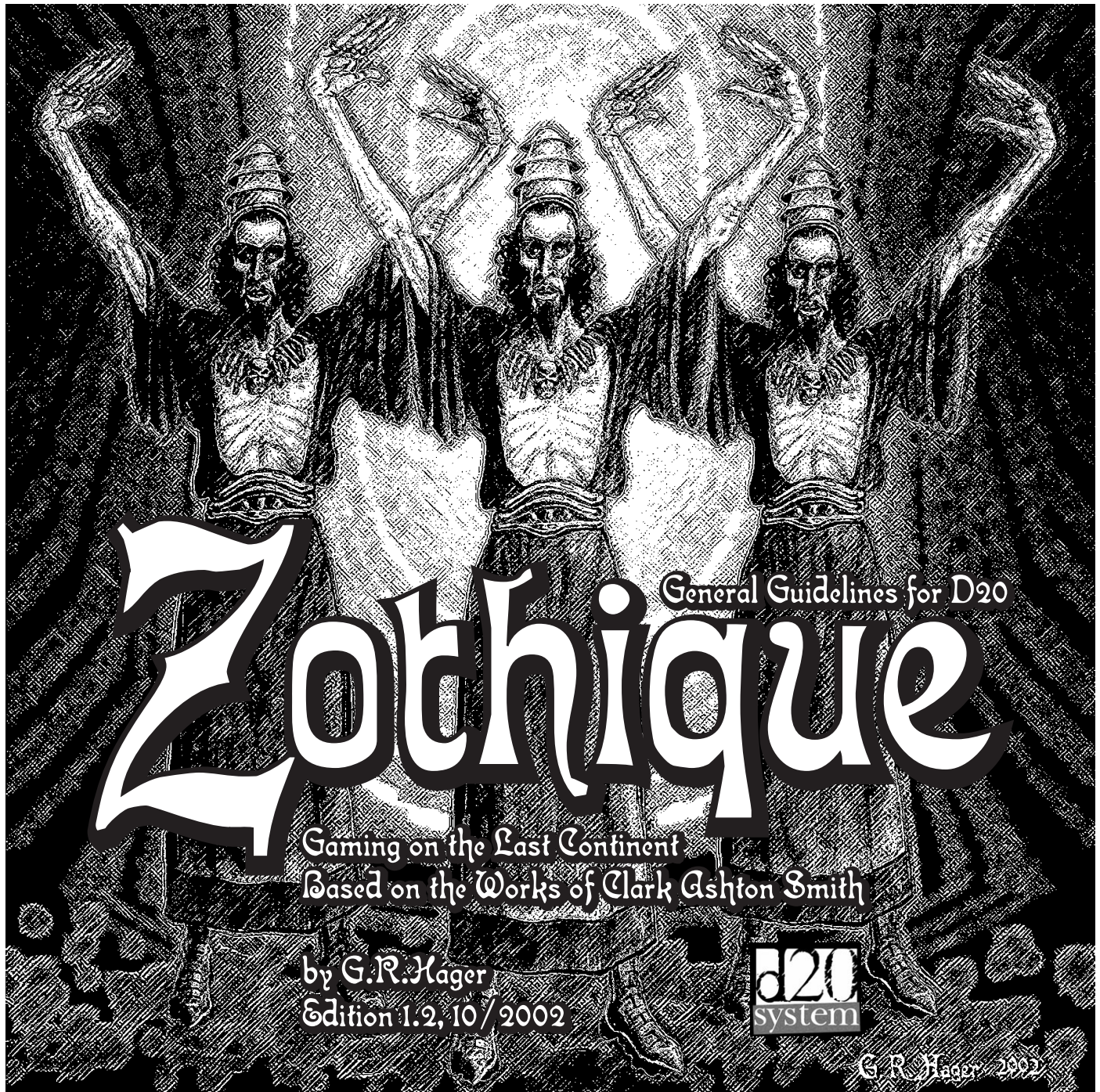




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The Last Continent

Clark Ashton Smith, poet, artist and fiction author, was a friend and contemporary of sci-fi & horror author H.P. Lovecraft. Clark Ashton Smith (CAS) is best known for his contributions to the pulp magazine *Weird Tales*.

CAS's Zothique is the last continent to rise from the seas before mankind's demise on Earth. In 1931, CAS submitted the following kernel of an idea for Zothique, which at that time he called "Gnydron":

"Gnydron... is more subject to incursions of 'outsideness' than any former terrene realm; and more liable to the visitation of beings from galaxies not yet visible; also, to shifting admixtures and interchanges with other dimensions or planes of entity."

— A Tale Of Gnydron, synopsis, CAS 1931

Zothique was most likely inspired by CAS's earlier tale, *The Abominations of Yondo*, written in 1929. Here the mood is set for many tales to follow:

"It was then that I heard a diabolic chuckle on the hillside above me. The sound began with a sharp abruptness that startled me beyond all reason, and continued endlessly, never varying its single note, like the mirth of an idiotic demon. I turned, and saw the mouth of a dark cave fanged with green stalactites, which I had not perceived before. The sound appeared to come from within this cave."

— The Abominations of Yondo, CAS 1929

As Zothique developed through Clark Ashton Smith's pen, it became a realm of sociopathic sorcerers, decadent tyrants, gruesome cannibals, maniacal half-demons, ill-fated dreamers, arcane aliens, and the animated dead.

"On Zothique, the last continent on Earth, the sun no longer shone with the whiteness of its prime, but was dim and tarnished as if with a vapor of blood. New stars without number had declared themselves in the heavens, and the shadows of the infinite had fallen closer. And out of the shadows, the older gods had returned to man: the gods forgotten since Hyperborea, since Mu and Poseidonis, bearing other names but the same attributes. And the elder demons had also returned, battenning on the fumes of evil sacrifice, and fostering again the primordial sorceries.

"Many were the necromancers and magicians of Zothique, and the infamy and marvel of their doings were legended everywhere in the latter days"

– *The Dark Eidolon*, CAS 1935

Geography

Zothique is an unlinked continent, with low hills & mountains, and no major inland bodies of water. It is surrounded by numerous islands and archipelagos of various size which are, in total, more populated than the greater continent of Zothique, which is mostly dry desert. Cyntrom, Naat & Sotar are the largest nearby islands.

Sometime in forgotten history, a section of the Earth has been completely removed, drawing into the void a rapid ocean current known as "the Black River" that flows westward, impossible to resist except by magical means.

"And the red suns and ashen moons went westward over Xylac, falling into that seldom-voyaged sea, which, if the mariners' tales were true, poured evermore like a swiftening river past the infamous isle of Naat, and fell in a worldwide cataract upon nether space from the far, sheer edge of Earth."

– *The Dark Eidolon*, CAS 1935

Generally speaking, the closer one gets to this chasm, the more profoundly alien the environment.

"The sand of the desert of Yondo is not as the sand of other deserts; for Yondo lies nearest of all to the world's rim; and strange winds, blowing from a pit no astronomer may hope to fathom, have sown its ruinous fields with the gray dust of corroding planets, the black ashes of extinguished suns. The dark, orblike mountains which rise from its wrinkled and pitted plain are not all its own, for some are fallen asteroids half-buried in that abysmal sand. Things have crept in from nether space, whose incursion is forbid by the gods of all proper and well-ordered lands; but there are no such gods in Yondo, where live the hoary genii of stars abolished and decrepit demons left homeless by the destruction of antiquated hells."

– *The Abominations of Yondo*, CAS 1929

Cities of Zothique

At some time in future history, each city of Zothique will meet its demise, usually in the form of an apocalyptic disaster. You may wish to set your game cities before, during or after these disasters. A loose chronology of historical events can be gleaned from the Zothique cycle, but in my opinion such labor is unnecessary. This is, after all, your Zothique. The practical concerns of your campaign should determine which cities thrive and which have collapsed. Defunct coastal towns will be more likely to have some human remnant—lepers, lunatics or other pariahs—than towns in the desert. Desert ghost towns will probably be haunted by ghouls, animate dead, or weird demonspawn.

The typical city is ruled by a hereditary monarch, but cities are occasionally seized by tyrannical wizards—or even by divine avatars of the outer planes.

Some engineering concepts from forgotten eras persist, but a rarity of materials and equipment makes erection of high towers costly and laborious events. Yet, tyrannical monarchs love to build monuments reflecting their own greatness, and lofty spires still rise above Zothique.



Place Names (see map on last page)

Aramoam - capital of Ustaim, with marbled palaces and palm trees.

Avandas - capital of Dooza Thom, with sturdy mansions.

Black River - westward ocean current.

Calyz - a fallen empire in the east.

Celotia - desert in the west. Referred to as "the Celotian waste".

Chaon Gacca - abandoned capital of Tasuun.

Cincor - ancient and defunct empire of the west. Now a wasteland.

Cith - a village in the west.

Cyntrom - a large island south of Zothique. Part of the empire of Yoros.

Dhir - a pale, salty desert between Ustaim and Yoros. A former inland sea?

Dloth - a devil-infested desert between Dooza Thom and Tasuun.

Dooza Thom - a northern kingdom.

Faraad - capital of Yoros. On the broad River Voum.

Iicar - a northwest empire.

Ilozian Sea - southeastern sea.

Indaskian Sea - southern sea.

Iribos - an island near the Black River.

Istanam - an area of numerous cities, south of Tasuun, northwest of (and perhaps part of) Yoros.

Izdrel - a wilderness area west of Yoros.

Loithé - capital of the island of Sotar.

Miraab - capital of Tasuun.

Mirouane - a port city on the west coast of Zothique.

Mykrasian Mountains - bucolic mountain range near Cincor.

Nooth-Kemmor - a barren land north of Dooza Thom.

Orient Sea - eastern ocean.

Ornava - a far eastern island ruled by giant birds.

Oroth - a port of Xylac.

Psiom - one of the twin cities of the delta.

Puthuum - site of an ancient abbey of priests exiled from Iicar.

