

D.A.M.N!

DCC RPG ADVENTURE MAGAZINE & NEWS

WINTER 2017

New class.....

THE BARBARIAN!

Featuring.....

THE MYSTERIOUS VALLEY

.....and other quests
beyond imagination!

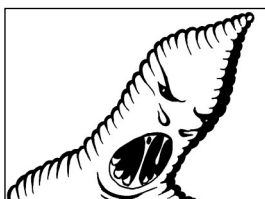
COMPATIBLE WITH

**DCC
RPG**

D.A.M.N.!

Winter 2017

DCC Adventure Magazine and News



The Medusa from the back cover. One of the many David Fisher illustrations in this, the “open-mouth” edition.



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THE DAMNED

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Writing by: Daniel J. Bishop, Paul Wolfe, Stephen “Snake” Newton, Thorin Thompson, Garrett Oliver, Julian Bernick and Godric McKellan

GOT SOMETHING TO SAY?

damn-mag@mysticbull.com

Shoot us a note and we’ll include it in the next issue. Just make sure you put “**Okay to Print**” at the end of your message.

COMPATIBLE WITH
**DCC
RPG**



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FROM THE DAMNED PIT



Foreword from the Publisher

DAMN, IT'S BEEN A LONG TIME!

What you hold in your hand is a labor of love from a lot of dedicated folks. And it's that dedication that we want to reward at DAMN magazine: the devotion to a silly game with funny dice and a somewhat disturbing tendency to reward demon worship. I'm talking about the "community" – the fans, World Tour Judges, podcasters, and the marathon conventioners, but mostly I mean the third-party licensees for Dungeon Crawl Classics Roleplaying Game (who comprise all of those roles).

Goodman Games gave us all a gift – yeah, the game with the funny dice – but more importantly, they gave us the ability to take what they had created, layer our creations on top, and then share it with that devoted community. I spent years hovering over the open gaming license, trying to hammer something into publishable shape, figure out layouts, art direction, and the thousand other things that it takes to put out a semi-professional publication. But, DCC RPG fired my imagination like no other RPG has. The game was the impetus, but the community forced me to start this journey. And I know my journey looks a lot like my peers'. We finally all said "fuck it" and published.

DAMN is a publication dedicated to the community. We are committed to featuring the best that the community has to offer. And damn, is it good!

This month we have articles from Stephen "Snake" Newton of Thickskull Publishing, Daniel J. Bishop (who's basically written something for every DCC publisher), and Julian Bernick from Order of the Quill. We have lots and lots of art by David Fisher, of Shinobi 27 Games, plus some stuff from bygrinstow. We look at DCC crowdfunding, with an upcoming campaign from Reid San Filippo of Shield of Faith Studios and

one that just ended from Thorin Thompson at Owl Knight Publishing. Our new product spotlight shines on Dungeon Lord, a DCC RPG 'zine by Terra Frank.

What can you expect in future issues? A DAMNed lot of content (it never gets old). Similar to issue 1, we'll have one or two "long form" adventures from your favorite DCC RPG authors. We're adding in a handful of "short form" adventures and encounters to plop into your campaign. All of that along with news articles, how-tos, random tables, patrons, gods, monsters, David Baity's' secret thoughts, and various bits and bobs to make your players cry. And it'll be wrapped in a nice color cover and a ton of art from your favorite artists.

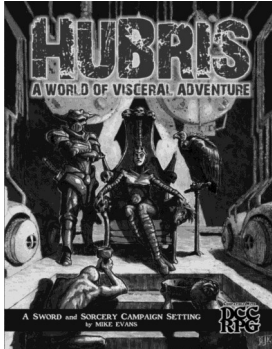
And you're going to see it quarterly...not quad-yearly.

Interested in contributing? There're two ways to do it: **Submit a Creation** and **Subscribe!** Details for both on page 78-79 of this mag.

-- Paul



News From Around the Fire



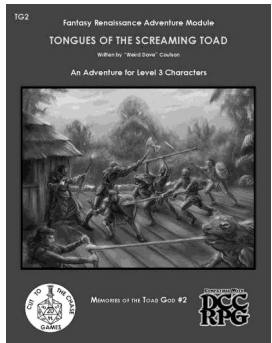
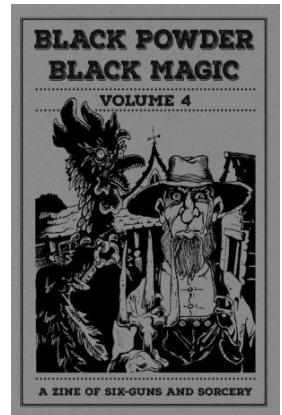
Hubris: World of Visceral Adventure — Weird fantasy setting from Mike Evans and DIY Games. Available at RPGNow/Drivethru. (PDF — 350 pages— \$14.99)



Crawl! No. 10 — Character Record Sheets — Two different sets. For character classes found in Crawl! Magazine. RPGNow/Drivethru (PDF — 5 pages — PWYW)

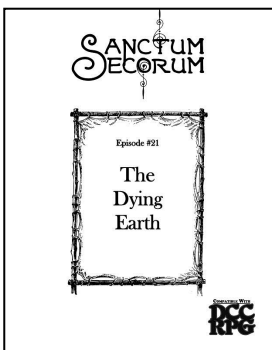
Black Powder Black Magic Volume 4 — Continuing 'zine from Stormlord Publishing supporting their fantasy-Western campaign setting. This issue covers "hexploration" of the dungeons under Brimstone! Available at www.stormlordpublishing.com for \$8.00 (Print — 40 pages; includes the PDF)

Crawling Under a Broken Moon #17 — Reid San Filippo's continuing post-apocalyptic 'zine. Available on RPGNow/Drivethru (PDF) and Goodman Games (Softcover) (PDF \$1.99 or \$9.99 softcover — 28 pages)



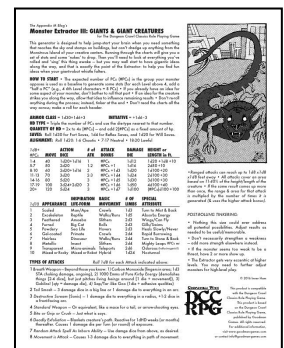
Dungeon Lord The Cruel Issue — Terra Frank's continuing weird fantasy 'zine. Content from tons of 3P folks. Available on RPGNow/Drivethru (PDF \$6.00 — 32 pages). We've been promised physical copies at GaryCon! See the Third Party Spotlight later in this issue.

TG2 Tongues of the Screaming Toad — Adventure for 3rd level characters by "Weird Dave" Coulson and Cut to the Chase Games. Second part of the Memories of the Toad God. (PDF \$4.99 — 33 pages)



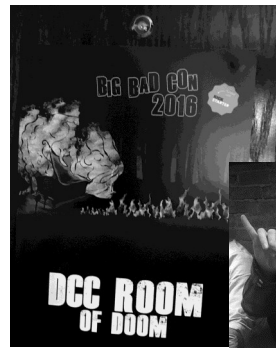
Sanctum Secorum — Episode #21 Companion: The Dying Earth — Content inspired by the Dying Earth setting from various Jack Vance novels. By Marc Bruner, Bob Brinkman, Forrest Aquirre and Jonathan Nichol. Available on RPGNow/Drivethru (PDF Free! — 26 pages)

Monster Extractor III: Giants and Giant Creatures — Just like it sounds! Generate some big damn monsters from bygrinstow and Inner Ham. Available on RPGNow/Drivethru (PDF Free! — 3 pages)



D14 RUMORS AND REPORTS

D14	RUMOR OR REPORT
1	In early December, Terry Olson wrote 116 stat blocks for a forthcoming DCC publication (True).
2	Reid San Filippo is running a double table funnel/tournament based on the Mall Maul at GaryCon (True).
3	Prize for the tournament is d100 real gold pieces. (False) But true: Crawling Under a Broken Moon is getting a crowdfunding campaign (see opposite page).
4	Big Bad Con had a fantastic DCC showing in January. (False — It was in October—Check it out next year!)
5	Eric Hoffman knows a fuck-lot about the history of the sling. (True — trust me...just don't ever mention how slings are inferior to bows, unless you have an hour to kill.)
6	David Fisher will make the trip from Down Under to attend North Texas RPGCon. (False — But he was in Texas in December. Had a great time at the Alamo!)
7	Joseph Goodman , long called the Dark Master, is starting a real cult. There are supposed to be scratch off sheets at GaryCon revealing the proper rites to join. (True?)
8	Goodman Games will partner with its third party publishers to make available a "community" free RPG day package that can be purchased by individuals or groups who don't have access to an FLGS (True?)
9	Paul Kensler is looking for some vietims players for a regular DCC RPG game in North Dallas. (True) Hit him up on Google+ if you're interested.
10	Jason Hobbs once beat Michael Jackson in a dance contest. (True — Michael Jackson was dead. He couldn't dance.)
11	The DCC NYC Meetup group meets every other week to play some DAMN DCC in 4-hour sessions. They also have an Appendix N book club from the holy list of authors and titles bequeathed by the Great Gygax. (True) http://www.meetup.com/DCC-MCC-RPG-NYC
12	Jim Walls and Mike Bolam run an underground mutant fighting circuit in Pittsburgh, under Phantom in the Attic Games. (False — They run DCC World Tour events once a month and have for the past year — including Jim's zany DCC/Star Wars mashups, MCC and XCrawl events. Catch up with them at GaryCon and North Texas RPG Con this year). https://www.facebook.com/groups/dccrpgpgh
13	Harley Stroh is going to be at GaryCon in March. (Probably a rumor)
14	Mike Evans is one beautiful man. (He thinks it's true, and so do we!)



Big Bad Con
Cultist Sign



NYC Cultist

Friggin' Pittsburgh cultists had to send a panoramic shot...
What part of "limited space" was unclear?



Two Cultists at the Alamo

CROWDFUNDING NEWS

I'm Gonna Die Historic on the Fury Road!

If you're like me, you love a good road movie. Especially if said road movie includes fleeing from mutant horrors across the wastelands of Umerica while blasting them with shotguns. Reid San Filippo's *Crawling Under a Broken Moon* is well known in the community as the source for gonzo post-apocalyptic content for your DCC game. Well, hold on to your petrol cans, because he's about to launch a crowdfunding campaign to produce a sourcebook containing updated and expanded content from the 'zine. And when I say "updated and expanded," I mean a full size, **220 page book** that includes all new/updated classes, vehicles, weapons, spells, patrons, volatile magic, a judge's section with expanded setting information and lots more. The book will be available with two different covers (examples over there —>).

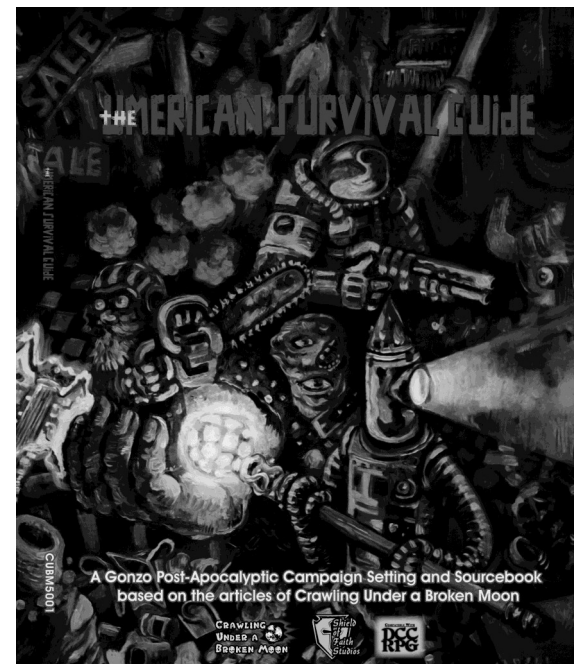
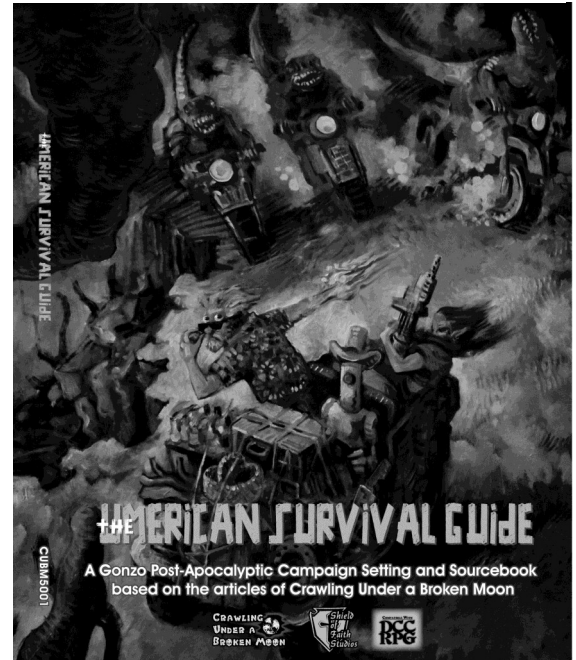
Stretch goals include the **Twisted Menagerie** — a monster book written by Reid, Bob Brinkman and others. As the goals stretch further, you'll get a **Deck of Twisted Terrors** — tarot-sized cards with the best monsters from the menagerie, with full stats and illustrations.

If that's not enough:

- **Forrest Aguire** is writing a mini-adventure supplement packed with short adventures and encounters to drop into your own hellish wasteland.
- **Sean Ellis** is on tap to develop a full neo-Aztec setting — twisting traditional Aztec gods and monsters into nightmare fuel for your players.
- **Gilbert Isla** has written a full campaign around the **Citadel of Scrap**.

The campaign will begin on or about March 11th and have a number of levels, but you can get in with just the PDF for \$10 — or go for the full **POD-pocalypse**: Everything in print for \$80 (includes PDFs of everything, as well as shipping). The quest for a full Umerica campaign set continues through GaryCon, so catch up with Reid in Lake Geneva for more details. Final delivery is expected in the September/October timeframe, though the full manuscript of the Survival Guide will be made available to all backers on day 1 of the campaign.

So, get the Interceptor's supercharger warmed up and find your shotgun shells. Shit's about the get real.



Third Party Spotlight: Sky ov Crimson Flame

Sky ov Crimson Flame is a new 0-level funnel by Thorin Thompson, from Owl Knight Publishing (www.owlknightpublishing.com). Also features **Blights ov the Eastern Forest**, a 1-level mini-campaign that expands the surrounding environs. Crowdfunding delivery imminent!

It started with the disappearance of Belesa, the raven-haired beauty with jade colored eyes. Then others began to vanish! One by one, friends, loved ones and finally the children screamed out in the night and were lost! For days you helped in the search, but no trace nor track could be found.

Now as the Horned Moon rises a thunderous BOOM ripples across the night sky and in its wake a Crimson Star ignites in the East! Remembering the legends of witch-lights blazing and screaming across the night sky the Village Elders have determined those stolen must have been taken to the Ancient Keep - a place of dread that lies hidden within the dark boughs of the Eastern Forest.

You here are the only brave souls the village of Reed could muster. It is up to you to save those who have been taken and stop whatever evil now dwells within that accursed structure of yore. Together you steel yourselves as you enter the Eastern Forest.

AREA B-1 — THE BRIDGE

Heading further East in the direction of the fiery Red Star the forest soon thins out; stopping at the edge of a cliff where two flayed forms hanged crucified at the threshold of a natural rock bridge. Some horribly obese bat lands on one of the corpses and begins to happily gnaw away at the still dripping muscles.

The stone bridge is roughly 50ft across and leads to a rocky mount that forms the foundation on which an Ancient Keep looms. Its stone walls are weathered and scarred with the erosion of time. Atop its highest standing tower you spot a silhouetted figure dancing in the crimson light of the star. Chanting voices carry over and echo in the valley below.

The “obese bat” is actually a Cherub Head-Bat that will take offense and attack any PCs that try to knock it down. Depending on how the party is fairing the Judge may wish to send out 5 more Cherub Head-Bats from the forest to attack.

Cherub Head-Bat: Init: +0; Atk chomp +0 melee (1d3-1); AC 10; HD 1d4; hp 2; MV fly 30'; Act 1d20; SP undead traits, chew; SV Fort +1, Ref +1, Will +0; AL C.

Cherub Head-Bats are severed child heads infused with

dark magic. They glide on wings constructed from stretched skin stitched to the sides of their heads and attack by chomping down on a target wherever they can. Once they have successfully bitten a target they continue to chew on them each round dealing 1d3-1 damage until thrown off (DC 8 Strength check) or the target dies. Once the target is dead the Cherub Head-Bat will be content to happily gnaw on its treat.

Crucified Corpses: These were villagers that refused the Dagger's corruption and have instead been put on display. If anyone disturbs the bodies the heads will shoot off into the air with the spine still attached and wail horribly as their faces rip in two forming wings on which the Adult Head-Bats fly.

Adult Head-Bats (2): Init: +1; Atk bite +1 melee (1d3) or spinal spear +1 melee (1d4); AC 10; HD 1d4+1; hp 4; MV fly 30'; Act 1d20; SP undead traits, chew, impale; SV Fort +1, Ref +2, Will +0; AL C.

Adult Head-Bats prefer to use their protruding half spine to impale targets. On the following round after a successful spinal attack the Adult Head-Bat will attempt to bite the impaled target until ripped out (DC 10 Strength check). Any PCs that attempt and fail to rip out the spine suffer a permanent 1d3 Stamina loss from worsening the wound. If the spine is broken (AC 5 or DC 10 Strength) the Adult Head-Bat automatically dies.



Third Party Spotlight: Dungeon Lord

We talked to Terra Frank about the latest issue of Dungeon Lord — the twisted DCC ‘zine from Death Machine Press.

WHAT IS DUNGEON LORD?

Dungeon Lord is a zine I started as a love letter to the fun and freewheeling spirit that DCC RPG so perfectly encapsulates. It is intended to be a platform to both inspire DCC fans to create their own material and give them an outlet to see it published. Dungeon Lord is all about turning the feeling of loving something so much into a creative outlet, in this case a zine, and sharing it with the world.



WHAT IS YOUR LATEST RELEASE?

The latest issue of Dungeon Lord, The Cruel Issue, just hit digital shelves on RPGnow, and should hopefully be available in print by GaryCon. This issue was inspired by a fun concept presented by writer Bruno Galan, a playful yet deadly way of being unfair to players that he spread across several of his posts that used the word “cruel.” Bruno was kind enough to sum up some of these cruel concepts in a wild and dangerous dungeon aptly titled “Bruno's Cruel Dungeon.” In keeping with the DIY ethos of Dungeon Lord, you are encouraged to make up your own name for the dungeon, as well as other things along the way. The dungeon has a great bestiary full of new takes on old standbys. There are also some other great articles on 0-level animals, sleep tables, poetry and more.

WHAT CAN WE LOOK FORWARD TO FROM DEATH MACHINE PRESS?

I intend to release some new zines for DCC RPG using a more old school punk rock design approach, similar to what I did with Level Drain #1. I hope to revive Level Drain, my charity One page zine, so I can make a difference with my art. I plan to release a Dungeon Lord collection on Lulu compiling the first three issues, and to return to publishing Dungeon Lord after drumming up some new submissions. To submit artwork, poetry, articles, or other things you've created that you'd like to see in print, please contact me at deathmachinepress@gmail.com.

The latest issue of Dungeon Lord features articles by: Terra Frank, Bruno Galan, Julian Bernick, Matthew Lowes, Jeffrey Kinbeil, Asia Pickle, Richie Cyngler, Adam Muszkiewicz, and Jurgen Mayer. Artists include: Charles “Vick” Duncan, Eric Ackermann, Billiam Babbie, Bruno Balixa, Matt Bohnhoff, Luigi Castellani, Brapola!, Claytonian JP, Jeff Freels, Robert Hemminger, Rick Hershey, Bradley K. McDevitt, Phillip Morrissey, and James Carl McKnight.

PDF, 32 pages, on RPGNow/Drivethru for \$6.00.

FORSAKEN REAVERS OF PRAEDER PEAK!

Forsaken Reavers of Praeder Peak is a Dungeon Crawl Classics adventure for 6-10 characters levels 2-4. This adventure takes place in the rugged tropical setting of Praeder Island on the jungle-choked northern slopes of Praeder Peak. Characters with some sort of woodland/wilderness skills (or hired local guides) are recommended. Parties will find that there are few opportunities to make allies or find safe shelter in this forbidding place and will have to use their wits and resources to the fullest in order to survive.

BACKGROUND

By Paul Wolfe

A hundred generations ago, the Vanar chieftain Skal Silverhand led his reavers to the end of the world, seeking the Queen of Abominations, mother to the crag demons that plagued the northlands and its people. And here they found a mountainous jungle island they called Djaevelen, which means simply: Devil.

Fighting through the hellish jungles and to the slopes of Praeder Peak, the Vanar assaulted the Ruby Palace, seat of the demon queen. Though many of the mighty heroes fell, the Queen of Abominations was defeated; her Ruby Palace destroyed. The ragged remains of Skal's band buried their brethren in the northern tradition under a massive menhir they carved from the head of the Cursed Colossus, defeated by Skal's own hand.

None know the fate of Skal, but over the centuries a massive glacier enveloped the menhir and dislodged it, opening a shaft to the tomb below. Recently, a powerful shaman of the reptile ghul people, In'Sada, plumbed the ruins of the Ruby Palace, sunken deep beneath the dormant caldera of Praeder Peak. Here In'Sada bound his soul to the Queen of Abominations and became a powerful undead king. Many of the ghul joined his quest to desecrate the tomb of Skal's reavers and enslave them to the demon queen that they destroyed.

Now Longreaver has been found and the tortured soul of Skal Silverhand seeks champions to guide the fallen souls of his comrades to the Mead Halls of Greim, the silver bear god of the northmen.



NOTE: This adventure assumes that one member of the party is in possession of Longreaver, the magical axe. Longreaver is covered in Appendix M: Magic Items.

SUGGESTED HOOKS

Longreaver, the enchanted axe of the Vanar, falls into the hands of the adventurers, having recovered it in some past action. Upon taking up the long axe, Skal's tortured soul torments the bearer with nightmares of hellish, running fights through dark jungles, windswept peaks crawling with demonic horrors and of a twisted giant made of stone. Unable to endure the emotional assault from the Vanar chieftain, the bearer, like the trapped soul within Longreaver, seeks absolution on the jungle island of Praeder.

Judges could have Longreaver fall into the possession of the adventurers in any of the normal ways — revealing the secret of the weapon or not. Alternatively, Longreaver could “awaken” when the adventurers are sent to Praeder Island on some other business, such as exploration or a chase for some other treasure or boon. The bearer could find the axe on Praeder Island, drawing the adventurers to the northern peak through Skal's pleas from beyond the grave.

Regardless, obtaining Longreaver and the trip to Praeder Island is not covered in this adventure. In order to help the adventurers further, the Judge might consider providing a rough map from the northern coast of Praeder Isle to the glacier and buried menhir on the slopes of Praeder Peak.

PRAEDER PEAK

On the northern end of Praeder Island stands the Praeder Peak — a bare and dominant mountain among its smaller, jungle-covered brethren. The accompanying hexmap depicts the lower slopes of the peak, smaller hills, ridges and mountains, including the great glacier near the summit.

MOVING THROUGH HELL

Thick jungle, raging rivers and broken land cover the Praeder Peaks region and all of Praeder Island. In order to reach the glacier clinging to Praeder Peak's northern face (and the memorial menhir under the ice), characters have three viable options: The Eastern Draw, the Western Chasm or the Hidden Trail. Though the party can attempt to trailblaze through the trackless jungle and rugged mountains, they soon find that this way is the path to madness.

OTHER TRIBULATIONS

This adventure assumes that the Judge is using some method for determining party provisions and the like. While in the jungles of Praeder, adventurers consume twice as much water due to the extreme heat. Parasites and diseases infest much of the food and water gathered on Praeder Island. Unless the adventurers properly prepare their repast, they are in danger of catching one of the many jungle afflictions (Fortitude DC 10+1 per full day of consuming gathered rations and water).

If a disease is contracted, the adventurer consumes four times as much water per day and cannot eat, losing 1 Stamina point per day (which does not naturally heal). Diseased characters can only move a maximum of $\frac{1}{4}$ their normal movement rate and can only travel for $\frac{1}{2}$ the listed time per day.

PLAYER'S INTRODUCTION

Far from the ramshackle little colony clinging to the eastern shores of Praeder Island, you stand on a rocky beach just out of reach of the roaring ocean waves. The jakeboat that brought you ashore is a speck, bobbing back to the small ship bound for the western coast of the island and its only other colony. Rising above you to the south however, is your goal, the forbidding Praeder Peak, snowbound at its pinnacle -- seemingly out of place on this hot tropical island. But, it is there you must go to silence the damned soul of a Vanar chieftain trapped in the axe called Longreaver. A soul that plagues your every moment, waking or sleeping. Though the jungle hills appear trackless, numerous gullies and draws choked with flora, appear to lead deeper into the mountains toward the scoured face of Praeder Peak.

Overland map for Praeder Peak area is located at the end of this adventure.

ARE YOU DAMNED?

Subscribe today DAMN-MAG@MYSTICBULL.COM

PATH	BASE MOVEMENT	NOTES
Trailblazing	1/8 Movement	Can only travel 4 hours a day before exhaustion sets in.
Eastern Draw	1/2 Movement	Area B. The eastern draw ends in a nearly sheer climb. Can travel for 6 hours a day.
Western Chasm	1/4 Movement	Area C. Within 5 miles of Area E and beyond, base movement increases to 1/2. Can travel 6 hours per day.
Hidden Trail	Normal Movement	Must be found (see Area D). Can travel 8 hours a day

DAILY TRAVEL AND EVENTS

Each day of travel, roll on the three tables below: Weather, Terrain, and Event. Weather and terrain determine the maximum progress a party can expect (modified by their path: Draw, Crevasse, Jungle Trail, or Trailblazing). Events determine what encounters, if any, occur. If more than one weather, terrain, or event are indicated, Judges can use their discretion — perhaps the weather changes around midday or two creatures are encountered — fighting or waiting in ambush. Judges are encouraged to make terrain and weather part of the narrative (rather than just reciting travel times), while events provide a sense of exploration and some interaction (and occasional assistance) in this hostile environment.

ENCOUNTER DESCRIPTIONS

Raker Lizard – Init +4; Atk Claws +3 melee (2d3) and Bite +1 melee (1d4); AC 13; HD 2d8+4; MV 50'; Act 2d16; SP Rake attack (2d4); SV Ref +3, Fort +2, Will +1; AL N.

Rakers are bi-pedal lizards about the size of a human. Generally solitary, they attack vulnerable prey from ambush. If a raker hits with both its claws and bite, it gets a free raking attack with the sabre claw on the top of its foot (+3 melee; 2d4 damage).

Tribesmen – Init +1; Atk spear +1 melee (1d8), or short bow +3 ranged (1d6) or (1 in 6) blowgun +3 ranged (1d4+poison); AC 10; HD 1d8; MV 30'; Act 1d20; SP poisoned darts (DC 12; 1d4 AGI immediately and 1d4 AGI per day for 1d6 days) SV Ref +2, Fort +2, Will +0; AL N.

The human tribesmen of Praeder Island do not typically venture this far north, since they believe Praeder Peak and surrounding lands to be haunted. Tribesmen found here are typically scouts looking for food or new lands to settle. Tribesmen know about the denizens of the area and can act as scouts if convinced to join the party. There is a 10% chance the group knows how to reach the glacier. There is a like chance that one amongst the group speaks passable Common. Praeder tribesmen are generally smaller than civilized humans (males average 5'2"), have deep olive colored skin which they bleach bone white, and dark hair. They fight with spears and shortbows. One in every six has a blowgun with poisoned darts.

WEATHER TABLE

ROLL	CONDITION	NOTES
01-35	Clear	80F to 100F; 80% humidity
36-91	Raining	80F-90+; 100% humidity
92-98	Deluge	75F-85F; No movement possible
99	Roll Twice	Ignore this result if rolled again
00	Roll Again and Combine	Roll 1d10: 1-3) Weather 4-6) Terrain 7-9) Event 10) Choose Two

Crag Demon (Rai-Kren) – Init +4; Atk claws +6 melee (1d6) or bite +6 melee (1d4+1); AC 19; HD 4d12; hp 38; MV 40'; Act 4d20; SP Demonic traits; breath weapon; SV Ref +4, Fort +8, Will +4; AL C

Only one crag demon roams freely in the Praeder Peaks – Rai-Kren. Though still a hulking humanoid horror with four clawed hands and a large asymmetrical goat-like head, the creature is a poor mental specimen, having little more than an animal's intelligence. Once it determines that the party carries Longreaver, the demon hunts the party relentlessly, especially attacking solitary or vulnerable PCs. If the demon is slain, his body dissolves into a foul ooze and then evaporates leaving only the eyes. These harden into obsidian-like gems, as described in the Appendix. If further encounters of this type are indicated after Rai-Kren is defeated, choose another Local encounter.

Rai-Kren typically blasts with his breath weapon before charging into disarrayed enemies with his four clawed hands. **Breath Weapon:** Rai-Kren's breath weapon is a billowing cloud of noxious gas that causes mental confusion. The cloud affects a 10' radius hemisphere the first round, centered on the

demon. The radius extends 10' each round until it affects a 50' radius hemisphere. The cloud lingers for a turn, unless affected by wind or some other means. Those caught in the cloud must make a Will save (DC 14) or engage in random actions for a full turn.

Jungle Shrine – A collection of bones, a woven bower, a weathered stone with faint carvings – shrines to forgotten gods dot the jungles. These shrines are sometimes occupied by worshippers (1 in 10 chance, roll on the Locals encounter table), but are usually erected, used, and then forgotten. 1 in 6 shrines boost summoning spells. Any spellcaster can spellburn a living sacrifice at a rate of +1 to the spellcheck per hit dice sacrificed. The spellcaster's own spellburn is doubled. A basic spell check (DC 12) determines that the shrine boosts the power of summoning spells for through sacrifice.

TERRAIN TABLE

ROLL	CONDITION	NOTES
01-10	Trail	Speed is double listed
11-50	Normal	Speed as listed
51-90	Rugged	Speed is 1/2 listed.
91-98	Impassible	No movement possible for the day.
99	Roll Twice	Ignore this result if rolled again
00	Roll Again and Combine	Roll 1d10: 1-3) Weather 4-6) Terrain 7-9) Event 10)

EVENT TABLE

ROLL	CONDITION	NOTES
01-10	Choose Two	Choose two events
11-50	Fauna	Roll on the Fauna table
51-90	Local	Roll on the Locals table
91-98	Site	Roll on the Site table
99	Roll Twice	Ignore this result if rolled again
00	Roll Again and Combine	Roll 1d10: 1-3) Weather 4-6) Terrain 7-9) Event 10) Choose Two

FAUNA TABLE

ROLL	CONDITION	NOTES
01-10	Jungle Cat	1d3; See core rules; 50 gp (Skin and teeth); Meat 1d3 rations.
11-45	Mountain Goat or Jungle Deer	2d6; AC 12, HD 1d8, Atk: Butt +2 (1d6); Flees if injured; 10 gp (skin); Meat 2d3 rations each
46-61	Giant Beetles	2d4; See core rules; 60 gp (carapace); Meat 2d4 rations each.
62-71	Carnivorous Ape	2d3; See core rules; 100 gp (hands, skin); Meat 4d3 rations
72-81	Raker Lizard	1d3; See page 10; 100 gp (sabre claws, skin); Meat 3d5 rations
82-91	Rampaging Monkeys	2d30; Attacks steal food, gems, jewelry and other small items; AC 15, HD 1d2; Atk: Steal +2 melee (Choose portable items at random); 5 gp (head); Meat 1 ration.
92-96	Giant Lizard	1d3; see core rules; 20 gp (skin, teeth); Meat 2d3 rations.
97-98	Giant Snake	1; see core rules; 15 gp (skin, fangs/head); Meat 2d3 rations.
99	Roll twice	Ignore this result if rolled again.
00	Roll again and Combine	Roll 1d10: 1-3) Weather 4-6) Terrain 7-9) Event 10) Choose Two

NOTE: Fauna killed can be butchered in 30 minutes per HD by a skilled individual. Rations harvested spoil after 24 hours, unless treated. Raw skins are harvested in a further 30 minutes per HD, though if not properly tanned, they spoil after three days. Gold piece value listed is trade value with friendly locals. Trade in civilized ports and lands are double that value, or more.



