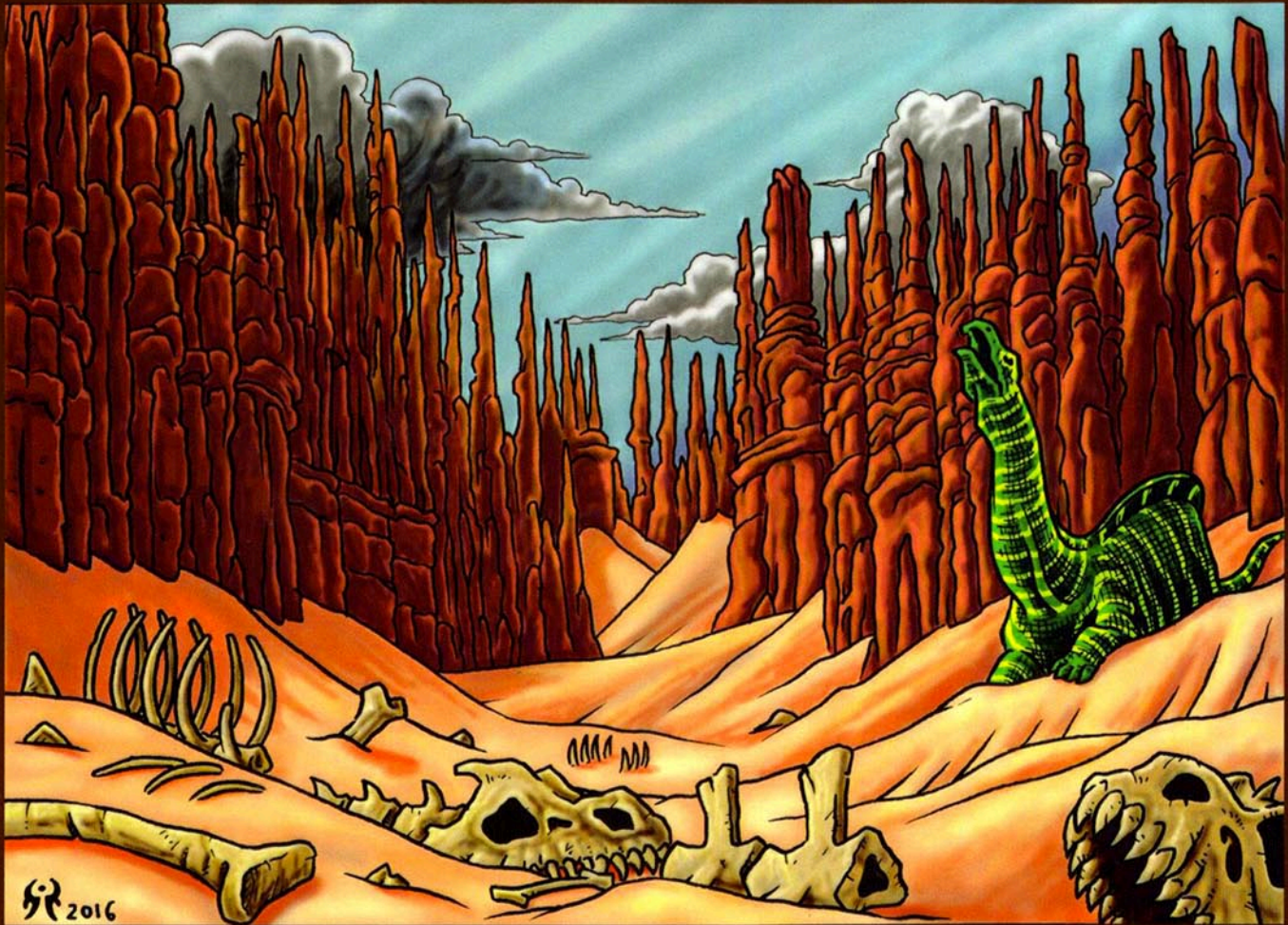


THE YUTHLUGATHAP SWAMPS

CARCOSA MODULE 5

by Geoffrey McKinney



THE YUTHLUGATHAP SWAMPS contains a large-scale hex map, introductory information, geographical notes, and detailed encounters keyed to the map. This module presents a complete setting for ADVANCED DUNGEONS & DRAGONS, intended for use by experienced Dungeon Masters. It can be used on its own, in conjunction with your own campaign world, or as the northwest quarter of a larger campaign area that includes BARRENS OF CARCOSA, JUNGLES OF THE K'NAANTHOA, and THE MOUNTAINS OF DREAM.

Luigi Castellani's cover art depicts the death of an apatosaurus in the mysterious enclave within the swamps known as the Dinosaur Graveyard (cf. hex 0809 within).

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INTRODUCTION

The Yuthlugathap Swamps assumes that the Dungeon Master possesses the following three **ADVANCED DUNGEONS & DRAGONS** volumes written by Gary Gygax:

MONSTER MANUAL

PLAYERS HANDBOOK

DUNGEON MASTERS GUIDE

The present book also makes use of the Cthulhu Mythos section of the early printings of **DEITIES & DEMIGODS** by James M. Ward with Robert J. Kuntz. While possession of this book is helpful, it is not necessary. Fortunately, the Cthulhu Mythos section of **DEITIES & DEMIGODS** has been available for free since at least 2002 here:

<http://www.angelfire.com/extreme/kengage/cthulhu/index.html>

MANKIND IN CARCOSA

Thirteen races of men exist in the lands of Carcosa: Black, Blue, Bone (transparent except for their skeletons), Brown, Dolm, Green, Jale, Orange, Purple, Red, Ulfire, White, and Yellow Men. (The Dungeon Master can easily disregard these outré colors and hues of skin if they do not correspond with his conception of the setting.)

The lands of Carcosa have two additional primary colors: ulfire and jale. "The sense impressions caused in [an observer] by these two additional primary colors can only be vaguely hinted at by analogy. Just as blue is delicate and mysterious, yellow clear and unsubtle, and red sanguine and passionate, so

he felt ulfire to be wild and painful, and jale dreamlike, feverish, and voluptuous." (David Lindsay, *A Voyage to Arcturus*, chapter 6: "Joiwind")

Dolm "stand[s] in the same relation to jale as green to red." It is "a compound of ulfire and blue". (David Lindsay, *A Voyage to Arcturus*, chapter 18: "Haunte")

Black, Brown, and White Men have dark brown to black hair and eyes. Bone Men have transparent hair and eyes. The other nine races of Men have black hair and eyes, with tints in direct light of the same color as their skin.

The thirteen races tend to regard each other with suspicion, and the Bone Men are especially shunned by others.

Jale Men are reputed to be the most adept at magic.

Unless otherwise noted, the human civilizations of the lands of Carcosa have the technology level reflected in the equipment lists in the **AD&D PLAYERS HANDBOOK**.

THE SNAKE-MEN

For tens of millions of years the civilizations of the Snake-Men were mighty upon the lands of Carcosa. They delved deeply into the arcane mysteries and laid the foundations of the systematic practice of magic. Some say that from shambling man-apes the Snake-Men bred the various races of humans as slaves. At the height of their powers, the Snake-Men destroyed themselves by releasing ultratelluric forces impossible to control. The human races have since dabbled in the magic of the Snake-Men, achieving a mere fraction of the proficiency of their extinct masters.

CARCOSA CAMPAIGN MAP HEX DESCRIPTIONS

This book includes a map of a small portion of the lands of Carcosa. As the distance between two parallel sides of a hex is 5 miles, the map covers an area approximately 85 miles north to south and 113 miles east to west (9,605 square miles). Only the most pronounced of features are drawn on the map. Most of the blank hexes are certainly not featureless land. Many hexes on the map are given points of interest. Of course, these encounters are only the merest fraction of what can be found in the lands represented on the map.

HEX MAP

Geographic Features

Boggy Lake: Water seeps into the still and fetid Boggy Lake from the slightly higher elevations of the surrounding Yuthlugathap Swamps. Anyone drinking the opaque green-brown water will become too sick to engage in combat for a day. Though the lake has a large surface, it rarely gets more than 60' deep, and it is shallow enough to wade in along the edges. Dinosaurs concentrate more around Boggy Lake than anywhere else in the Yuthlugathap Swamps.

Gnatmare River: As its name implies, vile clouds of gnats continually swarm above the 2 to 3 mile wide waters of the river. This slow-moving water must be boiled before drinking, or stomach cramps will make combat impossible for a day. The water reaches a depth of 50'.

Hopwog River: Unsurprisingly, the Hopwog is alive with frogs, toads, and salamanders of both normal and giant varieties. The river is 2

to 3 miles wide and 30' deep. It moves slowly from the west to empty into the Mewglip River. Anyone drinking the water without first boiling it will get sick and be unable to engage in combat for one day. Some believe that the small stone idols of amphibians found buried in the mud are in fact petrified animals.

K'naanothoa Ocean: This vast, abyssal ocean washing upon the lands of Carcosa conceals untold depths and terrors from the insignificant men who wander upon the dry land. The salty, slate-blue waters are cold. No lack of weird predators threaten any who sail or swim in the ocean.

Mewglip River: The muddy, sluggish waters of the Mewglip get as much as 3 miles wide and up to 80' deep. Anyone who drinks the brown water without first boiling it will fall sick and be unable to engage in combat for a day. Green and orange mists sometimes crawl over the Mewglip during the night.

Tchlotitep Jungle: The temperature within this jungle hovers around 90° Fahrenheit during the day, dropping no more than 10° at night. Its almost constant 100% humidity does not help. Tales tell of a large crashed spaceship deep in the jungle and gelatinous "men without bones" in its vicinity.

Thimgizzid River: Averaging 1 to 2 miles in width, the Thimgizzid runs as much as 30' deep. Anyone drinking its water without first boiling it will get stomach cramps and be unable to engage in combat for a day. Along the riverbanks grows a variety of stinking weeds and herbs valued by witches and alchemists of the swamps.

Thuumyaayig Mountains: Though these mountains rise only 13,000', the higher peaks

have a year-round covering of snow. Evergreen trees dominate the woodlands blanketing the mountain slopes.

Yuthlugathap Swamps: This vast swamp is thickly forested, drenched, and chill. Many dinosaurs reside here. The lizard men of these swamps are all of the higher, more evolved sort. They typically march to war with colorful banners and helmet crests of stiffened hair. The various tribes fight genocidal wars against each other with such single-minded intensity that they barely notice other life-forms, turning the swamps into a war-zone. The men living here are few and furtive.

Hex Locations

0105 Mound of Tyrannosaurus Rex Skulls:

Exactly 100 adult Tyrannosaurus Rex skulls (each about 5' long) form a mound 20' high and 30' in diameter on a patch of dry land. Closer examination will reveal the perfect condition of each skull. No force or weapon likely possessed by wandering adventurers can so much as scratch these skulls. Attacks by a Great Old One, a dropped 100 ton block, etc. are the only sort of things that can destroy them. Nearly 12 million years ago the Snake-Men subjected the skulls to lost and mysterious alchemical processes, resulting in this near invulnerability. They piled the bones atop the Black Stone, an ancient artifact they had crafted from the crystallized intellectual essence of a subdued Old One. In appearance an obsidian ostrich egg with a fiery ulfire glow deep within, this creation proved too malevolent and uncontrollable for the Snake-Men to use in their sorcerous experiments. Finding that the artifact is utterly impervious to destruction, the Snake-Men could only nullify it by piling the 100 specially-prepared skulls on top of it. Anyone so unwise as to attempt to dislodge

the skulls will feel a sense of extreme dread and must save vs. spells to continue. It will take 70-100 man-hours to move enough skulls to discover the Black Stone, which uncovered will begin to permanently leech 1 hp/day from all life within 100'. This range will grow 10' per day, with no maximum. Anything completely drained of hit points will die and shrivel to a dried-out husk. Only re-burying the Black Stone beneath the skulls will once again nullify it. Hit points lost to it can never be regained, even after nullification.

0107 Barrow of the Undying Sorcerer:

Millennia ago a tribe of Purple Men from the west interred alive here in a burial mound, far from their village, the puissant Purple magic-user, Niodnate. Through the centuries the magic-user, kept alive by weird properties of the soil, dug labyrinths beneath the hill. A solitary entrance facing east allows ingress to the tomb. Inscribed in common upon the 5' by 3' door of rustless iron is the following: "THE TOMB OF NIODNATE, DREAD SORCERER. BREAK NOT THE SEALS." A yellowish glue fills most of the cracks between the door and its stone frame, though it crumbles to powder with age. Those entering the 5' by 3' labyrinthine passage must save vs. spells or be struck as though by a *confusion* spell while within. In the tomb resides Niodnate (AC 10; MV 9"; MU16; hp 32; #AT 1; D 1-4 + special; AL CE; XP 6240), blasphemously crowned with electrum set with glossy black stones from another star (worth 4,000 g.p.). He bears a curved *dagger of venom* with a black blade. Niodnate hates all life and will destroy intruders, though he will spare the lives of any surrendering magic-users who swear unending and abject fealty to him. To such disciples he will give the following six spells, in this order, one every three months: *comprehend languages*,

invisibility, suggestion, spiritwrack, cacodemon, and clone.

