

the Book and the Spring

MAPS & SUPPLEMENTS

by Christopher Letzelter

A First-Edition Compatible Module



Anachronistes
PRESS

TABLE OF CONTENTS and COPYRIGHT INFO

How To Use This Book i

Random Encounter Tables 2
 Key To Random Encounter Tables 3

New Monsters 6

New Magic Items 12

New Spells 14

Maps of Major Encounter Areas
(Area E appears before Area D due to layout considerations)

A) 1-10 Lesser Structures in the City of Essilim 15

A) The City of Essilim 16-17

B) Royal Palace of the Sorcerer-Kings (Ilatgasar) 18-19
 Upper Story 18
 Cellar 19
 Dungeon 19

C) The Tomb of Kings (Alubbat) 20-21
 - including the Library (Edubba, A9) 20

E) The Scented House (Eresh) 22-25
 Ground Level 22-23
 Upper Story 24
 The Dome of Eresh 24
 Cellar 25

D) The Connecting Caverns 26

Player's Aids 27-35

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Published September 2018

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on the cover: Eduku and Eresh

HOW TO USE THIS BOOK

Setting

The setting is modeled loosely on a mix of ancient Middle Eastern cultural elements; I stripped out and replaced as many Egyptian borrowings as possible to achieve a more exotic Babylonian/Sumerian flavor. Epics about Gilgamesh, Innanna, and Tammuz were my primary cultural references, especially in developing locale-specific monsters.

None of these encounters are meant to represent actual beliefs and practices of these ancient cultures. In fact, many of the names are mashed together Akkadian, Babylonian or Sumerian terms and words that would make a scholar tear their hair out. That said, hopefully the reader will appreciate the attempt to create a desert culture that feels distinctly uniform and different from the "standard" Egyptian model.

Cuneiform correctly refers to both the method of impressing wedge-shaped characters into a clay tablet or seal using a stylus, and to the script represented by such impressions. In this module, I use the word to mean the resulting characters, symbols, and ideograms which are created using any method and on any surface (such as painting on a stone wall).

Names And Words Appearing

City (Healthy Waters)	Essilim
Library	Edubba
Hill of Healing (High Holy Mound)	Eduku
House of Healing (Scented House)	Eresh
Dome of the Spring	Abasidim
Sorcerer-King	Sarashpur
spring	idimmi
Vulture-Jackals (Raptor Hounds)	surduru
Bone Golem	Nummakkatu
skeletons	akketlu
Minions of Tamtû	gigirri
Birth	Mud
Death	Mitu
Night	Sedgi
Morning	Sedam
City of the Dead	Alubbat
Gatekeeper of the City of the Dead	Amelatu
Spirits (Shadows)	zilitti
Palace	llatgasar
Dungeon	huppu
Bat Demon	dimmunu
Wind Demon	ulur
Physicians	iazu
Holy Men	nabu
Oracle Reader	mudi
Priest	gadala
Generals	sakkannu
Wights	gidim
Scorpion-Man	girtablili
Sun God	Samas, sacred # = 20
Moon God	Sin, sacred # = 30
Goddess of Death/Evil	Tamtû



RANDOM ENCOUNTERS IN THE YELLOW DESERT

DAYTIME

2 checks/day, 1-in-10 chance of encounter (Use each only once):

1. Jackalweres (5, human guise) - (HP: 26, 25, 25, 22, 21)
2. Mirage
3. Carnivorous Cacti (Opuntia Type) ([3]x4d8) - (HP: 22, 19, 15)
4. Sand Lizard
5. Solifugids (3) - (HP: 23, 21, 20)
6. Sinkhole
7. Pilgrims (Develani Cavalry)
8. Dust Storm
9. Insect Swarm - Locusts
10. Humanoids - Troopers, 12 Gnolls & 2 Flinds with Lizard
11. Vultures picking over the carcass of an antelope
12. Dustdiggers (3) - (HP: 28, 26, 21)
13. Stela Stone (waymarker at an intersection long-buried)
14. Tangleweeds
15. Carnivorous Cacti (Rebutia Type)
16. Cacti, regular Opuntia Type
17. Nomads (Bedevats)
18. Earthquake
19. Sandling
20. Insect Swarm - Dowsing bugs

NIGHTTIME

2 checks/night, 1-in-8 chance of encounter (Use each only once):

1. Shadows (5) - (HP: 25, 22, 21, 21, 18)
2. Jackals (5) - (HP: 4, 4, 3, 3, 2)
3. Earthquake
4. Dust Storm
5. Desert Lions (3) - (HP: 32, 28, 21)
6. Wights (gidim) (3) - (HP: 22, 20, 19)
7. Scorpion, Standard (found in clothing/footwear upon waking)
8. Tarantulas, Giant - 2 Giant Tarantulas, hunting
9. Shadow Mastiffs (4) - (HP: 27, 24, 24, 20)
10. Desert Rainstorm (brief, lasts 10 minutes, deposits sprinkling of rain)
11. Antelope Herd
12. Jackalweres (5, in jackal form) - (HP: 26, 25, 25, 22, 21)



RANDOM ENCOUNTERS IN THE RUINS OF ESSILIM

Use each encounter only once; if a creature is indicated as from somewhere else, remove them from that location's encounter key):

DAYTIME

2 checks/day, 1-in-10 chance of encounter

1. Humanoids, Gnoll Patrol
2. Mercenary Squad - traveling from (1-3) or to (4-6) the Palace
3. Develani (from Building 5) - traveling to (1-3) or from (4-6) the Tomb
4. Insect Swarm - Locusts
5. Solifugids (2) - (HP: 22, 19)
6. Rat Men (5) (from Eresh) - (HP: 12, 12, 10, 9, 7)
7. Wasps, Giant - 3 adult wasps
8. Cult Party (Cleric, M/U, 5 Bandits) traveling from the Palace (1-3) or to the Palace (4-6)
9. Dust Storm
10. Pit Viper - hiding buried in sand
11. Tangleweeds
12. 6 Tomb Raiders (from Building 1)

NIGHTTIME

2 checks/night, 1-in-8 chance of encounter

1. 5 Shadows
2. Humanoids, Ogrillon Party
3. 6 Tomb Raiders (from Building 1)
Note: If encountered previously in the Daytime and defeated, ignore this result.
4. Dust Storm
5. SIRRUSH (from Eresh)
6. Ghosts (3, from Tomb) - (HP: 22, 21, 19)
7. Doombats - 2 Doombats; each will fly back to the Palace after being reduced to 50% hp.
8. Tarantulas, Giant - 2 Giant Tarantulas, hunting
9. Ghouls (5, from Tomb) - (HP: 15, 14, 14, 12, 11)
10. 5 Rat Men (from Eresh)
11. Tarantulas, Standard (found in clothing/footwear upon waking)
12. 4 Shadow Mastiffs



AERIAL ENCOUNTERS IN ESSILIM

DAYTIME

1 checks/airborne situation, 1-in-6 chance of encounter

1. Dragonne (Gulazabar)
2. Giant Wasps - 5 adult wasps
3. Aerial Servant (if it has escaped from the Tomb)
- 4-5. Vultures
- 6-7. Giant Scarab Beetle - 4 beetles looking for food
8. Humanoids, Gnoll Archers
9. Cult Soldier Archers - 3 archers and 2 cult soldiers
10. Harpies (3) - (HP: 20, 18, 15)
11. Vulchlings (6) - (HP: 8, 6, 6, 5, 5, 4)
12. Insect Swarm - Locusts

NIGHTTIME

1 checks/airborne situation, 1-in-6 chance of encounter

1. Doombats - 4 Doombats; each will fly back to the Palace after being reduced to 50% hp.
2. Bat Swarm
3. Dragonne (Gulazabar)
4. Wasps Giant - 3 adult wasps
5. Aerial Servant (if it has escaped from the Tomb)
6. Humanoids, Gnoll Archers



KEY TO RANDOM ENCOUNTERS

Aerial Servant (NA: 1; HD: 8d8, HP: 56; MV: 24"; AC: 3; #AT: 1, DMG: 4d4; **SD: hit only by magic weapons**; S: L; 1,010 xp)

Antelope Stampede - This will be first seen as a cloud of dust in the distance, followed a round later by a rising thrumming sound; within 2d4+1 rounds the herd will be upon the party. There is a 1-in-4 chance of any character not curling up or laying down to be knocked prone for 3d4 hp damage. In addition, the sand and dust cloud kicked up will make vision impossible and breathing difficult for 2 rounds after the herd passes. At that point the reason for the stampede will become obvious: a hunting pride of 1d4+4 desert lions (HD: 4d8+1; MV: 12"; AC: 5; #AT: 3, DMG: 1d4/1d4/1d8; **SA: rear claws 1d6/1d6 if both front claws hit**; S: M; 225 + 8/hp xp), which will now turn on the closest character.

Bat Swarm - 300 bats: (NA: 300; HD: 1/2; HP: 2 ea; MV: 21"; AC: 6; #AT: 1, DMG 1-2; **SA: 15% chance disease if bit, Save vs. Poison; Cloud of bats obscures vision, reduce "to hit" by -4**; S: S; 8 xp each). Characters move at half-speed due to poor visibility and take 1 hp/round; 50% chance of misdirection within cloud (roll a d6 to determine misdirection: 1 = 90° left, 2 = 90° right, 3 = 180°, 4 = 90° vertically up, 5 = 90° vertically down {could hit ground if close enough}, 6 = another round in cloud).

Beetle, Giant Scarab - (NA: 2d4; HD: 3d8+3, HP: 22, 21 [x2], 19 [x2], 17; MV: 9"/15"; AC: 5 (3 flying); #AT: 1, DMG: 2d4; **SA: after being hit, it will fly in the air to attack, giving it a +2 to hit and improving it's armor class by a factor of 2**; S: M; 50 + 3/hp xp)

Cacti -

Carnivorous Cacti (Opuntia Type): (NA: 2d4+1; HD: 3d8 - 6d8; MV: 1"; AC: 7; #AT: 2-5, DMG: 1d4 ea.+**possible crushing for 1d6 additional hp damage/round**; S: L; xp varies, see description)

Carnivorous Cacti (Rebutia Type): (NA: 1d4; HD: 4d8; MV: 1"; AC: 7; #AT: 1, DMG: 2d4 + **possible crushing for 1d6 additional hp damage/round**; Size: L; xp varies, see description)

Regular opuntia cacti: These may be broken open for the milky juice inside. Characters attempting to break it open with hands (even wearing mailed gauntlets) will take 1-2 points of damage unless spending 1-3 rounds cutting off needles.

Desert Lions - (HD: 5d8, HP: 32, 28, 21; MV: 12"; AC: 5/6 male, 6 female; #AT: 3, DMG: 1d4/1d4/1d10; **SA: rear claws rake for 1d6+1/1d6+1 if both paw attacks hit**; S: L; XP: 300+6/hp) This male and two lionesses will flank the party and attempt to attack with surprise.

Doombats - (HD: 4d8; HP: 27, 24, 24, 22; MV: 18"; AC: 6; #AT: 2, DMG: 1d6/1d4; **SA: Shriek causes those hearing to be unable to concentrate on spell casting for duration of shriek and make attacks at -1, 1d4 rounds**; Size L (5' high); AL NE; XP: 400+7/hp)

Dragonne (Gulazabar) - (HD: 7d10; HP: 44; MV: 15"/9"; AC: 2; #AT: 3, DMG: 1d8/1d8/2-12; **SA: Roar [Save vs. Paralyzation or be Weakened for 1-10 rounds, losing 1/2 Strength; those within 3" are additionally Deafened for same amount of time, -1 on "to hit" rolls]**; S: L; AL: CN (E); 2016 xp) Roaming from the ruins of the terraced Hanging Gardens at Eduku. She is Chaotic Neutral tending towards Evil. See her description in section **D) Eresh, 101**.

Dustdiggers - (HD: 4d8; MV: 3"; AC: 4; #AT: 1, DMG: 1d8+AC of victim; **SA: Illusion**; S: L; XP: 165+4) This group will appear as a trio of bubbling springs surrounded by sparse clumps of short vegetation.

Dust Storm - A dust storm that lasts for 40 minutes, characters in leather or lighter armor must Save vs. Petrification or take 2-5 hp damage from the abrasive particles; all must cover their mouths and noses or be subject to another Save vs. Petrification or suffer sneezing and choking for 1d4+1 rounds, unable to act. PC's will have 1d4+1 rounds warning to prepare (howling winds, cloud of dust rolling quickly toward them), but cannot avoid it short of a Teleportation spell.

Earthquake - actually Thunderherders, centered on a location 1d6x100 yards from the party. If the area is explored, treat the epicenter as a **Sinkhole**, below.

Ghosts - (HD: 4d8; MV: 15"; AC: 4; #AT: 3, DMG: 1d4/1d4/1d8; **SA: Touch causes Paralysis [incl. elves]**; **SD: Stench causes nausea**; XP: 195+4/hp)

Ghouls - (HD: 2d8; MV: 9"; AC: 6; #AT: 3, DMG: 1d3/1d3/1d6; **SA: touch causes Paralysis [except elves]**; S: M; XP: 65+2/hp)

Harpies - (HD: 3d8; MV: 6"/15"; AC: 7; #AT: 3 + special, DMG: 1d3/1d3/1d6; **SA: song Charms if Save vs. Magic fails**; S: M; XP: 145+3/hp); These newly-arrived birdwomen are attracted by the Libram's presence.

Humanoids -

Gnoll and Flind Troopers - 12 Gnolls (HD: 2d8; HP: 14 [x2], 13 [x3], 12, 11 [x3], 10, 9 [x2]; MV: 9"; AC: 5 [bits of ringmail and scalemail over studded leather]; #AT: 1, DMG: 1d6+1 Spetum [**disarm on a natural 19-20**] or 1d6 hand axe [hurled]; S: L; 52 xp ea) and 2 Flinds (HD: 3d8+2, HP: 24, 19; MV: 9"; AC: 4 [pieces of plate strapped over scalemail]; #AT: 2, DMG: 1d4/1d4 + disarm on a 19-20 Flindbar [iron threshing flail]; **SA: attack at +1 "To Hit" due to Strength**; S: L; 116 xp ea) on their way to join with Ossondretem's forces. These troopers wear dirty white turbans and capes to help keep the sun out, so they won't be recognized as humanoids by the party until within closing distance. They are using a huge monitor lizard (HD: 3d8+1, HP: 19; MV: 9"; AC: 6; #AT: 1, DMG: 1d8+1; S: L; 201 xp) as a beast of burden, hauling their tents and extra water. **Treasure:** the gnolls have only 10 sp and 2 gp each; the Flinds each have a belt pouch holding 50 sp, 14 gp, 3 ep and 1 pp; one Flind wears a silver-plated brass tiara as an armband, value 5 gp, and the other wears a cheap tin amulet plated with gold worth 2 gp.

