

# Strange Sights of the Doomed World Carcosa

by  
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This product is for use with **Supplement V: CARCOSA** by Geoffrey McKinney, which is available here: <http://carcosa-geoffrey.blogspot.com/>. It will be useful to have a copy of **Supplement V: CARCOSA** handy, as reference is made to several of the encounters from the original "Map One Hex Descriptions".

Most of these encounters are suitable for a variety of different games, including classic fantasy, swords & sorcery, post-apocalyptic & more, and I encourage anyone using this supplement to cherry-pick ideas as you see fit. Many encounters are also generalized in nature, with details left up to the imagination and improvisation of the DM.

I hope you enjoy!

## MAP ONE HEX DESCRIPTIONS – PART TWO

- 0101 **9 Irrationalist Space Aliens** search for prehuman artifacts on the outskirts of the ruins. The leader is armed with a *Mutation Inducer*, while the rest wield spears and clubs.
- 0102 In a funereal shaft dug into a weathered hilltop is the forgotten grave of a long-dead sorcerer. Clutched in the remains' bony fingers is a stoppered vial filled with an oily green paste; any who slather this paste into their eyes and ears will enter a delirious fugue state for nine hours, during which time they commune with bizarre gods, as per the ritual *The Mad Ensorcelled Inscriptions*. At the end of this, save vs. poison: failure indicates blindness and deafness for 1-100 days.
- 0103 **7 Brown Cultists**, led by the **Mummy** "Alkirdah". The mummy has a map which details the location and secrets of the profane trees in Hex 0915. The group has 150gp and a dozen small gems worth 30gp each.
- 0104 **3 Mutant Red Men** hide in these hills, cast out by their fellow villagers. One has bulbous, hypnotic eyes (opponent must save vs. stone or be stunned for 2-5 rounds), one can spit acid twice per day (2D damage), and one is semi-gelatinous ( $\frac{1}{2}$  damage from non-electromagnetic/elemental weapons); they have no armor and wield crude clubs. They are desperate and will attack any passersby.
- 0105 Campsite of **13 Orange Cultists**, led by "the Masque of Joy", a chaotic Warrior. These men are

on their way to the Black Abomination of Nyarlathotep (Hex 0211), though they claim to be entertainers headed for Khorsp (Hex 0614).

- 0106 **2 Pterodactyls** will attack any group smaller than five. Scattered in their cliff-top roost overlooking the sea is a collection of gems and shiny baubles worth 350gp.
- 0107 At night, ghostly lights flare and fade deep beneath the surface of the ocean. Local superstition holds that a massive prehuman war machine slumbers here.
- 0108 The shattered hulk of a wrecked treasure barque lies in pieces amongst the rocks of the shore. There is no plunder to be found in these rotting timbers, but strewn around a shallow reef 250 yards further out to sea are over 100 exquisite chalcedony figurines, each valued at 60gp.
- 0109 A dense network of odd trenches and carved fissures mark the earth for several miles. If diligently mapped, or viewed from a height greater than 1000', they appear to form the script of a long-forgotten language.
- 0110 Tens of thousands of ancient stone burial vaults dot these barren plains; every single one of them has been broken open and emptied.
- 0111 A grubby **Blue Hermit** (AC 9, MV 6, HD 1-1, Chaotic) named "Gomul" lives in a tiny grass hut. He possesses little of value, but will barter his knowledge. In exchange for the mostly intact carcass of any of the randomized Spawn of Shub-Niggurath, he will reveal the formula for a potion that duplicates the effects of the ritual *The Depthless Rite*. The main ingredients are green lotus powder, purple worm venom, and human pituitary extract.
- 0112 Village of **128 Black Men**, ruled by "the Eternal Moment", a lawful Binder. The only thing standing between these Men and annihilation at the hands of cultists from the nearby Black Abomination of Nyarlathotep is their abundant supply of Space Alien weaponry.
- 0113 **Spawn of Shub-Niggurath** (AC 2, MV 6 [land] / 12 [swim], HD 10, Neutral): yellow-scaled crustacean with five eyes and a multitude of mouths. It nests among the tumbled columns of a decrepit temple overlooking a small lake. If enticed with exotic foodstuffs, it may answer a few brief questions.
- 0114 Village of **84 Black Men**, ruled by "the Naked Gun", a neutral Warrior. Visitors will be greeted warmly and treated to abundant food and drink, while the natives eat sparingly. The following morning, the villagers will demand an extravagant service in return for their generosity – refusal would be unwise.
- 0115 A handful of curious and ancient roadways

crisscross the withered heaths of this hex. The roads appear to be made of huge slabs of granite pounded skillfully into the earth; they glow with a soft light in darkness. Any attempts to remove one or more slabs will fail.

- 0116 **Spawn of Shub-Niggurath** (AC 9, MV none, HD 4, Chaotic): a purple ooze with well over one thousand eyes and no mouth. The sight of it causes both fear and insanity, and it regenerates 1 HD every 1-3 rounds. This unfathomable horror is draped across the throne of a ruined castle; it has lived for over 10,000 years and would like nothing more than to die.
- 0201 A **Giant Slug** slinks among the gullies and ravines; it is voracious and will never run from a fight.
- 0202 **Spawn of Shub-Niggurath** (AC 8, MV 9, HD 6, Chaotic): dolt-suckered quadruped with insectile eyes and a suckered mouth. This fiend will stalk passersby from afar for several days, taunting with its high-pitched cackle, before attacking on a moonless night.
- 0203 At night, torches can be seen to flicker in the hills. If pursued, they always draw away and disappear, only to reappear again an hour later behind the pursuers.
- 0204 Village of **51 Blue Men**, ruled by "the Measure of Tolerance", a neutral Swordsman. In truth, they are willingly ruled by **190 Giant Jale Ants**, who nest in tunnels beneath the leader's hut. The ants control the villagers psychically with ecstatic visions and indecent hallucinations, and the villagers ensure a steady supply of brains to keep their masters well fed.
- 0205 A raiding force of **35 White Men**, led by "Fate Without Fear", a chaotic Swordsman, terrorizes stragglers and small villages in the area. Their masters rule the lands to the west.
- 0206 Village of **67 Black Men**, ruled by "No Foe of Woe", a chaotic Swordsman. Dozens of their kin have been seized by the slavers of Hex 0406, and they have recently come under the sway of a tribe of Deep Ones in the hope of gaining revenge.
- 0207 Each of the Damned Isles has a secret and blasphemous name. The northernmost isle is thickly forested, and in the center is a small lake; within this lake are visible dozens of floating bodies, all Orange Men, dressed in gorgeous clothes, bedecked with gems and jewelry, and bearing exquisite arms. Any who touch the water must save vs. spells at -6. Failure means they are drawn into the water, there to drown and rot unseen upon the bottom; success grants the willpower to immediately leave the island. The floating bodies and their finery cannot be recovered.
- 0208 A crumbling stone pier stretches out 200' into the water. Each night, there is a 3% chance that a

heavy fog will envelop the pier, out of which will materialize a creaking galley crewed by 10-100 Amphibious Ones. They will not pursue beyond the pier, and depart back to their soggy dimension at dawn.

- 0209 Tumbled rocks at the base of a low hill conceal a hatch, and a ladder leading down into darkness. Within is a short, plain tunnel, at the end of which is another ladder, leading up to an identical hatch in Hex 1806. The teleportation/warp effects of the tunnel will not be apparent to those that traverse it.
- 0210 Debris from a burned shack hides a trapdoor that leads to a small basement. Inside a small chest is a notebook, written in Common. Reading the tortured rantings and maniacal revelations within the notebook is dangerous: save vs. spells or be reduced to 1hp and lapse into a fear-induced catatonic state for 1D weeks. Hit points heal at the normal rate following awakening.
- 0211 Roll 1D6 every six hours for bizarre meteorological phenomena: 1-3) nothing out of the ordinary, 4) dark clouds obscure the sky and unleash a deluge of filth: rain mixed with maggots, chitinous debris, offal, oily viscera, etc.; the storm lasts 1D turns; exposed creatures must save vs. spells or flee the hex, 5) a reeking, jale-tinged fog materializes; anyone within takes a -3 penalty to all combat rolls and saving throws (no save); the fog lasts 1D turns. 6) a hail of skulls erupts from a crimson-tinted thunderhead; the storm lasts 1D turns; anyone who is exposed suffers 0-1hp damage per round; the skulls melt into stinking vapor once they come to rest.
- 0212 The Silken Conclave. Hexes 0212, 0213, 0214, 0313, and 0314 are home to a loosely-knit confederacy of Bone Men villages, citadels, castles, and monasteries – this race has been driven into the shadow of the the Black Abomination of Nyarlathotep, for few other lands will abide them. Visitors can expect to be followed, and troublemakers will be descended upon quickly and dealt with harshly.
- 0213 For details, see Hex 0212.
- 0214 For details, see Hex 0212.
- 0215 A dozen crumbling huts mark the remains of an abandoned hamlet. A solitary **Shoggoth** clings to the ceiling of the largest hut, waiting for prey. 500sp may be scrounged from the ruins.
- 0216 **6 Giant Crocodiles** lurk in the muck and mire. They will try to flush prey deeper into the swamp.
- 0301 At night, dozens of B'yakhee teleport into and out of this hex, partaking in the obscene revelry of their kind: 25% chance each hour of darkness to encounter 3-12 of these fiends.
- 0302 A **Mutant Blue Web Fiend** (legs end in human

hands, can spit hardening foam three times per day, no webbing) prowls these plains. A bolus of hardened foam in its burrow contains 125sp, 75gp, and a ruby worth 250gp.

0303 Metal glints from a cooling flow of lava: a tungsten-alloyed short sword juts out blade first and may be snatched out within a turn before the lava hardens, after that twelve hours of excavating are required to free it. The unique composition of this weapon allows the wielder to save vs. dragon breath when hit by electromagnetic, fire, lightning, or plasma weaponry: success means ½ damage.

0304 A dozen active cinder cones make traversing this hex extremely dangerous – concealed lava flows, eruptions of poisonous gasses and boiling vapors, and showers of fist-sized volcanic rocks are among the deadly hazards.

0305 A squat cube of basaltic rock, 50 yards to a side, is the citadel of **12 Primordial Ones**. There is no visible ingress.

0306 Village of **46 Dolm Men**, ruled by “the Ancient Missive”, a chaotic Invoker. The men are all White Lotus Zombies, a fact that will become obvious after a brief time spent in their company. The Invoker is constantly looking for new captives to sacrifice.

0307 The putrefied carcass of an Elasmosaurus decays on the beach; maggots squirm by the millions amongst its innumerable suppurating wounds. The stench is vile, and those who fail a save vs. poison are incapacitated for 1D rounds by nausea and vomiting. Within the festering innards **4 Diseased Guardians** make their lair.

0308 Each of the Damned Isles has a secret and blasphemous name. The smallest of the isles is no island at all, but the top of a huge hive of **150 Giant Wasps** that juts out from the dark waters. If the unique waterproof wattle is burned, it creates a poisonous cloud of choking smoke with a radius of 50'. Any within must save vs. poison or lose 1D points of STR for 1-4 days – death occurs if STR is reduced to 0 or less.

0309 The tumbled ruins of an ancient castle squat sullenly atop a small rise. **8 Green Brigands**, leaderless and desperate, lair among the rubble. Diligent searching and exhaustive toil (250 man/turns of digging and rock removal) reveals the entrance to the castle dungeons, hidden beneath a collapsed curtain wall. There are dozens of cells and several large rooms, many of which are covered in large colonies of Yellow Mold.

A secret door in the largest room opens to stairs that lead down to a natural cavern containing a large pool – moored to a dock is a submersible vehicle that is cunningly crafted to look identical to a Lake Monster from the outside. The vessel can comfortably fit up to four men. The controls are

relatively simple to decipher, and locomotion is provided by an ingenious internal mechanical winding apparatus. The vessel moves at one mile per hour per point of STR of the winder; only one winder at a time, and an hour of winding requires two hours of rest (a new winder may take over).

The pool has a submerged outlet which leads north to the sea.

0310 A fierce battle rages in the dead of night: **2 Shoggoths** are locked in mortal combat with **7 Primordial Ones**.

0311 Several large circles have been drawn in this hex with whitish rocks that are high in phosphorous. Spawn of Shub-Niggurath (including the six main spawn) will not venture within the confines of these circles during daylight hours.

0312 **4 Ulfire Cultists** will attempt to draw pursuers northwest, toward confederates waiting near the Black Abomination of Nyarlathotep.

0313 For details, see Hex 0212.

0314 For details, see Hex 0212.

0315 Several miles of jagged and treacherous salt dunes are difficult to navigate – movement occurs at ¼ the normal rate.

0316 Protruding from the mire (and easily mistakable for a tree) is the rotting mast of a long lost galliot; the rest of the ship is buried beneath several tons of mud and muck. In the captain's cabin, inside a sealed titanium coffer, is the *Masque of Genges*, a potent artifact of utmost sorcerous villainy that will be recognized by any sorcerer of at least 3<sup>rd</sup> level. During any excavation attempts, roll for random encounters once per hour; a roll of 5-6 on D6 results in an encounter.

0401 Citadel of **41 Red Men**, led by “the Voice of Unreason”, a chaotic Imprisoner. They guard the *Gong of Distant Weeping*, a sorcerous instrument of disturbing aspect.

0402 A hunter-killer **Robot** (AC 3, MV 24+ [fly], HD 10 [45hp], Lawful; hovering sphere w/ retractable appendages, x-ray beam rifle w/ nightvision and telescopic sights, sonic emitter, 15hp force field, 3 insanity missiles, repulsor beam, all detection systems) lurks here occasionally, picking off any Spawn of Shub-Niggurath, cultists, or their sympathizers. It will return to the Space Alien city in Hex 0604 for repair and resupply.

0403 The smoke from a massive pyre can be seen for many miles; at night it casts a hellish glow across the landscape. **222 Dolm Men**, led by “the Sweet Hereafter”, a lawful Lord, tend the fire and cast in offerings: Spawn of Shub-Niggurath, cultists, sorcerers, and many others. Most are still alive when cast into the flames. Hunting parties arrive

regularly with new victims.

0404 Fresh water is scarce in this area. A spring feeds a small pool that appears quite inviting; however an **Ochre Jelly** lurks beneath the surface and will attack any who bend to drink. Additionally, its acid has fouled the water: any who drink must save vs. poison or suffer 1-4 damage.

0405 **Spawn of Shub-Niggurath** (AC 4, MV 21, HD 4, Chaotic): dolm-suckered plant with one eye and a suckered feeding tube. It shoots spikes for 1D damage and is immune to surprise. It lairs in a broken, abandoned dome of Space Alien construction, surrounded by a riot of gigantic weird flora.

0406 Castle of **482 Black Men**, led by "the Dark Before the Light", a neutral 11<sup>th</sup> Level Lord. They are laying the foundation for what is hoped to be a great city: a low stone wall and broad moat have been completed, and several guard towers are in the process of being raised. They are aggressive slavers, and a thousand captives toil under their merciless gaze.

0407 On moonless nights, **10-100 Deep Ones** gather on the treacherous, shifting sandbars that comprise the well-known navigational hazards of this area. The ruckus of their hideous chanting carries for miles, and they will attack with berserk fury any ship foolish enough to draw near.

0408 Herein is Khemart, one of the only cities of mankind surviving upon the face of Carcosa. Within its slouching walls dwell **1100 Ulfire Men**, **225 Orange Men**, and a handful each of the other races. Khemart is ruled by "the Storm Upon the Seas", a neutral 11<sup>th</sup> level Ulfire Lord. The city is a haven of piracy and vice, and it's twisted streets and dark alleys harbor all manner of criminals and miscreants. Pitched gang battles and civil violence are relatively commonplace, but differences are put aside when the pirate fleets drop anchor and their crews come ashore to squander their blood-soaked plunder on wine and wenches.

0409 Within a ruined and overgrown citadel is the decrepit lair of the chaotic **White Prisoner** "Scerpes." This wretch lost his hold on sanity long ago, and his mouldering study holds nothing of value to anyone of sound mind. He will ask a task of any visitors: he seeks a very particular creature, dead or alive. He desires a specific **Spawn of Shub-Niggurath**: a purple plant with five eyes and a tooth-filled maw, last seen haunting the Mutated Forest. As payment, he offers to act as guide to a secret treasure trove within the Smoking Rifts (Hex 1104). The treasure trove exists only in his imagination, and any who follow his lead will find only madness and death.

0410 Close examination reveals a unique tree of sorcelogical import: the undersides of some leaves are festooned with red, waxy pustules. 2D such

leaves may be harvested per month, and each leaf is worth 5gp to a sorcerer of Binder level or higher.

0411 A small army camps beneath the open skies: **166 Orange Men**, led by "the Trumpet of the Dying", a lawful Champion. They seek castles and citadels, upon which to lay siege. One company is armed with poison gas grenades.

