are the former royal family of this palace, cursed by the spirit of the river in ancient days to live out their long lives (they were elves before their transformation) as deer. Beneath the pool, through a narrow cleft in the stone, there is a passage to a dry cave where the palace's ancient treasure awaits.

Should any be willing to pass up this treasure and dump it in the underground stream to be carried away to the depths, the royal family is restored to their elven forms. The king and queen will be quite old, their children slightly younger, and all of them in an enfeebled state.

Treasure: 5,100 sp, 12,700 gp, *ring of protection +4*

#### 4713. Tower of Vrando | Stronghold

Vrando the high wizard dwells in the woods here, within what appears to be the remains of a massive rocket like a Soviet N1. The rocket is 345 feet tall and rusted, but intact. The only entrance is 300 feet above the ground. Sharp eyes may see that a pair of cranes has made a nest on the dented nosecone.

The wizard is a solitary sort, with no apprentices or servants. He lives in a small cluster of rooms with metal floors, ceilings and walls that he has painted in garden scenes. His furniture is eclectic, coming from all over the world (and from other worlds), and he has a fine collection of abstract statuary with whom he often converses. He has long mourned the loss of his most treasured companions, who died fighting a great evil a century ago. He is the only survivor, and has found that he apparently cannot die, despite his best efforts.

Vrando is tall and thin, with cloudy hazel eyes hidden behind shaded lenses. He appears to be middle aged, with thin, graying hair and a few wrinkles around his eyes. His chin is long, his nose narrow and pointed, and his teeth in disarray. He has an amiable personality towards visitors if they seem kind and gentle, but can launch into a passion when challenged. He is happy to entertain visitors for an afternoon of tea, cookies and chatter, but only an afternoon ... unless the visitors are on a quest against evil. He will still seem distant and uninterested, and aggravated by visits, but he will aid them on their quest and take a secret interest in them.

Treasure: 8,300 sp, 10,000 gp

Vrando, Human Magic-User: LVL 9; HP 15; AC 9; ATK staff +4 (1d4+1); MV 30; SV 12; S15 I13 W10 D8 Cn8 Ch11; AL N; XP 900; Special—Alchemy, lore, spells per day (6/4/3/2/1), create scrolls, arcane knowledge (alchemist's fire, algebra and geometry, algebra and geometry, glue); Gear—*Ring of fire resistance*, *bead of force*

Spellbook: 1—Cause Fear, Comprehend Languages, Disrupt Undead, Grease, Magic Missile, Mending, Read Magic, Reduce Person; 2—Charisma, ESP, Obscure Object, Summon Swarm; 3—Clairsentience, Mental Barrier, Summon Monster III; 4—Bestow Curse\*, Hallucinatory Terrain, Stone Shape; 5—Seeming

#### 4727. Eavesdropping Isn't Nice | Wonder

A ruined castle of the ancient elves lies rotting in this hex, its stones bleached white in the sun, its dungeons flooded by groundwater, its gardens now overgrown. Within those damp and often flooded dungeons there is a vault lined with lead, and within that vault lie the remains of the lady of the castle. The corpse has a string of pearls around her neck and a silver earhorn in her lap with runes on it. Her auburn hair still hangs in curls down to her shoulders, and her heavily brocaded clothes are still lovely and well-preserved.

The *silver earhorn* allows those who press it to their ears to hear the thoughts of others (per *E.S.P.*). User soon also hear the whispers of imps in the voices of those they would spy upon, uttering threats, hatreds, jealousies and the like. It was fear and paranoia that caused the woman, an elven fighter, to lock herself in her vault.

#### 4741. Mother SIRRUSH | Monster

A sirrush is making a nest on a promontory of white stone surrounded by salt cedars. The beast is preparing to lay a single egg which it protects fiercely. If hard pressed, it begins calling loudly for assistance from its mate, which arrives in 1d6 minutes. If the egg is destroyed, the beasts go to the ends of the earth to punish the murderers.

Sirrush, Large Dragon: HD 10; AC 25 [+1]; ATK 4 claws (1d8) and bite (2d8); MV 50; SV 12; AL N; XP 3000; SA—MR 35%, blindsight 300 ft., regenerate, resist (acid, cold, electricity, fire, sonic), cone of sonic energy (60 ft., stun 1d4 rd)

#### 4809. Mirineth | Village

##### DEMOGRAPHICS

Urban Population 80

Rural Population 590

Army 40 wood elves

Produce Game meat, furs, pelts, bows, arrows

Alignment Neutral

Mirineth is a wood elf fortress glamoured to appear as a craggy hill topped by a plume of blue pines and surrounded on one side by a rapid creek and on the other by a bramble thicket. The fortress houses 40 warriors and about as many non-combatants under the command of Princess Othiana. The fortress is surrounded by about 590 wood elves, mostly hunters, dwelling in small bands. Most of them make their homes in the treetops in homes woven from branches, while others build similar structures on ground level.

The elves of Mirineth are expert bowyers and fletchers. Most dress in russets and grays, and Othiana wears a crown of gold leaves and *cloak of elvenkind* edged in sable. They protect their fortress with sentries in the treetops and trained ravens who communicate with the tribe's druid, Uthal. The elves keep fifteen cusith which they use as hunting dogs and guardians.

Treasure: 2 gems

Wood Elf, Medium Humanoid: HD 1+1; AC 14 (studded leather, buckler); ATK longsword (1d8) or longbow (1d8); MV 30; SV 16; AL CG; XP 100; SA—Elf traits

Uthal, Wood Elf Druid: LVL 2; HP 10; AC 13 (leather, buckler); ATK staff +3 (1d4+2); MV 30; SV 15; S16 I12 W18 D10 Cn10 Ch17; AL N; XP 200; Special—Healing, lore, free movement, identify nature, spells per day (4), elf traits; Gear—*Potion of charm dragons*

Othiana, Wood Elf Fighter/Magic-User: LVL 3/3; HP 11; AC 11; ATK longsword +3 (1d8); MV 30; SV 14; S9 I13 W11 D13 Cn9 Ch11; AL CG; XP 300; Special—Alchemy, lore, spells per day (4/1), create scrolls, arcane knowledge (alchemist's fire), leadership, dominate, elf traits

Spellbook: 1—Chill Touch, Energy Missile, Magic Aura, Message, Read Magic; 2—Darkvision

#### 4811. Badger Hole | Monster

A giant badger mother and her three young dwell in this hex in a deep burrow. The burrow's entrance is partly obscured by an ancient menhir that fell over when the ground shifted. The menhir is covered by moss and bears runes that point to the location of a massive standing stone that once governed the flow of magic throughout the region.

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

#### 4815. Holy Symbol Shop | Wonder

Gravitz the gnome dwells here with his three daughters. They are woodcarvers that specialize in holy symbols, especially for druids, but also goodly clerics. They live beneath an expansive chestnut tree on a low ridge overlooking a sparkling stream. He warns those venturing into the Western Wood that they will want his holy symbols before long!

#### 4820. Tarmana | Village

##### DEMOGRAPHICS

Urban Population 90

Rural Population 749

Army 10 half-elves

Produce Horses, sheep, foodstuffs

Alignment Neutral

Tarmana is a trading post and small village started by an adventurous half-elf from Mabb called Alis. Alis still dwells in the village, which he began to trade with the halflings and dwarves that live beyond the hills. The villagers mostly herd horses – a breed crossed with the hardy steppe ponies – and sheep, and raise grains and vegetables along the river banks.

Treasure: 8,300 cp, 2,800 sp, 4 gems

Swordsman, Medium Humanoid: HD 1; AC 13 (leather, buckler); ATK longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—Half-elf traits

Alis, Half-Elf Venturer: LVL 5; HP 11; AC 12 (leather); ATK short sword +4 (1d6+2) or +2 hand crossbow +4 (1d4+2); MV 30; SV 15, 14 vs. traps; S17 I9 W12 D10 Cn7 Ch16; AL N; XP 500; Special—Trickery, appraisal, haggling, contacts, pidgin, smuggler, half-elf traits

#### 4832. Imprudent Love | Stronghold

Vogg is a Runa warrior who served as a mercenary and adventurer in the lands that border the Golden Steppe. On his fiftieth birthday, sickened by the killing and pained by a rugged life, he retired to the banks of the River Og, near enough the

halfling kingdom to enjoy its benefits. He constructed a fine stronghold in the style of the Hyrcanians, gathered about him the herdsmen of the steppe, and set to breeding a truly superior breed of warhorse.

Life has been pleasant for the old warrior, exchanging gifts with the halflings and elves beyond the river and maintaining peace through gift exchanges with the Runa tribesmen. He employs 200 herdsmen, all Runa, and 60 warriors who were once members of his mercenary band. His comrade Fardi, whom he met while in service to the Hyrcanian emperor, commands his men and his castle in his stead.

All would be well if Vogg had never met Zalar, the beautiful wife of his old friend Kybok. Kybok is a psion who has ventured to his friend's isolated stronghold to finish his researches into the deeper portions of the Astral Plane. Kybok spends hours on end in isolation in one of Vogg's towers, and when not meditating and probing, he sleeps long and sound. While Kybok studies, Vogg and Zalar ride, dine and talk, and this had led to more than a simple attraction.

What will happen when Kybok's psychic eye turns from the Astral Plane to the Material, when he discovers the indiscretions of his friend and his wife? Hopefully, it will be something that will give adventurers something to do.

Vogg is a man of 56 years, with golden-green eyes and a pleasantly weathered face. His hair is white, and it stands out against his dusky red skin. He is a moralistic, solemn man who despises drama and shows of emotion. Only loneliness and the sparkling wit of Zalar could drive him to betray his old friend.

Fardi, Human Fighter: LVL 5; HP 20; AC 19 (platemail, shield); ATK longsword +6 (1d8+1); MV 30; SV 15; S13 I13 W11 D9 Cn9 Ch10; AL N; XP 500; Special—Riding, leadership, dominate; Gear—None

Vogg, Human Fighter: LVL 9; HP 43; AC 21 (plate armor, +1 buckler); ATK 1+ longsword +9 (1d8+1); MV 30; SV 13; S15 I10 W7 D13 Cn9 Ch10; AL N; XP 900; Special—Riding, leadership, dominate; Gear—Rod of flailing

Kybok, Human Psychic: LVL 10; HP 74; AC 10; ATK +3 dagger +8 (1d4+2); MV 30; SV 11, 10 vs. traps, 9 vs. mental powers and magic; S6 I14 W12 D12 Cn13 (20) Ch14; AL CN; XP 1000; Special—Surprised (1 in 8), power activation (minor 90%, intermediate 61%, major 32%); Gear—Potion of water breathing, scroll of protection from magic, rod of withering, amulet of health 20

Powers: Minor—cloud minds, ego whip, E.S.P., intellect fortress, matter agitation, psionic blast; Intermediate—dominate, plane shift, temporal acceleration; Major—matter manipulation

#### 4837. Lamyr the Infernal | Stronghold

The diablo\* Lamyr maintains a subterranean fortress in this hex. The fortress is topped by a dome of smoky-looking glass.

The dome is quite solid, and proof against any weapons and most spells one could throw at it. The material is 1 foot thick, but can be made ethereal at Lamyr's will. Anyone leaning against the dome or standing atop it falls through it, down a 30-foot deep pit where they can be seized by the diablo's guards, five evil warriors, and transferred to Lamyr's dungeons for torture by Alana, his anti-cleric.

The fortress was once the dungeons of a locathah castle destroyed in the raising of the sea floor by the ancient elves. The upper castle long ago crumbled into dust, but the dungeons and cellars were left intact. They were discovered by Lamyr long ago. Through unknown means, he created the dome to cover the entrance and then set up operations here. The wickeder of the Runa clans trade treasure and secrets to him in return for magical aid from him, his patrons in the underworld, and his imp, Pitch.

Lamyr is a short, rotund man with a double chin barely covered by his pointed beard. He has skin of burnt umber and beady hazel eyes. He looks to be middle aged, though his true age is unknown even to him. Lamyr is a braggart who is easily cowed by superior force, though he never forgets a slight.