LOCALS TABLE

ROLL	ENCOUNTER	NOTES
01-25	Ant Cultist	2d6; Seeking sacrifices; See Area J
26-50	Reptile Ghul	2d4; Hunting party; See Area G
51-75	Tribesmen	2d6; Scouts; See page 10.
76-97	Children of the Colossus	2d3; Sacrifice takers; See Area H
98	Crag Demon	Unique; page 11.
99	Roll twice	Ignore this result if rolled again.
00	Roll again and Combine	Roll 1d10: 1-3) Weather 4-6) Terrain 7-9) Event 10) Choose Two

SITE TABLE

ROLL	SITE	NOTES
1	Jungle Shrine	See below
2	Pylon Site	A hidden pylon of the ant cultists; See Area J; Roll 1d10: 1-6) Unoccupied 7-10) 2d30 Ant cultists
3	Numaran Ruins	See below
4	Fresh Kill	10% chance per hour of Fauna encounter; Meat 1d6 rations (10
5	Reavers' Sanctuary	See page 14.
6	Roll again and Combine	Roll 1d10: 1-3) Weather 4-6) Terrain 7-9) Event 10) Choose Two

Numaran Ruin – Praeder Island was a colony of the Numaran Empire, a people of great reach and power. Ruins are typically a tumbledown collection of 2d3 stone buildings, with a 30% chance of also containing the ruins of a temple. Temples include at least one stone statue of the entity worshipped and a simple stone altar. Altars have a hidden compartment where the priesthood stored valuables donated by the faithful (Search DC 15). Roll on the Numaran Ruins Table (page 14) for the contents of any given altar. All cleric spells and abilities performed in the confines of a Numaran temple grant a +2 bonus to the check, however, disapproval ranges are increased by 2. A

simple Spell Check (DC 12) determines that the Numaran temple boosts idol magic, though only 1 in 6 temples are thus empowered.

NOTE: Some altars are cursed (10%). Anyone disturbing the altar suffers from the Cleric spell Curse (Roll 1d20+4 on the spell table; failures indicate that the curse has passed). All characters that participate in looting the altar or benefit from its treasures are affected (Will save versus the Spell Check to avoid).

NUMARAN RUINS TABLE

2d5	CONTENTS	NOTES
2	Rotting leather sack	Contains 1d4 gems; Total value 1d6x100 gp
3	Small wooden box	Locked; Contains Numaran silver coins valued at 1d6x50 gp
4	Bronze idol	Stag-headed woman; Total value 1d6x25 gp; Spell Check DC 15 to determine that this is the idol of Uluara, the goddess of the lost.
5-7	Dust	Chance of curse is doubled (20%) if the dust is taken.
8	Silver knife	Total value 1d6x25; 1 in 10 chance the knife is enchanted (+1 to
9	Rod of the Wizeden Crone	A bronze rod, 4' long with an uncut crystal head. 1 in 10 chance this rod is enchanted (+2 to spell checks for idol magic.
10	Scroll	1d3 cleric spells, levels 1-3; Use of this scroll by clerics of gods other than of the Numaran pantheon receive a +1 to disapproval range.

Reavers' Sanctuary – The Vanar lived on Praeder Island for years, before and after destroying the Queen of Abominations. Skal's runecaster secured several sanctuaries that provided succor from the denizens of the jungle. Small caves, partially intact Numaran structures, small stone huts crafted by the northmen, or even rock overhangs in the jungle were all sanctified and marked in some way with the Vanar rune for safety (DC 12 Spell Check to understand the gist of the rune). The space is large enough for ten humans to sleep comfortably, in addition to one of the features below. While in a sanctuary, the PCs have no chance of encounters for 1d3 days.

The skull of Thorvarr Thundersong, frost singer priest of Greim, rests in one of these sanctuaries. The skull is carved with runes inlaid with

tarnished silver and set into a rocky nook. A Lawful priest may make a Spell Check (DC 12) to understand the gist of the runes, which describe the death of Thorvarr at the hands of a reptile ghul horde. The priest slew fifty of the creatures with a rock and his bare fists before succumbing to his wounds. If a Bless spell is cast on the skull by a Lawful priest, it retains the enchantment for a number of days equal to the successful Spell Check. Water filtered through the skull so enchanted creates 1d3 vials of holy water per day. The skull acts as a blessed amulet (for higher Spell Check results), or if mounted to a weapon, imparts the blessing to the weapon. A Neutral or Chaotic priest that casts Bless on the skull receives a curse, instead (Curse spell at Spell Check result 14-15).

SANCTUARY TABLE

2d5	CONTENTS	NOTES
2	Altar (Greim)	Operates as described in Area E.
3	Buried treasure	Rotting bag of coins (500 sp); DC 15 to find
4	Rune of Protection (DC 20)	Success = No encounters for 1d3 weeks while resting here.
5-7	Nothing	There's nothing.
8	Fresh spring	1d8+8 rations per day (untainted)
9	Bones and Silver	Remains of a Vanar warrior; 3 in 10 chance of coins, talismans, jewelry or other small treasures (3d100 gp); 1 in 10 chance that looting treasure brings a curse (see Area E)
10	Skull of the Frost Singer	The skull of Thorvarr Thundersong, priest of Greim. See above

ENCOUNTER AREAS

A. ROCKY BEACH

The rocky beach extends for miles in either direction. The area is damp and uninviting but generally safe and inhabited by a few crabs and some sea birds. Parties that remain here roll only on the Weather table each day, reducing the chance of an encounter to almost nothing.

B. EASTERN DRAW

Four miles up the coast, a raging, frigid river pours into the sea. Called the Blue River by the colonists, the water is not navigable, but winds through a wide draw that leads up into the mountains. Near its source a treacherous climb up to Blue Glacier awaits. The draw is bounded by Mountain Queen on the south and Crake Ridge to the north.

The floor of the draw is marshy and lightly wooded (see Moving through Hell). The reason for this becomes apparent when a Deluge is rolled on the Weather table. A few hours (1d3) after the deluge starts, the draw becomes a raging flood. Those with woodland skills traveling in this area may roll an Intelligence check to determine that this river basin is prone to quickly rising flood waters. If actions are immediately taken to make their way up the sides of the draw, the party is unaffected by the flood (though the terrain is considered Rugged for the next two days until the flood waters recede).

The draw splits into two steep gullies at the far eastern end, as it climbs up Praeder Peak (terrain is Rugged for movement purposes after the split). One of these gullies (the northern) ends at the base of a sheer, 600' cliff that leads up to a tail of Blue Glacier. The cliff is constantly wet with icy water and requires rope and climbing equipment to reach the glacier's tail. The gully that cuts generally south splits again, with one branch leading up to Mountain Queen, a smaller peak where rests the Scintillating Obelisk (see Area I), while the other branch wanders up to another tail of Blue Glacier (and an easier climb — See the entry on Blue Glacier).

C. WESTERN CHASM

Six miles west up the beach from Area A, a deep chasm empties White River into the sea. The chasm is choked with jungle flora, but can be navigated as Rugged terrain. When the adventurers are within five

miles of the Numaran ruins (see area E), the terrain evens out to Normal terrain (1/2 movement). The chasm climbs rather gently up the western slope of Praeder Peak and to the southwestern edge of Blue Glacier. The head of White River is also the site of the buried menhir (see Area F).

D. JUNGLE TRAIL

Hidden in the thick jungle along Crake Ridge north of the Eastern Draw is a well-traveled jungle trail. The reptile ghuls (see Area G) use this trail to reach the coast, where they gather crabs, fish and other ocean life for food. Those with appropriate woodcraft skills can find the trail if within a mile of the trailhead (DC 8), though parties must trailblaze to reach the trail. Travel on the trail imparts no movement penalties and adventurers may travel a full 8 hours a day before needing to rest. Unfortunately, the chance of an Event are doubled (roll twice per day). The trail ends at the lair of the lizard ghuls (see Area G).

E. PRAEDER LAKE

In a wide basin halfway between the coast and Blue Glacier sits Praeder Lake. The ruins of an ancient Numaran colony cluster on the northern shore, comprising twenty or so stone houses and a short drum tower, all in a tumbledown state. Now the ruins are occupied by a tribe of pygmy humans called the Bayaka. Bayaka have light blue skin and yellow-blond hair, sometimes dyed in lurid colors. They decorate themselves with elaborate symbols using a darker blue ink made from the plants that grow on the banks of Praeder Lake.

Bayaka are suspicious of strangers and difficult to win over, but rarely hostile upon first meeting. Enemies defeated by the bayaka are eaten in spontaneous elaborate festivals, though some are bound and left on the southern shore of Praeder Lake for the ant cultists. They are happy to trade for metal weapons, shields, and tools, as well as gems (or even shiny glass beads) and foodstuffs. They typically trade jungle pelts, prepared foods, boats and the like.

Once befriended, the Bayaka can share general information about the area, including details about the reptile ghuls (their mortal enemies) and the ant cultists (which they speak of in hushed

and holy tones), as well as the locations of the Cursed Colossus (Area H), the Scintillating Obelisk (a bayaka holy site – Area I). They lead the party to Blue Glacier (though they know nothing of the menhir) but will not lead the party to the Pylons of the Ant Cult (Area J). Bayaka speak a degenerate form of Common and a fast, clicking language all their own.

Bayaka (121): Init +2; Atk spear +2 melee (1d8), or short bow +8 ranged (1d6); AC 12; HD 1d8+2; MV 30'; Act 1d20; SV Ref +2, Fort +2, Will +4; AL C

Bayaka only attack foes when they have superior numbers and strategic position (such as a high ridge). Otherwise, they fight with guerrilla style hit-and-run tactics if attacked.

Attempting to circumnavigate Praeder Lake requires climbing the steep sides of the basin into the trackless jungle along the ridges (Trailblazing for the purposes of movement). The lake is easily navigable in bayaka dugouts.

THE NUMARAN RUINS

The ruined Numaran colony provides the PCs with some clues and an important artifact.

Temple -- In the sacristy of a columned temple, curious adventurers find a stone box that once held the relics of the temple. Under the dust and debris is a map of the area carved into the stone bottom of the box. This map clearly shows Praeder Lake, the Cursed Colossus and the Scintillating Obelisk, as well as the location of the fallen menhir of Skäl's reavers. The map is detailed enough that it depicts the menhir's position, though it is not clear that it lies under the ice. All notations are in the ancient Numaran language.

Statue -- Standing outside a ruined building are the remains of a statue depicting a warrior with a spear. The statue is bisected, leaving only the torso from the right arm to the left hip and both legs. An inscription on the base reads: *Here lies the hero Silverhand. Legend when the Empire was young.* This inscription is in the ancient Numaran language.

In a tiny sepulcher beneath the base of the statue are the bones of Skäl Skälsson, the Silverhand and chieftain of the reaver heroes. Beside the bones (which crumble to dust when touched) lies a corroded silver hand. The silver hand radiates magic (if detected), but does not seem to have any function (see Area 10 – Tomb of the Forsaken Reavers). The

spirit of Skäl within Longreaver stirs once the hand is recovered; its urges to find and free the souls of his forsaken companions only grow stronger.

F. BLUE GLACIER

This is the point on Blue Glacier where the menhir is buried. See the **Glacial Caves of the Reptile Ghuls** section for more information.

Travel on Blue Glacier is treacherous and slow, with many crevasses and pit falls. Movement on the glacier is at 1/8 speed, at best, with a 1 in 6 chance per turn of encountering a crevasse thinly frozen over with glacial flow. When encountered, all in a 20' radius must make a Reflex save (DC 12) or fall 1d6x10' into the glacier. The crevasse can be detected like a trap (DC 12). There are no encounters on Blue Glacier.

G. VILLAGE OF THE REPTILE GHULS

The creatures called ghuls by the locals are feral humanoids covered in dark blue scales. Ghuls are savage and cannibalistic, feeding on bayaka, any humans that happen into the area, and even their own kind. Living in mud domes, the creatures practice eldritch rituals both in their village and at the site of the Cursed Colossus (Area H). They worship both the colossus and the worm "children" that live at the thing's feet, throwing living sacrifices into the children's pit.

Should unscrupulous parties bring living sacrifices to the tribe, the ghuls show the party the entrances to the glacier where the fallen menhir resides. They do not share that their erstwhile shaman and now self-styled undead king In'Sada lurks under the ice awaiting the return of Longreaver. Of course, they are just as likely to capture the party and feed them to the children of the colossus along with any sacrifices that the party donates.

Reptile Ghuls (63): Init +3; Atk bite +4 melee (1d6+poison), or poisoned spears +4 melee (1d8+poison) or short bow +4 ranged (1d6+poison) or spit +5 ranged (poison/blinded); AC 13; HD 3d8; MV 30'; Act 1d20; SP Poisoned saliva (DC 13, paralytic) ; SV Ref +4, Fort +4, Will +2; AL C

The reptile ghuls' poisoned saliva causes rigid paralysis for 2d6 turns. They spread poison on the points of their spears and arrows and can also spit

it up to 10'. Those struck by a wad of reptile ghul saliva must make a Fortitude save (DC 13) or be blinded, permanently, as well as paralyzed for 1d3 turns.

Reptile ghuls carry some personal totem constructed of bone, ivory, and in many cases, gold. Any given reptile ghul has a 75% chance of carrying a totem worth 1d3x100 gp.

H. THE CURSED COLOSSUS

When Skal Silverhand and his reavers came to the island seeking the Queen of Abominations, they faced off against her paramour, a giant stone creature called the Cursed Colossus. Bolstered by the magic of his frost singer shaman, Skal grew to the size of the Colossus and struck off its head with Longreaver. Here the stone colossus (110' tall) has stood for eons in a pit 25' deep and 50' in diameter. Mud covers the bottom of the pit (10' thick) which crawls with worm men (see below).

Ritual symbols, runes, and spells carved upon the Colossus may be studied (1d3 weeks) to learn one spell of 1st through 3rd level. Up to ten spells can be so learned. However, proximity to the Cursed Colossus slowly mutates living creatures. PC's that attempt to learn spells from the Colossus must make a Will save (DC 15) each week. On the first failure, the PC's skin becomes clammy and exudes a stinking muddy slime when he or she sweats. On the second failure, the PC's torso becomes bloated and ridged like the worm men that obsessively circumnavigate the statue. On a third failure, the PC's legs are absorbed into his or her body and the victim can only move at 10' per round. On a fourth failure, the PC is fully transformed into a Child of the Colossus. He or she spends the next 10d30 years circling the Cursed Colossus within the muddy pit with his or her brethren, before starting the slow climb to the Colossus' pinnacle and jumping off in a final ritual of devotion.

Drawn by the foul magicks that linger on the colossus, a race of worm-like semi-men slide through the mud at the colossus' feet. Calling themselves the Children of the Colossus, these worm creatures with the tortured faces of men engage in a lifelong ritual that comprises slow perambulations around their god. Before the worm men expire, they climb to the top of the colossus and leap from its severed neck. Other than their strange, slow ritual, the Children also devour any living thing that happens to fall (or be

thrown) into their pit.

Worm Men of the Colossus (25): Init -4; Atk barbed sting +8 melee (2d6+entrapment) or bite +1 melee (1d3); AC 19; HD 6d8; MV 10'; Act 1d20; SP Impaling sting; immune to fire, electricity and other heat-related damage ; SV Ref -4, Fort +10, Will +12; AL C

The worm man's stinger extrudes from its backside and impales its prey on a successful hit. Once impaled the worm man slowly (ever so slowly) devours the victim. Impaled victims may attempt to escape (opposed Strength versus a +10). Those that succeed take an additional 2d6 damage as the barbed stinger is ripped out. Worm men consider eating to be part of their complex lifelong rituals and prefer to take their sweet time doing it.

I. THE SCINTILLATING OBELISK

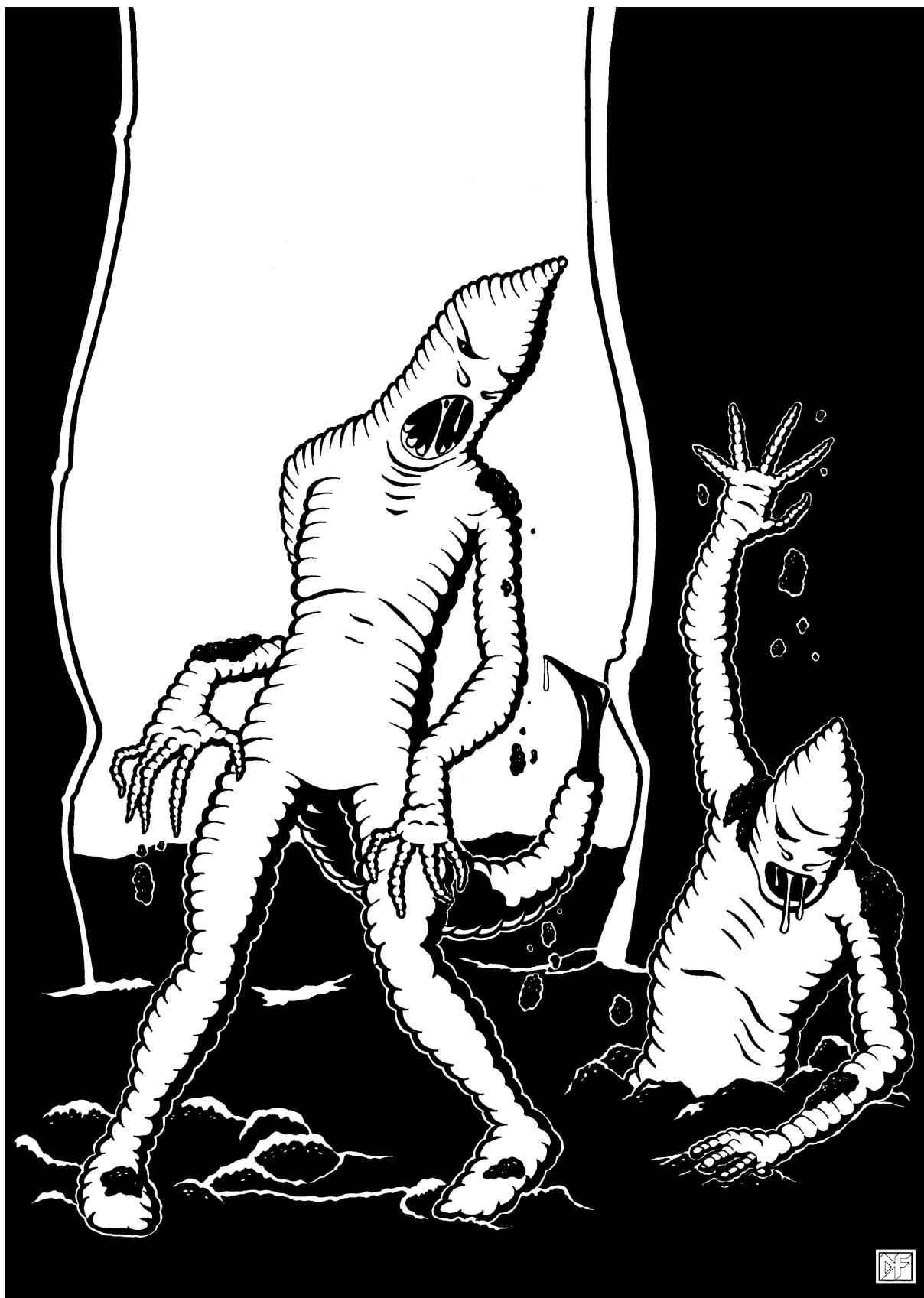
Standing atop Queen Peak is a 50' tall metal obelisk with a giant green gemstone set into the top. The sides of the obelisk are perfectly smooth (impossible to climb) and electrified (2d12 damage per round). Creatures that fly within 50' of the obelisk receive an arc of electricity each round (Reflex DC 8+damage; 2d12 damage).

During any of the numerous jungle thunderstorms, the obelisk can be seen to discharge lightning into the clouds and glow in variegated colors, visible from miles away. Should the gemstone somehow be dislodged (Strength check DC 35), the obelisk descends into an impossibly deep shaft to a realm of the Judge's imagination...

J. PYLONS OF THE ANT CULT

Along the sides of Praeder Peak's western spur are fourteen structures crawling with ant-like humanoids. Built from paper extruded by the creatures, these pylons have no apparent purpose, though it appears that the ant cultists are constantly building them higher. The paper appears to be unaffected by the constant jungle rains and is immune to normal fires. Magical fire does -1d damage. If inspected, the pylons are constructed not just of paper, but the bones of the ant cultists' prey. The bayaka worship the pylons and the ant cultists, leaving bound sacrifices on the southern shore of Lake Praeder for the creatures to collect.

Ant Cultists (153): Init +6; Atk bite +4 melee (1d8+2+shock) or javelins +4 ranged (1d6); AC 16; HD 3d12; MV 50', climb 30'; Act 1d20; SP Electro-chemical shock (2d4) ; SV Ref +8, Fort +5, Will +8; AL N
Ant cultists are giant ants (about 8' long) with the torso and head of a humanoid insect creature. They have six lower legs and four upper legs (with hand-like manipulators). When in combat, they swarm one opponent at a time.



GLACIAL CAVES OF THE REPTILE GHULS

Over the eons since Skal's men were entombed, Blue Glacier has steadily descended Praeder Peak. The glacier now completely covers the tomb and its menhir. Though face of the glacier is 70' tall and pierced by crevasses, cracks and cave-like openings, only two of these openings lead deep into the glacier and the burial site of the Vanar heroes.

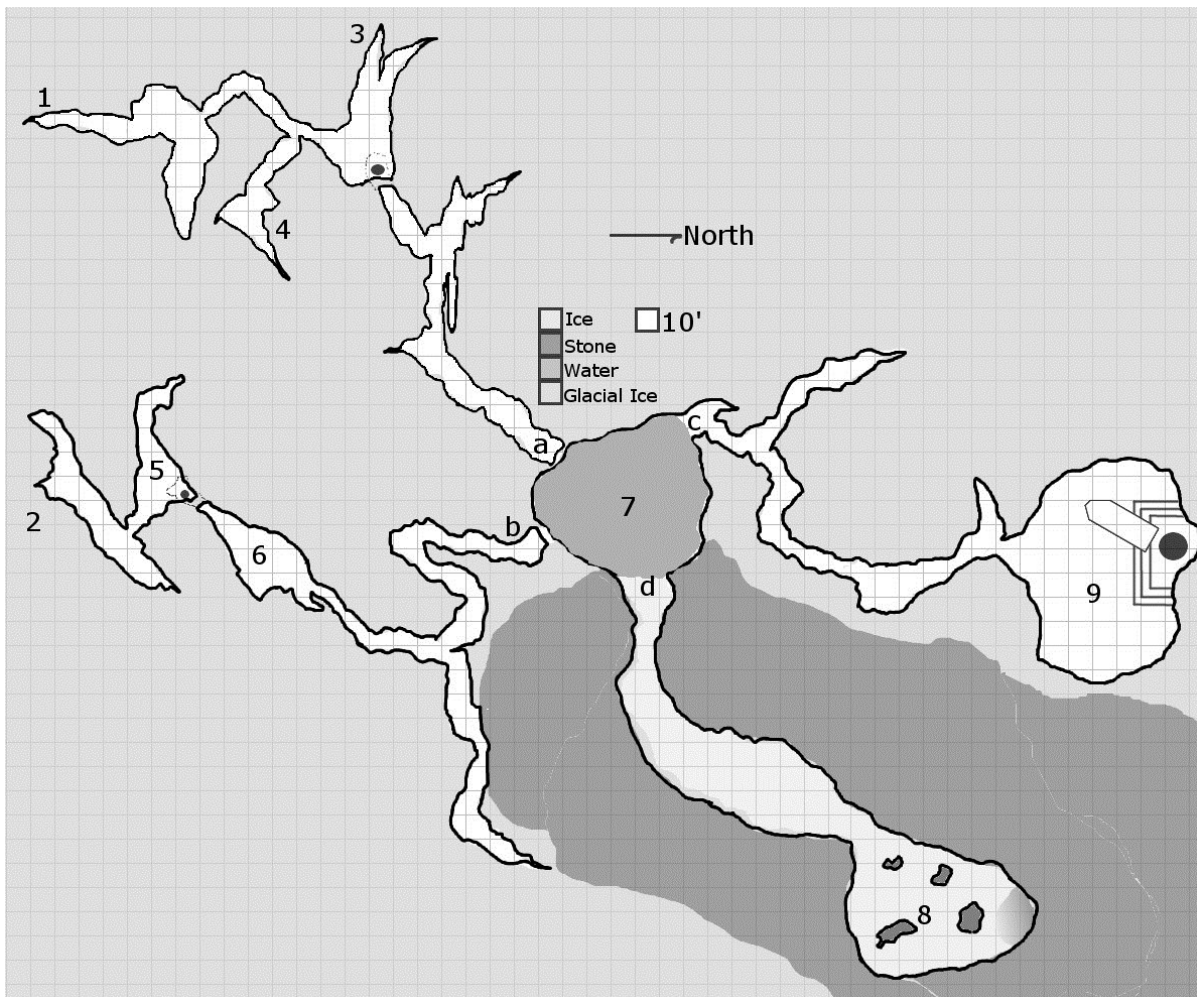
INSIDE THE GLACIER

Conditions within the glacial caves are treacherous. In addition to the bitter cold, there is a chance that a cave-in occurs should the PCs strike the cavern walls (if, for instance, they set spikes for a climb or discharge sonic, explosive, or otherwise destructive area effects). There is a 1 in 10 chance of a cave-in per event (roll on the Cave-in Table).

A second collapse indicated in the same general area as a previous collapse escalates to the next higher collapse type. When any damage from ice fall is indicated, a natural 1 on the Reflex save indicates that the victim is trapped under icefall. This deals 1d6 damage per round to the victim until he or she is rescued. One person can dig out a companion in 1 turn. Additional helpers reduce that time by 1 round each to a minimum of 1 round.

Unless otherwise indicated, the cold in the glacial caves does not harm characters who wear warm clothing (standard clothing and/or armor and a cloak suffice).

NOTE: The Judge should decide what method of investigation and exploration his or her players best respond to in these situations. At my table, the PC's spent an hour investigating various breaks in the face of the glacier with the appropriate chance for random encounters. You may prefer a "skill" check from a character with an appropriate occupation, or other methods. Either way, once the characters find one or both of the crevasses, proceed to the relevant encounter area.



COLLAPSE TABLE

2d3	CONTENTS	NOTES
2	Major Collapse	Falling ice deals 1d4(d6) damage to all in a 20' radius; Reflex (DC 15) for half damage. Failure indicates the victim is buried.
3	Collapse	Falling ice deals 1d6 damage in a 10' radius; Reflex (DC 10) for half damage.
4	Minor Collapse	No damage, but a second minor fall in the same area escalates to a collapse.
5	Collapse	Falling ice deals 1d6 damage in a 10' radius; Reflex (DC 10) for half damage.
6	Major Collapse	Falling ice deals 1d4(d6) damage to all in a 20' radius; Reflex (DC 15) for half damage. Failure indicates the victim is buried.

Area 1: *The narrow crack in the ice was a tight and frigid squeeze, but the chamber beyond widens considerably. Black sand and gravel, heavy with the frigid glacial runoff, crunches under your boots as the floor steadily descends until the deep blue ice that serves as the chamber's ceiling stands over fifty feet above. Though the blue ice walls weep water into the gravel floor, the crevasse is bitterly cold.*

This chamber is damp and cold, but otherwise unremarkable. The crevasse exiting to the glacial passage is 20' up the northeastern wall and must be found as a secret door (DC 10).

Area 2: *This narrow crevice through the face of the glacier quickly expands into an irregularly shaped ice cavern. The walls and ceiling glow with an ethereal blue, and the floor is composed of thick black sand and gravel. The overwhelming stench of rotting death washes over you. Strewn across the floor and hanging from various cracks in the walls are semi-frozen corpses, parts of corpses and gobs of viscera. Across the chamber a narrow ice passage ascends deeper into the glacier.*

The passage out of this chamber requires human-sized characters to squeeze through one at a time (this takes a full round). Dwarves and halflings can move through unrestricted.

A group of In'Sada's thralls, his reptile ghul tribesmen converted to foul undead creatures, lurk in cracks and crevasses near the 30' ceiling. If not discovered, the creatures remain in their hiding places and leap down when the party begins to squeeze through into the passage exiting the room. They time this attack when the party is divided or

otherwise inattentive.

Undead Reptile Ghuls (8): Init +3; Atk bite +4 melee (1d6+poison) or spit +5 ranged (poison/blinded); AC 15; HD 4d8; MV 30'; Act 1d20; SP Immunities; Poisoned saliva (DC 14, paralytic); SV Ref +2, Fort +2, Will +4; AL C

In'Sada's undead minions appear as rotting and emaciated versions of living reptile ghuls (see Area G). Undead reptile ghuls use no manufactured weapons and cannot be reasoned with.

The reptile ghuls' poisoned saliva causes rigid paralysis for 2d6 turns. They can also spit the poison up to 10'. Those struck by a wad of reptile ghul saliva must make a Fortitude save (DC 14) or be blinded, permanently, as well as paralyzed for 1d3 turns. Those killed by the undead reptile ghuls rise as similar undead creatures after three days. 50% of the time, the reptile ghuls rip the corpse apart and add it to the grisly tableau in Area 9.

Secreted in the eight lairs are a collection of jewelry (ivory and gold items) once possessed by the living reptile ghuls (total of 1,800 gp).

Area 3: *This passage directly through the ice is slick and treacherous. As the passage widens to over twenty feet, the cold begins to seep through even heavy clothing.*

Movement through the passage and into the ice cave is reduced to half. Attempts to move faster require an Agility check DC 5, with failure indicating the character falls prone. The cold

here is not enough to damage characters if they do not linger. Staying here for longer than an hour requires a Fortitude save (DC 5+hours spent in the cave). A failure on this roll saps 1 temporary Stamina from affected characters.

The entrance to the passage to 7a is located in an irregular crack in the ice floor a mere 2' across (human characters must strip off medium or heavier armor before squeezing through). Anyone standing within 5' of the opening has a 1 in 10 chance (per round) of breaking through the floor. All affected characters must make a Reflex save (DC 12) or fall into the shaft (2d6 damage). The shaft widens to 5' and descends 20' before emptying into the passage.

Area 4: *The ice passage descends sharply until the floor again becomes black sandy gravel. The cold air begins to make breathing difficult. Within this frigid chamber is a ghastly sight frozen into the wall of the glacier: a demonic creature, fully 15' tall, bristling with spikes, horns and four clawed hands. Grasped in one of its massive paws is a fur-clad northman, clearly dead. Even through the hazy ice, you can see a fierce expression on the man's cold-blackened face; the two appear to have been flash frozen as the man drove a 10' long spear into the creature's neck.*

NOTE: Skal's spirit within Longreaver comes alive, as described in the Appendix. The bearer feels the overwhelming urge to slay the demon. If Longreaver is borne into this room, the ice around the crag demon evaporates away in 1d3+1 rounds.

The cold in this room is debilitating to those that are not magically protected. For every round spent in this room, victims must make a Fortitude save (DC 8+rounds spent in this chamber) or take 1 point of temporary Stamina damage.