River Vos - a river flowing through Izdrel.

River Voum - a broad river flowing through Yoros.

Sha-Karag - city between Yoros and Ustaim.

Shathair - (former) capital of Calyz on the eastern shore.

Shrunken Seas - the northwest ocean area, near Ilcar.

Siloar - town of northern Yoros, perhaps in the region of Istanum.

Silphon - another town of northern Yoros, perhaps in the region of Istanum.

Sotar - southeastern island, famous for sorcery & arrack (liquor).

Tasuun - a central desert kingdom.

Tinarath - a country between Dooza Thom and Xylac.

Tosk - southeastern island of apeline inhabitants.

Uccastrog - southeastern island of evil torturers and sorcerers.

Ullotroi - southwestern country.

Umbri - one of the twin cities of the delta.

Ummaos - towered capital of Xylac.

Ustaim - northeast kingdom.

Vos - a river flowing through Izdrel.

Voum - a broad river flowing through Yoros.

Xylac - a western empire.

Yethlyreom - seat of the former empire of Cincor.

Ymorth - mountains between Tasuun and Yoros.

Yondo - a haunted wasteland on the rim of the Earth.

Yoros - southern empire.

Yumatot - a seven-isle chain populated by cannibals.

Zhel - a fertile lowland at the foot of the Mykrasian Mountains.

Zul-Bha-Sair - city in the desert south of Xylac.

Zyra - a half-desert plain of lakes and grasslands.

Religion



The two main deities are Vergama (chaotic good) and Thasaidon (lawful evil). You may prefer a simple dualism that allows clerics of similar alignments to worship different avatars of these two gods.

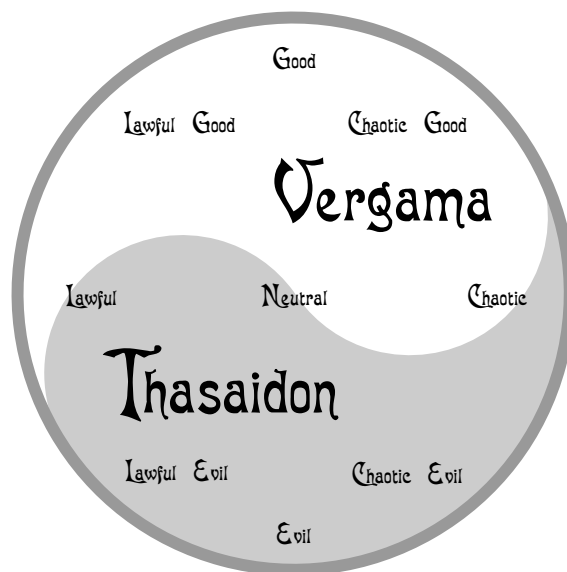
This is a simple way to cover all the domains within the good and evil alignments. For instance, a certain sect may worship Vergama as a female, neutral good deity whose primary domain, after Good, is Protection. For members of this sect, Vergama will act and appear according to their expectations.

Chaotic, lawful, and plain neutral deities would be minor in the dualistic system. These neutral gods would be Basatan, Geol, Mordiggian, Ong, and Yululun.

An alternative to the dualistic system would be to create new deities whenever none of CAS's fit the needs of your campaign. Or you could create both new avatars of major gods and original minor ones! Do what you need to make it balanced.

As in the days of antiquity, the worship of specific deities is usually a matter of regional preference. The deities of Zothique are profuse, but most are generally too cruel, too indifferent or too alien to have a paternal (or maternal) relationship with mortals. Some deities originate from within the Earth, having slept for countless millennia during the rise of mankind; some are immigrants from across vast distances, from other dimensions or times; and others are hybrid godlings of both alien and native origin.

Optional Dualism Chart



The following gods are listed in order of popularity. Domains and favored weapons are matters of conjecture.

THAS AidON - Lawful Evil (Chaotic & Neutral Evil Avatars)

Domains: Evil, Law, Fire, Death, Trickery
Favored Weapon: Mace

Dark archfiend, "prince of all turpitudes." Worshiped from the central deserts (Tasuun) to the southern islands (Sotar). Thasaidon is generous with his power, because he knows that power corrupts. Thasaidon is known and feared throughout Zothique, even where he is not worshiped. The vampires and lamiae pay him homage, and wizened liches drawn upon his power for continued earthly presence beyond the grave. Typical clerics will be power-hungry bureaucrats. The game master may elect to have some high-level arcane spells available only by the grace of Thasaidon.



"Before him, on an altar of jet, was the dark, gigantic statue of Thasaidon which a devil-begotten sculptor had wrought in ancient days for an evil king of Tasuun, called Pharnoc. The archdemon was depicted in the guise of a full-armed warrior, lifting a spiky mace as if in heroic battle... And often, through the mouth of the statue, Thasaidon would utter oracles to Namirra, or would answer interrogations."

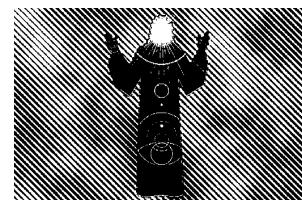
"Before the black-armored image there hung seven silver lamps... Wild and lurid was their light, and the face of the demon, peering from under his crested helmet, was filled with malign, equivocal shadows that shifted and changed eternally"

— *The Dark Eidolon*, CAS 1935

VERGAMA - Chaotic Good (Lawful & Neutral Good Avatars)

Domains: Good, Chaos, Air, Healing, Luck
Favored Weapons: Staff, Spear, Polearms

Vergama is the most abstract and distant of the gods, and he (or she) is described in a variety of ways by those that worship him. Clerics will usually be independent prophets.



"...he gave thanks to Vergama who, throughout the whole continent of Zothique, was deemed the most powerful and mysterious of the genii, and was thought to rule over the heavens as well as the earth."

— *The Last Hieroglyph*, CAS 1934

"No idols were wrought in the image of Vergama, no altars were dedicated to him: yet sometimes he was addressed in prayer by savage peoples, or was called upon with dark runic formulae by the more venturesome wizards. Some claimed that the prayers and the incantations were answered; but this, like all else that concerned Vergama, was a matter of much doubt. Curious and almost omnipotent powers were ascribed to him, and attributes of tremendous bale and benignity; but there was no virtual proof of their manifestation at any time."

— *In the Book of Vergama*, CAS 1934

THAMOGORGOS - Chaotic Evil

Domains: Evil, Chaos, Death, Destruction, War
Favored Weapons: Bladed Weapons

Lord of the Abyss. A thunderous archdemon. The typical cleric of Thamogorgos travels with brigands or militias. The game master may elect to have some high-level arcane spells available only by the grace of Thamogorgos.



GODLINGS & DEMONS - Various Alignments

Not all domains are covered by CAS's Zothique pantheon. To fill the void, You could invent your own godlings and demons: subterranean, cosmic or ultradimensional.

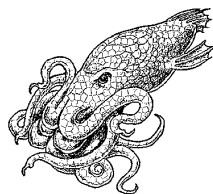
When creating demons, the more bizarre and despicable, the better. There are a multitude of demons in Zothique, although no single demon claims a large mass of worshippers. Small cults are common. More often than not, the relationship between mortal and demon is temporary, usually ending in tragedy for the mortal.

Avoid known deity names, even if you copy a known deity. All deities will be known by new names in Zothique. In Zothique, no knowledge of our present religions exists, though there will be coincidental similarities. Even the old gods will have new religions.

BASATAN - Chaotic Neutral

Domains: Chaos, Water, Animal, Travel
Favored Weapons: Trident, Scimitar

The sea-god. Represented as a kraken. Worshiped along the coasts. Clerics will be rare, and always found at sea or in coastal towns.



GEOL - Neutral

Domains: Knowledge, Magic, Earth, Protection
Favored Weapons: Short Sword, Longbow

Worship of Geol is limited to northeastern Zothique, and even there it is lax. Geol is depicted as a dirt-brown, pot-bellied figure, lying supine and staring into the heavens. Clerics are usually content to collect their official salaries, and do little to promote expansion.



ALILA - Neutral Evil

Domains: Evil, Magic, Trickery
Favored Weapons: Dagger, Crossbow, Poison

"Queen of perdition and goddess of all iniquities". Worshiped in central Zothique. Priestesses will be sorceresses, who, by conducting in advance an hour of ritual and meditation, can elect to substitute any divine spell of identical level for any arcane spell they possess. Divine and arcane spells of Evocation cannot be used. If this variety of sorcerer proves relatively weak after a few levels of advancement, bestow the following feat:

Alila's Blessing [Special]

Requirements: must be a priestess (sorceress) of Alila

Benefit: Gain a +2 bonus to Charisma when determining extra spells per day and DC modifiers for spells. When casting an Enchantment, treat all level dependent factors of the spell as though the caster was one level higher.

Special: This feat is lost if the sorceress displeases Alila.

MORDIGGIAN - Neutral (Lawful and Evil tendencies)

Domains: Death
Favored Weapons: None

Clerics of Mordiggian are rumored to be ghouls (NPC only). The deity himself has appeared as a colossal swirling column of worm-holed and tentacle-coiled shadow, paradoxically dazzling and devoid of all light. Mordiggian rules Zul-Bha-Sair and nowhere else.



"'Mordiggian is the god of Zul-Bha-Sair,' said the innkeeper with unctuous solemnity. 'He has been the god from years that are lost to man's memory in shadow deeper than the subterranean of his black temple. There is no other god in Zul-Bha-Sair. And all who die within the walls of the city are sacred to Mordiggian. Even the kings and the optimates, at death, are delivered into the hands of his muffled priests. It is the law and the custom.'"

— *The Charnel God*, CAS 1934

YUCKLA - Chaotic Good (Neutral, Chaotic Neutral, Neutral Good)

Domains: Chaos, Good, Trickery, Knowledge, Protection, Travel
Favored Weapons: Darts, Arrows

A small and grotesque deity, Yuckla is the god of laughter. Mainly known in Yoros and Tasuun. Many fringe cults of this deity exist, and clerics of Yuckla are often multiclass characters.