0110 The Shell People

Jale Cavemen

Population: 132 (able-bodied: 57)

Alignment: N

Resources: Shells

Leader: Achef, the Keeper of the Eyes, Jale male LG C6 (priest of the elder gods)

Significant NPCs: Witrun, Jale male N F4 (chief fisherman and warrior)

Ko, Jale female N F2 (radiant beauty and village favorite)

The Shell People possess a mutation unique in these lands that gives them blond hair. They have a Stone Age technology, wear only loincloths, and their women make for themselves jewelry of seashells. This gentle tribe resides in caves in the cliffs along the shore, high enough to avoid flooding when the tide comes in. The Shell People accept the doctrines of the old and wise Achef and worship the elder gods. He wears upon his breast the symbol of authority: a piece of delicate pink ivory carved to resemble four human eyes (worth 1,000 g.p.). While the Shell People are friendly and kind, their spear-armed warriors are fierce opponents in defense of their village. At any sign of trouble, they will assemble to the notes of blown conch shells.

0202 The Rock People

Green Cavemen

Population: 75 (able-bodied: 36)

Alignment: N

Resources: Hides

Leader: Kantur, the Old Man, Green male N F5

Significant NPCs: Putter, Green male N F4 (subchief and son of Kantur)

Yebitur, Green male N F4 (subchief and son of Kantur)

Ppoya, Green male CE C3 (priest of Azathoth)

These rude, crude, and crass cavemen dwell in a large cave. Only the aggressive and strong survive, the weak and sick being left to the cruelties of nature. Kantur is a hefty, hale man of nearly 50 winters, but he is still meaner and tougher than anyone else in the tribe. These filthy people dress in ragged garments made from woolly mammoth hide. Mammoths also provided the tribe's only treasure: 8 huge tusks with crude carvings worth 1,000 g.p. each. The Rock People live in the Stone Age. Even their leaders and mighty men (three 3rd-level fighters) have no armor and arm themselves with clubs, spears, and stone axes. Ppoya oversees the annual human sacrifice to Azathoth: a young man or woman of the tribe slain with a flint knife on the winter solstice. This occurs in caverns beneath a nearby hill. Kantur heartily approves of this custom. The insane Ppoya (afflicted with dementia praecox, which makes him uninterested in anything besides the annual sacrifice, for which he makes elaborate preparations) wears nothing but paints himself from head to toe with a thick, blue-olive dye.

0210 F'nncthna, Spawn of Shub-Niggurath:

Where the swamps have almost petered out lairs a Spawn of Shub-Niggurath, F'nncthna (AC 8; MV 9"/9"; HD 5; hp 19; #AT 2; D 1-6/1-6; MR 20%; INT high; AL N; XP 260). In appearance a bright yellow crab 7' across with 3 eye stalks, it is a mild Spawn that feeds only on small fish, reptiles, and amphibians. Some of the young women of the Shell People (hex 0110) regularly bring yellow and orange blossoms to F'nncthna as though to a sort of godling. In its cave the Spawn keeps its treasure: a small copper (with a green patina) idol of a nautiloid god (worth 300 g.p.), a piece of pink, marine ivory carved with motifs of aquatic fauna (worth 500 g.p.), and two pieces of amber (worth 100 g.p. each). If reduced to

fewer than 10 hp, F'nncethna will bargain for its life with these.

0303 The Golden Fleece?: Hanging in the leafless, twisted branches of an oak tree, Cthyoethn (AC 2; MV 12"/21"; HD 5; hp 21; #AT 1; D 1-12; SA generates heat causing 1-6 points damage/round to all within 10'; SD regenerates 2 hp/round; MR 10%; INT high; AL CE; XP 275), a Spawn of Shub-Niggurath, would fool Jason into thinking he had come to the end of his quest, for it looks like a large animal hide covered with fur made of gold. The oak stands with much of its roots exposed on a rocky outcropping surrounded by 18" deep water, with gray mists coiling over the surface of the waters. Cthyoethn knows from long experience that greedy beings think the Spawn is instead a fortune in gold, so it waits motionlessly for victims. When its prey initially suffer harm from its heat, the deluded unfortunates often think it a confirmation of the Spawn being a valuable treasure with a heat barrier to guard it. They typically think to obtain their treasure by prodding it loose with a long pole. Cthyoethn then drops into the water and, with its great speed, attacks with a 90% chance of surprise.

0404 Lizard Men of the Bent Blade

Lizard Man stronghold

Population: 35

Alignment: N

Leader: Ssi-Vah

The Lizard Men of the Bent Blade live in mud huts, their jagged rust red banners flying above their lairs. They wear helmets with red crests of stiffened hair, and whenever they march to war they dye their hides rust red, resulting in the warriors typically having a conspicuous faded red coloration. Their only melee weapon is a double-edged sword bent at a 45° angle. In the hands of this tribe it deals 1-10 hp damage,

while in untrained hands it does only 1-6. Becoming proficient with it will increase the damage to 1-8, but non-lizard men can never inflict 1-10 points/damage with it. The Lizard Men of the Bent Blade will capture any humans they encounter and force each one to engage in single, hand-to-hand combat with a lizard man while the cheering village watches. All matches are to the death. They will permit captives to use their own non-magical arms and armor. Those humans who win will be allowed to leave with all their possessions. If encountered again, the lizard men will subject them to the same ordeal. This tribe fears and will not approach the mound of Tyrannosaurus Rex skulls in hex 0105. Treasure: a flawed bloodstone worth 10 g.p.

0408 Destroyed Fort: On a relatively dry patch of land are the remains of a small wooden Green Man fortress, scattered over an area about 150' across. Its walls and towers are wrecked beyond repair. Ten Green Man corpses, savagely stabbed and slashed, and 18 lizard man corpses in blood red harnesses (from the Castle of Blood in hex 0607) with lie amongst the wreckage. The attacking lizard men combed through the rubble, taking everything of value. They destroyed almost all of the furnishings, etc. in their search for weaponry. An hour's search will uncover the single thing of value left: a suit of *splint mail* +1.

0410 Dominating Yellow Mold: A 5' diameter cave mouth in the side of a hill opens onto a rough, muddy passage descending 40' to a natural chamber (50' across) of weird beauty. Sparkling white stalagmites, stalactites, and joined columns fill the cave. A patch of yellow mold (AC 9; MV 0"; HD --; #AT 0, D Nil; SA poison spores; SD affected only by fire; AL N) covers about 400 square feet of ground, even growing over stalagmites. Two lizard men,

both coated in the mold, lie in the midst of the patch. This particular yellow mold has developed the ability to infest the minds of lizard men with its spores and control them as automatons. The lizard men mold-automatons (AC 5; MV 6"/12"; HD 2+1; hp 11, 12; #AT 3; D 1-2/1-2/1-8; AL N; XP 123, 126) will fight against any intruders. If one of the mold-automatons is struck in melee, anyone within 10' will have to save vs. poison or die, for the blow will release the spores of the yellow mold growing on their bodies.

0501 Lizard Men of the Rotting Carcass

Lizard Man stronghold

Population: 36

Alignment: N

Leader: Ssi-Goh

These lizard men march to battle less often than do the other lizard man tribes.

Consequently, they spend more time hunting the dinosaurs so common to the Yuthlugathap Swamps, throwing their carcasses into a huge defensive ring around their crude huts. These reeking and putrefying fortifications vary between 10' and 20' high, forming a rough circle 120' in diameter. The lizard men simply clamber over the carcasses using ropes thrown over when necessary. Dirty orange banners, long and pointed, flutter from the walls and from several of the larger huts. These lizard men wear dinosaur-hide harnesses adorned with the bones of lizard men of rival tribes dyed the dirty orange of the tribe. Ssi-Goh and his people know of the mound of Tyrannosaurus Rex skulls (hex 0105), but not of what it hides. This otherwise fearless people will not go near it because of a nameless dread. While the lizard men will basically ignore any humans that approach, they will not hesitate to slaughter them at the slightest provocation. Treasure: 7,798 e.p., a *potion of clairaudience*, *scale mail* +1, and a *robe of blending*.

0507 Pillar of Tsathoggua: A 3' diameter pillar of slate gray stone rises 33' above the swamps. Hemispherical nodules about 2" across cover the pillar's surface in thick clusters. Striking any of the firm but gelatinous nodules with enough force to do at least 1 hp of damage will pop it with a sickening squelch, releasing a miasmic gas smelling of damp rot. From the broken nodule a small, mud-colored frog will drop to the sodden ground and begin to sink into the earth to disappear from view. Anyone grabbing a sinking frog in the moment before it vanishes entirely will find himself immediately pulled through the ground and deposited, covered in mud, in a prehuman fane of the grotesque and sleepy frog god, Tsathoggua. A dim, ambient light reveals that thousands of the small, mud-colored frogs listlessly hop about the 20' by 60' by 12' high fetid chamber of dull, roughly hewn stone. Anyone daring to kill a frog herein will suffer a hit point of damage. An irregular boulder about 10' in diameter, crudely shaped into an image of Tsathoggua (a fat toad with vague similarities to both a bat and a sloth) dominates one end of the shrine. Anyone desecrating the idol must save vs. death magic or die (while those making their saving throws will take 3-18 points of damage). Merely touching the idol will subject everyone in the adytum to a *geas* to journey to the Temple of the Salamander Gods (in hex 1705) and return here with that temple's altar treasures. Such ensorcelled characters will magically rise to the surface, where they will unerringly know the direction to the temple. Upon completion of the *geas*, the golden treasures will sink through the ground to the fane, and each *geased* character will find a reward within his pack: a grotesque electrum figurine of a frog worth 800 g.p. Other than through the *geas*, only appropriate magical means (such as a *teleport* spell) can effect escape from the shrine.

0601 Serpents of the Glowing Eyes: Five giant poisonous snakes (AC 5; MV 15"/15"; HD 4+2; hp 23, 29, 22, 21, 27; #AT 1; D 1-3; SA poison; AL N; XP 505, 535, 500, 495, 525) slither over the marshy ground and undulate through the shallow waters. Black, brown, green, and brownish-red mottlings cover their 30' lengths. When in the swamps, they surprise prey on a roll of 1-3 on 1d6. Their eyes faintly glow green in life and for 1-20 days after death. (Randomly determine the length of time secretly and separately for each eye.) The lizard men of the castle in hex 0501 will not accost those possessing any of the still-glowing eyes out of respect for the bravery and martial skill necessary to slay these beasts. Also, a magic-user in personal possession of one or more glowing eyes will cast spells as though he were 5 levels higher (though this will not allow him to memorize extra spells).

0607 Castle of Blood

Lizard Man castle

Population: 29

Alignment: N

Leader: Ssi-Sak

The lizard men built this small village 10 years ago. Immediately before, Ssi-Sak, the greatest warrior serving under the commander of the Lizard Men of the Bent Blade (hex 0404), broke with Ssi-Vah over the fate of a group of enemy lizard men captured by Ssi-Sak, who claimed the right as their captor to ritually slay them himself. The more pragmatic Ssi-Vah overruled him and put the lizard men to the fatal tortures of their inquisitors. While otherwise still respecting his commander, Ssi-Sak left over this affront to his honor, followed by dozens of warriors, and established the Castle of Blood, so named for the color of its banners and of its warriors' harness. They arm themselves with the double-edged bent sword of the Lizard Men of the Bent Blade. No

hostility exists between the two groups, though the Lizard Men of the Castle of Blood are even more aggressive and belligerent than their former tribe. They will summarily slay any humans they encounter, save those who prove their bravery and strength by bearing a glowing eye of the giant snakes in hex 0601. Ssi-Sak recently received the following treasures from the sacking of the Green Man fort in hex 0408: 2,856 e.p., 5,086 g.p., a *potion of sweet water*, a scroll of five magic-user spells (*web*, *gust of wind*, *lightning bolt*, *plant growth*, and *stone shape*), and *ring mail* +1.

0608 Resurrection Pit of Io-Lokh: To the east of the Thimgizzid River a group of lizard men has dug a pit 100' across and 180' deep. Wooden platforms attached to chain pulleys carry loads to and from the bottom of the excavation. A din of clanking, smashing, and screaming rises from the pit. A total of 30 deadly earnest lizard men work day and night excavating various ores, tapping fluids found in hollows of the rock, and releasing gases from subterranean pockets. These raw materials find their way to the mine's bottom into the Resurrection Pit of Io-Lokh, a 20' diameter and 8' deep pool of dimly glowing, bubbling, syrupy green liquid. From one of the many tunnels dug into the wall about halfway down the lizard men bring Snake-Men mummies from a buried necropolis holding over a thousand of them. At the direction of their alchemist-masters, the workers will cast a mummy into Io-Lokh in hope of restoring life to it that they might glean from it terrible secrets. Their repeated failures have made these lizard men grim indeed, and likely to meet intrusions with violence. A living thing submerged in Io-Lokh (or drinking from it) will have to save vs. poison each round it is in the pool or suffer one of the following mutations:

1. Skin becomes scaly like a reptile's. This will improve a man's AC by 1, but it will also lower his charisma score by 3 points. Charisma will not fall below a score of 3 in any case.

2. Intelligence will fall to a score of 8 to 10. If a character's intelligence is low enough to be unaffected, then he suffers no mutation.

3. The character's eyes fuse into one eye, like a cyclops. This results in a -1 penalty to all attacks with missile weapons.

4. Good-aligned characters become neutral, and neutral characters become evil. Evil characters suffer no mutation.

5. The character will fall into catatonic sleep every day from 6 p.m. to 6 a.m. Not even physical attacks will wake him.

6. The character will suffer unreasoning fear of lizard men. He will flee their presence at full speed.

Those in Io-Lokh for more than six rounds must save vs. poison or die. A lizard man corpse thrown in has a percentage chance of 8 minus the number of days it has been dead of returning to life. (For example, a corpse of a lizard man dead for 6 days has a 2% chance of resurrection.) It will be insane and unstable, though. The corpse of a human of at least 3rd level has a percentage chance equal to its constitution score minus the number of days it has been dead of returning to life, though such a one will suffer three of the above mutations (other than number 4) and become chaotic evil. Treasure: 2,316 g.p. and 3 pieces of jewelry (worth 600 g.p., 1,700 g.p., and 6,000 g.p.).