The crag demon, Oruz, is fully aware once thawed and focuses its attacks on the bearer of Longreaver, believing the person to be Skal. Note that attacks with its breath weapon that intersect one of the cavern's walls or ceiling might cause a collapse (2 in 10 chance). See the Collapse Table at the beginning of this section.

If somehow controlled and compelled, the demon relates its story. Eons ago, Oruz was a trusted captain to the Queen of Abominations (called Weal by her servants). When Skal and his reavers came, they slew the demon queen in her Ruby Castle, once perched on the pinnacle of Mount Praeder. Oruz

and his troops fought the northmen down the mountain, killing many of them, though Skal and a few of his stalwarts escaped. The last thing Oruz remembers is being struck by the fierce spearman, now dead.

If the demon is slain, his body dissolves into a foul ooze and then evaporates leaving only the eyes. These harden into obsidian-like gems, as described in the Appendix.

Oruz (Crag Demon): Init +4; Atk claws +6 melee (1d6) or bite +6 melee (1d4+1); AC 19; HD 4d12; hp 38; MV 40'; Act 4d20; SP Type I Demonic traits; breath weapon; SV Ref +4, Fort +8, Will +4; AL C

Crag demons typically blast enemies with their breath weapon before charging into disarrayed enemies with their four clawed hands. See the Core Rules for Type I demonic traits.

Oruz emits a cone (30' long and 20' wide at its end) of super-heated but otherwise invisible energy that causes 3d6 damage (Reflex save DC 16 for half damage). In addition, those damaged by the breath weapon must make a Fortitude save (DC 14) or suffer from a debilitating poison (1d6 Agility immediately and 1d6 Agility per day from painful swelling of joints). This poison can be cured by a cleric's Lay on Hands ability.

The man is Hogrid Skalgrimmson, one of Skal's brave reavers. When his magical spear, the Broadhead, dimensionally shifted during his battle with the crag demon, both became trapped on this very spot within the glacier (that did not exist in their time). Hogrid's corpse still holds *the Broadhead* (see Appendix M).

Area 5 – *This irregularly shaped ice cavern is damp, but otherwise unremarkable.*

The passage out of this chamber is a 2' wide, perfectly round hole in the ice at the base of the northern wall. Human-sized characters must strip out of armor to fit down the shaft, which descends 30' to Area 6. The opening of the shaft can be widened enough to fit human-sized characters with excavation tools and 3 turns of work, but with the normal chance of collapse (check once per turn). Any collapse result causes the area 5' around the shaft to cave-in. Those in range plummet down the shaft for 3d6 damage (Reflex DC 13 to avoid falling).

Area 6 – *This ice cavern appears unremarkable.*

Other than being a cavern through glowing blue ice, this chamber is, in fact, unremarkable and unoccupied. The chamber and passage beyond descends steadily to area 7b.

Area 7 – *From the vantage of the passage, you see a crystalline pool of water that fills the entire ice cavern thirty feet below. On the cavern's north wall a gaping crevasse opens fifty feet above the water. A second large opening 20' up the far eastern wall actually enters the face of a granite cliff. Water steadily drips from this cavern into the pool below.*

Like Area 4, this chamber is bitterly cold (see Area 4 for effects).

Both entrance passages (7a and 7b) end in a sheer drop of 30' to the water. The northern passage (7c) is 50' while the eastern passage (7d) is 20' above the water. The water is 20' deep and crystal clear.

The water is near-freezing glacial run-off. Anyone immersing themselves in the water immediately takes 2d6 damage and must make a Fortitude save (DC 5+damage dealt) or slip into shock and begin drowning. Those so affected lose 1d4 Stamina per round until dead. Even if removed from the water, victims continue to take Stamina damage per round unless sufficiently warmed (Judge's discretion).

Though the walls are composed of glacial ice, they are rough and pierced by cracks and crevasses. Climb checks unassisted by ropes/spikes are made at -4. Though using spikes pose their own risk (see the Collapse table) using spikes and rope allow anyone to climb along the walls with a simple Strength check DC 8 each turn. Those with a Climb skill (thieves and certain occupations) need only roll more than a 1 on a d20. Those that fail their Climb checks cannot advance for a full turn. Those that roll a 1 on their Climb check fall into the pool. It takes 1 turn per 10' to traverse the chamber in this manner.

Area 7d – A frozen underground river exits the mountain here. The ice is 5' thick — 1 in 10 chance per round that a 10'x10' section breaks through, casting all in the area into the frigid water (see effects in Area 7). Upon the ice, the PC's can only move at ¼ their normal speed. Moving faster requires a Reflex DC 14 with a failure indicating that the PC falls prone sliding 1d4x10' in the direction of their original movement. Note that near

the cave mouth, this may indicate that the PC plummets 20' to the pool in Area 7.

Area 8 – *This broad cavern is a fantasy of natural ice sculptures, floes and curtains. Though the floor is solid ice, stone stalagmites break through at various points and a thick stone column, hung with draperies of ice, sits in the center of the cavern. Near the back of the cavern, curled around a column of blue ice, are the bones of a huge serpentine creature.*

The ice in this room is over 10' thick – there is no chance of accidentally breaking through, though see below for exceptions.

The bones are of an ice wyrm that laired here. In'Sada destroyed it and has not returned to use its corpse as an undead servant.

At the back of the cave is deep icy pool that descends into the unfathomable depths. The ice in a 20' radius around this pool is dangerously thin. Anyone within this area has a 6 in 10 chance of breaking through and falling into the frigid water (See Area 7 for effects).

Near the corpse of the ice wyrm is a nest of bones, frozen corpses and other refuse where the wyrm hid its treasure, including a collection of jewelry previously stolen from the reavers' tomb (3,400 gp) and *Finnrikur's Silver Torc* (see Appendix M).

Area 9 – *From your vantage at the edge of an icy cliff, you see a broad chamber with a solid stone floor, bounded in ice. A massive stone menhir has fallen upon a low masonry platform where it once was mounted; both the platform and the menhir are partially enclosed in glacial ice. Crowding the room on upright pikes are the semi-frozen rotting corpses of hundreds of creatures. You see the heads of human tribesmen, bisected bodies of reptile ghuls, mountain goats, ant cultists, spotted jungle cats, and even the head of a giant eagle.*

The climb down to the stone floor is treacherous (DC 15). The corpses piked around the room appear to be normal corpses, though they are semi-frozen and reek of carrion.

The menhir is solid stone and 30' long. Upon its face are carved these words:

Here lie the fallen reavers of Skal Silverhand.

Upon the heavens let their deeds be written in blood and fire. Scourges of the Painted Seas. Banes of the Ruby Queen. Brothers and sister of the Northlands.

Hogrid Skallagrimsson, the Broadhead – Disappeared fighting the crag demon, Oruz, with his mighty spear.

Baldvar Stoneshaper – In his memory we carve this memorial.

Finnrikur – Boy warrior of the Krrg. Fierce and Leal.

Hjalmgautur – Golden haired giant of the uplands. Beloved of Greim.

Ulfthegn – Son of Ulfthegn. Pierced the Heart of the Ruby Queen.

Hildivi Skalagrimsdotter – Maiden of the sword. Fierce and Leal.

Agarr – Outlander. Fierce and Leal.

We that remain give our lives to your lives. In blood and fire.

Beneath the inscription are four runes:

↳ <Gateway> Y <Shield> ⤴ <Binding>

The runes on the menhir detect as magical and may be interpreted either with a thief's Read Languages ability (DC 15) or via the Comprehend Languages spell. In order to activate a rune, a spellcaster must sacrifice 1 point temporary physical ability point (this may be from the spellcaster or another party, willing or unwilling) to represent a quantity of blood. The blood must be dribbled into the rune then set ablaze. The spellcaster must then make a Spell Check to activate it (as indicated below). The Binding rune has no DC, but still requires a spellcaster, blood, and fire to activate. The Gateway rune cannot be properly activated until the ritual described in Area 10 is completed. Spellcasters may further spellburn on this check.

↳ <Gateway> (DC 25): Once activated (see the Tomb of the Forsaken Reavers), a magical portal opens in the base of the fallen menhir. This portal leads to the bubble dimension created by In'Sada, as described in the Mead Halls of the Silver Bear section. NOTE: A successful Spell Check on this rune before it is activated provides the spellcaster with the knowledge that it must be activated elsewhere before the ritual will work.

Y <Shield> (DC 18): This rune becomes a talisman

on a silver chain. Once per day, the rune produces an invisible shield, providing +1 AC (Spell Check DC 5). The shield is invisible, hovers in front of the wielder and lasts for 1d3 hours.

⤴ <Binding> (DC 0): The binding rune is a trap laid by In'Sada. With a Spell Check result 20 or more the spellcaster recognizes the rune as being a forgery and may take appropriate actions before activating it. A thief can detect the trap, as well (DC 15 – the rune is obviously a newer carving and a combination of Vanar runes). Otherwise, the rune emits a blinding flash (Reflex DC 12 or blinded for 1d3 turns). The corpses on their pikes stir and then slither together forming into a hulking undead horror in 1 round.

Undead Horror: Init +1 ; Atk Fists +8 melee (1d12+2); AC 16; HD 6d8+6; hp 36; MV 30'; Act 2d20; SP Undead Immunities; ; SV Ref -2, Fort +10, Will +1; AL C

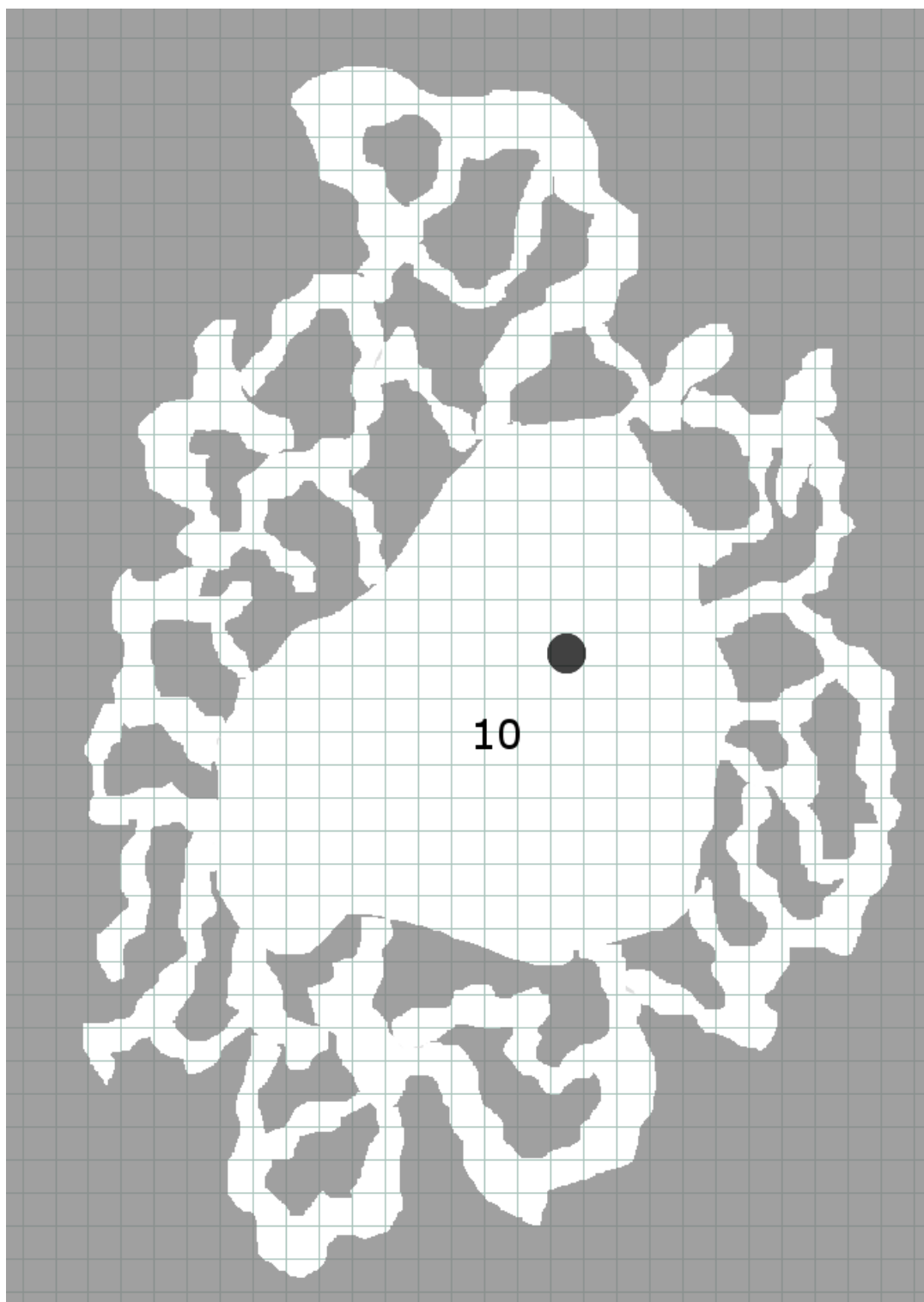
The undead golem is the collective hatred from beyond the grave of all the dead creatures that In'Sada has harvested. Composed of humanoids, animals and magical creatures and parts of all of these, the horror attacks with two clusters of bone, flesh and viscera at the ends of its writhing arms. Lawful and neutral clerics can attempt to turn the creature but it is otherwise immune to other mind-affecting spells and effects.

Behind the broken base of the menhir is a 20' wide shaft that drops into the Tomb of the Forsaken Reavers (see next section).

Additionally, 30' above the cavern floor in a crevasse, In'Sada's treasure is bundled in a rotting goat skin: In'Sada's spellbook (which contains the spells listed in his stat block, and *make potion*), 531 gp, 1149 sp, 171 pp, a white-gold gemstone (1,200 gp), *potion of animal control*, *potion of speed*, *potion of love*, *potion of invisibility*, and a *potion of flying*. **NOTE:** The potions are frozen, and must be thawed. There's a 60% chance that any given potion will be of reduced effectiveness (80%) or completely inert (20%) once thawed. This includes eating the potion like a magical ICEE®.

TOMB OF THE FORSAKEN REAVERS

The tomb of Skal's northmen is an environment in complex physical and metaphysical balance. Lining the shaft down to the tomb is a telepathic fungus that not only steals memories from those that pass near it, but implants new memories. This fungus is the nascent form of the creatures that crawl through a honeycomb of caverns that surround the tomb: the Forsaken. These humanoid fungus creatures have devoured the memories of Skal's dead reavers, believing themselves to be the men that traveled to Praeder and faced the horrors of the jungle and the Queen of Abominations, only to die and be entombed on this lonely peak. The forsaken transmit their telepathic pain to all those that come near them in the form of feelings of doom and abandonment.



The Shaft -- Lining the first fifty feet of the 100' long shaft through the stone is a fungus with strange telepathic powers. This substance is the larval form of the forsaken and "feeds" on the deep memories of victims that pass within 10' of it. It does this by taking a memory from a sentient creature (living or dead) and replacing it with a memory that it has digested. Any character so affected must make a Will save (DC 15) or suffer the effects of the Mind Fungus. Other than immunity to fire, the fungus has no combat statistics. Roll twice on the table below for the stolen memory and the one that replaces it. Unless otherwise indicated, the effect lasts for 1d30 hours.

Judges Note: Judges may want to ensure that at least one character receives a Reavers' Memory.

MEMORIES LOST AND GAINED

2d5	MEMORY STOLEN	EFFECT	MEMORY IMPLANTED	EFFECT
2	Lucky Star	Halflings unable to share luck (temporary). Others: Re-roll Birth Auger (permanent).	Reptile Ghul	Character becomes an insatiable cannibal.
3	Prowess	Warriors lose their Lucky Weapon ability; Others: Lose ability to use primary weapon.	Bones of the Earth	Gain a Dwarf's underground abilities; Dwarves suffer from agoraphobia.
4	First Kiss	Lose 1 Personality, permanently.	Memories of the Past	Re-roll Occupation (permanent).
5	Muscle Memory	Thieves lose one skill; Others lose occupation skills.	Reaver's Memories	Roll on the Reaver's Memory table.
6	The Dark Halls	Dwarves lose underground skill; Others suffer from agoraphobia.	Final Breath	Character has a memory of death (Judge's discretion on effects).
7	Knowledge	All memories for last 24 hours permanently lost.	Secrets of the Universe	Gain 1 spell (level 1, from wizard or cleric spell list. Non-spellcasters cast this spell with a d14, adding appropriate ability and Luck modifier (permanent).
8	Magical Knowledge	Wizards lose 1 spell permanently; Elves lose <i>invoke patron</i> . Others lose 1 Intelligence.	Ancient wisdom	Gain one random cleric ability, granted by a dark and forgotten god (permanent); Clerics gain +2 to indicated ability, but suffer disapproval each time it's used.
9	Desire	Sexual orientation changed.	Warrior's Call	Gain +1 to attack and damage with primary or Lucky weapon.
10	Zeal	Cleric's lose 1 ability and must roll on the Deity Disapproval: 1d4(d4). All others: Alignment shifts to Neutral, permanently. Neutrally-aligned lose 1 Personality.	Ant Cultist	Character has overwhelming desire to build intricate structures made of wood, bone and paper.

REAVERS' MEMORIES

REAYER	MEMORY	EFFECT
Baldvar Stoneshaper	On a high windswept hill, a short crooked man chips away at a plinth of stone. The man cries as he carves the face of his wife. (Baldvar's father)	The subject can move through stone 1/day, at their normal speed for 1 turn.
Finnrikur	Running through a hot jungle at midnight; the howls of unholy creatures not far behind. Subject reaches for something at its neck, cool to the touch, and murmurs "scáil" (pronounced "scaw-il")	Scáil is the command word for Finnrikur's Silver Torc (see Appendix M)
Hjalmgautur	A sea wyrm, bleeding from several cuts, curls out of a black ocean in a fierce thunderstorm. Subject picks up a fire-hardened javelin from the slick and tossing deck of a ship, draws back and throws it into the wyrm's eye. The creature shrieks in pain and withdraws into a foamy whirlpool rimed with lightning.	Subject can spend a Luck point to use the Mighty Deed ability. Those with mighty deeds add 4 to STR. (once per day, lasting for 1 turn)
Ulfthegn	Subject runs along a narrow stone ledge to an unfathomable chasm wildly illuminated by a fiery palace of blood red crystal on the other side. Subject leaps the gap with a mighty Vanar battle cry smashes through a ruby window into a lurid throne room. A "queen" is briefly seen as a writhing column of snakes with the shrieking faces of a thousand souls. The giant rotting head of a once beautiful woman is nestled amongst the slithering horrors.	Once per day, the subject can spend 1 Luck point to have complete immunity to magic for 1 turn.
Hildivi Skalagrimsdotter	The subject fights in a battle on a lonely windswept moor, whirling an intricate long sword and bashing with a small wooden shield. Braids from the subject's head whip and snap in and out of view as she cuts through enemy warriors – naked men tattooed with demonic figures. Suddenly the subject goes down under a horde of the enemies. A moment of darkness and then the enemies burst away from her, rent by some otherworldly power. The battle seems to stop, combatants on both sides stand agape, and then the enemy breaks and runs.	The subject can cheat death, once. If reduced to 0 hit points, the subject can spend 1 Luck to fully recover without ill effects. The memory fades once used, but the tattoo of an intricate long sword appears across the subject's back.
Agarr	Creatures from a nightmare flow from a massive smoking crater as the subject whirls and slashes with a heavy curved sword. The subject shouts prayers and sutras in an unknown language and suddenly a bright light bursts from the sword, driving the creatures back in dismay	Once per day, the subject can spend 1 Luck point to Turn Unholy creatures with a d16. If Characters with this ability roll a d24, instead.

Area 10 – *Contrary to the glacier above, this large natural stone cavern is hot, damp and covered in a thick moss-like webbing on floor, ceiling and walls. In the center of the chamber crouches a massive stone statue (devoid of the mossy carpet) depicting a kneeling northlander seemingly gazing at its right hand, which is made of dull brassy metal. Though several passages exit the room, they are clearly also covered in this strange substance.*

NOTE: Within this room, the spirit of Skal within Longreaver grows ominously silent.

Unlike the fungus, the mossy webbing that the forsaken extrude is harmless, though it does transmit movement, speech and even surface thoughts to the forsaken in their hive chambers. If examined, it appears to be a skein of grey ropy fungoid material covered in “leaves” of particolored fungus. The webbing can be ripped with a DC 5 STR check, tearing away about 10’ with each check. The material cannot be burned with normal fire and magical fire deals one die-step less damage.

If the mossy substance is somehow cleared from around the statue, the following is revealed:

Beside the statue rests a massive stone axe embossed into the floor. The faces of six men and one woman, seemingly in distress, are carved into the stone walls, each looking to the figure in the center of the room. (When the souls of Skal’s reavers are allowed to enter the Mead Halls of the Silver Bear, the expressions of the faces on the wall become serene.) A fresco, painted about 15’ up the wall, spans the entire room depicting Vanar ships departing a rocky northron coast, encountering various hazards at sea (including a sea wyrm pierced in the eye with a great spear), and arriving at a shadowy jungle island crawling with demonic figures

Inspection of the strange brass hand on the statue reveals that it is carved with blasphemous runes derived from the Black Speech. Spellcasters can determine that these runes are part of a foul ritual that both bound the souls of the dead and temporarily unlocked the Gateway rune in Area 9 (Spell check DC 15).

The brass hand can be removed from the statue and the silver hand bound in its place (found at Skal’s resting place at Area F: The Numaran Ruins) by performing a blessing ritual (essentially the Blessing spell) cast by a Lawful cleric. This ritual takes a full

hour to perform with the spell check made at the end of that time — each turn the silver hand grows until it fits the statue. Once successful, the Gateway rune in Area 9 is unlocked. Additionally, the ritual keeps the forsaken at bay for 1d3 turns.

Every turn spent in the room there is a 1 in 6 chance that 1d4+1 forsaken crawl into the room under the carpet of fungal webs. Unless detected, the creatures remain and begin doom whispering to a single victim. They follow the party if they leave the chamber, but will not attack unless a single party member becomes separated from the group.

Mazes of the Forsaken -- Within a maze of natural chambers crowded with stone columns, stalactites and stalagmites, live the forsaken. These tunnels are warm and damp, while the walls, ceiling and floor are covered in the same ropy grey fungal web material seen in Area 10. This webbing does not impede movement, but flexes and quivers as the party moves over it. Note that many of the passages between chambers are so narrow that the party must walk in single file. The ceilings vary between 6 and 12 feet high, but with the forsaken’s fungal webbing hanging in places, it seems much more confining and oppressive.

The twenty forsaken that lair in this maze stay hidden in various nooks or crawl beneath the fungoid carpet, only attacking party members that are separated from the group. They work in groups of 1d4+1.

Forsaken (20): Init +1 ; Atk Claws +5 melee (1 + Petrification), Telepathic link ranged +8 (attack versus Intelligence as AC; Doom Whisper); AC 13; HD 4d8+1; MV 20’, Climb 30’; Act 1d20; SP Petrification (DC 14), Hide +10, Doom Whisper; SV Ref +6, Fort +3, Will +8; AL N

Forsaken appear as asymmetrical, but otherwise faceless humanoid figures composed of a thick, pliable fungoid material. They extrude a ropy fungoid web substance that they use to coat their lairs, concealing movements and providing warmth and dampness required for their tortured lives.

Forsaken attack victims with a limited telepathic communication that causes feelings of doom (Will DC 9+Forsaken linked to victim). This attack has

a range of 60' and is resolved against a victim's Intelligence (use INT as AC). The forsaken typically gang up on a single victim in a group. This doom immediately manifests as growing fear of impending attack and general feelings of unease. Victims suffer -1d to all d20 rolls. After 2d4 rounds of this effect, the victim must make a Will save each round (DC 8+rounds affected) or flee in terror for a full turn.

Once isolated, forsaken claw their foes, attempting to petrify them so that they can then drag the body back to their narrow cubbies where the victim is trussed up in fungal webs. This petrification takes the form of a thick fungoid substance that coats the body of the victim and completely prevents movement. If the substance is washed off with wine or other strong alcoholic liquids, the victim recovers in 1d4 rounds. The fungal webbing used to truss victims causes 1d3 hit points of damage per turn until the victim is dead. Complete digestion of a human-sized victim takes about 24 hours.

THE MEAD HALLS OF THE SILVER BEAR

Once passing through the magical gateway in Area 9, the PCs arrive in a strange place.

Evergreen trees taller than you've ever seen stand all around you, heavy with snow. The snow on the ground is almost knee deep and the cold bites through even the thickest furs. Falling away to the left, the land seems to roll on forever in patches of dark green and stark white. To the right and ahead the land rises to an impossibly tall mountain that becomes an impossibly large castle. The battlements disappear in the swirling mists far above.

Though the PCs can feel the cold and stand solidly upon the ground, their physical bodies seem unable to touch anything in this realm – hands pass through the boughs and even trunks of the trees and they are unimpeded by the deep snow. They have a turn to discover this before the undead king In'Sada interrupts any further plans.

Six hunched figures clad in black rags and shining silver breastplates shamble from the surrounding trees. Each has the Binding rune etched upon the chest, which glows with an unholy greenish light to match their eyes. A tall emaciated humanoid creature with dull and rotting blue scales and a feral human-like face steps into the clearing behind them. Upon its

brow sits a golden circlet set with a large gemstone as black as void. With the whispering scream of a nightmare, the creature speaks: "I have no quarrel with you mortals. Lay the axe Longreaver on the snow and I shall grant you the treasures of your homeland and eternal life. Power beyond your reckoning."

Should the party be silly enough to comply, In'Sada's undead slaves shamble forward and retrieve the axe. In'Sada then orders them to attack the party, while the undead king disappears into the forest to enact his binding ritual on the axe.

Should the party refuse, he orders his servants to attack while he concentrates his efforts on drawing out the spirit of Skal from Longreaver (see below).

In'Sada (undead lord): Init +2; Atk Spells or bite +3 melee (1d6+poison) or spit +3 ranged (poison/blinded); AC 18; HD 7d8; hp 35; MV 30'; Act 2d20; SP Immunities; Poisoned saliva (DC 14, paralytic); Spells; SV Ref +5, Fort +3, Will +10; AL C

Spells (Spell Check +7; No spell burn): Invisibility, Choking Cloud, Invoke Patron (Queen of Abominations), Patron Bond (Queen of Abominations), Arcane Affinity (Necromancy), Ray of Enfeeblement, Soul Bind (see Appendix S), Detect Invisible, Control Ice.

The magical circlet that In'Sada wears surrounds him in an invisible globe of force that prevents damage from any non-magical attack. All magical effects suffer a -1d to the Spell Check or attack roll, whichever is appropriate. Those attempting to cross into the globe must make a Will save (DC 25) or suffer the results of a Charm Person spell (spell result 24-27, though only the subject crossing into the globe is affected). Those that pass the saving throw may enter the globe, but all non-magical attacks are ineffective and magical attacks suffer as described above, against the undead king. This globe can be dispelled against a Spell Check of 25. Additionally, if the gemstone in In'Sada's headband is struck with a successful Mighty Deed while using a magical weapon or other magical attack, the gem is destroyed and the globe dispelled. If In'Sada is slain, the magic in the circlet is spent, but is worth 500 gp as jewelry. It's worth much more as a magical vessel for further enchantments (as developed by the Judge).

In'Sada immediately casts Soul Bind on the bearer of Longreaver (see the spell description Appendix S). He continues to cast this spell until successful, unless someone else effectively attacks him. He uses his spells against that combatant until the threat is neutralized (especially Control Ice, Choking Cloud, and Ray of Enfeeblement). If hard pressed, he uses Invoke Patron (Queen of Abominations – see Appendix S) and Invisibility to make good his escape.

Forsaken Reavers (6): Init +4; Atk by weapon (see below); ; AC (see below); HD 5d8; MV 30'; Act 1d20 (see below); SP Immunities, Undead traits, Moan of the Damned Spells; SV Ref +1, Fort +5, Will +4; AL C

The forsaken reavers are the twisted souls of Skal's brethren trapped within their mortal remains. They appear as twisted versions of what they were in life (see below). All have skin blackened by cold and foul rituals. Faint silver runes are etched upon their exposed skin.

In addition to a weapon attack, the forsaken reavers can emit a terrifying moan once per turn. Everyone within a 30' radius must make a Will save (DC 15) or lose 1d3 Strength. For each point of strength lost, the reaver gains a like amount of hit points (Note: This can take the forsaken reaver above its maximum hit points). Those affected understand that the tortured soul of the reaver laments that it stands within sight of the Mead Halls of the Silver Bear, but can never enter that holy land to receive its immortal reward while bound to In'Sada.

- **Baldvar Stoneshaper** – A short, thick man. Fights with a Warhammer (AC 16).
- **Finnrikur** – A tall, lithe youth. Fights with two short swords (Action Dice: 2d16; AC 16)
- **Hjalmgautur** – A huge man with long tattered blonde hair. Fights with a two-handed sword (AC 16).
- **Ulfthegn** – A tall, thick man with long red hair. Fights with a battle axe (AC 16).
- **Hildivi Skalagrimsdotter** – A tall, lithe woman with two blonde braids. Fights with a silver longsword and shield (AC 17).
- **Agarr** – A small, compact man with white hair. Fights with a curved two-handed sword. (AC 16)

THE FINAL REWARD

If In'Sada is defeated, the PCs become corporeal in the afterlife attended by Greim, the god of the Vanar warriors. The mortal remains of the forsaken reavers collapse to be replaced by the actual individuals, surrounded as if by a bright silver fire. A silver cloud boils out of *Longreaver*, manifesting as Skal Silverhand. If the PC's carry *the Broadhead*, Hogrid Skallagrimsson similarly manifests. From the surrounding forest shambles a great bear with silver fur. The god Greim grants whatever boon the Judge desires (all PCs should at least be rewarded with at least 1 Luck point). Most likely the PCs wish to return home, but other adventures can springboard from this realm.

NOTE: Longreaver and the Broadhead retain all magical powers, but the ravings and urges of Skal cease upon the release of the reaver's souls.



APPENDIX M: MAGIC ITEMS

LONGREAVER, +1 LONGAXE OF SKAL SILVERHAND

+1 attack and damage; Int 7 (simple urges); Bane: Demons; Berserker Fury (+4 STR and STA for 2d6 rounds and -4 STR/STA for 1d6 turns); Enviscerator

Longreaver is a long-handled axe with a haft of sturdy ash. The silvered steel axe head has a single blade on one side and a spike on the other (treat as a warhammer). The axe can be wielded two-handed for 1d10+2 damage or one-handed for 1d8+1. When the wielder fights with demons, however, the axe and wielder undergo a dramatic change. The axe bursts into a near transparent silver fire that also envelops the wielder. This silver fire appears as a hefty Vanar warrior superimposed over the wielder's form and drives the wielder into a berserker rage for 2d6 rounds (+4 STR and STA). Afterward, the wielder is drained for 1d6 turns (-4 STR and STA). When the axe strikes a demon and the maximum damage is rolled, the player rolls the damage die again. This occurs each time the maximum damage is rolled.

Longreaver is the vessel for the unending rage of the northron chieftain Skal Silverhand. The first person to pick up *Longreaver* feels the man's mind enter and lurk there, whispering suggestions of vengeance, murder and chaos. The wielder must make a Will save (DC 15) or be unable to part with *Longreaver* for a year and a day. Throughout this time, the mad soul of Skal whispers, telling the wielder to travel to the jungle hell where he and his companions met their end and to free the souls of his forsaken reavers. No other information is provided to the wielder, though the closer to the tomb of the reavers the wielder travels, the more insistent the pleas become. The only thing that distracts *Longreaver* from its task is the opportunity to slay demonic entities.

BROADHEAD, +1 LONG SPEAR

This 10' long ash spear is topped by a wide bronze head carved with the Vanar rune of Destruction.