Gnoll Archers - 3 Gnolls (HD: 2d8, HP: 13, 12, 11; MV: 9"; AC: 5 [bits of ringmail and scalemail over studded leather]; #AT: 2 [longbow] or 1, DMG: 1d6/1d6 longbow or 1d8 battle axe; **SA: +2 To Hit using bow**; S: L; 52 xp ea)

Gnoll Patrol - 3 Gnoll Archers (HD 2d8, HP 13, 12, 11; MV 9"; AC:5 [bits of ringmail and scalemail over studded leather]; #AT: 2 [longbow] or 1, DMG: 1d6/1d6 longbow or 1d8 battle axe; **SA: +2 To Hit using bow**; S: L; 52 xp ea), 3 Gnolls (HD: 2d8, HP: 14, 13, 11; MV 9"; AC:5 [bits of ringmail and scalemail over studded leather]; #AT: 1, DMG: 1d6+1 Spetum [**disarm on a natural 19-20**]; S: L; 52 xp ea), and Flind (HD 3d8+2, HP 22; MV 9"; AC 4 [pieces of plate strapped over ringmail]; #AT 2, DMG 1d4+1/1d4+1 + disarm on a 19-20 Flindbar [iron threshing flail]; **SA attack at +1 "To Hit" due to Strength**; S: L; 116 xp) traveling from the Palace (1-3) or to the Palace (4-6)

Ogrillon Party - 2 Ogrillons (HD: 2d8, HP: 14, 12; MV: 9"; AC: 6 [hide]; #AT: 2, DMG: 1d6+1/1d6+1 fist; 55 xp ea) and 3 Gnolls (HD 2d8, HP 13, 11; MV 9"; AC:5 [bits of ringmail and scalemail over studded leather]; #AT 1 or 2, DMG 1d6+1 Spetum [**disarm on a natural 19-20**] or 1d6/1d6 longbow; Size L; 52 xp ea), out looking for trouble.

Insect Swarm -

Locusts: This cloud of insects covers the area as a double-strength version of the spell, a 72" diameter cloud; characters move at half-speed due to poor visibility and take 1 hp/round until outside the swarm.

Locusts (Aerial Encounter): As above, with a 50% chance of misdirection within the cloud (roll a d6 to determine misdirection: 1 = 90° left, 2 = 90° right, 3 = 180°, 4 = 90° vertically up, 5 = 90° vertically down [could hit ground if close enough], 6 = another round in cloud).

Dowsing bugs: These insects are less concentrated in this harmless swarm, so visibility is not hindered, though bugs may get into the ears, nostrils, and mouths if not covered. 2d6 rounds of digging in the spot this swarm appears will uncover a hidden spring, producing very little water - enough to fill all empty waterskins and a keg or two)

Jackals - (HD: 1/2; AC: 7; MV: 12"; #AT: 1, DMG: 1-2; S: S; XP: 5+1/hp) This pack of 5 scavenging canines are of minimal consequence combat-wise and will not attack - unless encountering a lone, wounded PC. They are sacred to one of the old gods and if harmed, the offending PC will be **Cursed** (grab the wrong item or drop what they are holding in the next combat situation). However, if the jackals are given food and/or water, the kind-hearted PC will receive a **Bless** spell for the duration of the next combat.

Jackalweres - (HD: 4d8; MV: 12"; AC: 4; #AT: 2, DMG: 1d8 Scimitar/2d4 bite; **SA: Gaze causes Sleep, Save vs. Magic**; **SD: Iron or Magic weapon to hit**; XP: 800+4/hp) These will appear to be Develani pilgrims traveling by foot with little in the way of provisions; their clothing will be ragged and they feign injury, limping, etc. in order to trick the unwary into coming close.

Men -

Cult Soldier Archers:

3 Archers - (Fighter 1st, HP: 10, 8, 8; MV: 6"; AC: 6 [Scalemail]; #AT: 1, DMG: 1d4+1 lt. crossbow, 1d8 longsword, 91 xp each) and **2 Soldiers** - (Fighter 1st, HP: 10, 8; MV: 6"; AC: 6 [Scalemail]; #AT: 1, DMG: 1d6 javelin, 1d8 longsword, 95 xp each)

Cult Party (from the Palace):

Adept - (Cleric 2nd, HP: 15; MV: 9"; AC: 5 Scale Mail + Shield; #AT: 1, DMG: 1d6+1 Footman's Mace or 1d4+1 Sling Bullet; **SA: Spells: Command, Cure Light Wounds, Cause Light Wounds**; 105 xp) **Assistant Mage** - (M/U 2nd, HP: 9; MV: 12"; AC: 7; #AT: 3/round darto 1, DMG: 1d3/1d3/1d3 darto 1d4 dagger; **SA: Spells: Sleep, Shield**; 89 xp) **2 Bandits** - (Fighter 1st, HP: 10, 8; MV: 6"; AC: 6 [Scalemail]; #AT: 1, DMG: 1d6 javelin, 1d8 longsword, 95 xp each) and **3 Archers** - (Fighter 1st, HP: 9, 8, 7; MV: 6"; AC: 6 [Scalemail]; #AT: 1, DMG: 1d4+1 lt. crossbow, 1d8 longsword, 91 xp each) - traveling from the Palace (1-3) or to the Palace (4-6)

Develani (from Building 5):

4 Develani - (Fighter 1st, HP: 6 ea; MV: 12"; AC: 6 [studded leather + shield]; #AT: 1, DMG: 1d6 javelin [hurled], 1d8 scimitar; 40 xp ea), and **1 Leader** - (Ranger 3rd, HP: 23; MV: 12"; AC: 4 [chainmail + shield]; #AT: 1, DMG: 1d6 spear or 1d8 scimitar; 125 xp), traveling to the Tomb (1-3) or from the Tomb (4-6)

Mercenary Squad:

5 Mercenaries - (Fighter 2nd, HP: 18, 16, 15, 13, 12; MV: 9"; AC: 4 [Chain and Shield]; #AT: 1, DMG: 1d6 shortbow, 1d8 longsword; 51 xp each) and their **Lieutenant** - (Fighter 3rd, HP: 23; MV: 9"; AC: 3 [Chain + shield + Dex]; #AT: 1, DMG: 1d8+1 longsword; 215 xp) traveling from the Palace (1-3) or to the Palace (4-6)

Nomads (Bedevat) - seeking shelter for the night as they journey to an oasis. This group of tribesmen are peaceful and will not engage in combat, offering their livestock (goats, donkeys and camels) if threatened. There is a 50% chance they can give correct directions to the party if asked. They barter goods and services, having no treasure.

Pilgrims (Develani Cavalry):

12 light cavalry - (Fighter 1st, HP: 6 ea; MV: 18" mounted/12" afoot; AC: 6 [studded leather + shield]; #AT: 1, DMG: 1d6 javelin, 1d8 scimitar; 40 xp ea) on camels, **2 medium cavalry** - (Fighter 2nd, HP: 13 ea; MV: 18" mounted/9" afoot; AC: 4 [chainmail + shield]; #AT: 1, DMG: 1d6 spear or 1d8 scimitar; 89 xp ea) on medium horse; and **1 Nabu** - (Cleric 4th, HP: 24; MV: 15" mounted/6" afoot; AC: 4 [bronze plate mail]; #AT: 1, DMG: 1d6+1 Footman's Mace; **SA: Spells: Bless, Create Water, Cure Light Wounds, Portent, Dust Devil, Silence 15' Radius**; 246 xp) on horse are scouting the area for Tomb Raiders/Defilers. **Treasure:** each Develani has only 10 sp and 2 gp on them; the horsemen have 15 sp and 3 gp each; the Nabu has 10 sp and a small wooden icon plaque, painted and gilded, which can be sold for 10 gp; he also carries a pack with rations, cloths, ointments and other knickknacks, and a vial of holy water, and a pouch containing his spell components: tea leaves and a small vial of holy water in a silver flask having a 5 gp value.

Tomb Raiders (from Building 1):

6 Bandits - (Fighter 1st, HP: 6 [x3], 5 [x3]; MV: 9"; AC: 7 [Ring-mail and small helms]; #AT: 1, DMG: 1d6 longbow or 1d6 horseman's mace [3 bandits], 1d8 longsword (3 bandits), 39 xp each); **Leader** (Fighter 4th, HP: 28; MV: 6"; AC: 4 [Scalemail/Shield, +1 Dexterity bonus]; #AT: 1, DMG: 1d8+1 longsword; 198 xp) **2 lieutenants** (Cleric 4th, HP: 21; MV: 6"; AC: 6 [Scalemail]; #AT: 1, DMG: 1d4+1 sling bullets, 1d6+1 footman's mace; **SA: Spells: Cure Light Wounds [x2], Bless, Light, Aid, Hold Person, Resist Fire, Dispel Magic**; 225 xp)(Magic User 3rd, HP: 10; MV: 12"; AC: 7; #AT: 1, DMG: 1d6 Quarterstaff, **SA: Spells: Magic Missile, Charm Person, Stinking Cloud**; 168 xp)

Mirage - This will appear to be an oasis 2d4 miles to the left or right, first visible as a haze of yellow-green, which shimmers and darkens as it is approached. After traveling the 2d4 mile distance it will be obvious that flat, glassy sand is all that is there.

Pit Viper - (HD: 2d8, HP: 13; MV: 12"; AC: 5; #AT: 1, DMG: 1+**Save vs. Poison** [fail = 2-12 hp+1-6 days incapacitation; S: S; 99 xp) This venomous snake is hidden buried in sand, striking with surprise 9-in-10 times.

Rat Men - (HD: 2d8; MV: 12"; AC: 7 [studded or ring mail w/bits of bronze plate]; #AT: 3 or 1, DMG: 1d2/1d2/1d4 or 1d6 [spear or hand axe]; **SA: use of traps and nets**; S: M; 46 xp ea)

Sandling - (HD: 4d8, HP: 24; MV: 12"/6"; AC: 3; #AT: 1, DMG: 2d8; **SD: Immune to Mind-affecting spells, Invisible to Infravision**; Slowed by 10 gal. or more liquids for 1d6+3 rounds; 186 xp)

Sand Lizard - (HD: 3d10+1, HP: 25; MV: 12"; AC: 4; #AT: 1, DMG: 1d8+1; **SA: Squirts stream of corrosive blood from it's eyes [DMG 3d6+ armor/clothing worn must Save vs. Crushing Blow or be destroyed, successful save indicates only half damage]**; Size L; 85 + 4 xp)

Scorpion, Giant - (HD: 5d8+5; HP: 37; MV: 15"; AC: 3; #AT: 3, DMG: 1d10/1d10/1d4 + **Save vs. Poison or take 2d10 hp damage**; **SA: if both pincers successfully strike the same opponent in the same round, victim is held fast and tail strike hits automatically**; S: M; 872 xp)

Shadows - (HD 3d8+3; MV: 12"; AC: 7, #AT: 1, DMG: 1d4+1; **SA: drain 1 pt. Strength on hit; SD: +1 or better weapon to hit; immune to Sleep, Charm, Hold, and cold**; XP: 255+4/hp)

Shadow Mastiffs (HD: 4d8; MV: 18"; AC: 6; #AT: 1, DMG: 2d4; **SA: Baying causes Panic, Save vs. Spell or flee (dropping held items) for 4 rounds; SD: Blend with shadows, Characters must roll a 5 or higher on a d10 to see**; XP: 185+4/hp) Attracted by the Libram.

Sinkhole - These can be noticed on a 1-in-10 chance; when entered, each character must roll their Dexterity or less on a d20 or be caught and begin sinking; they may roll each subsequent round (adding a cumulative +2 to the roll each round) to escape. Total immersion will occur in 5 rounds, and characters so trapped will suffer 1d4 points of damage until dead. Ropes or lassos can be thrown to people or animals to help free them (roll "To Hit", no AC bonuses, at +4); if successful, 20 strength points are required to free a gnome or halfling, 30 to free an elf, dwarf or larger, and 80 strength points to pull draft/war animals and carts free. Freeing animals/carts will take 1d3 turns, during which time rescuers will have to roll another Dexterity check each turn.

Sirrush (from Eduku) - (NA: 1; HD: 5d8+2, HP: 33; MV: 12"; AC: 6; #AT: 2, DMG: 2d4+**poison**/1d6; **SA: poison bite/spit, Charm hiss [Save vs. Magic], hurl tail spikes; SD: Immune to Charm**; AL: CE; IN: Low; Size: L; 695 xp)

Solifugids - (NA: 1-6; HD: 3d8+3, HP: 23, 21, 20; MV: 9"; AC: 6; #AT: 2 [suckered pincers] or 1[beak], DMG: 1/1 or 2d4; **SA: if either pincer scores a hit, character will be subject to attack at +3 to hit from beak until limb is severed by scoring 3 above needed to hit**; S: M; XP: 85+4/hp)

Tangleweeds - These are tumbleweeds that have a peculiar ability to entangle objects (including characters) they tumble into. Since large groups of these weeds will blow around, they tend to mesh together, quickly surrounding and entangling living creatures - which then become their food source. Creatures attacked by Tangleweeds are regarded as AC 10, with a Dexterity adjustment and magical adjustments only allowed. Every Tangleweed thereby hitting a creature sticks to it and slows its movement rate by 1". Once movement rate is reduced to 0", the Tangleweeds will cut and prick any exposed skin, working their way through joints in armor, and begin draining blood at a rate of 1d4 hp/round.

Tarantulas, Giant - (NA: 1-2; HD: 3d8+3, HP: 21, 15; MV: 15"; AC: 5; #AT: 1, DMG: 1d6 + **Save vs. Poison or take 1d6 additional hp damage/round until dead**; S: M; 282 xp ea)

Trolls, Desert - (HD: 6d8+6; MV: 12"; AC: 4; #AT: 3, DMG: 1d4+2/1d4+2/2d4; **SD: Regenerate 3 hp/round; must be burned to prevent regeneration**; S: L; XP: 525+8/hp)

Vulchlings - (HD: 1d8; MV: 30" flying; AC: 7; #AT: 2 then 1, DMG: 1d4/1d4 then 1d4+1; S: M; XP: 10+1/hp) These nasty carrion-eaters are attracted by presence of the Libram.