0610 Secret of the Serpent-God's Skin: Less than half a mile from the seashore stands a 30'

tall idol of green stone expertly carved into a life-like, coiled giant serpent. Its eye-sockets are set with peridots worth 500 g.p. each. If stolen, the thieves will suffer daily attacks by a giant poisonous snake (AC 5; MV 15"/15"; HD 4+2; #AT 1; D 1-3; SA poison; AL N; XP 390 + 5/hp) until the eyes are replaced. In addition, any other snakes encountered will immediately attack until slain. A stone slab on the ground surrounded by the statue's coils covers a hewn stone shaft 5' in diameter that descends 80' to the floor of a natural cavern measuring 90' by 80' by 30' high. Therein stretches the shed skin of a vast snake that must have been about 100' long. Any magic-user of at least 3rd level will unmistakably feel the sorcerous potency throbbing from the skin. Magic-users of 2nd level will have a 60% chance of detecting this, and 1st-level magic-users will have a 40% chance. Close examination of the snakeskin by a magic-user will reveal linguistic patterns within it. Further study will put any magic-user of at least 5th level into a trance as his mind slithers in and out of the ophidian markings. After a number of days equal to 12 minus the magic-user's level (one day minimum), he will come out of the trance with knowledge of the 3rd-level spell, *tongues*. If shaken out of the trance before this, all his time will have been for naught. He will have to begin the trance all over again. The magic-user can either cast this spell one time or copy it into his spell book as though from a scroll.

0703 G'llgol, Spawn of Shub-Niggurath: A 3' diameter circular tunnel winds 30' into the side of a mud bank. A foot of swampy water typically fills the tunnel. At the tunnel's terminus dwells G'llgol (AC 10; MV 6"/18"; HD 1; hp 4; #AT 2; D 1-6/1-6; SD +1 or better weapon to hit; INT average; AL N; XP 18), a Spawn of Shub-Niggurath. It appears as a 4' long purple crayfish with a single, man-like

eye (also purple) on its forehead. Its carapace clearly has the softness of human flesh. G'llgol will not attack save as a last resort, for it eats only small reptiles, amphibians, and fish. If met with hostility and unable to escape, the Spawn will try to bargain for its life if it senses a magic-user present. Speaking common in its gurgling voice, G'llgol will offer to impart knowledge of the 2nd-level magic spell, *fear*. To do so the Spawn must grip with its claw either of the magic-user's wrists firmly enough to draw blood. The magic-user's eyes will roll back in his head, and he will experience weird visions of swimming through viscid waters wriggling with strange life. Though the visions persist only for an hour, they seem to the magic-user to last a lifetime. After an hour, G'llgol will end the visions by snapping off the magic-user's hand (doing 1 hp damage). The pain lasts only for a minute as his arm grows a purple crayfish claw identical to G'llgol's (and able to do 1-6 points of damage). Because of his subjective lifetime in the vision, the magic-user will be too disoriented to even walk for one day, and he can do nothing more than stumblingly walk at half speed for the next 3-6 days. At the end of this time his brain will have integrated the visions, and he will have knowledge of the bargained-for spell. The magic-user can either cast this spell one time or copy it into his spell book as though from a scroll.

0707 Flames of the Ruined Temple: In a low-lying area of the Yuthlugathap Swamps stands an abandoned temple-ruin made by men. Constructed of blackened gray stones about 12" by 6" by 6", the roofless walls cover an area about 100' square. Most of the walls rise about 2' or 3' above the surface of the 3' deep swamp waters. An acrid smell fills the air, and no swamp life swims or crawls amongst the ruins. In their midst rises 15' above the water a stone

pillar intricately carved to resemble countless serpents writhing together. Thirteen of the stone serpents have small, red spinel eyes (worth 250 g.p. each). Each one takes 1 minute to pry loose with a dagger. Only 12 of the 26 spinels are low enough on the pillar for a man to reach unaided. Every 2-4 minutes a random 1,000 square foot section of the waters amidst the ruins bursts into hot, blue-green flames, dying out 1 minute later. Anyone entering the temple ruins will have a 10% chance of being caught in any given burst of flame, which causes 2-12 points of damage (save vs. breath weapon for half).

0708 Giant Frogs: An army of 20 giant frogs (AC 7; MV 3"/9"; HD 3; hp 11, 14, 11, 21, 22, 11, 11, 10, 22, 10, 15, 16, 12, 21, 12, 16, 12, 3, 13, 20; #AT 1; D 2-8; SA surprise [1-4], jump, tongue; AL N; XP 45 + 3/hp) inhabits the northern bank of the Thimgizzid River. These 6' long, 250-pound amphibians can leap 100' (and up to 30' high) in a single round. These hungry and aggressive frogs will attack any group of humans numbering fewer than 30, and they will retreat only in the face of fire. A frogspawn of 211 fist-sized eggs is partially buried in the mud by the river. Tadpoles will emerge in 14 days, and they will metamorphose into full-grown frogs 31-40 days later.

0809 Dinosaur Graveyard: Surrounded by the Yuthlugathap Swamps, an area of arid, exposed sedimentary rock (primarily red) covers about ten square miles. Thousands of hoodoos ranging in height from 5' to 150' arranged in majestic formations fill the land. Many of the dinosaurs that inhabit the Yuthlugathap Swamps, for some mysterious reason unfathomable even to the Snake-Men scientists of long ago, journey here to die. Their huge bones, bleached white by the sun, lie

stark and silent under the wide skies. On any given visit to the Dinosaur Graveyard, men will have a 10% chance of encountering dinosaurs come here to die. Regardless of the species, the dinosaurs will ignore other creatures in their overriding drive to reach their appointed place of death. If attacked or hindered, however, they will fight viciously.

0810 Mosasaurs: Cliffs rise 30' above the sea at the southernmost tip of land in this hex. Here the winds blow strongly, making the waters rougher than on the nearby shores. Eighteen pteranodons (AC 7; MV 3"/15"; HD 3+3; hp 20, 24, 17, 18, 12, 21, 14, 17, 23, 22, 20, 26, 16, 14, 18, 23, 23, 21; #AT 1; D 2-8; AL N; XP 85 + 4/hp) nest on the face of the cliff. While they will not hesitate to attack men who stand at the cliff's edge for more than 5 rounds, or those who attempt to climb down the cliff, the pteranodons usually feed on the fish swimming near the surface. Two 50' long mosasaurs (AC 7; MV 3"/15"; HD 12; hp 51, 58; #AT 1; D 4-32; AL N; XP 2218, 2344) habitually swim these waters, feasting on pteranodons which fly too close to the waters. Of course, they will also eat human swimmers or boaters if given the chance.

0902 The Swamp-Witch's Hut: In a particularly overgrown corner of the Yuthlugathap Swamps, a hemispherical mud hut (20' diameter, 7' high at the center) sits secluded amongst the roots and the shadows. The Swamp-Witch, Kewimi (Blue MU13; AC 10; MV 9"; HD 11+2; hp 34; #AT 1; D 4-7; AL N; XP 3612) steeps and brews her concoctions within. More than 100 years old, innumerable fine wrinkles cover her jutting face, and half of her long, stringy hair has fallen out. She is as filthy as her mud-stained robe. Kewimi spends many of her days soundlessly searching through the swamps within 10 miles of her hut

for divers ingredients for her alchemy. Malevolent but not aggressive, she will not needlessly seek to harm visitors, though she will enjoy doing so at the slightest provocation. In spite of her high level, the witch seldom actually casts spells. She has lived as a hermit here for most of her adult life, brewing drinks and poisons. In recent years a gradually growing number of magic-users have journeyed here to employ her services as an alchemist. Smoking cauldrons, cups full of foul-smelling liquids, dismembered carcasses of small animals, fungi, weeds, and other such things cover nearly the entire dirt floor of her hut. Kewimi will use an *ESP* spell to see through any deceptions. If threatened, the crone will pretend to an ill-mannered docility, offering deadly poisonous drinks to her foes. She will not hesitate to drink of them to "prove" their harmlessness, for she receives a +8 bonus to her saving throws vs. poisons that she has herself concocted. Outside her hut Kewimi can silently summon 2 crocodiles (AC 5; MV 6"/12"; HD 3; hp 20, 18; #AT 2; D 2-8/1-12; AL N; XP 140, 132) to her aid within 2-5 rounds. No animal or glop (whether slime, ooze, pudding, or jelly) native to the swamps will attack her. If all else fails, she strikes with her curved +3 *dagger*. If slain, she will curse her killers with her dying breath. Three to six days later, or when her slayers near the edge of the Yuthlugathap Swamps (whichever occurs first), a shambling mound (AC 0; MV 6"; HD 10; hp 80; #AT 2; D 2-16/2-16; SA suffocation; SD partial magic and spell immunity; AL N; XP 2600) will attack with automatic surprise and fight to the death.

0906 Lizard Man Keep on the Borderlands
Lizard Man castle
Population: 31
Alignment: N
Leader: Ssi-Hur

Hardened warriors live in the ruins of a human castle on the frontier between the swamps controlled by these lizard men and those held by the lizard men in hex 0908. The lizard men of the keep dye themselves and nearly everything else mustard yellow. Even the castle walls are the same color as their tattered banners and flags. The only things they do not dye are the 11 giant black ants (AC 3; MV 18"; HD 5; hp 13, 29, 15, 22, 32, 23, 15, 30, 27, 21, 27 #AT 1; D 1-12; AL N; XP 90 + 5/hp) that their cavalry uses as mounts. Ruthless even for lizard men of the Yuthlugathap Swamps, they will slay anything that moves in the no man's land between them and the lizard man castle 10 miles to the south in hex 0908. This land has become an empty waste of gray mud. Any random encounters in the southern half of this hex will be with a patrol of 3-6 lizard men of the Keep (80% chance), 2-3 lizard man cavalry of the Keep (15% chance), or 1-2 lizard man scouts from hex 0908 (5% chance). The Keep does not hold any treasure.

0908 Killer Frogs!

Lizard Man castle

Population: 33

Alignment: N

Leader: Ssi-Vis

At the center of this hex stands a low, gray stronghold built by unknown men long ago, now claimed by the lizard men. It is surrounded by a 6' deep, 20' wide moat with a 400' circumference in which thrive about 100 killer frogs (AC 8; MV 6"/12"; HD 1+4; #AT 3; D 1-2/1-2/2-5; SA surprise [1-4], jump; AL N; XP 36 + 2/hp) weighing about 50 pounds each and possessing both talons and sharp teeth. These monstrosities, bred and kept by the masters of the castle, will viciously attack any creature not a member of the lizard man tribe that tries to cross the moat. The lizard men themselves have sworn an oath of silence (set

aside only for the necessities of battle) that will end only when they have captured the lizard man keep 10 miles north in hex 0906. They have in the meantime developed their own sign language. These grim warriors wear gray armor, and they march under black flags. The northern half of this hex has become an empty waste of gray mud. Any random encounters here will be with a patrol of 3-8 of these lizard men (95% chance) or with 1-3 lizard man scouts from hex 0906 (5% chance). The lizard men slay nearly anything that moves. Treasure: a piece of jet (worth 70 g.p.) and a black opal (worth 1,400 g.p.).

1003 The Pit of Infinite Slime: To the north of the Thimgizzid River, the swamp's growth has nearly covered a cylindrical stone shrine. Vines and creepers have entered its single open doorway facing southeast. Eldritch sigils of the Snake-Men cover the entire 36' diameter, 8' high interior of the fane, save for an irregular blotch about 12' across of faintly nacreous black slime upon the floor: the surface of a bottomless pit of slime that is harmless in and of itself. Every 1-3 turns that a living creature is within the shrine, a monstrous glop emerges from the pit. It can be gray ooze, black pudding, mobile green slime, or ochre jelly (equal chance of each) of a non-standard color--such as a red "black" pudding. The glops will attack anything in the fane, then ooze away through the open doorway when no life remains within. The sigils on the floor, walls, and ceiling contain two 3rd-level magic-user spells: *clairaudience* and *clairvoyance*.

1009 Desolate Temple of the Skull: In a relatively dry patch in the swamps rises a small pillared temple (50' by 50' by 20' high) long abandoned by its cult. Atop a stone pillar rising 30' above the shrine's roof, a 10' diameter horned humanoid skull glares east.

1103 Lizard Man River Fortress: On an island about a half-mile in diameter in the midst of the Thimgizzid River, about 2,500' from either bank, stands an ornate castle of stone and steel. Semi-human skulls figured in stone stand out from the walls and towers. The 34 lizard men inhabiting this foreboding fortress typically keep the gates, which face north, closed. Beneath the castle dwell 15 domesticated giant lizards (AC 5; MV 15"; HD 3+1; #AT 1; D 1-8; SA die 20 indicates double damage [2-16]; AL N; XP 125 + 4/hp) which the lizard men use as mounts in their patrols of this hex and the six adjacent hexes. The lizard men ignore and even avoid small groups of men, though they will repulse forces of ten or more which try to land on the island. Only lizard men receive a welcome in the fortress, and anyone else who sneaks in will be summarily expelled unless they also caused mischief, which will result in execution. Those caught a second time in the castle will be put to death. Treasure: 2,054 g.p.