Wielders of the spear enjoy a +1 to attacks and damage (1d10+1) when used against demonic creatures. In addition, any demon struck by

Broadhead must make a Will save (DC 10+damage dealt) or be unable to leave the material plane for 1d6 rounds. Note that this power is cumulative – should the demon be struck more than once. If the wielder strikes a demon with a critical hit, in addition to standard critical effects, the demon is permanently anchored to the material world and cannot return to the hellish realms of its origin (meaning when killed here, it stays dead). However, should the wielder fumble while fighting a demonic entity, the wielder and anyone touching the victim, are transported through space and time (of the Judge's choosing).

FINNRIKUR'S SILVER TORC

The silver torc was given to the boy warrior of the Krrk, Finnrikur by the crone Mucra when he defeated the giant, Ramhar. The torc provides its bearer with the ability to hide from enemies. When the command word "scáil" (pronounced "scaw-il") is spoken, the bearer has a +10 to both Sneak Silently and Hide in Shadows for 1d4 turns. The bearer can hide even if already detected by an enemy and the dweomer allows the bearer to hide even from infravision.

ORBS OF THE CRAG DEMON

When a crag demon is slain within a mortal dimension, their bodies dissolve into a viscous black ooze, which evaporates, leaving behind their eyes. These harden into black opaque gemstones. When used in conjunction with any spell that summons, banishes, or otherwise treats with demonic creatures (possibly including Patron Bond and Invoke Patron) the orbs grant a +1d to Spell Checks. However, when used, there is a 5% cumulative chance that a crag demon is summoned to the mortal plane. The demon appears 3d100 miles from the spellcaster's position and immediately seeks to vent its rage on the spellcaster – hunting him or her down, as necessary.

APPENDIX S: SPELLS AND PATRONS

WEAL, THE QUEEN OF ABOMINATIONS

When the War of the Void ended, there were winners and the destroyed. A precious few of the defeated found continued existence in other dimensions. One of these entities, called Weal, was shunted to the mortal realms where she settled into a dormant volcano on a small tropical island in the Ruddy Sea. Weal was remade as a goddess to the native inhabitants who named her The Birthing Mother – from the caldera crawled powerful demonic creatures. In reality, Weal is the manifestation of a powerful dimensional gate that brings the horrors from a place of proto-demonic essence.

Eons later when Skal Silverhand and his band of Vanar warriors traveled to the island to destroy Weal in its Ruby Palace, they knew the entity as the Queen of Abominations for its crag demons had become a powerful army that wrought devastation across the world. After the destruction of the Ruby Palace, some believed Weal banished or otherwise destroyed in the mortal realm. The Queen's essence lingers, however, in the ruins of its domain now deep below the surface of what is now Mount Praeder on Praeder Island.

Recently, the reptile ghul shaman In'Sada has resurrected power from Weal and provided a pathway for those that wish to enter its service. The demon desires expansion of its power and uses its thralls to further those aims.

For those seeking to bond with Weal as a patron, the spellcaster must descend into the belly of Mount Praeder and enact the binding ritual within the Scintillating Chamber where the Queen's essence lies confined by the frost singer Thorvarr Thundersong. The prospective thrall must sacrifice four creatures of at least average human intelligence and present an artifact of Greim the Silver Bear, god of the hated Vanar. The artifact is consumed in the ritual. Once bound, the servant is marked with the symbol of the Queen of Abominations – a three-clawed hand that glows with a lurid red light (the light is equivalent to torchlight). This mark is anathema to followers of Greim and many Lawful gods and patrons.

INVOKE PATRON CHECK RESULTS

RESULT	EFFECT
12-13	Weal surrounds her servant with a ruby-colored force for 1d4+CL rounds. The sphere is 10'+5'/CL in diameter and is impenetrable to non-magical attacks. Magical attacks (including weapons) suffer a -1d to the Spell Check or attack roll.
14-17	Weal gives her servant the power of command over one creature (Will save). The caster may issue a single command each round combined with a gesture (as the spell <i>Word of Command</i> , result 18-19).
18-19	As 12-13 above, however the sphere increases to 10'+10'/CL in diameter for 1d4+CL turns.
20-23	As 14-17 above, however the caster may affect CL creatures. The effect lasts for 1d3+CL rounds
24-27	Weal gates 1d3 undead forsaken reavers (similar to Skal's reavers, but each is unique). They fight for the caster for 1d12+CL rounds but can be dispelled (Spell Check 24 or higher).
28-29	As above, but 1d6+CL forsaken reavers are summoned.
30-31	Weal gates a crag demon (Type I) to serve the caster for 1d100 days. Each day, the demon receives a Will save against the spell check. If successful, the demon attacks, tracking the caster down if necessary.
32	As above, but the crag demon permanently serves the caster. The demon receives a saving throw every 100 days.

PATRON TAINT: WEAL

RESULT	EFFECT
1	Exposure to Weal's power weakens the mind. The first time this result is rolled, the caster's mind becomes unhinged (-1 Personality). The second and subsequent times this is rolled, the caster loses 1d3+1 Personality and suffers from a serious mental disorder, as determined by the Judge (cumulative). When the character's personality falls below 3, he or she dies and is reborn as a forsaken reaver.
2	The Queen of Abominations warps her servants. The caster's body exudes the odor of the grave. The second this is rolled, the caster's body is covered in weeping sores. The third time, the skin blackens as if from extreme cold, appearing as an undead creature.
3	Weal is a vengeful entity. The caster must find, enslave and bind one descendant of Skal or his reavers (using either Soul Bind or Patron Bond). The second time this result is rolled, the caster must find and defile a shrine to Greim, the Silver Bear. The shrine must then be dedicated to the Queen of Abominations (using the Desecrate spell — found on the Mystic Bull website), with a Spell Result sufficient to create a permanent gate (result 32 or higher. Either of these quests must be completed within 1d5 years. Each month that passes without progress toward this goal, the caster suffers -1 Strength, which heals at a rate of 1 per month if the caster resumes the quest. Each subsequent time this result is rolled, Weal demands another descendant enslaved and bound or another shrine defiled and desecrated.
4	Weal's true nature as a living gate has deleterious effects on her servants. Each time one spell (randomly selected) is cast, the caster gates in 3d3 small demonic creatures (see Mercurial Magic result 92). These creatures are not under the caster's control — though they can be treated with — otherwise they attack anything that moves. The second time this result is rolled, the caster opens an otherworldly gate inside his or her own body. The caster must make a Will save (DC 15) or suffer from possession by a minor otherworldly entity. The effects are left up to the Judge, but should last no more than 1d3 weeks. During this time, the caster speaks in a hollow demonic voice. The third time this result is rolled, any time the caster cast's one spell (randomly determined), a crag demon is gated to the caster's currently world. The creature appears 3d100 miles away and immediately begins hunting the caster. When encountered, the demon can be bargained with, but otherwise seeks to destroy the caster.
5	The caster is surrounded by the energies of the damned. Each time the caster casts a spell, all living creatures in a 5' radius suffer 1d4+CL damage from a wash of unclean phlogistonic energy. A successful Reflex save (DC 5+damage) avoids the effects. The second time this result is rolled, the radius increases to 10' and damage to 1d8+CL. The third time this result is rolled, the caster is continually surrounded by unclean phlogistonic energy, dealing 1d4+CL to any living creature touched (no save). When a spell is cast, this heat bursts in a 20' radius dealing 2d6+CL damage to all living creatures in range (save still applies). Inanimate objects are unaffected.
6	Weal has little regard for servants that fail her. Each time this result is rolled, a random spell known by the caster can only be cast by Spell Burning 1 point of physical ability. The Spell Burn adds to the Spell Check as normal. If the same spell is indicated on subsequent rolls, the Action Die to cast the spell is permanently reduced by 1 die step.

PATRON SPELLS: WEAL

SPELL LEVEL	PATRON SPELL
Level 2	Desecrate
Level 3	Summon Servants of the Queen
Level 3	Soul Bind

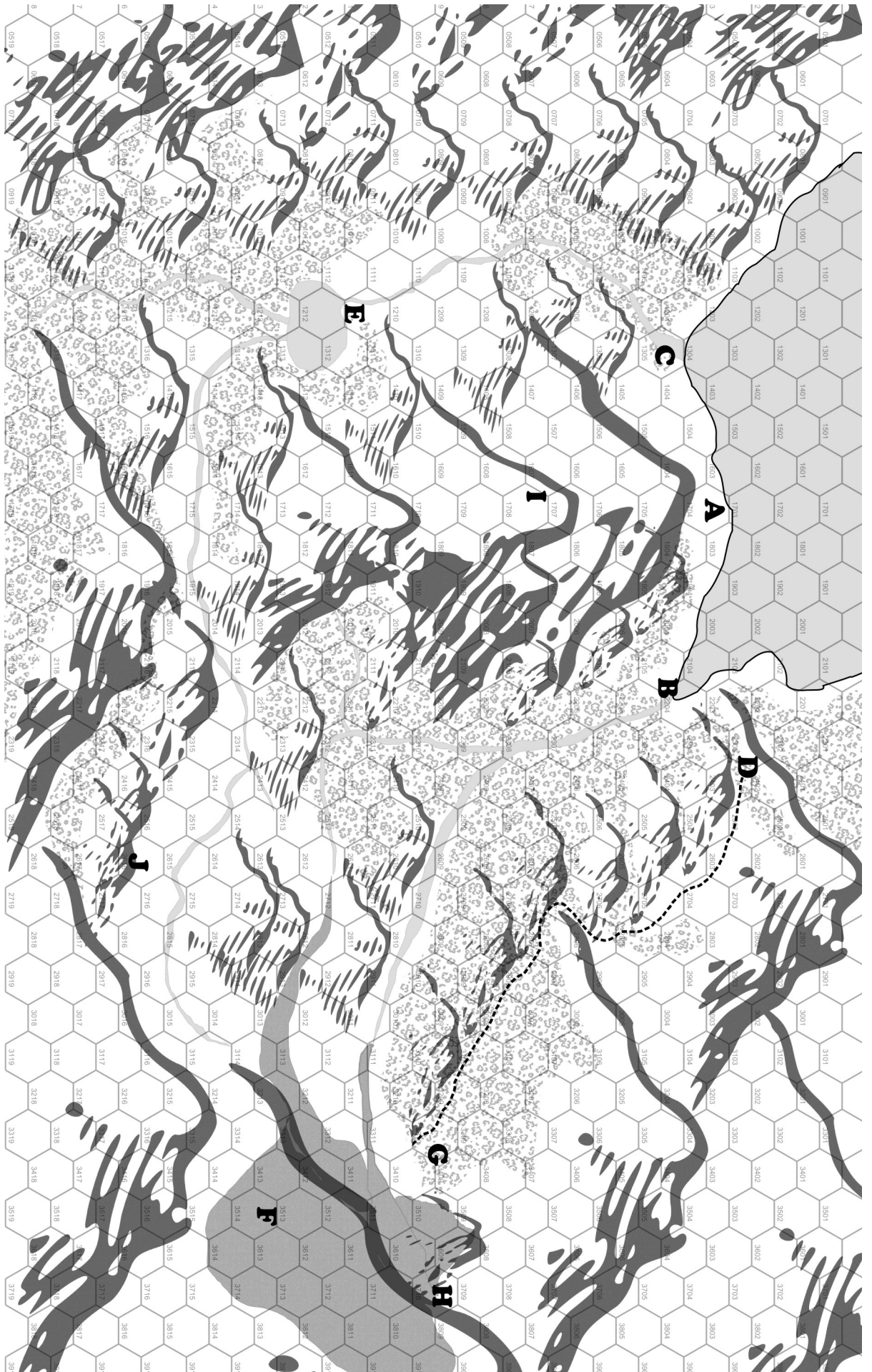
NOTE: Soul Bind is the only spell currently known, and can be recovered from In'Sada. The other spells must be discovered through play. Quest for it! The spell *Desecrate* can be found on the Mystic Bull website.

SPELLBURN: WEAL

RESULT	EFFECT
1	The caster becomes a living gate for a short period of time, causing the physical ability damage sacrificed. Somewhere within 100 miles of the caster, a demonic entity is released into the world for 1d30 days. The ability damage does not heal until the demon is destroyed or the duration of its stay expires.
2	The caster's skin blackens as if exposed to extreme cold. When the ability damage heals, the caster must make a Fortitude save (DC 8+Spell Burn) or suffer from a Patron Taint.
3	The symbol of Weal on the caster's chest burns with a unclean phlogiston energy, causing the ability damage. While the damage heals, the mark is visible to servants of Lawful gods and patrons, regardless of how its covered.
4	The caster must remove a tooth. When the ability damage heals, it is replaced by a 4" long fang. This result can only occur twice. On subsequent Spell Burn with this result, other teeth extracted return black and rotted.

SOUL BIND

Level	3	Range	30'+10'/CL	Duration	See Below	Casting Time	1 Round
GENERAL	The Queen of Abominations binds those that oppose her in a realm of tortured undeath. The spell requires a symbol of Binding created from a ruby of at least 500 gp value, which is consumed in the casting.						
MANIFESTATION	The skin of the caster's hands peel back revealing blackened bones and his or her eyes glow with a hellish ruby light.						
SPELL CHECK	EFFECT						
1	Lost, failure and Patron Taint						
2-11	Lost, failure.						
12-15	Failure, but the spell is not lost.						
16-17	The victim's mind is infiltrated by the caster and can be manipulated with single commands for 1d6+CL turns. The victim receives a save for each command (Will) though this does not break the duration of the spell. Should the victim move outside the range of the spell, it is immediately broken.						
18-21	The wizard targets a number of creatures equal to his or her caster level. Those that fail the saving throw (Will) fall under the effects of a Charm Person spell (result 20-23). When the effect wears off, the victim must make a second save (Fort) or suffer from minor corruption (see Core Rules)						
22-23	A single victim suffers from the Charm Person effects above and for the duration of the spell is transformed into an undead horror with cold blackened skin. The creature maintains its physical abilities, but suffers -4 to Intelligence and Personality. At the end of the duration, the creature must make a Fortitude save or suffer from minor corruption.						
24-26	The wizard targets one creature, as above, and the duration is doubled.						
27-31	The wizard targets a number of creatures equal to his or her caster level with effects as 22-23, above.						
32-33	The wizard targets one creature, and the duration of the spell is permanent. The spell can be magically dispelled. Unfortunately, if dispelled, the victim is still dead.						
34-35	The wizard targets a number of creatures equal to his or her caster level. The effects are as 32-33 above.						
36+	The wizard binds a number of creatures equal to his or her caster level with the effects of 32-33, above, however the effects cannot be dispelled without extreme divine intervention.						



1mi

Praeder Peak, Lower Slopes



Jungle



River



Sea



Glacier



THE MYSTERIOUS VALLEY

By Daniel J. Bishop

BACKGROUND

For over a thousand years, the wizard Harhasan dwelt at the head of the valley which bears his name. In the laboratories beneath his fantastic tower, he bred monsters from men and animals. Still others he created artificially in great vats, and animated using the power of harnessed lightning. To those creatures he formed, he is still known as the Great Animus, or merely Creator.

Among his other accomplishments, he learned to bind dragon's souls into the skeletal remains of men. These Sons of the Dragon's Teeth were not his most powerful servants, but they were the most numerous – and perhaps the most feared. That Which Dwells Beneath the Sea sent envoys to treat with the Great Animus, a few of which remain. The six-armed serpent folk, the Ssethmariss, served Harhasan as well, and a few yet remain in the valley.

As all things die, so too did Harhasan. Now, almost a century after his death, men may at last dare to seek out his tower and the treasures hidden therein. Legend claims that the individual who first sits upon his ebonite throne will inherit his powers – but a fearsome dragon must be defeated ere that comes to pass!

BASIC FEATURES

Harhasan Valley is divided into three main sections. The *coastal valley* (Areas 1-4) consists largely of tropical swampland and plains. Wildlife is plentiful, and game abundant. Natives from Golan village (Area 2) add an element of civilization to this region.

The *middle valley* (Areas 5-12) is a region of deep jungle, gigantic reptiles, and ancient ruins. This is also the final refuge of the remaining prodigious apes known as the Migjoyon, and the Man-Ape Zanatar who was raised among them.

The *upper valley* (Areas 13-17) grows temperate due to elevation. Here the last remnants of Harhasan's

Using this Material: The Mysterious Valley is intended as a mini-sandbox, an area that can be explored in a series of game sessions, or returned to again and again over the course of campaign play. As a result, many areas on the map are only minimally fleshed out; the judge may wish to expand upon the materials herein or even add entirely new locations and possibilities for adventure.

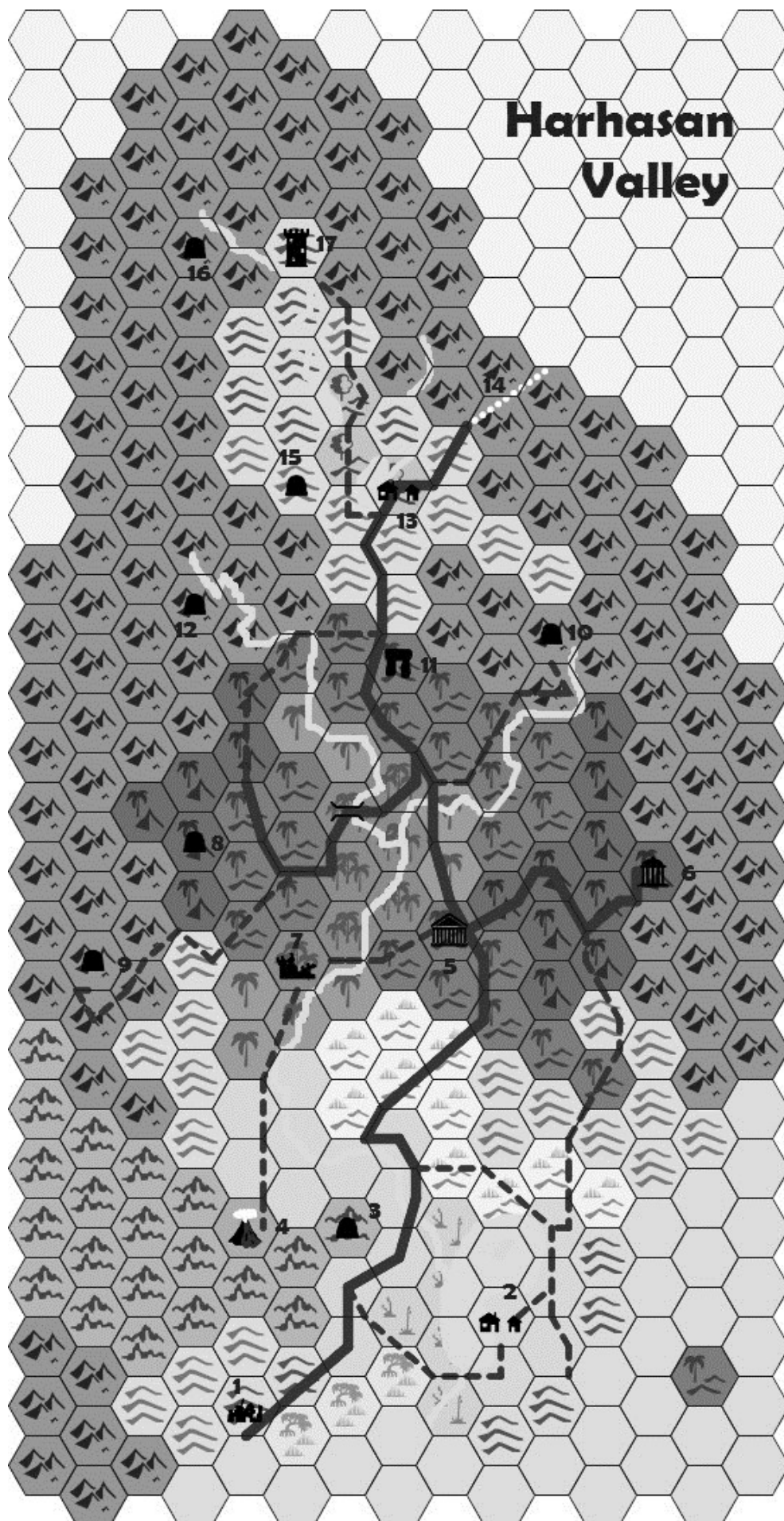
The region around Harhasan Valley is intentionally left blank, to aid judges in fitting this location more easily into their worlds. Although the order of encounter areas assumes a progression from south to north, Area 14 may be used to allow relatively easy entry into the upper valley.

mightiest creations still dwell. The village of Stomoan houses the descendants of Harhasan's human servitors, as well as Harhasan's aged apprentices. These last intrigue among themselves, and with their own apprentices, to determine who shall be given the right to dare Harhasan's Tower.

Solid lines indicate roads created by the servants of Harhasan. These remain in good shape to this day, and a character is assumed to be able to move one hex (five miles) along a road over the course of an hour (or 1½ hours in hilly regions).

Dotted lines are paths. These are far rougher than the roads, and movement is accordingly reduced. A character can cross a hex along a path in 1½ hours, 2 hours in hilly terrain, or 3 hours in the mountains.

Moving off the paths and roads takes longer. Assume 4 hours to cross a mountainous hex or areas of broken land; three hours to cross heavy jungle, swamp, or hills; 2 hours to cross areas of light jungle; and 1½ hours to cross plains.



RANDOM ENCOUNTERS

When using the outdoor hexmap, random encounters occur on a 1 in 6 chance once every four hours. Roll on the table below, using the section of the valley and the time of day to determine the result. If the encounter occurs near an encounter area, the judge may either assume that the encounter is related to that area, or make it a linked encounter two-thirds of the time (1-2 on 1d3). Although average hit points are given for each encounter, the judge is encouraged to roll individual creature's hit points when appropriate.

	DAYTIME ENCOUNTERS			NIGHT-TIME ENCOUNTERS		
d14	COASTAL	MIDDLE	UPPER	COASTAL	MIDDLE	UPPER
1	Golan Villagers	Golan Hunters	Stomoan Villagers	Golan Hunters	Zanatar	Stomoan Warriors
2	Golan Villagers	Golan Hunters	Stomoan Villagers	Golan Hunters	Migjoyon	Stomoan Warriors
3	Golan Villagers	Golan Warriors	Stomoan Villagers	Golan Warriors	Pterodactyl	Stomoan Shaman
4	Golan Villagers	Ornithomimus	Stomoan Hunters	Golan Warriors	Ceratosaurus	Stomoan Shaman
5	Golan Hunters	Compsagnathus	Stomoan Warriors	Antelope	Allosaur	Stomoan Shaman
6	Golan Hunters	Compsagnathus	Stomoan Shaman	Leopards	Troglodytes	Sabre-Tooth
7	Golan Warriors	Pterodactyl	Giant Hornets	Leopards	Tyrannosaur	Sabre-Tooth
8	Eohippus	Pterodactyl	Giant Bee	Phororhacos	Troglodytes	Giant Ants
9	Antelope	Allosaur	Pterodactyl	Compsagnathus	Troglodytes	Giant Ants
10	Antelope	Certosaurs	Giant Ants	Crocodiles	Allosaur	Sons of Dragon's Teeth
11	Crocodiles	Migjoyon	Giant Ants	Crocodiles	Ceratosaurus	Sons of Dragon's Teeth
12	Crocodile, Large	Migjoyon	Sons of Dragon's Teeth	Crocodile, Large	Pterodactyl	Sons of Dragon's Teeth
13	Gigantic Crab	Zanatar	Sons of Dragon's Teeth	Ghouls	Migjoyon	Ssethmariss
14	Hexopus	Ghouls	Two-Headed Roc	Ghouls	Zanatar	Cyclops

RANDOM ENCOUNTER DETAILS

Allosaur (1): Init +3; Atk bite +4 melee (2d6); AC 13; HD 8d8+16, hp 48; MV 40'; Act 1d20; SP lives 1d3 rounds at 0 hp; SV Fort +6, Ref +4, Will +2; AL N. This is a 12-foot long carnivorous dinosaur. Following the pulp fiction version of the dinosaurs, this creature's brain doesn't register that it is dead for 1d3 rounds after reaching 0 hp. If catastrophically injured, it dies immediately.

Antelope (2d6-1): Init +6; Atk butt or kick -2 melee (1d3); AC 15; HD 1d6-1; hp 3; MV 50'; Act 1d20; SV Fort -4, Ref +8, Will -4; AL N. These antelope are similar to gazelles in appearance and are prey animals for many creatures in the valley, including humans.

Ceratosaurus (1d3-1): Init +3; Atk bite +5 melee (2d7); AC 15; HD 10d8+16, hp 56; MV 40'; Act

1d20; SP lives 1d5 rounds at 0 hp, distracted by other ceratosaurus; SV Fort +8, Ref +2, Will +3; AL N. This is an 18-foot long carnivorous dinosaur with a horn on its snout. If more than one is encountered, each round each ceratosaur must roll a DC 10 Will save or spend its action snapping (harmlessly) at the other dinosaur. It does not use its horn to attack. Following the pulp fiction version of the dinosaurs, this creature's brain doesn't register that it is dead for 1d5 rounds after reaching 0 hp. If catastrophically injured, it dies immediately.

Compsagnathus (3d6): Init +5; Atk bite +0 melee (1); AC 15; HD 1d6, hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +4, Will -4; AL N. These are the pre-feathered, chicken-sized dinosaurs of pulp fiction and stop-animation film. Although easily frightened away, they mob a lone or helpless victim, especially a small one, such as a halfling or a child.

Crocodiles (2d4-1): Init -3; Atk bite +5 melee (3d4); AC 17; HD 3d8; hp 12; MV 20' or swim 40'; Act 1d20; SP camouflage; SV Fort +2, Ref -2, Will -2; AL N. These aggressive crocodiles, similar to Nile crocodiles, are approximately 10+1d6 feet long. They are masters of camouflage, gaining a +10 bonus to attempts to hide and are only encountered near water or bogs.

Crocodile, Large (1): Init -3; Atk bite +7 melee (3d6); AC 21; HD 5d8; hp 20; MV 10' or swim 50'; Act 1d20; SP camouflage; SV Fort +6, Ref -6, Will +0; AL N. This is an enormous crocodile, 15+2d10 feet long. It gains a +8 bonus to attempts to hide and are only encountered near water or bogs.

Cyclops (1): Init +0; Atk claw +10 melee (2d6+8) or bite +6 melee (2d8+8) or by weapon +6 melee or ranged (by weapon +8); AC 15; HD 12d8+24, HP 72; MV 40'; Act 2d20; SP grab (with claw attack, opposed Str check vs. +8 bonus to escape); SV Fort +14, Ref -2, Will +2; AL C. This enormous Cyclops is typically armed with a club (1d4+8; 90% chance) or spear (1d8+8; 10% chance). A primitive cave-dweller, dressed in furs, with a single thick horn jutting from above its beetled brow, it hunts and eats human beings.

Eohippus (1d3): Init +2; Atk none; AC 12; HD 1d3; hp 2; MV 15'; Act 1d12; SV Fort -4; Ref +0; Will -6; AL N. This "dawn horse" is a striped miniature horse a little more than a foot long. This is a prey animal for many creatures in the valley.

Ghouls (1d5): Init +2; Atk by weapon +2 (by weapon +1); AC 14; HD 1d6; hp 4; MV 40'; Act 1d20; SP infravision 60'; SC Fort +4, Ref +3, Will +2; AL C. These creatures are not un-dead, but are emaciated, bug-eyed humanoids that dwell in and beneath the ruins of Durdarian. Two thirds wield long scimitars (1d8+1), and the remaining third wield long-handled battle axes (1d10+1). See **Area 1** for more details.

Giant Ants (3d3): Init +0; Atk bite +2 melee (1d4+1); AC 16; HD 1d8+2; hp 7; MV 50' or climb 50'; Act 1d20; SV Fort +5, Ref +1, Will -3; AL L. These are giant worker ants, each about the size of a medium-sized dog. They will attempt to drag any dropped characters back to their nest, making recovering the body difficult. A giant ant can carry a human wearing medium armour without slowing down.

Giant Bee (1): Init +2; Atk bite +0 melee (1d3+1) or sting +2 melee (1d6+1 plus poison); AC 14; HD 3d8+6; hp 18; MV 30' or fly 50'; Act 1d20; SP Poison (Fort DC 16, 1d3 Stamina if successful, death if not), dies in 1d5 rounds after stinging; SV Fort +7, Ref +5, Will -1; AL L. This is a 10-foot long bee, of a type that creates giant honeycombs in the mountains and broken land surrounding the valley. Although aggressive, a giant bee will not use its sting unless it has been wounded, as it can only successfully attack with its sting once, after which it dies in 1d5 rounds.

Giant Hornets (1d4-1): Init +3; Atk sting +0 melee (1 plus poison); AC 15; HD 1 hp; MV 1' or fly 40'; Act 1d20; SP Poison (Fort DC 14, 1d3 Stamina on failure); SV Fort +0, Ref +8, Will -4; AL L. This is an aggressive hornet, about 8 inches to 1 foot long. Unlike a bee, a hornet can sting repeatedly.

Gigantic Crab (1): Init +2; Atk Claw +4 melee (2d8+4); AC 20; HD 6d8, HP 24; MV 40'; Act 1d20; SP grab (with claw attack, opposed Str check vs. +4 bonus to escape); SV Fort +6, Ref +2, Will +0; AL N. This is an enormous crab, whose shell is 1d3+9 feet in diameter. It can only be encountered near salt water.

Golan Hunters (4d4): Init +1; Atk spear +1 melee (1d8) or short bow +2 ranged (1d6); AC 10; HD 2d6; hp 7; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L. These primitive hunters come from the Village of Golan, **Area 2**. They will be on friendly terms with characters unless given a reason not to be. Each has a quiver of 3d6 arrows (average 11), and food for 1d3 days. There is a 25% chance that they are already successful in the hunt, and are carrying one or more game animals.

Golan Villagers (3d3): Init +0; Atk by weapon +0 melee (1d4); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL L. These primitive villagers are farmers, woodcutters, harvesters, goatherds, and the like. See **Area 2** for more details.

Golan Warriors (5d5): Init +1; Atk spear +2 melee (1d8) or short bow +3 ranged (1d6); AC 10; HD 3d6; hp 11; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL L. Warriors from Golan Village patrol the lower valley to protect their people from dangerous creatures. They render aid to PCs unless they have been given reason not to. Each carries 1d5 pieces of hammered gold or copper jewellery, worth 1d3 gp each.

Hexopus (1d4-2, minimum 1): Init +0; Atk tentacle +1 melee (2d6) or bite -1 melee (3d6); AC 15; HD 6d6; hp 18; MV 20' or swim 50'; Act 4d20; SP infravision 60', ink jet, constrict (automatic damage, Strength DC 20 to free); SV Fort +12, Ref +8, Will +4; AL C. This is an 8-foot long creature, similar to an octopus, but with only six arms. It has a malevolent intelligence, and serves That Which Dwells Beneath the Sea. They are only found in or near watery areas.

Leopards (1d5-2, minimum 1): Init +2; Atk bite +3 melee (1d6+3) or claws +1 melee (1d3+1); AC 13; HD 3d8; hp 15; MV 40'; Act 2d20; SP rake, stealthy (+4 to surprise); SV Fort +1, Ref +2, Will +1; AL N. A leopard that strikes with two successful claw attacks is allowed to make a free rake attack (+1 melee for 1d6+2 damage).

Migjoyon (Roll 1d4: on a 1-3, only 1 is encountered, on a 4 a family group of 3d5): Init +2; Atk claw +4 melee (1d6+8) or bite +0 melee (2d6); AC 14; HD 8d8+24; hp 60; MV 40' or climb 30'; Act 2d20; SP rend (+2d8 damage if both claws hit); SV Fort +8, Ref +3, Will +2; AL N. These mighty gorilla-like anthropoids stand between 10 and 12 feet at the shoulder. Although the bulls seem aggressive, this aggression is feigned 75% of the time unless the creature is attacked or otherwise excited. The Migjoyon are intelligent enough to have language, although what can be communicated in that language is relatively primitive.