0412 Sharp-eyed travelers may spy an **Orange Man** hiding in a small stand of bushes. He is an escaped slave, and promises a reward for anyone that can lead him back to his village in Hex 1007.

0413 In the center of this jungle is a small rocky hillock whose northern face is pierced by the entrance to a system of natural caves. A handful of journals report that these caves descend hundreds of miles into the planet's interior, where a fabulous world within thrives.

0414 An abandoned village is slowly sinking into the sodden marshlands. **12 Giant Ticks** lair among the buildings. Buried underneath a hearthstone is a kettle containing 400sp.

0415 A hunting party of **4 Blue Men** is busy cleaning the carcasses of several large lizards. They are friendly and will share food and give directions to local landmarks to anyone that approaches them in a similarly friendly manner. They have 1-8sp each.

0416 A huge **Purple Worm** churns through the stinking, pulpy soil of the swamp. An exquisite fist-sized diamond, the fabled Egg of Mantumbi (25,000gp), is lodged in its gullet.

0501 In a cramped grotto beneath the roots of a massive dead tree is a crab-like **Spawn of Shub-Niggurath** (AC 2, MV 3, HD 6, Chaotic): a black crustacean with four eyes and multiple clacking mouths. It will exchange obedience for sacrifices: for each corpse cast into its lair, it will serve reluctantly for 12 hours.

0502 Campsite of **66 Dolm Men**, led by an unnamed cowed figure who will speak with visitors only from the concealment of his extravagant howdah. The figure is actually the **Mummy** "Lesath", a dealer in various lotus powders, sorcelogical devices, and ancient Primordial One artifacts. Lesath's primary interest is wealth, and whether it spares the lives of strangers or takes them is determined by the cold calculus of eventual profit. It lairs in a citadel deep within the rifts in Hex 1104. This traveling party is well-armed, and carries with it substantial treasures.

0503 This hex is a no-man's land – craters pockmark the landscape, the vegetation is scorched and inert. The Space Aliens have a weapons platform in orbit around Carcosa that regularly surveils and bombards this area. Any living thing, or group, traveling through this hex has a 5% chance each hour of being fired upon by a cosmic radiation beam cannon: it hits automatically, each target may

save vs. dragon breath for half damage.

- 0504 **3 Ankylosauruses** are hidden in the high grass. One is injured (half HD) and lethargic, but the other two are highly aggressive and will attack without pause.
- 0505 A party of **12 Yellow Men**. They are hunting three ankylosauruses and will share food, water, and spoils of the hunt with anyone who can lead them to their quarry.
- 0506 Waterborne passage downstream is barred by a massive gate of an unknown dark gray metal that sits astride the river. The water courses through, but nothing else larger than a fish may pass – boats will be smashed by the force of the current, and the occupants risk drowning. The gate is impervious to any known force, including nuclear blast.
- 0507 Village of **102 Yellow Men**, ruled by “a Flock of Seagulls”, a neutral Warrior. Simple fishermen, they have suffered greatly at the hands of the slavers of Hex 0406 and would regard as heroes any who battle them.
- 0508 This shoreline and several miles inland are bitterly cold, unnaturally so. A frosty rime coats exposed surfaces, and savage gales tear the very life from the land. Anyone traversing this cursed tundra will take 1D exposure damage every twelve hours; effective cold-weather precautions allow a save vs. stone each twelve hours to avoid this damage.
- The source of the frigid curse is in a lightless cavern that is as cold as the depths of outer space: within is a fragment of the corpus of the God of the Primal Void. Entering the cavern without high-tech protection from the cold means certain death; the fragment can only be destroyed by immersion in hot lava.
- 0509 **Spawn of Shub-Niggurath** (AC 5, MV 9, HD 2, Chaotic): a brown, yellow, ulfire and jale-furred fungoid with four eyes and multiple mouths. In combat, each mouth screeches blasphemous curses and vile insults.
- 0510 A small crypt lies hidden deep within this brooding forest. Within the crypt, atop a dais hewn from a single block of basaltic rock, is a suit of elaborately sculpted golden plate armor that is adorned with weird runes, arcane sigils, and occult ornamentation. This armor is cursed, and anyone who dons it must save vs. spells. Failure means the wearer forever becomes a willing servant of Hastur; success allows the armor to be removed.
- 0511 **Spawn of Shub-Niggurath** (AC 6, MV 15, HD 2, Chaotic): a purple-scaled ophidoid with a profusion of weeping eyes and a beaked mouth. Its touch causes sickness and it is invisible. This abomination prefers not to fight, but rather to induce sickness in prey and stalk them until they perish.
- 0512 A modest fungus forest grows here, the air heavy with spores and the stench of decay. Fungus-Men toil within, on tasks impenetrable and obscure.
- 0513 A group of **42 White Men**, leaderless and bickering. They will regard any visitors as prey.
- 0514 A crumbling block of malachite, several yards to a side, marks the site of a great battle ages ago in which a legion of cultists sworn to Yog-Sothoth annihilated a combined army of Blue and Yellow Men. This field is still held high by the Old One: if its name is spoken within sight of the block, Yog-Sothoth will appear and smite the transgressor for three rounds, then disappear again. One hour later, 2-5 Spawn of Yog-Sothoth will appear to address any unfinished business.
- 0515 The massive skeleton of a Camarasaurus lies exposed on the hard ground. Close examination will reveal the head of spear wedged between two vertebra – it is titanium and worth 50gp.
- 0516 Blue Tribesmen from the swamps to the south dig traps in this area, in hopes of catching dinosaurs and other large game. 15% chance per hour of travel through this hex that a randomly-determined party member falls into a spike-filled pit trap – 2D damage (save vs. stone for half damage).
- 0601 An oddly-shaped rock formation juts from the shallow mud of the loch; a perfunctory cleaning will reveal that the rock is a statue of valuable bloodstone, carved in the likeness of some long-forgotten abomination. If this malign totem is completely unearthed (2-5 hours of digging), any who gaze upon it are affected as by an insanity weapon.
- 0602 A shadowy figure lurks at the edge of the forest, watching intently – it may be a Black Man, or a Purple Man, it is impossible to tell for sure, and he disappears deeper into the trees if pursued. No amount of searching or pursuit will result in finding him.
- 0603 Interlopers are at risk of attack by the Space Aliens and their minions. There is a 15% chance each hour that a flying saucer will open fire, or 2-5 Robots (identical scout models) will attack from ambush (equal chance of each).
- 0604 A shoal of **21 Purple Worms** circles the Space Alien city. They burst from the soil and throw themselves repeatedly at the dome, to no effect; soon they will begin looking for other prey.
- 0605 A pack of **7 Mutant Bone Men** scours these badlands for prey. Each one is a bloodthirsty cannibal, and they are barely recognizable as human.
- 0606 A small citadel atop a hill is abandoned; there are signs of a recent battle (spent arrows, broken

- spears, etc.), but no blood or bodies. There is nothing of value within.
- 0607 Hidden underground lair of **23 Black Cultists**, led by "the Icon of Contempt", a chaotic Binder. Several of their number have infiltrated the city builders of Hex 0406, but they lack the manpower or weaponry to pose an immediate threat.
- 0608 **Spawn of Shub-Niggurath** (AC 6, MV 9, HD 7, Neutral): an orange-suckered annelidoid with three eyes and a circular gaping maw. This creature desires to be borne overland to Hex 0802, there to be reunited with others of its kind. It can offer the location of the catacomb in Hex 0116 as a reward.
- 0609 A small, abandoned village has been completely overgrown by a mutant strain of dense, red mold. If disturbed, the mold will erupt into clouds of spores that are irritating, but harmless. Within the smallest hut is a scroll that reveals the location of the Space Alien chamber in Hex 0507.
- 0610 In the deepest, darkest part of the forest is the 'Hanging Garden', a loathsome fane dedicated to the mad god Azathoth. Hundreds of rotting bodies hang from the trees, men of all colors who have met their deaths here. Interlopers will hear the buzz of sibilant voices that beckon them deeper: a save vs. spells must be made, and failure indicates that only violent restraint will prevent the affected from hanging themselves and adding to the tally of victims. Treasure seekers may recover 3Dgp value in coins, small gems and jewelry per hour spent looting the dead, but must save vs. spells each turn to avoid the siren call of the Hanging Garden.
- 0611 15% chance per hour of travel in this hex of encountering a bizarre and dangerous tree-Green Slime symbiote. These organisms are virtually indistinguishable from normal trees, and attack passers-by with a spray of Green Slime (save vs. dragon breath or count as covered). After first such attack, individuals of INT 15 or higher gain a +3 bonus to subsequent saving throws. Trying to chop these trees down will result in immersion in Green Slime, so burning them down is the only effective remedy.
- 0612 The smoke from a burning and ruined caravan can be seen from over a mile away. **42 Diseased Guardians** lounge amidst the destruction. Little of value remains that has not been fouled: 100sp, 50gp, and spices & exotic foodstuffs worth 60gp at a village market.
- 0613 **Spawn of Shub-Niggurath** (AC 3, MV 21, HD 8, Chaotic): a black plant with two weeping eyes and a circular gaping maw. When near death, as a final enticement in order to save its wicked life, this demon will disgorge a jale fruit from a hidden orifice. While the beast lives, any man who eats it whole permanently gains 1HD. If the beast is slain, the fruit immediately spoils and any who taste of it must save vs. poison at -3 or die.
- 0614 Herein is Khorsp, one of the only cities of mankind surviving upon the face of Carcosa. Within its stout walls dwell **1250 Purple Men**, **250 Yellow Men**, **100 Dolm Men**, and a handful each of the other races, save Bone Men who are forbidden to enter. Khorsp is ruled by "the Judgment Above", a chaotic Purple 16<sup>th</sup> level Sorcerer who is immune to age, infirmity, and contagion. The existence of the city is vouchsafed by an array of impressive defenses, including several high-technology cannons, a handful of battle-armored warriors, and a shock force of **20 Unquiet Worms**. The riches stashed within the city's vaults are incalculably vast.
- 0615 A huge stone slab covers the entrance to an ancient tomb; displacing the slab requires a combined STR of 120. The tomb is little more than stairs leading down to a 20'x20' burial chamber, which was looted centuries ago. At the foot of the stairs is a hungry **Gray Ooze**.
- 0616 **24 Amphibious Ones** lair amidst sodden logs and rotting vegetation. They would eagerly serve a sorcerer of Banisher status or greater.
- 0701 Castle of **52 Black Men**, led by "the Roar of Pestilence", a chaotic Banisher. For years they have warred with the Dolm Men of Hex 0801; to any that help them vanquish these foes, they will give a notebook that divulges the sorcerous significance and location of the stone disk in Hex 2211.
- 0702 **Spawn of Shub-Niggurath** (AC 8, MV 3 [land] / 15 [swim], HD 6, Chaotic): yellow-feathered batrachian with one eye and multiple flabby mouths. It is harmed only by fire. The Space Aliens of Hex 0604 have been trying to capture this creature for many years, and would pay a fortune to anyone who could deliver it to them alive.
- 0703 A colony of **14 Blue Web Fiends** lairs in the woods surrounding the lochs. Loose treasure of 300gp value lies scattered about, while an unpowered suit of battle armor (AC 2, zirconium pulse pistol, logic emitter [50' range], anti-grav flight, 20hp force field), the drained husk of a Space Alien still encased within it, is tangled in the damp webbing.
- 0704 A rumbling shriek tears a ragged hole in the silent night sky, followed soon after by a thunderous explosion. Investigation will lead to a smoldering crater, and the blasted ruins of a small village. Neither the inhabitants nor their valuables have survived.
- 0705 Village of **104 White Men**, ruled by "the Ponderous Whim", a neutral Hero. They are making plans to seize the bridge in Hex 0805 and charge a toll to any who wish to pass.
- 0706 A herd of **6 Charonosaurus** grazes by the river's edge. They are aggressive and watch over a large (4-16) clutch of their eggs.

- 0707 Hidden in the foothills is a large wood and plaster building that looks abandoned from a distance. Inside are the relatively fresh corpses of 39 White Men; each wears simple black clothing, and all of their faces are covered by a purple silk cloth. There are no physical wounds on any of the corpses. A search of the bodies yields minor treasure: a tellurium foil trade token (5gp value) and 5sp in the pockets of each. A search of the house yields only a few bottles of strong spirits and several bowls of a tasty porridge that is laced with arsenic: save vs. poison at -2 or die.
- 0708 Amid the icy fog atop the highest peak is a luxurious red pagoda, within which dwells the ancient **Mummy** "Unukalhai" and his bodyguard of **72 Diseased Guardians**. His treasure hoard is vast. The lives of interlopers are forfeit, but once in a great while he shows mercy and will barter his treasures for sorcerous knowledge.
- 0709 A massive tentacle (AC 6, 2D damage) erupts from the soft soil and attacks (determine target randomly). Once the tentacle takes 40hp of damage, it will disappear beneath the soil once again.
- 0710 Locals know better than to linger near a small clearing that frames a column decorated with obscene glyphs and monstrous faces: **27 Diseased Guardians** will swarm from the forest to attack interlopers. Buried beneath the column is a sealed iron casket that contains a human skeleton clothed in rotting finery, mixed jewelry worth 800gp, an intact blue laser pulse pistol (no charges), and an urn containing 900sp.
- 0711 **Spawn of Shub-Niggurath** (AC 6, MV none, HD 10, Chaotic): green arboreoid with no eyes or mouth. It surprises on 1-4 and regenerates 1 HD every 1-3 rounds. This odd-looking tree sits alone in the center of a large clearing. It bears dozens of curious yellow fruit that do not spoil after being picked; they are mealy and have a bitter taste, but immediately heal the eater of 1 HD of damage. This creature is generally dormant, but if more than three fruits are taken within a single day, it animates and attacks.
- 0712 A reeking, turbulent stream spills out of the forest, meanders south for a mile, and empties into a vast pool at the bottom of an abandoned open pit mine. Within this pool dwells a **Spawn of Shub-Niggurath** (AC 8, MV 6[swim], HD 8, Chaotic): a jale-scaled octopoid with one eye and a suckered feeding appendage. Its touch causes paralysis, and it is harmed only by fire. Any who are paralyzed by this beast will invoke the Tentacled One, with the potential for sanity-blasting results – save vs. spells, or roll D6 on the following table: 1 – roll three times on the Unnatural Aging Table, totaling the results, 2 – affected as per insanity weapon for 1D days, 3 – lose all hope for the future, along with half of accumulated experience points, 4 – alignment becomes Chaotic, and victim becomes cultist of the Tentacled One, 5 – gain knowledge of one randomly-determined ritual (even if victim is a Fighting-Man), 6 – gain psionic powers (double daily uses if already psionic).
- 0713 **15 Brown Slavers** lead a ragged column of **42 Red Men** captives. They are headed south, to the markets at Khorsp (Hex 614).
- 0714 The bodies of six Diseased Guardians rot in the sun. Linger in this area invites infection, and certainly molesting the bodies in any manner will result in the spread of their contagion.
- 0715 **6 Robots** (AC 3, MV 18, HD 9 [40 hit points], Lawful; arachnid, microwave beam rifle, 25 point force field, -2 to hit armor, self-repair, radar, infrared) are ranged about a small hill. Left over from a war thousands of years in the past, they follow the last orders they received: hold this hill against all comers. They have solar receptors and can recharge one charge every hour in sunlight.
- 0716 A small dungeon is packed with shabby machinery, the broken remains of a number of technological artifacts of the Great Race. Buried deep amongst the junk is a working *Proximate Transflector*.
- 0801 Citadel of **35 Dolm Men**, led by "the Gift of Ignorance", a lawful Myrmidon. For years they have warred with the Black Men of Hex 0701; to any that help them vanquish these foes, they will give a treasure map that leads to 1000gp buried in Hex 0304.
- 0802 **Spawn of Shub-Niggurath** (AC 5, MV 21 [land]/9 [swim], HD 4, Neutral [unintelligent]: a dolm arachnid with six eyes and a suckered hide and mouth. It is immune to normal weapons. This monstrosity prefers to lurk in shallow pools, from there to ambush prey.
- 0803 A village that has been abandoned recently, and rather hastily: cooking fires still smolder and damp clothing is hung to dry. Coins, gems, and jewelry of 450gp value can be looted in two hours of searching. If visitors linger beyond one hour, they will be set upon by a **Spawn of Yog-Sothoth**.
- 0804 Two dozen monuments to Hastur, of various sizes and composition, dot the landscape. Molesting any one of them has a 50% chance of attracting the attention of 1-3 B'yakhee, who will ambush the party 1-4 days later.
- 0805 The blackened and half-melted hull of a crashed Space Alien ship lies across the half-mile wide river; over the years, ropes, planks and scaffolding have been attached, turning the wreck into an improvised bridge. Individuals may cross easily in 1-4 hours. Wagons of up to 1000 pounds may cross with some difficulty in 1D+4 hours, and have