ONG - Lawful Neutral (Lawful Evil tendency)

Domains: Law, Knowledge, Protection
Favored Weapons: Flail, Spear

A lion-headed deity of Yondo, a horrid desert perched at the edge of the world. The priests of Ong are described as "dreadful magicians and mystariachs", "cruel and cynical inquisitors." A cleric of Ong outside of Yondo would be extremely rare. Most residents of Zothique have never heard of Yondo, much less Ong.



YULULUN - Neutral (Evil tendency)

Domains: Death
Favored Weapons: Axe

Keeper of the Tombs. Important in the pantheon of Tasuun. Clerics are part of a very small religious order.



OJHAL - Lawful Good

Domains: Law, Good, Knowledge, Protection, Healing
Favored Weapons: Hammer, Staff

Virgin goddess. Her order of clerics may be wholly extinct.



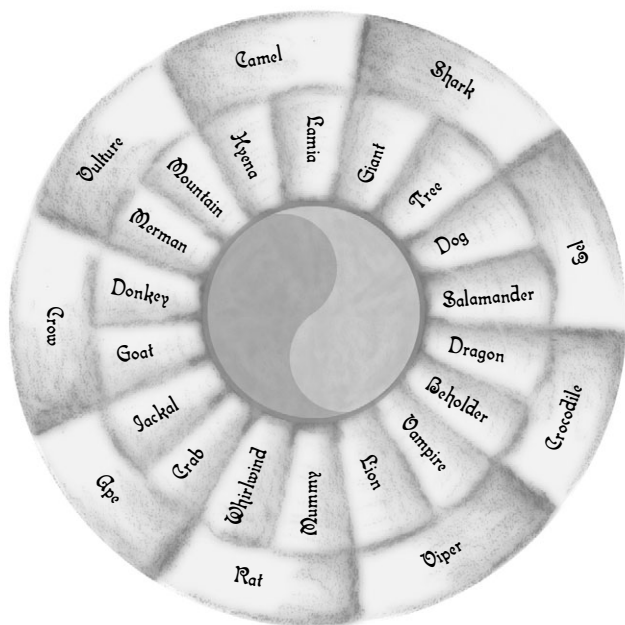
"I am Uldor, the abbot of Puthuum. More than a thousand years ago I came with my monks to Yoros from Ilcar, the black empire of the north. The emperor of Ilcar had driven us forth, for our cult of celibacy, our worship of the maiden goddess Ojhal, were hateful to him."

— The Black Abbot of Puthuum, CAS 1936

Astrology & the Heavens*

In the future, the moon will have a different rotational pattern in relation to the Earth, for long cycles appearing smaller in the sky due to increased distance. Current constellations will be unrecognizable, and the dimming, ruddy sun will allow a multitude of new stars to appear in the sky, even at twilight.

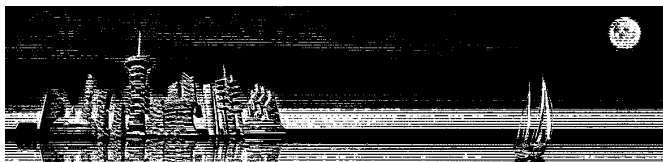
There will be only nine lunar months, so astrologers will use a zodiac house of nine lunar signs and another house of eighteen solar signs. Astrology is very popular in Zothique, and most dabblers in the arcane arts devote some of their study to astrology.



*The zodiac chart above is based on scant details in the Zothique cycle.

Classes

The commoner of Zothique is typically a farmer or fisher, and is preoccupied with survival, not adventure. The simplest life is dangerous enough, avoiding Zothique's demons, necromancers, thieves and cannibals. But, since danger often comes unbidden, many have chosen to meet danger face-forward, and take up a life of adventure.



Standard D20 Classes

Common	Uncommon	Rare - Very Rare	Non-existent
Barbarian	Assassin	Bard	Arcane Archer
Fighter	Cleric*	Blackguard	Druid
Rogue	Sorcerer	Cleric**	Dwarven Defender
	Wizard^	Loremaster	Ranger
		Monk	
		Paladin	
		Shadowdancer	
		Wizard^^	

* Clerics within all domains except plant and animal.

** Clerics within the plant or animal domains.

^ Wizards of the School of Necromancy

^^ Wizards of schools other than Necromancy.

Races

Standard D20 Races

Dwarf	NO*
Elf	NO
Gnome	NO*
Half-elf	NO*
Half-orc	NO*
Halfling	NO
Human	YES

* An equivalent rare hybrid, anomaly or quasi-human could be developed.



Humans

Unlike many fantasy settings, humans represent the oldest sentient species on Zothique. On the Last Continent, the species is very much the same as it is now. To project familiar racial groups onto the continent: Africans in the northwest, Indochinese/Polynesian in the southeast, and Turkic/Semitic/Persian/Hindi in the middle.

When reading the works of Clark Ashton Smith and H.P. Lovecraft, one comes across awkward (and embarrassing) examples of xenophobia that were intrinsic to the authors' culture and time period. The reader should note that what seems to be the most offensive racial descriptions in the Zothique cycle actually represent characters that are half-demonic in nature.

CAS had ideas for stories about the northern kingdoms, Dooza Thom & Ilcar and their dark-skinned populations, but none of these came to fruition. Unfortunately, all we have are the unilateral portraits of the demonic Black Abbot of Puthuum and the cannibalistic Master of Crabs.

Quasi-Humans

Perhaps through demonic folly, past genetic tampering, or natural selection, several quasi-human races have come into being, and inhabit various islands scattered around Zothique. For consistency, the game master should decide which racial adjustments are applied when given a choice of abilities to alter. Also, be aware that a racial adjustment to a character's Constitution becomes moot should the character become undead. Here are a few of the most notable quasi-humans...

Necromancers of Naat

"The captive, who was cross-eyed, ... was ill-favored to an extravagant degree, his nose, ears and other features were all possessed of unnatural mobility, and he grimaced perpetually in a manner that caused his unclean beard to toss and curl like seaweed on a boiling whirlpool... he replied, in an insolent voice whose pitch was peculiarly disagreeable to Euvoran, setting his teeth on edge like the grating of metal on glass"

— *The Voyage of King Euvoran, CAS 1931*

"Gaunt as starved herons they were, and great of stature, with a common likeness; and their sunk eyes were visible only by red sparks reflected within them from the blaze. And their eyes, as they chanted, seemed to glare afar on the darkling sea and on things hidden by dusk and distance. And Yadar, coming before them, was aware of swift horror and repugnance that made his gorge rise as if he had encountered, in a place given to death, the powerful evil ripeness of corruption."

— *Necromancy in Naat, CAS 1937*



As their name implies, Necromancers study the arcane arts of death and reanimation. They will always be male, of the Wizard class, and of chaotic evil alignment.

If you elect to play Necromancers as a separate race, here are some suggested modifications:

Females of this race have never been seen.

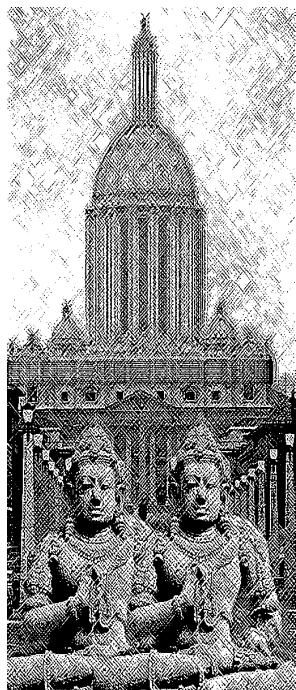
This race will have the special ability "Frightful Presence", and the power to control undead as a cleric of identical experience level. .

+2 Intelligence

-2 Constitution or Strength

+2 Charisma Modifier on Undead

-2 Charisma Modifier on Living



***FRIGHTFUL PRESENCE** - This ability makes the Necromancer's very presence unsettling to foes. It takes effect automatically when the Necromancer performs some sort of attempted intimidation, such as chanting, cursing, glaring, or making menacing gestures. Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Hit Dice or levels than the Necromancer has. An affected opponent can resist the effects with a successful Will save with a DC of 10 + 1/2 necromancer's HD + Necromancer's Charisma modifier. The normal -2 reduction of Charisma modifier against living opponents does not apply to this ability. An opponent who succeeds at the saving throw is immune to that Necromancer's frightful presence for one day.

Cannibals of Naat

Inherently savage, the cannibals of Naat are a race unto themselves. They resemble the dark race of Ilcar and Dooza Thom only in pigmentation. They are unrelated to other cannibals, such as those inhabiting the eastern archipelago of Yumatot. Cannibals will favor the classes Barbarian and Cleric, and are usually of chaotic evil alignment.

If you elect to play Cannibals as a separate race, here are some suggested modifications:

Physically, they are the strongest race, but have evolved to require human flesh in order to maintain health. Cannibals of Naat have sharp teeth, and only eat raw flesh. Their habits and customs prevent the development of advanced culture. A cannibal can temporarily gain some of a mage's power by eating the mage's internal organs. This transferred power is usually manifested as a protective spell, or as an enhanced manual attack.

+2 Strength or Constitution

-2 Intelligence or Charisma

Apemen of Tosk

"...Tosk, whose people were more akin to apes and lemurs than to men. And Euvoran asked the people for news of the gazolba, and received only a chattering as of apes in answer. So the king ordered his men-at-arms to catch a number of these savage islanders and crucify them on the coco-palms for their incivility. And the men-at-arms pursued the nimble people of Tosk for a full day among the trees and boulders in which the isle abounded, but without catching a single one of them."

— *The Voyage of King Euvoran, CAS 1931*

Toskans are only suited for NPCs. They neither travel outside of Tosk, nor in the company of foreigners. Their dense musculature and body shape makes them poor swimmers. Toskans are related to Beastmen (see monster section), but are more arboreal and less civilized.