Vultures - These carrion birds are picking over the carcass of an antelope; the birds will clumsily waddle backwards, wings spread, if anyone approaches, but will not attack. However, the vultures are sacred to one of the old gods and anyone harming them will be cursed as follows (roll 1d6):

- 1) Next opponent killed by cursed PC will spring back to life 1 round later at full hp and attack again
- 2) Cursed PC will wither, dehydrating, losing 1 hp/hour and 1 points of Strength/12 hours, finally stopping at half original Strength & hp
- 3) Cursed PC will suffer dizziness and hallucinations, resulting in -2 To Hit in combat and 20% chance of failure when attempting class functions (spellcasting, thieving, etc.) beginning next combat and lasting 1day
- 4) Cursed PC suffers auditory hallucinations, resulting in an inability to converse with others and difficulty concentrating (20% chance of failure when attempting spellcasting, 100% chance of failure when listening at doors, double the chance of being surprised) beginning next combat and lasting 1day
- 5) Cursed PC will suffer the effects of a Slow spell for the duration of the next combat
- 6) Cursed PC's wounds will heal at half rate/efficiency for 2d4 days

Healing spells and other reparative magic will not work until **Remove Curse** has been cast on the offending PC or the time period has elapsed.

Vultures (Aerial Encounter) - circling slowly, searching for carcasses to feed on; they are clumsy fliers and may (1-in-6 chance) collide with an aerial PC within 3"

Note: vultures will never be encountered with vulchlings; the latter will attack the former if sighted within 90"

Wasps, Giant - (NA: 3-6; HD: 2d8+2, HP: 14, 13, 11, 10, 10, 9; MV: 6"/21"; AC: 5; #AT: 2, DMG: 1d4+1/1d4 + **Save vs. Paralysis**; S: M; 126 xp ea) These insects are flying to or from Building 9, the Library.

Wights (gidim) - (HD 4d8+3; MV: 12"; AC 5; #AT 1, DMG 1d4 + **Energy Drain 1 level**; **SD Hit only by silver or magic weapons**; XP: 540+5/hp) These are not the same wights from the **Lower Tomb C) 120**.



NEW MONSTERS

Carnivorous Cacti (Opuntia Type)

Frequency: Rare
No. Appearing: 2d4
Armor Class: 7
Move: 1"
Hit Dice: 3-6
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 2-4 (See below)
Damage/Attack: 1d4 each + Special (See below)
Special Attacks: Crushing
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Non-
Alignment: N
Size: L
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/XP Value: 3 HD: III/50+3/hp
4HD: III/125+4/hp
5 HD: IV/175+5/hp
6 HD: IV/225+6/hp

This cactus is tall, resembling the Saguaro, with several vertical branches topped by pinkish fruit; the entire cactus is covered by sharp hollow thorns, and features a woody green surface. When touched by potential prey, 2-4 branches whip downward to embrace the victim, causing both thorn and crushing damage. Should two or more branches successfully hit, the victim must make a Bend Bars roll to free itself; otherwise, the cactus will continue to crush the victim for 1d6 hp damage/round until it or the victim is killed. The cactus' hollow thorns draw blood into the arms and body of the cactus, feeding it. Larger specimens have more branches, but can still only attack one victim at a time. 3-HD specimens will have 2 branches large enough to attack, 4- and 5-HD cacti will have 3 branches to attack with, while 6-HD specimens can use 4 branches for an attack. Once prey is fully drained of blood the cactus will use its small ambulatory roots to slowly relocate, leaving the dessicated corpse behind to be picked apart by scavengers.

Carnivorous Cacti (Rebutia Type)

Frequency: Very Rare
No. Appearing: 1d4
Armor Class: 7
Move: 1"
Hit Dice: 4
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 1
Damage/Attack: 2d8 + Special (see below)
Special Attacks: Crushing
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Non-
Alignment: N
Size: L
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/XP Value: III/85+4/hp

This cactus is low-growing, consisting of yellow-green to orange-yellow triangular blades fanning out from a central node; long curving thorns cover these leaves. Colorful purple or red globes the size of grapefruits

grow upon the central tubercle. Any creature touching the central globes causes the blades to snap shut around the victim (the wicked thorns are tough enough to pierce chain mail and lesser armor), who takes the initial damage and is regarded as trapped for automatic 1d6 hp crushing/blood draining damage on subsequent rounds. Characters so caught have one chance to make their Bend Bars/Lift Gates roll to free themselves. A human-sized victim is drained and dissolved, fully-consumed by the acidic fluid secreted from the hollow thorns, in about three weeks, nourishing the deadly plant for months. Metallic items are unaffected by the acid. The globular fruit is delicious, cool and refreshing.

Dahak

Frequency: Unique
 No. Appearing: 1
 Armor Class: 4
 Move: 12"
 Hit Dice: 8d12 (70 hp)
 % in Lair: 100%
 Treasure Type: Nil
 No. of Attacks: 3
 Damage/Attack: 2d8/1d6+1/2d6
 Special Attacks: See below
 Special Defenses: See below
 Magic Resistance: Standard
 Intelligence: Average
 Alignment: NE
 Size: L (25' long)
 Psionic Ability: Nil
 Attack/Defense Modes: Nil
 Level/XP Value: VIII/3,040



Dahak is a supernatural guardian of horrific appearance and abilities, spawned by Tamtû. This three-headed beast never needs to sleep or eat, and with three sets of eyes including infravision capability to 12", this sly creature is never surprised. Despite its bulk Dahak is unnaturally silent, surprising on a 1-9 on a d10. Not only can the beast attack three opponents at once, it can also cause anyone meeting the gaze of its crocodile head to fall asleep, and those meeting the gaze of its hyena head to find themselves enshrouded in darkness. A Save vs. Breath Weapon is required against each. Both *Sleep* and *Darkness* will last 4d6 rounds, the latter effect moving with the character and negated only by the casting of a *Continual Light*.

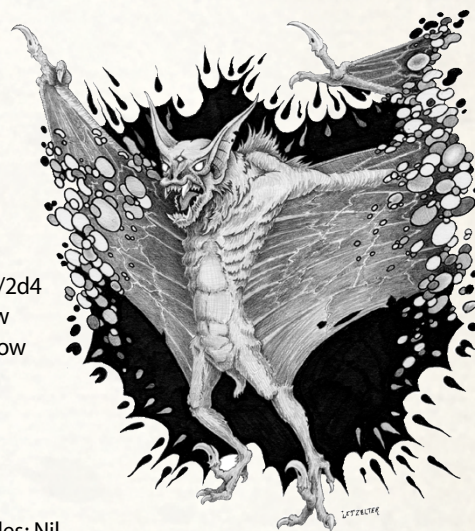
Worse yet, if all three heads attack and hit a single target in the same round, one magic item worn or wielded by that character will be permanently drained of magic; non-chargeable items receive a Save vs. Disintegration to avoid the effect.

Dahak's six feet allow it to clamber up walls and over ceilings as easily as on the ground. Unfortunately for opponents Dahak also has the ability to turn ethereal once every other round, gaining first attack if it should lose initiative. It is immune to paralysis, charm and all other mind-affecting spells, and never needs to check morale.

Dahak is horrific in appearance, having three rotting skulls on a six-legged crocilian body; the left head is a crocodile's, the middle head a mandrill's, and the right head that of a hyena, each on a 5' long scaly black neck. This unnatural beast is huge, 5' at the shoulder with dull black scales and patches of mangy black fur on its mammalian heads. The six feet have oversized claws like blackened iron.

Dimmunu (Bat Demon)

Frequency: Very Rare
 No. Appearing: 1-2
 Armor Class: 4
 Move: 9"/15"
 Hit Dice: 6d8+6
 % in Lair: Nil
 Treasure Type: Nil
 No. of Attacks: 3
 Damage/Attack: 1d6/1d6/2d4
 Special Attacks: See below
 Special Defenses: See below
 Magic Resistance: 25%
 Intelligence: Low
 Alignment: CE
 Size: M (6-1/2' tall)
 Psionic Ability: Nil
 Attack/Defense Modes: Nil
 Level/XP Value: VII/700+6/hp



Not true demons, Dimmunu naturally dwell on the Lower Planes unless Summoned to the Primes, typically to serve as guardians. They have a chameleon-like ability to change their skin coloration, patterning and even texture, allowing them to blend in with their surroundings when perfectly still or even appear to be statues; thus, they surprise on a 1-4 on a d6. Though they are capable aerial opponents, their preferred attack is to *Blink* into position up to 3' behind their target, negating Dexterity or shield protections and giving them +2 to attack; this can be done every three rounds.

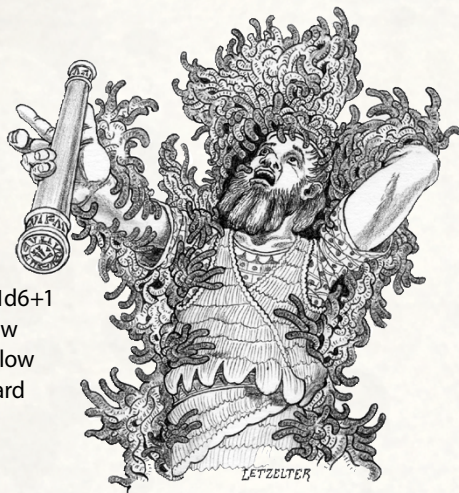
Dimmunu have *Infravision* to 12", can cloak themselves in a 5' radius *Darkness*, and have a 25% Magic Resistance. They can *Shriek* once/

turn, which causes **Confusion** to all in a 3" radius who fail their Saving Throw vs. Spell. Dimmuni are only hit by iron or magic weapons, and take only half damage from cold, fire, electricity and gases.

A Dimmuu appears as humanoid bat with long legs and vaguely human facial features (aside from a pair of elongated hornlike ears and an oversize mouth sporting massive canine teeth).

Gallu

Frequency: Very Rare
No. Appearing: 2
Armor Class: 5
Move: 12"
Hit Dice: 7d10+7
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 2
Damage/Attack: 1d6+1/1d6+1
Special Attacks: See below
Special Defenses: See below
Magic Resistance: Standard
Intelligence: Low
Alignment: LE
Size: M
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/XP Value: VIII/1,250+10/hp



These supernatural bounty hunters/assassins are sometimes sent to the Prime Material Plane to retrieve or kill the disobedient. Low Intelligence, vaguely humanoid in shape, long forearms, but entire creature is composed of armored, millipede-like worms. It can move about on almost any surface, any pitch or angle, even upside down; it can make a ranged attack up to 3" by flinging an arm or vomiting; if this attack hits, then 1d4+4 worms have landed on and attack the target next round and every round thereafter until destroyed. Each worm (1/4 HD, HP: 1, AC 8) will chew through clothing and crawl through gaps in armor, biting for 1 hp damage if it successfully hits. Spellcasters and thieves will be unable to concentrate until free of worms.

The Gallu itself will attempt to sneak up above prey, drop on them and envelop them in their writhing masses (they can Move Silently and Hide in Shadows as a 7th-level thief); if successful the Gallu can make two attempts to hit at +4. A blow thus landed indicates the target is drawn into the writhing, squirming masses and will automatically take 1d4+4 hp damage per round. The Gallu secretes a mild toxin which causes the trapped victim to **Sleep** unless a Save vs. Poison is successful. Only one creature may be so captured at a time; once the captive is dead its body is dropped and the evil spirit can use this attack mode on another target.

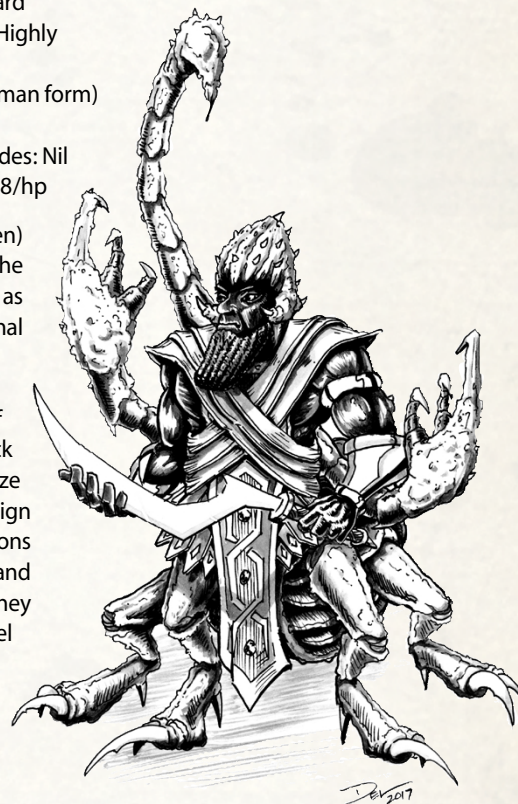
Piercing and slashing weapons do 1/2 damage to a Gallu, while impact weapons do full damage. Gallu are immune to gases, and to **Fear, Sleep, Hold, Charm**, and other mind-affecting spells, as well as Paralyzation; they suffer +1 hp/die damage against acid and magical fire, and -1 hp/die damage against cold.

Gallu normally operate in pairs, giving each a +1/HD hit point bonus, immunity to surprise, and the ability to enter the Astral Plane at will. If one is killed, the bonuses and special abilities are lost, though once it returns to the Lower Planes a new companion will be formed. Gallu are unable to cross bodies of water larger than 10' wide.

Girtablili (Scorpion-Man)

Frequency: Very Rare
No. Appearing: 1-2
Armor Class: 3 [Bronze Plate & Shield]/4 [scorpion parts]
Move: 12"
Hit Dice: 6d8+6
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 3/2 rounds or 4 (See below)
Damage/Attack: By weapon or By weapon/1d6/1d6/1d4+poison
Special Attacks: See below
Special Defenses: See below
Magic Resistance: Standard
Intelligence: Average to Highly
Alignment: LE
Size: M or L (in scorpion-man form)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/XP Value: VII/900+8/hp

Scorpion-men (or women) are a creation of the goddess Tamtú to serve as warriors, and occasional guardians for special worshippers. They appear as dwarves of stocky build and black skin, wear feathery bronze plate mail of ancient design and bear bronze weapons (spear or khopesh) and shield. In this form they melee as a 7th-level fighter, with the special ability to breathe a cloud of paralyzing gas on one opponent within 5', once every 3 rounds; this paralysis lasts one turn.



Girtablili can shape-change, however, into a deadlier form, that of a dwarf-scorpion hybrid. In this manner they appear with the head, arms and torso of a dwarf and a scorpion body below, including 2 pincers, 4 legs, and a long tail capable of reaching opponents within a 5' radius. The tail is equipped with a poison stinger; those hit must Save vs. Poison or die the next round. In this scorpion-form they are able to move on walls and ceilings as easily as floors.

These scorpion-men are hit only by magic weapons, and are immune to mind-control spells including **Fear, Charm, and Hold** spells. They are unaffected by gases of any type.