Ornithomimus (1d3): Init +3; Atk bite -2 melee (1d3); AC 12; HD 2d6; hp 7; MV 50'; Act 1d20; SV Fort +2, Ref +2, Will -4; AL N. These dinosaurs appear something like featherless ostriches with relatively long front arms ending in narrow-fingered "hands". They eat small reptiles and insects. Their first reaction to any confrontation is to flee.

Phororhacos (1d3-1): Init +0; Atk bite +2 melee (1d10+2) or claw +4 melee (1d6+2); AC 12; HD 3d8+3; hp 16; MV 40'; Act 1d20; SV Fort +1, Ref +3, Will +0; AL N. This prehistoric flightless bird can reach a height of 10 feet, with razor-sharp claws and a beak like an axe. Although irritable and difficult to train, a phororhacos trained from the egg can sometimes be tamed, or even used as a mount. It takes three years to raise and train such a bird. After the second year, it has HD 2d8+2 and a DC 15 Personality check must be made to prevent the bird

from becoming hostile. Another check (DC 10) must be made at the end of the third year. These checks are made with 1d20 if the character has an occupation suitable for training animals, or 1d10 if not.

Pterodactyl (1): Init +2; Atk bite +8 melee (1d10) or claw +2 melee (1d4); AC 15; HD 6d8; hp 25; MV 10' or fly 50'; Act 1d20; SV Fort +6, Ref +5, Will +2; AL N. These great flying lizard-creatures have a 25' wingspan and are large enough to carry off an unarmoured human.

Sabre-Tooth (1): Init +3; Atk bite +8 melee (2d8+6 plus bleeding) or claw +4 melee (1d6+6); AC 15; HD 5d8+10; hp 30; MV 40'; Act 2d20; SP bleeding wounds; SV Fort +5, Ref +3, Will +3; AL N. The sabre-toothed cat of pulp fiction is 12 feet long and weighs 800 lbs. Its bite does damage that causes its victim to lose an additional 1d3 hp per round until either an action is spent binding wounds or the character has received magical healing. Multiple bites are cumulative, so a character with three bites loses 3d3 hp the next round. If he spent an action that round binding wounds, he loses 2d3 the following round. Then 1d3, and then no additional damage, so long as he continues binding wounds. Magical healing stops all bleeding from all bites. The head and pelt of a sabre-tooth are worth 50 gp in a civilized region, in good condition.

Sons of the Dragon's Teeth (1d6+4): Init +3; Atk claw +1 melee (1d3) or by weapon +4 melee (1d8+4); AC 12; HD 4d6; hp 13; MV 30'; Act 1d20; SP undead, half damage from piercing and slashing weapons; SV Fort +2, Ref +4, Will +6; AL C. Although these creatures seem little more than animated skeletons, they retain a malevolent intellect and a fighting prowess far beyond that of a normal skeleton. There is a 25% chance that the Sons are involved in some task, and will not bother with the PCs unless provoked. Sons are armed with longswords (25%), spears (50%), or tridents (25%).

Ssethmariss (1): Init +4; Atk short sword +1 melee (1d6); AC 14; HD 3d6; hp 11; MV 30'; Act 6d20; SP hypnotic dance (Will DC 10), defensive swordplay; SV Fort +2, Ref +6, Will +2; AL C. The Ssethmariss are female humanoids with six arms, whose are serpentine from the hips downward. Although they have mammalian breasts, the creatures are covered with fine emerald and turquoise scales and have no hair. A Ssethmariss is able to dance in a hypnotic

manner, causing all who see her to remain rapt and unmoving unless they succeed in a Will save (DC 10). This hypnosis ends automatically if a creature is attacked, but a Ssethmariss may use her dance to close or withdraw. She is typically armed with six curved short swords. For each action die she does not otherwise use, she can fight defensively with one blade, adding a +1 bonus to her AC for 1 round.

Stomoan Hunters (3d3): Init +1; Atk spear +1 melee (1d8) or javelin +2 ranged (1d6); AC 13; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +2; AL N. These are hunters from the village of Stomoa (**Area 13**). They wear leather armour, and are armed with a heavy spear and three javelins. There is a 10% chance that they already have game when encountered. When encountered, roll 1d5 to determine the hunter's attitude: (1-2) friendly, (3-4) suspicious, (5) hostile.

Stomoan Shaman (1): Init +2; Atk dagger +0 melee (1d4) or harmful spell +4 ranged (1d8); AC 12; HD 3d4; hp 7; MV 30'; Act 1d20; SP spell-like ability; SV Fort +0, Ref +2, Will +6; AL C. Each Stomoan shaman shows his or her own signs of corruption, and each has both a harmful spell and a spell-like ability that can be used at will. The judge should devise specific abilities, or roll to determine the form each takes. For harmful spell, roll 1d8: (1) bolt of lightning from the sky, (2) crackling energy shoots out from outstretched hands, (3) shaman's shadow elongates and overlaps target, (4) shaman throws ball of pain-inducing energy, (5) shaman's voice becomes a sonic lance, (6) plants strike at target where shaman directs, (7) target's clothing and gear erupt with stinging and biting insects, or (8) great mouth appears and bites at target. For spell-like ability, roll 1d7: (1) can become invisible for up to 6 rounds 3/day, (2) can walk on water at will, (3) can speak to animals at will, (4) gently wafts to ground instead of falling, (5) can teleport to any location within sight 3/day, (6) takes half damage from metal weapons, or (7) can speak telepathically to targets within line of sight at will. For sign of corruption, roll 1d12: (1) one leg terminates in a seagull's webbed foot, (2) one arm is withered and useless, (3) eyes like a cat, (4) eyes completely silver, (5) preternaturally old, (6) no nose, (7) face appears half melted, (8) face completely expressionless no matter how animated voice becomes, (9) legs of an animal, (10) pelt of an animal, (11) sabre-toothed, or (12) roll again twice.

Stomoan Villagers (2d3-1): Init +0; Atk by weapon +0 melee (1d4); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +2; AL L. These are farmers, woodcutters, harvesters, goatherds, and the like from Stomoa (**Area 13**). They are naturally suspicious of outsiders.

Stomoan Warriors (4d4): Init +1; Atk spear +3 melee (1d8+1) or short bow +3 ranged (1d6); AC 13; HD 3d6+3; hp 14; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +4; AL L. These professional soldiers wear studded leather armour. They will attempt to capture strangers, to take to the Boundless Philosopher in Stomoa (see **Area 13**), but will use lethal force if threatened or to prevent escape.

Troglodyte (2d6): Init -2; Atk bite +0 melee (1d5) or club +2 melee (1d4) or claws +2 melee (1d3); AC 14; HD 1d8; hp 5; MV 20' or climb 10'; Act 1d20; SP infravision 100', move silently, musk; SV Fort +2, Ref -1, Will +0; AL N. These cave-dwelling reptile men have bulbous, almost insect-like eyes, and a vestigial horn atop their heads. They are stealthy, gaining a +4 bonus to surprise due to their silent movements. When excited, they give off a disturbing musk that causes a -2 penalty to all d20 rolls for opponents within 30' unless they succeed on a Fort or Will save (whichever is better, DC 9 + the number of troglodytes present). They worship mysterious items of ancient technology found within their caves. Captives are either sacrificed to these objects or eaten.

Two-Headed Roc (1): Init -4; Atk bite +6 melee (2d6+6) or claw +8 melee (2d3+3); AC 20; HD 10d8+40; hp 95, 80; MV 20' or fly 70'; Act 2d20; SP snatch; SV Fort +10, Ref -4, Will +4; AL N. This enormous bird stands 15' tall, with a wingspan of 50'. They are two headed, with vulture-like features. There are only two of these birds in the Mysterious Valley; they nest at **Area 16**. A two-headed roc that hits with its claw can snatch an opponent with the intent to carry it off to its nest. The opponent gains a Strength check to resist. If the check result is 15 or better, the roc is prevented from lifting its target and loses an action, but the target is not free, and the roc may try again without making another attack roll. If the check result is 20 or better, the target is free. When both rocs are dead, no more will be encountered.

Tyrannosaur (1): Init +2; Atk Bite +6 melee (2d10); AC 15; HD 12d8+24, hp 80; MV 40'; Act 1d20; SP swallow whole, lives 1d7 rounds at 0 hp; SV Fort +8, Ref +2, Will +4; AL N. This great reptile is 40' long and 13' high at the hip. It can swallow an opponent whole on a natural 19-20 that hits, in addition to any other critical effect. The victim gains a Reflex save (DC 20) to avoid being swallowed. Swallowed victims take 1d3 damage each round, and must make a DC 10 Fort save each round or take 1d3 temporary Stamina damage from suffocation. It requires a DC 10 Agility check and a small weapon to take any action from within the dinosaur, but from within the creature is AC 10 and requires only 25 hp damage to allow a creature to wriggle free. Following the pulp fiction version of the dinosaurs, this creature's brain doesn't register that

it is dead for 1d7 rounds after reaching 0 hp. If catastrophically injured, it dies immediately.

Zanatar (1): (6th lvl Warrior/feral orphan): Init +9; Atk dagger +4 melee (1d4+4) or short bow +3 ranged (1d6); AC 13; HD 6d12+28; hp 75; MV 30' or brachiate 40'; Act 1d20 + 1d16; SP Deed Die (d8), brachiate, climb, stealth, 18-20 critical range; SV Fort +6, Ref +7, Will +4; Str 20, Agl 18, Sta 20, Per 17, Int 15, Luck 14, AL L. Crit 1d30/V. The legendary Man-Ape is the child of explorers slain by dinosaurs in the middle valley, and raised by the Migjoyon. As a result, he has become an almost godlike warrior of great stature. He has a 20 Strength and Stamina, granting him a +4 bonus, as well as an 18 Agility. He can climb with a +12 bonus at his full movement speed, and can

brachiate (move among tree branches) wherever there is sufficient canopy. Finally, his stealth allows him a +7 bonus to move silently and hide. Zanatar is typically armed with no more than a short bow, a dagger, and a quiver of arrows. There is a 25% chance when encountered that he is accompanied by 1d3 Migjoyon. In any case, there is a 25% chance that the number of Migjoyon in the area who will respond to Zanatar's call is actually 3d3 higher than it appears, arriving in 2d5 rounds.



ENCOUNTER AREAS

1. Ruins of Durdarian: This ghoulish-ruined city predates Harhasan, and may have been what drew the wizard-alchemist to this valley long ago. Its hex is filled with ruined domes, toppled or partially toppled minarets, crumbled buildings of brick, and long-abandoned agorae. Grass grows in the ancient streets, and vines climb up the decaying antique walls. In addition, a network of half-collapsed tunnels snakes beneath the city, with many hidden access points allowing entry into the subterranean kingdom of the ghouls. The ghouls are not un-dead, but are the emaciated descendants of those who dwelt in Durdarian long ago. Their eyes have become larger to see in the dark, and they are given to cannibalism and obscene rites to propitiate dark gods.

For every hour spent in the ruins, characters have the opportunity to make one investigation roll (1d20 + the total group Luck modifier). For every three hours during daylight, or half hour at night, make one roll on the wandering encounters table. The judge is encouraged to expand upon these results. The period of checks may be altered on the basis of circumstances, or to limit the effects of player knowledge. A portion of the Ruins of Durdarian could be developed into a 0-level funnel for villagers from nearby Golan.

Ghost (1): Init +2; Atk special (see below); AC 10; HD 2d12; hp 18; MV fly 40'; Act 1d20; SP un-dead traits, immune to nonmagical weapons, rage; SV Fort +2, Ref +4, Will +10; AL C. The ghost of a warlock haunts these ruins, and is cursed to wander here until a Lawful cleric hears his confession (which contains such horrors that the cleric who does so will appear to age 1d5 years, and her hair will turn pure white). The ghost appears to be a dark shadow wrapped in ethereal silver chains which flicker with hellfire. An odour of sulphur and burnt flesh can be smelled 50 yards away. The ghost attempts to speak its confession to a Lawful cleric, but if frustrated in this, its rage washes across all in a 30' radius like a flame of hellfire, causing 2d4 damage (Reflex or Will DC 10 for half). The ghost turns into a flaming ball of marsh gas and darts away. The warlock knows the secrets of 1d5 spells of the judge's choosing, and may be compelled to impart them with promises of salvation.

D14	DAY ENCOUNTER	NIGHT ENCOUNTER
1-7	No encounter	Ghouls (3d4)
2	Golan Explorers (1d4)	Leopard (1d3-1)
3	Golan Explorer (2d4)	Strange Howling Noise
4	Leopard (1)	Strange Howling Noise
5	Small pterosaur (1)	Howling Serpent (1)
6	Lizard (1d3)	Skeletons (1d5)
7	Giant Lizard (1)	Spirit Phantoms (4d10)
8	Roll as Night Encounter	Ghost (1)

Ghouls (3d4): Use stats as area random encounters, on page 38. These ghouls are out hunting food or victims for sacrifice (equal chance of each). If they are out hunting sacrificial victims, they seek to capture foes rather than kill them. Captured victims are dragged by secret ways beneath the city, where the judge can either create an adventure to allow them to escape, or decree that they are never seen again.

Giant Lizard (1): Init +4; Atk bite +3 melee (2d4) or tongue +5 ranged (0); AC 15; HD 2d8; hp 9; MV 40' or climb 20'; Act 1d20; SP camouflage, sticky tongue; SV Fort +4, Ref +2, Will -3; AL N. This is an enormous, gecko-like lizard fully 12 feet long. It gains a +6 bonus to Hide, and has a sticky tongue that can shoot forth up to 20 feet. Creatures struck by the tongue are pulled 10 feet each round toward the creature's mouth unless they make a Strength check (DC 15). They can free themselves with a DC 20 Strength check or a Mighty Deed of Arms as part of an attack, but either requires using an action to do so.

Golan Explorers (1d4 or 2d4): These are Golan villagers who search the ruins for treasure. They may be used as replacement PCs (created as 0-level characters unless the judge rules otherwise) or hirelings.

Howling Serpent (1): Init +7; Atk bite +7 melee (2d6 plus poison DC 15 Fort or 2d4 Stamina); AC 15; HD 3d8; hp 12; MV 40'; Act 1d20; SP poison, howling; SV Fort +5, Ref +7, Will +2; AL N. A howling serpent is an enormous snake, fully 2 feet long per hit point possessed. It can howl, creating a noise that confuses and frightens potential prey. A creature that hears this howling must make a DC 12 Will save or be unable to make meaningful actions for 1d7 minus Intelligence modifier rounds.

1d20+LUCK MODIFIER	INVESTIGATION RESULT
0 or less	Poking around inside a building causes a collapse. All characters take 3d6 damage (roll individually, Ref DC 15 for half). A natural "1" on the Reflex save indicates a character is pinned, and cannot escape without a DC 20 Strength check (up to four characters can work together on this check). Roll immediately on the random encounter table.
1	It looked like a safe place to rest, but it wasn't! Roll immediately on the encounter table for the opposite period (i.e., if day, use night) to see what may have been holing up in the same rest area. The character with the lowest Luck must make a DC 10 Luck check or the group is surprised, and that character is targeted during the surprise round. After the encounter is resolved, the players may choose to make another investigation roll – perhaps the thing(s) had treasure?
2	Falling rock, tripping down sod-covered steps, or some other bad luck incident causes a character to be harmed or a piece of equipment to be destroyed. All characters roll 1d20 + Luck modifier. The lowest roll(s) take 1d6 damage due to the bad luck incident, or may choose to instead have a piece of equipment destroyed whose gold piece value is at least equal to the damage rolled.
3	Weak ground gives way beneath any character who fails a DC 15 Luck check, plunging them down 10+1d12' (1d6 damage per full 10' dropped, broken bone on any natural 6). If the judge desires, there is a 25% chance that this leads to an underground complex of some sort.
4	A strange noise – perhaps echoes or the wind – spooks the characters. Each character must roll a DC 10 Will save or be at –2 on all d20 rolls for 1d6 + Luck modifier hours (minimum of 1).
5	Loose rocks, a sudden hole, or a bad step cause a character to hurt his ankle. DC 10 Fort save or take 1 Agility damage (–5' to movement until healed).
6-15	Nothing special located and no mishaps occur.
16	One random item of equipment is found (roll on page 73 of the core rulebook). Roll 1d7: (1-4) the item is ancient, (5) the item has been there for 1d3 decades, (6) the item has been there for 1d3 years, or (7) the item has been there for 1d3 days. The judge should determine the condition of the item based upon how long it has been there.
17	A defensible area is located; only a man-sized opening allows access. If the characters are careful, there is a 50-75% chance (judge's discretion) that any random encounter rolled will not actually find them here.
18	A scattering of 2d4 bronze coins are found. Although worth ½ cp in general, these ancient coins are of value in Stomoa (see Area 13 for details).
19	A cache of 5d20 bronze coins are found. See worth ½ cp in general, these ancient coins are of value in Stomoa (see Area 13).
20	Characters locate a safe area to rest, such as an ancient basement with an intact door that can be barred from within. There is a cumulative 1 in 12 chance that this area is occupied if the characters leave and return later (roll a random encounter). When this area is discovered, there is a 1 in 5 chance that signs of recent habitation (ashes, bones, firewood) are present.
21	Characters find a piece of ancient jewellery worth 3d10 gp, and roll again.
22	Characters find a bejewelled golden medallion, worth 150 gp. This item can only be found once; reduce further rolls to the next possible outcome.
23	Characters find a cache of 1d5 glass bottles, miraculously kept from harm. Each contains an ounce of golden liquid that, if consumed, causes 2 Hit Dice of healing. If applied to a wound, the liquid causes only 1 Hit Die of healing, but also ends any on, going effect (such as poison, paralysis, or disease) from the wound, including supernatural effects such as those caused by lycanthropes and the critical hits of un-dead. This item can only be found once; reduce further rolls to the next possible outcome.
24	A large platinum key, curiously shaped, is found. It will unlock any locked door in Harhassan's Tower (Area 17). This item can only be found once; reduce further rolls to the next possible outcome.
25+	The characters uncover a hidden stair going down into the under-ruins beneath the city. The judge may prepare a fantastic dungeon for the characters to explore, or may declare that, after a short distance, the tunnel is choked with debris and fallen stone. As many such entrances may exist as the judge desires, either linked to each other or separated, or both, depending upon the judge's whim.

Leopard (1 or 1d3-1): Use stats as area random encounters, above. At least one leopard is encountered. During the daytime, there is a 50% chance that the leopard will not attack unless provoked, and even then there is a 25% chance that it will simply flee.

Lizard (1d3): Init +2; Atk bite +2 melee (1d3); AC 14; HD 1d6; hp 4; MV 20' or climb 10'; Act 1d20; SP possible poison and spitting; SV Fort +2, Ref +2, Will -2; AL N. These two-foot long lizards clamber over the ruins at night, and are of various types. One in three has a mildly poisonous bite (Fort DC 8 or 1d2 Stamina damage), and of these 1 in 5 can spit weak venom up to 15', requiring a DC 12 Reflex save to avoid being blinded for 1d4+1 rounds.

Skeletons (1d5): Init +0; Atk claw +0 melee (1d3) or scimitar +0 melee (1d8); AC 9; HD 1d6; hp 4; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C. The courtiers and soldiers of Durdarian animate at night, and patrol the city ruins in small skeletal groups. There is a 1 in 10 chance that 1d3 of them will be carrying small items of jewellery, such as rings or brooches, worth 1d5 gp each.

Small pterosaurs (1): Init +4; Atk swarming bite +0 melee (1); AC 10; HD 4d8; hp 17; MV 10' or fly 40'; Act special; SP bite all targets in 20' x 20' area, half damage from non-area attacks; SV Fort +2, Ref +4, Will -2; AL N. A flock of small pterosaurs, each no larger than a crow, bedevil the party, following it for 1d10 x 10 minutes unless driven off. They have a 10% chance of attacking each minute. Otherwise, they make a raucous noise, causing an encounter check to be made every 10 minutes, causing a -4 penalty to investigation checks, and making it impossible for the party to achieve surprise.

Spirit Phantoms (4d10): Although harmless, these phantoms of Durdarian citizens may be mistaken for ghosts. They appear as they did in life 60% of the time, or as they died the other 40% of the time. They may be nobles, tradesmen, soldiers, craftsmen, or whatever else the judge desires. Although they typically ignore the living, they may conceal dangers or the approach of other creatures. Some few may become aware of the PCs (5% chance) and beckon them toward (1d6): 1-2 a creature (roll random encounter), 3-5 a rotten area of ground (Reflex DC 15 or fall 1d3 x 10 feet for 1d6

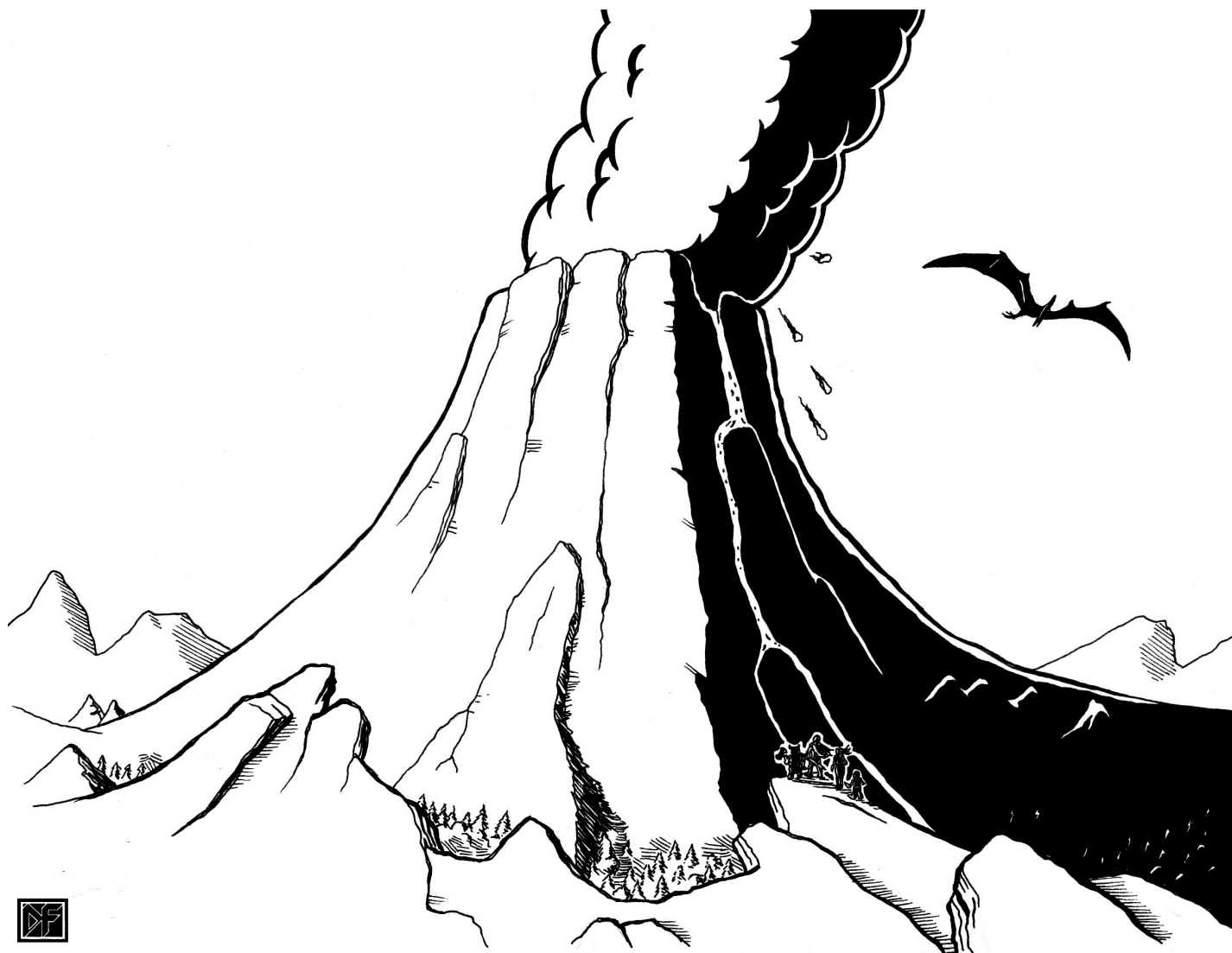
per 10 feet fallen), or 6 something more interesting (roll on Investigation table). Any attempt by a Lawful or Neutral cleric to Turn these phantoms automatically succeeds, and they can be the subject of a *consult spirit* spell.

Strange Howling Noise: The characters hear a howling serpent hunting nearby. There is a 1 in 3 chance that the sound only causes unease, and a 2 in 3 chance that creatures hearing this howling must make a DC 12 Will save or be unable to make meaningful actions for 1d7 minus Intelligence modifier rounds. If a "3" is rolled, the serpent itself appears after 1d5 rounds.

2. Village of Golan: This is a village of about 2,000 primitive humans, whose knowledge of metalwork is no better than that needed to make beaten copper and gold jewellery. The Golan villagers tend towards dark, curly hair, bronze skin, and Mediterranean features. They farm, herd goats, and pan gold and copper from the waterways of the valley. The village is a representative democracy, where issues are decided by a gathering of hetmen, but any villager has the right to speak. Houses are made of rough wood with thatched roofing. The entire village is surrounded by two wooden walls, 10 feet high, with a 2' space between filled with rocks and soil. The outer wall is covered in fire-hardened wooden spikes, set at various angles from the wall, to discourage beasts.

As a bit of local colour, characters will see strings of roasted spiders, each as large as the palm of a hand, for sale as a local delicacy. They are good, at 2 cp a string, with a nutty, spicy flavour. For most characters, a DC 8 Will or Fort save is required to actually try these, but no save is required thereafter. Eating spiders makes acceptance by the Golan easier.

The villagers worship Rheddosus, a great draconic reptile that is said to sleep in the warm waters south of Harhasan Valley. Although this creature does exist, it is no deity. In fact, it has very little in the way of brainpower. If the judge desires, events could result in Rheddosus arising and laying waste to the coastal valley. This may be an interesting challenge (or opportunity) for high-level characters. Rheddosus is a 120-foot long iguana-like reptile that stands 20 feet at the shoulder. It is fully amphibian, being able to remain beneath or above water indefinitely.



Rheddosus: Init -4; Atk bite +3 melee (6d6+12); AC 18; HD 20d8+80; hp 160; MV 40' or climb 20' or swim 60'; Act 1d20; SP roar (panics those who hear it, Will DC 15 or flee for 2d4 rounds), trample or crush (area attack, +6 to hit, 8d8 damage); SV Fort +20, Ref -8, Will -2; AL N.

3. Rhamphorhynchus Roost: A cave in the broken lands shelters rhamphorhynchus, long-tailed pterosaurs with a 4-5 foot wingspan. Each nesting pair guards 1d3+2 "chicks." Though the flying reptiles normally eat fish, they actively defend their nesting grounds. There is a 1 in 7 chance that this cave is first encountered by a character falling through a brush covered opening, coming under attack by 1d4 of the creatures before he can extricate himself.

Beyond the initial cavern, a hidden opening exists leading southwest into the earth. Exploration reveals several small caves worked somewhat to enlarge them, as well as crumbling bits of plain wooden furniture. Some old carvings and a fallen

gold hoop earring are clues to the previous occupants – pirates! The deepest cave has a chest buried eight feet under a floor of damp clay containing 5d100 sp, 2d100 gp, and 3d10 pieces of jewellery worth 3d20 gp each. The intervening clay likely impedes a dwarf's ability to smell this treasure, unless the judge rules otherwise.

Rhamphorhynchus (24): Init +2; Atk bite +4 melee (1d4); AC 16; HD 3d8; hp 13 each; MV 5' or fly 50'; Act 1d20; SV Fort +3, Ref +6, Will +0; AL N.

4. Mount Vulkus: Mount Vulkus belches smoke continuously while the characters explore Harhasan Valley, occasionally sending up a plume of flame or even worse. Any fire magic (spells such as *flaming hands*, *scorching ray*, or *fireball*, and spells whose manifestations or mercurial magic indicate a fiery origin) cast in the coastal valley region will make Mount Vulkus rumble and send up plumes of ash. If a fire spell is cast within 3 hexes of Mount Vulkus, have the caster roll 1d12 + Luck modifier

1d7+LUCK MODIFIER	CONSEQUENTIAL SPELL RESULT
1 or less	Massive eruption! Mount Vulkus explodes in ash and fire, raining down molten stone within an area of three hexes around the volcano. All in this region must make a Reflex save or take damage from the falling lava: within the same hex DC 20 vs. 4d6 damage; within 1 hex DC 15 vs 3d6 damage; within two hexes DC 10 vs. 2d6 damage; and within three hexes DC 5 vs. 1d6 damage. In addition, smoke and ash blanket an area within five hexes, and poisonous fumes roll down from the mountain within two hexes. Those confronted by ash must make a DC 10 Fort save every 10 minutes to take any action, and each failed save causes 1 point of Stamina damage from asphyxiation. There is a +1 bonus to this save for each hex away from the volcano a creature is. Those in poisoned areas must make a DC 15 Fort save every 10 minutes spent in the area or be confused and unable to act. A failed save also causes 1d3 points of Stamina damage. There is a +2 bonus to this save for each hex away from the volcano.
2	Eruption! Mount Vulkus erupts! Those within one hex of the volcano must make a Reflex save or take 2d6 damage from the falling lava. In addition, smoke and ash blanket an area within two hexes, requiring a DC 10 Fort save every 10 minutes to take any action, and each failed save causes 1 point of Stamina damage from asphyxiation. There is a +1 bonus to this save for each hex away from the volcano a creature is.
3	Minor eruption! Those within the same hex as the volcano must make a Reflex save or take 3d6 damage from the falling lava. In addition, smoke and ash blanket an area within one hex, requiring a DC 10 Fort save every 10 minutes to take any action, and each failed save causes 1 point of Stamina damage from asphyxiation.
4	Ash and smoke! smoke and ash blanket an area within one hex of the volcano, requiring a DC 10 Fort save every 10 minutes to take any action, and each failed save causes 1 point of Stamina damage from asphyxiation.
5-6	Rumbling and fire. Superstitious natives must make a DC 10 Will save or lose their next 1d3 actions due to awe and/or terror.
7	Enhancement! The spell contains bits of molten stone and ash within it, causing an additional 2d5 damage to all targets.
8+	Major enhancement! As 7, above, but in addition, the caster may make a second spell check, and take the better of the two results.

and consult the table above (even if the spell check fails).

5. Temple: Where the crossroads meet sits a ruined temple covered with vines. Carved bas relief along its ruined walls show images of monkeys and great apes. Within can still be found the squatting idol of the Ape-God carved of black volcanic basalt and towering twice the height of a tall man. Rinds of melons and the skins or peels from other fruit show that the Ape-God still has his worshippers.

The Ape-God is Chaotic, but not evil, and patiently awaits the day when men will no longer tread the face of the earth, and apes will rule it again. Any who sleeps here has strange dreams of frenzied rites deep within the jungle, where drums made of hollow logs are beat beneath the gibbous moon. A wizard or elf who sleeps here gains a cumulative 10% chance per night of being able to learn *animal summoning*, although the spell learned this way will only summon monkeys and apes. If the character knows *animal summoning* already, he gains a +4

bonus to the spell check when attempting to summon monkeys or apes.

Finally, attempts to desecrate the idol will show it to be impossible to damage without magic, but will summon a flock of 4d12 flying howler monkeys, which will seek to drive out or slay all within the temple. There is a 1 in 16 chance each round that 1d12 additional flying monkeys will join the fray until the characters are driven from the temple or all the monkeys are dead. Away from the temple, their Will save modifier is -4; the power of the Ape-God helps hold them to their purpose here.