Treasure: 3,200 cp, 1,000 sp, 4,000 gp

Human Fighters: LVL 1; AC 15 (scale, buckler); ATK spear +1 (1d8); MV 30; SV 17; AL LE; XP 100; Special—Riding, leadership, dominate

Alana, Human Anti-Cleric: LVL 3; HP 13; AC 18 (chainmail, shield); ATK Footman's mace +0 (1d6-1); MV 30; SV 15; S6 I10 W12 D13 Cn11 Ch14; AL LE; XP 300; Special—Conversion, healing, rebuke undead, spells per day (3/1); Gear—Unholy symbol

Pitch the Imp, Tiny Outsider: HD 3; AC 20 [S]; ATK Sting (1d4 + poison II); MV 20 (F50); SV 15; AL LE; XP 900; SA—Immune (fire, poison); SP—Commune with greater devil (1/week), detect good, detect magic, invisibility (self), suggestion •

Lamyr, Human Diablo: LVL 9; HP 32; AC 14 (studded leather); ATK Rapier +6 (1d6+2); MV 30; SV 14, 12 vs. poison and illusions; S13 I16 W13 D14 Cn13 Ch18; AL LE; XP 900; Special—Appraise value, disguise, hear noise, hide in shadows, move silently, pick pockets, surprised (1 in 6), detect good creatures, ignore detect lies 50% of the time, backstab +2d6, diablo spells (2/2/1/1); Gear—*Potion of poison, rod of absorption*

#### 4904. The Hanged Man | Wonder

Entering a clearing, the adventurers are confronted with the sight of a man, round and ruddy, hanging from the bough of a tree by a golden thread. The thread is tied around the man's left foot, and his head is suspended about four feet above the forest floor, a ring of toadstools beneath him.

The man's lips are twisted in pain, a lock of his curly, golden hair plastered against his sweating face. He does not struggle; his arms merely hang limp beside his head.

If the man is released from the noose, his body disintegrates into a shower of golden sparkles. The sparkles alight on the ground beneath him and form a golden pool ringed by the aforementioned toadstools. The pool of gold drains quickly away, leaving behind only a single gold coin.

If this coin is swallowed, the swallower gains mystic insight in the form of 9 levels-worth of divination spells from the magic-user and druid spell lists. The swallower does not immediately know that he or she has this gift; the spells are activated by will alone, and thus one of the spells might function due to a thought or a spoken wish.

#### 4907. Mating Ritual | Monster

Four wyverns are wheeling around a giant draziel tree, executing aerobatic maneuvers in intricate patterns while crying out in a particularly shrill whistle. A single female wyvern nests in the boughs of the tree, waiting for the others to finish their ritual "dance" and finally fight it out for the right to mate. The other boughs of the trees have attracted an audience of fey creatures, gremlins and others. The audience is well hidden, for they know that should any of the male wyverns catch them (or anyone else) and throw them to the female, they will instantly win her affections.

Treasure: 2,600 cp, 1,000 sp

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

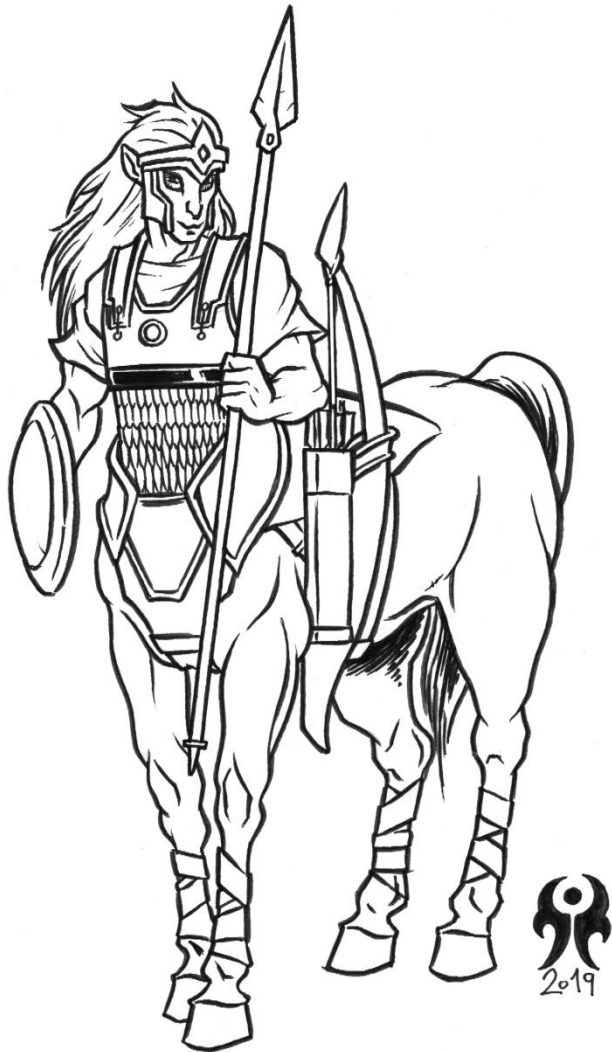
#### 4914. Nailed | Wonder

A devil has found herself nailed to a tree in this hex. A sanctified iron spike has been driven through the succubus tail, securing the monster fast to the tree. While so secured, she cannot use her spells or special abilities, though she can attack with her natural weapons. The succubus will do her best to secure her release with words, if not deeds.

Succubus, Medium Outsider: HD 6; AC 11 [+1]; ATK 2 claws (1d3); MV 30 (F50); SV 14; AL CE; XP 1800; SA—MR 70%, immune (electricity, poison), drain energy, summon demon; SP—Charm person, clair-sentience, confusion ••, darkness, change self, ESP, ethereal jaunt, suggestion, teleport without error, thought shield ••, tongues (always).

#### 4939. Hunting Centaurs | Monster

Nine centaurs tracking a mammoth herd [5439]. They are hunters, interested in meat and ivory, and do not care for assistance or company in their endeavor. The leader of the band, Utho, carries a small pearl and a *potion of polymorph self*.



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

### 5002. Heavy Metal | Monster

A giant sow and her two piglets are feeding on a dead body. The body is partially obscured by leaves and mould. If examined, the body appears to have bones made of silver and hair made of spun gold. Eating the man's flesh, which is coppery, has caused the swine to begin transforming into living metal.

Metallic Swine, Medium Monster: HD 3; AC 20; ATK gore (1d8+1); MV 40; SV 15; AL N; XP 300; SA—None

### 5009. On the Prowl | Monster

A pack of four werewolves from the Red Woods is hunting for wood elves. They will keep one to eat and use the others to pay tribute to the vampires who rule the Red Wood. They need five elves (or other sentient creatures) at a minimum, and have already captured two, which they have secreted in a

shady hollow, tied to a tree. The two elves, a young man and an elderly woman, hail from Mirineth [4809].

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

### 5017. Spider House | Wonder

Several strands of thick webbing lead from the base of one gnarled old oak tree into the branches of another, larger tree. Woven into the branches of the tree is a road house of sorts patronized by arachnids, from giant spiders to araneas to entercaps and everything in between. The road house is composed of numerous chambers with bits of furniture woven into them, sometimes at odd angles. Planks of wood form a sort of flooring in the road house, allowing non arachnids to move about without sticking to the floor. Bitter wine and sparkling ale is served in the road house by giant spiders, and various foodstuffs most acceptable to arachnids are also provided. Non-arachnid patrons who make a nuisance of themselves may well wind up on the menu.

### 5020. Child in Distress | Wonder

A forest giant maid called Yarba begs for help on the banks of the river. Her son, Dob, is stuck in the midst of a swollen river on a rock and she cannot reach him. Yarba's friendship could be a powerful aid to adventurers in the region, as she is on good relations with the elven ruler of Mirineth [4809].

The child is stranded about 40 yards away from the eastern bank and 100 yards away from the western bank. The water is moving at a fast clip here, and could easily sweep a person downstream (roll 4d6 under Strength to fight the current).

Forest Giant, Large Giant: HD 9; AC 20; ATK Scimitar (2d6) or longbow (2d8); MV 30; SV 12; AL N; XP 900; SA—MR 5%, magic (D1), abilities of 3rd level rangers

### 5023. Druid's Grave | Monster

Seven brownies have gathered here to say goodbye to a dear friend, an elderly elven druid who ruled over these lands for two centuries, protecting humans, fey and animals. The druid, Varnas, was laid to rest beneath a stone slab carved with druidic glyphs and runes amid a veritable sea of daisies. A small path winds labyrinth-like through the daisies to the grave. The brownies are to be found sitting on the slab drinking fragrant tea and singing loud songs in the druid's honor.

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



### 5028. Giant Caviar | Monster

A pair of hill giants is fishing in the river here for giant sturgeon. The animals are dangerous, but well worth the danger. The hill giants are looking for females so they can collect their eggs, which are highly favored in Azsor and by the giants that dwell in the mountains beyond. They are standing on the bank of the Og, long poles dipped into the water, wicker baskets next to them, one holding their lunch and the others holding several pounds of the eggs under wet cloth. They are in a pleasant mood, and not inclined to fight with little people as their current endeavor is quite lucrative.

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

### 5032. Shedding Snake | Monster

A giant viper is shedding its skin in this hex, scratching against a rocky outcropping to make it easier. The serpent is blissfully unaware of what is happening around it.

Giant Viper, Large Animal: HD 6; AC 15; ATK Bite (1d6 + Poison IV); MV 20 (C20, S20); SV 14; AL N; XP 3000; SA—None.

### 5129. Palace of the River Princess | Stronghold

A court of thirty nixies lives on the bottom of the river in this hex. The nixies have a fine palace of pearlescent stone, with windows barred in bronze and a front gate formed from a giant clamshell inlaid with gold. Half of the nixies are brave warriors armed with shellycoat armor and military forks, and the others are ladies-in-waiting who attend their princess, a river nymph called Luska with golden-green hair and eyes like cloudy sapphires. She dresses in cloth-of-silver.

Within the palace the nixies laugh and play, feasting on delicacies of the river on silver plates and drinking watery wine from bottles salvaged from wrecked barges. At times, they are joined by humans, halflings and elves lured into the water by the pretty nixie maidens. They are served by seven lowly telchines, weighed down with heavy bronze balls on chains. The nixies torment them endlessly, although not to the point of pain on the orders of their princess.

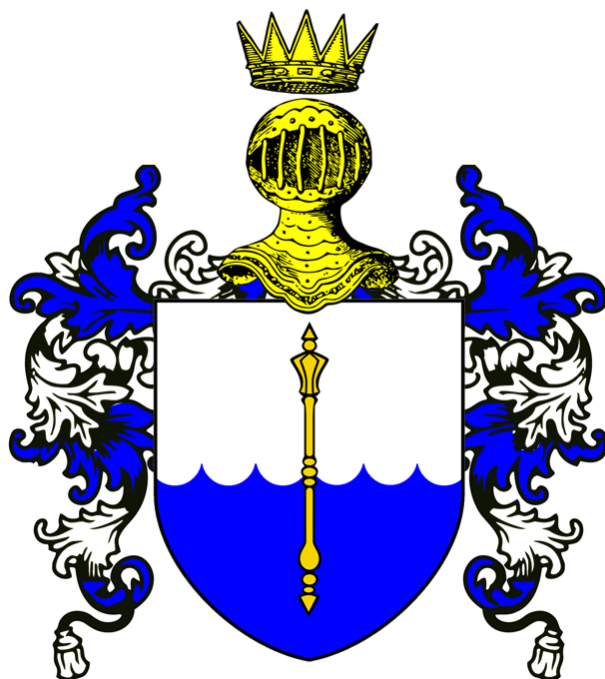
A great mirror in the tallest tower of the castle is sometimes unveiled. Catching the sunlight, it turns it into a tunnel of light that allows surface people to travel to the castle. Once there, they are kissed by the nixies, giving them the ability to breathe water for as long as they remain friends of the frolicking fey.