Girtablili are supernatural, need no food nor water, and stay in a semi-catatonic state until their ward is violated; they will then spring to action to defend the Tombs and Edu-Ellikinu, requiring but two segments to become ready. With a word the guardians can **Summon** their trackers, **Surduru (Raptor Dogs)**, which appear in 1d4 rounds.

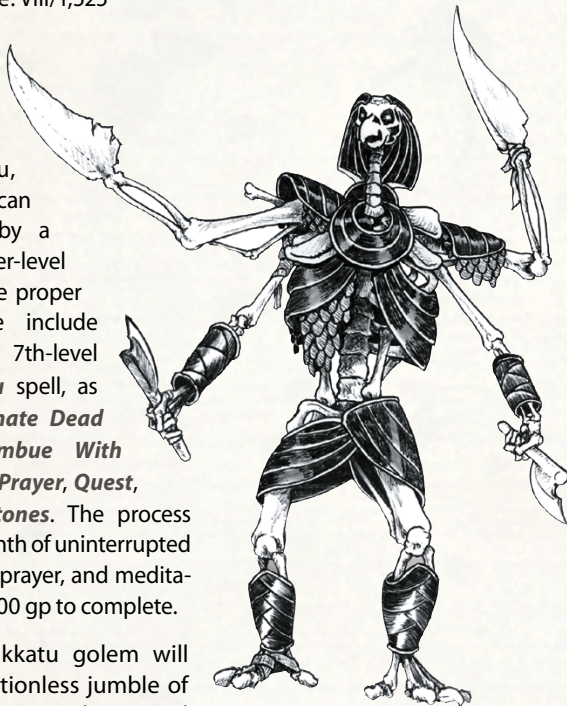
Nummakkatu (Bone Golem)

Frequency: Very Rare
No. Appearing: 1
Armor Class: 3
Move: 9"
Hit Dice: 10 (45 hp)
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 4
Damage/Attack: 1d12+1/1d12+1/1d8+1/1d8+1
Special Attacks: See below
Special Defenses: See below
Magic Resistance: See below
Intelligence: Non-
Alignment: N
Size: L (9' tall)
Psionic Ability: Nil
Attack/Defense Modes: Nil
Level/XP Value: VIII/1,525

Known in the ancient language of its creators as Nummakkatu, this golem can be created by a 16th or higher-level cleric with the proper spells. These include the special 7th-level *Nummakkatu* spell, as well as *Animate Dead Monsters*, *Imbue With Spell Ability*, *Prayer*, *Quest*, and *Spike Stones*. The process takes one month of uninterrupted construction, prayer, and meditation, and 45,000 gp to complete.

The Nummakkatu golem will remain a motionless jumble of bone and bronze until triggered to animate. This construction has two huge, sickle-like bone arms with razor-sharp edges, two smaller bony arms ending in fully functional skeletal hands, and two short, thick bone leg constructions. Armored in piecemeal bronze plates, this golem is bizarrely finished with a huge hawklike skull. The transformation process takes 5 segments, allowing it an attack sequence at the end of its animating round. The human-sized skeletal hands typically carry single-hand weapons such as bronze axes or khopeshes.

This Bone Golem can create an area of *Spike Stones* as an 8th-level cleric, once/day. It is hit only by +1 or better weapons, and edged or piercing weapons cause only one point of damage. The Nummakkatu is immune to mind-affecting attacks and most magic; the only spells which affect it are fire-based, and even then the golem takes only half damage from such attacks. *Note this is a golem, not undead, and so cannot be turned.*



Sand Lizard, Giant

Frequency: Rare
No. Appearing: 1 - 2
Armor Class: 4 (hard, spiky hide)
Move: 12"
Hit Dice: 4d8+1
% in Lair: 50%
Treasure Type: Nil
No. of Attacks: 1
Damage/Attack: 1d8+1
Special Attacks: Squirt blood
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Animal
Alignment: N
Size: L (12' long)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Level/XP Value: III/130+5/hp

Normally passive, when seriously threatened (50% loss of hit points) this lizard can squirt a corrosive blood from their eyes at a target up to 2" away; they can do this once/day for each eye. Targets hit take 3d6 damage (Save vs. Poison for half damage) and their armor, shields, or clothing worn must Save versus Acid or be destroyed.

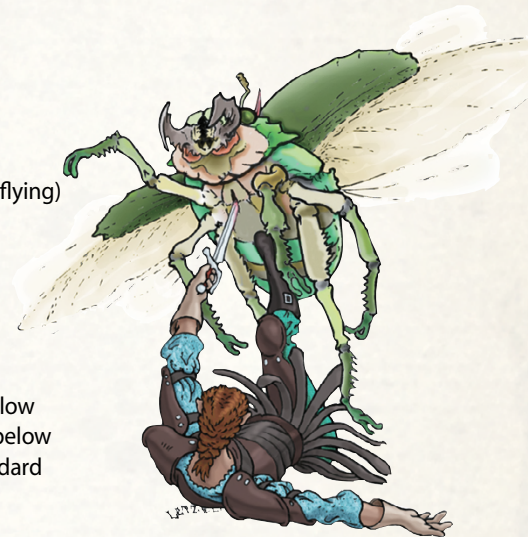
Growing up to 12' long, these stocky vegetarians are protected by a hard, spiky hide and have stubby tails. Their beak-like mouth can deliver a painful bite.

Scarab Beetle, Giant

Frequency: Rare
No. Appearing: 2d4
Armor Class: 5 (3 when flying)
Move: 9"/15"
Hit Dice: 3d8+3
% in Lair: 60%
Treasure Type: Nil
No. of Attacks: 1
Damage/Attack: 2d4
Special Attacks: See below
Special Defenses: See below
Magic Resistance: Standard
Intelligence: Animal
Alignment: N
Size: M
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Level/XP Value: II/50+3/hp

About the size of fire beetles, these huge insects have beautiful iridescent carapaces and wicked mandibles. After being hurt a Scarab Beetle will hiss, open its carapace wings, and take to the air. The Scarab Beetle is an agile flyer and more dangerous as it flits about, rendering it more difficult to hit (AC: 3) and defend against (the beetle's aerial attacks are at +2 to hit).

The carapace reflects light beautifully, like a prism, and is prized among some desert peoples in the making of jewelry and art objects.



Sirrush

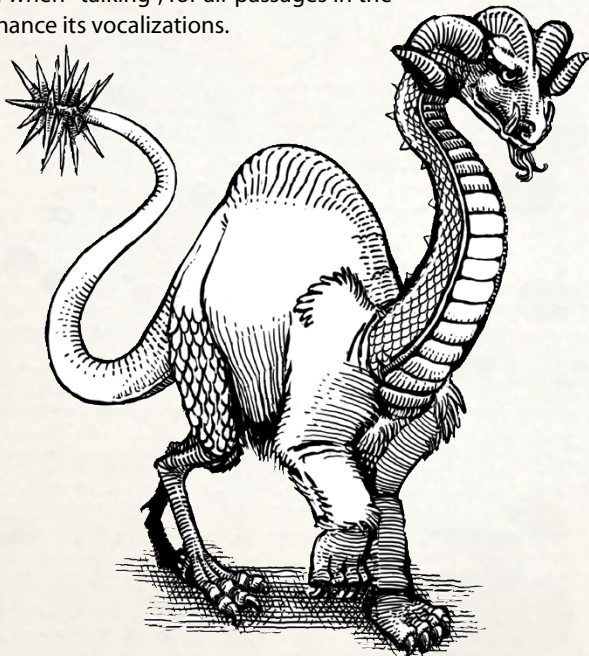
Frequency: Very Rare
No. Appearing: 1 -2
Armor Class: 5
Move: 12"
Hit Dice: 5d8+2
% in Lair: 30%
Treasure Type: C
No. of Attacks: 2
Damage/Attack: 2d4/1d6
Special Attacks: See below
Special Defenses: Immune to Charm
Magic Resistance: Standard
Intelligence: Low
Alignment: CE
Size: L (15' long)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Level/XP Value: V/625+6/hp

Sirrush are distant relatives of catoblepi, a seeming melange of creatures. Sirrush can imitate many sounds, including a slow hissing speech, which they use to lure humanoids to their lairs in order to attack with surprise. In this manner the Sirrush will hiss at attackers within 3" in order to try **Charming** them. **Charm** effects wear off upon the death of the Sirrush. A Sirrush is immune to being **Charmed**, or any other mind control method.

Though their sharp tusks can deliver a nasty bite for 2d4 damage plus poison damage (Save vs. Poison or take 3d6 hp damage), they prefer to attack from a distance, using their poison spit up to 3" at one target and their mantichore-like tail spikes (1d6 damage, one/round up to 6", total of 9 spikes) at another.

Though the flesh of the creature is bitter and vile-smelling, the fat stores in its hump are a delicacy in some cultures, and the fat can also be used as a fine-quality lamp oil (up to 16 oz.).

A Sirrush has a scaled body resembling a dromedary camel with leonine foreclaws, vulture-like hindquarters, and a serpentine tail ending in a mass of spikes. Its long, flattened neck is scaled, and it's camel-like head sports ram's horns, a crest, and a tusked mouth. The creature's crest, normally a dull grey, flushes red when angered but blue when "talking", for air passages in the crest enhance its vocalizations.



Surduru (Raptor Dogs)

Frequency: Very Rare
No. Appearing: 2 - 4
Armor Class: 5
Move: 15"
Hit Dice: 3d8+3
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 3
Damage/Attack: 1d4/1d4/1d8+1
Special Attacks: 99% chance of tracking prey
Special Defenses: Immune to Fear, Charm
Magic Resistance: Standard
Intelligence: Low - Average
Alignment: N
Size: M
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Level/XP Value: III/85+4/hp

Surduru are native to the same outer planes as Girtablili, and are commonly used by such as trackers and retrievers. These beasts are trained to chase and kill quarry with their eagle-like front claws and their sharp curved beaks. Their superior sense of smell makes them excellent trackers, even after 1d4 days have elapsed, and their otherworldly stamina permits them to stay on the hunt for up to a week without rest.

These "raptor dogs" have large mastiff-like canine bodies with downy covering; their oversized heads, connected to heavily-muscled feathered shoulders, are those of vultures or hawks. Hanging to their hocks are straggly-haired tails.



Tangleweeds

Frequency: Very Rare
No. Appearing: 10 - 40
Armor Class: 8
Move: 3" or faster in windy conditions
Hit Dice: 1d6
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 1
Damage/Attack: See below
Special Attacks: See below
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Non-
Alignment: N
Size: S
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Level/XP Value: II/14+1/hp

Tangleweeds are tumbleweeds that have a peculiar ability to entangle objects (including characters) they tumble into. Since large groups of these weeds will blow around, they tend to mesh together, quickly surrounding and entangling living creatures - which then become their food source. Creatures attacked by Tangleweeds are regarded as AC 10, with a Dexterity adjustment and magical adjustments only allowed. Every Tangleweed thereby hitting a creature sticks to it and slows its movement rate by 1". Once movement rate is reduced to 0", the Tangleweeds will cut and prick any exposed skin, working their way through joints in armor, and begin draining blood at a rate of 1d4 hp/round.

Though the Tangleweed has a base AC of 8, once a victim is entangled any hits on the Tangleweeds will also transfer 50% of that damage to the victim. This does not apply to the victim's attempts to free itself by cutting the 'weeds off.

Tangleweeds are indistinguishable from ordinary tumbleweeds until they begin entangling victims.

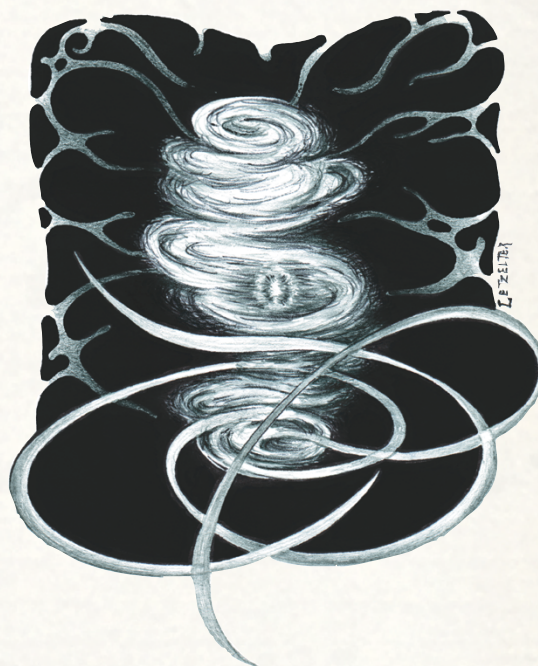
Ulur

Frequency: Very Rare
No. Appearing: 1
Armor Class: 1
Move: 24" (Invisibly), or 3" Attacking
Hit Dice: 6d8
% in Lair: Nil
Treasure Type: Nil
No. of Attacks: 3
Damage/Attack: 2d4/2d4/2d4
Special Attacks: See below
Special Defenses: +1 or better weapon to hit; Immune to fire, air
Magic Resistance: Standard
Intelligence: Average
Alignment: CE
Size: M
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Level/XP Value: V/675+6/hp

The Ulur is an evil creature native to the elemental plane of Air, only appearing on the Prime when summoned. Naturally invisible, the Ulur moves quickly, but must become semi-substantial to make an attack with its whirling, whiplike tendrils. Thus, it can attack first in a round

with automatic surprise, but makes its next two attacks - against the same or multiple opponents - as normal. If two attacks hit a single target in the same round that creature will be caught and held in the Ulur's grasp; the victim is allowed one Bend Bars attempt to escape. Failure indicates the captive may be subject to an automatic attack from the third tentacle, or from the Ulur's vacuum. Once per day an Ulur can create a vacuum in a 10' radius of itself, lasting up to 6 rounds; any creature caught in this vacuum cannot breathe, and will suffocate in 1d4+1 rounds if unable to escape. Any flames in this area of effect will be snuffed out instantly. A +1 or better weapon is required to hit an Ulur, though they have standard magic resistance. They are unaffected by fire, including magical flames, and air-based spells.

An attacking Ulur appears as a swirling, insubstantial, barely-visible cloud, flailing three 10' long tendrils razor-thin at the ends. A single dim silver light flickers in the center of the vaporous monster. Though of average Intelligence they do not speak, but can understand speech through a limited form of telepathy.