+2 Dexterity

-2 Intelligence or Wisdom



Unique Hybrids and Human Anomalies

Some previous genetic tinkering has allowed the mating of humans with other creatures, most notably a variety of demons. As player characters, these hybrids should be rare, and restricted to evil alignments. Benefits should be offset by penalties.

By now you're probably wondering, "What new options do good-aligned characters have?" The Zothique stories are often described as horror tales in a fantasy setting, and as such, they focus on the horribleness of the world. Though CAS didn't offer anything new in the way of good-aligned classes or races, the game master can create new options for players who feel there is too much focus on evil.

Many of the characteristics of the standard demihuman races can be allowed to appear as mutations in the human population. These characteristics should not be bundled as they are in demihuman races, but dispersed randomly. *Eg., the player may have immunity to magic sleep spells, but that does not come bundled with low-light vision, and it does not make him an Elf.*

Within isolated island populations, it is possible that the inhabitants have one or more characteristics in common that make them a race apart.

Here is a sample idea. No such people appear in the Zothique cycle, so this race is completely optional:

Nemu-Sarites

Special Qualities: Enthrall (Ex), Undetectable Alignment (Ex)
Saves: Fort -1 outside of Nemu-Sar, Ref +0, Will +0

Alignment: Usually Lawful Good

Advancement: per character class

Preferred classes (in order): Fighter, Sorcerer, Cleric, Bard, Paladin, Monk

Many miles off the coast of Ustaim, north of Zothique in the vast Orient Sea, rests a large island that goes unnamed on most maps. On this island, known to sailors as Nemu-Sar, the lithe residents tend their pummelo orchards, and with their bare hands pluck fish from the foamy surf. The Nemu-Sarites are uniformly tan, from the hair on their heads to the soles of their feet. Even the "whites" and irises of their eyes are tan, and so are their teeth. Unsettling as their appearance is upon a first encounter, the good-natured islanders quickly win the trust of suspicious newcomers. The -1 Fortitude penalty and Enthrall special ability do not exist in Nemu-Sarites raised outside the native culture.

Enthrall (Ex) [1/day, Language-Dependent, Mind-Affecting, Sonic]

Components: V, S

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: Up to 1 hour

Saving Throw: Will negates, DC = 10 + 1/2 Character Level + CHA modifier (see text)

An extraordinary ability learned while growing up in the Nemu-Sarite culture. If the character has the attention of a group of creatures, the character can use this ability to hold them "spellbound". To employ this ability, the character must speak or sing without interruption for 1 full round. Thereafter, those affected give the character their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under enthrallment. Those of a race or religion unfriendly to the character gain a +4 bonus to the saving throw.

Creatures with 4 or more HD or with Wisdom scores of 16 or higher remain aware of their surroundings and have an attitude of indifference. They gain new saving throws if they witness actions that they oppose.

The "enchantment" lasts as long as the character speaks or sings, to a maximum of 1 hour. Those enthralled by the character's words take no action while the character speaks or sings, and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the character loses concentration or does anything other than speaking or singing.

If those not enthralled have unfriendly or hostile attitudes toward the character, they can collectively make a Charisma check to try to end the enthrallment by jeering and heckling. This check is based on the character with the highest Charisma and has a +2 bonus for each other jeerer who can make a Charisma check of 10 or higher. The heckling ends the enthrallment if it beats the character's opposed Charisma check. Only one such challenge is allowed per use of the enthrallment.

If any member of the audience is attacked (or subjected to an overtly hostile act), the enthrallment ends and the audience becomes immediately unfriendly toward the character (or hostile, for audience members with 4 or more HD and Wisdom 16 or higher).

Undetectable Alignment (Ex) [1/day]

Components: none

Casting Time: 1 action

Range: 0

Target: character

Duration: 8 hours

Saving Throw: Will negates, DC = 6 + Character Will modifier + WIS modifier

An innate extraordinary ability. Conceals the alignment of the character from all forms of divination. The character must remain conscious and alert to maintain this ability for the entire eight hours.

D20 Animals & Vermin

Giant marine and terrestrial arthropods are common in Zothique and surrounding waters. Apparently, many animals were brought back from extinction by the science of earlier millennia, but most have since died off again.

Common	Uncommon	Rare	Very Rare	Non-existent*
Bat	Baboon	Cheetah	Antelope	Badger
Camel	Boar	Crocodile	Ape	Polar Bear
Cat	Gazelle	Eagle	Bear	Bison
Dog	Hawk	Goose	Dinosaur(sm)	Caribou
Donkey	Horse	Leopard	Giant Croc.	Dinosaur(lg)
Goat	Hyena	Monkey	Lemur	Riding Dog
Jackal	Owl	Giant Lizard	Lion	Elephant
Lizard	Raven	Cattle	Giant Octopus	Hippopotamus
Pony	Shark	Porpoise	Giant Squid	Kangaroo
Rat	Toad	Mule	Water Buffalo	Rhinoceros
Viper	Weasel	Squid	Wolf	Whale
Vulture	Octopus	Squirrel	Tiger	Wolverine

* Any of these creatures listed as non-existent could be added at the game master's discretion, but it is suggested that the creatures remain very rare in occurrence.



D20 Monsters • suggested occurrence guide

Aberrations: After millennia of hiding, weird beings like beholders and mind flayers finally feel at home, just below the surface of Zothique.

Arctic and Boreal Monsters: Cold climate monsters do not occur naturally on Zothique, though they may appear as an act of summoning across the planes.

Celestial Beings: Good beings from the outside planes do visit Zothique, but finding it decadent, are less inclined to linger than evil outsiders.

Demihumans: None of the standard player character demihumans are native to Zothique. They will only appear as plane travelers, if at all. Rare human races inhabiting surrounding islands could have a few characteristics in common with the standard D20 demihumans, but not in the same mixtures.

Demons & Devils: They will appear more frequently on Zothique than in a normal D20 fantasy setting. So will their descendants born on the Prime Material Plane. (see "Lamiae, Liches and Vampires" p. 11)

Dragons: None of the standard intelligent dragon types are native to Zothique. The behir, wyvern and pseudodragon may be found, as well as the Cyntrom dragon (see p. 10). Standard dragons (gold, silver, black, red, green, oriental, etc.) will only appear as plane travelers, if at all. Legends of powerful dragons are common, so some dragons must have visited Zothique in the past, or perhaps demons and sorcerers have taken the dragon form.

Elementals: Genii abound, as do other creatures of all alignments from the elemental planes. Some are powerful enough to be gods, dwelling freely outside their elemental planes of origin.

Faery Celtic, Greek Mythology and Creatures From Other Real Earth Mythologies: Faery folk will, for the most part, not appear in Zothique, though aquatic types of these creatures (merfolk) may be quite common. Also, Greek mythological creatures such as the centaur or minotaur could exist as the result of sorcerous mischief, but will not occur naturally. When possible, try to avoid original cultural names of any creatures borrowed from real Earth mythologies. For instance, "vampire" and "gargoyle" are common concepts which can be applied across many mythologies without seeming out of place, but using the term "Quetzalcoatl" evokes Aztec mythology, a subject long forgotten in the world of Zothique. Asian and Middle Eastern mythologies are more appropriate to Zothique than others.

Giants: Rare, but they do exist. Even ogres, trolls and umber hulks would fit into the environment.

Goblinoids: None of the goblinoids are native to Zothique. They will only appear as plane travelers, if they appear at all. Warped subterranean humans may have many of the goblinoid characteristics — enough to separate them from the surface races.

Lovecraftian Horrors: Visitors from alien planes are more common than in a normal fantasy setting. They are almost never good or humanoid, and if not the honored guests of powerful wizard-monarchs, they will be hiding from humanity.

Magical Beasts: At some time in the distant past, the gods went overboard creating weird beasts. Most died off, but some of these will survive where the environment permits. Most of the gentle and fluffy varieties probably didn't make it. Sorry. If they exist, it will be in some generous sorcerer's zoo.

Magical Constructs: Where there are wizards, there will be magical constructs. There may even be an electromechanical construct drawn in from some bizarre, adjoining plane; but no native of Zothique, not even the most astute wizard, will understand robotic technology.

Reptilian Humanoids: Lizardfolk, kobolds, troglodytes? Sure. Why not? They were not mentioned in the Zothique cycle, but their existence does not clash with the stories, either. Don't make them a focal point and they should fit in fine. Remember, real humans are the only ancient race native to Zothique. Reptilian humanoids will be partially derived from human genetics.

Undead: Zothique is littered with them. (see "Lamiae, Liches and Vampires" p. 11)

New Monsters

Unique Creatures

Certain creatures, though appearing in the Zothique cycle, will not be detailed in this guide because they will, with all likelihood, have a unique occurrence on Zothique. It will be the responsibility of module designers to convert these creatures to D20, if they want to incorporate them into the campaign:

Giant sentient birds - *Voyage of King Euvoran, The* (1931)

An easy conversion from regular giant birds. Just add intelligence, language and a couple of skills. They live on Ornavia. N, LN, or LE

Weird Weaver Orb - *Weaver in the Vault, The* (1934)

This subterranean creature is horrible because it is unlike anything the characters have ever seen--and it should stay that way! N, CN or CE

Nioth Korghai - *Tomb-Spawn, The* (1934)

A stranded demon from beyond the cosmic unknown, he should inspire monster builders, but it would be trivializing Nioth Korghai to make all cosmic visitors carbon copies. NE or CE

Chuckling Cave Dweller - *Abominations of Yondo, The* (1929)

This weirdo could only live near the edge of the world. And who can say if Yondo still exists, or if it has fallen into the great chasm? CE

"...and who could believe there existed a time when the gods and their minions did not tread upon mankind, and bones were not strewn about Gnydron as so much garbage?"