For some time now, Luska has carried on a torrid affair with Radogan, the Elf King of the Western Wood. His wife suspects, and has employed animal spies to discover the truth.

Treasure: 3,600 sp, 2 gems

Nixie, Small Fey: HD 1; AC 13; ATK Dagger (1d4); MV 20 (S30); SV 16; AL N; XP 100; SA—MR 25%; SP—*Charm person* (-10 to save in 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 glance; SP—*Dimension door* •



### 5130. Varkolak's Cave | Monster

A varkolak has lured two unfortunate halfling traders near the mouth of his cave, which overlooks the river here. The cave is obscured by tall cedars, and is 80 feet above the river. A narrow trail leads up to the cave.

Treasure: None

Varkolak, Large Undead: HD 8; AC 17; ATK Bite (1d10 + energy damage); MV 40; SV 13; AL CE; XP 2400; SA—Change shape; SP—Darkness II •, E.S.P. •••

### 5142. Blue Portal | Wonder

Two jagged stones jut up from the steppe grasses in this hex on the apex of a low hill. The stones are triangular in shape and form a "V" between them. The air between the stones is frigid and a magical field can be detected there. Speaking the words "open sesame" in Elven causes the air between the stones to vibrate, spark and then blossom into a magical portal of blue light. The portal leads into an alternate NOD where the ancient elves never lost their power and control a world-spanning slave empire under attack by strange creatures from other dimensions.

### 5209. Elves on the Hunt | Monster

A hunting party of 18 wood elves is riding through this hex. They are garbed in grey velvet, capes of russet and pointed caps adorned with pheasant feathers. The elves are mounted on palfreys in sable raiment. They carry longbows and long-swords, and are accompanied by two especially large horses guided by servant sprites. These horses they carry a pavilion and fixings for an afternoon repast; fairy fruits, white wine, partridges in aspic, a casserole of oysters and watercress and feather-light wafers anointed with honey. The elves have been hunting since morning, and have taken two large bucks and numerous birds, including a brace of partridges.

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

Wood Elf, Medium Humanoid: HD 1+1; AC 14 (studded leather, buckler); ATK longsword (1d8) or longbow (1d8); MV 30; SV 16; AL CG; XP 100; SA—MR Elf traits

### 5211. Woodland Whetstone | Monster

Two unicorns with resplendent silver manes are sharpening their horns on an ancient menhir, weathered by the centuries and speckled with moss. Fly agaric mushrooms grow around the base of the menhir, and these mushrooms attract a covey of grig each night who fiddle and dance.

Grig, Tiny Fey: HD 1/2; AC 18; ATK Sword (1d4) or bow (1d4); MV 20 (F40); SV 17; AL N; XP 50; SA—MR 30%, magic fiddle; SP—Change self •••, entangle •••, invisibility (self only) •••, pyrotechnics •••, ventriloquism •••

Unicorn, Large Monster: HD 4; AC 18; ATK 2 kicks (1d6), horn (1d12); MV 60; SV 15, 12 vs. magic; AL CG; XP 400; SA—Surprised (1 in 6), immune (poison, charm); SP—Detect evil (120'), neutralize poison •, dimension door (self and rider) •

### 5215. The Face in the Pool | Wonder

The ghost of Amandine, child bride of the ancient elf king Mafolo, haunts a silvery pool in this hex. Mafolo murdered the girl and dumped her body into the pool in a fit of rage. This was only the beginning of his madness; he would be completely mad by the time the elven Crown Stone was destroyed in the elven war against the dwarves. This led to the collapse of all the elf kingdoms in the world, including Mafolo's. His end at the hands of his former victims was not a pleasant one.

Amandine appears as a shimmering face in the pool, hovering just below the surface of the water. She appears as an 18-year old girl, but as an elf was actually 180 years old. She had honey-blond hair that seems to float loose in the water, and skin of a deep russet shade that shows off her silver eyes to wondrous effect. To look into those eyes is to fall under the girl's

spell. Those who succumb to this effect (save vs. magic) love her deeply for the rest of their lives, but cannot have her. They are struck miserable, and also want to avenge her on Mafolo's heirs. The glade she haunts is somber; even the animals, who are colored in shades of grey, mourn Amandine.

### 5223. Dark Lady | Monster

A mysterious, woman in black rides through this hex at night, mounted on a black charger and accompanied not only by a pack of seven wolves and six worgs, but also by a long procession of halfling children who walk as though bewitched. She is luring children from their farms and down into the earth, where they can serve the drow as slaves. This hex contains one of the drow tunnels that lead to their wicked kingdom.

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

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

Drow, Medium Humanoid: HD 2; AC 17 (chainmail, shield); ATK Longsword (1d8); MV 30; SV 16; AL CE; XP 200; SA—MR 50%, light sensitivity; SP—Dancing lights •, darkness •, faerie fire •

### 5232. Dying Shedu | Monster

A greater shedu has alighted in this hex, obscured by a copse of thorn trees. Mortally wounded, the creature has a *sword of wounding* lodged in its side, between its ribs. The weapon was deposited there by the anti-paladin Horace, who has since moved on to new misdeeds.

Greater Shedu, Large Monster: HD 14; AC 18 [+1]; ATK 2 kicks (3d6); MV 40 (F80); SV 10; AL LG; XP 7000; SA—MR 45%, magic (C5); SP—Astral projection (self), confusion •, ego whip •, ethereal jaunt, intellect fortress •, mental barrier •, mind blank •, mind thrust •, psionic blast •, psychic crush •, thought shield •, tower of iron will •

### 5236. Primal Horror | Monster

This hex has undulating hills that drive travelers towards the center of the hex, where a primal horror dwells in a sandy pit. The creature resembles an opium fiend's worst nightmare; a vibrant swirl of colors that lash out like tentacles randomly and incessantly, marking people with boiling wounds which erupt in acrid, poisonous fumes. These fumes surround victims in a pestilent fog (per *stinking cloud*) until they receive a *remove curse* spell from a Lawful cleric. Even then, they remain scarred (permanently lose one point of Charisma).

Within the sandy pit of the primal horror are the bodies of seven mighty heroes, frozen in time. The heroes are the warrior Marvo, the paladin Galvin, the ranger Kord, the clerics Amary and Lara and the magic-users Kimbra and Senis. Give these heroes whatever stats seem appropriate for your campaign.

They should be an aid in helping the halflings, but should not overshadow the player characters.

Primal Horror, Huge Aberration: HD 12; AC 21 [S]; ATK 6 tentacles (2d8 + boils); MV 20; SV 11; AL CE; XP 2400; SA—MR 25%, incorporeal, touch causes boils (save vs. poison) which emit *stinking cloud*

### 5239. Saiga Antelopes | Monster

A herd of 21 female saiga antelopes and their male are grazing here. The herd is easily frightened, having been bushwhacked by a party of centaur hunters a few days ago. They have discovered a field of clover and are relishing it.

Saiga Antelope, Small Animal: HD 1; AC 12; ATK Kick (1d3) and gore (1d4); MV 50; SV 16; AL N; XP 50; SA—None.

### 5302. Drunken Bear | Monster

A cave bear in this hex is getting drunk on fermented crab apples that litter a narrow path in the woods. She is swaying gently from side to side, and is in a peaceful mood if she is left undisturbed. After an hour, she toddles off into the woods and leaves the path clear.

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

### 5308. Porcupines | Monster

Three giant porcupines are munching on large gourds that have pink innards and speckled brown and tan seeds. The rinds are colored a deep orange. The flesh of the gourds is making the porcupines agitated, and therefore dangerous.

Giant Porcupine, Small Animal: HD 1; AC 14; ATK 1d6 quills (1), bite (1d3 + 1d4 quills); MV 30; SV 16; AL N; XP 100; SA—None

### 5314. The Châtelaine Rouge | Monster

A castle of copper, which beams like burnished flame in the setting sun, dominates the highest hill of this hex. Oaks surround the base of this hill, from which a stream of cold water flows into a gully. The castle is kept by the Chatelaine Rouge, an elf woman of advanced age and stunning beauty. Those who call on her are admitted by warriors in bronze mail and carrying pole axes. They are led through a hall strewn with crimson petals, the walls hung with rippling flames that seem to depict writhing serpents and dancing elves. The court of the Châtelaine is no less grand, tiled with copper, with walls of red marble and a throne of gold on which sits her majesty.

The Châtelaine entertains her visitors with spiced wine and cuts of roasted deer on brass sticks. She questions them as to their comings and goings, their greatest adventures and their sweetest loves, and then, upon receiving a tribute worth at least 500 gp, sends them on their way down the blue highway.

Those who do not properly honor her are cast into her dungeon for a month before they are sent on in nothing but tattered rags to better learn humility.

The blue highway extends from the back of the castle and heads north to [5009]. It is composed of crushed blue stone that seems to flow through the woodland like a river.

Guards, Medium Humanoid: HD 1; AC 19 (platemail, shield); ATK halberd (2d4); MV 30; SV 16; AL N; XP 50; SA—None

Châtelaine Rouge, Human Sorcerer: LVL 11; HP 46; AC 9; ATK dagger +4 (1d4); MV 30; SV 11; S9 I13 W5 D8 Cn17 Ch14; AL CN; XP 1100; Special—Alchemy, brew potion, sense magic, spells per day (6/5/4/3/2), spells known (6/6/6/6/4); Gear—*Potion of fly, mirror of mental prowess*

Spells Known: 1—Cause Fear, Detect Magic, Hold Portal, Ill Omen, Precognition, Read Magic; 2—Alter Self, Ego Whip, Hideous Laughter, Scare, Spectral Hand, Stomp; 3—Displacement, Fireball, Hold Undead, Invisibility Sphere, Sepia Snake Sigil, Spectral Force; 4—Charm Monster, Creation I, Ice Storm, Locate Creature, Resilient Sphere, Stone Shape; 5—False Vision, Persistent Illusion, Secret Chest, Telekinesis

### 5318. Lost Kite | Wonder

A wee weeping goddess of the woods wants her kite returned to her. The kite looks like a dragonfly made of silks and satins. It has been seized by a grumpy old treant, who will not give it back until she apologizes for striking him.

Treant, Huge Plant: HD 8; AC 18; ATK 2 slams (2d8); MV 30; SV 13; AL CG; XP 800; SA—Surprised (1 in 6), resist (bludgeoning and piercing weapons), vulnerable (fire).

Little Goddess, Small Outsider: HD 16 (96 hp); AC 20 [+3]; ATK Strike (1d6+2); MV 60; SV 3; AL CN; XP 4800; SA—MR 45%, magic (D4), invisible at will, gaze causes fear

### 5330. Berry Feast | Monster

A mother black bear and her two cubs are eating berries in this hex. While mother rests in the shade, the cubs are on the trail of honey – the honey belonging to a hive of giant bees in a very tall, old pine tree. The bees are very aggressive, as their queen has a nasty disposition caused by a headache. If the headache can be cured, she brightens up and might even excuse an intrusion into her territory.

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

Giant Bee, Medium Vermin: HD 4; AC 14; ATK Sting (1d4 + Poison III); MV 30 (F80); SV 15; AL N; XP 400; SA—None.

### 5341. Oil Shack | Wonder

An old shack constructed in this hex is obscured by tall grass. The shack has, over the years, been pushed slanted by the

wind and by the slow degradation of the pegs that hold it together. Inside the shack, which measures about 10 feet wide and 14 feet long, is a store of twenty metal containers. The containers are cylindrical and measure 6 inches tall and 4 inches in diameter. These containers hold motor oil.

#### 5405. Thistle Gatherers | **Monster**

A gang of ten noroob raiders is collecting thistles in a clearing here. The thistles are ingredients for a soothing tea to help their mates in laying their eggs. The noroob dwell two miles to the south in caves. The caves are situated in the base of a granite ridge that pokes up above the trees, providing a good place for the reptile people to sun themselves.