- a 5% chance of plummeting into the river. Any items of interest were removed from the hull long ago.
- 0806 **Spawn of Shub-Niggurath** (AC 5, MV 6[land] / 15[swim], HD 3, Chaotic): black & purple batrachian with five glowing eyes and no mouth. This fiend has human hands and is fond of seizing and drowning small children in the pools and streams it prowls.
- 0807 Village of **15 Green Mutants**, ruled by "the Hissing Truth", a Chaotic Conjuror. All of their mutations are ophidian in nature: scaly skin, prominent fangs, hinged jaws, etc. They claim to be members of the race of the Snake-Men, ancient rulers of Carcosa, and among themselves they speak in nonsensical sibilant whispers. They live in a small cluster of abandoned Primordial One buildings, and are skilled at evading Shoggoths. A powerful individual can easily cow these wretches to his rule.
- 0808 A lone **Space Alien** hides within a shallow cave. It has been separated from its kind for several weeks, and is hungry and frightened. If treated with kindness, it will become a henchman.
- 0809 Monastery of **17 Black Men**, led by "the Gossamer Imposition", a chaotic Sorcerer. Within this cloister is a great bronze bell and three strikers: one each of titanium, nickel, and vanadium. Using the titanium striker to ring the bell summons 6-36 Deep Ones, who will arrive within a day and are bound for a week. The nickel striker summons a single Shoggoth, who will arrive within an hour and is bound for one day. The vanadium striker calls down a curse upon the ringer of the bell, to whom hostile Spawn of Shub-Niggurath will be drawn at the rate of 1-3 per day.
- 0810 A monstrous **Cyborg** (AC 8, MV 15 [land]/6 [swim], HD 3, Neutral; an ulfire amoeboid with three eyes and a beaked mouth; tantalum ray pistol [42 charges] and motion detector) lurks among the trees and streams at the edge of the Yathlogthotep Forest, recently escaped from its Space Alien masters. It kills indiscriminately, but has a fondness for slaying Bone Men above all others.
- 0811 Dozens of sinister-looking mo'ai dot the landscape. Local legend holds that a modest treasure is buried beneath each, but looters invariably die under horrific circumstances.
- 0812 **Spawn of Shub-Niggurath** (AC 5, MV 9, HD 3, Chaotic): a red-scaled batrachian with four eyes and no mouth. It is surprised only on a 1. This fiend will serve as a henchman to any sorcerer of Invoker status or higher.
- 0813 A mostly-skeletal arm protrudes from a castle-sized mass of hardened foam; on its wrist is a lavish gold and emerald bracelet worth 250gp. If the foam is excavated for more than 6 man/turns, the enormous **Purple Worm** that clutches the skeleton in its maw will burst out and attack with famine-induced fury.
- 0814 Village of **305 White Men**, ruled by "the Garland of Stars Upon the Night Sky", a neutral Champion. This community is home to a master haberdasher, and its men are lavishly appointed.
- 0815 A **Lawful Green Swashbuckler** named "Mundishjer" is on his way to the east. He is the twin brother of Pendishjer (Hex 2411), and seeks after his long-lost sibling: he knows his general location, but does not know he has embraced Chaos. Mundishjer plans to travel due northeast, through the Poisonous Swamps and on to the Icy Wastes, and is not averse to sharing the long journey with like-minded adventurers.
- 0816 A dozen scorched and smoking craters are scattered across this hex, each one containing the remains of a small meteorite. If four of these space rocks are gathered, a master blacksmith can extract lightweight alloys that allow the creation of a potent sword, mace, or axe of surpassing quality: +2 damage and half normal weight. If six or more are gathered together, anyone within 50' must roll once on the Mutation Table (no save); the mutation is mild, and will disappear 1D days after exposure to the meteorites has ended.
- 0901 A young **Green Boy** wanders here, alone and hungry. He occasionally tinkles a set of *Crystal Chimes*: he does not know their power, but they are his only possession and he will savagely attack any who try to take them from him.
- 0902 **3 Dolm Men**, naked and shackled together at the neck by 5' long chains. These are escaped slaves, and they are fleeing west toward the cover of the forest. The Red Men in Hex 0903 will pay 30gp for each of these men that is returned to them alive.
- 0903 Village of **125 Red Men**, ruled by "the Fraction of Innocence", a chaotic Hero. This community is home to a master armorer, and these men wear elaborate suits of crimson plate armor into battle.
- 0904 **Spawn of Shub-Niggurath** (AC 4, MV 21[swim], HD 6, Neutral [unintelligent]): black-scaled ichthyoid with six eyes and a circular gaping maw. The sight of it causes fear, and it cannot be surprised. A local ruler offers a 500gp bounty for the carcass of this monster.
- 0905 A **Mutant Diplodocus** (tail stinger: save vs. poison or sleep 1D turns, metallic carapace AC 4) rules this stretch of river. If reduced to ½ hit dice and then approached cautiously, it may be tamed to serve as a mount.
- 0906 A half-dozen smoldering piles of ash and debris mark the site of a recent witch hunt. Scraps of singed parchment, blackened stone idols, and fragments of charred bone and flesh provide evidence that the cleansing fires claimed victims of



- all sorts. Careful searching will reveal a handful of books that survived in partial form; one of them contains a folded map that reveals extensive dungeons beneath a castle in Hex 0309.
- 0907 A bizarre biological experiment stalks the foothills: a **Mutant Dolm Man** (AC 6, MV 9, HD 3, Chaotic). It has a man's body and appendages, but is topped with the head of a velociraptor. This fiend attacks twice per round, with a jagged battleaxe and a savage bite. Arenas and pit-fighting venues would pay handsomely to acquire this beast alive.
- 0908 Citadel of **6 Brown Men**, led by "the Whisper Upon the Wind", a lawful 12<sup>th</sup> level Lord. These warriors are all of mid-to-high level, wield powerful energy weapons, and ride trained pterodactyls into battle. They tend to shoot first and ask questions later, and are quick to exterminate any they feel have been touched by chaos.
- 0909 Perched above the headwaters of the river is an ancient fane of revolting aspect dedicated to the Leprous Dweller Below. The cult has been revived, and worshipers gather at times determined by the positions of the stars (1% chance on any given night that 6-36 cultists of various colors are assembled). In these foul rituals rank effluvia and putrefying offal are strewn into the river, contaminating the water downstream for several miles with a deadly contagion. The cultists actively seek an accomplished sorcerer to inspire them to greater atrocities.
- 0910 Village of **60 Bone Men**, ruled by "the Ideal of Decline", a neutral Warrior. The need of these wretches for able-bodied adventurers is dire – in recent weeks, they have lost over a quarter of their number to the cyborg in Hex 0810, the slavers in Hex 1111, and the contagion in Hex 0909. They are destitute, but for each evil that is vanquished they have a reward to bestow: an accurate map of the citadel of the Brown Men in Hex 0914, including a secret entrance to the caverns; or a small piccolo of singular design, and knowledge of an eldritch tune that can have a curious effect on Spawn of Shub-Niggurath (this affects the six main races as well: 20% chance of stunning for 1D rounds any Spawn within listening range); or four mouldering black robes of unique aspect that will gain admittance for the wearers into the lower levels of the Black Abomination of Nyarlathotep (Hex 0211).
- 0911 A long line of **282 Giant Jungle Ants** marches determinedly southwest – they seek the jungle of Hex 0413. They will only molest those who molest them first.
- 0912 An abandoned, squalid citadel sinks into ruin. A crumbling fresco in the main hall reveals the location of the secret ice cave in Hex 2112
- 0913 Castle of **7 Bone Men**, leaderless and adrift. They will become henchmen to anyone of 4<sup>th</sup> level or higher (highest CHA gets them in case of multiple claimants).
- 0914 Citadel of **18 Brown Men**, led by "the Voice of the Dawn", a Lawful Swashbuckler. Despite small numbers, they have a fortune (9000gp equivalent) in stockpiled base elements stashed in the caverns beneath their citadel.
- 0915 Near the center of the this forest, the trees thin around a gentle hill topped by a small well – the well is 40' deep and dry at the bottom. If any linger atop this hill, a light wind will play through the leaves of the nearby trees, creating a weird and bewitching sound of tinkling chimes. Any who hear this unusual music must save vs. spells or cast themselves into the well (3D damage, save vs. dragon breath for half damage). The well is impossible to climb out of without help from outside; come next sunrise, anyone within the well – whether dead or alive – will vanish, never to be heard from again.
- 0916 A **Mutant Tyrannosaurus** (acid blood: splash-back from melee combat hits deals 0-5 damage to the attacker) stalks these plains. Its preferred prey is Dolm Men.
- 1001 The location of an underground crypt is well known to locals, but avoided by all. Within lair a degenerate clutch of **14 Deep Ones**. Additional features are a natural pool that contains a sunken treasure (350sp in a sealed chest), an unstable passage (roll to check for collapse), and a room containing a patch of jale lotus plants.
- 1002 A natural cavern is the home to thousands of bats. It is also home to a loathsome **Spawn of Shub-Niggurath** (AC 8, MV 15[fly], HD 6, Chaotic): a black-furred avioird with five eyes and a suckered mouth. Its gaze causes confusion. This abomination considers itself the lord of all bats, while the bats seem indifferent to this claim.
- 1003 Hidden mountain stronghold of **37 Jale Brigands**, led by "Of Small Account", a neutral Hero. They prey relentlessly upon the river villages to the west, and have amassed a sizable trove of plunder.
- 1004 A cagey **Stegosaurus** (surprises on 1-4) lies in wait in the tall grass.
- 1005 A muddy cave beside an algae-coated pool meanders deep into the earth, turning stony and cold the deeper it gets. After a day's journey underground, the cave opens upon a forgotten shore of the Night Ocean.
- 1006 Thick, overgrown foliage at the jungle's edge obscures a metal access hatch set into the ground. The hatch is rusted shut, but moderate effort will free it and reveal a ladder that descends into darkness. A small complex is below: no more than a dozen empty rooms linked by short corridors, the construction is of concrete and modern in style. In the final room a thick glass pane is mounted on

- the far wall, before it a short pedestal topped by a cluster of controls. Trial and error attempts at the controls will eventually cause the glass to show random images of surrounding lands, and the rooms within the complex itself. An intelligent user can, through diligent experimentation, learn to summon images of any place within a twenty mile radius of the complex.
- 1007 Village of **204 Orange Men**, ruled by “the Vault of the Soul”, a neutral Banisher. Twin sisters, crippled and ancient, live here and are skilled at alchemy – if supplied with secretions from a Shoggoth and a pound of powdered osmium, they can create a pot of amber paste that will harden any metal armor or shield and provide an additional bonus of -1 to AC.
- 1008 A narrow tower is carved from the very rock of the mountains. On the top floor is a small library, guarded by **4 Diseased Guardians**. There are numerous journals and histories of no particular import, an atlas that details several temples in what is now the Poisonous Swamps, and a journal that provides complete instructions for the casting of the *Obstruction of the Suckered Abomination* ritual.
- 1009 Atop the highest peak is an automated X-ray bazooka turret that will fire upon any flying creatures or craft within range. It never runs out of charges.
- 1010 A ragged column of **34 White Men**, led by “the Deliberate Pace”, a lawful Veteran, shuffles alongside the river. These tired refugees are headed downriver to join with allies in Hex 1814 but seem unlikely to survive such a difficult journey.
- 1011 The unwary may fall prey to a devious **Robot** (AC 3, MV 18, HD 6[25hp], Lawful, spherical with treads & retractable appendages, nets, self-repair, infrared & long-distance vision). It will seek to abduct stragglers and spirit them to a small, hidden outpost. There, victims will be shackled in close proximity to a specimen of *Primal White Jelly*; following a day of exposure, the beast thus spawned will be allowed to consume the victim.
- 1012 Hidden citadel of the chaotic **Black 10<sup>th</sup> level Sorcerer** “Larth”. This villain lives in solitude, save for the bizarre, surgically-constructed amalgam of several of Species 23750 that is his **Familiar** (AC 5, MV 9, HD 4+4, Chaotic, sight of it causes fear, immune to surprise). In addition to normal attacks, Larth can spit green slime (hit as per contact with green slime) up to 20' three times per day. Larth's laboratory, library and treasure room are well-stocked with valuable goodies.
- 1013 **2 Lake Monsters** dwell in this end of the lake. They are usually non-aggressive, but will attack any who tamper with the temple complex in Hex 0914.
- 1014 **4 Spawn of Shub-Niggurath** (AC 8, MV 9[land]/3[swim]/15[fly], HD 2, Chaotic): red plants with two eyes and a circular gaping maw. They are surprised only on a 1. These loathsome growths cluster among the reeds at the lakeshore and attack the local fishermen.
- 1015 A pack of **5 Velociraptors** hunts on the edge of the forest. They are extremely bold and will never flee a battle.
- 1016 At night, strong winds blow through the tall grasses of these plains, and men may imagine they hear the hushed whispers of dead kin. The whispers warn against disturbing the sunken temples in the swamps to the northeast.
- 1101 A powerful artifact sends potent cleansing energies through a dimensional rift. Any sorcerer attempting a ritual here must save vs. spells or have it ruined as per the effects of a logic weapon.
- 1102 A large pit-type mine stands open at the base of the mountains. Debris of minor interest dots the gently sloping sides of the pit: mining tools, several wooden crates (empty), rope, iron spikes, etc. The bottom third of the pit is submerged beneath toxic heavy metal slurry, within which is concealed a **Black Pudding**.
- 1103 A raiding party of **10 Deep Ones** prowls these lands under cover of darkness. Captives will be spirited away to the Smoking Rifts to the south.
- 1104 A working *Proximate Transflector* sits in a shallow cave at the bottom of the Smoking Rifts. The ancient device is surrounded by what appear to be small, primitive offerings: bits of shiny crystal, odd-looking foodstuffs, some small weapons placed ceremonially. An insane specimen of the **Great Race**, regressed to primitivism by its dementia, lurks nearby, ever in worship of the machine: it savagely attacks any trespassers who enter from above, but worships and serves those who arrive via the artifact.
- 1105 A 100' high pyramid sits at the edge of the jungle. At its summit is a sacrificial altar that appears to offer potent focusing power to any sorcerous rituals. In reality, it is a trap: any rituals performed atop this pyramid will automatically fail, and the caster will be swept screaming into the void between worlds.
- 1106 **Spawn of Shub-Niggurath** (AC8, MV 12 [land] / 15 [fly], HD 4, Chaotic): orange arthropoid with four eyes and a tooth-filled mouth. It is immune to cold. This creature prefers Giant Jungle Ants to all other prey.
- 1107 A **Neutral Purple Conjuror** is camped here, engaged in a study of the sorcelogical properties of native Carcosan fauna. He currently seeks specimens of Giant Jungle Ants, and will pay 20gp for a live one or 5gp for a dead one. He has 40gp to spend on his studies, and 110gp total.
- 1108 Village of **110 Red Men**, ruled by “the Harbor of