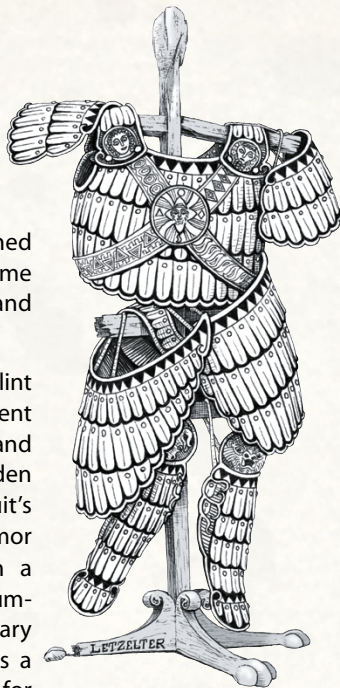


NEW MAGIC ITEMS

Armor of Ease

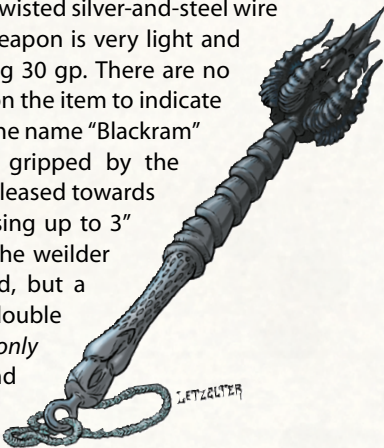
This bronze armor is crafted in an ancient style, highly decorated with arabesque or geometric patterns and gilding. The suit consists of segmented cuirass, shoulder and hip pieces, with upper arm and leg plates, all lashed together with leather cord. Some suits may include a wide gorget, and elbow- and knee-cops.

This armor will function as splint armor, though with a 6" movement rate and 450 gp weight. A command word or phrase (sometimes hidden within the armor) activates the suit's magical properties, so that the armor becomes **+1 Banded Mail**, with a special power. In this state its encumbrance value is that of ordinary clothing, while the suit maintains a comfortable 65°F temperature for the wearer in ambient ranges from 20°F to 130°F. This protection is not proof against weather conditions (rain, hail, etc.), magical attacks (e.g.: *Ice Storm*, *Fireball*) or elemental planar conditions (Elemental Plane of Fire), though the suit's +1 magical bonus would still apply to saving throws. It is worth 1,400 xp and has a currency value of 8,000 gp.



Blackram

This horseman's mace is one piece of black iron, nearly two feet long, the six flanges each shaped into a goat's horn, and the ringed pommel looped with a twisted silver-and-steel wire lanyard. Despite its size the weapon is very light and balanced in the hand, weighing 30 gp. There are no engravings or other markings on the item to indicate a command word; however, if the name "Blackram" is spoken, the mace can be gripped by the lanyard, swung in an arc and released towards a target of the wielder's choosing up to 3" away. Blackram will return to the wielder whether or not a hit is scored, but a successful hurled hit will do double damage. *Hurling can be done only twice per day.* Strikes by hand will only do normal damage, though Blackram's +2 bonus will still factor in.



Blackram: +2 *Horseman's Mace*; weight: 30 gp; length: 23"; DMG: 1d6+2 hand or 2d6+4 hurled; X.P. Value: 2,000; G.P. Sale Value: 20,000

Libram Abyssum (Book of the Abyss)

Probably crafted by an evil demigod, the artifact known as the Libram Abyssum is an evil manuscript given to an evil high priest many ages ago. It is a large volume, 15" high by 10" wide with a nearly 3" thick spine, bound in lusterless black dragon hide with a clasp and trim at the corners and spine of dull black adamantium. The cover is unadorned.

Within, heavy pages of yellowing prepared skin detail one version of a creation myth, up to the rise of humankind; descriptions of several ancient deities and their worship rituals; a history of the summonings of several of these beings; and magic spells to be used in summoning rituals for lesser evil spirits, principally demons, dæmons, and evil elementals.

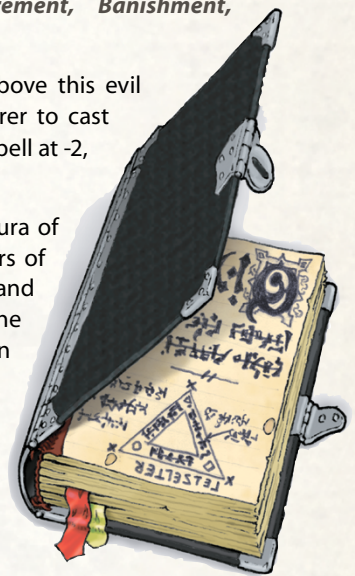
The spells it contains are:

Clerical: *Combine, Ceremony (Dedication, Invest, Consecrate Item), Unholy Symbol, Dispel Magic, Glyph of Warding, Negative Plane Protection, Curse, Ceremony (Ordination), Ceremony (Consecrate Ground), Abjure, Exorcise, Dispel Evil, Dispel Good, Insect Plague, Aerial Servant, Forbiddance, Exaction, Gate, Unholy Word, Succor, Symbol*

Magic-User: *Confusion, Dismissal, Dolor, Feeblemind, Conjure Elemental, Spiritwrack, Ensnarement, Banishment, Torment*

In addition to the spells noted above this evil tome permits an Evil-aligned bearer to cast *Fear* on all in a 6" radius, Save vs. Spell at -2, 2/day.

The Book radiates a very strong aura of evil and chaos, and holy characters of Good alignment, such as clerics and paladins, will not be able to hold the book without experiencing pain and losing 1 point of Constitution, along with 1-4 hit points/round of contact. Characters carrying the book will find themselves increasingly possessive of it, incurring a 2%/day cumulative chance to have their alignment permanently converted to an Evil commensurate with their ethos, i.e.: LG becomes LE, CG becomes CE, N becomes NE. This corruption will manifest itself in the character becoming more easily agitated, suffering a cumulative -5% daily penalty to morale checks; advise the Player that their character feels nervous or anxious, has nightmares, etc. After 1d6 days the character will begin to suffer from a randomly-rolled insanity, which will grow more pronounced every week; this will be obvious to the rest of the party and should be a warning sign to remove the tome from her/his possession. All corruption rolls cease once the book leaves the character.



Characters attempting to read the book will find themselves increasingly fascinated by it; though physically sickened at first, every attempt will force a 10% cumulative chance to have their alignment permanently turned Evil, as noted above.

This text is in an ancient language unknown to the PC's. Attempting to use a magic- or language-reading spell (including *Wishes* and

the like) will result in a Save vs. Death Magic for the character; a Save indicates the evil described within the vile pages was so abhorrent as to force the reader into a week-long coma, with no other ill effects, while those who fail their save are permanently converted to an Evil alignment, as above. Evil characters, whether corrupted by the book or not, will seek to possess it for themselves and prevent it's destruction, attempting to sneak off at opportune times so as to avoid the party's notice.

The book's maleficence will attract evil creatures, increasing the likelihood of wandering monsters of Evil alignment; wandering monster tables should be adjusted accordingly, with the preponderance of monsters being of Chaotic Evil alignment. Unless specifically traveling through otherplanar regions - highly discouraged - the monsters will be mundane, so no demons, devils, daemons, or like creatures will be encountered. Use evil elemental creatures at your discretion. The frequency of wandering monster rolls should increase cumulatively: add an extra roll every day in the wilderness, until the desert is reached. Unless you have evil desert creatures in your campaign you wish to use, the encounters detailed in this module will suffice for the trip through the Yellow Desert.

Most significantly, this tome will also have a sinister effect on the person carrying it, an effect which will increase through time. PCs will not learn of this through any divination spells, but will discover the mild curse as they progress through the adventure. Frequently changing who bears the book will alleviate this; packing it in a cart, wagon, pack animal or some such will result in the book falling off onto the desert sands with a dull thud. Examination will reveal that chains rusted or bent, rope frayed and broke, a bag wore through and failed - in some way, the book will desire to be left behind or assert it's evil influence on a sentient being. It will stay put in a backpack or sack borne by a character (or even a goblin slave, for example; though in such a case, I would rule that the innate power of the artifact will cause the forced being to grow in strength and/or abilities, including cunning. This should result in a mutiny and/or escape attempted by the creature).

Worse yet, the tome's tendency to "slip free" of it's container will happen in the City of Essilim as well, and generally at the most inopportune times, such as during melee combat. There is a 3% cumulative chance/combat, up to 39%, of this occurring while in the ruins.

Under no circumstances will any spells or actions by the players have any effect on the book whatsoever; it is immune to normal and magical fires, cold, acid, lightning, etc., and cannot be cut, torn, disintegrated, submerged or harmed in any way. This is a property of the book's ancient, otherworldly provenance, and as such it can only be defeated using another artifact, in this case the Spring of Idimmi.

Scarab of Enemy Detection

This bronze scarab beetle sculpture is gilded, has lapis eyes, and is carved with a rune in the ancient Develani language. When held in the palm and the command word "Lâ [Look]" is spoken, its carapace will part, wings spread, and it will then fly straight to the closest hidden enemy within 100', hovering 5' away. Once the owner is within 5' of the hovering scarab the amulet will drop to the ground, inactive. This power can be used only once per day. XP Value: 250; Sale Value: 1,500 gp



Staff of Edu-Ellikinu

Edu-Ellikinu's **Royal Staff** is a 5' long slightly truncated bronze staff, topped by a winged bull with blue star sapphire eyes. The blue-and-bronze banded shaft is cast with enamelled cuneiform glyphs denoting its powers: **Bull of Heaven, Thunderclap, Cloudburst, Light**. The staff contains 16 charges when Edu-Ellikinu is first encountered.

Users who understand the cuneiform can command the staff's functions, each of which expend varying charges: 3 charges to evoke the **Bull of Heaven** (see under **New Spells**); 2 charges produce a **Thunderclap**, thunderous sound waves bursting forth from the staff in a cone 4" long by 2" diameter at its end [all creatures within this cone must Save vs. Staff or be stunned for 1-2 rounds and be deafened for 1-2 rounds after that; those saving will still be deafened for 1-4 rounds]; 1 charge produces a double-strength **Cloudburst** as per the spell; **Light** uses no charges. All functions operate at 8th level.

This staff must be used to destroy his heart in **Area 119B**. This can be recharged only once, and is useable only by Magic-Users or Illusionists.

Staff of Edu-Ellikinu: +1 Staff; weight: 150 gp; length: 64"; DMG: 1d6+1; X.P. Value: 5,300; G.P. Sale Value: 20,000



NEW SPELLS

Cleric

Nummakkatu (Enchantment/Charm)

Level: 7
Range: 1"
Duration: *Special*
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: *1 turn*
Saving Throw: *None*

Creating the special type of Bone Golem known as Nummakkatu involves the use of this spell of the same name. A 16th or higher-level cleric must spend a month constructing the golem from appropriately-sized bones and pieces of armor prepared using the *Ceremony/Consecrate Item* spell on each. The specially-forged armor and cabling required will cost tens of thousands of gp, included in the 45,000 gp cost of the spell.

When the construct is ready the *Nummakkatu* spell is cast, followed by *Animate Dead Monsters*, *Imbue With Spell Ability*, *Prayer*, *Quest*, and *Spike Stones*, which must all be cast within a 3-day period. Upon completion the golem is ready to receive simple commands from the cleric. The Nummakkatu will carry out these orders until it is destroyed, even after the cleric's death.

The golem is capable of using two single-hand weapons at a time, picking up and manipulating objects in rudimentary fashion, or holding man-sized or smaller creatures. It cannot use shields effectively.

The Nummakkatu can create an area of *Spike Stones* as an 8th-level cleric, once/day. Please see the monster listing above for more detail on this golem.

Sandstorm Guardian (Conjuration/Summoning)

Level: 4
Range: 3"
Duration: *Special*
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: *2 rounds*
Saving Throw: *None*

A cleric can conjure a stronger form of *Dust Devil* using this spell, binding the creature to a specific location or item in order to guard it. The Guardian will be undetectable until the ward is violated, at which point it will manifest itself and attack the intruder(s), lasting for 1 round/level of the casting cleric. The Guardian may be magically *Dispelled* or killed before this time elapses, of course.

Sandstorm Guardian (HD: 3d8+3; AC: 4; MV: /18"; #AT: 3, DMG: 1d4/1d4/1d4 [stinging sand + debris]; **SD: +1 or better magic weapon to hit**; S: L [15' tall]; AL: N; 98 xp)

This stronger form of *Dust Devil* can form into a 5' diameter whirlwind 15' high, whose spinning action will create a stifling, blinding cloud making spellcasting impossible and all attacks at -2 to hit. In addition, the whirling winds will blow dust, sand and other debris around, effectively giving it 3 attacks/round for 1d4 hp damage each. A *Sandstorm Guardian* is hit only by +1 or better weapons. It is otherwise similar in all respects to a *Dust Devil*.

Magic-User

Crocodile Sigil (Evocation)

Level: 3
Range: 1/2"
Duration: *Permanent until strike*
Area of Effect: *One living target in a 1/2" radius*

Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *Neg.*

This variant of *Sepia Snake Sigil* allows a Magic-User to draw a sigil resembling the outline of a crocodile, which fades but does not disappear after casting. It will last indefinitely until a living being passes within 5' of it, which will cause the sigil to animate, turn and snap at the character's feet. The sigil attacks with *surprise* as a 6 HD creature, and if this succeeds the victim must Save vs. Spell or begin to lose Strength, 1 point/round for 6 rounds; this effect will last another 6 rounds. The sigil disappears after its attack, in any event.

Scorpion Sigil (Evocation)

Level: 3
Range: 1/2"
Duration: *Permanent until strike*
Area of Effect: *One living target in a 1/2" radius*

Components: *V, S, M*
Casting Time: *6 segments*
Saving Throw: *Neg.*

This variant of *Sepia Snake Sigil* allows a Magic-User to draw a sigil resembling a scorpion, which disappears after casting leaving a faint sandy outline. It will last indefinitely until a living being passes within 5' of it, which will cause the sigil to animate, striking at the character's legs with its stinger. The sigil attacks with *surprise* as a 6 HD creature, and if this succeeds the victim must Save vs. Spell or fall prone, paralyzed for 6 rounds + 1 round/level of the Magic-User. The sigil disappears after its attack, in any event.

Bull of Heaven (Evocation)

Level: 4
Range: 2"/level
Duration: 1 round/level
Area of Effect: *Special*

Components: *V, S, M*
Casting Time: *8 segments*
Saving Throw: *None*

This spell brings into being a spectral force of swirling vapors in the form of a bull, its massive head crowned with gleaming forward-curving horns. Shimmering colors and flickering stars trail from the bull's feet as it appears from above the caster and charges towards a single target of her choosing.

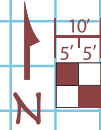
This force will chase down the subject relentlessly, passing through any obstacles and even pursuing around corners, travelling at a speed of 18". The *Bull of Heaven* can target *Invisible*, out-of-phase and Astral subjects, but not those in the Ethereal Plane. Once the *Bull* overtakes its victim it attacks as a monster with as many HD as the Magic-User has levels - the target receives no Dexterity adjustment to AC. A successful hit inflicts 4d6+1 hp/level damage to the target, accompanied by a crash of thunder which stuns the victim for 1d4 rounds unless a Save vs. Spell succeeds. The force disappears after it's attack, whether successful or not.