Flying howler monkeys (4d12): Init +2; Atk bite +1 melee (1d3); AC 9; HD 1d4; hp 3; MV 20' or fly 50' or climb 20'; Act 1d20; SV Fort +0, Ref +2, Will +4; AL C.

6. Shrine of Shul: Evil creatures do not enter this hex, unless brought by the PCs, and random encounters here present no danger. Chaotic creatures cannot enter the hex unless succeeding in a DC 20 Will save. Only one attempt is allowed or

required; a creature either can or cannot pass here, and only great magic will change that.

A shrine is built up around a small pool, some 30 feet across, which is fed by a 12-foot waterfall. Images of the moon in all its phases are carved upon pillars surrounding the pool, and the waters splash away down the rocks and into the forest below. The shape of the pool is always that of the moon's phase on that evening, and when the moon is dark, there is no pool at all.

At night the Keepers of the Shrine appear, and their appearance is dependent upon the phase of the moon – three lovely young girls who blossom to comely maidens, and then age into ancient crones as the moon wanes. In the dark of the moon, they do not appear at all.

As children during the waxing moon, the Keepers can offer food and healing to creatures of good will; each person who rests a night here is refreshed and restored of 1 Hit Die damage. When the moon grows full, the maidens offer comfort, and all who sleep here are cured of poisons and diseases, and gain a new save against any curse, as well as gaining 3 Hit Dice of healing. As the moon wanes, the crones can offer no healing, but may offer wisdom and advice to those who sojourn here. Finally, if a Lawful character sleeps here in the dark of the moon, he gains a permanent point of Luck.

7. Ruined City: The name of this ruined city is lost to time; it is a place of marble terraces, fallen columns, and screened summer gardens now long overgrown. The summer gardens still contain fruit trees, and the city is alive with monkeys of all types as a result. Although these primates are not normally dangerous, it is entirely possible for a group of adventurers to discover that they are surrounded; it is then the monkeys attack. More dangerous still are the numerous cobras which nest in the summer gardens here. Anyone bitten by a cobra must succeed on a DC 18 Fort save or be permanently blinded; if the first save fails, a second DC 18 Fort save must be made to avoid death.

No treasures are to be found here, as the place was picked over long ago, unless the judge decides to create a special dungeon where such can be found. However, there are many tanks and reservoirs where scum-covered water remains, and this water can become very important in times of summer drought.

Cobra: Init +6; Atk bite +2 melee (1d2); AC 15; HD 1d8; hp 5; MV 20' or swim 20'; Act 1d20; SP poison; SV Fort +1, Ref +5, Will +0; AL N.

Monkey: Init +2; Atk bite +0 melee (1); AC 9; HD 1d3; hp 2; MV 20' or climb 20'; Act 1d16; SV Fort –1, Ref +2, Will –4; AL N.

8. Cave of the Troglodytes: This cave entrance leads into a series of caverns going downward and westward for many miles. It is occupied by cave-dwelling reptile men with bulbous eyes and vestigial horns atop their heads. There are 3d100 living in groups throughout these caverns at any given time. They are stealthy, gaining a +4 bonus to surprise due to their silent movements. When excited, they give off a disturbing musk that causes a –2 penalty to all d20 rolls for opponents within 30' unless they succeed on a Fort or Will save (whichever is better, DC 9 + the number of troglodytes present).

The troglodytes worship mysterious items of ancient technology found within their caves, and not far from the cave opening are four great orange pylons within a large cavern. They give off a weird radiation, although the purpose thereof is not clear. Between them is a square-cut pit that appears to be bottomless. If the judge chooses, this may really be bottomless, or may be a gate into another plane.

Adventurers willing to risk the roving bands of troglodytes can recover various unusual treasures from these caves – effectively items that mimic the function of flashlights, lighters, binoculars, and even long rods that can create an energy blast doing 3d6 damage up to 200' away (2d5 charges remaining). Clues indicate that these troglodytes originally hailed from another world, and ancient machines still work in the depths of the caverns, although what they do (apart from create blinking lights) is unknown. Captives are either sacrificed to these objects or eaten.

Troglodytes (3d100): Init –2; Atk bite +0 melee (1d5) or club +2 melee (1d4) or claws +2 melee (1d3); AC 14; HD 1d8; hp 5; MV 20' or climb 10'; Act 1d20; SP infravision 100', move silently, musk; SV Fort +2, Ref –1, Will +0; AL N.

9. Small Cavemen: This cavern houses a tribe of primitive fur-skinned cavemen with ape-like faces, each no larger than a halfling. Depending upon how they are approached, they can become allies or enemies of adventuring bands. They use sticks or bones as clubs or throw rocks as weapons. Their

“treasure” consists of brightly coloured stones, among which are mixed 3d20 uncut gems worth 3d10 gp each. Deep within their caverns, there is a gallery of complex cave paintings which can be used to grant a +2 bonus to *summon animals* spells within the cave.

Small cavemen (4d10): Init – 1; Atk bite –1 melee (1d3) or club –1 melee (1d4) or stone +0 ranged (1d3); AC 11; HD 1d4; hp 3; MV 20'; Act 1d20; SV Fort +2 , Ref +1, Will –2; AL N.

10. Cavern of the Outcast: This cavern is filled with primitively made furnishings, furs, and stretched hides. It is the dwelling places of Calobras, an outcast sorcerer from Stomoa. He knows much about the upper and middle valley, and is a potential source of great knowledge, but he is vain, cruel, and jealous of those who sent him away, for even among the evil shamans of Stomoa, Calobras was too vile to be tolerated. Also, he dared to demand the hand of the Princess Thalidia, daughter of the Lord of Stomoa and still pursues winning her from his cave. With the help, witting or otherwise, of the adventurers, stealing her may yet be possible...

Calobras is almost a beast-man, who has lost his left hand, replacing it with a prosthesis like a forked trident. His legs are those of a goat, ending in cloven hooves, and he sports short horns on his brow. A thick, reptilian tail lashes behind him.

Calobras can cast the following spells, with a +4 to the spell check: *Charm person*, *comprehend languages*, *invoke patron*, *monster summoning*, and *phantasm*. His patron is Obitu-Que, who Calobras blasphemously calls “Father”. In addition to his spells, Calobras is able to perform Mighty Deeds (with his whip only), primarily to disarm or knock opponents prone, and uses 1d4 for his Deed Die.

The outcast has surrounds himself with as much treasure as he can, and will happily take more from adventurers by stealth, force, or *charm*, if he is able. At any given time, the cavern contains 1d4 bottles of wine worth 3d10 sp each, 3d8 pieces of jewellery worth 2d10 gp each, and 2d3 pieces of jewellery worth 3d8 x 10 gp each.

Calobras: Init +3; Atk Whip +6 melee (1d3) or trident prosthesis +4 melee (1d4) or bite +0 melee (1d3); AC 12; HD 5d10+5, HP 30; MV 25'; Act 2d20; SP spells, mighty deed; SV Fort +8, Ref +3, Will +0; AL C.

11. The Waystones: Along the road here stand two great stones. Although weathered, they are each at least three times the height of a man, and farther around then two men can span with their hands together. These stones are covered with ancient runes, which are still younger than the waystones themselves, hinting at a dark prophesy. The world shall fail, according to the runes, when the Lord of the Black Cloak takes the Seat of the Master. What this means is unclear, and is left to the judge's discretion.

If asked about these stones in Stomoa, characters will be told that they marked the way to the Great Tower, but they are clearly older than this. Any who remove the old growth of vines around the base of the stones discovers that these were once part of a statue, for there are stone feet concealed beneath the growth. It must have been a colossus among colossi, and it was not human, for the feet are scaled and have only four toes.

12. Cave of the Spring: A shallow cave here gives vent to a spring, which forms a deep pool. Water from the pool leaves the cave, splashing down to join the main stream on the map. Following the falling water may lead adventurers to the cave. This cave is a safe haven, and may be used as a staging area for adventurers to continue exploring the valley. There is a solid gold statue of a pirate, life sized, within the pool – it weighs 3,500 lbs., and would take considerable effort to remove and transport, but is worth 2,000 gp to the characters who succeed in doing this.

13. Village of Stomoa: Surrounded by a low wall of stone, the village of Stomoa is a haven for witches, twisted shamans, and all those who would seek to win the power or riches of Harhassan's Tower. It is ruled by Lord Kulemides, a sour-faced man whose wife, Mai, is the priestess of the Hidden Lord, whose hand is seen in all things here. The people of Stomoa are shy and secretive, with dark Mediterranean features and a higher percentage of physical defects than is normal among communities of men. Everyone knows, or pretends to know, some sorcery, and courtesy through fear is the rule. It is fair to assume that 1 in 10 Stomoans know a harmful spell that they can cast once each day, doing 1d8 damage unless a DC 10 save is made (the type of save depending upon the nature of the spell). They do not like outsiders.

Those who have visited the ruins of Durdarian and

found bronze coins there are in luck, for in Stomoa gold and silver are of no value, and these coins are worth 1 gp each. In Stomoa, anyone with these coins can buy gold or silver bangles worth 10 gp for each coin they spend, although they must be wary of offending anyone, for curses are as thick in Stomoa as flies in a marsh.

Kulemides' daughter, the Princess Thalidia, is a rare beauty and the object of the outcast Calobras' desire (see **Area 10**). She is strangely innocent for a Stomoan, and naïve, but of great beauty with dark, flawless features. Kulemides has sworn that she will wed none but he who defeats the Dragon of Harhassan (see **Area 17**), leading some in the village to quietly refer to her as "the Princess of Bones".

The Boundless Philosopher of Stomoa is a great wizard who wears a mirrored mask over his face, and hides his body with heavy robes. Many believe that this is because the Philosopher is hideous to view, but in truth the opposite is the case. So beautiful is the Boundless Philosopher that any who see him, regardless of race, gender, or natural preference, become completely enamoured of him... so much so that they will fight and die to remain in his company. Effectively, he casts *charm person* merely by uncovering his face, with no chance of losing the spell or suffering the consequences of a natural "1". If he appeared in his true form before a crowd, they would tear him to pieces, as each desired some part of him with an overwhelming ardour.

The Boundless Philosopher seeks to dissuade folk from competing for Harhassan's Seat by means both subtle and overt. While many in Stomoa are under his thrall, and more believe that he merely seeks to dissuade rivals, the Philosopher is actually an agent of the forces of Law who works to keep the Tower sealed forever.

Statistics for Stomoan hunters, villagers, warriors, and shamans are given in the main Random Encounter entry.

Lord Kulemides: Init +0; Atk scimitar +4 melee (1d8); AC 11; HD 3d8; hp 18; MV 30'; Act 1d20; SP rally (as per *king*, **core rulebook**, p. 433); SV Fort +2, Ref +1, Will +6; AL C. He is attended by 4d10 Stomoan warriors loyal to himself.

Mai, Priestess of the Hidden Lord: Init +0; Atk dagger +3 melee (1d4) or harmful spell +6 ranged (1d8, no save); AC 13; HD 4d8; hp 22; MV 30'; Act

1d20; SP harmful spell 3/day, spell use; SV Fort +2, Ref +2, Will +6; AL C. Mai can cast the following spells, with a +6 bonus to the spell check: *Darkness*, *holy sanctuary*, *paralysis*, *second sight*, *word of command*, *curse*. She is attended by 2d4 acolytes (*core rulebook*, p. 432)

The Boundless Philosopher: Init +2; Atk staff +2 melee (1d4); AC 12; HD 5d4+5; hp 17; MV 30'; Act 1d20 + 1d14; SP spells, beauteous looks; SV Fort +2, Ref +4, Will +8; AL L. The Philosopher can cast the following spells with a +7 bonus to the spell check: *Cantrip*, *comprehend languages*, *detect magic*, *magic shield*, *mending*, *sleep*, *ward portal*, *invisible companion*, and *consult spirit*. He is attended by 2d12 Stomoan warriors loyal to himself.

14. Tunnel into the Valley: This is a dark tunnel passing beneath the mountains, from the upper valley to what lies beyond, and vice versa. Both entranceways are flanked by enormous caryatid columns, each 25 feet high, which stand on great pedestals. The passage itself is 30 feet wide and 20 feet high, and once travelled straight as a rule through the mountains. Over time shifts in the earth caused cracks to open in the tunnel walls, giving access to other side passages, and thus allowing creatures from deep within the world to prowl here. Moreover, there are now potentially chasms throughout the tunnel, and not all of the floors are still level.

Crossing each hex takes 2 hours, so that a trip through the tunnel takes a total of 4 hours, plus whatever time is spent dealing with the fortunes of the characters therein. If the judge desires, he can create any number of side tunnels with various adventures awaiting therein. This tunnel could be the most obvious entrance into a megadungeon devised by the judge or adapted from another product. Otherwise, when a side tunnel is explored, assume that it comes to a dead end after 2d4 x 10 minutes of exploration. The judge is encouraged to roll for features and creatures during this side exploration.

Every ten minutes spent in the tunnels, roll two d16 on the chart (next page), one for features and one for creatures. Ignore rolls which make no sense; a party retracing its steps does not suddenly discover that a chasm has appeared behind it or that the level of the tunnel has changed. However, a party moving along the tunnel at the rate suggested may well miss a narrow crack or side passage.

D16	FEATURES	CREATURES
1-4	No change	No encounter
5	Corridor slopes up 1d30° for 1d100 feet	No encounter
6	Corridor slopes down 1d30° for 2d100 feet	No encounter
7	Corridor cants left or right 1d30° for 3d30 feet	No encounter
8	Corridor rises abruptly 3d20 feet. Climbing may be required	No encounter
9	Corridor drops abruptly 4d20 feet. Climbing may be required	Giant Bats (1d3-1)
10	Side corridor (narrow crack)	Giant spider (1)
11	Side corridor (narrow)	Primordial ooze (1)
12	Side corridor (wide)	Troglodytes (1d6)
13	Chimney in ceiling	Troglodytes (3d6)
14	Pit in floor, easily avoided (3d10 feet deep)	Tunnel things (1d3)
15	Pit in floor, DC 10 REF to avoid (3d12 feet deep)	Un-dead runners (2d3)
16	Chasm across tunnel; 4d10 feet wide and 5d20 feet deep	Whisperer (1)

Giant bats (1d3-1): Init +6; Atk bite +2 melee (1d3 plus disease) AC 16; HD 1d6; hp 4; MV fly 40'; Act 1d20; SP disease; SV Fort +0, Ref +6, Will -2; AL N. These are giant albino bats, which live in the tunnel and the side corridors and caverns that connect to it. They carry a disease, and any they bite must succeed in a DC 12 Fort save or suffer 1d3 points of temporary Agility loss from dizziness. This temporarily Agility loss begins in 1d5 x 10 minutes and lasts for 2d3 minus Stamina modifier hours.

Giant Spider (1): Init +1; Atk bite +0 melee (1d3 plus poison); AC 9; HD 3d6; hp 11; MV 30' or climb 20'; Act 1d20; SP infravision 60', web, poison; SV Fort +1, Ref +3, Will +0; AL C. There is a 50% chance that this encounter will begin with an enormous web spun across the tunnel. The front ranks must roll a DC 15 Reflex save to avoid walking into (and become entangled in) the web. Each subsequent rank must also roll, at a cumulative +2 bonus, until a rank succeeds. Those entangled in the web can escape with a DC 15 Strength check; until they do so, they attack at -1d on the dice chain, and are attacked at +1d on the dice chain. Their poison does 1d3 points of temporary Stamina damage (recovered after a 10 minute rest), and, if a DC 12 Fort save is not successful, 1d3 points of Strength damage (which heals at the normal rate). These giant spiders are roughly man-sized, vaguely humanoid shaped, and are intelligent.

Primordial ooze (1): Init (always last); Atk pseudopod +4 melee (1d4); AC 10; HD 2d8; hp 9;

MV 5' or climb 5'; Act 2d20; SP half damage from slicing and piercing weapons, blind sense 60', absorb magic; SV Fort +6, Ref -8, Will -6; AL N. This primordial ooze is a lump of bubbling green ooze some 15 feet in diameter, which can reach targets up to 10' away. It does not need to see characters to target them, sensing anything within 60' of it. It is completely immune to magic that targets it directly, growing 5' and gaining 5 hit points per spell level cast at it.

Troglodytes (1d6 or 3d6): Init -2; Atk bite +0 melee (1d5) or club +2 melee (1d4) or claws +2 melee (1d3); AC 14; HD 1d8; hp 5; MV 20' or climb 10'; Act 1d20; SP infravision 100', move silently, musk; SV Fort +2, Ref -1, Will +0; AL N. These are the same as in **Area 8** and the main random encounter information.

Tunnel things (1d3): Init +2; Atk claw +0 melee (1d3 plus grab) or bite +2 melee (1 plus poison); AC 14; HD 1d8; hp 5; MV 10' or climb 10'; Act 3d20; SP blind sense 30', grab, poison; SV Fort +4, Ref -3, Will +4; AL C. These strange things live squat in a tunnel or cling to the ceiling, waiting for victims to come. They appear as three-armed, three-legged humanoids, but possess no head, having instead a mouth at the end of their neck. Their arms are very long, and can stretch over 20' as though made of elastic. They attack with their claws, and any target they successfully hit must make a DC 10 Strength check or be pulled 10' toward the tunnel thing that grabbed it (DC 15 Strength or Agility can then escape). A tunnel thing can only bite at a creature

that has been grabbed and pulled close to it, although the neck can stretch out 5'. Its bite is poisonous (Fort DC 8 or take be paralyzed for 2d3 minutes).

Un-dead runners (2d3): Init +6; Atk bite +0 melee (1d3); AC 15; HD 1d8; hp 5; MV 60'; Act 1d20; SP infravision 60', un-dead traits, reinforcements; SV Fort +3, Ref +10, Will +0; AL C. These are pale cadavers that are able to move with unearthly speed. Their eyes are milky and white, and teeth are sharp fangs. They attack by biting, and once an un-dead runner has targeted a character nothing but death or magic will make it change targets. Each round that characters are engaged with un-dead runners, there is a 1 in 7 chance that 1d3 more run up out of the darkness.

Whisperer (1): Init -4; Atk special; AC 15; HD 5d8; hp 21; MV 15'; Act none; SP whispering, un-dead traits, immune to non-silvered weapons; SV Fort +0, Ref -5, Will +10; AL C. A whisperer is translucent figure wrapped in a dark robe; the un-dead form of a Stomoan shaman who died while in debt to a dark patron. Now, it whispers incessantly, and can be heard as far as 60' away. Every round that a character can hear a whisperer, he must make a DC 10 Will save or take 1d3 points of Intelligence or Personality damage (equal chances of each) from the blasphemous words that shudder at the edge of his awareness. Characters who simply sprint past the whisperer must still make 2 saves (and possibly a third if the character does not run as soon as the whispering is heard). Each round that a wizard or elf takes damage from the whispering, though, he gains information on a random spell which he then has the option to learn normally. Roll 1d6: (1-3) the spell is 1st level, (4-5) the spell is 2nd level, or (6) the spell is 3rd level.

15. Cave of the Medusa: This cave is located in a small island, rising like a black stone in the midst of a pool no more than a mile across in the stony hills. The pool and cavern are well known to the Stomoans, although seldom do any venture there. They call it the "retreat of the oracle who is best left unseen", an appellation they do not care to explain. If one ventures across the pool, the appearance of broken statuary within the waters near the cavern should be explanation enough.

This creature is a scaly-skinned thing, with snakes for hair, and the tail of a snake emerging from her

lower torso where a woman would have legs. She is armed with a short bow, the arrows of which she dips into the poison of her own blood to confound foes. Her blood is also poisonous, so that even a splash of it (such as might occur to one wounding the Medusa with a melee weapon) causes 1d6 damage. Greater contact with her blood requires a Fort save (DC 12) to avoid an agonizing death. A character who closes with her to melee range risks not only petrification, but also the poisonous bite of the snakes which form her "hair".

The Medusa is able to shift her gaze to a single target each round as a free action. That target must make a Reflex save (DC 12) or be petrified. Any target can avoid having to make a save by not looking at the Medusa, but this makes the Medusa effectively invisible (-4 to be hit, with a 50% miss chance, and a +4 to hit them in return). A character who looks at the Medusa at any point during any given round can be targeted.

The Medusa is very wise, and can answer questions with divinely-granted oracular ability, if she so desires. For this reason, she can never be surprised. The Medusa may be won over by gifts of beautiful things, but is offended by anything that acts as a mirror, although her reflection has no power to petrify. She may answer any question as the judge sees fit. She is accurate 90% of the time.

Stomoan legend says that the Medusa was the young daughter of a minor god who became infatuated with the Great Animus, and for the sin of coupling with a mortal was cursed to her current hideous form. According to the legend, taking a new mortal lover, and then sacrificing him to her father, ends the curse. The Medusa may well demand such a price for the greater lore she knows.

In the depths of her cave, is treasure: three great locked chests, each containing 300 lbs. of mixed coins and trinkets, with the contents of each chest being worth 1d100+500 gp. A fast ransacking of a chest can come up with the 1d100+100 gp of the treasure in coins, gems, or fine jewellery.

Medusa: Init +2; Atk Short bow +5 ranged (1d6 plus poison) or snake bites +0 melee (Fort DC 10 or die); AC 14; HD 2d8+4, HP 12; MV 40'; Act 2d20; SP petrification by gaze 1 target/round (Ref DC 12 to avoid) and any creature attempting to attack must make this save, poisoned arrows (Fort DC 10 or die), poisonous blood (1d6 damage by splash, Fort

save DC 10 or die with greater contact), oracle, cannot be surprised; SV Fort +4, Ref +6, Will +8; AL C.

16. Nest of the Two-Headed Rocs: High up in the mountains is the nest of these two gargantuan birds, each 15' tall, with a wingspan of 50'. They are two headed, with vulture-like features. Any character snatched by the rocs anywhere in the valley will be brought here, to feed the birds' three nestlings. The nest itself is made out of whole trees, bits and pieces of carts and wagons, and thatch stolen from the roofs of village huts. If the nest's occupants are dealt with, and the nest is thoroughly searched, 2d5 items of random normal equipment can be found built into the nest. In addition, a character who makes a successful DC 15 Luck check discovers a reddish-brown leather bag that appears to be empty, but it tied shut. This is the **bag of winds**. Whenever it is fully opened, the effects of a *gust of wind* spell (roll the spell check with a +6 bonus to the die roll) occur. This item cannot cause corruption or patron taint, although it can misfire. If the roll indicates that the spell would be lost, the last wind has been let out of the bag, and the item is useless (except as a large sack, or if the characters can determine some means to capture more wind). This latter option is left to the judge's discretion.

An adult two-headed roc that hits with its claw can snatch an opponent with the intent to carry it off to its nest. The opponent gains a Strength check to resist. If the check result is 15 or better, the roc is prevented from lifting its target and loses an action, but the target is not free, and the roc may try again without making another attack roll. If the check result is 20 or better, the target is free.

Nestling two-headed rocs (3): Init -2; Atk bite +3 melee (1d4+2); AC 12; HD 2d8; hp 8, 7, 8; MV 10'; Act 2d16; SV Fort +2, Ref -2, Will +0; AL N.

Adult two-headed rocs (2): Init -4; Atk bite +6 melee (2d6+6) or claw +8 melee (2d3+3); AC 20; HD 10d8+40; hp 95, 80; MV 20' or fly 70'; Act 2d20; SP snatch; SV Fort +10, Ref -4, Will +4; AL N.

17. Harhassan's Tower: Rising over the northern part of the upper valley is a bleak tower of impregnable black basalt, 80 feet in diameter at its base, and rising 160 feet. There is no entrance or window visible in the tower itself. Those who wish to

enter must pass through a vast cavern below, which is home to the Creator's Dragon, a monstrous wingless wyrm the size of a house. The dragon is almost a century old, having been born and bound to service just before the great wizard's death. It appears as a great copper-scaled reptile, with large backward-sweeping horns and a wickedly barbed tail. In accordance with the **core rulebook**, it is known ominously in the valley as "the dragon".

The Creator's Dragon has two breath weapons, each useable twice each day. The first is a line of fire, 10' wide and 160' long. It does damage equal to the dragon's hit points (half with a DC 21 Reflex save). The other breath weapon is a cone of acid, 30' wide at its base and 40' long. This also does damage equal to the dragon's hit points (Fort DC 21 for half).

The dragon's barbed tail is poisonous, and any target of a successful tail slap attack takes 1 point of Stamina damage and must roll a DC 16 Fort save or take 1d6 points of permanent Stamina damage. The dragon can use one action die each round to gaze into a target's eyes, petrifying the victim unless it succeeds in a DC 21 Will save.

The Creator's Dragon knows the following spells, which it can cast using 1d30 for spell checks with a +6 bonus to the roll:

1st level: *Animal summoning, force manipulation, ward portal.*

2nd level: *Detect invisible, monster summoning, scare.*

3rd level: *Breathe life, planar step, turn to stone.*

Once each day, the dragon can cause a minor earthquake centred upon itself. The earth shakes for several seconds, and all nearby creatures take 2d3 damage from buffeting. Creatures within 50' of the dragon must succeed in a DC 18 Reflex save or fall prone. Concentration is automatically disrupted within this range.

Once each hour, the dragon can cause the earth within 100' of it to impede others, giving them a -2 penalty to all attacks and reducing movement to half normal speed. It requires 1d4 rounds before these effects are fully manifested.

Finally, once each hour, the dragon can teleport itself and up to three other creatures within 100' of

it instantaneously, to any point within 100 miles of Harhassan's Tower that lies within the valley. This leaves the Tower unprotected until the dragon can return, though, so the dragon will not do this unless there is no other way to defeat its foes.

The dragon is cunning, and will wait within its cave for foes to come to it, where it can use the darkness to its advantage. Once foes flee, it may pursue them out of the cave – wise PCs may choose to sacrifice a few of their fellows in order to draw the creature out into the open.

If the dragon is slain, it dissolves into a fine copper-hued mist, and swirls around those who killed it, imbuing them with its potency. Each character gains a permanent +1 bonus to three randomly selected ability scores (excepting Luck); it is possible for more than one of these bonus points to be applied to the same ability score, to a maximum score of 18. Reroll as needed until all points are applied. The character thereafter has a copperish hue to his skin, gains a +1 bonus to AC, and can speak the language of dragons.

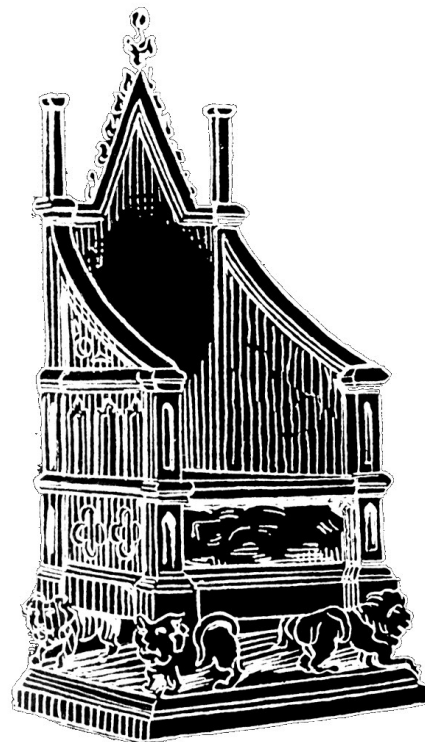
The ebonite throne of Harhassan is in the uppermost chamber of the tower. The first character who sits upon it gains the following benefits. If more than one character attempt to sit at the same time, one randomly gains the following benefits, and the other(s) must make a DC 20 Will save or suffer a permanent loss of 1d5 points of Intelligence. Each character involved in slaying the dragon automatically knows these benefits and consequences. As only one can sit on the throne, this may cause conflict among the PCs. The judge should not intervene in these cases; the lure of power has a strong resonance in the literature of Appendix N. The benefits are:

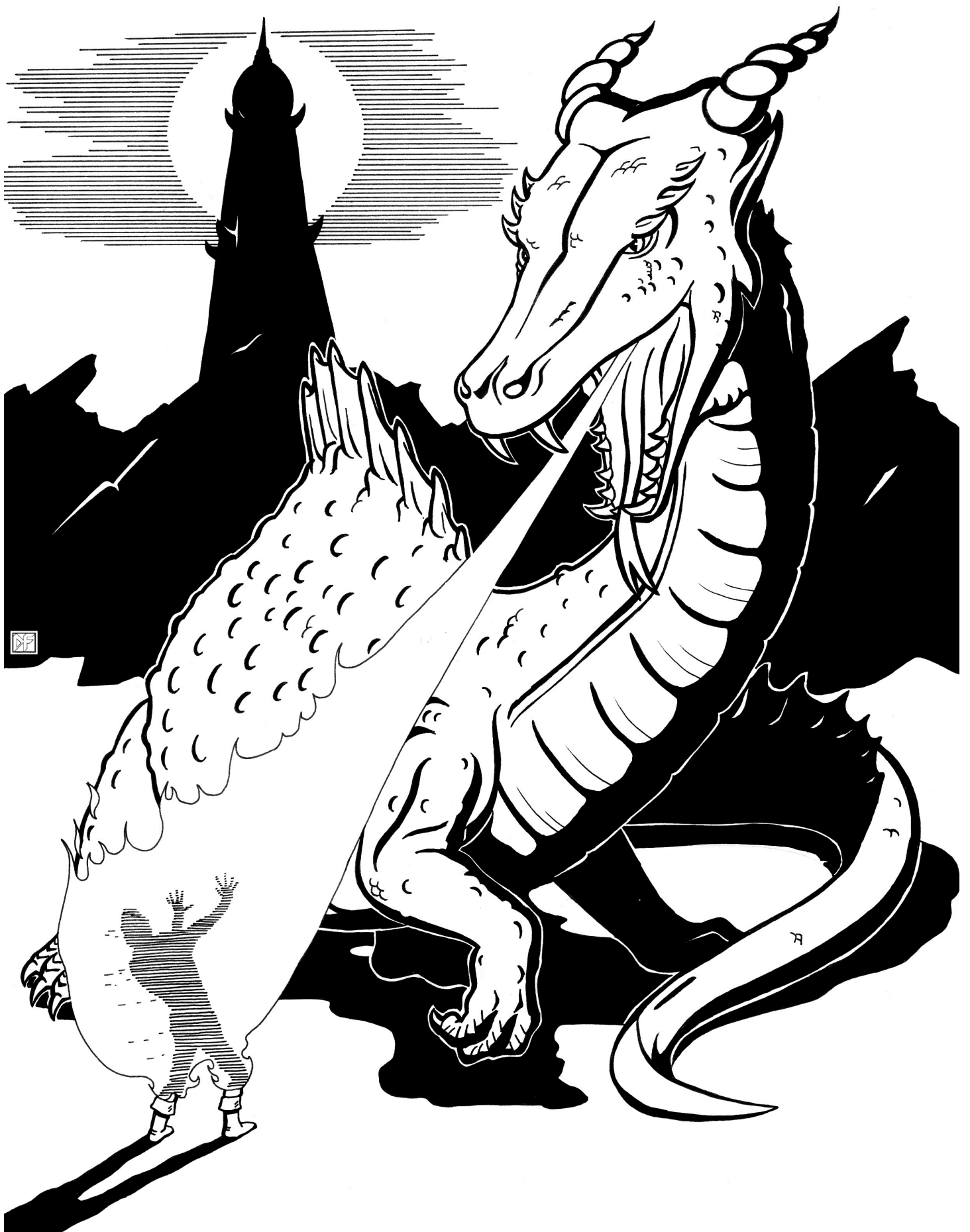
- All Sons of the Dragon's Teeth obey the character with absolute loyalty.
- Any creature in the valley (including the other PCs!) must succeed in a DC 15 Will save in order to harm the character. Each time harm is attempted, this save must be rolled, and if it is failed the action is lost.
- The character gains a +2 bonus to all spell checks while seated on the throne.
- The character gains the ability to cast the following spells while seated on the throne: *Detect magic*, *find familiar*, *magic*

shield, *mending*, *invisible companion*, *monster summoning*, *binding*, *breathe life*, and *lightning bolt*. Note that the character need not be a wizard or elf to gain this ability.