- Faith", a lawful Binder. Within this village is a very old, very wise man, who in his youth traveled far and wide across Carcosa. To those he deems worthy he will pass on his notebooks, which detail the locations of the entrances to the planet's interior in Hexes 0413 and 1701.
- 1109 Village of **55 Blue Men**, ruled by "a Glance in Halves", a lawful Swashbuckler. The village is sheltered deep within a remote canyon, and is untouched by the outside world. The inhabitants are friendly and quite curious of outsiders, but they are very difficult to communicate with: for reasons unknown, they speak, read & write only the language of the long-extinct Snake-Men.
- 1110 **Spawn of Shub-Niggurath** (AC 4, M 12[land] / 24[fly] / 21[swim], HD 2, Chaotic): red-furred batrachian with two eyes and a suckered feeding appendage. It is immune to surprise. The hide of this fiend is quite plush and can be sold for 600gp.
- 1111 Castle of **70 Jale Men**, led by "the Arc of Triumph", a neutral Hero. They are aggressive slavers and prey on many of the nearby small villages. At any given time, their dungeon holds 3D slaves of various colors, as well as loot comprising 1Dx1000gp in coins, mixed trade tokens, and small gemstones.
- 1112 Hexes 1112 and 1212 are dotted with two dozen tall pillars apiece, 35-60' tall. Atop each one is a man (all races are represented) – these are mystics, cultists, and devotees of gods forbidden and strange. They endlessly chant, pray, commune, gesticulate, and receive visions both revelatory and hallucinatory. They rely on the kindness of passersby for food and water, which they collect in a lowered basket. A vision may be shared with any who offer a particularly lavish gift.
- 1113 There are no settlements in this hex because of the **Mutant Tyrannosaurus** (30' aura of radioactivity, bulging eyes, transparent skin) that slays anything in its vicinity.
- 1114 Tribe of **23 Green Primitives**, led by "Finds-a-Path", a neutral Swordsman. They fled 'Soaks-in-Blood" of Hex 1313 several weeks ago and are now hiding from his minions. They know that the tribe in Hex 1412 is conspiring to revolt.
- 1115 Nothing remains intact of a ruined temple, save a low wall surrounding a broad paved courtyard. Within are **12 Irrationalist Space Aliens**, who guard a curious 7' diameter gong made of tarnished copper. Striking the gong during the day creates an effect identical to an insanity weapon on any humans within 100' who hear it (striker unaffected); striking it at night instantly summons **13 B'yakhee**, who will be hellbent on killing the striker.
- 1116 A grim totem of an angry, four-armed god discourages travel further south. A secret compartment in this idol hides an onyx knife worth 50gp and an elaborately embroidered yellow silk robe that, on sight, will invite immediate attack by local villagers.
- 1201 **3 Spawn of Shub-Niggurath** (AC 7, MV 24, HD 5, Neutral [intelligent]): red-furred amoeboids with no eyes and a savage, toothy maw. Only a few learned individuals know that the bodies of these beasts can be rendered into a foul-tasting slurry that provides a temporary boost to movement, initiative, AC, and number of attacks.
- 1202 Village of **177 Green Men**, secretly ruled by a revolting **Spawn of Shub-Niggurath** (AC 6, MV 12, HD 7, Chaotic): a purple-suckered batrachian with a profusion of staring eyes and a toothed mouth. It is psionic and immune to normal weapons. Outwardly this community appears to be dedicated to Law, but their zeal in slaying sorcerers and spawn is driven by the jealousy and fear of the ruling spawn being supplanted.
- 1203 An apparently intact laser rifle lies on the ground. The battery is fully charged, but the rifle is damaged: pulling the trigger causes the weapon to emit a keening wail that increases in pitch and ends after twenty seconds with the weapon exploding, causing 2D damage to anyone within 10'.
- 1204 At the edge of the jungle, a **Stegosaurus** and **6 Velociraptors** battle to the death. They will put aside their differences to fight any newcomers.
- 1205 The ruins of an ancient pagoda slouch among the tangled vines and twisting growth of the jungle. The soapstone paving blocks are graven with eyes: human, animal, insect, other. The eyes seem to follow intruders.
- 1206 A small monastery is home to **25 Yellow Monks**, led by "the Fragrant Dream", a lawful Invoker. These men hold in trust a set of sacred chimes whose swirling melodies act as a *Repulsor Beam* against any Spawn of Shub-Niggurath (including the six main Spawn).
- 1207 A bloated corpse rots in the sun, unremarkable but for its expensive finery. If disturbed, the corpse will burst open and disgorge **4 Species 23750**.
- 1208 Castle of **91 Bone Men**, led by "the Shameful Secret", a chaotic 11<sup>th</sup> level Sorcerer. Deep within the castle is an unholy fane dedicated to the worship of Shub-Niggurath: a sagging arch of crumbling soapstone that is covered in a wild riot of mildly poisonous fungi that drip, squirm, and undulate obscenely. A small spring bubbles up from beneath this tainted arch and trickles down a small paved spillway into a 4' deep pool containing a partially submerged altar studded with painful looking restraints.
- This altar is the scene of regular orgiastic revels, where captives are forced to imbibe the polluted

- waters of the altar pool. Victims are infected with a disease that slowly transforms them into a Spawn of Shub-Niggurath. Each following month, a victim rolls in reverse order on the Spawn of Shub-Niggurath random generation table (e.g. first week determine special defenses, second week special attacks, third week mouth type, etc.). As the characteristics accumulate and their appearance is changed, the victim will be increasingly detested and shunned by civilized men, though veneration and even worship may be found from cultists. When body type is determined, roll on the remaining tables – the transformation is complete and the victim is now a Spawn of Shub-Niggurath under the control of the DM.
- 1209 High up on a mountainside is a shallow cave – it is very difficult to find, and even more difficult to reach safely. It is empty, but a detailed painting on a wall reveals the location of the secret entry to the Icy Wastes in Hex 2112.
- 1210 In a shallow cave, 4 Blue Men are arranged around a rough-hewn table. Their throats have been slit, and clothing and personal belongings are scattered about. Careful searching will yield 75sp, 15gp, a gold ring worth 10gp, a silver pendant worth 15gp, two swords, a hand axe, five daggers, and a short bow with 15 arrows.
- 1211 A clan of **18 Ape Men** do their best to remain inconspicuous. They will only attack obviously weaker groups and will flee as a group if any of their number are killed. They have modest treasure scattered about their sleeping area: 250cp, 200sp, 55gp, and a dozen pieces of mixed jewelry worth 450gp total.
- 1212 For details, see Hex 1112
- 1213 An ancient **Ophidhemoth** claims this portion of the swamps as its own domain. It accepted worship in prehuman times, but now recognizes all other inhabitants of Carcosa solely as food. The neighboring tribesmen are terrified of the insatiable appetite of this beast, and stay well clear of its territory at all times.
- 1214 **Spawn of Shub-Niggurath** (AC 7, MV 12 [swim], HD 2, Chaotic): purple fungoid with one eye and a toothed feeding orifice. If killed, the carcass must be burned or 1-6 identical creatures will erupt from it following the next rains.
- 1215 Village of **74 Black Men**, ruled by “the Virtue of the Void”, a lawful Veteran. These men are brusque, but their traditions demand that visitors be treated to a feast of welcome. Their cuisine is visibly disgusting (scavenged vermin and pickled fungus), but surprisingly nutritious: any who partake of the meal will heal at twice the normal rate for the next month.
- 1216 In a subterranean lair, a bloated and festering **Purple Worm** slouches grotesquely upon a massive and obscene throne made of bone and petrified flesh. This worm is sentient and quite intelligent, but wicked. It knows one randomly-determined ritual, which it will trade in exchange for a score of sacrifices (any color).
- 1301 The edge of the forest, near to the encroaching dunes, is dotted with several dozen pools of what appears to be thick, briny water cloaked by a fetid ulfire mist. In fact, these are foul 'Spawning Pools': any creature that enters a pool is immediately slain (no save), and a Spawn of Shub-Niggurath (generate randomly) will emerge 1D hours later.
- 1302 Well hidden by a clutch of twisted trees is a solid block of dull and pitted onyx 4'x10'x3' high – the *Altar of Vaineer* is immediately recognizable to any sorcerer of 5<sup>th</sup> level or higher. Humans and animals alike avoid this portion of the forest.
- 1303 A mile-long ribbon of land is not covered by earth, but rather a transparent, shatter-proof barrier that is neither crystal nor glass. Beneath, a fast-flowing river rushes from south to north; occasionally, strange creatures may be glimpsed swimming through the water.
- 1304 A group of **19 Bone Pilgrims** is camped at the edge of the jungle. Several of their group are injured, and they must rest seven days before continuing on to lands east of the Icy Wastes. They have no valuables, although to anyone that is helpful they will teach the manufacture of a coarse powder from sulfur and bismuth, which may be used by anyone to duplicate the effects of the ritual *Litany of the Lightless Sea*.
- 1305 Village of **315 Blue Men**, ruled by “No Proper Death”, a neutral Superhero. These men hold the secrets to taming dinosaurs as mounts and guard animals. Once a month, in a raucous and violent auction, they offer a dozen or more dinosaurs for sale at outrageous prices – these auctions never lack for bidders.
- 1306 **Spawn of Shub-Niggurath** (AC 9, MV 15 [swim], HD 8, Chaotic): dolm-suckered annelidoid with a suckered feeding probe. It is immune to heat. It lurks in a stream that empties from the nearby jungle, and guards two submerged amphorae that hold 500sp, and 200 petty gems worth 2-5gp each.
- 1307 **Spawn of Shub-Niggurath** (AC8, MV 6 [land]/15[fly], HD 1, Chaotic): an ulfire amoeboid with three eyes and a circular gaping maw. This obscenity primarily preys upon infants; its slayer will be a hero among the locals.
- 1308 A wooden sign is pounded deep into the ground – it bears a single arrow, scribed in ulfire chalk, that points northeast toward Lake Hali and the grim city of Carcosa. Burning the sign will unleash a curse upon all who watch the flames.

- 1309 Village of **45 Bone Men**, ruled by “the Remainder of All Sums”, a lawful Veteran. A learned sage resides in this hamlet, wise in the ways of healing – if supplied with blood from an octopoid Spawn of Shub-Niggurath and a single ampoule of cesium, he can brew a murky jale potion that immediately restores 1HD of damage (side effect: 10% chance of a random mutation). For outsiders, only those of obvious lawful alignment will be offered such a service, at a cost 250gp per potion.
- 1310 Hideout of **21 Orange Brigands**, led by “a Minor Nuisance”, a neutral Swashbuckler. These bandits periodically journey south and stalk the Green Primitives of the Poisonous Swamps when they deliver tribute to the Octopotamus. They have accumulated a hoard of coins and jewelry in excess of 1500gp value.
- 1311 Riverside hideout of **51 Ulfire Brigands**, led by “Heeds No Laws”, a neutral Swordsman. The river narrows to a hundred yards or so at several places in this hex, and the brigands set traps and ambushes for boats in these areas. The brigands have assembled a modest trove, hidden in buried urns: 1100sp, 500gp, and mixed gems & jewelry worth 750gp.
- 1312 **2 Pterodactyls** hunt these plains – they will attempt to pick off stragglers and lone travelers.
- 1313 Tribe of **279 Green Primitives**, led by “Soaks-in-Blood”, a chaotic Champion. They worship the Octopotamus in Hex 1413 as a god and provide regular sacrifices of men and treasures.
- 1314 A herd of **7 Mutant Camarasauruses** (semi-gelatinous bodies suffer only ½ damage from non-electromagnetic/elemental weapons) graze this portion of the swamp. Despite being herbivores, they are extremely aggressive.
- 1315 A forlorn citadel overlooks the nearby swamps. In the dungeon beneath is a large room, containing **25 Amphibious Ones** held in stasis by a sorcerous charm – touching one will wake them all, provoking an attack. Alternatively, the phrase that will undo the charm is commonly known to any sorcerer of 9<sup>th</sup> level or higher – if they are freed in this manner, the Amphibious Ones will serve their new master until the next full moon.
- 1316 Strange energies left over from an ancient conflict pollute this land. Roll 1D10 each day for any power cell, 1-8: no effect, 9: power cell is instantly drained, 10: power cell explodes, 1D damage to everyone within 20' (save vs. dragon breath for ½ damage).
- 1401 A **Mutant Stegosaurus** (ulfire velveteen fur; hit from poisoned tail spikes has the effect of green lotus powder) lurks among the boulders of this rocky desert hex. It is an escaped mount, and can be tamed and ridden if approached cautiously.
- 1402 This land is sorcelogically active, and sinister, invisible vapors are expelled regularly. Check hourly for a 33% chance of wandering into a cloud, and roll D6 for effect (save vs. poison to avoid effects): 1 – paralyzed for 1-4 hours, 2 – shrink to 1/10 size for 1-4 days, 3 – as *Green Lotus Powder*, 4 – commune with obscene god as *Canticle of the Crawling God*, 5 – gain psionic ability for 1-4 weeks, 6 – roll on the Elemental Table and gain permanent invulnerability to that element.
- 1403 **6 Spawn of Shub-Niggurath** (AC 4, MV 18[fly], HD 4, Chaotic): these are red-feathered annelidoids with two eyes and a circular gaping maw. A to-hit roll of 19 or 20 means they have engulfed the head of their victim and automatically do 1D damage per round until they or the victim is dead. The mostly intact pelts of these beasts can be sold for up to 100gp each.
- 1404 The fresh corpse of a Brown headhunter lies in an untidy heap beneath a tree. The ragged entrails are exposed, and it appears that this unfortunate was torn open from within. Bloody, three-toed claw prints lead away from the body and disappear into the tangled jungle foliage to the southwest.
- 1405 Village of **141 Blue Men**, ruled by “the Cause of Effects”, a neutral Swashbuckler. They have accumulated an enviable trove of riches by crafting dinosaur tack for their neighbors in Hex 1305. Their vaults are guarded by **16 Ornitholestes**.
- 1406 **Spawn of Shub-Niggurath** (AC 3, MV none, HD 5, Neutral [unintelligent]): a dolm aviooid with one drooping eye and a suckered mouth. It is psionic. This wretch squats atop an ancient stone bier on the shore of Lake Hali, forever facing Carcosa. Its single eye never blinks.
- 1407 The scorched hull of a funeral barge is washed up on a small sandy beach. The charred skeleton on the catafalque holds an *Elder Sign* in its clenched fist.
- 1408 Castle of **72 Yellow Men**, led by “the Embrace of All Woes”, a chaotic Invoker. This sorcerer is a bumbler, and the men chafe under his rule. His only claim to power is possession of the *Crown of Unspent Days*, which is recognizable to any sorcerer of 3<sup>rd</sup> level or greater.
- 1409 A coven of **8 Jale Cultists** (AC 9, MV 12, HD 1, Chaotic) prowls these barren moors, looking for passersby to waylay and cast into the Green Ooze Pool in Hex 1310.
- 1410 The river is over a mile wide in this hex, and winds slowly through a 1000' deep gorge. The only bridge is an ancient construct of the Great Race. Broad basalt stairs slope downward 500' to a majestic span made of adamantium; on the far side, identical stairs ramp back up. A flock of **19 Mi-Go** lair in the cliffs and will attack any who try to cross. Scattered across the length of the bridge is

- treasure of 1000gp value in various coins and small gems.
- 1411 An ancient canal runs north to the river – it has been dry for decades, blocked by several locks that have rusted shut, and the surrounding lands suffer from perpetual drought. A high-powered energy cannon and some common sense would be all that is required to open the locks, and thereby earn the gratitude and loyalty of several hundred nearby villagers.
- 1412 Tribe of **64 Green Primitives**, led by “Follows-No-Moon”, a neutral Swashbuckler. They are nominally ruled by “Soaks-in-Blood” of Hex 1313, and pay grudging tribute to the Octopotamus to the south, but are eager to overturn the despot and restore the worship of proper spirits.
- 1413 A massive **Octopotamus** (HD 16) lairs in the crumbling masonry of a temple complex that has been inundated by the swamp. Beneath the scum-choked waters, scattered amongst thousands of bones, is a treasure trove of offerings cast in by superstitious primitives: dozens of uncut gemstones egg-sized and larger, countless pieces of jewelry and precious baubles, tens of thousands of coins of all types, and a vast array of arms and armor, some still intact.
- 1414 A giant (14' tall) **Red Man** lies quietly in a bower of vines and swamp trees. He has journeyed from the Radioactive Desert and is incapacitated by *Gamma Bloat*, which will prove fatal within two and a half days (check every 6 hours, cumulative 10% chance). If plied with spirits, he will relate the wonders of Hexes 2303, 1410, and 1413 before he dies.
- 1415 **Spawn of Shub-Niggurath** (AC 6, MV 9[swim], HD 6, Chaotic): an ulfire-suckered ophidoid with six eyes and a circular gaping maw. This huge snake-thing lurks in one of the larger streams that feeds into the Poisonous Swamps. Even in death, its yellow, shining eyes will dart about and follow movement.
- 1416 This was an ancient battlefield, and here did great evil come to misfortune. In such places, forgiving entities of vast power may look down and have mercy upon men. Only on moonless and cloudless nights, and when the stars are right, tiny motes of dust will sift down from the starry sky, visible as twinkling white sparks that extinguish when they reach the ground. There is a 1% chance per hour during the night of catching a spark of stardust upon the tongue. Roll 1D for effect: 1-4) any and all injuries, poisons, illnesses, and adverse status effects (paralysis, fear, etc.) are cured, 5-6) glimpse events in the future – next five saving throws are automatically made, 7-8) desired ability score increased by 1 (18 maximum), 9-10) gain xp sufficient to raise to next level, 11-12) powerful ally in time of great need – if facing defeat, a powerful being will appear as a giant glowing ulfire pterodactyl and bear the individual and up to three companions away to safety, then disappear.
- These effects only apply to those of lawful or neutral alignment; chaotics are sickened by stardust and have all abilities reduced by half for 1D days.
- 1501 **Spawn of Shub-Niggurath** (AC 7, MV 15, HD 5, Chaotic): red crustacean with insectile eyes and a beaked mouth. This creature shelters in the shattered carapace of an ancient war machine, where it has gathered a modest treasure of 15 gemstones worth 10-60gp each.
- 1502 It's not the rumble of distant thunder... it's drums. The steady, rhythmic thump of war drums, and an army on the march. No matter what direction is moved in, the sound of the drums will steadily swell for a time, and then fade away slowly. Their source can never be found.
- 1503 Winds arising from the cold shores of Lake Hali blow through this area, bearing with them faint but unmistakable melodies, the weird music of blind pipers howling in the darkness. Any who hear these bewitching tunes must save vs. spells or be compelled to journey south and drown themselves in the lake. A new saving throw is allowed at dawn each day.
- 1504 A **Stegosaurus** is trapped in a primitive snare. If freed and shown kindness, it will become a loyal mount.
- 1505 Village of **231 Jale Men**, ruled by “the Incautious Glance”, a lawful Swashbuckler. These men are generally helpful to visitors, and they have ample supplies of provisions. Groups of adventurers that do not appear to be overly powerful will be told of a ruined citadel to the northwest that is rumored to contain fabulous treasures. Any who take the bait will find themselves ambushed the following day by these very same villagers. There is no ruined citadel.
- 1506 Small pockets of interstellar void are a hidden danger throughout this area – there is a 5% chance each hour that a pocket is wandered into. These airless vacuums are intensely cold: those not properly equipped for adverse environments suffer 2-8hp damage each time they stumble into one (save vs. death ray for ½ damage; those who are accustomed to this area take ½ damage, or no damage with a save).
- 1507 On a lifeless island of black stone stands the alien city of Carcosa.
- 1508 Villagers from the south journey here to leave their dead. Shrouded corpses are laid upon the ground, their outlines traced with scattered handfuls of fragrant leaves. While the leaves remain fresh, only carrion birds will molest the bodies; once the leaves have dried and turned brown, the loathsome