Once conjured the *Bull* can pass beyond the 2"/level range of the spell casting, but if it fails to overtake its target before the spell's duration it vanishes in a twinkle of colored lights.



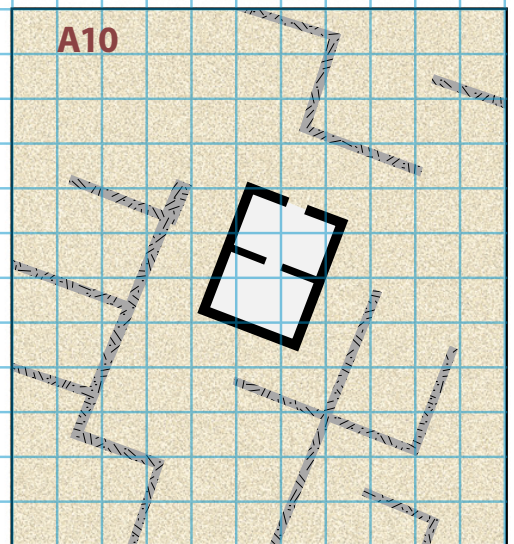
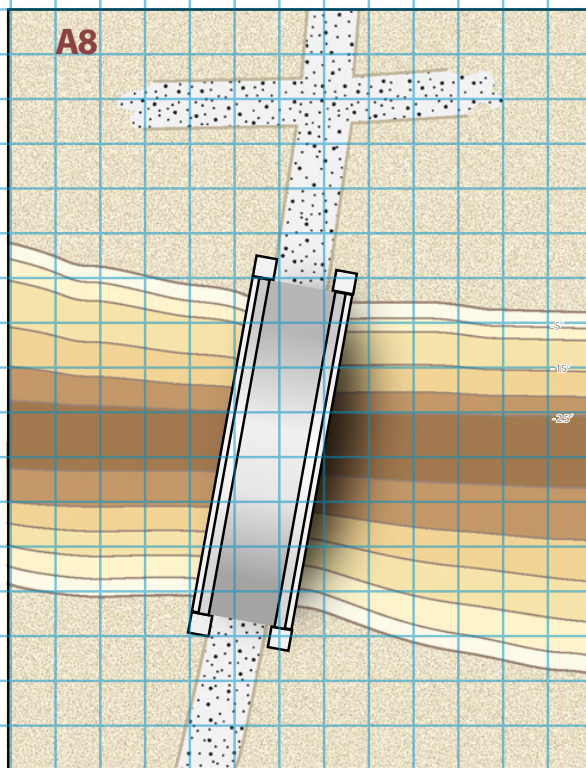
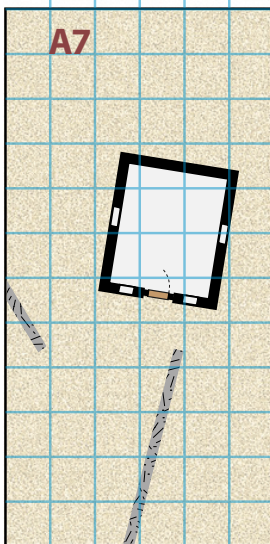
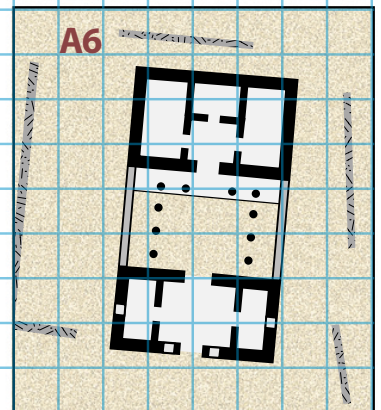
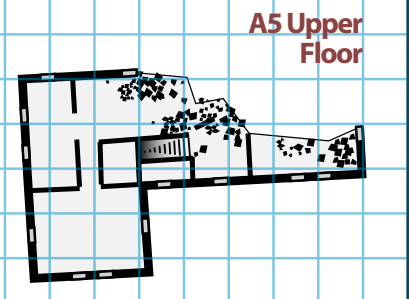
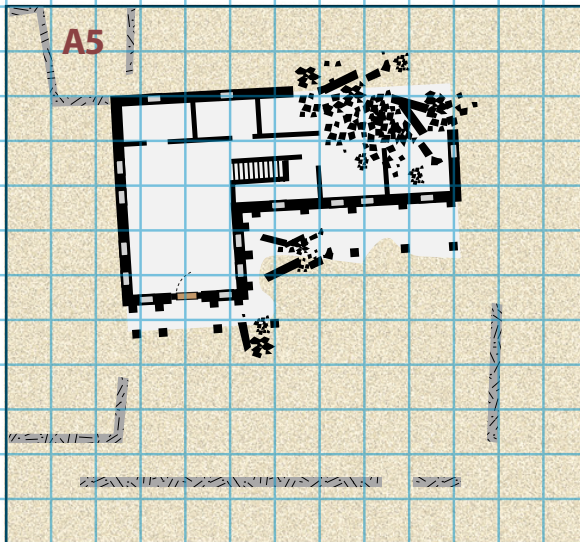
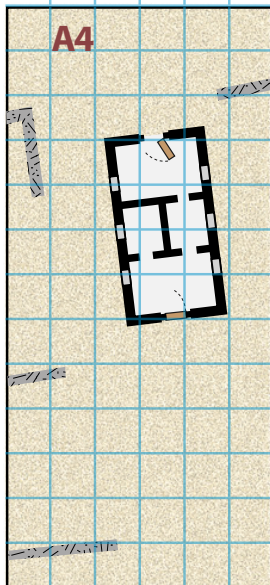
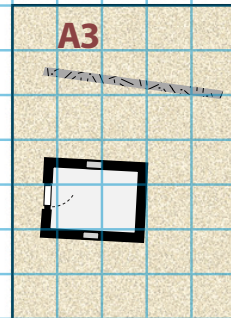
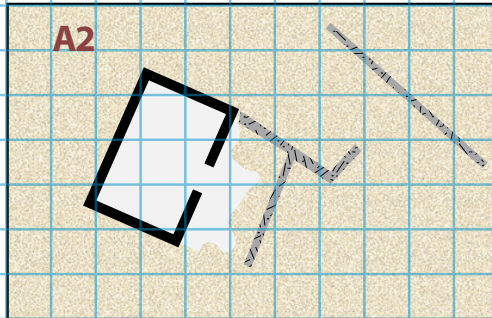
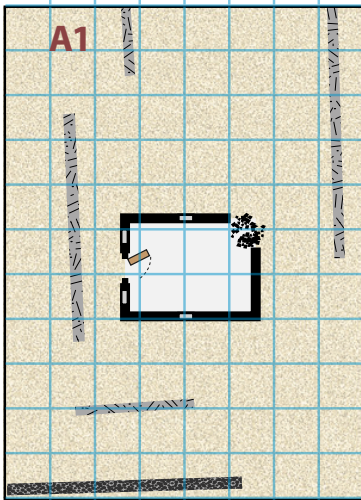
The Forgotten City of Essilim - A) Structures

NOTE: A9 Library appears on the C) Royal Tomb map

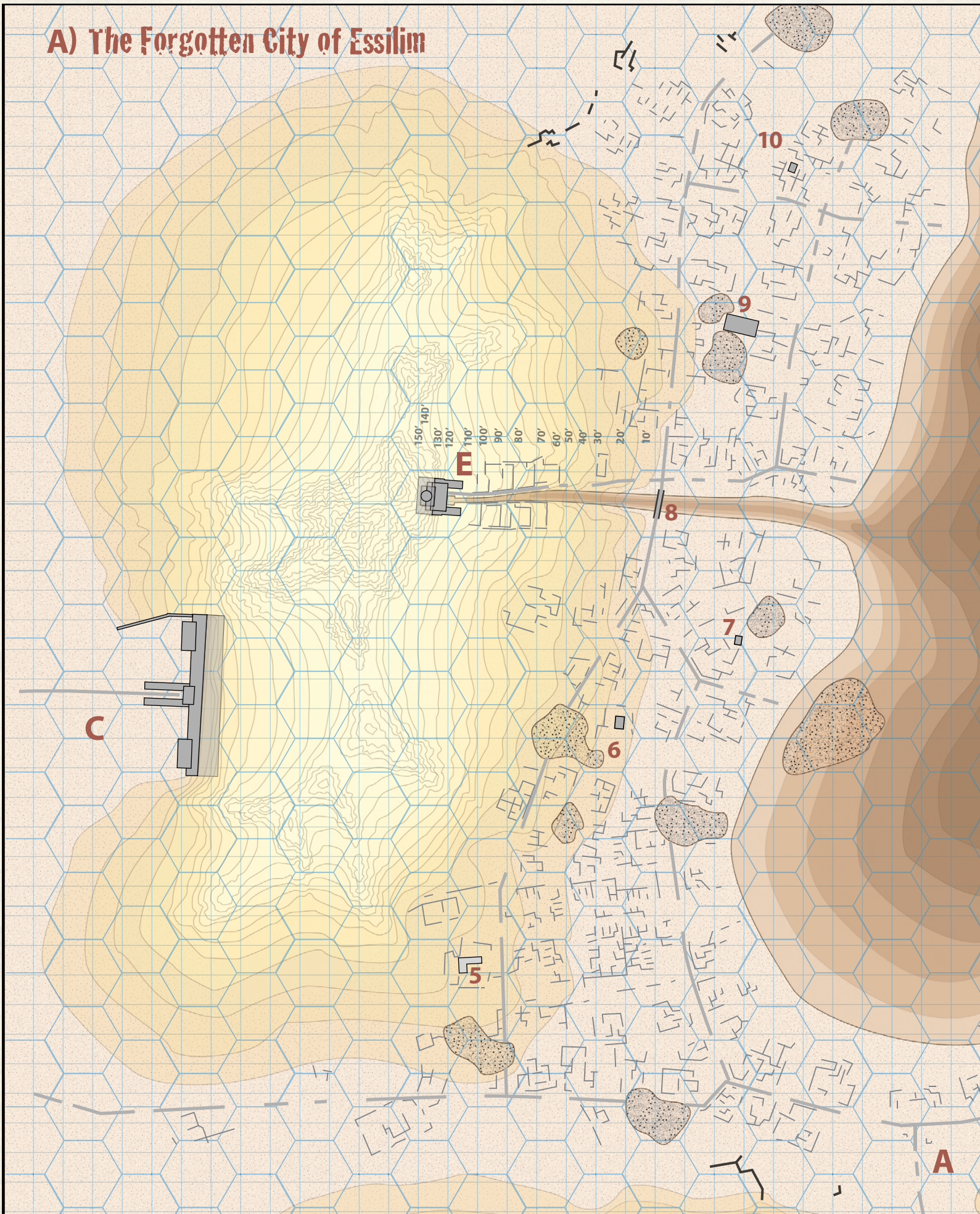


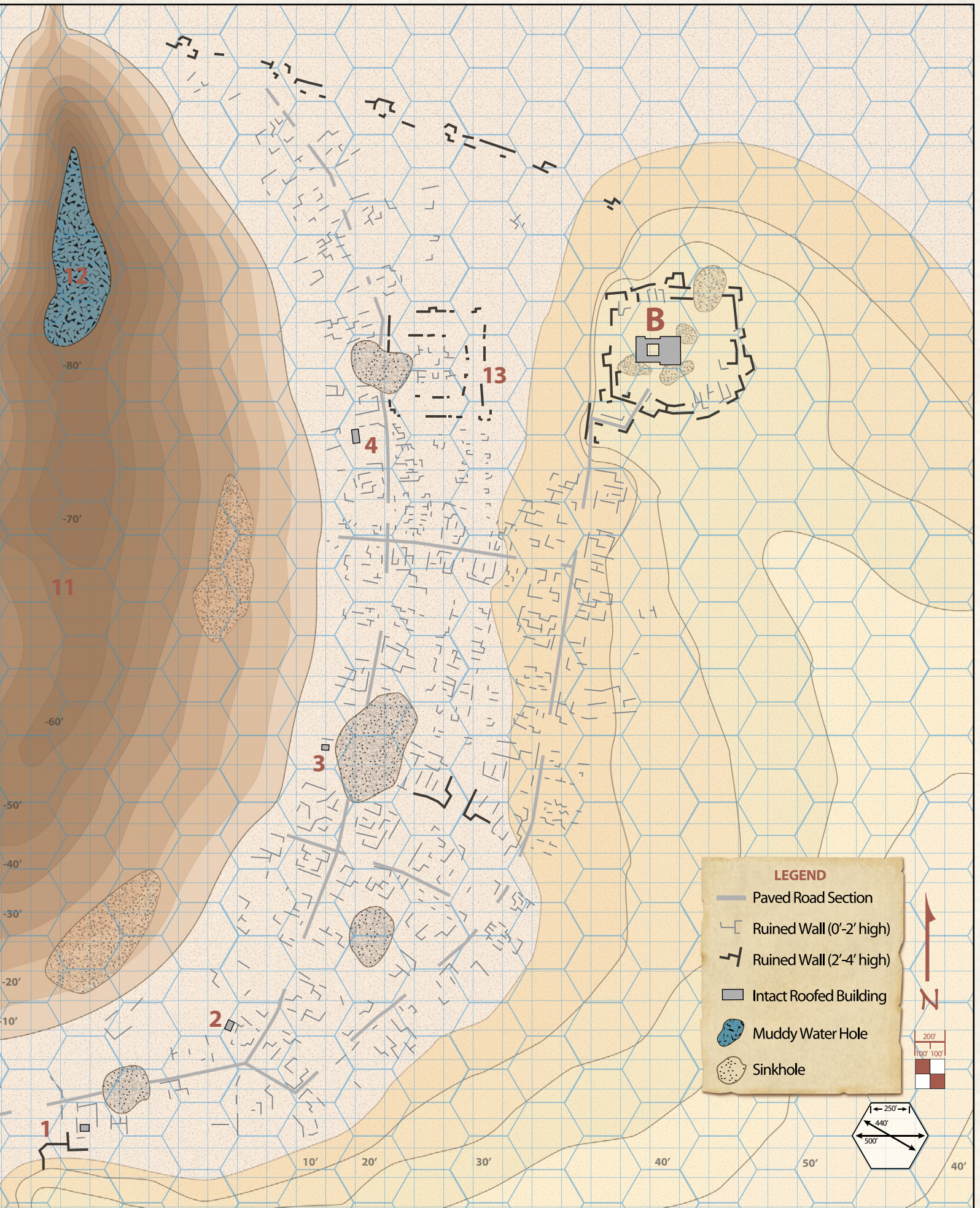
LEGEND

- Building wall
- Window in wall
- Open high wall 10' +
- Ruined wall 0' - 2' high
- Ruined wall 2' - 4' high
- Columns
- Wooden door
- Bronze door
- Rubble
- Stairs up
- Stairs down
- Road section