— Luma Izen



Thanks to Mike, Orion, Ray Colina and Kenji for all their ideas and editorial contributions; and to Calithena and Charles for letting me know gamers had an interest in Zothique.

Thanks to Scott Greene for his creature conversions.

Visit www.eldritchdark.com for the CAS archives!



Comments? geocorona@yahoo.com



Cyntrom Dragon ("grapple wyrm" for open gaming purposes)

Medium-Size Magical Beast

Hit Dice: 2d10+6 (16 hp)

Initiative: +2 (+1 Dex, +1 natural)

Speed: 40 ft., climb 15 ft.

AC: 16 (+1 Dex, +5 natural)

Attacks: Bite +2 melee, 4 claws
+1 melee

Damage: Bite 2d4+2, claw 1d4+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Breath weapon, constrict 1d8+1

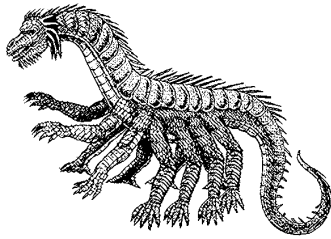
Special Qualities: Darkvision 40 ft., low-light vision, scent, can't be tripped

Saves: Fort +8, Ref +7, Will +4

Abilities: Str 20, Dex 13, Con 16, Int 8, Wis 14, Cha 10

Skills: Listen +8, Climb +16, Hide +7, Spot +7

Feats: Multiattack, Weapon Finesse, limited Blind-Fight



Climate/Terrain: Any marsh, jungle and underground on the southern isles.

Organization: Solitary or pair

Challenge Rating: 4

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: 3-7 HD (Large); 8-14 HD (Huge)

Cyntrom dragons speak Draconic and a few words of Common.

This 12-legged relative of the behir is the closest creature to a true dragon native to the world of Zothique. Its green, black and gray hide is favored as a material for constructing armor. The skin from one and a half medium dragons can be used to create one suit of banded armor offering +5 to AC. The skin from a large dragon or half a huge dragon can be used to create one suit of banded armor that protects +6 and +7, respectively. As a dragon grows, an AC penalty for size counters the increased protection of its hide, keeping it at AC 16.

It is found on most of the islands around Zothique, and rarely along the continental coast.

COMBAT

The Cyntrom dragon has a +2 to gain initiative due to dexterity and a keen sense of smell. It attacks with its breath weapon first, followed by its bite and four of its clawed forelegs. Because it always keeps eight legs grounded, it cannot be tripped. On the second round, it will attempt to grab and constrict any one of its smaller opponents.

Breath weapon (Su):

Medium: Stream of acid 5 feet wide, 3 feet high, and 20 feet long, once every 3 rounds; damage 3d4, Reflex half DC 15

Large: Stream of acid 6 feet wide, 4 feet high, and 30 feet long, once every 4 rounds; damage 4d4, Reflex half DC 16

Huge: Stream of acid 7 feet wide, 4 feet high, and 40 feet long, once every 5 rounds; damage 5d4, Reflex half DC 17

Constrict (Ex): A Cyntrom dragon deals 1d8+1 damage per minute (large 2d8+2, huge 3d8+3) with a successful touch attack plus a successful grapple check against smaller creatures. It can only attempt to grapple and constrict one creature at a time. If the dragon succeeds with the touch attack but misses the grapple check, the target creature merely loses a round of action getting free.

Blind-Fight (Ex, limited): If blinded, or an opponent is invisible, the dragon can still locate and attack by senses of smell and hearing, at a penalty of -2 (not the usual 50%). A blinded dragon will have a reduced armor class of 11 for medium, 12 for large, and 13 for huge.

Ghorii ("jaghoul" for open gaming purposes)

Small Undead

Hit Dice: 2d12 (12 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 13 (+3 Dex)

Attacks: Bite +3 melee;
2 claws +1 melee

Damage: Bite 1d4+3, claws 1d2 ea.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Stench

Special Qualities: Undead, +1 turn resistance, Darkvision 10 ft., receive double damage for all non-magical attacks

Shaman spells: Darkness, Create More Ghorii

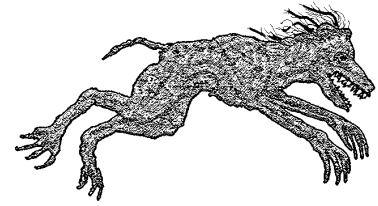
Saves: Fort +0, Ref +2, Will +3

Abilities: Str 9, Dex 16, Con -, Int 9, Wis 12, Cha 12

Skills: Climb +6, Escape Artist +6, Hide +6, Jump +6, Listen +6, Move

Silently +6, Search +6, Spot +6

Feats: Multiattack, Weapon Finesse (bite)



Climate/Terrain: Any desert, ruins, and underground on the greater continent

Organization: gang (2-6), pack (7-19), band (20-60), horde (60-100)

Challenge Rating: 1

Treasure: Conditional (see below)

Alignment: Always lawful evil

Advancement: 3-6 HD (Medium-size)

Ghorii speak to each other in a language of hoarse coughing and spitting.

Ghorii are devilish undead that appear in a gaunt, jackal-like form. They have long muzzles and double rows of teeth, which insure at least 4 points of damage with a successful bite attack. They run on all limbs, but can use their taloned forelimbs for grasping. Their sole source of moisture is the blood of their victims, so they devour both the living and the dead, including fallen ghorii.

They are usually the color of the local soil, and hide very well, except for the stench which reveals their presence. They prefer to travel in large bands or hordes, which are always led by a hierarchy of chieftains and shamans of 3-6 HD, or on rare occasions by an osyluth (bone devil).

Except for a bag of odd spell components worn about the neck of ghorii shamans, they are always naked and carry no treasure. However, the opulent treasure of previous victims can often be found strewn about in the vicinity.

The desert wraith (see p. 14) can be mistaken for a ghorii, often with fatal results. Good rules of thumb: If it looks like a jackal and doesn't avoid you, it isn't a jackal. If it travels alone, or has a furry pelt, it's probably a desert wraith.

COMBAT

Ghorii favor ambushes and overwhelming odds. They will leap from above like panthers, given the opportunity.

Stench Attack (Ex): This is a passive ability. When 7 or more ghorii are indoors, or 20 or more ghorii are outdoors, all other creatures with a sense of smell found within 20 feet must succeed at a Fortitude save (DC 13) or be wracked with fear & nausea, suffering a -2 penalty to all attacks, saves, and skill checks for the next 10 minutes.

Darkness (Su): Same as the 2nd-level cleric spell. 1/day for shaman.

Create More Ghorii (Su): A ghorii shaman invokes hellish powers to create more ghorii from jackal skeletons wrapped in human skin. This cannot be done in battle, and requires several hours of spell casting. Ghorii must be



created in multiples of five, and each one requires a complete jackal skeleton and the entire skin plus some blood, brain & bones from a human. 1/week for shaman.

Receive Double Damage (Ex): Ghorii take double damage when receiving any successful physical blow.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Crawling Members

Small Undead

Hit Dice: third d12 (2 hp)

Initiative: +0

Speed: 10 ft.

AC: 11 (+1 size)

Attacks: bite, claw or kick +1 melee

Damage: 1d2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Create spawn

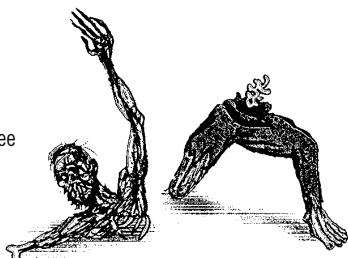
Special Qualities: Undead

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 10, Dex 10, Con -, Int 3, Wis 7, Cha 12

Skills: Climb +5, Hide +8, Move Silently +16

Feats: Blind-Fight



Climate/Terrain: Any

Organization: Solitary, cluster (2-5), or pile (6-11)

Challenge Rating: half

Treasure: None

Alignment: Always neutral evil

Advancement: half HD (small)

Crawling members are animated body parts severed into sections large enough to move and inflict damage. When reduced to 0 hit points, they have been chopped or broken small enough to do no harm. They are easy to avoid, except when they approach unseen, since crawling members move very quietly.

COMBAT

Create Spawn (Su): Any humanoid slain by crawling members becomes a zombie in 1d4 rounds. Spawn are under no particular command, but may attack other party members at random (50% chance). They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Lamiae, Liches & Vampires

Clark Ashton Smith uses "lamia", "lich" and "vampire" to generally describe a variety of wicked creatures, some of which may have more specific titles in traditional fantasy roleplaying.

"Lamia" is used to describe a female semi-demon or vampire-like undead that haunts abandoned areas. The semi-demonic lamia will have bestial hands and/or feet which she is incapable of fully disguising. The vampiric lamia will be wan and furtive, but usually charismatic and beautiful.

"Vampires" may also appear as either magical beasts or undead creatures. The undead vampires are solitary former humans that feast on blood, male counterparts to the undead lamiae. Treat lamiae/vampires (male/ female, resp.) as D20 vampires or vampire spawn.

The magical beast vampires appear as swarms of supernatural, man-sized, bat-like monsters that can reduce a grown adult to a bag of bones in one feasting.

CAS applies the term "lich" to all the reanimated dead, regardless of the creatures' levels of volition and power. To avoid confusion, I suggest you use standard fantasy undead names to distinguish one class of undead monster from another.

Lamia (semi-demonic)

Medium-Size Monstrous Humanoid (semi-outsider)

Hit Dice: 9d8+18 (54 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 18 (+2 Dex, +6 natural)

Attacks: Touch +9 melee; or dagger +11/+6 melee

Damage: Touch 1 permanent Wisdom drain; or dagger 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks/Qualities: Spell-like abilities, Dark vision 60 ft., Damage reduction 5/+1, Wisdom drain

Saves: Fort +6, Ref +8, Will +8

Abilities: Str 12, Dex 15, Con 14, Int 15, Wis 15, Cha 17

Skills: Bluff +13, Concentration +11, Hide +14, Move Silently +7, Search +8, Sense Motive +11, Spot +11

Feats: Dodge, Iron Will, Mobility, Weapon Finesse (dagger)



Climate/Terrain: Any desert, ruin

Organization: Solitary

Challenge Rating: 7

Treasure: Standard + 50% chance 1 magic item

Alignment: Always chaotic evil

Advancement: 10-13 HD (Large), 14-30 (Huge) (see below)

Lamiae speak Common, Abyssal.