- blue-cloaked priests of Hastur steal away the remains for purposes unknown.
- 1509 A huge fungal pillar, well over 100' tall, towers over the surrounding land. This weird growth is studded with bulbous, spongy pustules that will erupt in a spray of sticky reproductive spores if examined: all within 20' must save vs. dragon breath or be infected with *Mycetic Smut*.
- 1510 Village of **103 Dolm Men**, who are leaderless and torpid. The cloying reek of green lotus vapor enshrouds these unfortunates – every week a handful more lives are claimed by the potent barbiturate.
- 1511 Village of **304 Blue Men**, ruled by “the Embrace of Regret”, a neutral Lord. This village sits astride the river, and the denizens have constructed sturdy gates that regulate traffic. Boats traveling in either direction are charged a toll based upon their length, and incredible riches have been accumulated by these entrepreneurs. Nearby communities dependent upon river trade would not mourn the absence of this lot.
- 1512 Steaming geysers and smoking fissures mark this as a geologically active area. Brigands have been known to shelter in this unforgiving terrain.
- 1513 The disembodied consciousness of a chaotic **Bone Man Sorcerer** named “Remaltep” haunts the reeking fens of this hex. It is eager to find new flesh, though discriminating enough to only consider a fellow Bone Man as a vessel. The Sorcerer will psychically attack an acceptable host and attempt to displace the current consciousness; such a battle usually comes down to a test of wills, during which the victim will be visibly disturbed (crying out, unresponsive to other stimuli, grasping head in hands, flailing at an unseen enemy, etc.).
- If successful, the Sorcerer will take the first opportunity to escape to his secret lair in Hex 0715, there to renew his experiments into the forbidden. A displaced consciousness will wander the fens impotently for years before intuiting the displacement process. Certain alien or arcane technologies may allow immediate displacement.
- 1514 This hex is plagued with countless swarms of biting insects. During daylight, interlopers will be attacked every hour by a swarm – save vs. wands or suffer 1hp damage and be unable to heal any damage with rest that day. Heavy smoke, abundant fire, or sorcerous vibrations will reduce the frequency of attacks to one per day.
- 1515 **Spawn of Shub-Niggurath** (AC 8, MV 15[land] / 9[swim], HD 6, Neutral [unintelligent]): a gray-scaled ophidoid with no eyes and a suckered mouth. This beast suns itself among shallow lakes and stagnant pools. Upon its death, it will deliquesce into a disgusting, burbling mess.
- 1516 This hex is unnaturally cold, and icy winds drive blinding sheets of frost and sleet. In the center looms the source of the chill: a squat granite totem pole featuring several crudely carved aspects of I'thaqua. Any who touch the pole are instantly teleported to a random location within the Icy Wastes.
- 1601 Dozens of leathery, rugose tentacles erupt from the sand: everyone in a 30' circle is attacked 1D times per round, 1hp damage per hit. If 60 points of combined damage are done to the tentacles, they withdraw back into the sand and will be dormant for 1D days. This creature can never be killed outright.
- 1602 **4 Blue Men** wander slowly, in a seeming stupor. They are White Lotus Zombies who have lost their master. Left to their own devices, they will soon perish from thirst; someone with a particularly forceful personality may be able to turn them to his own service.
- 1603 Interlopers will be shadowed by from afar by a pterodactyl; just visible riding upon its back is the shape of a man. If attacked, the rider will circle high above, hurtle downward in a steep dive, drop one explosive grenade, and then flee to the west.
- 1604 An imbecilic **Purple Cultist** will attack passersby from hiding. He is strong and armed with a huge axe, but spouts only gibberish and cannot be reasoned with.
- 1605 The very air appears stained, as if with blood. Sunsets are noteworthy for the nightmarish crimson tableau that is produced.
- 1606 On moonless nights, **10-100 Deep Ones** gather by the shore to abase themselves and genuflect toward Carcosa.
- 1607 **Spawn of Shub-Niggurath** (AC 5, MV 12[swim], HD 4, Chaotic): a dolm-furred insectoid with one eye and a circular gaping maw, it can be found lurking in a murky stream that feeds into Lake Hali. It is immune to normal weapons. A master haberdasher can craft the intact pelt of this monstrosity into a gaudy cape of surpassingly weird beauty. If the wearer of the cape has a CHA score of 16 or greater, he may charm others, as per the spell *Charm Person*. The intended victim must be captive and isolated from all friends and allies for the power of the cape to take effect; thereafter, the effects of the charm are as normal.
- 1608 An abandoned citadel is dangerous to enter: it sits atop a crumbling mesa, and portions of the structure have already collapsed to the plains below. Within a still-intact portion of the edifice is a working *Proximate Transflector*. A nearby notebook contains coordinates for the identical machine in Hex 0716. In the rubble below are several broken skeletons and assorted treasure of 125gp value.
- 1609 Smooth-walled catacombs mark an ancient lair of

- the Primordial Ones. **3 Shoggoths** lurk within, and guard a peculiar pool that is actually an occult viewing device. The pool will impart an understanding of how to operate a Fecund Protoplasmic Pit, as well as the location of such an artifact in a chamber deep within the Primordial One city in Hex 0808.
- 1610 A posse of **18 Red Men** (AC 6, MV 9/6, HD 1, Lawful) astride **9 Ankylosauruses**, searching for Green Ooze Cultists responsible for several recent abductions. They are armed with bows and spears, and will presume ill intent on the part of any strangers they come across.
- 1611 Lost among the reeds and tall grasses at the river's edge is a corroded metal cylinder, an unspent projectile from an ancient Primordial One weapon. Careless handling may cause it to detonate.
- 1612 **Spawn of Shub-Niggurath** (AC 3, MV 18 [land] / 18 [fly] / 15 [swim], HD 1, Neutral [unintelligent]): ulfire-feathered avioird with three eyes and a multitude of screeching mouths. It is immune to poison. Its intact plumage is worth 125gp.
- 1613 Quicksand is an ever-present danger on the fringe of the swamps. Incautious wayfarers must save vs. paralyzation each hour: failure indicates that a randomly-determined number are knee deep in quicksand. Each individual must roll an additional save vs. paralyzation each round: three failures in a row means death, three successes in a row allows escape. Comrades in a position to lend assistance may provide a bonus to saving throw attempts, or may themselves become stuck in the quicksand.
- 1614 A huge herd of **54 Stegosauruses** is eating its way west across the grasslands. Attacking one will draw the ire of all.
- 1615 Village of **210 Purple Men**, ruled by "Wisdom's Chalice", a neutral Swashbuckler. Nearly a quarter of the men are missing a limb – the removal looks surgical rather than accidental. Space Alien flying saucers are a frequent sight, and abductions lasting 12-48 hours are commonplace.
- 1616 **Spawn of Shub-Niggurath** (AC 7, MV 6[swim], HD 2, Chaotic): purple-suckered ichthyoid with no eyes and a pulsating, suckered mouth. It is immune to surprise. This aberration lurks in a pool on the grounds of a shattered palazzo.
- 1701 An ancient pyramid towers above the glowing sands. No entrances are evident. The legendry of local primitives purports the existence of a tunnel that descends from beneath this pyramid to a secret world within the interior of the planet.
- 1702 A lone **Gray Ooze**, mutated to a vivid ulfire hue, slinks near the edge of the Radioactive Desert; it is identical in all respects, save appearance, to a normal Gray Ooze.
- 1703 An abandoned cart contains four complete suits of plate armor and four shields. All are festooned with bizarre runes and elaborate decorations. If any of the armor is taken and worn, the thieves can expect to be hunted down within the next month by the group of fanatical lawful Purple Men to whom the armor belongs.
- 1704 A pack of **8 Velociraptors** prowls the edge of the mountains. They prefer to surround prey and strike as two separate groups of four.
- 1705 **2 Spawn of Shub-Niggurath** (AC 9, MV 15, HD 3, Chaotic): purple-feathered octopoids with two eyes and a gaping circular maw. The intact plumage of each is worth 500gp.
- 1706 An adventuring party of **3 Lawful Red Sorcerers** and their **6 Yellow Men** guides is journeying southwest to Hex 1408, where they intend to eliminate the local sorcerer and destroy the *Crown of Unspent Days*. They welcome help from likeminded do-gooders, and will share in any spoils. The sorcerers are headed into a trap: their guides will betray the group's location and lead them into an ambush.
- 1707 A stinking pool of contaminated runoff collects at the bottom of an abandoned uranium mine. Cultists of Shub-Niggurath have turned it into a fane to their god – they meet semi-regularly to conduct obscene rites and cast sacrifices into the pool. There is a 10% chance that any corpse cast into the pool will reemerge in 1-4 rounds as a randomized Spawn of Shub-Niggurath.
- 1708 A gang of **23 Ulfire Slavers** hunt for captives here. They are lightly armored, and armed with spears and slings. Once they have collected a dozen slaves, they will return with them to their village in the Blighted Lands.
- 1709 Skurvoxx Mine is an immense pit, with several tunnels at the perimeter of the floor that run deep into the earth. In past centuries Skurvoxx was a rich source of niobium and tungsten. Now the mine is abandoned, and locals shun the place.
- 1710 In a well-hidden natural amphitheater is a nauseating tableau. The putrescent corpses of six Purple Men are arranged in a rough circle, surrounding the intact remains of a Yellow Man garbed in the regalia of a sorcerer. Several books lie nearby, and contain elaborate notes for the ritual *Conjuration of the Foul Putrescence*; the notes are complete and can be mastered after seventy-two hours of intense study, but one of the six required fungi is noted incorrectly. The stench here is unbearable.
- 1711 A **Chaotic Brown Lord** haunts this savannah. He wears titanium-infused chainmail (+2 to AC) and wields a technetium-laced morningstar (in addition to doing damage as normal, those hit must save vs.



	paralyzation or be paralyzed for 2-5 hours). Victims of paralysis will be stripped of their belongings, bound, and buried up to their necks to be left for predators.				recharged) that will bond with the first sentient to find it.
1712	A small metal pipe juts from the river bank, out of which spews a steady stream of oily, foul-smelling black sludge into the water. Anyone who drinks or swims in tainted water must save vs. poison or roll on the Mutation Table.	1803			Sealed within a titanium-doored vault is a working <i>Proximate Transflector</i> . The door can only be opened by means of a huge bronze key, the location of which is lost to antiquity.
1713	<b>Spawn of Shub-Niggurath</b> (AC 6, MV 15[swim], HD 10, Chaotic): a white-scaled octopoid with six eyes and a circular gaping maw. It both generates and is immune to cold. This creature typically freezes a portion of the river in order to halt and then waylay passing boats.	1804			Carved from the back wall of a shallow lava tube is a statue of a hideous Spawn of Shub-Niggurath: the likeness depicts a purple-suckered insectoid with no eyes and a suckered trunk-like feeding appendage, and crude attempts have been made to apply paint and other embellishments. If the icon is molested, there is a 25% chance that fresh lava will erupt from the floor, delivering 1D damage per round to all within the tube (save vs. dragon breath for no damage).
1714	An <b>Unquiet Worm</b> (HD 6+8) of immense power lairs in rank tunnels beneath a forgotten burial ground. It wears a circlet around its 'neck' of scorched molybdenum; this device is known to any sorcerer of 6 <sup>th</sup> level or higher as the <i>Adornment of the Impure</i> , a vile accoutrement of unsurpassed wickedness.	1805			A large boulder set in the hillside blocks the entrance to a natural cavern that winds deep into the earth. Within these dank caves, all manner of bizarre jellies, slimes, and puddings cavort. None are dangerous, feeding gently upon fungus and lichens within, and they exist in a rainbow variety of colors, save those of the dangerous species (i.e. none of the slimes are green, the puddings black, or the jellies ochre). Any specimens that are removed from the cave will perish within a day.
1715	<b>Spawn of Shub-Niggurath</b> (AC 7, MV 15[land] / 3[fly] / 6[swim], HD 10, Chaotic): this massive creature is a brown-suckered octopoid with six eyes and a circular gaping maw. The brave souls who slay this beast are rewarded with a minor boon, as even the foul gods of Carcosa frown upon its many travesties: anyone who participates helpfully in its death will have a randomly-determined ability permanently raised by a single point (re-roll if this would raise an ability beyond 18).	1806			Thick underbrush within a small ravine conceals a hatch, and a ladder leading down into darkness. Within is a short, plain tunnel, at the end of which is another ladder, leading up to an identical hatch in Hex 0209. The teleportation/warp effects of the tunnel will not be apparent to those that walk through it.
1716	When the stars are right; when the night is without a moon; when a dense and forbidding fog shrouds the lake; when dark-cowled cultists utter obscene chants and blasphemous incantations; when these things occur, the sunken island of Atavax is once more raised above the waves. The cultists disappear into the fog, gibbering wildly in their coracles and skiffs in a mad race to make landfall. Atavax sinks again beneath the waters of the lake at dawn, and none who set foot upon it ever return.	1807			The land in this hex is broken and tumbled, as if a great hammer came down and smote the very earth. Movement occurs at only one-third the normal pace; opportunities for concealment and ambush are abundant.
1801	Strange lights haunt the night skies here – Space Alien flying saucers are frequent visitors, on inscrutable missions of investigation and molestation. Wayfarers have an 8% chance per night of being the target of an abduction; if it is a group, only one individual will be targeted. If successful, they will be returned to the point of abduction 2D days later; there is a 25% chance they will be missing a limb (determine which limb randomly).	1808			Castle of <b>43 Orange Men</b> , led by "On Pain of Life", a lawful Myrmidon. They are surrounded by a besieging army of <b>212 Brown Men</b> , led by "the Last of the Least", a lawful Champion. When defeat becomes inevitable, the Orange Men will detonate a nuclear munition that will destroy everything within two miles, and severely irradiate the entire hex.
1802	In a sheltered valley is a crashed Space Alien scout ship. Nothing is salvageable, except for a small medical <b>Robot</b> (AC 7, MV 12, HD 2 [10hp], Neutral; coil-shaped, 30 doses of healing gel [dose allows 4HD to be healed that week], internal batteries will be depleted after 45 days if not	1809			<b>Spawn of Shub-Niggurath</b> (AC9, MV none, HD 10, Chaotic): a gray slime with two eyes and a toothed oral cavity. This abomination lairs deep beneath the earth, in a natural cavern of stunning beauty. There is a 25% chance that 1D Cultists are also present.
		1810			Atop a small, rocky hill is a mossy boulder. Arrayed around the boulder are the relatively fresh carcasses of three Unquiet Worms. The boulder is large and very heavy, but if it can be moved, the entrance to a subterranean vault is revealed.