1104 Megalosaurus: In this particularly dense and thick corner of the Yuthlugathap Swamps, the ground shown on the map is usually covered by 1' of water. An incautious traveler could easily step off into Boggy Lake or into the Gnatmare River. A 25' long megalosaurus (AC 5; MV 12"; HD 12; hp 62; #AT 1; D 3-18; AL N; XP 2292) lurks in the swamps, this hex and hex 1105 serving as its most common hunting grounds. The beast's main prey are the herbivorous dinosaurs that like to dwell in watery lands, such as the diplodocus in hex 1105. The megalosaurus has to be cautious around the larger dinosaurs, though, for they could quite possibly kill it in fending off its attacks. Young dinosaurs are more tempting targets, though nothing is so tempting or so toothsome as are tender humanoids such as man.

1105 Diplodocus Herd: A herd of 5 diplodocus (AC 6; MV 6"; HD 24; hp 115, 108, 102, 48, 36; #AT 1; D 3-18; AL N; XP 9025, 8780, 8570, 6680, 6260) composed of 3 adults and 2 young forages throughout this hex. The largest adult is 80' long, while the young have a length of less than half that. The recent predations of a megalosaurus (hex 1104) have the adults on alert, and they typically keep their two young in their midst to better protect them. Only the most stealthy and unobtrusive of men will avoid spooking the herd. The largest diplodocus will pursue and attack any men it considers a threat, while the other two adults will guard the young. The attacking dinosaur will disengage if it loses 100 hp, though the adults will fight to the death to protect their young.

1204 Ghost-Lights: Along the shore of Boggy Lake at night drift seven globes of pale light the size of grapefruits. Those who glimpse them must immediately look away or have to roll a saving throw vs. paralyzation. Anyone who fails will feel his gaze drawn to one of the differently-colored lights (randomly determined), and the light will fill his vision for a moment before he blacks-out for 1 round. When he returns to his senses (by which time the lights will have vanished), he will suffer from the appropriate effect:

Blue: Each day the victim will either lose 1-2 experience levels (50% chance) or gain 1-2 experience levels (50% chance). Re-roll each morning. The effects are cumulative.

Dolm: Frogs will not attack the victim under any circumstances, but scores of them will follow him about. Their croaks will negate any chance of the victim surprising anyone.

Green: The victim's face becomes gnarled and warty, and his nose grows long and pointed. Deduct 6 points from his charisma score (which cannot drop below 3).

Jale: The victim turns amphibious. He can breathe underwater, but he must submerge himself in water for 1 hour each day or lose 4 hit points per day until he submerges.

Purple: The victim must eat 3 times more than usual, or his constitution, dexterity, and strength scores all fall to 3 until he begins eating as stated.

Red: All metal become intangible to the victim. His flesh simply passes through it.

White: The victim goes native. He tosses aside all his clothing and possessions and refuses to leave his new home: the Yuthlugathap Swamps.

Any of the above effects will last until the victim leaves the swamps for 48 hours.

1211 N'ghiak, Spawn of Shub-Niggurath: The black peaks of buried and submerged towers of the Snake-Men rise as high as 20' out of the waters of the Gnatmare River about 60' from the eastern bank. N'ghiak (AC 10; MV 6"/9"; HD 2; hp 14; #AT 1; D 2-7; SD immune to surprise; MR 10%; INT average; AL N; XP 101), a Spawn of Shub-Niggurath, swims among and oozes through the leaning structures. It is a blue amoeboid about twice the size of a man, and it has six unblinking red eyes scattered upon its bulk that give it simultaneous vision in all directions, thereby making the Spawn impossible to surprise. Shy, retiring, and able to digest only one form of food, N'ghiak tends to withdraw into one of the Snake-Man structures when other intelligences approach.

Through the centuries, eldritch residues from the buildings' stones have seeped into N'ghiak's cytoplasm, giving it insight into the mysteries of magic. A magic-user approaching the Spawn with due deference will empathically receive an offer from N'ghiak to transfuse into him magical adeptness...for a specific price. The Spawn will snake tendrils of its gelatinous body down a willing magic-user's throat and thence through his body, causing extreme discomfort but no damage while pulsating sorcerous energies into the magic-user's cellular structure. N'ghiak will withdraw after 2 turns, leaving the magic-user's body irrevocably altered in two ways: First, any spell performed by the magic-user will be so puissant that entities affected will have a -1 (60% chance), -2 (25% chance), or -3 (15% chance) penalty to their saving throws. (Roll for the specific bonus each time the magic-user performs a spell.) Second, in 3-12 years (secretly determined by the Dungeon Master) the magic-user will turn into a harmless giant amoeba, dematerialize, and then rematerialize in N'ghiak's presence. The Spawn will then proceed to consume its meal.

1212 Lizard Men of the Fetid Fane

Lizard Man village

Population: 39

Alignment: N

Leader: Ssi-Zog

Southwest of the Hopwog River, this village is devoted to Shub-Niggurath. Their short, squat huts surround the yawning, black opening to the deep caverns below which hold a miasmic fane of the god. Its chaotic evil priests require freshly-caught human captives at times determined by their nigh-incomprehensible calendar based on the moisture of the Yuthlugathap Swamps rather than on the apparent movement of celestial bodies. Therefore, humans wandering in the area will

be ignored unless the moisture is right (9% chance per day). The lizard men sacrifice such captives on the summer solstice. Several times Ssi-Zog has ordered the profanation of the temple of the Snake Gods (hex 1213), but regardless of how propitious the hierophants declare the timing of the task, nothing but the disappearance of the sent lizard men has resulted. Ssi-Zog would pay 1,000 g.p. per person (up to a total of 8,000 g.p.) even to humans if they were to somehow destroy the temple. Treasure: 8,219 g.p. and 1 piece of jewelry worth 1,000 g.p.

1213 Temple of the Ophidian Deities: A circular, black domed building stands in an overgrown sector of the Yuthlugathap Swamps. Great double-doors facing north open with the slightest shove. The interior has a diameter of about 150', and a ragged hole (4' across) in the dome 50' above reveals a patch of sky. Near the wall, spaced 15' apart, stand idols of the 31 major deities of the Snake-Men. Each stands 20' high, consummately crafted from a different type of stone. They generally resemble Snake-Men, though some display the perquisites of deity (extra arms, extra heads, no legs, etc.). A 3' high pedestal of black stone under each one displays in deeply-chiseled sigils of the Snake-Men the title of each deity, as "The God/Goddess of..."

Subterranean Secrets

Binding Extra-dimensional Ones

Conjuring the Weird

Banishing the Undesired Ones

Invoking the Inscrutable Ones

Tormenting the Recalcitrant

Imprisoning, Immobility

Poisons and Venom

The Cold and the Dark

Liquid Flame

Sigils, Hieroglyphs, and All Codes

The Great Egg of Koot

Intelligences and Torment

Instructing the Sacrifices

Tracings and Enigmatic Paths

Portals on the Left Hand

Evolution and Transmigration of the

Dinosauria

The Void

Spirals and the Primordial Whirlpool

The Endless Circling

Yellow

Ennui and Endings

The Concept of Number (and of Angles)

The Self-Swallowed

The Image Endlessly Reflected

Unmoving Black Vision

The Dance of the Serpentine

Galactic Collisions (Mergings)

Interminable Noon and Stillness

The Green Depths

The Eyes of the Celestial Dome

Anyone so unwise as to attempt to vandalize or rob the temple will (with all his companions) find himself teleported to a random location elsewhere in the lands of Carcosa. Any human so blasphemous to so much as touch the idol of the cruel God of Instructing the Sacrifices must roll a saving throw vs. poison at -3. Failure indicates instant death, and success indicates 3-18 points of damage and a lingering sickness and dread lasting 2-16 days that halves the victim's movement rate and gives him a -3 penalty to all his attack rolls and saving throws.

1302 Ruined City of the Snake-Men: Half swallowed by the Yuthlugathap Swamps, the ruins of a Snake-Man city cover roughly 5 square miles. Made almost entirely of hard, black stone, the slender spires, hemispherical domes, and crazily twisting towers lean at angles not meant by their architects. Large sections of stone appear to have melted and re-solidified. Wildlife shuns the ruins, save for

snakes, which slither about in great numbers. A domed temple to a weird pantheon of ophidian deities (cf. hex 1213) crawls with thousands of serpents, amassing particularly at the bases of the 31 black idols (each about 20' tall) of deities that generally resemble Snake-Men. Those in the temple have a 10% chance per turn of suffering a poisonous bite (save vs. poison or take 1-6 points of damage, take 2-12 points of damage, take 3-18 points of damage, or die [25% chance of each]). Magic-users searching the ruins have a 10% (non-cumulative) chance per day of finding something (sigils, statue, unburned incense, mystic brazier, etc.) that will reveal the secret of a magic-user spell. Unfortunately, those in the ruins have a 30% chance each day of encountering a giant snake (10% chance of amphisbaena, and a 30% chance each for constrictor, poisonous, and spitting). While the giant snakes are limitless, no more than the following 6 spells can be found: *erase*, *audible glamer*, *explosive runes*, *confusion*, *fire charm*, and *distance distortion*. Magic-users can copy these into their spell books as though from a scroll.

1306 The Ice Monolith: A by-product of an experiment of Snake-Men sorcerers, the Ice Monolith is a crystalline shard of opaque, white ice 35' high and 6' in diameter. Native life shuns it, and nothing grows within 30' of it, for it radiates cold, giving its surroundings a temperature barely above freezing. Immune to all other forms of damage, the Monolith will shatter and melt if subjected to 100 points of damage from magical fire. Unsurprisingly, Bhimothi (AC 10; MV 9"; HD 6; hp 29; #AT 1; D 2-16; SA radiates cold, *confusion* gaze; INT low; AL CE; XP 574), a Spawn of Shub-Niggurath, dwells upon the Monolith. Bhimothi is a white amoeboid covered with suction cups. It attacks with a freezing touch. The gaze of its two ice blue eyes causes *confusion* (as the spell) unless

a saving throw vs. spell is made. Anyone within 20' of the Spawn will suffer 1-8 points of damage each round from the intense cold it radiates.

1314 Tentacled Spawn in the Ocean: In the shallows of the sea swims and hunts a Spawn of Shub-Niggurath, Ystfthagnaach (AC 10; MV 6"/18"; HD 5; hp 21 [body], 8 [each tentacle]; #AT 1; D 3-18; SA grab; INT average; AL CE; XP 635), a bright and vivid red octopoid with ten 15' long tentacles, five burning ulfire eyes, and a beaked mouth. It invariably attacks any humans who come within 20' of the sandy shoreline. The Spawn can grab up to six man-sized targets at once with its tentacles. A grabbed victim cannot escape unless he severs the tentacle by dealing 8 points of damage to it. In the round after Ystfthagnaach grabs a target, it can bring it to its beaked mouth to attempt to bite it, gaining a +3 bonus to its attack roll against a clutched foe. Such a combatant can choose whether to strike at its tentacle or at its body. If its body is reduced to 5 hp, the Spawn will flee into the ocean depths, where any lost tentacles will regrow in 8 days. If slain, Ystfthagnaach's five eyes will crystallize into spherical ulfire gems worth 275 g.p. each.

1403 Giant Crocodiles: A 30' long giant crocodile (AC 4; MV 6"/12"; HD 7; hp 33; #AT 2; D 3-18/2-20; AL N; XP 664) and her seven 8' long hatchlings (AC 5; MV 6"/12"; HD 3; hp 17, 21, 11, 16, 7, 9, 22; #AT 2; D 2-8/1-12; AL N; XP 128, 144, 104, 124, 88, 96, 148) hunt along the edges of Boggy Lake. They surprise their prey 50% of the time. While the mother typically hunts smaller dinosaurs, the crocodiles' favorite meal is human flesh. They usually keep slain humans submerged for a few days to ripen before eating. Under a boulder overhanging the lake swell the bodies of four Yellow Men. In the corpses' pockets and

pouches are a total of 82 c.p., 87 s.p., 19 g.p., and three daggers.

1409 Abandoned Snake-Man Site

Lizard Man castle

Population: 28

Alignment: N

Leader: Ssi-Fah

Six dark green cylinders (20' diameter) with heights ranging from 20' to 50' are arranged in a hexagonal pattern, each one 60' distant from its closest neighbors. Dark purple flags fly and banners hang from the structures. Each has a single entrance facing the interior of the hexagon they form. These magical doors will open only when any of the four opaque red quartz crystals (two kept by Ssi-Fah and the others by his two lieutenants) is pressed into the small concavity by each door. These buildings are abandoned storehouses of the Snake-Men, long empty of their original contents. A force of lizard men has used the site as a stronghold for over a decade, standing sentinel against the Dino-Lizard Men on the north side of the Mewglip River in hex 1509. They ignore wandering bands of humans who do not attempt mischief. Treasure: 6,888 s.p. and 5,025 e.p.

1412 Giant Leeches: In the muck below the still, stagnant waters at the northern marge of the Hopwog River squirm 12 giant leeches (AC 9; MV 3"; four have 4 HD [hp: 13, 13, 24, 14], two have 3 HD [hp: 15, 21], four have 2 HD [hp: 8, 8, 6, 10], two have 1 HD [hp: 7, 5]; #AT 1; D 1-4; SA drain blood; AL N; XP 160 + 4/hp), 18" long per HD. They will attempt to latch onto any creature that enters the water within 20' of them. A successful attack indicates that it has attached itself to its victim, each round automatically inflicting 1 point of damage for each of the leech's HD. Anyone wounded by these creatures has a 50% chance of being

affected as though by a *cause disease* spell 2-5 weeks later.