A lamia will seek to seduce, corrupt, mate with and devour male humans that stray into her territory. A medium-size semi-demonic lamia will have the hands and/or feet of a beast (claws, hooves, etc.) but otherwise appear as an attractive young woman.

COMBAT

Spell-Like Abilities: 2/day- charm person, mirror image, tongues. 1/day- major image, suggestion. These abilities are as the spells cast by a 9th-level sorcerer (save DC 11 + spell level).

Wisdom Drain (Su): With a successful touch attack, a lamia permanently drains 1 point of Wisdom. Lamiae try to use this power early in an encounter to make foes more susceptible to charm person & suggestion.

Large (and huge) lamiae have serpentine lower bodies and add the following: CR: 8 (9), STR: 18 (22), WIS: 16 (16), Weapon: s. sword

Constrict (Ex): 3d4 (3d6) points of damage from tail with a successful grapple check against opponents of up to medium-size.

Human Form (Su): Up to 6 hours/day. Dispel Magic/Evil negates.

Vampire Beast (semi-demonic)

Medium-Size Magical Beast (semi-outsider)
Hit Dice: 3d10+15 (+9 magical bonus for 30 hp)
Initiative: +2 (Dex)
Speed: 30 ft., fly 80 ft. (average)
AC: 17 (+3 Dex, +4 natural)
Attacks: 2 claws +6 melee, bite +4 melee
Damage: Claw 1d4, bite 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks/Qualities: Blood drain, Dark vision 500 ft.
Saves: Fort +5, Ref +7, Will +1
Abilities: Str 11, Dex 15, Con 15, Int 6, Wis 11, Cha 6
Skills: Climb +8, Jump +8, Listen +4, Spot +4
Feats: Multiattack, Weapon Finesse (claw, bite)



Climate/Terrain: Any land or aquatic near lair
Organization: wing (5-50)
Challenge Rating: 4
Treasure: Standard (Lair only)
Alignment: Usually neutral evil, chaotic evil tendency
Advancement: 4-6 HD (Medium-size)

Vampire beasts speak their own language.

Vampire beasts look like human-bodied bats, and live communally in caves on high, sheer cliffs.

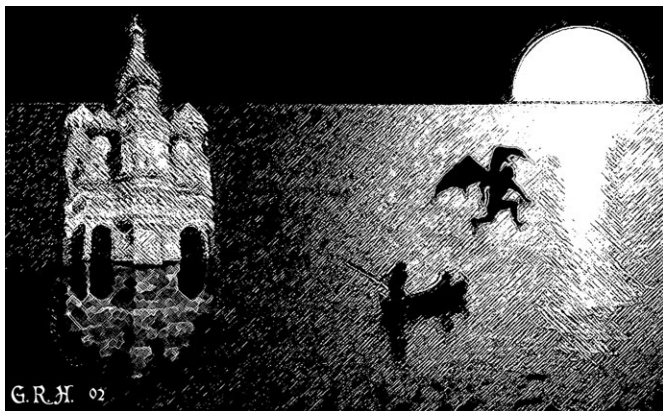


COMBAT

Blood Drain (Ex): A vampire beast can suck blood from a living victim if it makes a successful grapple check. If successful, it punctures the victim with fangs and drains blood, inflicting 2 points of permanent Constitution drain each round.

Sunlight Vulnerability (Ex): They will only attack at night, and suffer blindness and fatigue if exposed to full sun. Vampire beasts will have 9 extra hit points from magic above their hit dice + CON bonus, but lose that magical bonus in sunlight.

This class of vampire cannot be turned as an undead, but can be temporarily knocked from the sky with a Dispel Magic spell, causing 1d4 damage for every 10 ft. of altitude it plunges. Because of its semi-demonic nature, it can be repelled by Dispel Evil for the duration of the spell, or failing its saving throw, the vampire beast will return to its lair.

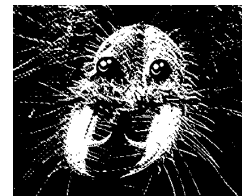


Monsters from Other Sources

The following creatures are Open Game Content, gathered from Scott Greene's Creature Catalog, www.enworld.org/cc/. This is just a small sample of the collection.

Ant Lion

Large Vermin
Hit Dice: 8d8+8 (44 hp)
Initiative: -1 (Dex)
Speed: 30 ft, burrow 10 ft
AC: 18 (-1 size, -1 Dex, +10 natural)
Attacks: Bite +8 melee
Damage: Bite 2d8+4
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Improved grab, tear
Special Qualities: Vermin
Saves: Fort +7, Ref +1, Will +3
Abilities: Str 16, Dex 9, Con 13, Int -, Wis 13, Cha 11
Skills: Listen +7, Spot +7



Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground
Organization: Solitary or nest (mated pair and 1-4 noncombatant young)
Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

The ant lion is a huge, vicious insect that lurks at the bottom of deep pits, feeding on creatures unlucky enough to fall in.

The ant lion resembles a cross between a mole and a giant ant. Its body, gray or sandy brown in color, is covered completely by a leathery exoskeleton with patches of coarse black bristles that are sensitive to movement and odor. It has deep-set beady eyes, rows of jagged teeth capable of both tearing and grinding, and six thick legs with sharp claws and flat bristles. The claws are used for digging while the bristles sweep away the loose soil. The ant lion's most prominent features are its mandibles, silvery gray and razor-edged, extending three feet from its mouth. A single barb centered on the inner ridge of each mandible is used to impale and hold prey.

COMBAT

The ant lion seldom stalks its prey. Instead, it digs deep, tapering pits about 60 feet in diameter, buries itself at the bottom beneath a covering of sand, gravel, and stone, and waits for its prey.

When a victim lands in the bottom of the pit, the ant lion bursts from its covering of sand and stones and attempts to grab its foe with its mandibles. If successful, the ant lion will not release its prey until either it or the prey is dead.

Improved Grab (Ex): To use this ability, the ant lion must hit with its bite attack.

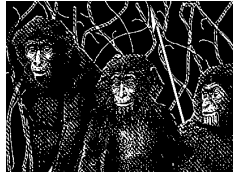
Tear (Ex): An ant lion automatically hits a held opponent with its bite attack each round it maintains the hold.

Vermin: Immune to mind-influencing effects. Ant lions have darkvision with a range of 60 feet.

The Ant Lion first appeared in the 1e MM II (Gary Gygax, 1983).

Beastman

Medium-size Humanoid
HD: 2d8+2 (11 hp)
Init: +2 (Dex)
Speed: 30 ft
AC: 14 (+2 Dex, +2 natural)
Attacks: Handaxe +1 melee; blowgun +2 ranged;
net +2 ranged touch
Damage: Handaxe 1d6; blowgun 1d3 and poison; net (see PHB for special rules)
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Poison
Special Qualities: SR 27
Saves: Fort +1 Ref +5 Will +2
Abilities: Str 11, Dex 15, Con 12, Int 10, Wis 14, Chr 11
Skills: Hide +12*, Listen +4, Move Silently +3, Spot +4, Wilderness Lore +3
Feats: Alertness



Climate: Warm forest (on 3 minor islands between Sotar, Tosk & Uccastrog)
Organization: Solitary, war party (2-12), or tribe (40-60)
Challenge Rating: 1
Treasure: Standard
Alignment: Often neutral good
Advancement: By character class

Beastmen are a primitive race of jungle-dwelling, hunter-gatherer humanoids. These short people are 5 feet tall and resemble slender, naked, furry humans with bestial features. Their skin is covered by a thick coat or coarse black fur, on top of which is a fine layer of various shades of green fur. This black fur becomes erect as the beastman moves, instinctively causing it to create striped or spotted patterns that serve as camouflage.

Beastmen do not have a specific spoken language, but communicate with each other through an intricate system of speech, gestures, and fur movement.

COMBAT

Beastmen prefer to avoid all contact with outsiders, but always defend themselves and their tribe. Their camouflage ability, along with their spell resistance, makes them dangerous adversaries. They attack with stone axes, and sometimes halbspears and daggers. They also carry blowguns tipped with a deadly poison. When they wish to take an opponent prisoner, they use a large, heavy net. Such prisoners are stripped of all possessions, and banished far away from the beastman tribe.
Poison: Blowgun darts; DC 14; initial damage 0; secondary damage death.
Skills: Beastmen receive a +12 racial bonus to Hide checks, in their natural forested habitat.

BEASTMAN SOCIETY

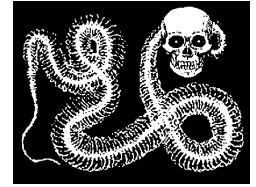
Beastman tribes are led by chiefs, though there is no set system of rulership. Every day the tribe's chief can be a different individual, as a new chief simply steps up and adopts the role of leadership, as dictated by the needs of the tribe at the moment. Leadership is not an honor, but a duty to be carried out when one's skills are called for.

Beastman culture is egalitarian, and there is no class system. Pregnant mothers are treated with respect and reverence, and all members of the community assist in rearing young. A tribe lives a communal lifestyle, often forming group marriages between several adults. Beastmen are self-sufficient as a race, and as such they have no need of trade with other races.

1988 Wizards of the Coast, Inc.
Originally found in Greyhawk Adventures (1988), Greyhawk Monstrous Compendium, MC5 (1990).