The village is surrounded by a low wooden palisade. Within are numerous dome-shaped habitations made from mud and dried grasses. The noroob maintain fires within their domes to keep them warm. Outside each dwelling are beaded mats on which the noroob males lay while the women work. The males depart after they are sufficiently warmed to hunt in the surrounding hills and gather firewood.

Treasure: 3,600 cp

Noroob, Large Humanoid: HD 3+2; AC 14; ATK Spear (1d8); MV 20; SV 15; AL LN; XP 150; SA—None.

#### 5410. The Wandering Woman | **Wonder**

A radiantly beautiful elven woman glides through the woods, serene in form and feature. Her eyes are dark with emotion, and her footsteps are slow and measured. The woman's clothes are tattered from time rather than ill-use, and her wanderings are no choice of her own. She has wandered these woods for many years, her every move followed by a white owl that either flies overhead or perches on a branch near the woman. The woman has but one possession, a medium-sized cat's eye gem that is, in fact, the eye of the hag Klathilda.

Klathilda wants her eye back, and as a hostage she holds the soul of the woman's dead husband. The elf's body is animated as a zombie, which ever follows the elf woman seeking the gemstone/eye. Since the body's soul is kept elsewhere, the body cannot be destroyed, but is regenerated each night.

The owl that follows the woman is the spirit of her dead father, killed by the hag when he was yet a fairy king. The hag has the key to his kingdom, an ornate silver door knob, but cannot enter the kingdom to rule it until her body is whole. The door to the kingdom is opened by placing the knob against any tree and turning it counter-clockwise.

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

Kathilda, 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%; SP—Audible glamor, change self, dancing lights, invisibility, pass without trace, tongues, water breathing

#### 5420. The Marionette | **Wonder**

A wood golem shaped like a marionette lopes through the woods here, hunched and wobbly but terribly strong. He drags behind him seven elves, rangers, bound in ropes of hag hair, to the covey of hags that built him. They are ensconced in a deep hollow, blocked from the sun by black elms with shriveled brown leaves that rattle like bones in the wind.

The hags are Galaza, Phorcos and Baroo. They have prepared a great cauldron for their feast of elven flesh. When they have eaten their fill, the remainder will be used to make a flesh golem to be sent to slay the elf king Cerian [5512].

Treasure: 7,600 cp, 3,300 sp, *cubic gate*

Yar, Wood Elf Ranger: LVL 3; HP 1 (30 normally); AC 10; ATK fists +4 (1d3+1); MV 30; SV 16; S13 I8 W13 D9 Cn17 Ch10; AL CG; XP 300; Special—Handle animal, hear noise, move silently, set snares, survival, tracking, surprised (1 in 6), +3 damage vs. Chaotic humanoids and giants; Gear—None

Wood Golem, Small Construct: HD 2 (10 hp); AC 13; ATK slam (1d6); MV 20; SV 16; AL N; XP 100; SA—Vulnerable (fire), -1 initiative

Black Annis, Large Monster: HD 7; AC 20; ATK 2 claws (2d6 + rend), bite (1d10); MV 40; SV 13; AL CE; XP 2100; SA—Immune (illusion); SP—Change self •••, fog cloud •••

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%; SP—Audible glamor, change self, dancing lights, invisibility, pass without trace, tongues, water breathing

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)

#### 5426. Bait | **Wonder**

Beneath a canopy of golden-barked trees, with boughs that shed delicate white petals like a gentle snow, there stands a beautiful pavilion of celadon silks. Within the tent are velvet tuffets and a small, round table of carved mahogany. The table is set with silver cups and a silver samovar decorated with cavorting owls executed in enamels.

Perhaps the pavilion belongs to elves, a party currently hunting in the woods. But no, the tent is really bait used by an old celadon dragon called Esme that perches in the trees above, waiting for the drugged tea to leave his victims disoriented and unsteady. Should one person leave the place alone, it

glides down and slays them, eating as much as it can until others come to threaten it. It is a very patient hunter.

Esme dwells a mile away in a very large redwood tree that is partially hollowed about 100 feet up. The creature is capable of climbing up to this hollow, wherein it keeps its hoard.

Treasure: 13,400 sp, *potion of haste*, *potion of resistance to electricity*, *lens of detection*, +1 scale mail

Celadon Dragon, Medium Dragon: HD 8 (32 hp); AC 17; ATK 2 claws (1d6), bite (1d8); MV 40 (C30, F80); SV 13; AL CE; XP 2400; SA—Immune (sleep), resistance (acid), poison cloud breath (50' diameter, half normal damage + 1d4 Str + 1d4 Dex + 1d4 Con)

#### 5432. Rotter | Wonder

A hermit dwells in a cave burrowed into a rocky promontory. The hermit is a relatively young man who hides his face beneath a hooded cloak and wraps his body entirely in tattered cloth. The man, Kuzar, was a thief who contracted mummy rot while sacking a tomb. Kuzar does not suffer from the symptoms of the disease, but he can pass it on to others, and so he retired to this spot to be alone. He does his best to run off potential visitors, and mostly lives by hunting and gathering.

Treasure: 4,900 cp, *potion of charm animal*

Kuzar, Human Thief: LVL 6; HP 27; AC 13 (leather); ATK short sword +3 (1d6); MV 30; SV 15; S10 I9 W7 D15 Cn10 Ch5; AL N; XP 600; Special—Climb walls, find/remove traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read languages, backstab +2d6, caper, *mummy rot*; Gear—Thieves tools

#### 5436. Lemonade Stand | Wonder

A portly orc stands behind a crude wooden stand in this hex selling lemonade. The orc has a battleaxe within reach, but does not appear to be particularly violent or aggressive. A drink of lemonade costs 1 cp.

The orc is an illusion. It disappears if people disbelieve its existence, leaving disbelievers with a sense of profound sadness (per *crushing despair*) for 1d6 days.

#### 5439. Mammoths | Monster

Five mammoths, three females and two young, are grazing on tall grass in this hex. They were recently spooked by a band of nomads, and are still on high alert.

Mammoth, Huge Animal: HD 12; AC 14; ATK Slam (2d10), 2 stamps (2d8) and gore (2d12); MV 40; SV 11; AL N; XP 1200; SA—Trample.

#### 5502. Bloody Bath | Monster

Three hags are bathing in the blood of a tiefling called Imak. Imak is impaled on a stone slab, with spikes through his

shoulders, and he has but minutes left to live. The hags are nude and horrifying, but as they bathe they slowly become young and beautiful. When the blood runs off their forms, it turns into various forms of vermin, which scurry into the woods. The illusion of youth lasts for one month, and the hags take on the powers of nymphs while they look young.

Imak, Medium Humanoid: HD 4; AC 13 (leather, buckler); ATK Spear (1d8); MV 40; SV 15, 13 vs. electricity, fire and poison; AL NE; XP 400; SA—Resistance (cold); SP—Darkness •

Black Annis, Large Monster: HD 7; AC 20; ATK 2 claws (2d6 + rend), bite (1d10); MV 40; SV 13; AL CE; XP 2100; SA—Immune (illusion); SP—Change self •••, fog cloud •••

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%; SP—Audible glamor, change self, dancing lights, invisibility, pass without trace, tongues, water breathing

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)

#### 5504. The Rickety Stair | Dungeon

Adventurers have a 1 in 6 chance of coming upon a rickety wooden staircase in these woods. The narrow staircase rises above the treetops. The steps creak as they are stepped on. They lead to a tower in the sky. The tower is a sort of demi-plane, the home of the archmage Odihm Strangle-Hand. Within the tower's entry chamber are dozens of blue polliwogs. The little monsters are slightly luminous, and their long tongues can attach themselves to flesh and drain blood. They wail incessantly if their attacks are rebuffed.

Blue Polliwog, Tiny Monster: HD 1; AC 12; ATK Tongue (blood drain); MV 5 (S20); SV 16; AL N; XP 100; SA—None

Below the entry chamber is Odihm's laboratory, where he keeps a force globe that holds two ravid. The laboratory is filled with broken furniture, all of which is alive due to the presence of the ravid. Three sealed vats hold ochre jellies.

Above the entry there is a chamber with a high, vaulted ceiling of ivory and numerous stairs that lead to additional rooms within the demi-plane. Inside this dungeon are giant frogs with putti faces, living puppets hanging from ceilings, twisted old men who walk like crabs and have vicious maws in their bulging bellies and fire-breathing walls. Above it all dwells Odihm and his red-lacquered spellbook guarded by a trio of screeching demons.

Animated Furniture, Medium Construct: HD 2; AC 14; ATK slam (1d6); MV 30; SV 16; AL N; XP 100; SA—None



Ochre Jelly, Large Ooze: HD 5; AC 12; ATK slam (2d4 + 1d4 acid + engulf); MV 10 (C10); SV 14; AL N; XP 500; SA—Split.

Ravid, Medium Outsider: HD 3; AC 22; ATK tail (1d6 + positive energy), claw (1d4 + positive energy); MV 20 (F60); SV 15; AL N; XP 300; SA—Immune (electricity)

Screeching Demon, Medium Outsider: HD 3; AC 16 [S]; ATK 2 fists (1d4), gore (1d6); MV 30 (C50); SV 15; AL CE; XP 900; SA—MR 5%, immune (electricity, poison), scream (*sonic blast* + *fear*), summon screeching demon (25%)

Odihm, Human Magic-User: LVL 11; HP 40; AC 9; ATK staff +4 (1d4); MV 30; SV 11; S10 I14 W12 D6 Cn16 Ch11; AL NE; XP 1100; Special—Alchemy, lore, spells per day (6/4/4/3/2/1), create scrolls, arcane knowledge (steam engine, flash powder, soda water, algebra and geometry, gunpowder); Gear—*Ring of earth elemental command*

Spellbook: 1—Change Self, Chill Touch, Endure Elements, Identify, Light, Obscuring Mist, Prestidigitation, Read Magic, Smoke Image; 2—Darkness, Ghoul Touch, Know Alignment, Scare, Summon Monster II; 3—Clairsentience, Lightning Bolt, Phantom Steed, Vampiric Touch; 4—Dispel Wounds, Fire Trap, Rainbow Pattern; 5—Break Enchantment, Permanency, Telepathic Bond; 6—Mathemagic Principal

5509. Dark Druids | Monster

A coven of dark druids is chanting in this hex. They are raising a tendriculus from an elven burial ground steeped in necromantic magic. The druids are a savage sect, and they have sentenced the elf kingdom of Yuriel [5512] to death. The chanting is slowly turning the druids into wights.

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

Tendriculos, Huge Plant: HD 9; AC 16; ATK 2 tendrils (1d6), bite (2d10 + swallow); MV 20; SV 12; AL N; XP 900; SA—Regenerate.

5512. Yuriel | Village

DEMOGRAPHICS
<b>Urban Population</b> 460
<b>Rural Population</b> 3,800
<b>Army</b> 230 wood elves
<b>Produce</b> Game meat, furs, pelts, woodwork, leather goods
<b>Alignment</b> Neutral

The kingdom of Yuriel appears as a massive drazil tree, but is in actuality a giant tower of purple stone raised in elder days when the elves ruled supreme over much of Nod. The elves that once inhabited the great tower have long since departed, their home claimed by the wood elves. The wood elves descend from those ancient elves that turned their backs on their cruel kin and sought a simpler life in the wildwood.

The tower kingdom is governed jointly by the fighter/mages King Cerian and Queen Pelath.