A) The Forgotten City of Essilim





103 A

DUNGEON

106

102 A

109

107

108

110

111

115

114

113

112

B

A

118

116

117

119

CELLAR

103

104

102

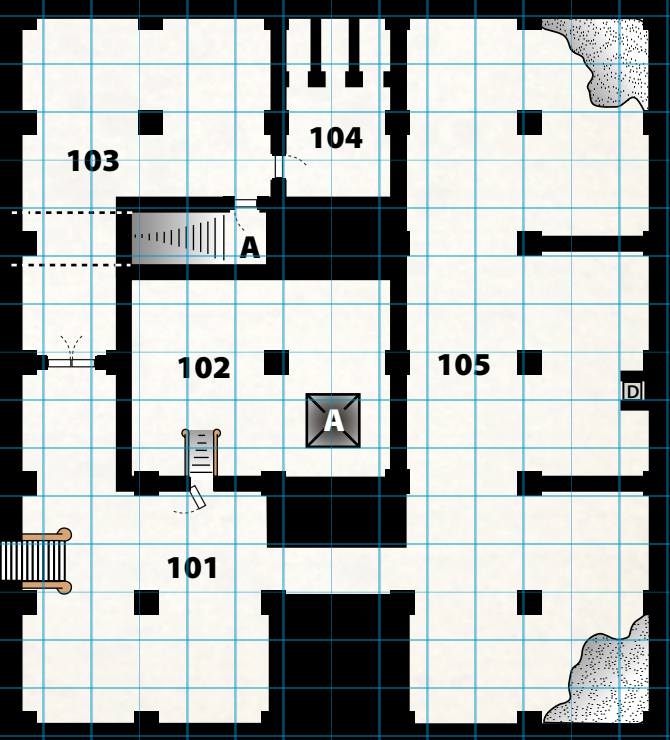
105

101

LEGEND

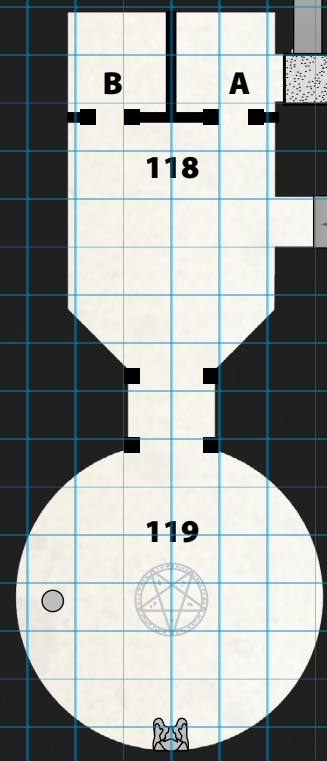
-  Doors
-  Secret Door
-  Stairs Down
-  Ramp Down
-  Dumbwaiter
-  Trap Trigger Area
-  Bath Pool
-  Unstable Floor
-  Water
-  Sand Pit
-  Pit
-  Cell
-  Rubble
-  Bench
-  Throne
-  Bookcase/Shelves
-  Brazier
-  Statues

9

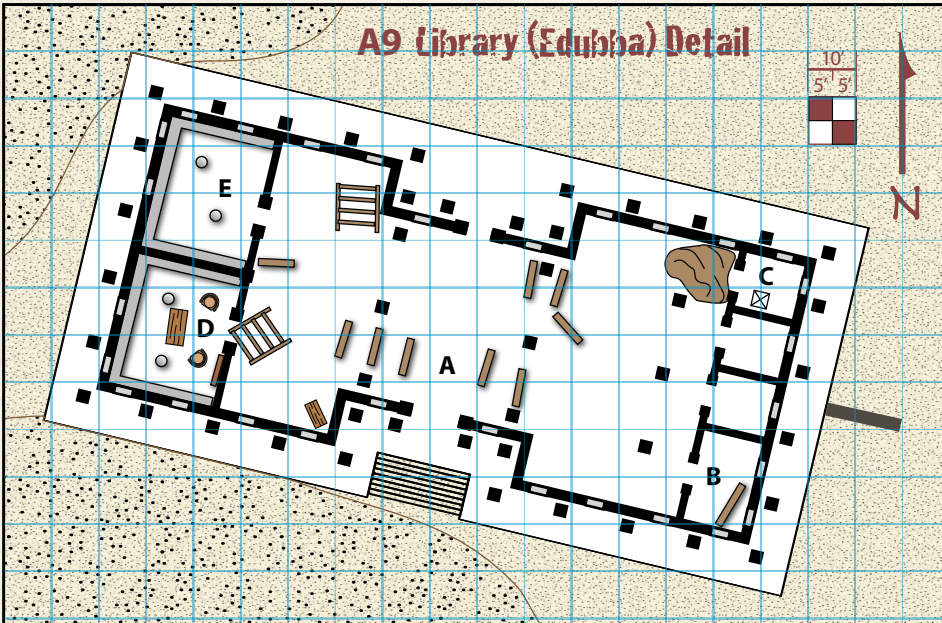


Chute
Down

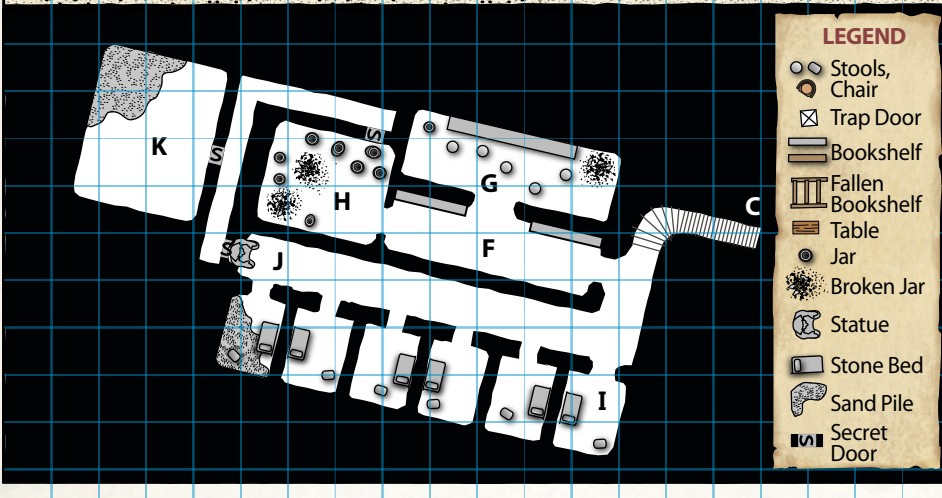
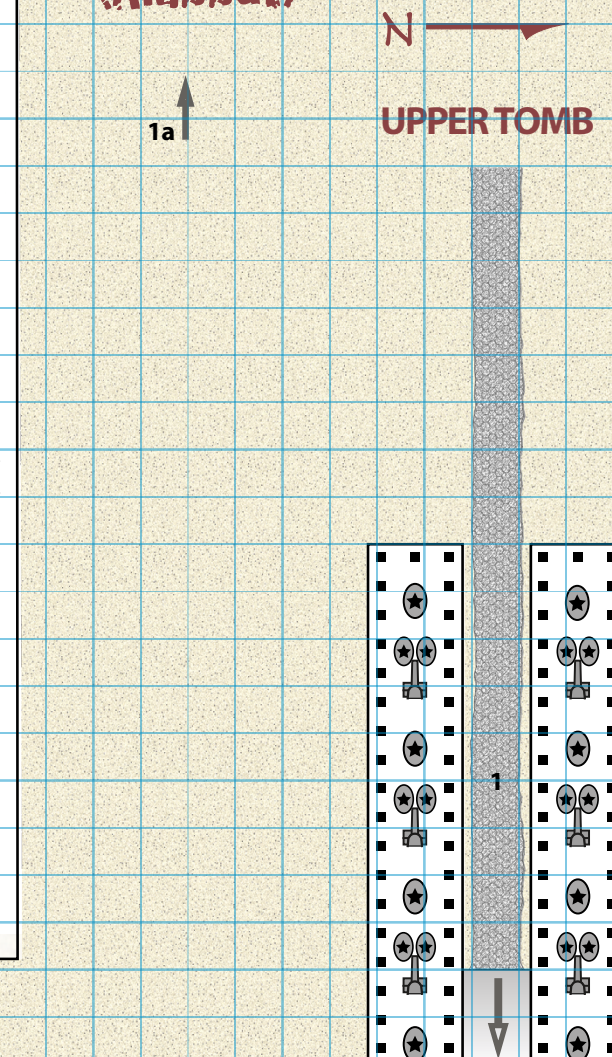
41