1503 Ogbalshg, Spawn of Shub-Niggurath:

Partly in the water of Boggy Lake lies an anatomically perfect silver statue of a naked adult woman covered in small bites and gashes. It weighs 1,900 lbs. and is worth 19,000 s.p.. Turning it over will reveal its pain-wracked countenance. The soaked remnants of a torn skirt are under the statue. Near the statue lurks the amphibious Ogbalshg (AC 1; MV 15"/21"; HD 10; hp 36; #AT 1; D 1-4 or 3-12; SA swarm; SD immune to surprise; MR 30%; INT low; AL CE; XP 2904), a vicious Spawn of Shub-Niggurath that hates all sentient life. It appears to consist of dry, brown clay, having a roughly cylindrical torso 8' long and 3' in diameter supported by four short, bent legs ending in claws. This miscreation has neither head nor tail, but dozens of glaring yellow eyes and fanged mouths cover its body. Ogbalshg does not directly attack its prey (though anyone so foolish as to put a hand near one of its mouths risks a bite causing 1-4 hp damage), but rather upon seeing intelligent life each of its dozens of mouths coughs forth a small, fanged reptilioid. These monsters scurry (MV 18") in a swarm against the closest foe (causing 3-12 points of damage per round). The swarm is immune to all non-magical weapons. An intelligent being killed by the swarm will turn into solid silver (though all its clothing and possessions will remain unchanged). They will then swarm the next closest foe. Only by slaying Ogbalshg can the reptilioids die. If the Spawn is reduced to fewer than 10 hp, the swarm will return to its mouths (taking 1 round), and then it will flee into the lake.

1509 Castle of the Dino-Lizard Men

Lizard Man castle

Population: 25

Alignment: N

Leader: Ssi-Gir

A castle carved from a single outcropping of red sandstone juts up from the swamp. Blackish-brown banners fly from its towers, and dozens of heads of lizard men of rival tribes stuck on spikes form a perimeter. The Dino-Lizard Men barely notice the existence of any living thing other than lizard men, so they pay no mind to wandering humans unless they trespass into the castle, which typically leads to slaughter. The Dino-Lizard Men keep a vigilant guard against the lizard men on the south side of the Mewglip River in hex 1409. The castle's ultimate weapon is an antrodemus (AC 5; MV 15"; HD 15; hp 68; #AT 3; D 1-4/1-4/6-24; AL N; XP 3760) that dwells in natural caverns below the stronghold. Fed primarily on lizard men captives and corpses, it is "domesticated" enough to not attack Dino-Lizard Men and to follow their most basic commands (such as "Attack!" while pointing at enemies). When the antrodemus sees lizard men of rival tribes, however, there is no keeping it from a frenzied onslaught. Treasure: 3,266 c.p., 5 gems worth 10 g.p. each, and 5 gems worth 1,000 g.p. each.

1515 Gorgosaur-Wrecked Village: About 200 putrefying corpses of Red fishermen and the wooden wreckage of their village litter the seashore. The villagers had captured an amphibious gorgosaurus (AC 5; MV 15"/15"; HD 13; hp 15; #AT 3; D 1-3/1-3/7-28; AL N; XP 2880) that had attacked them while fishing in their boats. Thinking their problem solved, they slept peacefully for several nights until the captive dinosaur's enraged mother (hp 60) erupted from the ocean one night and destroyed the village in freeing her offspring. Only two men (Xaaga and Xoixii) and a boy (Gogiiso), huddled for the last several days among the trees, survived. These 0-level

humans offer little help or insights, still suffering from the shock of the massacre. Anyone so unwise as to light a fire or otherwise conspicuously camp among the wreckage of the village will, 3-6 hours after nightfall, draw the attack of the mother gorgosaurus (hp 60), come to finish the job.

1605 Temple of the Frog God: The ruined walls of a 40' by 60' temple made of blocks of pale green stone surround an idol of a frog the size of an elephant, competently carved from the same green stone. Its eyes are two fist-sized, violet garnets (worth 2,000 g.p. each). Prying loose one of the gemstone eyes takes 2-5 rounds. White-green gases belch from the earth and fill the temple. Anyone entering the temple must make a saving throw vs. poison or suffer one of the random effects below. If one leaves the temple and re-enters it, he must roll a new saving throw. Anyone staying in the temple must make a new saving throw every 5 rounds.

1. The victim turns into a 250-pound giant frog (AC 7; MV 3"/9"; HD 3; #AT 1; D 2-8; SA surprise [1-4], jump, tongue). He retains his intelligence but can communicate only telepathically. If he leaves the Yuthlugathap Swamps within 72 hours, he will return to his normal form 12 hours later. If he does not leave the swamp within 72 hours, he permanently remains a giant frog.
2. The victim dies from poison.
3. The victim coughs violently as his lungs burn from the gas. He drops anything he holds and flees the temple.
4. The victim suffers 4-24 points of damage. If this brings his hp to 0 or lower, he dies and turns into a puddle of brown slime.

5. The gases chill the victim and fill him with hopelessness. All attack rolls, saving throws, and class abilities are performed as though he were 3 levels lower. If his effective level drops to 0 or lower, he cannot perform his class's special abilities, and he attacks and saves as a 0-level man. He returns to normal after he leaves the swamp for 24 hours.

6. The victim turns into a giant fly (AC 4; MV 6"/24"; HD 4+4; #AT 1; D 1-3), and the frog idol animates (AC 7; MV 3"/9", HD 10; hp 80; #AT 1; D 2-16; SA sticky tongue; AL N; XP 2470) and tries to eat the fly. Neither can leave the temple. The animated frog's tongue can reach 60' to grab victims to bring to its mouth in the next round. A victim in its mouth automatically suffers 2-16 points of damage each round. The statue returns to its original place and turns back into stone if the statue eats the fly. If the frog is slain it turns to rubble, the person transformed into a giant fly returns to his normal form, and the ground ceases to emit swamp gases.

1611 Giant Magic White Salamander: A rocky outcropping 40' high has a cave mouth halfway up on its southern side. The roughly circular chamber within measures about 30' across with a 15' high ceiling. The entirety of it is formed of clear, colorless quartz crystal. A pool of limpid water 4' deep covers most of the floor. Within the pool resides in extreme lassitude an 18' long salamander (AC 10; MV 6"/6"; HD 6; hp 34; #AT 1; D 2-16; SA magic powers, SD immune to poison and surprise; AL N; XP 629) of a dead white color. A colorless and flawless diamond (worth 5,000 g.p.) also rests in the pool, all but invisible. The salamander's languor causes it to always attack last when biting, but its acute mental powers enable it to always win initiative when using any of the following magic powers as a 6th-level magic-

user (up to once each per day): *charm person*, *ESP*, *clairaudience*, *clairvoyance*, *confusion*, and *telekinesis*. It can speak common as well as all the tongues used in the Yuthlugathap Swamps. The amphibian never leaves this cave, and it will discourse interminably on the flora, fauna, and geology of the swamps. Only the aggressive or impertinent need fear attack. On any given visit, there is a 5% chance that 3-6 lizard men from their castle in hex 1613 are here offering prayer to it.

1613 Vitreous Realm of the Lizard Men

Lizard Man stronghold

Population: 27

Alignment: N

Leader: Ssi-Sif

Swamp surrounds an area one-fourth of a mile in diameter composed of a glass-like substance so dark a purple as to look black in subdued light. All of a piece with the gently rippled floor rise twisted, curving, insane pillars up to 20' tall. The unknown forces (whether magical, technological, or natural) that shaped these formations completely eschewed straight lines or angles. Nearly indestructible, only lava or something as hot can affect it. Great heat (including magical fire) will merely melt it, and it will then re-solidify in similar configurations. This thick forest of bizarre columns serves as the stronghold of a group of lizard men that are shorter (6') than most lizard men, and they have a deep jade color. The lizard men will give any humans approaching the weird glassy area one chance to leave before attacking. Ssi-Sif and his followers worship the White God (hex 1611) by going on pilgrimage to its lair to offer it prayers. Treasure: 4, 438 c.p., 4,206 s.p., 5 gems worth 50 g.p. each, and 2 pieces of jewelry (worth 800 g.p. and 2,000 g.p.).

1705 Temple of the Salamander Gods: About 50' beyond the shore of Boggy Lake, temple

spires of purple stone rise out of the still water. The murky waters make it impossible to see the rest of the temple from the surface, and only those with submersible light sources have any chance of finding its treasures in the altar room of a pantheon of salamandrine and caecilian deities: two gold cups (worth 100 g.p. each), a gold-hilted dagger (worth 50 g.p.), a broad gold bowl (worth 250 g.p.), a gold bracelet figured with unknown hieroglyphs (worth 1,200 g.p.), and a gold-plated idol of a rather piscine salamander god (worth 450 g.p.). A properly outfitted man could find and retrieve all these forbidden treasures in 1 hour. A man having to hold his breath will take 4-9 hours. Unfortunately, four giant crayfish (AC 4; MV 6"/12"; HD 4+4; hp 26, 18, 30, 13; #AT 2; D 2-12/2-12; AL N; XP 220, 180, 240, 155) swim within the temple. They will certainly attack anyone who removes gold from the temple, and they have a 75% chance of attacking anyone who merely enters. Those on the shore at night have a 50% chance of drawing an attack. Anyone not stealing the gold but who instead spills at least a pint of human blood using the gold-hilted dagger in the temple into the bowl will gain the giant crayfish as mindless followers (which can do little other than attack upon command).

1801 Aikana

Black Man village

Population: 1,116 (able-bodied: 279)

Alignment: CN

Resources: Pottery

Leader: Ameme, the Tranquil Death, Black male CN MU8

Significant NPCs: Detya, Black female CN F5, leader of Ameme's personal guard

Maru, Black male CN 0-level (insane seer)

Kanithu, Black male LN F3 (skeptical of the mass hysteria)

The village of Aikana sits along the shore of Boggy Lake. Ameme's castle-palace of blue-white stone overlooks the waters, while the Aikanans' huts of mud and thatch dot the ground to the north of the castle. For 85 years these Black Men have seen the ominous shapes of Plesiosaurs rise above the waters with gradually increasing frequency, with occasional sightings of the beasts moving about on the land. In recent years Aikanans have mysteriously vanished. The madman Maru raves that the Plesiosaurs are responsible, and that they will come soon to destroy the people of Aikana. Oddly enough, the reclusive Ameme has come to agree with Maru, based upon the former's extensive sightings of the beasts from his high towers and his calculations of their exact timings, locations, and undulations. Hysteria now grips the village, and the people have fallen into despair. If the PCs visit Aikana, the villagers will mutter fatalistically that they should leave since the village is under a curse. After 5-60 days pass from the PCs' first visit, all the people will commit mass suicide as the only way to escape facing the coming horrific destruction. Kanithu will probably (80% chance) survive. He will then make his way to the village's citadel-outpost (detailed in a forthcoming module) about five miles due north, which remains unaffected by the madness.

1802 Plesiosaurs: Three Plesiosaurs (AC 7; MV 15"; HD 20; hp 101, 84, 92; #AT 1; D 5-20; SA flippers in water [2-12/2-12]; AL N; XP 7030, 6520, 6760) undulate through these waters, particularly in the northern part of the hex. The people of Aikana (hex 1801) obsessively fear the Plesiosaurs, which on their part have almost no awareness of the Black Men. A tomb stands near the edge of Boggy Lake, holding the body of a brave Aikanan warrior who came

here 6 years ago to slay the Plesiosaurs but fell in the attempt. The corpse still wears his helmet and plate mail, and his shield and long sword lie near his feet. Anyone boating on the waters has a 5% chance during the day and a 15% chance during the night of drawing an attack from 1-2 of the Plesiosaurs, while those on the shore at night have a 5% chance of being attacked by a Plesiosaur.

1810 Snake-Man Treasure House: In the midst of a 150' expanse of treeless, wet ground stands a cubical structure with 15' edges made of dull black stone. Though not apparent to the sight, the building stands on a 20' diameter island surrounded by a 20' wide ring of quicksand. Tapping the quicksand before stepping on it will reveal its danger. Anyone stepping on it will sink and begin to suffocate as follows:

Those wearing plate begin to suffocate after 1 round.

Those wearing chain mail begin to suffocate after 2 rounds.

Those wearing leather armor begin to suffocate after 3 rounds.

Those wearing no armor begin to suffocate after 4 rounds.

This assumes the character stays still. If he moves around, deduct 1 round. When suffocation begins, the character must save vs. paralyzation each round or die. Characters have a percentage chance equal to their level plus strength score of escaping from the quicksand on their own. If anyone caught in the quicksand tries to make it to the structure, he will certainly die. Those not in the quicksand can use a rope, pole, etc. to rescue one person per minute. A locked door facing west serves as the building's sole opening. It can be forced open in 3-6 minutes. Scattered upon the floor in the lightless interior are 8,377 c.p., 5,038 s.p., 417 e.p., and 355 g.p.

1812 Underwater Cave of the Aqua-Lizard Men

Lizard Man stronghold

Population: 23

Alignment: N

Leader: Ssi-Zof (CE)

An air-filled cave system opens 20' under the surface of the waters in the steep eastern side of the Mewglip River. A swimmer can effortlessly enter the subterranean air pocket. Within dwell nearly two dozen lizard men. When marching to battle they carry their dripping wet, moss green banners, and they arm themselves with tridents and other thrusting weapons. The Aqua-Lizard Man presence here keeps the lizard men in hex 1613 from pushing across the river. The Aqua-Lizard Men are not particularly aggressive for their species, and they ignore non-aggressive humans who do not enter their caves. They eject intruders, violently if necessary. The caverns do not hold any treasure.