Treasure: 8,500 cp, 6,900 sp, *potion of water breathing*

Wood Elf, Medium Humanoid: HD 1+1; AC 14 (studded leather, buckler); ATK longsword (1d8) or longbow (1d8); MV 30; SV 16; AL CG; XP 100; SA—Elf traits

Ewin, Wood Elf Fighter/Magic-User: LVL 5/5; HP 22; AC 10; ATK +3 bearded axe +5 (1d6+5); MV 30; SV 13; S13 I13 W10 D10 Cn9 Ch10; AL CG; XP 500; Special—Alchemy, lore, spells per day (4/2/1), create scrolls, arcane knowledge (algebra and geometry, flash powder), leadership, dominate, elf traits; Gear—*Rod of security*

Spellbook: 1—Color Spray, Detect Undead, Hypnotism, Mage Armor, Phantasmal Force, Read Magic, Shocking Grasp; 2—Detect Invisibility, Misdirection, Thought Shield; 3—Sleet Storm

Adacus, Wood Elf Fighter/Magic-User: LVL 6/6; HP 18; AC 13; ATK longsword +3 (1d8+1); MV 30; SV 13; S13 I13 W10 D18 Cn10 Ch8; AL CG; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (alchemist's fire, acid), leadership, dominate, elf traits; Gear—None

Spellbook: 1—Alarm, Detect Poison, Fool's Gold, Mending, Precognition, Read Magic, Sleep; 2—Blur, Locate Object, Summon Swarm; 3—Fly, Stinking Cloud

Gundal, Wood Elf Fighter/Magic-User: LVL 6/6; HP 17; AC 9; ATK longsword +3 (1d8+1); MV 30; SV 13; S13 I13 W8 D8 Cn7 Ch8; AL CG; XP 600; Special—Alchemy, lore, spells per day (4/3/2), create scrolls, arcane knowledge (flash powder, phosphorus), leadership, dominate, elf traits; Gear—*Anchor feather token*

Spellbook: 1—Comprehend Languages, Detect Magic, Fool's Gold, Magic Missile, Ray of Frost, Read Magic, Sleep; 2—Detect Invisibility, Gust of Wind, Spectral Hand; 3—Dispel Magic, Water Breathing

Saeroth, Wood Elf Fighter/Magic-User: LVL 6/6; HP 16; AC 10; ATK longsword +3 (1d8+1); MV 30; SV 13; S13 I14 W15 D9 Cn7 Ch13; AL CG; XP 600; Special—Alchemy, lore, spells per day (5/3/2), create scrolls, arcane knowledge (steam engine, phosphorus), leadership, dominate, elf traits; Gear—None

Spellbook: 1—Animate Rope, Endure Elements, Flare, Mage Hand, Precognition, Read Magic, Unseen Servant; 2—Brain Lock, Magic Mouth, Phantom Trap; 3—Heroism, Suggestion

King Cerian, Wood Elf Fighter/Magic-User: LVL 7/7; HP 25; AC 10; ATK 1+ longsword +3 (1d8+1); MV 30; SV 12; S13 I13 W11 D11 Cn10 Ch15; AL CG; XP 700; Special—Alchemy, lore, spells per day (6/3/2/1), create scrolls, arcane knowledge (glue, compass, glue), leadership, dominate, elf traits; Gear—*Scroll of protection from poison*

Spellbook: 1—Alarm, Detect Poison, Expeditious Retreat, Identify, Mage Hand, Mount, Ray of Enfeeblement, Read Magic; 2—Find Familiar, Glitterdust, Whispering Wind; 3—Clairsentience, Invisibility Sphere, Sleet Storm; 4—Solid Fog

Queen Pelath, Wood Elf Fighter/Magic-User: LVL 8/8; HP 29; AC 11; ATK 1+ longsword +4 (1d8+1); MV 30; SV 12; S13 I15 W7 D15 Cn10 Ch14; AL CG; XP 800; Special—Alchemy, lore, spells per day (6/3/3/2), create scrolls, arcane knowledge (sneezing powder, antitoxin, glue), leadership, dominate, elf traits; Gear—*Scroll of protection from drowning*

Spellbook: 1—Audible Glamer, Daze, Energy Missile, Floating Disk, Magic Weapon, Mount, Prestidigitation, Read Magic; 2—Darkvision, Dexterity, Misdirection, Scare; 3—Explosive Runes, Sepia Snake Sigil, Summon Monster III; 4—Dimension Door, Summon Monster IV

### 5525. Yrrik the Historian | Monster

A large, whale-sized dragon with bistre scales is floating belly-up in the river. Twelve telchines frolic around the animal, a couple rowing him along while others jump or slide into the water and then spring back out to sun themselves. The dragon, Yrrik, puffs on a massive meerscham pipe, blowing smoke rings into the sky and droning on about the military history of the Hyrcanian Empire. The telchines are not listening, and the dragon does not care.

Every so often, the dragon uses a massive claw to flick a hapless telchine into the river, chuckling at the creature as it skips it across the water and then sinks.

Yrrik dwells in a submerged cavern of with an entrance of jagged rocks about one mile up the river on the south bank. The cave is submerged about 20 feet below the surface. Within, the dragon keeps a treasure hoard and, in a high cave above the water line, a small library of history where it retired to read and dream about ages long past.

Treasure: 12,500 sp, 18,600 gp

Telchine, Tiny Humanoid: HD 1/2; AC 11; ATK spear (1d6); MV 20; SV 17; AL CE; XP 25; SA—None

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 (M2), resist (acid), immune (sleep), saliva corrodes metal

### 5528. Aula | Monster

Two leopards lounge in the shade of a willow tree grooming. The tree has a scimitar leaned against it which belongs to an elf druid named Aula. Aula is currently one of the two leopards. The other leopard was raised from a cub by Aula, and is now grown. Aula looks forward to reassuming her true form and visiting her elf children.

Leopard, Medium Animal: HD 3; AC 15; ATK 2 claws (1d3 + rend), bite (1d6); MV 40 (C20); SV 15; AL N; XP 300; SA—None

Aula, Wood Elf Druid: LVL 5; HP 23; AC 14 (leather, shield); ATK club +3 (1d3); MV 30; SV 14; S9 I8 W15 D9 Cn14 Ch17; AL N; XP 500; Spe-

cial—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, spells per day (5/2/1)

### 5530. Runa Horde | Monster

A horde of Runa nomads has gathered here to make a large camp. If it is winter time, they have retired here to wait out the cold months. Otherwise, they are gathering for a foray against the halflings. The camp houses three bands totaling 600 warriors and 1,800 non-combatants.

The master of the horde is Kagg, a handsome man of 60 who is preparing for one last raid against the Azsori who killed his son twenty years ago. Under him are the three Runa princes Padd, Lann and Yurr and the druids Upadd, Ikinn and Opurr. The princes owe debts of honor to Kagg, and they are content to join him in his grand endeavor. The druids are suspicious of one another, and each works endlessly to advance their prince in the leadership of the horde.

Besides the common warriors, Padd has 14 bodyguards led by his lieutenant, Zann. Lann has 13 bodyguards led by Anarr. Yurr has 6 bodyguards led by Uyann. The bodyguards never leave their princes alone. Kagg has a bodyguard of 30 elite warriors whom he commands personally.

Treasure: 6,300 cp, 7,100 sp, 250 gp

Nomad, Medium Humanoid: HD 1+1; AC 14 (ring, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50; SA—None.

Bodyguards, Medium Humanoid: HD 2+1; AC 16 (chainmail, buckler); ATK Spear (1d8) or longsword (1d8); MV 30; SV 16; AL N; XP 50

Jatt, Kagg's Bodyguard, Human Fighter: LVL 3; HP 7; AC 15 (chainmail); ATK +2 *two-handed sword* +7 (1d10+4); MV 30; SV 16; S17 I9 W7 D9 Cn9 Ch8; AL N; XP 300; Special—Riding, leadership, dominate

Zann, Human Fighter: LVL 6; HP 37; AC 22 (+1 *platemail*, shield); ATK scimitar +6 (1d8+1); MV 30; SV 14; S13 I7 W9 D14 Cn14 Ch15; AL N; XP 600; Special—Riding, leadership, dominate; Gear—None

Upadd, Human Druid: LVL 8; HP 31; AC 14 (leather, shield); ATK scimitar +5 (1d8); MV 30; SV 13; S10 I7 W15 D10 Cn9 Ch16; AL N; XP 800; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/2); Gear—*Scroll of protection from fey*, *rod of splendor*

Padd, Human Fighter: LVL 7; HP 28; AC 20 (splint, shield); ATK 1+ *longsword* +10 (1d8+4); MV 30; SV 14; S12 I9 W11 D13 Cn10 Ch12; AL N; XP 700; Special—Riding, leadership, dominate; Gear—*Potion of fly*

Anarr, Human Fighter: LVL 6; HP 33; AC 19 (splint, shield); ATK scimitar +6 (1d8+1); MV 30; SV 14; S15 I12 W14 D10 Cn13 Ch11; AL N; XP 600; Special—Riding, leadership, dominate; Gear—*Potion of charm animal*, *ring of free action*, *rod of thunder and lightning*

Ikinn, Human Druid: LVL 7; HP 38; AC 18 (leather, shield); ATK scimitar +4 (1d8); MV 30; SV 13; S12 I14 W17 D9 Cn16 Ch17; AL N; XP 700; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/4/2/1); Gear—*Ring of protection +4, rod of the python*

Lann, Human Fighter: LVL 9; HP 31; AC 21 (splint, shield); ATK 1+ scimitar +8 (1d8); MV 30; SV 13; S12 I10 W10 D16 Cn11 Ch8; AL N; XP 900; Special—Riding, leadership, dominate; Gear—*Ring of climbing, rod of absorption*

Avarr, Human Fighter: LVL 6; HP 39; AC 19 (splint, shield); ATK +1 staff +8 (1d4+3); MV 30; SV 14; S16 I7 W8 D10 Cn14 Ch8; AL N; XP 600; Special—Riding, leadership, dominate; Gear—None

Opurr, Human Druid: LVL 7; HP 20; AC 15 (+1 leather, shield); ATK scimitar +3 (1d8-1); MV 30; SV 13; S8 I8 W13 D11 Cn12 Ch15; AL N; XP 700; Special—Healing, lore, free movement, identify nature, leaves no trail, +2 save vs. elements, change shape, immune to fey abilities, spells per day (6/3/2/1); Gear—*Potion of acid resistance, censor of controlling air elementals*

Yurr, Human Fighter: LVL 6; HP 18; AC 22 (+4 chainmail, shield); ATK 1 scimitar +6 (1d8+1); MV 30; SV 14; S13 I11 W9 D14 Cn9 Ch12; AL N; XP 600; Special—Riding, leadership, dominate; Gear—None

Kagg, Human Fighter: LVL 11; HP 66; AC 22 (splint, +2 shield); ATK 1+ scimitar +13 (1d8+3); MV 30; SV 12; S18 I10 W13 D15 Cn15 Ch11; AL N; XP 1100; Special—Riding, leadership, dominate; Gear—*Scroll of protection from elementals*

## 5542. Watering Hole | Monster

This hex holds a large watering hole controlled by a band of gnolls. The watering hole fills up in the summer and fall. In the winter it is very shallow and covered with ice, and in the spring it is just a mud pit.

The gnolls number 80 warriors and 240 non-combatants, along with 20 human slaves. They live in grass huts, with larger tents for the four sub-chiefs, the band's chieftain Izgik and Izgik's six bodyguards. The gnolls have three stone granaries that consist of low walls of stone around shallow pits, topped with thatched roofs. The slaves are kept in a deep pit with steep walls. Ropes are lowered into the pit for the slaves in the early morning, when they are expected to work for and serve the gnolls. The slaves are put back in the pit at night.

The gnolls do some light hunting, while the slaves are used for all manual labor and the gathering of vegetable foods. They are ill-treated and poorly nourished.

Treasure: 3,600 cp

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

Gnoll Bodyguard, Medium Humanoid: HD 3; AC 15 (leather, shield); ATK Scimitar (1d8); MV 30; SV 16; AL CE; XP 150; SA—None.



Sub-chief, Medium Humanoid: HD 4; AC 15 (leather, shield); ATK Scimitar (1d8); MV 30; SV 16; AL CE; XP 200; SA—None.

Izgik, Medium Humanoid: HD 6; AC 18 (chainmail, shield); ATK Scimitar (1d8); MV 30; SV 14; AL CE; XP 300; SA—None.