- 1811 Citadel of **132 Purple Men**, led by “the End Is the Beginning”, a lawful Hero. They are known for paying a modest bounty (45gp) for the corpse of any Spawn of Shub-Niggurath brought to them.
- 1812 A massive, ancient steel cable-stayed bridge lies astride the mile-wide river, still sturdy after all these eons. Equally massive amounts of thick, damp webbing cling to every surface, as this bridge is now home to a colony of **1217 Blue Web Fiends**. Littered on the bridge and at the bottom of the river below the bridge is mixed treasure and valuable items worth over 10,000gp.
- 1813 A full suit of chainmail, a black cloak and leggings, and an hand axe are neatly laid out on a small beach at the river's edge. Footprints in the sand lead into the water.
- 1814 Village of **325 White Men**, ruled by “the Passion of Circumstance”, a lawful Tormentor. They are well-armed with high-tech weaponry, and make regular forays into Hex 1716 to annihilate the cultists that gather there.
- 1815 **Spawn of Shub-Niggurath** (AC 8, MV 18[land] / 6[swim], HD 1, Chaotic): a green plant with four eyes and a circular gaping maw. Eating the dead flesh of this plant summons visions of the Fungoid Gardens in Hex 2005.
- 1816 Intensely destructive psychic forces are at work in this hex. Non-psionics will be tormented by hallucinations, wild emotional swings, and painful headaches, and each day they must save vs. spells: success means no effect, failure means accrual of a -3 penalty to all saving throws. If at any time this penalty exceeds the value of their lowest ability score, immediate death via brain aneurysm results; the penalties disappear within one day of leaving the hex.
- Psionic-powered individuals will hear haunting melodies, faint laughter, and indistinct whispers that, while quite peculiar, are harmless.
- 1901 A hole in the floor of the rocky desert reveals stairs leading 100' down to an irregular chamber. Within is a large cistern filled with clear, cool water; the lip of the cistern is graven with terrible images of the Old Ones feasting upon Men and casting down their cities. Anyone who drinks from the cistern gains immediate knowledge of one randomly determined conjuring ritual, even if he is a Fighting-Man. Until the ritual is successfully cast by that person, he will be attacked by 2-20 Deep Ones on each moonless night.
- 1902 **15 Bone Cultists** have partially excavated a Space Alien defense cannon. The cannon weighs 1000 pounds and is intact. If powered, it has three settings: insanity, logic, and paralyzation.
- 1903 Secluded deep within these mist-shrouded hills is a spring-fed pool, clear and cool. Gazing within its depths reveals a glimpse of futures that may be. The viewer must save vs. spells – success means a revelatory vision of the true future (gain a +3 bonus to saving throw of choice within the next week), while failure means the vision is false (-3 penalty to next saving throw). The pool grants a vision to each viewer once a month.
- 1904 Numerous shallow caves dot the sides of these peaks, the former dwelling places of an extinct human civilization. Diligent searchers may find ancient tools, small weapons, and the odd piece of crude jewelry.
- 1905 Monastery of **33 Purple Men**, led by “the Sound Unseen”, a lawful Banisher. These men guard an artifact of curious powers, a 4' gong of tarnished bronze. Striking the gong during the day creates an effect identical to an insanity weapon on any humans within 100' who hear it (striker unaffected); striking it at night instantly summons **13 B'yakhee**, who will be hellbent on killing the striker.
- 1906 A gang of **26 Red Brigands**, led by “Bold and Cruel”, a neutral Hero, blocks a caravan road that skirts the edge of the desert; the surrounding land for several miles is broken and nigh-impassable. They demand tribute of all who pass.
- 1907 A **Mutant Tyrannosaurus** (breath weapon as gamma radiation bazooka beam three times per day; if killed explodes for 2D radiation damage to all within 100') scours this hex relentlessly.
- 1908 Citadel of **4 Robots** (all are identical, AC 4, MV 12, HD 11[50hp], Lawful, humanoid morphology, with phosphorous pulse pistols, radar, and illusion generators). They will be positively disposed toward any group that includes a Space Alien.
- 1909 Hidden camp of **14 Brown Brigands**, led by “Approach With Caution”, a neutral Warrior. They have been unsuccessful in preying upon the nearby caravan routes, and will recklessly attack any groups smaller than theirs. They only have a few dozen silver pieces among them.
- 1910 Monastery of **45 Jale Men**, led by “the Ardent Pincer”, a lawful Banisher. These monks prefer the clarity of seclusion, but may be roused to war by tales of sorcerous iniquity abroad.
- 1911 **Spawn of Shub-Niggurath** (AC 9, MV 12, HD 1 Chaotic): a green-suckered anthropoid with six eyes and a tooth-filled mouth. This monster is attracted by the sound of laughter.
- 1912 Weird extra-dimensional energies warp the fabric of space in this area. Following any period of rest, all travel takes place in the exact opposite direction desired; victims of this effect will only notice that something is amiss 1D days later (note: this may

	lead them well beyond the boundaries of this hex).	2007	A short section of 50' high cliffs is inscribed with hideous carvings, a mixture of obscene figures committing horrific acts and massive characters in the forgotten language of the Snake-Men. Any rituals committed at the base of these cliffs will not cause any aging on the part of the sorcerer.
1913	14 uncharged power cells are piled in a small uncovered hole. A shovel is nearby; whoever was burying them left in a hurry.		
1914	<b>Spawn of Shub-Niggurath</b> (AC 2, MV 12 [swim], HD 2, Chaotic): dolm-suckered aviooid with three eyes and lacking a mouth. This beast will attack Bone Men before all others.	2008	Citadel of <b>50 Men</b> of various colors, led by "the Audacity of Hope", a lawful Black Lord. They are well-armed with electromagnetic weapons, and battle evildoers endlessly.
1915	This hex is overgrown with all manner of mushrooms, fungus, and molds. Movement is halved. Chance of contracting <i>Mycetic Smut</i> is 15% per day.	2009	A smashed and burning caravan is surrounded by two dozen bodies: based on placement, it appears that the caravan was composed of Purple Men and the brigands were Ulfire Men. There is nothing left to loot from the wreckage, but obvious tracks lead away toward the Icy Wastes.
1916	Space Alien harmonies broadcast on subsonic frequencies have a cleansing effect against minor abominations. Spawn of Shub-Niggurath (including the six stable species) suffer -3 to all saving throws and to-hit rolls.	2010	A band of <b>21 Yellow Men</b> , clad in light gray cloaks and leggings, perch high atop the plateau of the Icy Wastes and watch those below. They will pepper any who linger with inaccurate sling fire and tumbled boulders.
2001	A tall, black, perfectly-formed rectangular monolith, forged from an unknown non-reflective metal, stands alone on the fringe of the Radioactive Desert. If disturbed, it emits a piercing wail that renders all within 200' unconscious for D6 hours (no save); if treated reverentially, those who sleep at its feet gain one point of INT upon waking (one time only).	2011	Frigid winds from the Icy Wastes blow down and across this hex with unceasing ferocity. Any who camp here must save vs. paralyzation or freeze to death during the night.
2002	Several small clans of vicious Ape Men stalk these hills and make war upon one another. The largest clan comprises two dozen individuals of unusual cunning, who fight with crude bone clubs; they worship the black monolith in Hex 2001.	2012	Village of <b>225 Jale Men</b> , ruled by "the Many Careful Steps", a neutral Myrmidon. This community is torn between embracing the rule of "the Lady of the Lake" (Hex 2013) and maintaining their independence. New intrigues swirl with each passing day, and strangers have an equal chance of being welcomed or annihilated.
2003	<b>Spawn of Shub-Niggurath</b> (AC 7, MV 24, HD 2, Chaotic): an orange-furred octopoid with three eyes and a circular gaping maw. It is immune to normal weapons. Its intact pelt is worth 800gp.	2013	Village of <b>497 Jale Men</b> , ruled by "the Lady of the Lake", a chaotic Tormentor. She has assembled the beginnings of a petty empire by subjugating surrounding Jale communities to her rule, and her hunger for slaves and captives to fuel her sorceries is bottomless.
2004	In a lonely valley are the ruins of an ancient temple, dedicated to a long lost god that men deemed just and compassionate. Today, the ruins are frequented by cultists who laugh and cavort while committing sorcerous atrocities on the once-sacred grounds. If there are any men remaining that worship this god of goodness, they are well hidden.	2014	Persistent winds from the east bring with them the scent of the desert, and the lure of untrod lands is strong. Travel in that direction is 50% faster.
2005	In a rocky defile is a wide crack in the earth, out of which a cool, steady breeze blows. All sorts of fungus (mushrooms, yeasts, molds, etc.) coat the walls and ceilings of the Fungoid Gardens of the Bone Invoker (see the adventure of the same name by Geoffrey McKinney in <i>Fight On! #4</i> for full details).	2015	A massive meteorite is embedded in the earth, glowing and smoking with weird, dangerous energies. It emits a pulsating aura of dolm light in a radius of one mile, and anyone entering this aura is sickened (no save, lose 1 point of CON per day until dead). This zone of contagion expands by one mile every year. Anyone under 9 <sup>th</sup> level who touches the meteorite is immediately devolved into a horrible mass of mindless, inchoate protoplasm and rioting appendages – roll as if generating a Spawn of Shub-Niggurath (unique, body type is automatically "ooze/slime", and there is no chance of special attacks or defenses). Anyone of 9 <sup>th</sup> level or over that touches it is immediately transformed into an evil, opposite version of themselves (i.e. a brawny and aggressive fighting man will become a
2006	Scattered stone foundations are all that remains of an ancient city. One foundation holds a rather obvious trapdoor that leads into a small basement. Within is a fountain, long since dry; if the faucet at the base is fiddled with, a torrent of Green Slime will spill forth and envelope all within 5'.		

sniveling and bookish sorcerer, etc.) – their level remains the same, and it is up to the DM to decide whether the player can continue playing this character.

Only the Spawn of Shub-Niggurath in hex 0116 knows how to destroy this meteorite and cure the taint it spews.

- 2016 A **Chaotic Purple Tormentor** resides here in an unassuming ramshackle hut. He is filthy and unhinged, but will request that adventurers escort him to lands northeast of the Bottomless Lochs, in search of a powerful device once held by a Green Lord. He promises a lavish recompense from the ruins of the lord's citadel. Adventurers may help him recover the *Crystal Chimes* he seeks, but their only reward will be sorcerous treachery soon thereafter.
- 2101 **Spawn of Shub-Niggurath** (AC 6, MV 3, HD 9, Neutral [unintelligent]): black & white-scaled ophidoid with no eyes and a serrated beak. The sight of it causes fear, and it is immune to heat/fire. The hide of this monster can be made into up to five ponchos, which when worn allow an additional save vs. poison to prevent mutation from external radiation sources.
- 2102 **Spawn of Shub-Niggurath** (AC 9, MV 3 [land] / 18 [fly], HD 4, Neutral [unintelligent]): an ulfire and dolm-furred batrachian with four eyes and a beaked feeding appendage. It's gaze causes confusion. A master haberdasher can tailor the intact pelt of this beast into a stunning ensemble that allows the wearer twice as many hirelings as otherwise allowed, with an additional +2 to their loyalty base, as well as a +3 bonus to all reaction checks. This outstanding finery will inspire a jealous reaction from rulers and leaders.
- 2103 **Spawn of Shub-Niggurath** (AC 8, MV 24, HD 2, Chaotic): an orange quadruped with one eye and a beaked mouth. It is harmed only by fire. This beast will use its speed to hit and run.
- 2104 Weird plants and malicious growths carpet the landscape. Contracting *Mycetic Smut* is a constant danger.
- 2105 Drums, the clash of war cymbals, and the deep clangor of a mighty gong can be heard coming from the desert. The sounds taper and crescendo with the bluster of the wind, but their source can never be located.
- 2106 The very fabric of time in this area is warped and accelerated. For every full day spent in this hex, roll on the Unnatural Aging Table and apply the results.
- 2107 **Spawn of Shub-Niggurath** (AC 3, MV 6, HD 3, Chaotic): a blue-scaled annelidoid with three eyes and a savage, hooked beak. It drains blood on a

successful hit. This repulsive monster will attack White Men before all others.

- 2108 A small copse of trees conceals a cairn built of seashells. Buried in the soil beneath the cairn, about 11' down, is a sealed metal box; the lock is trapped with a poison needle. Within are several scrolls, all written in the language of the long-dead Snake-Men. Most are useless, but one reveals the full details of the ritual *Serpentine Whispers of the Blue-Litten Pillars*.
- 2109 Village of **53 Orange Men**, led by "the Howl of the Beast", a neutral Warrior. The dry soil of this region is difficult to farm, and the hi-tech groundwater pump used by these villagers has recently broken. They face starvation, unless they can find able-bodied adventurers to escort payment to the villagers in Hex 2413, and escort the team of technicians back. They offer a reward of 250gp to any group who can accomplish this for them.
- 2110 In the side of an icy hill, a cave opens darkly. The cave is natural, though the entrance is carved unmistakably to resemble a mouth, of what creature is unknown. A save vs. spells is required to enter: failure indicates panic, and reckless flight directly away to a distance of no less than 5000'. The cave winds down into the ice and stone for over 100' feet, ending in a small carved chamber containing the frozen corpse of a B'yakhee. Several stoppered urns contain 3000cp and 6 Elder Signs.
- 2111 Frozen atop a 250' tall spire of jagged ice is a **Mummy Brain**. Tricked into absorbing a dose of white lotus powder, its last sentient act was to banish itself to the Icy Wastes to avoid domination. If recovered and thawed it will 'live' once again, and fall under the sway of the first being to issue it a command.
- 2112 An narrow opening at the bottom of a deep crevasse meanders north for several hundred yards, finally broadening into an icy cave that zigzags steeply upwards. The far side of the cave opens into the Icy Wastes through a well-concealed tunnel.
- 2113 Citadel of **58 Jale Men**, led by "the Lady's Grace", a chaotic Hero. These bloodthirsty berserkers pillage the lakeside with a cohort of **15 Diseased Guardians**, leaving behind piles of burnt skulls to mark their depredations.
- 2114 Village of **270 Jale Men**, ruled by "the Lady's Favor", a chaotic Swashbuckler. These fanatics are among the most enthusiastic of the followers of "the Lady of the Lake" (Hex 2013), and are currently pushing into the nearby desert to seize captives and expand her domain.
- 2115 Peeking out from beneath the sands is an ancient archive of the Snake-Men. The dozens of books therein are in their unknown and unknowable

language, but there is additionally a map that reveals a hidden tunnel beneath the Icy Wastes that allows easy passage between Hexes 2209 and 2211.

2116 Nestled against the side of an escarpment is the exoskeleton of a gargantuan beetle. Even from a distance, it is clear that the empty shell has been turned into a makeshift domicile; on closer examination, there are crude furniture and shabby clothing and personal items within. The exoskeleton appears recently lived in, but there are no clues as to the identity or current whereabouts of the occupant.

2201 **Spawn of Shub-Niggurath** (AC 6, MV 9, HD 4, Chaotic): a grey avoid with four eyes and a multitude of slavering mouths. It is immune to both cold and poison. In its death throes, this demon will psychically broadcast to its slayer the location of the fissure in Hex 1803, but not the secret of what lies within.

2202 Village of **45 Dolm Men**, ruled by “the Last of the First”, a neutral Swordsman. They will welcome strangers with unusually warm hospitality; at the right moment, they will turn on their guests and attempt to capture them, to be sold in the slave markets to the north.

2203 Village of **27 Robots** (all identical, AC 4, MV 6, HD 12[55hp], Lawful, coil-shaped, tentacles, self-repair, motion detector), ruled by “No Friend of Flesh”, a lawful Sorcerer. The robots obey all of the sorcerer’s orders, save any that would allow him to leave the village – he is weary of his charges, and will secretly implore visitors to help him escape.

2204 The secluded laboratory of a **Chaotic Purple Binder** named “Orr K’o” is concealed within an overgrown ravine. This sorcerer has but a tenuous hold upon his sanity, and the walls inside his sanctum feature a bewildering tapestry of incoherent scrawls and obscene etchings.

Among the personal effects of the sorcerer is a fist-sized, fragile, hollow globe made of an unknown dolm crystal, within which swirls and bubbles a dark vapor. The globe contains the disembodied consciousness of an unknown “Elder Thing,” and breaking it will release the Thing into the world. It will inhabit the mind of the nearest sentient, where it confers knowledge of one randomly-determined ritual of conjuring. While the Thing shares its mind, the victim is tormented by strange voices and the compulsion to perform the ritual, resulting in a penalty of -3 to all saving throws and attacks. If the ritual is performed (successfully or otherwise), the Thing is dispelled back to the dimension from whence it came, taking with it all knowledge of the ritual.

2205 Deep in the desert, an odd sight may be revealed in the aftermath of a particularly severe sandstorm: the prow of an intact galleon. It will take a great

deal of labor to excavate the ship, but there are wondrous treasures within: 2000gp in mixed coins, and assorted gems and jewelry worth 5000gp.

Unearthing the ship will invite the attention of the Tentacled One, who has lusted after this lost vessel for many years. Adventurers who flaunt these treasures will soon be hunted down by sorcerers and cultists held thrall to this loathsome entity.

2206 **Spawn of Shub-Niggurath** (AC 2, MV none, HD 4, Chaotic): jale-furred hexapod with four eyes and a savage beak. This bloated fiend squats atop a wooden chest in a vault deep beneath the desert sands. Within the chest are four beakers of a fine grit that will completely desiccate any mold, pudding, ooze, slime or jelly it comes into contact with. Additionally, each beaker does 4D damage to Nyarlathotep, the Slime God, the Inky Crawler, the Lurker of the Putrescent Pits, the Foul Putrescence, the Colorless Ooze, the Desiccating Slime of the Silent Halls, and the Green Ooze Pool.