1813 Turtle-Lizard Men

Lizard Man village

Population: 38

Alignment: N

Leader: Ssi-Vor

The Turtle-Lizard Men dwell to the east of the Mewglip River in structures of wood and stone. They will capture wandering humans to sacrifice to Shub-Niggurath on the summer solstice in a natural cavern that serves as its fane. Ssi-Kos of the Snapping Lizard Men (hex 2016) has tried to impress Ssi-Vor of the seriousness of the threat presented by the Desert Lizard Men (hex 2114), but Ssi-Vor is confident ("complacent", according to Ssi-Kos) in his people's numerical superiority. Ssi-Vor plans to wait a month before marching southeast to crush that contemptible upstart, Ssi-Ruhk. Treasure: 2 pieces of jewelry (worth 2,000 g.p. and 8,000 g.p.)

1814 Shashkheen'gh, Spawn of Shub-

Niggurath: Close-set hexagonal columns of orange stone, about 2' thick and from 1' to 4' high, cover an area about 100' by 150'. No more than a finger-width separates each column from those closest to it. In these strange stone formations lurks Shashkheen'gh (AC 3; MV 21"/3"; HD 3; hp 16; #AT 1; D 1-6; INT non-, AL N; XP 98), a mindless Spawn of Shub-Niggurath. When among the orange rocks, Shashkheen'gh cannot be surprised and surprises on a roll of 1-5 on 1d6, for it is an orange hexagonal creature with stony skin and no orifices. It glides on a layer of mucus swiftly over hard surfaces, though it moves rather slowly (MV 6") over swampy ground. It literally slides over the surface of water. The Spawn attacks by slamming its body against foes. Anyone walking upon the stone columns will draw its attack, and the monster will attack until slain. Shashkheen'gh feeds upon its dead victims by absorbing their body salts through its skin.

1816 Mummified Corpse: Millennia ago the swamps swallowed a life-sized statue of a naked man fashioned of hardened, slate gray clay. The shiftings of land and water have exposed its left forearm and hand, which reach straight up as though grasping for something. The hand will grab any inanimate object placed in it, but such things can be yanked away. If a living creature touches the palm of the hand, it will tightly clutch the being and begin to pull it slowly into the soft ground. Such an unfortunate will be pulled under in 5 rounds, and it must make a saving throw vs. paralyzation each round it is buried or die. Nothing can loosen the hand's grip, but it can simply be cut off, which will cause the hand to open. Doing this releases a 10' by 10' cloud of poisonous dust (save vs. poison or take 3-18 points of damage). If the entire statue is

unburied, its left hand will still be able to clutch, but it will not pull what it clutches. A belt of electrum (worth 200 g.p.) with engravings of writhing purple worms encircles its waist.

1904 Warrens of the Troglodytes

Troglodyte Caverns

Population: 90 males and 90 females

Alignment: CE

Leader: Shi-Kosh

These troglodytes (AC 5; MV 12"; HD 2; #AT 3 or 1; D 1-3/1-3/2-5 or by weapon type; SA revulsion odor, missiles, surprise on 1-4; SD chameleon power; AL CE; XP 36+ 2/hp) reside in a huge cave complex of damp stone and thick, humid air. Shi-Kosh (AC 4; HD 6; hp 26; XP 456) maintains his rule by sheer ruthlessness. The troglodytes ignore the Bone Men in hex 2003 (as well as bands of wandering men) as being of no consequence. They typically dispatch any so unwise and curious as to intrude into their caverns. They have the following treasure:

213 p.p.

11 pieces of jewelry:

ivory statuette of Cthulhu (worth 200 g.p.)

chalice of wrought silver and gold (worth 700 g.p.)

ring of wrought gold (worth 900 g.p.)

3 medals of wrought gold (worth 1,000 g.p. each)

ring of wrought platinum (worth 1,300 g.p.)

jade necklace (worth 1,500 g.p.)

gold belt set with black opals (worth 5,000 g.p.)

platinum arm band set with emeralds (worth 7,000 g.p.)

platinum bracelet set with a jacinth (worth 11,000 g.p.)

ring of swimming

plate mail +1

studded leather +1

1912 Teleport Trap: An enigmatic white cube with 12' edges stands alone in the empty wilderness at the swamp's border. Constructed of precisely-cut, 2' by 1' blocks of an unknown off-white stone, it will withstand anything short of an attack by an Old One. An otherwise unremarkable 2' rock near the cube has the following message in the common tongue chiseled into it: "You'll be sorry if you touch the cube. You'd better believe it!" Touching the cube with an object will do nothing, but touching it with any part of one's body (even a gloved hand or a booted foot) will teleport the offender into the 10' by 10' by 10' interior of the cube. Light equal to a torch fills the cube, and within dwells a ravenous ochre jelly (AC 8; MV 3"; HD 6; hp 27; #AT 1; D 3-12; SD immune to lightning; AL N; XP 312) which will immediately attack (no surprise possible for either side). If the ochre jelly prevails, it will consume its victim and all organic matter carried (oil, food, leather, wood, etc.), while all non-organic matter will be teleported back outside the cube. If the ochre jelly is slain, the victor and all his possessions will be teleported outside the cube. This latter event will deactivate the cube's teleportation power.

2001 Asylum of Horrors: In the eastern part of the hex on rocky ground a windowless stone building stands 20' by 20' by 10' high. Beyond the lone, oaken door a magical barrier seals the opening in the 1' thick walls. Immune to both normal weapons, the barrier will collapse if it takes 100 points of magical damage. A stairway (visible from outside the barrier) leads 25' down to madness and despair. A Yellow Man who refers to himself only as "the Doctor" lives down here in squalor. His wide, unblinking eyes give testament to his insanity. He holds the keys to 16 cells (10' by 10'), eleven of which hold one human each (while each of the other five cells holds a skeleton, one of

which wears a silver ring worth 250 g.p.). Of various colors, ages, and genders, all of the prisoners suffer the grip of madness. For many years the Doctor has subjected his "patients" to his experiments: degrading mental (and occasionally physical) tortures, driving them ever deeper into hopelessness and insanity. This alone satisfies the Doctor's sense of aesthetics. The Doctor and his 11 patients are 0-level.

2003 Order of Spawn-Slayers

Bone Man citadel

Population: 61 (one F8, one MU6, two F5, three F4, seven F3, one MU3, thirteen F2, two MU2, thirty F1)

Alignment: LG

Leader: Tiots, Bone male LG F10

A stone's throw to the east of the Yuthlugathap Swamps stands a hexagonal structure of a silvery-white, plastic-like material as strong as steel. Each wall measures 50', and the two stories give it a height of 25'. An order of lawful good fighters and magic-users uses this as its base and place of training. All of the men here have sworn life-long vows to destroy any Spawn of Shub-Niggurath that they can. They patrol the six adjacent hexes and keep them free of Spawn. A serious and ardent lot, the order trains long hours in combat techniques tailored against Spawn. Tiots will welcome any good-aligned men who wish to train with them, but only Bone Men can take the irrevocable vow to the order. After each month's training, a good-aligned fighter, cleric, or magic-user will have a 15% chance of gaining a permanent +1 to his attack rolls vs. Spawn of Shub-Niggurath. A maximum of +3 can be gained in this manner. Tiots dreams of one day solving the problem once and for all by somehow destroying Shub-Niggurath itself. He and his men will zealously assist anyone who has a workable plan to accomplish this.

2009 The Thousand-Columned Temple: Three separate sets of stone staircases in the plain descend 30' into a temple of unknown provenance. Built entirely of a light, blue-gray marble, the temple stretches into a square with 800' edges. Over 1,000 columns (3' diameter), spaced about 20' apart, fill the temple. The majority of them still reach the ceiling 20' above, but many are broken-off or toppled. In several places the ceiling has collapsed, resulting in large mounds of rubble. No iconography, hieroglyphics, or any sort of adornment are evident in the temple other than the vertical ribbing of the columns. A giant slug (AC 8; MV 6"; HD 12; hp 59; #AT 1; D 1-12; SA spit acid; SD not harmed by blunt weapons; AL N; XP 2944) has made the temple its territory, feasting on all intruders.

2016 Fortress of the War-Turtle

Lizard Man castle

Population: 26

Alignment: N

Leader: Ssi-Kos

Near the eastern bank of the Mewglip River stands fast the iron-walled stronghold of the Snapping Lizard Men. In melee they hold small nets in both hands that they use to entangle foes. A successful attack roll indicates that the target has been entangled, giving the lizard men's bite a +2 to hit. An entangled foe can forfeit an attack to untangle himself by successfully saving vs. paralyze. In a watery subterranean lair the lizard men keep 4 giant snapping war-turtles (AC 0/5; MV 3"/2"; HD 10; hp 47, 50, 48, 43; #AT 1; D 6-24; SA surprise on 1-4, shoot neck; AL N; XP 2608, 2650, 2622, 2552). They mount howdahs (large enough for 6 lizard men) upon the turtles' shells and ride them into battle, firing short bows and hurling javelins while gaining a +4 AC bonus from the 50% cover provided by the howdahs. Ssi-Kos knows of the danger of Ssi-Ruhk (hex 2114)

and therefore will be unusually accepting of humans if they can offer information about and/or aid against the Desert Lizard Men.
Treasure: 5,581 c.p.

2017 Ngaphtshud, Spawn of Shub-Niggurath:

A rocky islet 50' in diameter lies about 100' from shore. This serves as the lair of Ngaphtshud (AC 8; MV 12"/15"; HD 6; hp 34; #AT 2; D 2-8/2-8; INT very; AL CE; XP 354), a Spawn of Shub-Niggurath that appears as an 8' long spiny lobster with no eyes and covered in purple and white blotches. Ngaphtshud never comes to the mainland, spending all its time in the water (65%) or on the islet (35%). It can sense a being's alignment within 60', and it will not attack those of evil alignment unless provoked. The Spawn will attack those of good alignment if they do not seem too powerful, and it will attack neutrals only if hungry (50% chance). Ngaphtshud keeps 3 pinkish pearls (worth 500 g.p. each) and 1 yellow pearl (worth 2,000 g.p.) in a small hole covered by an unremarkable rock about 1' across.

2104 Melting Metallic Man: A motionless man made of silvery metal, his head thrown back and his face contorted in agony, stands over a bottomless fissure, 6" wide and 12' long. A constant stream of molten metal streams off him to pour into the fissure. Touching the molten metal with a fingertip will cause 1 hp of burning damage, while fuller contact will cause rapidly increasing amounts of damage. (Plunging one's hands in the melted metal, for example, will cause 4-24 points of damage, no saving throw.) ESP will reveal that this used to be Inele, a Yellow 2nd-level magic-user, cursed by a magic-user 3 months ago into his present state. He suffers ever increasing torments of burning, and in 4-16 days (exactly 99 days after the laying of the curse) he will completely melt into the fissure and suffer unimaginably in the

subterranean magma. Any magic-user who touches the metallic man will know that he will receive a reward if he increases the victim's suffering by fire, acid, or similar means: A small gout of molten metal will leap from the cursed man and burn its way into the magic-user's brain, doing 2-5 points of damage. If the magic-user survives, he will have knowledge of the 2nd-level magic-user spell, *shatter*. The magic-user can either cast this spell one time or copy it into his spell book as though from a scroll.

2108 Serpentine Mummy-Gods: A stepped pyramid of dull black stone with 200' long base edges rises 160' into the sky. Jungle, dinosaurian, and especially ophidian motifs are carved on most of the pyramid's surface, presenting an intricate, sinuous, and menacing aspect. The sole entrance is a secret door at the apex of the pyramid, opened by pressing on the eyes of the serpent carved thereon. It slides open to reveal a 10' diameter shaft with stone steps protruding from the walls, spiraling down into darkness. The shaft descends 150' into an empty, 20' diameter chamber. Double stone doors ornamented with carvings of dozens of serpents writhing together stand at the room's easternmost point. They pull open silently to reveal idols of madness. The circular room within has a 40' diameter and is lit by a dim, jale light that magically emanates from the air itself. On pedestals stand eight mummies of Snake-Man nobles, their limbs and countenances posed in attitudes of life. Their desiccated bodies stand within stiff garments made of iron with rich designs in silver, electrum, and gold. Each garment weighs about 500 pounds and is worth 1,000 g.p. Every hour spent within the pyramid brings a 10% (cumulative) chance of 3-18 naked Brown worshipers coming down the shaft to abase themselves before their mummy-

gods. These savage and degenerate tribesmen (all 0-level with 2-5 hp) will fight to the death with their long-nailed hands (D 1-4). There are a total of 58 Brown Men in their tribe. When not worshipping here, they wander the hex gathering food and hunting small game.

2114 Desert Lizard Men

Lizard Man castle

Population: 40

Alignment: N

Leader: Ssi-Ruhk

This fortress stands less than 200 yards outside of the Yuthlugathap Swamps. About a year ago a band of particularly warlike lizard men captured the fort from its former lizard man defenders, and what remains of their nearly forty corpses are impaled upon stakes surrounding the castle. Greenish-purple flags and banners adorn the stone fortifications, and the new occupants keep the gates barred. Crossbow bolts greet any who approach. These brownish-tan lizard men thrive in the deserts as well as in the Yuthlugathap Swamps. Their witch doctor, the chaotic evil Ssi-Ruhk (C7/MU2), is probably the most implacable and feared lizard man in the swamps. He serves Nyarlathotep. His immediate focus is to destroy the lizard men in hexes 1813 and 2016, and he plans to lead a full-strength war party to annihilate the Snapping Lizard Men in hex 2016 in 18 days. His warriors arm themselves with the full panoply of medieval weapons. The inhuman swiftness and deadly accuracy of his forces' attacks have demoralized more than one of the usually imperturbable lizard man units. If Ssi-Ruhk encompasses the destruction of the lizard men to his immediate northwest and south, his ambitions look to the rocky deserts to the east and north. Treasure: 8,120 e.p. and 6 pieces of jewelry worth 500 g.p., 600 g.p., 1,200 g.p., 1,400 g.p., 4,000 g.p., and 5,000 g.p.