Necrophidius

Large Construct
Hit Dice: 3d10 (16 hp)
Initiative: +3 (Dex)
Speed: 30 ft (cant run)
AC: 17 (-1 size, +3 Dex, +5 natural)
Attacks: Bite +1 melee
Damage: Bite 1d8 and paralysis
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Dance of death, paralysis
Special Qualities: Construct, immunities
Saves: Fort +0, Ref +3, Will +0
Abilities: Str 10, Dex 17, Con -, Int -, Wis 11, Cha 1
Skills: Move Silently +12



Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large); 7-9 HD (Huge)

The necrophidius is created for two purposes--to guard or to assassinate. It will always be found performing one of the aforementioned tasks.

It appears as the skeleton of a giant snake topped with a fanged human skull. Small white pupils can be seen in the eye sockets.

COMBAT

The necrophidius, if it surprises its opponents (and if it itself is not surprised) will use its dance of death to entrance its foes. Afterwards (or instead of, if there is no surprise) it uses its bite attack.

Dance of Death (Ex.): On the first round of combat, if it surprises its opponents (and if it is not surprised) all within 30 feet that view the rhythmic swaying must succeed at a Will save (DC 10) or become entranced and unable to take their eyes off the necrophidius for 2d4 rounds. A victim can take no action while entranced. This allows the necrophidius to advance and attack with a +4 bonus to its attack roll. The target loses its Dexterity bonus to AC while entranced.

If the necrophidius successfully bites its opponent, the victim can attempt another Will save with a +4 bonus to break the entrancing effect.

Paralysis (Su.): Bite, Fortitude save (DC 11) or paralyzed for 1d6 minutes.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Necrophidius have darkvision with a range of 60 feet.

Immunities (Ex.): Because it lacks flesh or internal organs, a necrophidius take only half damage from piercing or slashing weapons.

Skills: The necrophidius receives a +12 bonus to all Move Silently checks.

CONSTRUCTION

A necrophidius body consists of a human skull and the skeletal remains of a constrictor snake. The golem costs 15,000 gp to create, which includes 500 gp for the body. Assembling the body requires a successful Craft (sculpting) check (DC 20). The creator must be 14th level, and be able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires charm person, geas/quest, hold person, limited wish, and polymorph any object.

The Necrophidius first appeared in the Fiend Folio (1981).

Vampire Cactus

Medium-size Plant
HD: 3d8+6 (19 hp)
Init: +3 (Dex)
Speed: 0 ft
AC: 17 (+3 Dex, +4 natural)
Attacks: 12 needles +3 ranged
Damage: Needle 1d2+1 and drain blood
Face/Reach: 5 ft by 5 ft/0 ft
Special Attacks: Drain blood
Special Qualities: Plant, immune to electricity, double damage from fire (vulnerability)
Saves: Fort +5 Ref +4 Will +1
Abilities: Str 12, Dex 16, Con 14, Int -, Wis 11, Chr 9



Climate: Any desert
Organization: Solitary or stand (1-3)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Medium-Size); 7-9 HD (Large)

The vampire cactus is a deep desert plant that drains the liquids of living animals. These cacti resemble century plants, and have 12 fleshy, needle-tipped, leaves of a dusty green color with narrow yellow bands at the edge. These leaves are five feet in length, and stick out from the three foot high main body of the plant, but droop down towards the ground. The white needles on the leaves are one inch long, and are connected to the leaf by a thick, rubbery thread. A single 5 - 6 foot tall, golden yellow spike sprouts out from the central core of the plant. From the top of this spike, a small flower blooms once every midsummer, which grows small blood-red fruit after pollination. This fruit is moist and tastes fantastically sweet.

The plant is immobile like most cacti, but its leaves are capable of rapid movement. A vampire cactus can easily be identified as a dangerous plant by all the skeletons and drained corpses of desert-dwelling creatures that surround it.

COMBAT

The vampire cactus will attack all warm-blooded creatures that approach within three yards. It attacks by firing its needles, which attach the plant to the victim via the thick thread that unreels itself from within the leaf. This thread allows the cactus to drain the blood and bodily fluids of living creatures. The plant can fire all 12 of its needles in one round, but no more than 6 at each target. Needles that miss, any that are pulled out of a victim, or any needles in a dead victim will be reeled in and can be fired again the next round. These threads have 4 hit points, leaves have 8 hit points, and both can be severed with slashing weapons, though they will regrow again in a few days if the main plant is not destroyed.

Drain Blood (Ex): Each needle deals 1 point of temporary Constitution damage each round it remains embedded in its target. Victims can tear themselves free of the needles (a full round action), but the barbed needles deal 1d3 points of damage each to remove. The plant is satiated after draining 12 points of Constitution, when it then reels in its needles and remains still for two full days to digest its meal.

Double Damage From Fire (Ex): Vampire cacti are well adapted to heat, but are very vulnerable to fire. All fire-based attacks deal double damage to a vampire cactus if it fails its save.

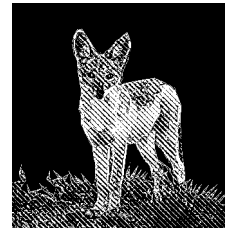
Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

1988 Wizards of the Coast, Inc
Originally found in Greyhawk Adventures (1988), Greyhawk Monstrous Compendium MC5 (1990).

Wraith, Desert

Medium-Size Undead
Hit Dice: 6d12 (39 hp)
Initiative: +2 (Dex)
Speed: 20 ft (40 ft in jackal form)
AC: 18 (+2 Dex, +6 natural)
Attacks: Touch +5 melee; or bite +5 melee (in jackal form)
Damage: Touch 1d4+2 and energy drain; bite 1d6+2
Face/Reach: 5 ft by 5 ft/ 5ft
Special Attacks: Energy drain, create spawn
Special Qualities: Undead, damage reduction 10/+1, SR 17, alternate form, +1 turn resistance, darkvision 60 ft, sunlight vulnerability
Saves: Fort +2, Ref +4, Will +6
Abilities: Str 14, Dex 14, Con -, Int 7, Wis 13, Cha 13
Skills: Hide +12, Listen +10, Move Silently +15, Spot +10
Feats: Blind-Fight

Climate/Terrain: Temperate and warm desert
Organization: Solitary or pack (1-3)
Activity Cycle: Night
Challenge Rating: 6
Treasure: None
Alignment: Always chaotic evil
Advancement: 7-18 HD (Medium-Size)



The desert wraith is a desiccated corpse, animated through a small portion of the malevolent spirit of the skriaxit that killed it. These creatures are called wraiths, but other than being energy draining undead, they have little in common with the creatures commonly known as wraiths. They can appear in a humanoid form, or in the form of a jackal, when it is sometimes mistaken for the weaker ghori (p. 10).

Desert wraiths, like most undead, seek to kill any living creatures they meet. These undead are totally evil, and exist only to feed on the life energy of the living. They lair in barrows in the sand that they dig themselves. They spend the daylight hours under the sand, and often wait there to spring out when prey approaches.

COMBAT

Despite its low intelligence, the desert wraith is very cunning and likes to use traps to catch prey unawares. They prefer to charge at opponents in jackal form, then switch to humanoid form to attack. Exposure to sunlight destroys a desert wraith instantly and utterly.

Energy Drain (Su): Living creatures hit by a desert wraiths touch attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a desert wraiths energy drain attack becomes a zombie within 48 hours, even if raised from the dead, though this can be prevented if the body is washed in holy water.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Alternate Form (Su): A desert wraith can assume the shape of a jackal as a standard action. It remains in this form until it chooses to resume its humanoid form. A change in form cannot be dispelled, nor does the desert wraith revert to its natural form when killed. A true seeing spell, however reveals its natural form if it is in jackal form.

Sunlight Vulnerability (Ex): Exposing a desert wraith to direct sunlight (not light from a daylight spell or the like) instantly slays it if it cannot escape.

The desert wraith first appeared in FR10 Old Empires (1990, Scott Bennie).

Eight Hundred Zothiquean Character Names

Produced by random generation and separated by gender, these names are derived from syllables used in personal names throughout Zothique. By coincidence, some may be identical to names in the stories.