## 5606. Skane | Village

### DEMOGRAPHICS

Urban Population 100

Rural Population 800

Army 20 wood elves

Produce Game meat, furs, pelts, sheep

Alignment Neutral

Skane is a village of elven hunters, dashing folk with feathered caps and hunting garb of suede and silk. Serving these haughty lords are lesser fey like brownies and goblins, who tend to the flower gardens, feed of the hunting dogs and horses and look after herds of sheep.

### 5631. Babysitting | Monster

Five female elephants are minding two infants beneath the shade of a tall willow tree.

Elephant, Huge Animal: HD 11; AC 15; ATK Slam (2d8). 2 stamps (2d6) or gore (2d10); MV 40; SV 11; AL N; XP 1100; SA—Trample.

### 5635. Accursed Mist | Wonder

People entering this hex should be excused if they think there must be a large lake or sea nearby, for no more than a mile into the hex they note a pale green mist covering the ground. The mist grows thicker as one proceeds into the hex, eventually becoming a thin bank of fog. As the fog grows denser, spindly shrubs, four to six feet in height, appear. The flora has an eerie look to it, and gives off a bitter aroma.

The mist is magical. It gradually turns humanoids into trees. After an hour in the mist, people develop a rash. After two hours they find their joints and muscles sore. After three hours they begin moving at half their normal rate and their skin begins to look woody. Attempting to turn back at this point is futile, for in just two more hours they take root and become trees forever more.

The only hope people have is to keep moving forward. After an hour and a half, adventurers come upon a bronze statue of a druid standing atop a granite pillar. The statue holds a cornucopia, the mist pouring from it. If the cornucopia can be removed from the statue, the mist stops flowing and victims who have not yet turned into trees turn back to normal.

When the statue is in sight, each round is crucial. Each round, adventurers must attempt a saving throw. A failure means they become more like a tree (i.e. their dexterity score is reduced by 1d4). Anyone whose dexterity is reduced to zero takes root and becomes a tree. Until then, people can attempt to reach the statue and pull the cornucopia off the statue, which requires a strength check on 1d20 or they can attempt to knock it off by throwing something at it or striking it with an arrow, sling stone or crossbow bolt. Such an attack requires the attack roll to beat an AC of 16.

### 5638. Clearing the Steppe | Wonder

Seven creatures in green body suits are clearing the grasses here using flame projectors. The flame projectors look like muskets with large rubies stuck in the muzzles. The creatures initially appear to be reptilian due to their skin suits. Their heads are covered by glossy green helms that enhance the reptilian look. Beneath the helms they are humanoid creatures with chalk-white skin and large amber eyes.

The creatures are burning off the grass to make a clearing 90 feet in diameter. They do not seem intent on causing a wild

fire, but they will not react negatively if they do, letting it burn. When the area is cleared, the creatures disappear with a throbbing hum and a sparkle of light. The creatures disappear even if they have been captured, knocked unconscious or killed. Magic may keep them in this dimension.

The creatures are preparing a landing site for an extra-dimensional giant head, which travels the cosmos gathering knowledge and transmitting it back to the Crystal Dimension.

Fire-throwers, Medium Humanoid: HD 1+1; AC 13; ATK Dagger (1d4) or flame thrower (30 ft/1d8 fire); MV 30; SV 16; AL CN; XP 100

### 5704. Gullinbursti | Monster

The divine boar Gullinbursti has alighted here to root after truffles. He gleams like a miniature sun and all woodland creatures avoid the area in reverence of him. The trees and rocks in the area remain luminous after it leaves.

Gullinbursti, Large Outsider: HD 16; AC 22 [+2]; ATK 2 tusks (3d6); MV 40 (F80); SV 11; AL N; XP 4800; SA—Regenerate

### 5709. Smiling Dryad | Wonder

A smiling dryad sits on a long branch overlooking a narrow trail, her legs kicking back and forth, her brown skin sun-dappled and warm and practically glowing in the sun. The dryad dwells in the tree. She has a penchant for bards and other artistic types, especially dwarves, who simply fascinate her with their gruff exteriors and warm hearts. Groups with dwarves are always invited into her tree for tea and cakes. Once inside, she does whatever she can to separate the dwarf from his friends, hiding him away in a labyrinth.

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

### 5712. Arguing Trees | Monster

Two gargantuan treants are striding through this hex, arguing slowly about the meaning of life and looking for small folk who can perhaps provide a clue. In exchange, they are willing to carry their helpers as far as 100 miles.

Gargantuan Treant, Huge Plant: HD 20; AC 20; ATK 2 slams (6d8); MV 50; SV 7; AL CG; XP 2000; SA—Surprised (1 in 6), resistance (bludgeoning and piercing weapons), vulnerable (fire)

### 5718. Caravan of Gold | Monster

A gang of 10 giant ants are transporting gold coins from a dead dragon's hoard to the river. Two more of them guard the treasure, now composed of 1,200 gp and several gold ornaments, and prepare crude rafts from sticks bound with their

spittle. When the entire hoard (1,600 gp more) has been brought to the river, it is transported across on the rafts and then carried on to the ant's colony 18 miles away.

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

### 5725. Blink Dogs | **Monster**

Seven blink dogs with long legs and reddish fur flecked with grey are yapping at a Hyrcanian tiger that was creeping up on a foundling. The foundling is a Runa, and was placed in a wicker basket and left to die on the steppe. The blink dogs will not allow the child to be harmed, but they are also aware that caring for it is all but impossible for them.

Blink Dog, Medium Monster: HD 4; AC 15; ATK bite (1d6); MV 30; SV 15; AL LG; XP 400; SA—Blink

Hyrcanian Tiger, Large Animal: HD 5; AC 14; ATK 2 claws (1d6 + rend), bite (1d8); MV 40; SV 14; AL N; XP 500; SA—None

### 5734. Feline Smoking Society | **Wonder**

Walking across this hex, day or night, one comes upon a wavering, rippling effect in the air as is often caused by heat. Adventurers note, though, that the heat waves are concentrated in a single area, and as they walk that area appears to get closer and closer. Eventually, the rippling air is close enough to touch ... and adventurers can do just that. The air appears thick and can be brushed aside like a curtain.

When the air curtain is moved, other curtains – real curtains of embroidered silk – appear. These too can be moved, and when parted reveal the interior of a tent, 30 feet wide and deep and 20 feet tall. Sitting in this well-appointed chamber, rich with thick carpets in shades of rust and emerald and hung with glowing lamps of azure and cream carnival glass, are three Siamese cats. Each cat is perched on a pillow around a low mahogany table richly carved with capering rooks. A hookah rests on the table and the cats take puffs from it in turn. They meow in such a way as to obvious they are conversing.

The hookah is topped by a crystal orb, and within this orb there is a flickering flame roughly in the shape of a woman, and a very shapely woman at that. The flame is red in color, and is in fact an entrapped efreeti called Vanira. Vanira communicates with the cats via the smoke, and then they discuss the strange things she tells them. She is in contact with the higher powers of elemental fire, and is consulting with the cats, each of them a wizard, in a bid to end a border war between fire and earth that has taxed both planes' resources.

The cats ignore the adventurers until they make their presence impossible to ignore, and then just motion them to find a seat and drink some wine while they consult. When they com-

plete their communion, they speak with the adventures in the common tongue, and ask if they are interested a job.

In exchange for a turn at the hookah, through which each may ask one yes or no question as though using the *contact higher plane* spell, the adventurers are asked to fetch an escaped fire prince and earth princess. Their absence is at the heart of the elemental border war.

When the conference is over, the tent disappears with a whoosh and is replaced by a silver bell. When rung, the bell makes the tent and the cat wizards appear.

Cat Wizard, Small Monster: HD 1; AC 12; ATK 2 claws (1), bite (1d2); MV 30 (C20); SV 16; AL CN; XP 200; SA—Magic (M5)

## New Monsters

### Buttersnap

Type: Monster

Size: Large

Hit Dice: 3

Armor Class: 15

Attack: 6 tendrils (paralysis) and 2 pincers (1d6)

Move: 10' (Fly 20')

Save: 16

Intelligence: Animal

Alignment: Neutral (N)

No. Appearing: 1d3

XP/CL: 300/4

SA—*Paralysis*

Buttersnaps look like giant, pale yellow lobsters with large wings of mauve and crimson. It has six tendrils surrounding its mouth with which it can attack, as well as with its two pincers. Creatures paralyzed by a buttersnap can attempt a new save vs. poison each round to shake off the paralysis and move normally.

### Eldritch Guardian

Type: Outsider

Size: Large

Hit Dice: 8

Armor Class: 19 [+2]

Attack: 2 claws (1d12), bite (1d6)

Move: 30'

Save: 13

Intelligence: High

Alignment: Neutral (N)

No. Appearing: 1d3

XP/CL: 2400/10



SA—Breath fire

SD—Immune (charm, hold, sleep, polymorph, fear), invulnerability

Eldritch guardians are daemons drawn into the world by magic-users to guard treasures and secrets. They can assume almost any form – animals, demons, etc. They can understand and speak all languages.

Three times per day, an eldrith guardian can breath a cone of fire 30' long and 10' wide at the base. This cone of fire deals 5d6 points of fire damage (save for half).

The summoner of an eldrith guardian can grant them an additional immunity to an energy or similar attack.

## Kyrfalcon

Type: Monster  
Size: Small  
Hit Dice: 1+1  
Armor Class: 13  
Attack: 2 talons (1d4) and beak (1d6)  
Move: 10' (Fly 60')  
Save: 16  
Intelligence: Low  
Alignment: Neutral (N)  
No. Appearing: 2d8  
XP/CL: 100/2

Kyrfalcons are semi-intelligent birds with iron beaks and talons. They have white underbellies and tails and reddish-brown upper bodies and wings. They are especially fond of man-flesh, and attack humans on sight. Kyrfalon nests include 1d6 gemstones and no other treasure. They are located in clefts on high cliffs, always at least 60' above the bottom of the cliff, and 30' below the top of the cliff.

## Puk

Type: Humanoid  
Size: Medium  
Hit Dice: 1+1  
Armor Class: 15  
Attack: Bite (1d4) or by weapon  
Move: 30'  
Save: 16  
Intelligence: High  
Alignment: Lawful (NG)  
No. Appearing: 3d6  
XP/CL: 100/2

SA—*Surprise (3 in 6)*

Puks are sociable creatures that look like humanoid foxes. They stand 7 feet tall and have orange fur covering most of their bodies, with patches of white on the chest, hands, muzzle and feet. Puks have a mane of long red hair, often braided. They dress in fine clothes of green, brown, gray and blue, often in patchwork. Puks live in dens overgrown with vegetation. They can speak with canines and keep wolves as guardians.

## Prickle

Type: Humanoid  
Size: Small  
Hit Dice: 1  
Armor Class: 15  
Attack: By weapon  
Move: 20'  
Save: 16  
Intelligence: Average  
Alignment: Lawful (NG)  
No. Appearing: 4d8  
XP/CL: 100/2

SP—*Entangle* •

Prickles are small bipedal hedgehogs with humanoid hands. They are dark brown, with bright green eyes. Prickles speak their own language and can speak with all animals. About 20% know elven or common, and 5% know druidic.

Prickles live deep in woodland areas far from civilization. They make their burrows beneath large trees. Their burrow entrances are camouflaged with flowers and leaves.

Prickles avoid combat at all costs. If pressed, they *entangle* their foes and then pelt them with stones to teach them a lesson. They then flee into the safety of the forest.

# SAINTS OF THE HALFLINGS

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The halfling's Mother Church is centered on the worship of Nertha, but also includes a bevy of saints. It is common for halflings of Yore to take one of these saints as a special patron, making prayers to them in times of need. What follows are descriptions of Nertha and her saints.

## Nertha

### *Mother Goddess*

Nertha is the mother goddess of the halflings. She is believed to be the creator, teacher, and nourisher of the people. She is worshipped as a supreme deity by her cult. The cult is made up of an aristocratic priesthood who holds a great deal of secular power in the valley of the Yore. This is due to the relationship between the priesthood, which is drawn from the younger sons and daughters of the aristocracy, and the landed gentry of Yore, as well as from the vast land holdings of the cult.