2201 Yiatl

Ulfire Man village

Population: 868 (able-bodied: 217)

Alignment: N

Resources: Ores

Leaders: the Overlords (eight Primordial Ones)

Significant NPCs: Yawatl, Ulfire male N F2,
toady of the Overlords

Ke, Ulfire female N F1, malcontent

Tsul, Ulfire male N F1, malcontent

For time out of mind, eight Primordial Ones (AC 6; MV 18"/12"; HD 8; hp 24, 31, 32, 40, 37, 44, 38, 47; #AT 3; D 1-6 [x 3]; SD immune to heat and cold; AL LE; XP 790, 860, 870, 950, 920, 990, 930, 1020) have selectively bred the population of Yiatl to eventually return them to the level of their man-ape forebears. Instead of the typical intelligence range of 3-18, Yiatlians have a 2-8 intelligence. They spend their days digging deep mines into the surrounding bedrock at the behest of their inhuman masters. Through study of forbidden prehuman manuscripts, the Overlords of Yiatl have deduced the location to within a square mile of one of their weapons of advanced technology last seen tens of millions of years ago. While uncertain as to its exact capabilities, they know it dampens neurons, capable of immobilizing entire armies. Once obtained, the Overlords plan to test it on the village, then proceed north to further their stratagems. Visitors to Yiatl are exterminated. While the Yiatlians are dim-witted, they are not completely senseless. They would rise against the Overlords only if an obviously powerful party led the way. The siblings Ke and Tsul, brighter and more capable than the rest, wait for such a chance to organize a rebellion. They will tempt potential leaders with (factual) accounts of the platinum found in the mines (ingots worth in total 4,026 p.p.), now in the possession of the Overlords. The siblings will also caution against the lickspittle, Yawatl.

2206 Green Slime God: A 3' diameter tunnel about 12' up a low cliff face leads 110' to the lair of a non-sentient deity composed of three dozen patches of green slime (AC 9; MV 0"; HD 2; hp 273 [total]; SA infect flesh, corrosive properties; SD immunity to most weapons and spells; AL N; XP 1156) growing from the 20' high ceiling of a natural cavern measuring 90' by 80'. Degenerate nomads of all races travel here to worship the slime. Those coming to the cave have a 5% chance of meeting 5-30 plains nomads (as per the **MONSTER MANUAL**).

2210 The Last Redoubt of Man

Ulfire Man castle

Population: 19 (one lieutenant F2 [Wan], three sub-lieutenants F1 [Tam, Sonen, and Anak], and fourteen 0-level men-at-arms)

Alignment: N

Leader: Api, Ulfire male N F3

Several years ago these men fled from the ravages of the endless genocidal wars of the lizard men in the Yuthlugathap Swamps. Their village caught between armies and obliterated, they barely escaped with their lives, making their way through a more terrific warzone than they had ever thought possible. They blundered upon this abandoned human castle made of stone and have holed-up in it ever since. The trauma they endured has led them to believe that the warring lizard men tribes have all-but eradicated mankind, with themselves as the sole survivors. Since they have no females, they grimly accept the inevitable extinction of humanity. Only catching the (harmless) long-legged tarantulas that serve as their principle food brings them outside their stronghold, and they never venture more than a mile away. Evidence of other living men will shock them, and they will repeatedly question visitors about how they have managed to survive in a world destroyed

and dominated by the lizard men. The Ulfire Men will tend to disbelieve any assurances that other men still exist. Wan, Tam, and Sonen could possibly be convinced to advocate a journey to confirm or disconfirm such claims. Api will forbid this--violently if necessary--since he thinks they dare not risk depleting their already meager forces.

2211 The Tracker in the Waste: Any human entering this hex will surely attract the attention of Adtch (AC 8; MV 18"; HD 6; hp 28; #AT 1; D 2-16; SA debilitating screech; INT Non-; AL CE; XP 468), a Spawn of Shub-Niggurath which can scent anything within 5 miles and can track unerringly. It will attack within an hour of catching a man's scent. Rather canine in morphology and weighing 200 pounds, Adtch has avian feet and head, no tail, and a covering of dolm feathers. Its three large, pupilless white eyes stare unblinkingly at its prey. When Adtch sights its quarry, it gives voice to a discordant, high-pitched screeching (thus negating any chance of surprise). Those hearing this must save vs. paralyzation or become so shaken as to make all attack rolls against this Spawn at -3. Its bottomless, ravenous hunger drives it to attack all men and to fight until slain. Adtch can digest only human eyeballs. Those in this hex have a 10% chance per day of coming across 1-4 eyeless human corpses.

2213 "A Sunny Pleasure-Dome with Caves of Ice!": An approximately 15' diameter cave opening leads steeply down into the depths. Several feet of blue ice cover all the surfaces of the cave. After winding for nearly 300', the caverns open into a vast chamber holding a 200' diameter dome of a warm green, opaque, glass-like substance (impervious to normal weapons). Anyone touching the dome with his uncovered hand will cause a door-sized

opening to appear. Lit by a soft, low light, warm air fills the dome. Tropical flower gardens with large paths of fine, soft sand perfume the air. Most enticing of all, 40 young, naked, and beautiful women welcome all visitors. There are 3 seductresses of each of the 13 races of men, along with a unique, exotically-hued woman (rather like a blonde-haired, blue-eyed Spaniard). The women do not speak. They wordlessly promise and deliver boundless sensual delights. Anyone so perverse as to attack or attempt to kidnap any of the women will receive an unpleasant surprise: All the women are in fact magical constructs (AC 2; MV 15"; HD 18; hp 80; #AT 2 or 1; D 2-12/2-12 or 2-16; SD immune to gases, poison, and mind-affecting magic; AL N; XP 11,200). They can strike twice per round with their fists or once with their maroon eye beams of plasma which have a 200' range. All 40 women will immediately stop whatever they are doing to join any combat and swiftly eradicate foes. They will target only those individuals in combat. When the fighting is over, the women will disintegrate their foes' corpses with their eye beams. Then, as if nothing untoward had occurred, they will resume their pleasurable ways. Damaged women will have been repaired, and destroyed women will have been replaced, the next time PCs visit the dome.

2216 Triceratops Herd: A herd of 6 triceratops (AC 2/6; MV 9"; HD 16; hp 84, 80, 28, 32, 31, 36; #AT 3; D 1-8/1-12/1-12; AL N; XP 5680, 5600, 4560, 4640, 4620, 4720), 2 adults and 4 young, grazes along the edges of the Yuthlugathap Swamps where the land more closely resembles savannah. Not 100 yards away from the group lie the fresh corpses of an adult triceratops and a tyrannosaurus rex, obviously having battled each other to the death. The two remaining adults will charge any living thing

at least as large as a human if it approaches within 90' to 120'. (Roll separately for each approach.) Anyone with a strong enough stomach to cut open the tyrannosaurus will be rewarded with the corpse of a Green Man with 3 topazes (worth 500 g.p. each) and 2 pieces of pink tourmaline (worth 250 g.p. each) in his pouch.

2302 Protectors of the Cthulhoid Fane: Near the northwestern edge of the hex, about 500' from the nearest mine dug by the Yiatlians (hex 2201), a small system of natural caverns serves as the lair of 3 Shoggoths (AC 1; MV 9"; HD 20; hp 97, 109, 90; #AT 2; D 3-30/3-30; SD immune to weakness, paralysis, and charm; AL CE; XP 9410, 9770, 9200). They will not harm servants of the Old Ones. In fact, six 0-level Dolm cultists (AC 10; MV 12"; HD 1-6 hit points, hp 5, 2, 6, 3, 3, 4; #AT 1; D 1-6; AL CE; XP 10, 7, 11, 8, 8, 9) in yellow-gray robes and armed with short swords worship at a shrine of Cthulhu at the caves' terminus. A crude, 3' tall silver statue of the Old One (weighing 500 lbs. and worth 5,000 s.p. for the silver content alone) serves as the fane's focal point. It is set with 3 gems: a piece of jasper (worth 50 g.p.), an oriental topaz (1,000 g.p.), and an opal (1,600 g.p.). The Shoggoths plan to one day move against the Overlords (hex 2201), relishing the idea of leaving their decapitated bodies to rot in the sun.

2307 "Happy Is the Tomb Where No Wizard Hath Lain...": On the plain in the shadow of the Thuumyaayig Mountains stretches a black horror of ebony tombs, leaning gravestones, and open graves covering a square half mile. This magic-users' graveyard has long since fallen into desuetude. Nothing lives in this still and soundless place. Most inscriptions are in the sinuous hieroglyphs of the Snake-Men, dimly hinting at the blasphemies and

abominations committed by those "laid to rest" here. Most graves, tombs, and mausoleums lie empty, though a few contain human skeletons and bones. Magic-users can feel the vile energies lingering about these places of death: Any magic-user who lies himself down in a grave, tomb, etc. will himself die (no saving throw). If left undisturbed, he has the following percentage chance of coming back to life in 3-6 hours:

1st or 2nd level: 40%
3rd or 4th level: 45%
5th or 6th level: 50%
7th or 8th level: 55%
9th or 10th level: 60%
11th or 12th level: 65%
13th or 14th level: 70%
15th or 16th level: 75%
17th or 18th level: 80%
19th or higher level: 85%

If taken out of the grave before the 3-6 hours pass, he will have no chance of revivifying. Those who reawaken will do so with knowledge of a random spell (of a level that they can cast) that they do not already have in their spell books. A magic-user may attempt this as many times as he wishes. The magic-user can either cast such spells one time each or copy them into his spell book as though from a scroll.

2404 Nuhrka

White Man town

Population: 1,284 (able-bodied 321)

Alignment: N

Resources: Copper

Leader: Haoka, Water of All Rains, White male
CE F10

Significant NPCs: Mapi, Blue female CE MU8
(architect of the Pyramid)

Anan, White male N F7 (discontented old
warrior)

Kaiola, White female N F8 (consort of Haoka)

Twenty years ago the young warlord Haoka came upon the sorcerous crone, Mapi, which changed the course of the people of Nuhrka. Not only did Haoka break the taboo against other races joining the village, he fell deeply under the witch's influence. He led the hitherto relatively innocuous Nuhrkans to decimate two nearby villages and to bring all the corpses back to build, under Mapi's careful direction, the Pyramid. This blasphemy is composed entirely of human body parts that do not rot, but ooze blood, pus, etc. The vile thing grows with the passage of years as the Nuhrkans obtain more victims, now having attained a height of over 50' with each side of the base 60' long. All colors of men except Blue have served as building material. (Mapi will not order visitors taken to add to the Pyramid until 2-5 days have passed, the exact time depending upon her divination using human viscera. Blue Men will be allowed to leave unscathed.) Shortly after the Blue Witch's advent in Nuhrka, she selected an infant of the village named Kaiola and groomed her to be Haoka's consort. Beautiful and deadly, Kaiola eschews both clothing and armor, for Mapi's alchemies gave her skin a natural armor class of 2. Wild-eyed and fanatically devoted both to Haoka and to the raising of the Pyramid, Kaiola is perhaps the most dangerous person in Nuhrka. An old warrior, Anan, fondly remembers the days before Mapi and the Pyramid. With some outside help, he would lead a revolt against Haoka. Between 30% and 70% of the village's able-bodied population would join the revolt. Such a conflict would end with the utter annihilation of the losing side. Visitors playing a significant role in a successful revolt will each receive an award of 200 g.p. per character level.

2408 Yithshugiog, Spawn of Shub-Niggurath:
In the Yuthlugathap Swamps dwells Yithshugiog (AC 9; MV 12"/6"/12"; HD 6; hp

28; #AT 1; D 3-12; SD invisible when not in combat; INT average; AL CE; XP 393), a Spawn of Shub-Niggurath. Composed of ulfire fungus in the form of a 9' long misshapen serpent, it spends most of its time slowly undulating along the surface of the waters of the swamp. Since Yithshugiog is naturally invisible, observers will see only a winding, moving trail pushing through the muck. If left alone, the Spawn will not attack. Its initial attack roll will have a +2 bonus as it becomes visible. Yithshugiog has four dead black eyes, and it can spread four wings (not apparent when folded upon its body) and take flight. The Spawn will flee combat if reduced to 6 or fewer hit points.

2415 Lake of the Magic Slime: A multitude of different colors of slime fills a lake 80' across. The colors form twisting ribbons about 6" wide, which slowly churn and writhe. Touching the syrupy stuff has no effect, but ingesting it (even but a taste) does as follows:

Blue heals 2-7 hp once per character per day. For Blue Men, it heals 4-14 hp (60% chance) or causes 2-7 hp damage (40% chance).

Dolm puts to sleep for 2-8 hours. For Dolm Men, it puts to sleep for 4-16 hours (60% chance) or heals 1 hp (40% chance).

Green turns the drinker into green slime if he has no more than 3-18 hp (roll to determine), otherwise it has no effect. For Green Men, it turns them into green slime if they have fewer than 20 hp (60% chance), or gives the power to once in the next 12 hours vomit forth a stream of green slime up to 20' (40% chance).

Jale causes sickness, resulting in no movement or combat for 2-3 hours, and half movement and -1 to attack rolls for a further 2-3 hours.

For Jale Men, the sickness lasts twice as long (60% chance) or gives a +1 to attack rolls for 2-3 hours.