2207 Village of **125 Ulfire Men**, ruled by “the Faint of Heart”, a neutral Hero. A wizened sage lives in this tiny slum, possessed of forgotten knowledge – if supplied with venom from a Purple Worm and a trace amount of xenon, he can create a stinking orange balm that protects against the effects of radiation for one week (side effect: -1 STR for same period). The cost is 75gp per dose.

2208 Playing music here of any type will immediately attract 1-3 B’yakhee.

2209 The northern entry to the plateau of the Icy Wastes is a steep path that winds precipitously up the face of the cliffs. In most places the path is no more than a foot wide; howling winds and driving sleet conspire to make this an extremely treacherous ascent of at least ten hours. At the top is a castle of **135 Yellow Men**, led by “Generous in Victory”, a chaotic Myrmidon. They demand 50gp and an oath of fealty to I’thaqua of each person entering or leaving.

2210 A shallow depression marks the site of a small frozen lake. The ice near the center is thin (100lbs. or more will break through), and covers a gentle whirlpool: test vs. STR to escape, failure means 1D drowning damage, three failed saves means disappearance within the whirlpool (DM may assign penalties based upon encumbrance). Anything that survives the trip down the whirlpool (two hours trapped in ice-cold, turbulent water) will be deposited deep within the planet, on a rocky beach lit by the dull red fires of several nearby volcanoes.

2211 In an ice-shrouded longhouse, **7 Mi-Go** attend to tasks both strange and obscene. They have collected 200sp, 50gp, and 12 heavy blocks of black onyx worth 100gp each.

2212 Village of **310 Black Men**, ruled by “the Lidless

- Eye", a neutral Superhero. These men tend to and hold divine the idols in Hex 2313 – they will quickly notice if any have been disturbed, and upon the perpetrators they will strike down with great vengeance and furious anger.
- 2213 Beneath the slack between two dunes lairs a perfectly concealed **Spawn of Shub-Niggurath** (AC 5, MV 0, HD 9, Neutral [unintelligent]; brown fungoid with no eyes and a circular gaping maw, surprises on 1-5, swallow whole on roll of 20 victim must save vs. death ray each round or die, immune to surprise) – it is little more than a toothy maw atop digestive apparatus, and seeks only to feed.
- 2214 An ancient stone ziggurat rises sullenly from the burning sands. Any who approach within 100' of it are stricken with weird visions and violent hallucinations: treat as if affected by red lotus powder, lasting until they move 1000' distant from the ziggurat. No man or monster has entered this blasphemous building in over a thousand years.
- 2215 A sunburned and semi-delirious **Yellow Brigand** wanders the desert, desperate for food and water. In exchange for aid, he can give rough directions (10% cumulative chance per day of locating) to a caravan that his former band of thugs raided – both sides, save this lone survivor, where annihilated in the attack. Remaining loot includes 20gp, 100sp, a dozen mixed pieces of Ankylosaurus tack worth 1000gp total, and a score of common hand weapons, short bows, and spears. Within 2-8 days, the remains of the caravan will be swallowed by a sandstorm and lost forever.
- 2216 Any psionically-gifted individuals will sense a powerful and oppressive presence nearby; save vs. spells or flee 1-4 miles in terror. No amount of searching/probing will reveal the source of the disturbance.
- 2301 An abandoned underground Space Alien complex contains a number of dangerous creatures and several odd features, including a **Black Pudding** pressure-sealed within a small stoppered titanium flask, several hallways trapped with hardening foam dispensers, and a real-looking hologram of a Mi-Go that will follow and pester intruders.
- 2302 **3 Spawn of Shub-Niggurath** (AC 8, MV 18[swim], HD 7, Chaotic): green-suckered oozes with three eyes and a beaked feeder. They are immune to surprise. Between The Shards, a large lake of reeking effluent has condensed; these monsters prowl the lake, waiting for prey to approach the edge. Several wise men of the Blighted Lands know the secret to rendering the fluids of these Spawn into a potent restorative balm.
- 2303 Citadel of **272 Purple Men**, led by "the Lord of the Ring", a neutral Myrmidon. This citadel is famed throughout Carcosa: in a crater that has been transformed into a coliseum, these men hold gladiatorial contests pitting warriors versus the savage mutant beasts of the Blighted Lands. Visitors are welcome to take part in the games, and warriors who earn the favor of the crowd are rewarded generously from the wagering income. Exotic beasts of deadly temperament are always in high demand.
- 2304 Village of **101 Blue Men**, ruled by "the Approaching Melody", a lawful Hero. This village contains a master blacksmith, but he has not plied his craft since the death of his family seven years ago at the hands of Bone Raiders. If he is brought the heads of at least ten Bone Men, his thirst for revenge will be cured and he will reward the hunters with fine weapons and armor.
- 2305 A large, deep pit lined with metal siding contains several dozen smoldering corpses. There's no sign of who did the burning.
- 2306 Deep beneath the desert sands, a **Mummy Brain** lies entombed within an impenetrable vault. The Mummy Brain has been driven insane by eons of confinement and has lost its sorcerous abilities, but each day there is a 10% chance that it sends out a mental blast that affects any sentients within this hex.
- 2307 **Spawn of Shub-Niggurath** (AC 4, MV 12[land] / 6 [fly], HD 10, Chaotic): gray-scaled ooze with six eyes and a serrated beak. It surprises on 1-4, and is only surprised on a 1. This demon delights in destroying the cyborgs created by the mad scientist that lairs in this hex. It nests in a ruined citadel where it gathers trophies from its kills, including an impressive array of high-tech weapons and spare parts.
- 2308 Strung by its feet from a tree is a dead Spawn of Shub-Niggurath. It's dolm-furred hide is slashed and torn, viscera hangs out of its circular gaping maw, and black-fletched arrows protrude from each of its three eyes. The initials "TUF" have been branded or laser-burned into its back.
- 2309 An ancient citadel, carved into the side the glacier, has been covered for millennia by an avalanche. It is almost unbearably cold within. In a forgotten room, a crystal ball sits upon a low pedestal – multi-colored vapors swirl within. Grasping the ball firmly and thinking a yes or no question at it activates its oracular powers: it will answer such a question once a year, with unfailing accuracy. Removing the crystal ball from the citadel will cause it to crack, losing both the vapors within and its powers.
- 2310 This barren hex is daily rocked by psychic screams of unbelievable pain and privation. Those with psionics will be so disturbed that they have a 10% chance per day of forever losing their powers if they stay. It is impossible to determine where or from who the disturbance emanates.
- 2311 *"Through the desolate summits swept raging,*

*intermittent gusts of the terrible antarctic wind; whose cadences sometimes held vague suggestions of a wild and half-sentient musical piping, with notes extending over a wide range, and which for some subconscious mnemonic reason seemed to me disquieting and even dimly terrible.”* ('At the Mountains of Madness', by H.P. Lovecraft).

2312 The southern entry to the plateau of the Icy Wastes is a high-tech elevator platform (50,000lb. max weight) that can make the 1200' trip up the cliffs safely in under five minutes. At the top is a citadel of **84 White Men**, led by “the Uppermost Hell”, a neutral Lord. They demand 500gp of anyone entering or leaving.

2313 A dozen weird idols are scattered throughout this hex. Made of rock splashed with black pigment, each is a 15-20' tall stylized representation of a man squatting atop a large snake; the snake has a man's face, splashed with red pigment. They are well tended, and the ground around them is littered with small offerings (copper coins, small food items & alcohol, handmade trinkets, and the like). There is a 10% chance per idol that 2-8 Black Men will be encountered performing worship.

2314 At the edge of the desert is a 50' tall statue of a majestic nude woman. It sternly faces west at the nearby desert with its right hand outstretched and raised in command. Though the winds here ever bluster out from the desert, the tousled sands never advance even an inch past the statue.

2315 A stout rock wall 10' high and 130' long marks a portion of the eastern border of the desert. Set in the midpoint of this wall is a door-sized opening, within which stands a **Lawful Bone Champion**. This warrior refuses anyone to pass through the opening, into or out of the desert; he will not interfere with anyone who climbs over the wall, tunnels beneath it, or goes around it. The warrior is armored in plate & shield, wields a wicked looking spear that does double damage on any hit, is immune to the effects of any devices/technology of the Space Aliens, Great Race, or Primordial Ones, and can only die in combat. The man who kills him is cursed to take his place.

2316 **Spawn of Shub-Niggurath** (AC 6, MV 18, HD 4, Chaotic): purple-furred arachnoid with one eye and a razor-sharp beak. Its touch causes paralysis. This monster will eagerly serve any chaotic sorcerer as a loyal henchman.

2401 **Spawn of Shub-Niggurath** (AC 9, MV 12[land] / 9[fly] / 12[swim], HD 3, Chaotic): green-feathered annelidoid with multiple eyes and a huge beak. It drains blood. The feathers of this demon are prized throughout the Blighted Lands, and are worth 5gp each.

2402 Castle of **71 Dolm Men**, secretly ruled by a **Spawn of Shub-Niggurath** (AC 8, MV 24[fly], HD 4, Neutral[intelligent]): an orange ooze with no eyes or

mouth. It is psionic. This Spawn regards the men of this castle as its children, and outsiders are forbidden to enter the castle grounds.

2403 An ancient junkyard contains eons of accumulated rubbish. Much of it is rusted and rotting, unfit even as scrap metal. Diligent searching will eventually reveal a tarnished bronze key over five feet in length and weighing one hundred pounds – this key opens the vault door in Hex 1803. This junkyard is occasionally visited by Primordial Ones, and the Shoggoths that hunt them.

2404 Dozens of carapaces in various states of decay litter this minor purple worm graveyard. **0-3 Purple Worms** squirm here – reduce their stats to reflect advanced age and/or infirmity.

2405 A twisted, vile little **Yellow Hermit** (AC 8, MV 6, HD 1-1, Neutral) named “Maggoth” lives in a lean-to amongst tumbled boulders. In exchange for exotic stimulants, potent hallucinogens, or forbidden pleasures of the flesh he will barter ulfire lotus powder (10% chance any given dose is contaminated with green lotus powder). He has nothing else of value.

2406 A rundown merchant caravan has a range of standard, though shabbily maintained, items for sale. Unknown to them, concealed in one of their many chests of assorted junk is a working *Mutation Inducer* – it will take customers 4-16 hours of patient rummaging to reveal this weapon, which can be bought for 5gp. Any other items purchased will break or deteriorate into uselessness within one week.

2407 Castle of **110 Red Men**, led by “the Time of Troubles”, a chaotic Conjuror. In the Conjuror's chambers is a working *Proximate Transflector* – visitors may pay a fee of 1000gp per person to use it. The Conjuror knows the coordinates of the machines in Hexes 1608 and 1803.

2408 A modest hole in the ground is actually the mouth of an ancient missile silo. The attached launch complex is small, no more than a handful of rooms, but there are many intact engineering volumes and technical schematics that will prove valuable to anyone with an interest in repairing and maintaining technological items.

2409 **Spawn of Shub-Niggurath** (AC 3, MV 18, HD 3, Chaotic): an orange-scaled crustacean with no eyes and a circular gaping maw. A master armorer can work the scales of this beast into any standard leather armor kit, granting a +1 bonus to AC.

2410 Citadel of **31 Orange Men**, led by “the Article of Faith”, a lawful Myrmidon. They are well-supplied with warm furs and electromagnetic weapons, and plot to invade the Icy Wastes and slaughter the minions of I'thaqua.

- 2411 A **Chaotic Green Banisher** named "Pendishjer" lives at the edge of the Icy Wastes, with a bodyguard of **6 Diseased Guardians**. He delights in immersing the Diseased Guardians in the glacial melt water next to his hut, contaminating the lands to the southeast.
- 2412 Bleached bones (mostly avian) surround an unusually dark pool: a **Black Pudding** hides here, covered by a thin layer of water, surprising the thirsty on 1-4.
- 2413 Village of **265 Yellow Men**, ruled by "the Pride of Deceit", a lawful Superhero. This village has several individuals who are proficient with the high-tech equipment of the Space Aliens. Such equipment may be repaired here (for an outrageous fee), and they operate a makeshift apparatus that can recharge equipment at a rate of 3 charges per day (also for an outrageous fee).
- 2414 **Spawn of Shub-Niggurath** (AC 7, MV 12, HD 6, Neutral [unintelligent]): a green-scaled amoeboid with three eyes and a circular gaping maw. Lodged within the nucleus of this horror is one of the Thirty-Three Sunstones crafted eons ago by the Snake-Men.
- 2415 The blasted remains of a small forest give testament to a massive explosive event several years ago. Toppled trees in all directions point away from a shallow central crater nearly 100 yards across, filled with stinking oily water. Fasting and drinking naught but this water for three days will induce delirium and sickness requiring a save vs. poison. If the save is failed, the victim dies of an internal melting disorder; if successful, the victim glimpses the current location of the God of the Primal Void, and any sorcerer will have revealed to them the imprisoning ritual *The Mad Chiming of the Vacuum*.
- 2416 A party of **17 Orange Brigands** lurks among these moors, awaiting any prey that might wander by. They have gems, jewelry, and coins of 175gp in value.
- 2501 **2 Spawn of Shub-Niggurath** (AC 8, MV 24[land] / 9[fly], HD 5, Chaotic): brown-suckered fungoids with six eyes and a suckered feeder. They are surprised only on a 1. Circling carrion birds always betray the position of these aberrations.
- 2502 Village of **200 Red Men**, ruled by "a Night with No Stars", a chaotic 9<sup>th</sup> Level Lord. He is a servant of the god in Hex 2501, and seeks the destruction of his rivals for its favor.
- 2503 Intermittent cries can be heard, varying in tone: shouts of pain, or surprise, or fear. Often they emanate from perilous locations: abrupt cliffs masked by dense foliage, treacherous rocky areas, stinking pools of fouled water. It make take some time for visitors to realize that local scavenger birds
- have learned to imitate human calls of distress.
- 2504 A lone hut sits in the forest, beside a small creek; the interior is completely blanketed in **Yellow Mold**.
- 2505 A splendid citadel commands the surrounding lands from atop a low hill. Brilliant scarlet pennons flutter in the breeze, and wildflowers line a narrow causeway that leads to the entrance. Standing before the entrance breaks the spell: the citadel is nothing more than a crumbling ruin that is the lair of **3 Shoggoths**.
- 2506 A microwave pulse bazooka is concealed beneath a fallen tree. It requires expert repair service and a charged power cell to function.
- 2507 **Spawn of Shub-Niggurath** (AC 3, MV 9[land] / 3[fly], HD 9, Chaotic): a green & dolm-suckered crustacean with two eyes and numerous chirping mouths. This creature is immune to poison. It guards a *Scrying Glass of the Old Ones* that is buried nearby beneath a small cairn.
- 2508 Citadel of **57 Green Men**, led by "the Pause for Pleasure", a neutral Hero. This hardened band of cutthroats is on a vendetta: they seek to eliminate all Purple Men from the face of the planet.
- 2509 A herd of **7 Custodial Robots** (AC 5, MV 24, HD 2 [10 hit points], Lawful, spherical with retractable appendages and a single circumferal tread, tractor beam, sonar) roams this hex. They are runaways and spend their days and nights engaged in minor cleaning tasks while on the run from predators. Any that can be captured can be cannibalized for a power cell and spare parts.
- 2510 **Spawn of Shub-Niggurath** (AC 8, MV 15[land] / 9[fly], HD 6, Chaotic): red-suckered ichthyoid with four weeping eyes and a circular gaping maw. It regenerates 1HD every round. This Spawn is ancient and wicked, and carries with it sorcerous secrets taught it directly by the Snake-Men. It will barter its knowledge, but the tasks it asks in exchange are invariably of the most reprehensible character.
- 2511 The remains of a centuries-old Deep Ones raid into the Icy Wastes are entombed deep within the glacier. Seven bodies may be recovered after a thousand or more man/hours of digging, each one bearing 3Dgp in jewelry and valuables. If the bodies are allowed to thaw, they will return to life.
- 2512 Village of **112 Ulfire Men**, ruled by "the Remains of the Day", a neutral Hero. It is immediately obvious that something is wrong here: the huts are ramshackle, the men filthy, and the stench is almost unbearable. Two dozen of these unfortunates suffer from a nauseating rotting disease, and that number grows by a handful every month. Strangers will be treated kindly, in the hopes that they might know how to undo the curse that has befallen this hamlet.