The Yorrish liken the universe to a steaming vat of soup, stirred and tended by Nertha in her kitchen, aided by her kitchen saints. The other saints protect her kitchen, and the cosmic soup, from demons who wish to sample (and taint) the soup, or even spill it, destroying the universe and putting out Nertha's eternal hearth, plunging all creation into blackness.

## Saint Amalthy

### *Patron Saint of Learning and Childbirth*

St. Amalthy lived 200 years ago in the Southlands. Despite her origin, her cult is based in the Midlands, specifically at St. Amalthy's Cathedral in Mók [2214].

St. Amalthy was a midwife and strict disciplinarian who tended her flock for 58 summers. She was credited with several miracles associated with healing and divinations about children, and thus became a patron saint of childbirth and medicine. A learned woman, she wrote the much-copied *Yorrish Herbal*, the standard reference for halfling healers.

St. Amalthy's feast day is Wind Month the 4th. It is observed with much singing and merriment, followed by a week spent

in quiet devotion at her shrines. The faithful burn candles and leave newly harvested fruits, which are then dispersed to the hungry. Her followers are called Amaltheans.

## Saint Anka

### *Patron Saint of Resolve*

St. Anka's life is the source of an oft performed morality play. It is the story of a young girl, dedicated to Nertha, whose father was both a heretic and blasphemer. Although a respected farmer, he refused Nertha and continued in the worship of forest spirits. When he attempted to arrange a marriage between his daughter and an elf of the woodlands, Anka calmly refused. The elf carried her away, but she would neither consummate the marriage nor take food while imprisoned. She kept the elf's house and cooked his meals, but would in no way consent to his wooing. He tried music, fine foods, and delicate ballads, but nothing could change the girl's mind. Eventually, the elf, much smitten by her dignity, pleaded with her father to convert to Mother Church and annul her marriage.

Wracked with guilt, Anka's father consented. He rode straight away to the elf's home in the woods, but was greeted with no sign of Anka. Instead, they discovered her bloodied garments, and the foot prints of a pack of wolves. Anka was canonized by Mother Church for her resolve and is considered a patron saint of resolve, especially against the temptations of sin.

The true story of Anka bears only a superficial resemblance to the passion plays and church teachings.

Anka was a beautiful and headstrong girl of the Northlands. Her father was a successful farmer, a country gentleman, who desired that his daughter take a husband. A terrible flirt, Anka had on many occasions consented to the pleadings of the country lads who formed her ever-present entourage.

Anka was taken with wooing and gift-giving, so she had no intention of taking a husband. Many candidates came forward, and always she refused their proposals, but accepted their gifts. One gift in particular, the giver she could never remember, was a silver chain into which were set a multitude of black gems. They seemed to swallow the light and at the same time shimmer gloriously. Anka would spend many hours lying in the meadows about her home, studying the strange (and cursed!) necklace in sunlight and moonlight.

Eventually, a candidate for her hand came forward from the woodlands. An elf lord of great wit and wealth sought her hand in marriage. The marriage ceremony took place amidst much celebration, but Anka refused her husband's wedding cake (the exchange of fairy-cakes is integral to the Yorrish wedding ceremony) on well-known religious grounds, and so began a hunger strike in his home in the woods.

This hunger strike, though couched in religion, was actually just a ploy. How could Anka tell anyone that her only sustenance could be the fresh blood of humanoids – all other food-stuffs made her violently ill. Such was the curse of the necklace. She was visited by monks and nuns to lend her moral support, but the young men and women of her village knew of her dark side. Anka would lead them into the woods for wild reveries, initiating many of them into her intimacy and confidence. In truth, many of the monks and nuns who visited her were also initiated. It was on midsummer night that Anka, now a dedicated servant of evil, led her band into the forest for a final reverie in which a young and amorous halfling boy was sacrificed, his shrunken head kept as token of his devotion.

Anka's followers waited for her husband to arrive home from his hunting in the mountains. He was waylaid and sacrificed as well. Weeks later, Anka's father also disappeared after a bloody struggle in his own home. Most people blamed brigands or wolves for the atrocities committed.

Anka and her band still lurk in the northern woods, where they lead black rites for the many monks and nuns who have fallen under her sway. Some clerics in the south are aware of the truth of Anka's story and seek out her followers without rest, hoping to rid Mother Church of its most shameful secret.

## **Saint Benn**

*Patron Saint of Travel, Water and Bravery*

St. Benn went to "sea" (the River Og) to convert the heathens that lived outside of Yore's borders. Needless to say, it didn't go well for a mouthy, preachy halfling with a habit of wagging his finger under people's noses. Benn was martyred and became a patron saint of travel, water and bravery.

Some sages believe that Benn is actually the Yorrish name for the River Og, and that rather than being a missionary he was really the presiding spirit of the river.

Bennites are known for their beautiful waterborne funerals, favored by southlander merchants, and for their hospices, which cater to sailors and their families.

## **Saint Droppo**

*Patron Saint of Nervous Fidgeting*

Droppo is the patron saint of nervous fidgeting, for it is said that whenever a false knave was in his presence he was unable to sit or stand still. The folk of his village attributed this to an inborn celestial character that made deceit anathema to him. He was duly sainted, a cathedral being built in the town of Skalagrod where he lived and died. In religious iconography he

is depicted in rough clothing and sandals holding a feather. His feast day is on the 7th day of Hay Month.

Church officials have since learned that Droppo was really a clod, often in on the schemes of charlatans who thought him a perfect stooge until he began accidentally giving away their schemes. They have chosen to believe he did this on purpose, and thus allow him to remain a recognized saint.

## **Saint Dunstan**

*Patron Saint of Goldsmiths*

St. Dunstan is the patron saint of goldsmiths, he being a noted goldsmith in life. He is represented in clerical robes carrying a pair of pincers in his right hand. The robes refer to his office as the abbot of a monastery, and the pincers to the legend of his holding the Devil by the nose until he promised never to tempt him again with pride and greed.

The story goes that Dunstan was a painter, jeweler and smith of great renown in the Midlands. Expelled from the royal court, he built a cell near a church, and there he worked at his handicrafts. It was in his cell that tradition says the Devil gossiped with the saint through the lattice window. Dunstan calmly talked until his tongs were red hot, when he turned round suddenly and caught the Devil by the nose.

## **Saint Dymphna**

*Patron Saint of the Stricken*

St. Dymphna is the patron of those who are stricken in spirit. She was a native of the Midlands and a woman of high rank. It is said that she was murdered at Zeletor by bandits because she resisted their advances. Zeletor has long been a famous for its colony for the insane, run by Sisters of St. Dymphna.

## **Saint Gabbar**

*Patron Saint of Tailors, founder of the Gabbardine Order*

St. Gabbar is revered in Yore for his defeat of a band of ogres. While there is no doubt that he was a tailor, whether a halfling from Yore or a half-elf from Mab is disputed. Mother Church claims he was a halfling and will hear nothing more about it.

The symbol of the Gabbardine Order is a needle and bobbin, and the monks engage in the garment trade. It has made the order wealthy, for they are the official tailors of the Mother Church, producing all official religious trappings therein. They are also noted as the preeminent giant killers of Yore. They are also the go-to giant killers of Yore.

## Saint Grumm

### *Patron Saint of Warfare and Protection*

St. Grumm is a popular saint credited with the defense of the faithful against incursions of monsters and barbarian hordes. In Ikrod's *Lives of the Saints* he is identified with Grumm Steadylegs, a warrior-monk who led a company of riders in the Wars of Redemption, in which Mother Church gradually converted the Midlands and Northlands. Grumm was a sedate and somber halfling who was given to passionate defenses of Nertha and her church and religion.

Heretical halfling scholars claim that Grumm was an ancient deity of boundaries. He was consort to Nertha in some legends, and her son in others. Grumm was worshipped at the borders between holdings and between civilization and the wild.

Monasteries dedicated to St. Grumm are concentrated on the frontiers. They are outwardly militant. Monks dedicated to St. Grumm wear black robes with pointed hoods over their armor. They carry flanged maces in combat and are usually trained riders. They are often called Grumblers. St. Grumm's churches have stout, stone walls and heavy doors. They are designed as places of refuge for the halflings in times of war. Almost all halfling hobbles have a small statue of St. Grumm near the door where he can guard against intruders.

St. Grumm's feast day is Wild Month the 21st, celebrated as "Pie Week" amongst the Yorrish. During Pie Week, one day is set aside for St. Grumm and called Boys' Day. All halfling boys and men are honored on Boys' Day with gifts (usually martial in quality like slings and knives) and a parade.

The Boys' Day parade concludes with a mock Battle against the Big Folk, wherein the parade leader must fight a duel with his enemy, the "Big Man". The Big Man is represented in pantomime by two halflings, one sitting atop the other's shoulders. The Big Man first runs into the street, disrupting the parade and scattering all the participants. He then steals a pie, knocks down a mock-hobble, and attempts to carry off a sheep. The parade leader chases the Big Man around the village square, sometimes losing his spear in the process. Finally, he either strikes the Big Man down with his spear or runs the Big Man out of town with the help of the militia by throwing pies at him. Once the Big Man is dead or driven off, the battle ends and the halflings triumphantly carry the parade leader around the village on a shield or large platter, ending up at the feast. Then they eat until they keel over.

Halfling clerics of St. Grumm always carry a buckler with St. Grumm's badger symbol on the boss. The lay members of St. Grumm's cult include gamekeepers, herdsman, militiaman, road wardens, soldiers, watch-men, and woodsmen.

The Order of St. Grumm is a branch of knighthood open to all free men and boys who can pass their tests with sling and bow. The Order's membership boasts some of the greatest living halflings of Yore. The society is only semi-martial, being more a hunting fraternity than anything else. Their symbol is two golden loaves of bread, crossed, on a field sable. For this reason, they are also called the Knights of the Hot Cross Buns.

## Saint Mathurin

### *Patron Saint of Idiots and Fools*

The patron saint of idiots and fools, St. Mathurin was in life a pedagogue who labored the whole of his life to preach to children, adults and even the animals. Yorrish legend says that it is St. Mathurin who first taught animals to speak, thus they are referred to as "Mathurin's pupils".

## Saint Mommo

### *Patron Saint of Dance, Music and Poetry*

St. Mommo is an ancient halfling recollection of Tut, the kabir of natural rhythms, and thus of dance, music and poetry. The followers of St. Mommo are distinguished by their brightly colored clothes and their masks. They are portrayers of religious plays and singers of religious ballads. They are the entertainers of Mother Church. They exist in their own troupes, and rarely mix with the uninitiated.

## Saint Swithun

### *Patron Saint of Builders*

The chroniclers say St. Swithun was a diligent builder of churches in places where there were none, and a repairer of churches destroyed or ruined. He also built a bridge on the east side of the city of Yorld. During the work, he made a practice of sitting there to watch the workmen so that his presence might stimulate their industry. One of his most edifying miracles is said to have been performed at this bridge when he restored an old woman's basket of eggs which the workmen had maliciously broken.

## The Kitchen Saints

### *Patron Saints of Home and Hearth*

As any visitor to Yore knows, the kitchen is the center of halfling life and halfling worship. Three minor saints who enjoy considerable good will and devotion throughout Yore are Praseeda, Landrani and Bertha. They are collectively referred to as the Kitchen Saints. They are portrayed as healers associated with both herbal healing and cookery. Heretical sages claim that they are remnants of the pre-Mother Church beliefs of Yore, which was based around a nature divinities.

Each Kitchen Saint has her own feast day. St. Landrani, the patron saint of beer and cider, is feted on Wood Month the 5th. St. Praseeda, Our Lady of Herbs & Spices, is feted on Hay Month the 3rd. St. Bertha, patron saint of deserts, is celebrated on Pasture Month the 12th.