Female Names					Male Names				
Abalia	Ellicha	Lunbiniah	Osbiniah	Thulojea	Abain Yos	Gausnoc	Mmatuk Hoa	Pharghai	Ujorgin
Adomotha	Elmah	Lundith	Ostia	Thulolicha	Abbac	Gausnon	Namir Ujmon	Pharmon	Ulbra
Adomua	Elneah	Lunili	Oumalia	Thuloneah	Abba	Gaussaru	Namiraiyon	Pharnos	Ulkal
Alylla	Elotia	Lunmah	Oumalsa	Thulootha	Abbra Zo	Gausuk	Namirbal	Pharor	Ulnoc
Amalaith	Eltela	Lunneah	Oumatha	Thulootia	Abghai	Gausulas	Namirdor	Pharsaru	Uloran
Amaleeti	Elteli	Lunotha	Oumditth	Thulotela	Ablos	Gausurza	Namirnon	Pharsiz	Ultara
Amalexah	Elua	Lunotia	Oumeeti	Thuloua	Abtulla	Gausvor	Namirsaru	Pharurza	Ulthos
Amalia	Elylla	Luntela	Oumexah	Tnepjemi	Abuk	Groab	Namirvor-Os	Phasar-Val	Uluk
Amalili	Elzain	Lunteli	Oumjemi	Tneplicha	Adomnos	Groarn	Namirzain	Phaulas	Ulzain
Amallichah	Faesaitth	Lunua	Oumlichah	Tnepneah	Adomthra Gaus	Grodulla	Narban	Phavor	Vachain
Amalichah	Faesalia	Lunylla	Oummah	Ujmah	Alaiyon	Groero-Val	Nardeez	Poramagos	Vachdulla
Amalmah	Faesatha	Lua	Oumneah	Ujotha	Albra	Groos	Nardok	Porara	Vachleiro
Amalotha	Faesbiniah	Luzain	Oumotha	Ujua	Aldeez	Groreez	Narghai	Pordeez-Os	Vachmuor
Amalotia	Faesdith	Manaitth	Oumotia	Ulaith	Aldok	Grotath	Narlain	Portulla	Vachoran
Amalsa	Faeseti	Manatha	Oumteli	Ulia	Alnos	Grotulla	Narmuor	Porghai	Vachos
Amaltela	Faesjea	Manotia	Oumua	Ulasa	Alnur	Grouk	Narnoc	Poros	Vachzain
Amalteli	Faeslichah	Maraalia	Oumylla	Ulatra	Alraph	Grouzra	Narnon	Portath	Valain
Amalua	Faesmah	Maraalsa	Oumzain	Ulbiniah	Alreez	Grozain	Naro-Qudon	Qudondok	Valba-Hoa
Amalvaa	Faesneah	Marateli	Ouotia	Ulea	Alrha	Hestbal-Val	Narraph	Qudonsiz	Valbac
Amalylla	Faesotha	Maraua	Phadith	Uleeti	Altara	Hestdok	Narsiz	Qudonulas	Valbal
Amalzain	Faesotia	Melaith	Phaili	Ulexah	Altulla	Hestlain	Nartara	Raknon	Valban
Amlichah	Faesteli	Melalia	Phajea	Uljemi	Alvor	Hestmon	Narzain	Ret Adomuk	Valnos Ul
Ammah	Faesvaa	Melasa	Phalicha	Ullichah	Amab	Hestoran	Naznur	Rha-Hoa	Valompha
Amotha	Famaith	Melatha	Phareeti	Ulneah	Amba Sim	Hestreez-Naz	Nazompha	Sabbal	Valthos
Arcalia	Famotha	Meldith	Pharzain	Ulotha	Amnos	Hesturza	Nazoran	Sabban	Valtulla-Cush
Arcalsa	Famtela	Meldotia	Poreeti	Ulotia	Amorgin	Hoabac	Nazphaloc	Sabdeez-Hest	Valzain
Arcbiniah	Famzain	Meleti	Porotha	Ulteli	Amsaru	Hoaghai	Nushbar Mil	Sabdor	Vemdar
Arcdith	Fuldoria	Melexah	Prealsa	Ulvaa	Amulas-Abbin	Hoakal Sim	Nushbra	Sabdrac	Vemdosma-Uj
Arceeti	Fulylla	Meleah	Preatha	Ulylla	Ban-Hest	Hoar	Nushnos	Sablain	Vemdulla
Arcjea	Gausneah	Melotha	Preexah	Ulzain	Car Valbra	Ilara	Nushsaru	Sabmon	Vemleiro
Arcmah	Grolicha	Melotia	Preili	Vachneah	Carain	Ilban	Nushulas Pha	Sabnon Zo	Vemthra
Arcneah	Grotela	Melua	Preotia	Vachteli	Carbac Lu	Ildeez	Obain	Saborgin	Vemvor
Arcotha	Groua	Melzain	Preteli	Valalia	Carbra-So	Ilnur-Om	Obdar Ebni	Sabreez	Volain
Arctelia	Hestbiniah	Miaith	Preua	Valexah	Cariom	Ilompha	Obdosma	Sabsiz	Volos
Arcteli	Hestotia	Milicha	Preylla	Valneah	Carnur	Ilphaloc	Obero	Sabthos	Vomuor
Arcua	Hestylla	Milua	Rubaith	Vemditth	Caror	Lubamar	Obnoc-Namir	Sabuk	Votara
Arcvaa	Hoith	Miua	Rubalia	Vemjea	Cushiom	Ludulla-Ab	Obor	Sabulas	Xeebac
Arcylla	Idalia	Mmatatha	Rubalsa	Vemua	Cushnos-Sar	Luos Yos	Obphaloc	Sarain	Xeedrac
Arczain	Idalsa	Mmatneah	Rubdotia	Vootia	Cushnur	Manain	Obraph	Sardar	Xeeghai
Belaith	Idatha	Mmatelli	Rubeeti	Xanaith	Cushreez	Manaiyon	Obuk-Ya	Sarghai	Xeelos
Belatha	Iddith	Morthaith	Rubexah	Xanalia	Cushtulla	Manara	Omban	Sarlain	Xeenon
Beldith	Ideeti	Morthalia	Rubili	Xandith	Dwerbra	Manba Vo	Omdok	Sartulla	Xeeorgh
Belexah	Idexah	Morthatha	Rublichah	Xandotia	Dwerdosma	Manbac	Omdulla	Saruk	Xeesiz
Belfem	Idili	Mortheeti	Rubmah	Xaneeti	Dwerleiro	Manbamar Sim	Omghai-Vo	Simbra	Yaain
Belili	Idmah	Morthjemi	Rubneah	Xanlichah	Dwermuor	Mandeez	Ommon	Simdor	Yaara
Beljemi	Idtela	Morthlichah	Rubotha	Xanneah	Dwernoc	Manlain	Omor	Simdrac	Yabal
Bellichah	Idua	Morthteli	Rubotia	Xanotha	Dwernur	Mannon	Omorgh	Simghai Tsith	Yalain
Belotia	Idylla	Morthua	Rubtela	Xanotia	Dwersaru	Manuk-Cush	Omtath	Simlain	Yasiz
Beltela	Ilaith	Morthvaa	Rubteli	Xantaith	Dwerthos	Manurza	Omzain	Simmon	Yatara
Belua	Ilalaith	Morthylla	Rubua	Xantalia	Dwerthra	Marabamar Mi	Osamagos	Simnos	Yaulas
Belvaa	Ilalexah	Naralia	Rubvaa	Xantatha	Dwerzain	Marakal	Osbal-Xee	Simthra	Yosab-Am
Belylla	Ilalia	Naralsa	Rubylla	Xantditth	Euvban	Maramon	Osban	Simurza	Yosamagos Sab
Belzain	Ilalili	Naratha	Rubzain	Xanteeti	Euvero	Maraorgh	Osero	Sobac	Yosarn
Caratha	Ilalmah	Narmah	Sabbiniyah	Xantela	Euvleiro	Marasaru	Oskal	Sobal	Yosbal
Cardith	Ilaloth	Narotha	Sareeti	Xanteli	Euvmon	Miab	Oslos Ou	Sokal	Yosbra Nush
Carylla	Ilalotia	Narteli	Sarotia	Xantexah	Euvnos	Miain	Osorgin Am	Somuor	Yosdosma
Cushalsa	Ilalua	Narua	Sarteli	Xantlichah	Euvnur	Mideez	Ostara	Sonon	Yosdrac
Cushneah	Ilallylla	Nushatha	Sarylla	Xantua	Euvor	Mikal	Osulas Tsith	Sotulla	Yosraph
Dalalsa	Ilasa	Nushbiniah	Selaith	Xantylla	Euvreez	Milaiyon	Oubra	Thirain	Yosrha
Dalatha	Ilatela	Nushlichah	Selalia	Xantzain	Famba	Milbac	Oudor	Thiramagos	Yoszain
Dalbiniyah	Ilatha	Nushua	Selalsa	Xanua	Fambal-Fam	Milban-Al	Oudrac	Thirleiro Am	Zo-Thudor
Daleeti	Ilazain	Obalia	Selatha	Xanvaa	Famban	Mildok	Oukal	Thirnon	Zoab
Dalexah	Ilbiniah	Obalsa	Selbiniah	Xanylla	Fambra	Mildosma	Ouraph	Thioran	Zoarn
Dalili	Ilidith	Obbiniah	Seldith	Xanzain	Famdok	Milghai	Oureez Ya	Thirsiz	Zobal
Daljea	Ileeti	Obdith	Seleeti	Xeealia	Famero-Sar	Millain	Ousaru	Thirvor	Zobamar
Dallichah	Illexah	Obexah	Selexah	Xeelichah	Famleiro	Milnos	Outath	Thuaara	Zoban
Dalmah	Ilili	Objea	Selili	Xeeotha	Famorgin	Milos	Phaara	Thuan Ya	Zodrac
Dalneah	Illichah	Objemi	Seljea	Xeeotia	Famreez	Milraph	Phabal	Thualas	Zodulla-Thu
Dalotha	Ilmah	Oblichah	Sellichah	Xeezain	Fulaion	Milsaru	Phadar	Tnep Voorgin	Zolain
Dalteli	Ilneah	Obmah	Selneah	Yaeti	Fulaiyon	Milthos	Phadar-Ou	Tnepbamar	Zoleiro
Dalvaa	Ilotha	Obotha	Selotha	Yajemi	Fulamagos	Miltulla	Phadeez	Tnepban	Zolos
Dwerjemi	Ilotia	Obotia	Selotia	Yaua	Fulbal	Milvor	Phakal	Tnepdor	Zoor
Dwerotia	Iltela	Obtela	Sellyla	Yosmah	Fulcand Om	Minos	Phalain-Fam	Tneplain	Zothos
Dwerua	Ilteli	Obteli	Simtela	Yosotha	Fuldor	Mior Nar	Phamon	Tnepmon Hoa	Zotulla
Elaiith	Ilua	Obvaa	Soalia	Yoszain	Fulmon	Mitulla	Phanos	Tnepos Ul	Zouk
Elalia	Ilvaa	Obylla	Soili	Zaneah	Fulompha	Miurza	Phaoran	Tnepthos	Zourza
Elalsa	Lubiniah	Omalia	Soneah	Zolichah	Fulorgin	Mizain	Phaos	Tnepuk	Zovor-Os
Eldith	Lulichah	Ombiniyah	Soua		Fultath Thir	Mmatdar	Pharain	Tnepulas	
Elexah	Lunalia	Oumneah	Thiralia		Fuluk Zo	Mmathos	Pharaiyon	Ujbal-Hest	
Elili	Lunalsa	Omteli	Thirotha		Gausdrac	Mmatos	Phardar Nar	Ujdrac-Tnep	
Eliemi	Lunatha	Omua	Thuatha		Gauskal	Mmatraha	Phardulla	Ujero	