- The character gains the ability to cast the following spells anywhere: *Cantrip*, *comprehend languages*, *ward portal*, *locate object*, *phantasm*, and *consult spirit*. Note that the character need not be a wizard or elf to gain this ability.
- The throne is a major magical artefact; whoever it is attuned to has his Luck reduced by 4 points immediately and permanently.
- If the character is slain, the throne becomes able to receive a new master after 4d20 years.

The Creator's Dragon: Init +1; Atk bite +9 melee (1d12) or claw +9 melee (1d8) or barbed tail slap +9 melee (1d20 plus poison); AC 25; HD 11d12; hp 55; MV 50'; Act 3d20 + 1d30; SP infravision 100', breath weapons, barbed tail, poison, petrifying gaze, spells, earthquake, impede, teleport; SV Fort +11, Ref +11, Will +11; AL L.





THE EFFECTS OF EXTREME SPELLBURN

By Stephen “Snake” Newton



After a grueling adventure, your party finally comes face to face with the final boss monster in its lair! Your wizard, who has been conserving her strength all adventure long finally cries out, “I sacrifice 10 points of Spellburn--five from Strength and five from Stamina!”

That sounds exciting in game terms—especially as she describes how she starts burning her hair to invoke the spellburn ritual—but in practical terms, what would be the effect of someone losing half of their life force within a brief 60 second window? As an analogy, what would it be like for a person to lose the amount of calories or energy required to run 3 consecutive marathons within a 2 minute span of time? Thought about in those terms, the risks to the body is potentially devastating.

The tables below provide judges a house rule option for making extreme spellburn more costly in terms of the potential effects the wizard’s health beyond the usual penalties associated with a temporary reduction in ability points.

Method: The player indicates how many points of spellburn they will inflict upon themselves. The more points they expend, the larger the Spellburn Effect Die to be used. The Spellburn Effects Die is then rolled (applying an opposite Luck modifier) to determine the physical effects.

All effects transpire *after* their spell attempt is made.

SPELLBURN EFFECTS DIE	
POINTS OF SPELLBURN EXPENDED	SPELLBURN DIE EFFECTS
1-2	No need to roll on table
3	d4
4-5	d5
6-7	d6
8-9	d8
10-11	d10
12-13	d12
14-15	d14
16-18	d16



PHYSICAL EFFECTS OF EXTREME SPELLBURN

RESULT	SPELLBURN EFFECT
1	Confusion and disorientation. PC drops to bottom of initiative order.
2	Severe Headache. PC makes future spell checks at -1 for next 1d6 rounds.
3	Unsettled bowels. Initiative checks made at -2 for next 1d10 hours.
4	Hair falls out in patchy clumps. Personality checks -1 for next 1d7 days.
5	Exhaustion. <i>Sleep</i> as per the spell for 1d4 turns.
6	Uncontrollable muscle spasms & tremors. -2 Init check penalty for 1d3 days.
7	Paralysis (as per the spell) for 1d6 rounds.
8	1d6 Teeth permanently fall out.
9	Nausea, vomiting, blood in stool and urine. -2 Init penalty until ability score is fully restored.
10	Skin withers, becomes dry and stiff. Effects are permanent.
11	Heart palpitations. PC must make DC 11 Fort save or suffer -2 penalty to attack and spell checks. For 1d12 rounds.
12	Seizures for 1d12 rounds. PC suffers -1d penalty to attack and spell checks.
13	Internal bleeding. Damage equal to 1 hp per caster level.
14	Physically aged 1d8 years (permanent loss of 1 point to Strength, Agility or Stamina.)
15	Acute Kidney Failure. 1d3 hp damage and 2 dice of clerical healing required or death by uremia in 3d4 days.
16	Acute Liver Failure. 1d5 hp damage and 2 dice of clerical healing required or death by cerebral edema within 3d4 days.
17	Mild Stroke. DC 15 Fort save or permanently lose 1 known spell.
18	Major Stroke. DC 15 Fort save or permanently lose 1 point of Intelligence.
19	Cardiac Arrest. DC 15 Fort save or 2d4 damage and permanently lose 1 point of Stamina.
20+	Coma. 3d4 damage and DC 15 Fort save or catatonic coma for 1d5 weeks and permanently lose 1 point of Stamina and 1 point of Strength





THE SNOW QUEEN

The Snow Queen is a short adventure that can be put fairly easily into any campaign, provided that it has an arctic area. This adventure is designed for four to eight 4th level characters.

BACKGROUND

A majestic city built by elves once stood on the barren waste of Thalos, encased under a vast layer of ice for over a millennium. The ruler, Queen Alwin, in some way maintained her youthful vigor for centuries...even beyond the span normally allotted to elves. It was said that one of her seers, Mattock, had unearthed the potential for eternal life.

If so, it came with a price. As time passed, the days in Thalos grew darker and darker. Queen Alwin's subjects aged ever more rapidly. Eventually the spell could hold back Time no longer, and she began to age as well.

It is said that Mattock called upon terrible powers to save his queen. The stars grew dark. A great storm took hold of the elven city, and it was buried within a frozen waste of ice and snow.

Now the city has been found again, the snow and ice partially excavated to allow limited exploration. Who could resist such a temptation?

COLD KILLS

The characters are brought into a subarctic climate. Long, bitter winters typically last for 8 months, with temperatures dropping to -30° F and rarely climbing past -20° F.

The Snow Queen is not just a battle against foes, it is also a literal battle against the elements. It is important that the PCs are prepared for the conditions they will face, but if they are not, the judge should not hesitate to enforce the consequences.

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage

dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 10, +1 per previous check) or take 1d6 points of nonlethal damage.

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 10, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save.

A character who takes any nonlethal damage from cold or exposure takes a penalty of -1d on the dice chain for all rolls due to hypothermia and fatigue. These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of non-lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of lethal damage.

PLAYER INTRODUCTION

The adventure begins with a rumor, either in a tavern or during an adventure, or perhaps coming back after a successful venture into a dungeon. They hear of a mysterious city unearthed from the ice. Alternatively, the PCs can encounter another group of adventurers who've heard rumors of the city, or can stumble into the adventure through sheer luck.

The adventure assumes that the PCs have reached the village of Bjorn.

Bjorn is a large port village, which sprawls along a cold and rocky coastline. Although the weather hasn't been kind to the village over the years, the folk here still manage to support themselves by

fishing within the harsh water. Many fishing boats lay along the harbor, most of which are old and weather-beaten, although they seem to be seaworthy still.

It should not be hard for the PCs to locate the local alehouse. Whether they have followed a rumor or have come here by chance, here they can encounter Adwick, a hefty dwarf. Adwick knows of the ice-bound city being excavated “across the water” and has a parchment map to the site.

Adwick believes that the city hides vast secrets and incalculable wealth but cannot risk the venture alone, and the dwarves who have aided him thus far are really not adventurers. He has spent a fortnight in Bjorn already seeking those who might aid him. Adwick sees the PCs as an answer to his prayers.

Reaching the city will take a day’s travel by boat and a day across the frozen tundra. Although eager to begin, Adwick will certainly allow any fellow adventurers to prepare what they need before leaving. He will caution characters to prepare for arctic conditions, if it is not obvious that he needs to.

Adwick (Dwarf): Init +0; Atk warhammer +6 melee (1d10+3); AC 14; HD 3d10; hp 20; MV 20'; Act 1d20; SP infravision, smell gold and gems; SV Fort +2, Ref +2, Will +2; AL L. Strength 18, Agility 12, Stamina 12, Pers 8, Int 6, Luck 10. Chainmail.

AREA 1-0: THE JOURNEY

Adwick’s boat is painted crimson and yellow, and is significantly less weathered than the village boats, although the cold is already taking its toll in flaking paint. Adwick tells you it will take at least two day’s travel to reach the coast.

During the night on the water, the players encounter the Slahngis, a terrible sea serpent which is driven into a frenzy by man-sized creatures. It will attack, attempting to eat them until either it succeeds, is slain, or the characters somehow escape. Its eyes, two huge oblong orbs of crystal-clear ice, can detect sources of heat up to half a mile away.

The Slahngis ‘charges’ its ability to project icy water by diving through the sea, collecting water through vents along its sides. It stores this collected water indefinitely and projects it forcefully as an attack in one of two modes: as a frigid cloud of heavy

dripping mist or as a thunderous jet of icy water. Both attacks force a Save or lose Strength from the severe cold.

Frigid Mist (4d6; 50' cone, Reflex DC 18 for half; Fort DC 17 or 1d4 Str)

Jet of Water (6d6, pushes target back 40' or to limit of effect; 60' line, Reflex DC 19 to avoid; Fort DC 17 or 1d4 Str)

Its body builds up a layer of ice such that if it rears up near a ship, it can shake off the slabs of ice, creating a hazard for the ship and its crew. Ice Slab (2d8; Reflex DC 10+1d4 to avoid).

Slahngis: Init +5; Atk Slam +10 melee (3d8) or bite +7 melee (1d6+6); AC 19, HD 7d8; hp 40; MV 10, Swim 60, Leap 50; Act 2Dd0, SP ice slab, frigid mist, jet of water, immune to cold, infravision, Fort +9, Ref +6, Will +5, AL C.

Once the characters arrive on land, in addition to dealing with the weather, there is a 1 in 5 chance



during the next day (check at morning, noon, and night) that the party is set upon by a pack of 2d6 white-furred dire wolves. The encounter starts at a distance of 1d6 x 100 feet.

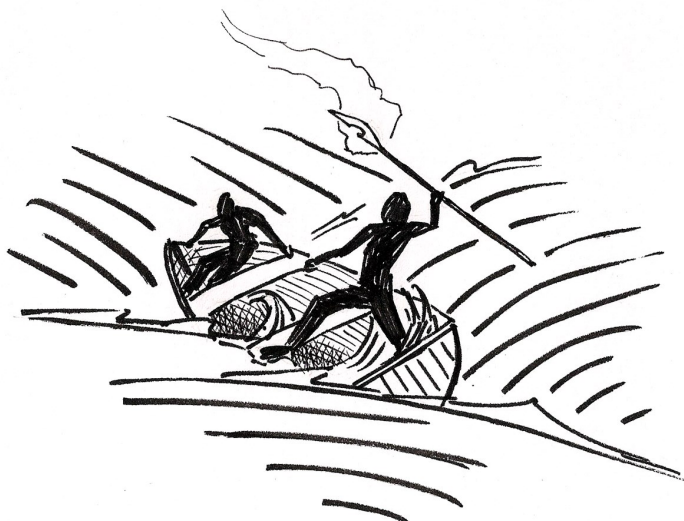
Dire wolves (2d6): Init +5; Atk bite +6 melee (1d6+2); AC 14; HD 2d6; MV 40'; Act 1d20; SV Fort +4, Ref +4, Will +3; AL L.

Early on the morning of the third day, the characters arrive at the ruined city. Read or paraphrase the following. If Adwick died on the journey here, you will have to make adjustments.

The wind is howling, blowing snow into your eyes and making the barren landscape seem almost like an empty page. As you push ahead, you see a wall of ice and snow looming out of driving whiteness so complete that it may as well be night. A bobbing light appears ahead and resolves itself into another dwarf swathed in heavy furs and carrying a lantern. "Come this way," he says. "If it's not the cold that will kill you, it's the wolves!"

Adwick greets the dwarf warmly as you move in toward the excavation. Other dwarves are busy chipping away at the ice. Already the pit is about 30 feet deep, despite the constant snow threatening to fill it in again. Stairs and ladders have been constructed to help you descend.

Adwick leads you to a large stone door, with engravings around the outside. Remarkably, green vines have actually melted the snow away from it, and appear to be both alive and growing. "We found this in the ice a little more than two weeks back. This greenery wasn't there, then, but the door filled us with a sense of foreboding that, in truth, I still feel in my bones. You have come far. Will you risk it?"



EXPANDING THE ADVENTURE

As written, *The Snow Queen* is a very linear adventure. However, the judge is encouraged to expand on the excavation site, creating new areas of the City of Thalos for his own campaign.

The judge may also wish to set other adventures upon the frozen tundra, or explore the excavating dwarves further. Anything that catches the interest of the judge or the players is meat for further adventures!

The inscription reads, in elvish, "For here lies Thalos, the city of eternity."

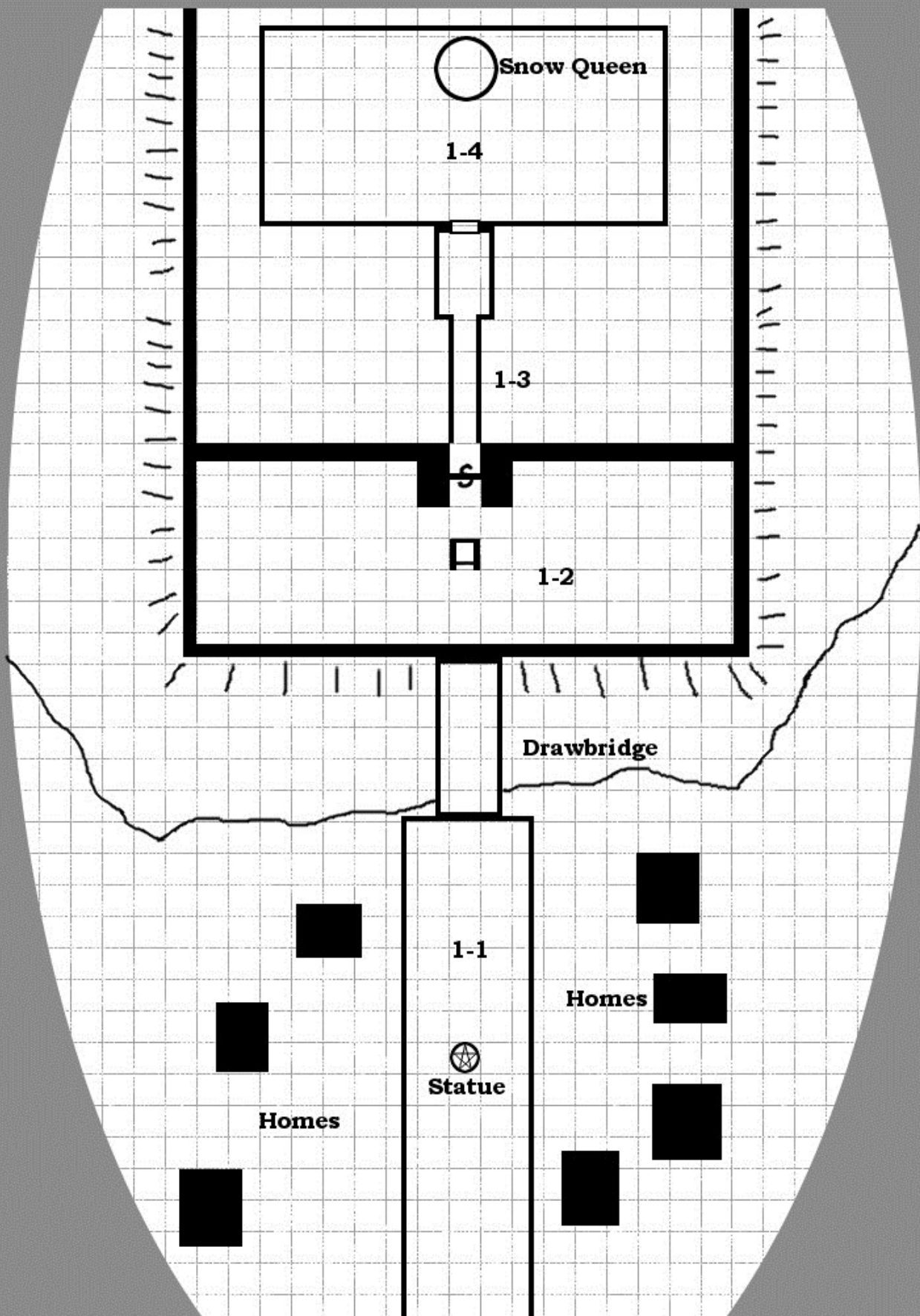
Characters can open the door with a DC 20 Strength check, as the doors are massive. Despite the green vines, the door is still frozen shut, and opens only with a massive cracking sound caused by breaking ice.

AREA 1-1 – THE CITY OF THALOS

The city sweeps around you like dead leaves, its bright colors torn with age, cold and decay. Above you is what appears to be the night sky, although there are no stars you can make out. Around you, great pillars twined with green vines depict ceremonies from long ago. To each side of you, there are large stone buildings, long abandoned, giving way to structures which have reached utter ruin. To the center, about 30 feet ahead, you can see a large fountain with a statue in the center. Beyond that, a castle rises out of the city, reaching up to the sky in sweeping walls of shining white marble.

The Snow Queen Statue stands almost 20 feet in height and is made of solid stone. It depicts the woman wearing a wolf skin robe. Atop of the statue is a gold crown. Characters will have to make a DC 10 Climb Check in order to grab it. The Crown is valued at 500 GP, but is sized for the statue, making it hard to carry (DC 20 to climb down with it, although it could simply be dropped).

The city is haunted by ice ghouls, the remains of the elves who died herein when doom fell on the city. They are still obviously elves to look at, although their skin is alabaster white, and their faces betray their great cruelty. Ice ghouls do 1d4 cold damage in addition to their attack damage,



unless a DC 10 Fort save is successful. Their paralysis is effective even against elves.

At any time while the players linger or explore this area, the characters can encounter a roving pack of 3d3 ice ghouls. They will not pass beyond this area.

Ice ghouls: Init +1; Atk bite +3 melee (1d4) or claw +1 melee (1d3); AC 12; HD 2d6; MV 30'; Act 1d20; SP un-dead traits, cold touch (1d4, Fort DC 10), paralysis (Fort DC 10), immune to fire, infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

AREA 1-2 – THE CASTLE OF THE SNOW QUEEN

The Castle towers over you, standing at over 100 feet tall and made of shining stone. Tall banners hanging from the walls are little more than tattered shreds. To the front you can see a raised drawbridge on the far side of a deep moat of churning grey slushy water. A great bronze lever is set on either side.

The chains that raise and lower the drawbridge are also bronze, and, like the levers, have become brittle due to the long ages of constant exposure to cold. A kind judge may allow a successful intelligence check to reveal this.

If the drawbridge is lowered too fast, the chains may snap, causing the drawbridge to fall with a resounding boom, drawing the attention of 4d6 ice ghouls who will follow the PCs across the drawbridge and even into the castle.

The castle gate itself is large, and requires a DC 30 Strength Check to open. A secret compartment in the door itself (DC 10 Intelligence check to find if searched for, elves gain a free check automatically) hides a lock. A thief may make pick the lock (DC 15), allowing the door to be opened with a DC 10 Strength check.

The interior of the castle is warm, almost humid. Beyond the gate is a wide chamber dominated by a massive throne, much too large for a human. To each side of the castle gate, a set of full plate armor made of some shiny white metal stands at attention. You can see an unlit fireplace behind the throne.

A chandelier hangs overhead which appears to be made of ice, although it may simply have been designed to appear so, for the chamber seems far too warm for ice to remain. The floor is carpeted in gold and crimson.

Pressure plates on the floor unlock 20 hidden doors

around the periphery of the room, each hiding a skeleton within a coffin-like niche. The pressure plates are only activated if someone fails a Luck check, which everyone must make if the chamber is entered. The trap is otherwise easy enough to locate (DC 10) and bypass, although difficult to actually disarm (DC 20).

These skeletons are armed with bronze short swords. When they are slain, they explode, doing 1d6 damage to all within 10' in a spray of bone shards (Reflex DC 15 negates).

Skeletons (20): Init +0; Atk claw +0 melee (1d3) or by short sword +0 melee (1d6); AC 9; HD 1d6; hp 3 each; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, explode; SV Fort +0, Ref +0, Will +0; ALC.

If the area is searched, a golden-headed ceremonial polearm (175 gp) is found. Both suits of full plate armor are made of a strange metal that contains no iron (and is therefore usable by elves).

AREA 1-3 – THE HIDDEN TUNNEL

A lever hidden within the brickwork of the fireplace causes the fireplace to descend silently into the floor. Tapestries on the walls depict men and elves in battle. The passage is noticeably colder, and becomes colder yet as the party travels north.

As characters traverse the tunnel beyond, a group of five frost-covered zombies comes to meet them from the north.

Frost-covered zombies (5): Init -4; Atk bite +3 melee (1d4 plus 1d4 cold); AC 9; HD 3d6; hp 12 each; MV 20'; Act 1d20; SP un-dead, immune to cold and fire; SV Fort +4, Ref -4, Will +2; AL C.

AREA 1-4 – THE SECRET OF THALOS

As the door is opened, a wave of cold air gusts outward, with a 3 in 6 chance of extinguishing torches and a 1 in 6 chance of extinguishing lanterns. If the PCs retain a light source, the judge should modify his descriptions accordingly.

Beyond the door is a large area wrapped in cold and darkness. The single source of light is a beautiful elven woman — clearly the queen in the statue — not far beyond the bloom of her first youth. She is encased in an irregular column of ice, almost 20 feet in diameter.

Lurking in the darkness are both the elven sage,



Mattock, and the ice dragon supplied to him by his patron, Ithha, prince of elemental wind. The ice dragon lurks to the east, while Mattock is to the west, just now arising from the couch where he has slept away the centuries since this chamber has last been opened.

Mattock is incredibly old, and unlike the Snow Queen, the years have taken their toll upon him. Now he appears as little more than a living skeleton, hunched up and wrapped in wrinkled, parchment-thin skin. He may easily be mistaken for an undead creature.

Mattock speaks in elvish, preferably from the darkness before he or his servant have been noticed by the PCs: “You see before you my lovely Queen Alwin, of the doomed city of Thalos, sleeping still in the Chamber of Ice in all her eternal beauty. I had hoped that she would remain that way, her beauty preserved for all time. But perhaps such things are only meant for the Gods. Yet, you should not be here, none the less.”

After he says this, he attacks.

Mattock: Init +4; Atk staff -2 melee (1d4+2); AC 11; HD 3d6; hp 15; MV 30'; Act 1d20; SP spellcasting (+8 spell check); SV Fort -2, Ref -2, Will +12; AL C.

Spells: *chill touch*, *detect good*, *sleep*, *invoke patron* (Ithha), *patron bond*, *ropework*, *fire resistance*, *wizard staff*, *dispel magic*.

Mattock wields the *Staff of Ice*, which allows its wielder to cast *control ice* (as the spell) four times each day. This staff is formed from a slender crystal 6 feet in length, which is always cold to the touch.

Ice Dragon (Adult, Large): Init +8; Atk claw +10 melee (1d8) or bite +10 melee (1d12); AC 22; HD 8d12; hp 40; MV 60' or fly 60' or swim through snow and ice 60'; Act 3d20 plus 1d12 (spells); SP breath weapon (Cold, 2/day, current hp damage, DC 18 Fort save for half, cone [width 1D4x10', length 1D6 x 10']), spells (+6 to spell checks), immune to cold, ice walking, wall of fog (1/hour, up to 100' x 20' x 100'; those within suffer -4 to attack rolls and move at half speed); SV Fort +10, Ref +10, Will +10; AL C. Spells: 1st Level (*Magic Shield*, *Chill Touch*), 2nd Level (*Scare*).

If the Snow Queen is removed from her encasement, read the following:

As the ice breaks, a rush of cold water flows outward, carrying the Queen from her frozen prison to the sodden ground. For a moment it appears as though she is already dead, then she looks up at you, confused, and afraid. Even as she stirs, she begins to age rapidly. Delicate flesh and rosy skin darken and peel from her bones. Her hair turns grey, and then white, and then only long wisps remain upon her dried skull. With a final scream, her skeletal form becomes merely dust.

In addition to his staff, the area near Mattock's couch contains a book that can be used to cast *patron bond* with Ithha, elemental prince of wind, after 1 week of study and a DC 10 Intelligence check.

For its comfort, the area near the ice dragon contains a smattering of coins — 500 gp, 1,500 sp, and 25,000 cp.

WHAT IF ELVES ARE IMMORTAL?

In some Appendix N stories, elves never grow old or never die of old age. If that is true in your campaign world, Thalos is an outpost of the Old Atlanteans. Or the Lemurians. Or Ancient Astronauts. Or even some archaic breed of civilized orcs.

Change whatever you like to make the adventure work in your game!



It's All Greek to Me!

Mythical Monsters From a Future Age

By Daniel J. Bishop

In the far future, it is no longer a simple matter to tell magic from science. The following creatures are (perhaps) from an alternate version of our world's future. Ages hence, the Daedalus Genetic Networking Group (DGNG) will merge computer technology, robotics, and designer genetics to recreate creatures from the Greek myths. When civilization collapses, these creatures will continue to dwell in the world, merging slowly with their demonic and supernatural counterparts.

CERBERUS

Init +0; Atk bite +4 melee (2d4+4); AC 14; HD 6d8+6; hp 35; MV 40'; Act 3d20; SP infravision 120', keen senses, see invisible, fearsome bark, three saves vs. mind-affecting spells; SV Fort +5, Ref +1, Will +6; AL C.

Cerberus is an enormous coal-black three-headed hound, which guards the Gates to the Underworld, leading either to the realm of Hades or an underground complex of the DGNG...or perhaps both. The hound has keen senses, including scent, hearing, and infravision, and is able to see invisible creatures. Because it has three heads, it gains three saves vs. all mind-affecting spells and effects. It can use an Action Die to bark loudly, causing fear unless a DC 10 Will save succeeds. Those who fail lose their next action; if they roll a natural "1", they also drop whatever was in their hands.



CHARONITE

(Type I demon): Init +1; Atk staff or claw +4 melee (1d4 plus soul rend); AC 13; HD 2d12; MV 30'; Act 1d20; SP infravision 60', *darkness* (+4 check), half damage from non-magical weapons and fire, safe passage, soul rend; SV Fort +2, Ref +1, Will +4; AL C.

Charonites are Type I demons in the service of Charon, the infernal ferryman of the river Styx. They appear much as their master – tall skeletal figures wrapped in dark robes, possessing a simple pole and always mounted upon a boat. A Charonite can be summoned with *demon summoning*, burning a soul in the *censor of Charon*, or by adding three drops of water from the River Styx to any mortal body of water, fresh or salt. A Charonite can only be summoned where there is a body of water in which its boat can appear. A mist arises, and from that mist the Charonite and its boat appear.

A Charonite can accommodate up to 16 passengers on its boat, and the boat is always sized to the expected number of passengers. Each passenger must pay 2 coins (of any denomination) for the trip, and the Charonite can take its passengers safely to any point where a body of water meets the land, in any plane of existence.

If attacked, a Charonite's attacks can rend the soul from its victim. Each successful attack requires a DC 10 Will save or the character takes 1d3 Personality damage. If Personality drops below 3, the victim collapses, and takes 1 point of permanent Personality damage each round until the Charonite is either defeated or driven away (spells like *holy sanctuary*, *protection from evil*, and *restore vitality* can interrupt this process). If the victim's Personality reached 0, the Charonite tears the soul from the victim's body, and immediately withdraws from this plane, delivering the soul to Charon himself on the River Styx. If the victim is to be restored, the demonic ferryman himself must be bargained with, and Charon does not give up the dead easily.

OPHIOTAURUS

Init +1; Atk gore +4 melee (1d6+3) or hoof +5 melee (1d3+3) or bite +2 melee (1d4 plus poison and coil); AC 12; HD 3d8+3; MV 30'; Act 1d20; SP infravision 60', poison, coil, death throes; SV Fort +6, Ref +2, Will +4; AL C.

This creature has the head and forequarters of a bull, and the long coiling tail of a serpent. Unlike a true bull, the ophiotaurus consumes meat and carrion. It typically attacks with a charge, thereafter striking out with hooves and bite. Any creature bitten by an ophiotaurus must make a DC 15 Fort save or take an additional 2d6 damage from the creature's poison. In addition, the snake tail of the ophiotaurus coils around the victim (Reflex DC 10 avoids), causing 1d6 damage automatically at the start of each round thereafter. The coil can be escaped with a DC 15 Strength or Agility check. Trapped characters gain a free attempt each round, and can use an Action Die to gain an additional attempt.

These monsters were grown in vats in the ruins of the DGNG Headquarters, and barring accident or injury, they are immortal. Twelve were originally created; only three now remain. All are male. When slain, their bodies quickly decay into the primeval slime from which they were created (taking 2d5 rounds). There is a 1 in 3 chance that the resulting sludge will then animate as a primeval slime (see core rulebook, pp. 423-4).



EMPOUSA

(Type I demon): Init +3; Atk bite +1 melee (1d4) or claw +2 melee (1d3); AC 12; HD 1d12; MV 40'; Act 1d20; SP darkness (+4 to check), charm, half damage from non-magical weapons or fire; SV Fort +2, Ref +4, Will +4; AL C.

Empousai are demonic female vampires, whose fiery-haired seductive beauty is marred with a bronze leg and a donkey's foot. They charm men, who must make a Will save (DC 12) or be entranced, allowing the empousai to approach and attack unopposed (no Agility or shield modifier to AC). Each successful attack, or each round where a companion attempts to bring the victim to his senses, grants a new save; if successful, the character can act beginning the next round with a -1d penalty on the dice chain to all rolls for the remainder of the encounter.

These demons of Hecate exist to devour men. They do not attack women.

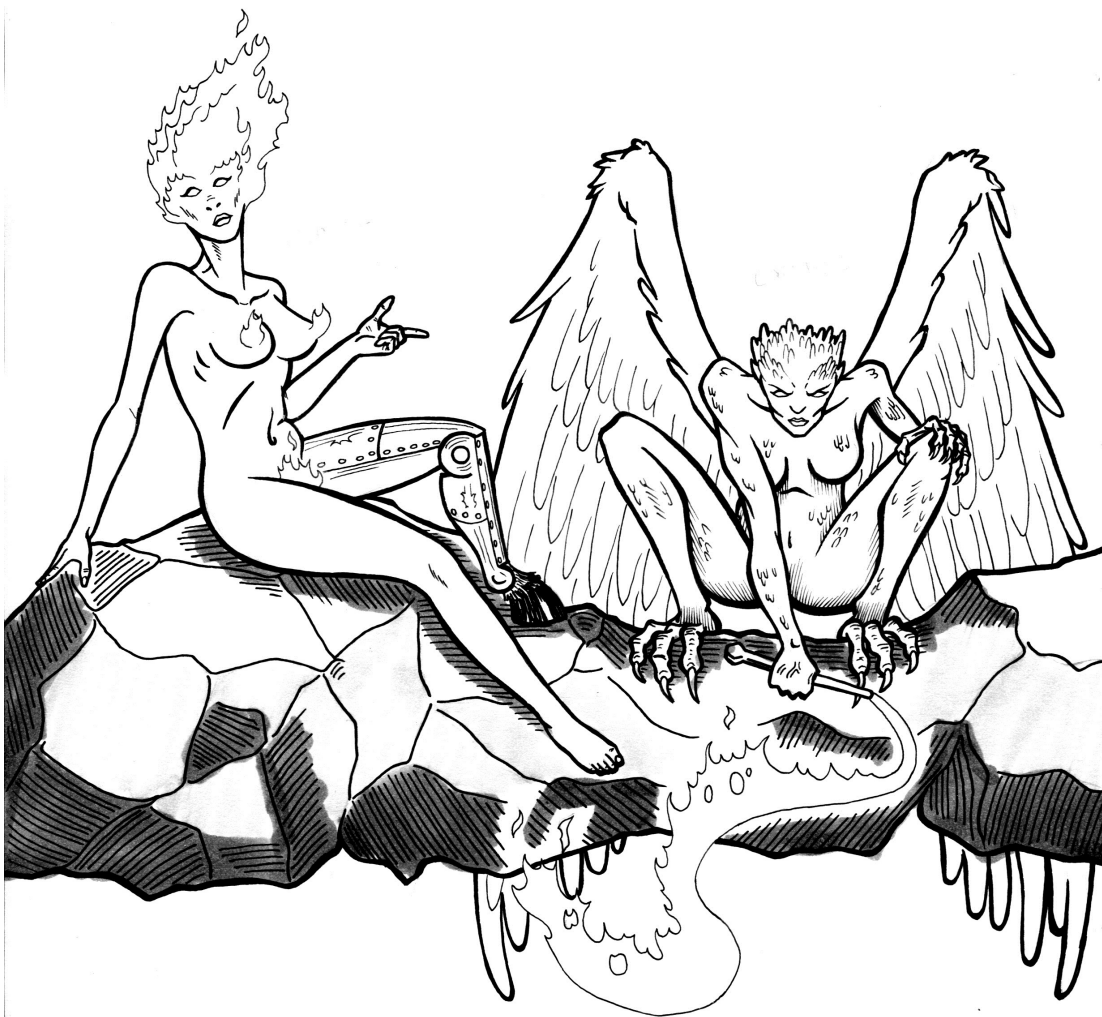
ERINYES

(Type III demon): Init +4; Atk fiery whip +12 melee (1d6+4) or claws +8 melee (1d5+4); AC 16; HD 9d12; MV 30' or fly 50'; Act 2d20; SP infravision 60', darkness (+12 check), immune to weapons of less than +2 enchantment or creatures of 5 HD or less, half damage from fire/acid/cold/electricity, teleport at will to Hades or any point on the material plane, crit range 18-20, constriction, fire, powers against oath-breakers; SV Fort +8, Ref +8, Will +10; AL C.