Mendicant halfling friars dedicate themselves to the Kitchen Saints. These wandering friars are renowned for their jollity and common sense preaching. They are like kindly gaffers and gammers, from whom the youth seek advice. More reserved members of the priesthood fault them for their inattention to canon law and church taboo, but really they resent them for being so much more popular than they.

**St Landrani** is immensely proud of the plethora of alcoholic beverages she has created for the halflings, and is always busy in the cellar creating (and extensively testing) her latest brew. She is always happy and usually a bit tipsy. St. Praseeda works with her on occasion to create spiced ciders. St. Landrani is depicted as a plump halfling woman in a blue robe, with a wide grin and short blonde hair, holding a tankard and bottle of cider. Her symbol is a tankard.

**St. Praseeda** is the most rugged of her sisters, and spends hours hunting for rare herbs and mushrooms. As busy as this keeps her, she still finds time to potter around in the kitchen, helping her sisters spice up their creations. St. Praseeda is quiet, reserved and friendly. She is depicted as a slender halfling woman with long, tussled blonde hair, a green hood, and a sling bag. Her symbol is the sling-bag of herbs.

Have you ever wondered how halfling children can fall out of trees and walk away with only a little bruise, or why halfling relationships are nearly trouble free? **St. Bertha** is the answer.

St. Bertha is the most 'homey' of the Kitchen Saints, soothing hurt feelings and looking after halfling children while they play. In her spare time, she works in the kitchen with Nertha, cooking up the sweet treats of which halflings are so fond. St. Bertha is depicted as a plump halfling woman with curly blonde hair, freckled skin, and a concerned expression. She carries a spoon and lollipop, and her symbol is the lollipop. She dresses in pink robes.

The Kitchen Saints really are the last remnants of the old halfling religion. They remain the matrons of halfling druids – the aforementioned friars. These friars are few and far between, but they can be found wandering the countryside as teachers and guides. The friars are more colorful than most halfling priests, weaving flowers in their hair and wearing green robes. They gather in fields on nights of the full moon to worship the Kitchen Saints and Nertha. There, they throw seeds into the wind, watching them scatter and divining portents from the patterns they make.

Other than the friars, the Kitchen Saints have no official cult. Their worship is carried out by druids, brewers, cooks, nannies and peasants. While small shrines to the three sisters are maintained in most churches, most of their worship is conducted on small stone altars found in fields, kitchens, breweries, and nurseries. Some of these altars are very ancient. At harvest time, first fruits are offered to the three sisters. Their followers are called either Kitcheners or Pantryeans.

## The Halfling Calendar

The thirteen months of the halfling calendar are as follows, with their Motherlander equivalents listed:

Month	Halfling	Motherlander
1	Winter Month	Januar
2	Cake Month	Februar
3	Wild Month	Marche
4	Spring Month	Aprile
5	Milking Month	Maiy
6	Pasture Month	Juniy
7	Summer Month	Midsummer
8	Hay Month	Juliy
9	Harvest Month	Auguste
10	Wood Month	Septembris
11	Wine Month	Octobris
12	Blood Month	Novembris
13	Holy Month	Decembris



## NEW GAME

# TABLETOP SOCCER

For those these days of excessive indoor-time, with hours that demand to be whiled away, I present a very basic set of rules for simulating the grand sport of football/soccer. All one needs is a table, these rules, one dice, a simulated pitch and something like coins or stones to represent the players. You also need an object to represent the ball, and a penny to mark time.

### Terms

The team in possession of the ball is called the “offence”, or offensive team. The other team is the “defense” or defensive team. A team that is penalized is called the penalized team. The other team is called the free kicking team.

### Start

Each player rolls the dice; the high roller has possession of the ball to start the game.

The ball is placed on one of the two squares adjacent to the center spot on the high roller’s side of the field.

The game begins with one player on the offence passing the ball to a team mate.

No defenders can be placed within the center circle at the start of the game.

### Moving

You can activate five players on your turn in any order you wish. Each player can move up to 8 spaces on their turn, but one player can move up to 10 spaces.

Moving past an opposing player (i.e. within three squares of them) requires you roll a 4 or higher on the dice. If this roll fails, your player must stop and cannot move, pass or shoot for the rest of your turn.

If the roll fails and the player had possession of the ball, the defensive player can steal it by rolling a 5+ on the dice.



### Passing

The player in possession of the ball may attempt to pass the ball to a teammate. The ball can be passed up to 20 squares away. After a player passes the ball, they may no longer move during this turn.

Passing the ball to a teammate requires you roll a dice and consult the following table:

Roll	Effect
1	<b>Pass Failed!</b> The defensive player places the ball five squares away from the intended receiver
2	<b>Pass Failed!</b> The defensive player places the ball four squares away from the intended receiver
3	<b>Pass Failed!</b> The defensive player places the ball three squares away from the intended receiver
4	<b>Pass Failed!</b> The defensive player places the ball two squares away from the intended receiver
5	<b>Pass Successful!</b> The receiving player may not move this turn, but must remain in the same spot
6	<b>Pass Successful!</b> The receiving player may move this turn if they have not already moved

If the pass is unsuccessful, the defense decides where to place the ball, a number of spaces away as indicated above. The defense may place the ball on one of his men if they are within range of the failed pass; this player now controls the ball.

If the ball goes out of bounds, the defense takes possession of the ball. The ball is placed on a square on the outer edge of the field nearest where the ball went out of bounds in possession of a player on the new offense. They begin game passing the ball to a teammate. They may pass the ball up to 10 squares.

If the ball went out of bounds past the goal line, a corner kick is awarded. The ball is placed in the nearest corner square in

possession of a player on the new offense. They begin play passing the ball to a teammate up to 20 squares.

## Stealing

The ball can be stolen by moving a defensive player adjacent to the player with the ball and rolling a 4 or higher on the dice; a roll of “1” indicates a penalty (see below).

## Shooting

To shoot the ball at the goal, roll a dice. The number you need to roll for a success depends on the shooter’s position on the field and the position of the goalie.

Shot from ...	Goalie is ...	
	... in Goal Area	... Not in Goal Area
Light colored squares on opposing team’s side	3, 4, 5, 6	2, 3, 4, 5, 6
Medium colored squares on opposing team’s side	4, 5, 6	3, 4, 5, 6
Dark colored squares	5, 6	4, 5, 6
Medium colored squares on your team’s side	6	5, 6
Light colored squares on your team’s side	No chance	6

If a defensive player is within 3 squares of the shooter, reduce the chance of success by one.

If a defensive player is in a line directly between the shooter and any part of the goal, reduce the chance of success by one.

If the goal is successful, one point is awarded to the shooting team. The other team’s goalie now has possession of the ball and the new offensive team begins its turn. Before that turn begins, each team may move all of its players up to six squares.

If the goal is unsuccessfully shot, the goalie takes possession of the ball and the new offensive team begins its turn with the goalie passing the ball to a teammate.

The goalie is permitted to pass the ball up to 40 squares away if no defenders are within six squares of him.

## Penalties

There are two ways to get a penalty.

1. A defender attempting to steal the ball rolls a “1” If this happens and the defender is inside his own penalty area (the light colored squares on his side of the field), a penalty kick is awarded; otherwise, a free kick is awarded

2. The ball is passed to an offensive player who is closer to the opposing team’s goal line than the ball or the nearest defender (not including the goalie). In this case, a free kick is awarded

## Free Kicks

Follow this procedure for a free kick:

1. Play stops. The penalized team continues to move any players he has already activated other than the penalized player.

2. The ball is placed at the spot of the penalty in the possession of a player from the free kicking team.

3. The player in possession begins play by passing it to another player. No offensive players can move until the ball is kicked, and the ball may not be shot at the goal.

If the penalty occurred within the penalized team’s goal area, the ball is placed on a spot just outside the goal area nearest the spot of the penalty for the free kick.

## Penalty Kicks

Follow this procedure for a penalty kick:

1. Play stops immediately.

2. The ball is placed on one of the four squares adjacent to the penalty spot within the penalty area of the penalized team, and in possession of one player from the free kicking team.

3. Seven players from the penalized side and five players from the free kicking side are placed just outside the penalty area.

4. Play begins with the player in possession of the ball shooting for the goal.

## Duration

Each player gets thirty turns during play. Use a coin to mark this out along one of the long edges of the game board, advancing one square during each turn.

## Winning

The team with the most goals at the end of play wins the game. Of course, you probably already knew this.

Note: If you purchased this magazine as a PDF, the download should include a graphic of the soccer field. If you bought a physical copy of this book, you can find a link to download the graphic of the soccer field at <https://landofnod.blog/nod/>

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# Why is this demon smiling?



## He games the Stater way!

**Blood & Treasure:** The second edition of a fantasy roleplaying game that keeps the rules simple while offering numerous options for monsters, classes, races and spells. Use what you want, ignore the rest.

Blood & Treasure Rules | Blood & Treasure Monsters | Esoterica Exhumed | Monsters II

**Bloody Basic:** A simplified version of Blood & Treasure, spanning character levels 1 to 6, with numerous themed editions that can be played separately or combined.

Classic Edition | Contemporary Edition | Mother Goose Edition | Sinew & Steel Edition | Weird Fantasy Edition

**Grit & Vigor:** A modern take on *Blood & Treasure*, with rules for firearms and motor vehicles.

**Mystery Men:** A comic book super hero game with quick and simple rules.

**Pars Fortuna:** An experiment in replacing the well-known fantasy tropes with new races, monsters and spells.

**Space Princess:** A sci-fi game designed for one-shot play – rescue the space princess from the dark lord's fortress.

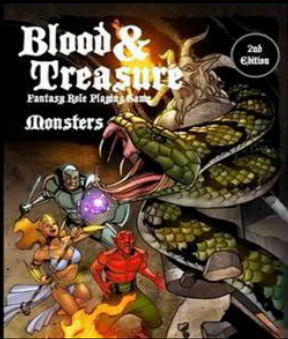
**Quick & Easy:** A series of stand-alone games that keep the rules simple, and which are small enough to take on the road for spontaneous play. You just need pen, paper and dice.

Pen & Paper Football | Barbarians & Basilisks | Black Death | Deviant Decade | Swords & Sandals | Manbot Warriors

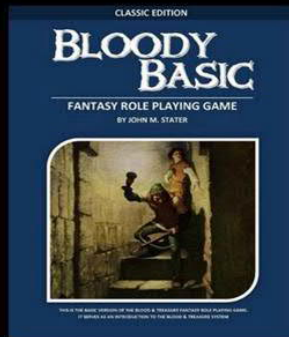
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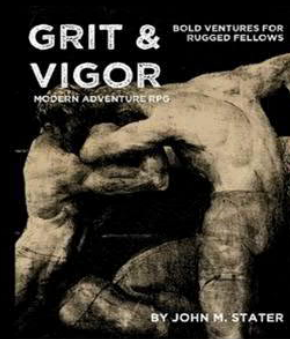
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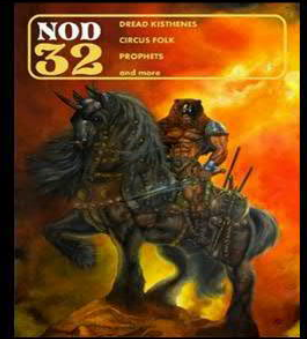
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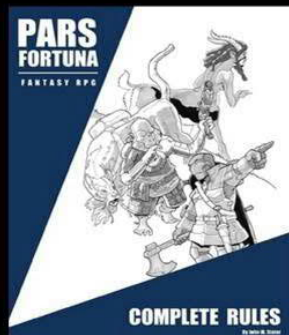
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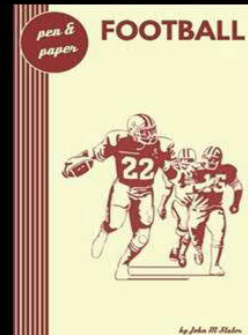
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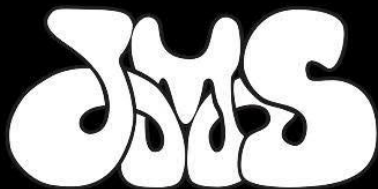


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