Orange makes the drinker mute for 2-5 hours. For Orange Men, it causes muteness for 4-10 hours (60% chance) or has no effect (40% chance).

Purple causes drunkenness for 3-18 hours, resulting in -2 to attack rolls and a dexterity score of 3. For Purple Men, it results in -4 to attack rolls and a dexterity score of 3 (60% chance), or -1 to attack rolls (40% chance).

Red adds or subtracts (50% chance of either) 1 point from a random ability score for 24 hours. For Red Men, it adds or subtracts 2 points.

Ulfire is an acid causing 2-7 points of damage. For Ulfire Men, it causes 4-14 points of damage (60% chance) or has no effect (40% chance).

Yellow makes the drinker glow as brightly as a torch for 4-24 hours, making surprise impossible. For Yellow Men, the glow lasts 8-48 hours (60% chance) or they become invisible (as the spell) for 4-24 hours (40% chance).

Saving throws are not allowed. Drinking more than one color in a 24-hour period causes 3-12 points of damage, and only the first color consumed will have its stated effect. If mixed before drinking, none has its stated effect and the drinker suffers 3-12 hp damage. The slime loses its effectiveness after 2-12 hours if taken from the lake.

2512 Ritual of the White Pudding: A low plateau of white limestone roughly a mile in diameter rises 30' above the surrounding land. While a determined climber can make short work of its steep sides, wildlife and travelers

almost never attempt to scale it. In addition to natural weathering, a "black" pudding (AC 6; MV 6"; HD 10; hp 60; #AT 1; D 3-24; SA dissolve wood and metal; SD blows, cold and lightning do no harm; AL N; XP 2190) over the millennia has shaped its habitat into a plateau like no other. The mindless pudding has a ghostly, almost softly glowing, pure white color. It therefore instinctively stays on the white limestone, providing itself some measure of camouflage (surprises 3 in 6 on the plateau). In conjunction with mysterious forces, the white pudding's habitual paths have gradually worn 7' wide, 2' deep twisting furrows over the plateau's surface. A magic-user has a 2% chance per level per hour (cumulative) spent on the plateau of realizing the significance of the furrows. (For example, a 6th-level magic-user would have a 12% chance of realization after 1 hour, a 24% chance of realization after 2 hours, etc.) A magic-user with this realization will know that if he wanders in the furrows with his eyes closed, he will fall into a trance and unconsciously trace the path of the white pudding. After 12-15 hours he will complete the path, awaken from his trance, and possess knowledge of the 8th-level magic-user spell, *symbol*. While the white pudding will never attack a magic-user in this trance, it has a 1 in 6 chance every half hour of attacking other intruders. The magic-user can either cast this spell one time or copy it into his spell book as though from a scroll.

2513 Nas-Ka: Throughout this hex nearly 400 huge geoglyphs, measuring from 300' to 800' across cover the flat, stony ground. About 75% of them are intricate geometric patterns, while the largest unmistakably figures a purple worm, and the rest represent odd, misshapen creatures that could have crawled out of Shub-Niggurath. Long, straight lines connect many of the geoglyphs. While an observer on the

ground can see the lines of the geoglyphs, he can see the patterns they form only from the air. The lines themselves are about 10' wide, reflective, and silvery-gray, cut about an inch into the surrounding purplish stone. The images mirror constellations that are visible from the lands of Carcosa. Men of the area regard the geoglyphs with awe and even something almost approaching reverence. All spells (whether magical or clerical) are powerless within 500' of the lines.

2602 The Fetal Scream: An ominous marker scars the empty land. Dull, black iron spikes over 2' long radiate chaotically from a central bar reaching 20' high, bent in several places at sharp angles. A strong foreboding emanates from the monument. Only those who make a saving throw vs. paralyzation will dare approach within 100'. If any sentient being should do so, a psychic scream from below the iron marker will painfully stab his brain (causing 3-18 points of damage, no saving throw) when he gets 20' to 80' away. This will repeat every 1-6 rounds until no one remains closer than 100'. Buried 8' below the metallic marker lies the skeleton of a female human with a deformed, living Purple fetus upon the pelvic bone. This undying monstrosity screams her agonies whenever she senses the approach of others. Her mother's tribe (long since annihilated by the Nuhrkans--hex 2404) killed her mother, but could not harm the fetus (who is immune to normal weapons, cold, water, and fire), so they buried them here 17 years ago and erected the marker as a warning. Even 1 hp of damage inflicted by magic (other than cold or fire) will put her out of her misery.

2607 Aktar's Garden

Dolm Man citadel

Population: 10 (nine 0-level assistant gardeners)

Alignment: N

Leader: Aktar, Dolm male N MU11

A 200' diameter, 50' high cylinder of barely perceptible force keeps the Tchlotltep Jungle at bay, while within grow gardens of grotesque and fantastic flora, a riotous explosion of all colors known in the lands of Carcosa, as well as some hues otherwise alien to this orb. Using magic to inflict 100 points of damage on an area of the force field no larger than 10' by 10' in the span of 3 or fewer rounds will blow a hole in it that will repair itself in 1 turn. The inhabitants use the password "Nasilian" to open a portal in the field that lasts for 1 round. Aktar and his assistants will meet with violence any who force their way into the gardens, and they will sternly confront those who enter through subterfuge. Any Dolm Men who peacefully request entrance will obtain it for themselves and their companions. Aktar talks of nothing besides his garden. He will request of non-violent visitors that they obtain pits of the pungent, blood-red *tsathbrat* fruit near the eastern edge of the Tchlotltep Jungle. He will pay 500 g.p. per seed for up to 6 seeds.

2610 Brotherhood of the Forbidden Rune

Black Man citadel

Population: 59 (one F2, three F1, fifty-four 0-level worshipers)

Alignment: LN

Leader: Yaderinei, Black male LN F3

A low, rocky ridge has a cave mouth hidden by a lost magic which makes the cave mouth look as though it were solid rock contiguous with the surrounding stone. Beyond the illusion a natural passage leads down to a pre-human subterranean structure. The Black Men who became the Brotherhood of the Forbidden Rune stumbled on this place 10 years ago and regarded it as divine revelation. The silent, empty halls, all ultimately leading to and centered upon a smooth and indestructible

green monolith engraven with a single, inscrutable rune, awed them. Yaderinei declared this stone their deity. They keep their heads shaved, wear hoodless white robes, and perform frequent liturgies of adoration. They cautiously welcome peaceful Black Men, but eject all others. While the Brotherhood correctly intuites the immense power of the rune, they have no inkling of its nature. Any cleric of either the Old Ones or of the elder gods can activate the rune by daubing it with his own blood. Doing so will cause great sheets of plasma of an unearthly color to cascade from space and to hit and obliterate an entire hex (determined randomly) of the lands of Carcosa, turning it to sheets of vitreous material. The six adjacent hexes might suffer radiation contamination as the Dungeon Master deems best. The magic of the rune will work only once.

2612 Mind Flayer Base: A mind flayer outpost rises here, made of hard, white stone with many small, transparent domes of red crystal. It consists of two rectangular towers 30' by 30' by 100' tall, connected at the top by an enclosed 10' by 10' by 50' long passage. Black Kirby dots surround the entire structure, and a continual crackle emanates from these negative energies. The nature of this outpost's relationship (if any) with the Nas-Ka lines (hex 2513) is unclear. The four mind flayers (AC 5; MV 12"; HD 8+4; hp 44, 45, 53, 27; #AT 4; D 2 each; SA mind blast; AL LE; XP 2328, 2340, 2436, 2124) that reside within do not care if anyone approaches, for touching the Kirby dots will cause 1 hp damage and throw the person back several feet. Nothing short of an attack by an Old One could breach this shielding. Each night has a 2% chance of mysterious, cloaked men of various races arriving to enter the structure. The shielding is briefly lowered whenever any welcome beings enter or leave

the outpost. The mind flayers within will mercilessly exterminate any intruder who somehow gains entrance. They have the following three scrolls of magic-user spells:

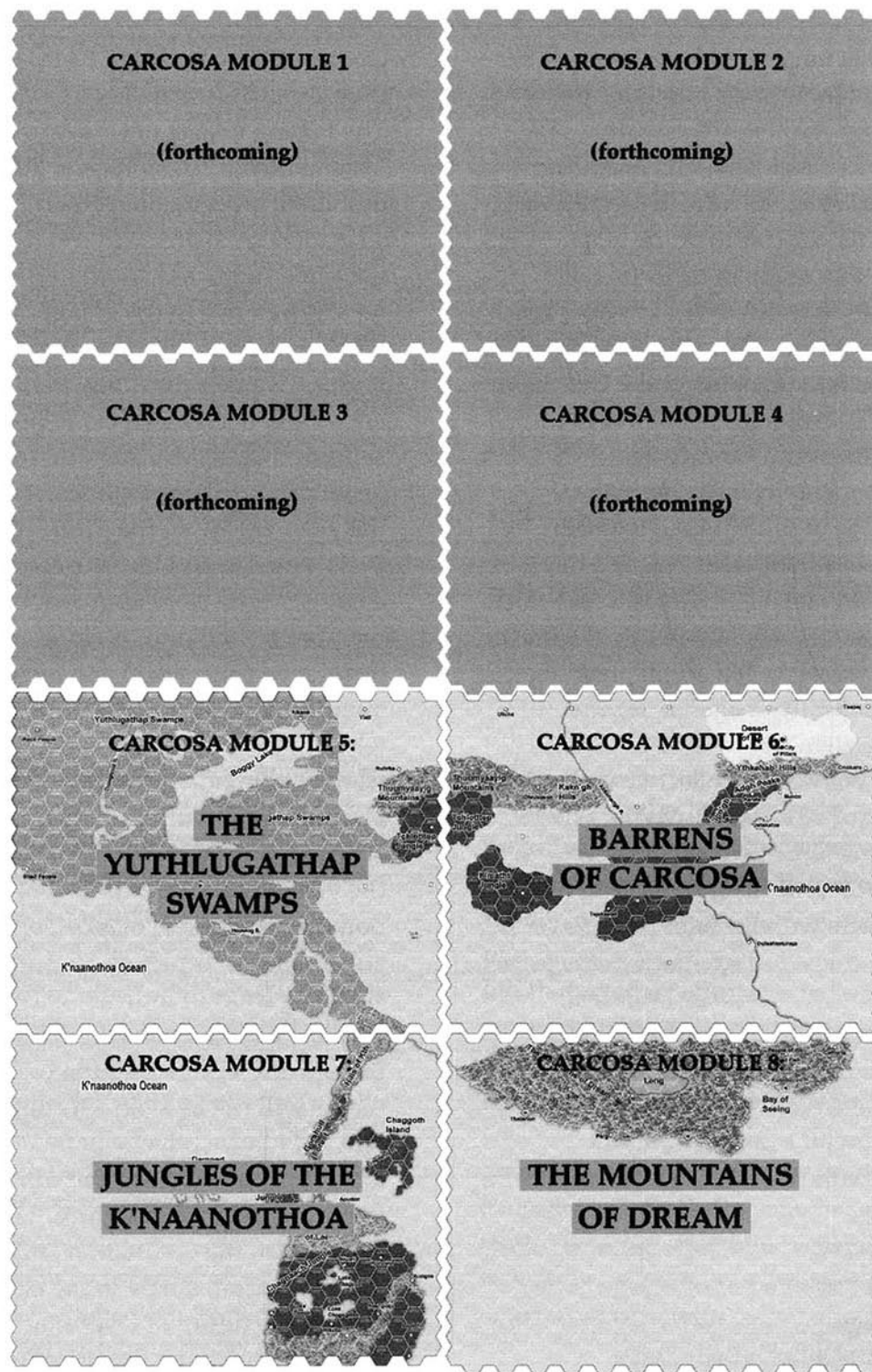
scroll #1: *rope trick*

scroll #2: *monster summoning II, extension II, teleport, globe of invulnerability*

scroll #3: *invisibility 10' radius, dig, monster summoning III, conjure elemental, charm plants, and mind blank*

2614 Gray Oozes: In the southern part of the hex, an 8' diameter natural tunnel goes all the way through a 30' rocky outcropping. Various sorts of lichen grow in the perpetually damp tunnel of gray and dolm stone. Within lair 2 gray and dolm swirled oozes (AC 8; MV 1"; HD 3+3; hp 21, 25; #AT 1; D 2-16; SA corrosive properties; SD immunity to most spells; AL N; XP 305, 325). They blend so well with the surrounding stone that they are 95% invisible when still. Individually, each is a mindless thing. Together they have developed a psychic rapport that gives them a measure of cunning. They lurk on the walls near both of the corridor openings. When living things go inside, they move to the floor and converge on their prey. Near the passage's center a bone scroll case lies on the floor. It contains a crude though serviceable treasure map showing the way from here to Ngaphtshud's lair in hex 2017, along with the following note: "The treasure is worth thousands of gold pieces, but beware the guardian!"

2616 Otyugh under Glass: Long grasses mostly conceal a 1' long and 8" wide cylinder of unbreakable, colorless glass. It holds a magically miniaturized otyugh (AC 3; MV 6"; HD 6; hp 25; #AT 3; D 1-8/1-8/2-5; SA disease; SD never surprised; AL N; XP 900) in stasis. Nothing short of a *limited wish* can free it from its prison.



CARCOSA

Each of the eight Carcosa modules serves as a complete sword and sorcery setting for the play of AD&D, and they can also be combined as pictured above to form a larger campaign area.

THE WILDERNESS

This forthcoming series of sixteen modules will detail a quintessential fantasy campaign world for the AD&D game. Each module can be used on its own, or they may be joined into a larger setting.