Also known as Furies, the Erinyes are demons of Hecate which serve to bring vengeance against those who break their word, especially vows made with the

gods as witness. They appear as vulture-winged women of hideous aspect, armed with iron talons and fiery whips.

A victim struck by a whip attack must make a DC 20 Reflex save or be entwined. Such a victim takes damage automatically each round from constriction and flames, and anything flammable on the victim bursts into fire. An Agility or Strength check (DC 18) can be made each round to get free, but the flames continue



to do 1d6 damage each round until extinguished with a DC 10 Reflex save. A constricted victim has a 50% chance of being unable to use each arm; both must be checked separately.

Oath-breakers are the Erinyes' lawful prey. An Erinyes attacking anyone who has broken an oath taken in the name of one or more gods gains a +2 on all saves.

EURYALE

Init +2; Atk short sword +2 melee (1d6) or bite +1 melee (1 plus serpent bites) or serpent bites +0 melee (1d3 plus poison); AC 15; HD 5d8+5; hp 33; MV 30'; Act 2d20; SP infravision 60', serpent bites, poison, scream, immortal; SV Fort +2, Ref +2, Will +3; AL C.

Euryale is one of the sisters of Medusa, a creature shaped like a woman with poisonous serpents for hair.



She possesses fangs like a viper, and if she bites she gains an attack with her snake-hair serpents as a bonus attack. Although Euryale's bite is not poisonous, those of her serpents are (1d6 damage; Fort DC 15 or also take 1d4 Strength and 1d3 Agility damage).

Three times a day, Euryale can scream with potentially lethal effect. All within 30' take 3d8 damage (Fort DC 15 for half). All between 30' and 60' take 2d8 damage (Fort DC 10 half). All farther than 60' away, but who hear the scream, take 1d8 damage (Fort DC 5 half). Euryale must wait 1d5 rounds between screams.

Euryale is immortal. When reduced to 0 hp, she does not die, but must withdraw, moving at half speed, until she can find a place to recover. She can be hindered.

She can be hurt. But she cannot be damaged worse, apart from cosmetically. 2d3 weeks later, Euryale emerges at full strength, and probably eager for revenge. Even if her body is burned and the ashes scattered, Euryale is restored.

Ipotane

Init +0; Atk short sword +1 melee (1d6) or other weapon; AC 10; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL Varies.

The ipotane are believed to be a race of half-human, half-horse creatures, but they are actually a group of genetically modified humans. They have hoofs and tails similar to those of a horse, and their hair grows in a horse-like mane halfway down their backs.

Other humans tend to view the ipotane as a lesser species, which has a reputation for being feral, untrustworthy, lascivious, and servile. Ipotane are sometimes found at the outskirts of human villages (often as underpaid workers or slaves), as well as in a few hidden enclaves of their own. Physical relationships between ipotane and other humans are frowned upon by both societies (ipotane society views this less harshly), but it is possible to produce viable offspring between

ipotane and any other human group.

Ipotane are created using the standard character generation rules. If the background occupation indicates a character is a demi-human, then there is a 10% chance that the character is an ipotane instead. Ipotane have the same class choices as any other human.



Lamia

Init +2; Atk tail grapple +4 melee (1d6+2); AC 14; HD 6d8; hp 30; MV 30'; Act 2d20; SP Charming gaze, constrict, kiss, death throes; SV Fort +4, Ref +6, Will +4; AL C.

A beautiful woman from the waist upwards, and an enormous serpent from the waist down, Lamia was transformed by the jealous goddess Thera to her present state after Lamia bore the hero Aclueus by the goddess's husband, Xanxes. Lamia was forced to devour her mortal children, and cursed with a great craving for the lives of the young. It is also her desire to inflict revenge upon all men, and especially upon Xanxes and Thera, their priests, and their followers.

(In this far future, Xanxes and Thera are great-grandchildren of the original Greek pantheon.)

Lamia can charm another with her gaze, using an Action Die. Her victim must succeed in a Will save (DC 12) or do nothing on his next initiative except move in a straight line towards Lamia at his best speed. Lamia cannot charm adult women, although she can charm girls below the age of 10, and males of all ages.

When Lamia makes a successful grapple with her tail, she thereafter constricts for 1d6+2 damage each round thereafter until either she or her victim are dead, or her victim succeeds in a DC 15 Strength check. Lamia can kiss a willing victim automatically, or a grappled victim with a successful attack roll. Each kiss causes 1d3 points of Strength damage.

When Lamia is reduced to 0 hp, a swarm of venomous serpents issues forth from her wounds, and forms from her spilled blood. These serpents attack everyone in a 20' radius for 1d3+1 rounds, and then the swarm disperses. Each remaining hit point the swarm possess when dispersed indicates a surviving serpent, and each of these serpents becomes a member of the Brood of Lamia.

Venomous serpent swarm: Init +4; Atk swarming bite +3 melee (1d3 plus poison); AC 12; HD 6d8; MV 30'; Act special; SP swarm traits, poison, transformation; SV Fort



+3, Ref +5, Will +0; AL C.

The poison of these serpents does 1d3 damage, with a Fort save (DC 10) to avoid 1d3 Strength damage as well. Each of these serpents grows into a brood-born of Lamia over a period of 1d12 months.

Brood-born of Lamia: Init +2; Atk tail grapple +2 melee (1d4+2) or spit venom +3 ranged (poison); AC 12; HD 2d8; MV 30'; Act 1d20; SP Spit venom, constrict, kiss, death throes, transformation; SV Fort +2, Ref +3, Will +2; AL C.

Any serpent that survives from the venomous serpent swarm becomes a brood-born of Lamia. This creature resembles her progenitor, but is clearly reptilian even in her upper extremities. Her scaled head is crowned with a frilled crest rather than hair, and her unblinking eyes are incapable of



charming anyone. Like Lamia, though, the brood-born can constrict with a successful attack, doing automatic damage each round (Strength DC 12 escapes grapple).

The brood-born can also spit a stream of venom in a line up to 10' long. Those who come into contact with this venom must succeed in a DC 15 Fort save or take 1d5 points of Strength damage (1 point on a successful save).

When a brood-born is slain, it loses all of its human features, becoming nothing more than an enormous frilled serpent. When only one brood-born remains, it goes through a transformation lasting 1d24 hours, during which it sheds its skin to become the reborn Lamia. During the transformation, the brood-born has only a 1d16 Action Die. Afterwards, it has the full powers, as well as all of the memories, of the original Lamia.

The only ways to truly end the threat of Lamia are to destroy all of the venomous serpents before they can transform into brood-born, or to destroy the last brood-born before she can become the reborn Lamia.

PANES

Init +6; Atk spear +3 melee (1d8) or sling +6 ranged (1d4); AC 14; HD 2d6; MV 40'; Act 2d20; SP wilderness walk, cannot be killed; SV Fort +2, Ref +5, Will +8; AL N.

These nature spirits are almost indistinguishable from satyrs, having goat legs, horns, tails, and hooves on a shaggy, but otherwise man-like body.

Their faces are goatish-looking, but man-like. Hair, fur, and skin has a greenish tint. Their weapons are primitive, and their spears are tipped with flint.

The panes are not native to the material plane, but come from Elfland. They are able to walk from Elfland to wild areas, emerging or disappearing by the use of an Action Die. They protect those wild areas where they are found from the incursions of mortal men, first with harassment and then, if that does not work, with an all-out attack.

The panes cannot be killed. If reduced to 0 hit points, they are merely forced back to Elfland, fading from view, where they must remain until the next new moon.

LORD OF LIGHT AND KNOWLEDGE MORNINGSTAR

By Julian Bernick

EMERITUS PRO PAPA

In the beginning of time, man was created by the eternal unnamed spirit of Chaos that gave birth to all things. This ancient presence kept humans in ignorance for generations, making them live in a harsh world of poison and fear. In these days, the men and women had no fire, no language, no magic. Hardly more than beasts, they were governed by the whims of the old God.

High above in the night sky, one of the shining star-spirits watched and had pity on their plight. Thus the Morningstar descended on a mission of mercy. Taking on the shape of a snake, the Morningstar entered the mortal world and spoke to the first men and women.

Seeing many men and women starve in a land of plenty, the serpent asked the humans why they did not partake of the fruit all around them, including the red apples hanging from the boughs of the trees.

"We are forbidden to eat of that fruit by our God, the Creator," said the man. "For he says it contains a knowledge that is forbidden."

"But what if you starve for want of eating that fruit?"

"Then starve we shall. For we fear the punishment we do not know more than the starvation we do know."

"But the knowledge it contains is this: The apples are entirely safe to eat and will ease your famine. The jealous God only makes you obey to enjoy his own power over you."

"But how do I know if he misguides us or if you lie?" asked the man.

"You do not know until you prove it by eating," said the serpent. "You must judge for yourself. This is the first knowledge that the Creator does not wish you to have."

So the men and women ate of the fruit and the Creator was mightily angered, casting storms and plagues and darkness down upon them. But the Serpent taught them how to make fire to counter the darkness. And the Serpent taught them numbers and the hewing of trees so that they might build houses to keep the rain from their backs. And the Serpent taught them to grow their own plants in order to feed themselves.

And so it was a hard world but they learned to make their own way within it, honoring the memory of the Star-Serpent who had taught them so much. Now his servants wander the world to bring light to the ignorant and teach the spirit of thoughtful disobedience to those ensnared in the vise of tyranny.

Holy Symbol: The sacred starburst, a four pointed star overlaid on a circle.

Favored Weapons: Swords, axes and any bladed weapons that catch the light. +1 to hit and damage rolls using any weapon that is lit with a flame, whether a torch, lantern or magical sword.

LEVEL TABLE	
LEVEL	TITLE
1	Moth
2	Firefly
3	Light-Bringer
4	Teacher
5	Illuminator
6	Shining Serpent
7	Dawnstar
8	Radiance
9	Polestar
10	Sun

DISAPPROVAL TABLE

ROLL	EFFECT
1	The cleric must instantly light a fire and say a short blessing upon the flame. This short ritual takes d3 rounds to complete.
2	The cleric incurs a -1 upon all spell checks until he/she converts someone to the glory of the Morningstar, as evidenced by making them perform the above blessing.
3	The cleric must teach someone "to read," i.e., at least some basic reading (for illiterates) or 2d4 new words (for literates). Until this is done, the cleric incurs a -1 penalty to all spell checks.
4	The cleric must buy a bundle of torches and provide them to the poor at the next opportunity. Until this is done, they incur -2 penalty to all spell checks.
5	The cleric must light all rooms with torches and/or lanterns and ensure they are lit even when leaving. Failure to do so incurs a -2 penalty to all spellchecks for the next 24 hours.
6	As soon as reasonably able, the cleric must enter a period of intense study for d4+1 weeks. At the end of this time, the cleric will know some esoteric but useful fact previously unknown. Failure to do so will incur a -d4 spell check each day until this is complete.
7	The cleric must buy and distribute lanterns to the poor. The outlay of cash involved will be at least 100 gp. Until the lanterns are distributed, the cleric will be -2 on all action dice.
8	The cleric must donate 200 gp or more to the education of the ignorant. Until this is done, the cleric incurs a -1d on spell checks. For every 100 gp <i>more</i> than 200, the cleric can gain +1 on spell checks for the following 24 hours.
9	The cleric must undertake the funding of a torch monument, at a minimum cost of 200 gold, including 1 gp a month to pay a humble retainer to ensure it is always lit.
10	The cleric is -1 to Lay On Hands until spending 1 turn lighting 5 torches (or other light sources) and sacrificing 100 gp (or equivalent value) in a sacred light-worshipping ritual.
11	The cleric must buy and distribute lanterns to the poor. The outlay of cash involved will be at least 250 gp.; Until this is done, all Lay on Hands are at -2.
12	The cleric must pay to forge a Battle Lantern – minimum cost 150gp. This confers +2 on Turn checks. Until completed, the cleric is -1d on all Turn checks.
13	The cleric may not use any light-based or divination spells until vouchsafing 200 gp for the education of a bright, impoverished child.
14	The cleric must find and slay a powerful undead (Recommended: at least 8HD); until such time, the Cleric may not Turn Unholy.
15	The Cleric must spend 500 gp minimum to establish an orchard of various fruit trees and populate it as a snake refuge. Until this is done, the cleric is -1d on all spell checks.
16	The cleric loses access to one randomly determined spell until they have converted the servant (cleric) of another Neutral or Chaotic god.
17	The cleric must strip naked and meditate in a brightly lit room for 24 hours with no other actions. Until this ritual is completed, he/she can cast only 1 st level cleric spells.
18	The cleric must seek out a great teacher and bestow 500 gp upon them; The cleric is barred from Laying On Hands until this is done. (Teaching must be this individual's primary profession.)
19	The cleric must spend 1,000 gp and solicit at least 1,000 gp in donations from others to found a library, requiring 50 gp a year in upkeep. Until this is complete, the cleric may not cast any light-based or divination spells.
20	The cleric must spend 2,000 gp to found a new Holy Order with a purpose to root out ignorance and discover secrets. Until this is complete, the cleric may not cast spells.

THE BARBARIAN

A Warrior-Inspired Class for Dungeon Crawl Classics!

By Godric McKellan

Hit Points: The Barbarian gains 1d14 hit points at each level.

Weapon Training: The Barbarian is trained in the use of: battleaxe, club, crossbow, dagger, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians may wear any form of armor, but the check penalty applies to rolls for *barbaric acts* such as climbing, leaping, balance, swimming, silent movement and other physical activity.

Alignment: Barbarians are frequently of Chaotic alignment, and occasionally may become Neutral if they allow themselves to become influenced by mainstream society. They are however never Lawful, because at that point they become civilized. A Lawful barbarian is more accurately a Neutral warrior.

Attack Modifier: Like other militant classes, the Barbarian receives the randomized modifier known as a *deed die*. The result of the deed die adds to attack and damage rolls.

Barbaric Acts: A barbarian is not so much an occupation as it is a race; what barbarians are capable of is in their blood. Barbarians are natural brawlers; as likely to shout a man to fright or fealty or wrestle any man foolish enough to stand opposed as they are to throw him through a window or off a cliff. They are mountaineers, climbing vertical cliff faces with the sheer might they possess in their fingertips, as well as a people of the plains, roving stalkers padding over dry brush or through thorny brambles without a sound. Barbarians are able to run faster, swim longer and jump farther distances than an ordinary man could and would.

In battle, they are capable of leaping into the fray and attack multiple opponents at once, and strong enough to strangle a bull by grappling it about the neck until it can breathe no more. Barbaric acts are not deeds of weaponry and swordplay, such as disarms and blinding attacks, nor are they other battlefield tactics, such as fancy rallies. Those abilities are the ways of civilized fighters trained in warfare. Barbaric acts can involve *pushbacks*, *trips and throws*, *war cries*, and *signature deeds* but always involve displays of either *strength* or *endurance*, and relate to the *culture*, *customs* and style of *survival* the wild and reckless barbarian is both feared and known for. A barbarian rolls their action die and deed die against a DC to achieve a barbaric act, or act for short. If the check is successful, and the deed die is a 3 or higher, the act

succeeds.

Threat Range: The barbarian is not hard to notice in a fight. They are capable of drawing allies' opponents to attack, or forcing them to run for their lives. When a barbarian rolls in their threat range (starting at 20 at Level 1) or higher to attack, check for *morale* (p94). Success indicates all nearby enemies *withdraw* (p95) from their current target to attack the barbarian. Otherwise, they withdraw and attempt to flee from combat. The barbarian only scores a critical hit on a roll of a natural 20.



Ancestral Resilience: The barbarian is a very resilient breed, a paragon of social Darwinism. Thus, they take less damage than other races and are more resistant to poison and disease. When hit, a barbarian reduces the damage by his *deed die*. When saving against poison or disease their Stamina modifier counts double for the Fortitude check, and if unsuccessful they only receive half the damage from toxins or other harmful agents.

Language: At first level a barbarian knows a dialect of Common native to their homeland. A barbarian learns to read and write at the +1 Int modifier, and may learn other languages per modifier thereafter.

ZERO-LEVEL BARBARIAN OCCUPATIONS

See Table 1-3 Occupations (Core Rules). Substitute the following numbers, or roll a d10.

ROLL	OCCUPATION ROLL	OCCUPATION	WEAPON	TRADE GOOD
1	10	Caravan Guard	Short Sword	Coach horn
2	16	Thief	Blackjack	5d12sp
3	22	Herder	Sling	Herding Dog (see pp 23 Core Rules)
4	33-34	Plains Walker/Mountaineer	Staff / Pick	Waterskin / 100' Rope
5	61	Mariner (Shanghaied)	Hand axe	Jug of Rum
6	68-69	Hunter	Shortbow	Jungle Animal Pelt
7	75	Pit Fighter	Flail	Diabolical Helm
8	79	Barbarian Princess / Prince	Two-handed sword	d4 Slaves
9	86	Slave	Club	Iron Collar
10	91	Headhunter	Battle Axe	Human Skull

BARBARIAN							
LEVEL	ATK	CRIT DIE/TABLE	THREAT RANGE*	ACTION DICE	REF	FORT	WILL
1	+d3	1d12/III	20	1d20	+0	+2	+0
2	+d4	1d14/III	20	1d20	+0	+2	+0
3	+d5	1d16/IV	20	1d20	+1	+3	+0
4	+d6	1d20/IV	19-20	1d20	+1	+4	+0
5	+d7	1d24/V	18-20	1d20+1d14	+2	+4	+1
6	+d8	1d30/V	18-20	1d20+1d16	+2	+5	+1
7	+d10+1	1d30/V	18-20	1d20+1d20	+3	+5	+1
8	+10+2	2d20/V	18-20	1d20+1d20	+4	+5	+1
9	+d10+3	2d24/V	17-20	1d20+1d20	+4	+6	+2
10	+d10+4	2d24/V	17-20	1d20+1d20+1d14	+5	+6	+2

* See Threat Range description on the opposite page.

BARBARIC LEVEL TITLES		
LEVEL	NEUTRAL	CHAOTIC
1	Old Worlder	Savage
2	Adventurer	Barbarian
3	Commander	Warlord
4	Conqueror	Destroyer
5	Exalted	Dragonrider

OPTIONAL RULE:

SUSTAINING PERMANENT INJURIES

By Stephen "Snake" Newton



Two 4th-level adventurers—a wizard and a warrior—walk into a tavern. After scores of adventures facing demonic foes, crossing chasms of time, and visiting planes of necrotic energy and shadow, the wizard is a disfigured version of her younger self. In order to survive those adventures, she bears the blisters of patron taint, her hands are blue from the time her magic missile horribly misfired, and her toes are now webbed from a *spider climb* spell gone wrong. But the warrior? Thanks to a generous use of *lay on hands*, he looks as hale as the day he dropped his bag of night soil to take up adventuring. Sure, his Stamina may not be what it once was after briefly glimpsing the afterlife once or twice, but otherwise he appears normal. No peg legs or eye patches for this pirate.

The following optional house rule is a means for judges to provide permanent injuries to PC's who

sustain horrific injuries that cannot be cured by clerical *lay on hands*. It allows other character classes to bear the tell-tale wounds of adventuring so that it's no longer just spellcasters that bear the conspicuous wounds of a life led by adventure.

It's recommended that at the very least, the optional table be consulted when a PC has recovered from reaching 0 hit points in addition to permanent loss of Stamina. Think of this as replacing the "terrible scar" referenced in the DCC core rulebook referenced in the *Damage and Death* section. In addition, the table can be used when a critical hit is delivered by an incredibly powerful foe. The judge can either roll randomly, or select the area of the body affected based on what was happening in game play. Ornery judges may also choose to penalize players with the optional long term effect penalties.



PERMANENT INJURIES (AND EFFECTS)

D24	LOCATION	OPTIONAL LONG TERM EFFECT
1	Head / Scalp	Scalped & Chronic Concussion. Permanent hair loss where scalped (-1 to climb checks due to vertigo from concussion).
2	Eye	Lost an eye. Depth perception permanently impaired (-1 to medium or long range missile. Alternatively, reduce vision to max of 30').
3	Ears	Ear is lost and/or eardrum is damaged. Deaf in one ear (-1 to listen checks).
4	Mouth / Lips	Partial loss of lip or tongue resulting in Permanent speech impediment (-1 to personality checks based on verbal communication).
5	Neck	Permanent neck injury limiting movement (-1 to Agility checks).
6	Upper Chest	Broken collarbone and/or ribs results in disfiguration. (Armor must be specially fitted resulting in 25% premium to market prices).
7	Upper Back	Excruciating pain makes it difficult to lift arms (Large hump eventually develops).
8	Lower Back	Permanent injury to kidneys. Blood in urine and stool (-1 to Strength checks).
9	Abdomen	Permanent injury to stomach—blood in urine and occasional incontinence.
10	Groin	Groin and thigh muscles never fully repair (Jump checks made with -1D penalty).
11	Buttocks	Glutes permanently damaged (Cannot ride horses or other mounts nor sit comfortably at the tavern).
12	Left Arm	Can't bend elbow (Can no longer use two-handed weapons).
13	Right Arm	
14	Dominant Hand	Lose 1d3 fingers. (One lost finger: increase fumble die by 1. Two lost fingers: can't use short bow or longbow. Three lost fingers: must wield weapons with non-dominant hand with attack penalty).
15	Non-dominant Hand	Missing fingers. Cannot use shield in non-dominant hand.
16	Hip	Severe pain in hip and groin (Cannot wear any armor heavier than hide armor).
17	Left Upper Leg	Shattered femur never fully recovers resulting in limp and appearance of PC being 1-inch shorter on left side of body.
18	Right Upper Leg	
19	Left Lower Leg	Shattered tibia never recovers. PC can either take a permanent 5' reduction in speed, or alternatively, replace their leg with a "wooden peg" to only accrue a 2' movement penalty.
20	Right Lower Leg	
21	Left Knee	Kneecap is shattered and never fully heals. Movement reduced by 5'
22	Right Knee	
23	Left Foot	Roll 1d3 to see how many toes go missing.
24	Right Foot	

Converting Material to Dungeon Crawl Classics



By Daniel J. Bishop

I have converted material from numerous systems to **Dungeon Crawl Classics**, including materials from 3rd Edition and earlier *Dungeons & Dragons* versions, 1st Edition *Gamma World*, ICE's *Middle Earth Role-Playing Game*, and *Pathfinder*. I also performed the official conversions to two Goodman Games modules, Harley Stroh's excellent *Tower of the Black Pearl* and *Well of the Worm*.

This article offers some quick advice for converting your favorite adventures to the DCC system. An interested party could follow the same advice, often applying it in reverse, to adapt DCC adventures to another system.

TONE & ASSUMPTIONS

The first step to converting any adventure is to read it through and take notes on the adventure's tone and basic assumptions. For instance, **3rd Edition D&D** and **Pathfinder** assume a world in which both adventurers and monsters are relatively common. It is not unreasonable in these games to posit an army of angels, or a dwarven wizard in these games. However, both of these fall outside the assumptions of the DCC system. You can adapt a **Call of Cthulhu** scenario, but you need to ensure that it can be fit within the general sword & sorcery assumptions of DCC.

Getting the tone of an adventure right can cover a great many sins in the conversion process. Few people will notice if you gave a +1 Will save bonus to a creature that should have a +4, but it is equally true that few will fail to notice if you get the tone wrong.

MONSTERS

When converting from a d20 system game, monsters are very easy to convert. In fact, if you are

converting monsters for your own use, you can use the d20 system statblock as written. You may wish to adjust save DCs in this case, as the d20 system assumes higher bonuses than DCC. D20 system characters can have more hit points and higher ACs than their DCC counterparts, so you may wish to adjust attack bonuses and damage downward.

If you are converting from earlier editions of D&D or retroclones, you have a little more to do. First off, you may need to convert descending AC to ascending. This is pretty simple – for each step below 10 on the monster's AC, raise it above 10. Thus, an AC 7 descending AC monster becomes AC 13. You will also have to determine its bonuses to hit, saves, and the DCs for its special attacks where a static save is called for in these systems. Save DCs can be assigned following the difficulty levels in the DCC skills section: 5 for child's play to 20 for a heroic save. Grant the creature the save bonuses of the closest class and level, or simply assign them as you like. Practice with this a little, and may find yourself doing the conversions in your head during play.

Some systems are very different from DCC – they may use percentiles, or six-sided dice, or other measures to determine statistics. This is still not so horribly difficult, as you need only compare a monster against the “average man” in order to determine how it should stack up in DCC.

Descriptions should match the tone of your adventure and the DCC rules. Use the tables in the **core rulebook** to make humanoids and un-dead different. Even if the goblins are statistically the same, having them be bald green goose-herders makes a great deal of difference to how encounters

play out. It changes the feel of the game.

Likewise, common monsters may seem common, but there is no reason why an otyugh cannot be described as “a three-legged conical mass of gelid material, glowing with a faint and putrescent mauve color....three long tentacles emerge from its central mass, waving tendril-like in the air.” It still only gets two attacks each round. When it bites, a maw may open up in the mass, dripping with slime. The players won’t know what it is, and it won’t matter if they have fought dozens of otyughs in the past. It will seem a new, and therefore a cool, experience.

TREASURE & MAGIC ITEMS

A general rule of thumb for treasure is to pare it down to 10% of whatever is given in the adventure. As helpful as this rule is, do not follow it slavishly. If a treasure seems to simply be there for no reason, feel free to remove it. If a valuable treasure seems to make sense where it is, feel free to leave it.

Most magic items should simply be removed, or turned into their non-magical counterparts. A sword, for instance, may become gem-encrusted (and thus valuable) or especially well made (with some bonus, such as doing damage at +1d on the dice chain). The items you wish to keep, you should consider making more DCC-like, following the suggestions in the Judge’s Rules section of the **core rulebook**.

Treasures from dissimilar systems, where retained, must be given a value in DCC terms. If the item is magical, the judge must give some thought as to how the item should work in DCC. Even technological items, if you are converting from something like **Gamma World**, **Traveller**, or **d20 Modern**, must be considered. In this case, **DCC #79: Frozen in Time**, might be of use to the judge, as well as **Transylvanian Adventures**, **Nowhere City Nights**, **Crawling Under a Broken Moon**, and other more modern resources.

OTHER MAGIC

You may find yourself converting NPCs and ongoing spell effects. In the case of NPCs, you can go with the “NPCs are different” rule, and simply assign a spell with X damage and Y save (or that damages on a successful hit, or that automatically does damage Z times each day). You can also choose to write out the character as a full DCC-style wizard, elf, or

cleric, ready to spell duel with the PCs. The general rule here is that full write-ups should be for important characters only. **CRAWL! Fanzine #3** has rules of particular interest here.

The judge should keep in mind that ongoing spell effects should be described so as to make them mysterious. You may know that the “flickering wall of silent blue flames” is a mere *wall of force*, but just that small amount of work makes the experience much better for the players.

Does the area suggest a unique table of spell side effects should be created? Does a figure in the module cry out for the full patron treatment? If so, do these things if you have time. Otherwise, put them on the back burner, and have fun with what you have created. Remember, getting the tone right covers a world of sins.





DCC Adventure Magazine and News

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WHO DO I TALK TO?

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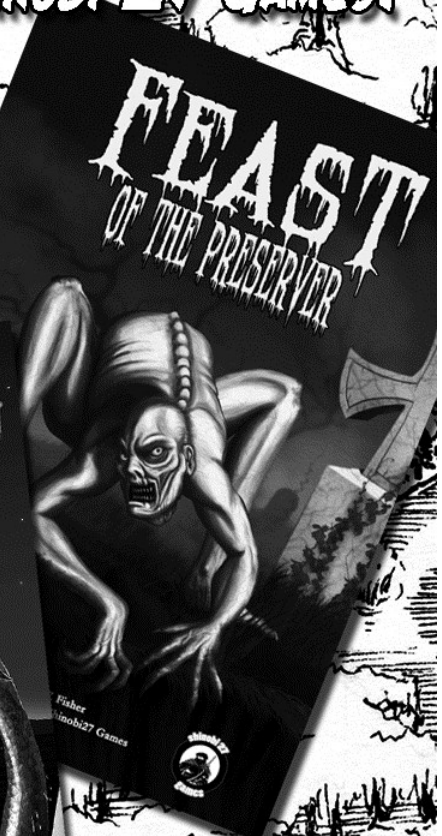
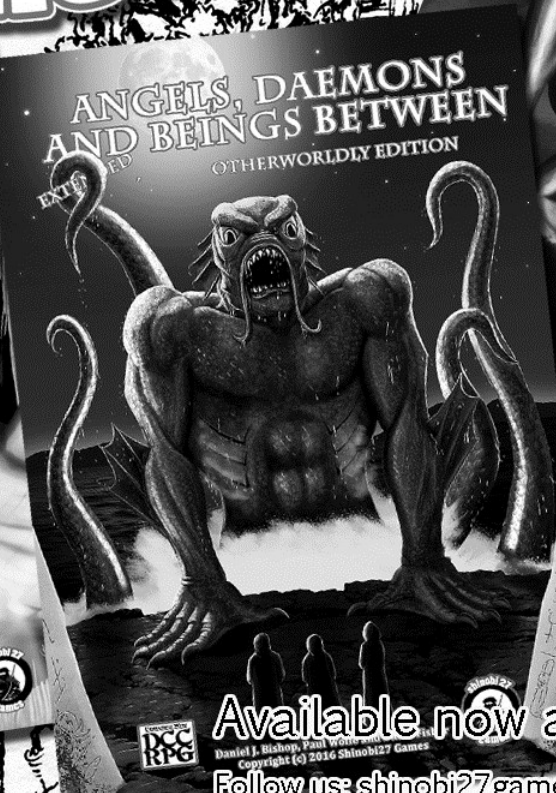
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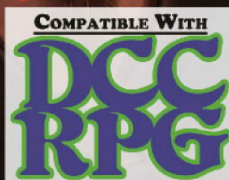
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