- 2513 A wide circle of low ochre stones marks an ancient site in tune with potent sorcerous energies. Entities receive a penalty of -3 to all savings throws against rituals that are cast within this circle.
- 2514 Buried deep beneath the earth is the Dungeon of Thohg-Amot, ancient lair of a powerful Yellow sorcerer. There are 192 rooms, chambers, and cells in the dungeon, arranged in 24 octacles (one for each of the greater constellations). Thohg-Amot "lives on" in a manner of speaking – he and the wicked knowledge he has amassed are sealed behind a gantlet of traps, puzzles, wards, and ageless guardians.
- 2515 Here lie the corroded remains of an arachniform robot of medium size. No parts can be scavenged, but the durable metal may be salvaged and worked into weapons or armor by a master blacksmith: such tools will have a bonus of +1 to damage or -1 to AC.
- 2516 Village of **160 Ulfire Men**, ruled by "the Call of Patience", a lawful Invoker. These people have numerous superstitions, taboos, and prejudices and will kill on sight any Men who are not Ulfire, Dolm or Jale. They have amassed coins and trinkets equivalent to 600gp in value, hidden beneath a granary.

## **NEW MEN & MONSTERS**

### **Ant, Giant Jale (# App. 3Dx10, AC 7, Move 15, HD 1-1, in Lair 65%, Treasure none)**

These loathsome vermin are always found lairing near human settlements. They usually attack with a bite, but also have a limited psionic ability that allows them to project lurid visions into human minds: victim must save vs. spells or be confused for 1-4 rounds. They feed on organic matter, but particularly crave human brain tissue.

### **Ape Men (# App. 3-18, AC 7, Move 15, HD 2+1, in Lair 15%, Treasure none)**

Remnant tribes of the precursor species to Men, these brutes are now a rare nuisance that tend to hide deep in forests or craggy hill country, avoiding contact with outsiders. They typically do not have the intelligence to wear armor or wield weapons, though certain exceptional individuals may have a battered breastplate or tarnished morningstar. Some villages offer bounties for the heads of Ape Men that are brought to them.

### **Blue Web Fiend (# App. 10-40, AC 5, Move 18, HD 1, in Lair 95%, Treasure beneath lair 10-100 in mixed coins, gems, and jewelry)**

Large, strikingly blue spiders, mutated from normal stock that developed into a separate, stable species. Blue Web Fiends are fond of picking off flyers, and their webs are often strung between high places. They are communal, and colonies in excess of one hundred are not uncommon in areas rich with prey. Their webbing is identical to that of the *Web* spell, with one important exception: it is damp and non-flammable.

### **Crocodile, Giant (# App. 2-5, AC 5, Move 6[land] / 12[swim], HD 10, in Lair 30%, Treasure none)**

Massive version of the more common normal crocodile, these beasts are often mistaken for Lake Monsters or aquatic dinosaurs. They are singularly vicious and dogged in pursuit of prey.

### **Dinosaur, Ankylosaurus (# App. 2-5, AC 2, Move 6, HD 15, in Lair 25%, Treasure none)**

Ornery herbivores, these dinosaurs are heavily armored, with a fringe of spikes and a club-like tail. They are much sought after as mounts, and Ankylosaurus eggs are among Carcosa's most valuable commodities. Attack with bite (1D damage), trample (4D damage, must surprise or be faster than victim), or tail (rear only, 2D damage, save vs. wands or unconscious for 1-100 rounds).

### **Dinosaur, Camarasaurus (# App. 4-16, AC 8, Move 9, HD 9, in Lair 35%, Treasure none)**

A large herbivore, these are smaller cousins to the Diplodocus. This species is extremely aggressive and will attack intruders on sight; this aggression also makes them unsuitable for taming. They attack with a kick (1D damage) and a trample (2D damage, must surprise or be faster than victim).

### **Dinosaur, Charonosaurus (# App. 2-8, AC 7, Move 15, HD 9, in Lair %, Treasure none)**

These large, fast herbivores respond well to taming, and are used as pack animals and mounts – their eggs are quite valuable on the open market. They attack with a combination tail strike/kick (rear only, 1D damage).

### **Dinosaur, Diplodocus (# App. 3-12, AC 8, Move 6, HD 18, in Lair 50%, Treasure none)**

This very large herbivore is instantly recognizable by its long neck and small head. They are difficult to tame, but such beasts are invaluable in large scale construction/demolition projects; their eggs are primarily valuable as foodstuffs. They attack with a kick (1D damage, save vs. wands or unconscious for 1-20 rounds) or trample (6D damage, must surprise or be faster than victim).

### **Dinosaur, Ornitholestes (# App. 6-36, AC , Move 18, HD 2, in Lair 45%, Treasure none)**

Small, relatively intelligent carnivores that are easily tamed and adaptable to a wide variety of tasks. Their eggs are in high demand but not particularly valuable, due to the fact that females lay very large clutches. Attack with bite (1D-2 damage).

### **Dinosaur, Pterodactyl (# App. 1-12, AC 6, Move 21[fly], HD 4, in Lair 30%, Treasure none)**

Flying dinosaurs with broad membranous wings and a distinctive triangular head. Many primitives believe that pterodactyl males and human females can interbreed, leading to tribes of monstrous hybrids that rule atop lonely plateaus. Attack with claws (1D-2 damage).

### **Dinosaur, Stegosaurus (# App. 4-16, AC 4, Move 6, HD 10, in Lair 30%, Treasure none)**

Plodding herbivores, this species features a row of vertical bony plates along its spine and a dangerous, spiky tail. They are relatively easy to tame, and their eggs are quite

valuable. For an unknown reason, the incidence of mutation in this species is very high. Attack with tail strike (rear only, 2D damage), and defend with bony plates (roll D6 for any missile attack, on a 1 or 2 it is harmlessly deflected).

**Dinosaur, Tyrannosaurus (# App. 1, AC 5, Move 15, HD 18, in Lair 10%, Treasure none)**

The king of the dinosaurs, this biped has a massive mouth that it uses to service its voracious appetite. They cannot be tamed, but eggs have modest value as a medicinal ingredient. Attack with bite (-6 to hit human-sized targets, 4D damage, save vs. wands or bitten in half), kick (1D damage), or tail swipe (rear only, 1D damage, save vs. wands or unconscious for 1-4 rounds).

**Dinosaur, Velociraptor (# App. 2-8, AC 6, Move 21, HD 3, in Lair 10%, Treasure none)**

Relatively small but lethally fast bipeds, these are among the smartest of the various species of dinosaurs. They are fierce, capricious, hunt in packs, and bear a grudge. They cannot be tamed, and their eggs have value only as food. Uniquely among dinosaurs, Velociraptors will gather shiny stones: the typical nest will have 1D gems of 1Dx10gp value each. Attack with bite (1D damage) or claws (1D damage).

**Men, Brigands (# App. 10-40, AC 7, Move 12, HD 1, in Lair 30%, Treasure 1-4gp each)**

These are desperate men, thugs and criminals, at odds with what little remains of civilization on Carcosa. Their weapons and armor are a patchwork of equipment scavenged from raids: leather armor, axes, spears, and bows are common, but powerful groups may have the odd energy weapon or high-tech item. It is common for brigand leaders to take their name from the verses of ballads written about them.

**Men, Cultists (# App. 3-18, AC 7, Move 12, HD 1, in Lair 20%, Treasure 2-8sp each)**

Among the most feared and despised of men, these degenerates openly worship the Old Ones, indulge in sorcery and ritual, and seek after knowledge and powers best left forgotten. They are usually robed, though some may wear leather armor beneath, and leaders are often encased in elaborately detailed plate mail. Easily concealed hand weapons are common, ranged weaponry is generally eschewed. Their raids focus on the capture of prisoners rather than the seizure of treasure.

**Men, Green Ooze Cultists (# App. 1-6, AC 7, Move 12, HD 1, in Lair 0%, Treasure 1-4sp each)**

These bastards are similar to other cultists, except they are specifically dedicated to the Green Ooze Pool. They are only encountered going to or from Hex 1310.

**Men, Monks (# App. 2-8, AC 9, Move 12, HD 1, in Lair 20%, Treasure 0-3sp each)**

These are neither the martially-inclined nor religious men that are more typically associated with the term "monk". These are men in search of knowledge and scientific enlightenment, and when encountered abroad will be engaged in naturalistic studies, excavations, and the pursuit of knowledge. No armor and a small hand weapon is most common, although there is always the chance of coming across individuals who wield potent hi-tech weaponry. Monks are respected and honored, and desperadoes that molest them can expect to be hunted down by angry

villagers in the area.

**Men, Pilgrims (# App. 10-40, AC 9, Move 12, HD 1, in Lair 5%, Treasure 0-3sp per person)**

Traveling religious folk who are convinced, against all evidence to the contrary, that benevolent gods have not forsaken the world of Carcosa. Usually they are poorly armed and armored, trusting their faith to protect them; this misplaced trust is, of course, why they are so rarely found.

**Men, Primitives (# App. 2-8, AC 8, Move 15, HD 1+1, in Lair 15%, Treasure none)**

Unsophisticated savages, typically organized into close-knit tribes. Weapons and armor are, as their name suggests, primitive: clubs, slings, short knives, throwing spears, hides, and the like. They are generally aggressive toward any outsiders, but may show wariness in the face of hi-tech items.

**Men, Slavers (# App. 4-16, AC 5, Move 9, HD 1, in Lair 10%, Treasure B)**

Feared and despised, bands of slavers roam the wilds of Carcosa, ever on the lookout for new victims for the teeming slave markets. They are generally well-armed and armored, with disabling hand weapons predominating. Some particularly well equipped groups may have access to hi-tech items such as netlaunchers, stunners, sleep grenades, etc. Slavers are not choosy about potential victims, and will raid into villages if the opportunity presents itself, although many slavers have a disinclination toward capturing members of their own race.

**Octopotamus (# App. 1, AC 5, Move 3[land] / 3[swim], HD 19, in Lair 100%, Treasure lavish wealth in lair)**

A hideous mutant hybrid grown to gargantuan size, this monster has the head of a hippopotamus atop the body and tentacles of an octopus. A handful of these were created by the Space Aliens from extra-Carcosan stock and unleashed upon an unsuspecting world. Their intelligence is roughly equivalent to that of a man, though directed entirely to evil purposes. They crave worship and sacrifice.

**Ophidhemoth (# App. 1, AC 5, Move 18, HD 8+6, in Lair 85%, Treasure none)**

A monstrous snakelike beast, originally bred by the Snake-Men as a beast of war. Their bites are poisonous, and they can additionally spit venom up to 30'.

**Slug, Giant (# App. 1-4, AC 7, Move 6, HD 6+3, in Lair 15%, Treasure 10-100 coins adhered to body)**

The descriptor "giant" in no way does justice to these monstrous vermin. Thankfully rare, they will not hesitate to attack villages and citadels in search of organic matter to feed on. Mutated specimens that produce acidic slime are as common as normal ones.

**Tick, Giant (# App. 2-8, AC 8, Move 9, HD 5, in Lair 80%, Treasure none)**

Large (wagon-sized) and voracious, these frightful giant insects can completely drain a man of blood in mere minutes. They are common to freshwater aquatic environments, particularly swamps and marshy areas. Their first hit on a victim will do 1hp of damage. Blood drain each round thereafter removes 1-4hp from each HD. Giant Ticks are single-minded when feeding, and will not cease their

blood drain (even to defend themselves) until a victim is emptied.

## **NEW ITEMS & EQUIPMENT**

**Red Lotus Powder:** This causes feverish hallucinations and violent bloodlust. Victims of red lotus powder cannot be reasoned with, and until the effects wear off, their fiery rage can only be cooled by their own death. A dose lasts 2-5 hours, during which time the victim is +3 STR and +2 HD (for both hit points and attack table) and will attack to kill any living creature within sight. The afflicted retains the reasoning to use any weapons available, but will not hesitate to attack bare-handed if necessary and will not use a shield. At the end, the victim must save vs. poison at +2: failure means death, success means extreme exhaustion for six times as long as the frenzy lasted. Red lotus powder is often administered to slaves before they are thrown into the fighting pits.

**Ulfire Lotus Powder:** This temporarily unlocks the latent mental powers present within non-psionics. A single dose allows use of psionics as normal for 1D days. At the end, the imbiber will suffer profuse bleeding from the eyes, ears, nose and mouth (1D damage) and must save vs. spells: failure means coma for 1D weeks and permanent -1 INT, success means dazed for 1D hours. If multiple doses are taken, or if a person who already has psionics consumes ulfire lotus powder, death is instantaneous via exploding head, and all within 300' suffer three mental blast attacks in rapid succession.

## **SORCEROUS & TECHNOLOGICAL ITEMS**

(Note: Many sorcerous items and artifacts are written about extensively in tomes of ritual. It is assumed that sorcerer characters spend much of their time in study, in addition to their adventuring activities. Accordingly, artifacts of legendary repute will be automatically recognized by any sorcerer of a given level or above. The powers of these artifacts may not entirely be known, but tales will provide hints of their function.)

**Adornment of the Impure** (recognized at 6<sup>th</sup> level, Hex 1714): This accoutrement is a circlet of scorched molybdenum. Crafted three centuries ago by the sorcerer Mog, this artifact absorbs stray sorcerous energies and infuses them directly into the wearer. Any time this item is worn during a sorcerous ritual, the wearer gains 2hp permanently, whether the ritual is successful or not.

**Altar of Vaineer** (recognized at 5<sup>th</sup> level, Hex 1302): This ancient altar is a solid block of dull and pitted onyx 4'x10'x3' high. Originally created by the Snake-Men, the altar was seized by the Bone Man slave Vaineer at the height of his uprising. When the Snake-Men fell upon Vaineer's army and crushed his rebellion, Vaineer was offered up to dark gods and slain upon it. Using this altar for any sacrifice as part of a sorcerous ritual allows the caster a +2 bonus to any saving throws that need to be made. If a human male of any race is killed upon the altar by the bite of a poisonous snake, the snake will be consumed in a sparkling nimbus of scintillating, sorcerous energies and evolve immediately into an

Ophidhemoth.

**Crown of Unspent Days** (recognized at 3<sup>rd</sup> level, Hex 1408): Of unknown origin, this iron crown is plainly fashioned and otherwise unremarkable. If worn by a sorcerer of Chaotic alignment, the wearer will never suffer aging effects as a result of performing a ritual. Additionally, his minions need never check morale so long as the sorcerer remains within their sight. Any sorcerer of non-Chaotic alignment or non-sorcerer who wears the crown must save vs. spells or fall into a deep swoon, losing 1-8 points from each ability score; if any ability is reduced to zero or less death is immediate, otherwise one point is recovered per week after the crown is removed.

**Crystal Chimes:** This is a small set of three chimes, each one 5" long. They are made from a milky green crystal that is similar to jade, though much stronger (they are in fact impervious to damage). The jangling timbre of this instrument is extremely unpleasant to any of the named Old Ones (Cthulhu, Hastur, etc.) – any such being within 100' when they are played must save each round vs. spells at -6: success means no effect, failure means it suffers 1hp of damage and is unable to attack that round.

**Gong of Distant Weeping:** This immense nipple gong is a 12' iron disc with a copper/indium boss. The face is sculpted with a profusion of overlapping and intermingling polygons, and staring at the gong for more than a few seconds causes confusion for 2-8 rounds (no save). Striking the disc creates a sonic weapon effect with a range of 100'; striking the boss creates an effect identical to the sorcerous ritual *The Curse of the Violet Mist*.

**Masque of Genges** (recognized at 3<sup>rd</sup> level, Hex 0316): This cast-iron visor imparts a demonic countenance to those who wear it, granting an effective CHA of 18 when dealing with anyone of chaotic alignment. Sorcerers who wear the visor during a ritual may re-roll any failed saving throw that results from the casting (failed saves may only be re-rolled once).

**Proximate Transflector:** These devices were crafted by the Great Race to facilitate instantaneous travel over intraplanetary distances. Travel from one machine may take place if the location code of the destination machine is known. There is a base 1% chance of failure, resulting in the instant death of the transferred individual.

## **AFFLICTIONS & MALADIES**

**Gamma Bloat:** A mutagenic disease born of radiation poisoning, victims swell and grow to fantastic size, eventually perishing beneath their own bulk. Save vs. poison at the end of each week – failure means growth of 1' and 50lbs. When the victim's height equals his CON score, they will collapse and death will soon follow: cumulative 10% chance every 6 hours. Victims gain a +1 modifier to damage when attacking for each foot they have grown.

**Mycetic Smut:** Though not fatal, this disease is debilitating and loathsome. After a gestation period of one week, fungal growths and oozing seepage plague the victim and are impossible to eradicate: discomfort reduces movement to 6, armor cannot be worn, all saving throws and to-hit rolls incur

a penalty of -3, and abilities scores are halved. Disgusting and highly contagious, victims of this disease will be shunned and denied entry to all communities. Any wise man worth his salt will claim a cure for this disease, but most are ineffective, if not themselves deadly.