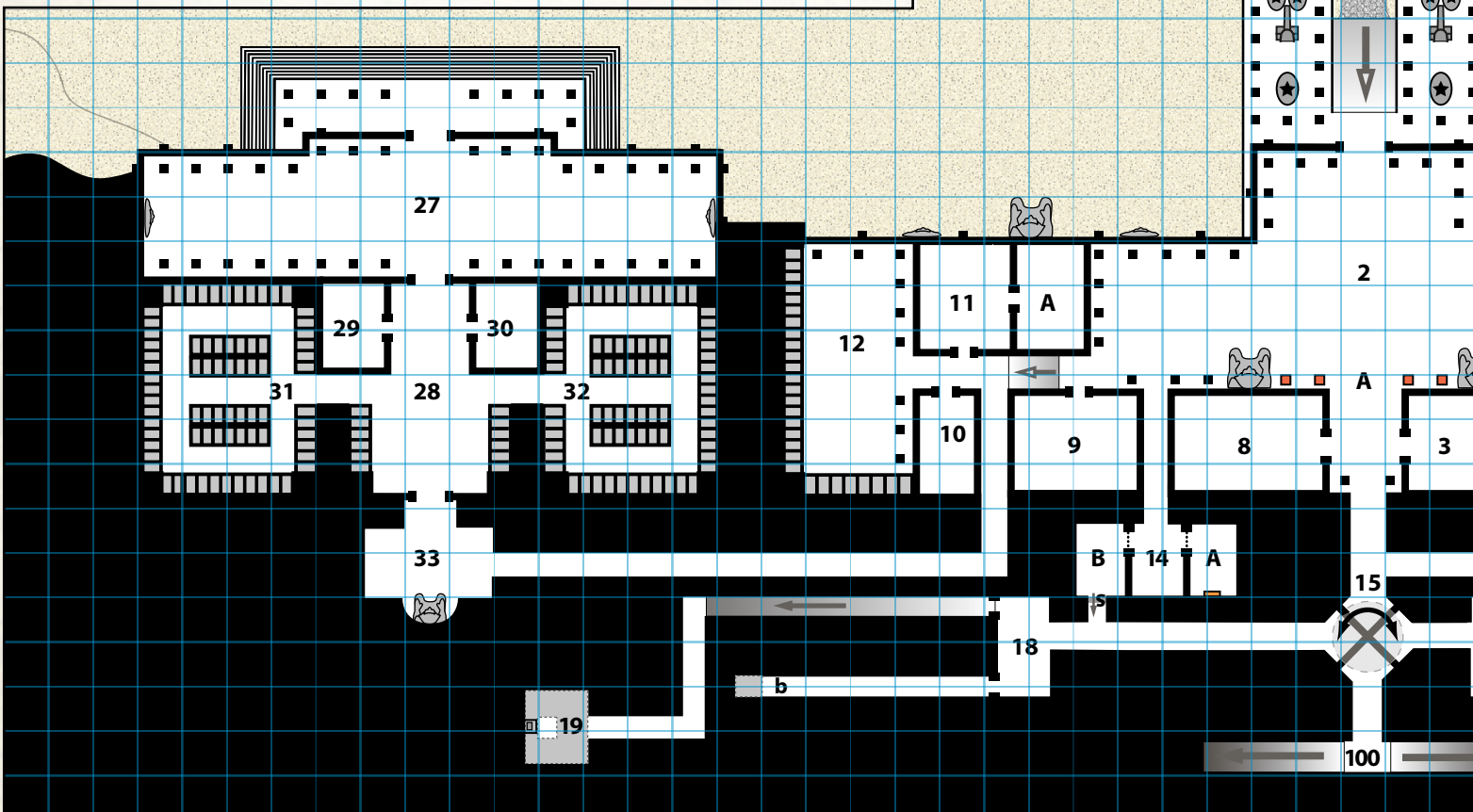
A9 Library (Edubba) Detail



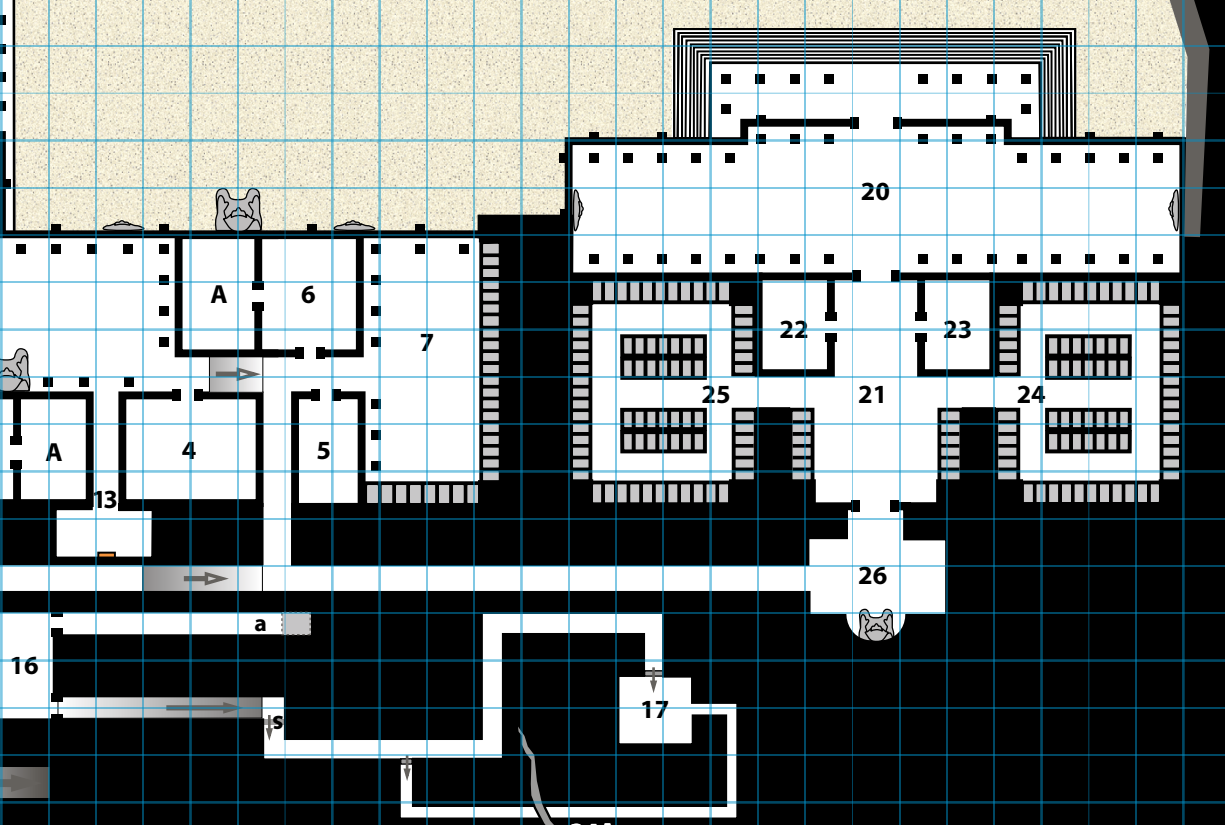
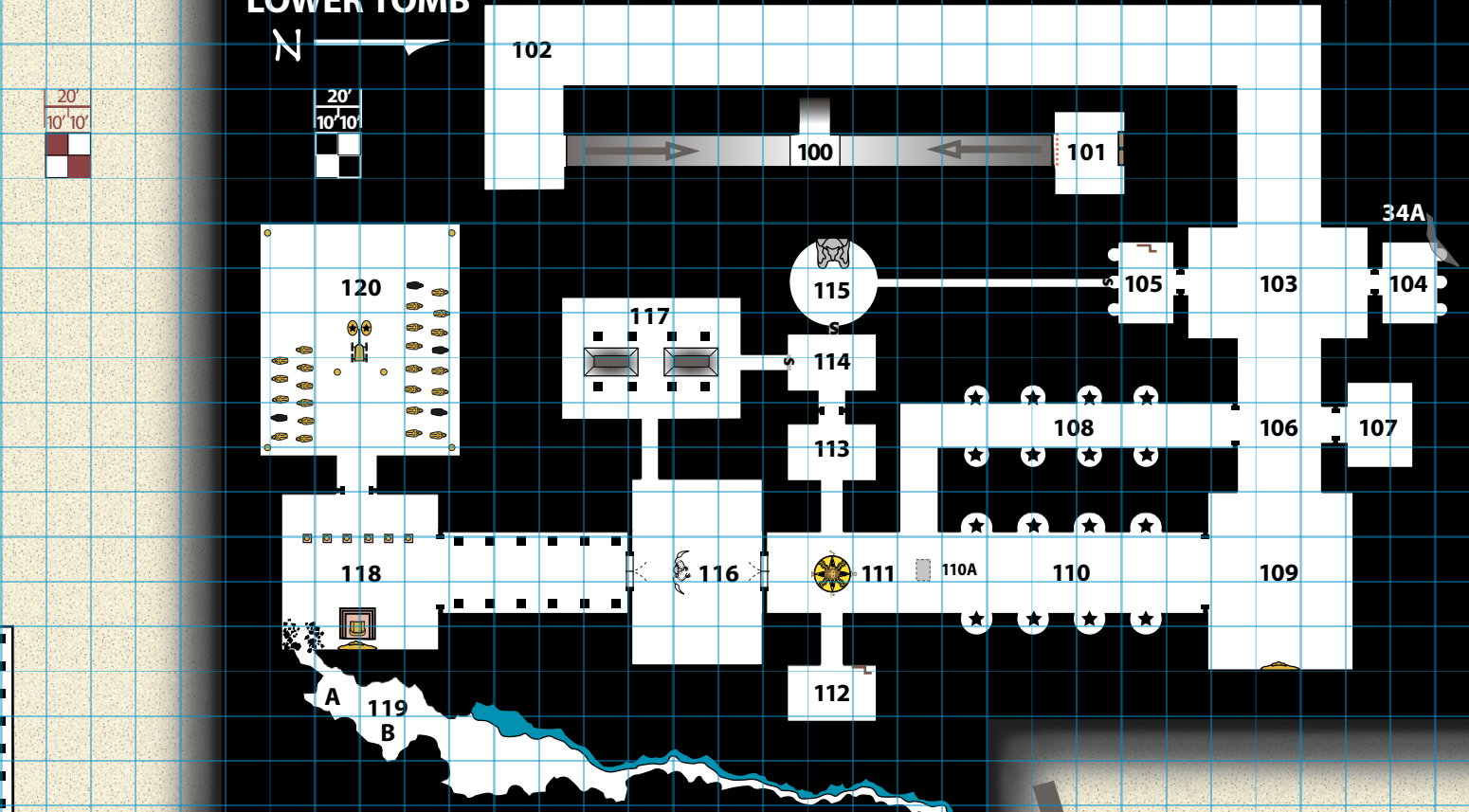
C) The Tomb of Kings (Alubbat)



- LEGEND**
- Stools, Chair
 - ⊠ Trap Door
 - ▬ Bookshelf
 - ▬ Fallen Bookshelf
 - ▬ Table
 - Jar
 - ☼ Broken Jar
 - ☼ Statue
 - ▭ Stone Bed
 - ☼ Sand Pile
 - ⊠ Secret Door



LOWER TOMB



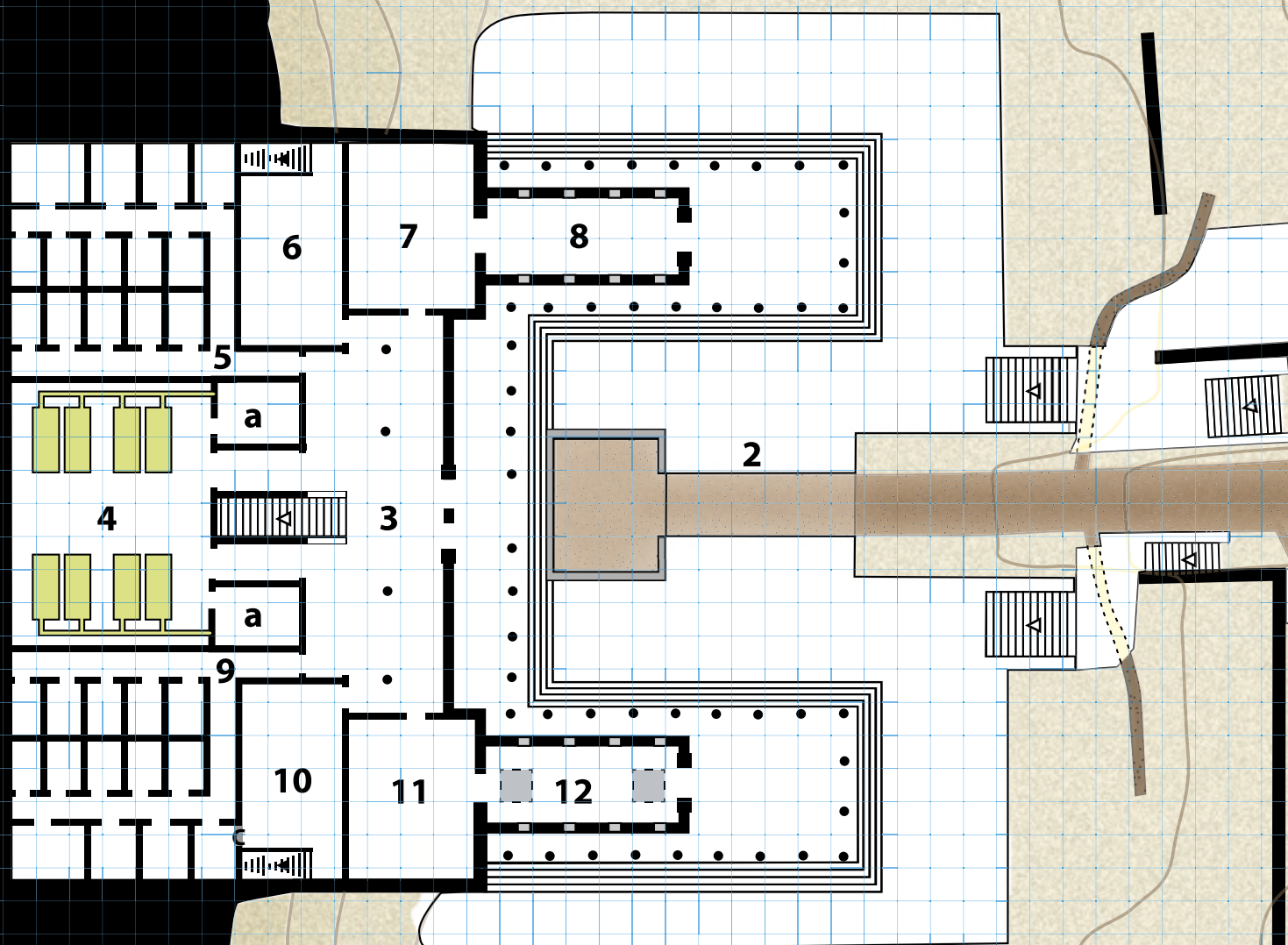
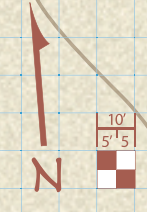
LEGEND

- Bronze Double Doors
- False Bronze Doors
- One-Way Door
- Rotating Wall
- Iron Porticulis
- Trigger/Trap Area
- Caryatid Column
- Dais and Throne
- Closed Sarcophagus
- Open Sarcophagus
- Brazier on Pedestal
- Brazier
- Samas Symbol
- Chariot w/Bulls
- Statue
- Bone Golem
- Pit
- Windlass
- Ramp Up
- Ramp Down
- Fissures

E) The Scented House (Fresh)

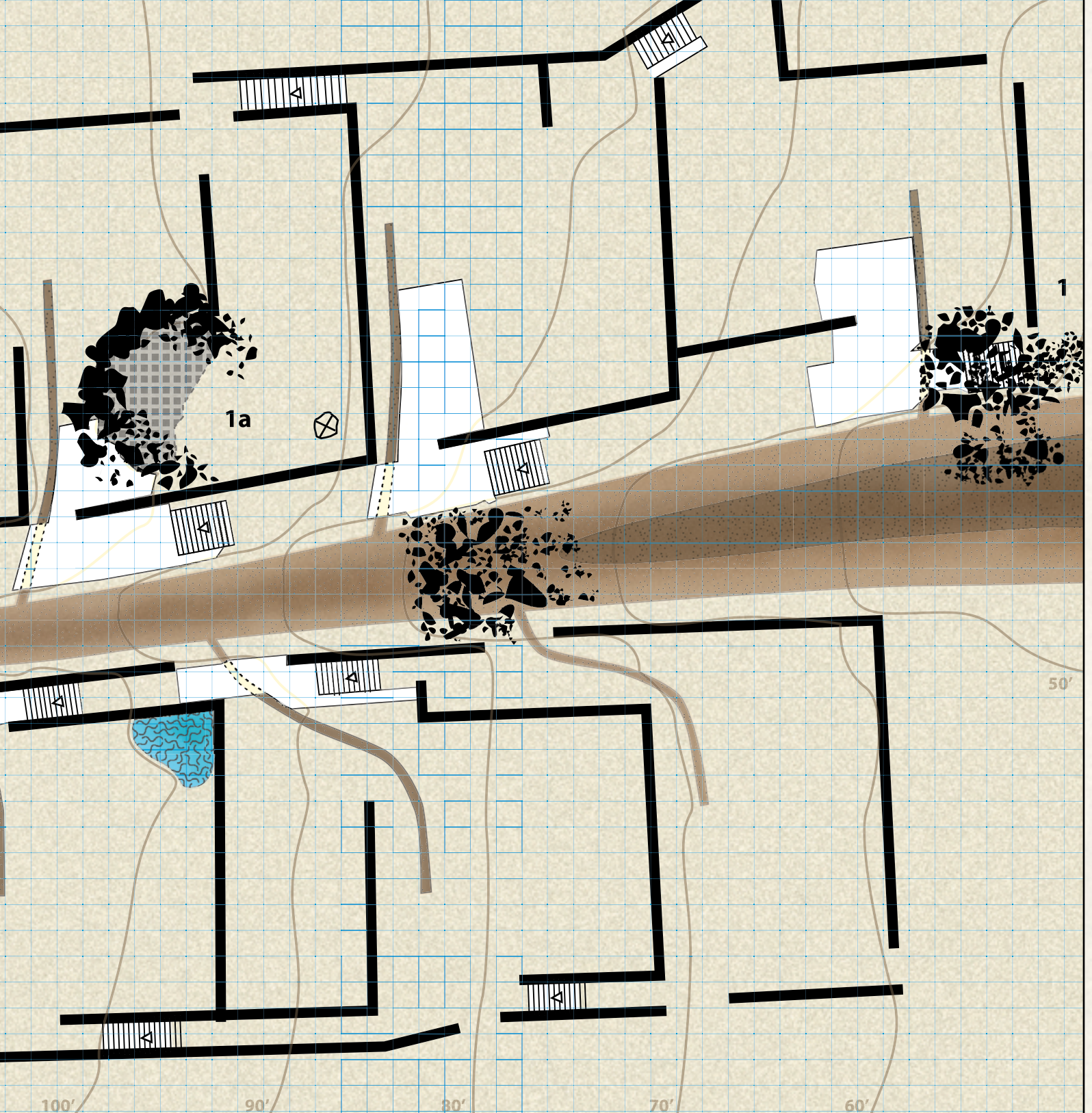
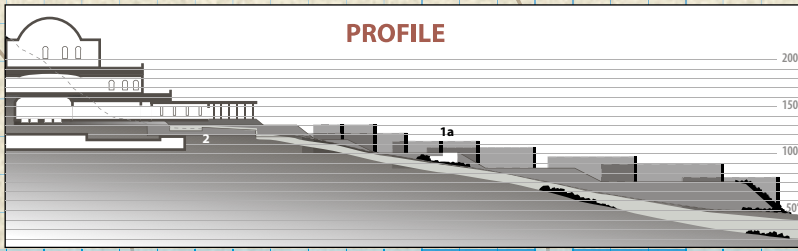
LEGEND

	Gully and Culvert		Concealed Door
	Rubble		Stairs Down
	Water		Stairs Up
	Empty Bath		Wall
	Shallow Cave		Trap Trigger
	Treasure Cache		Contour Interval 10'

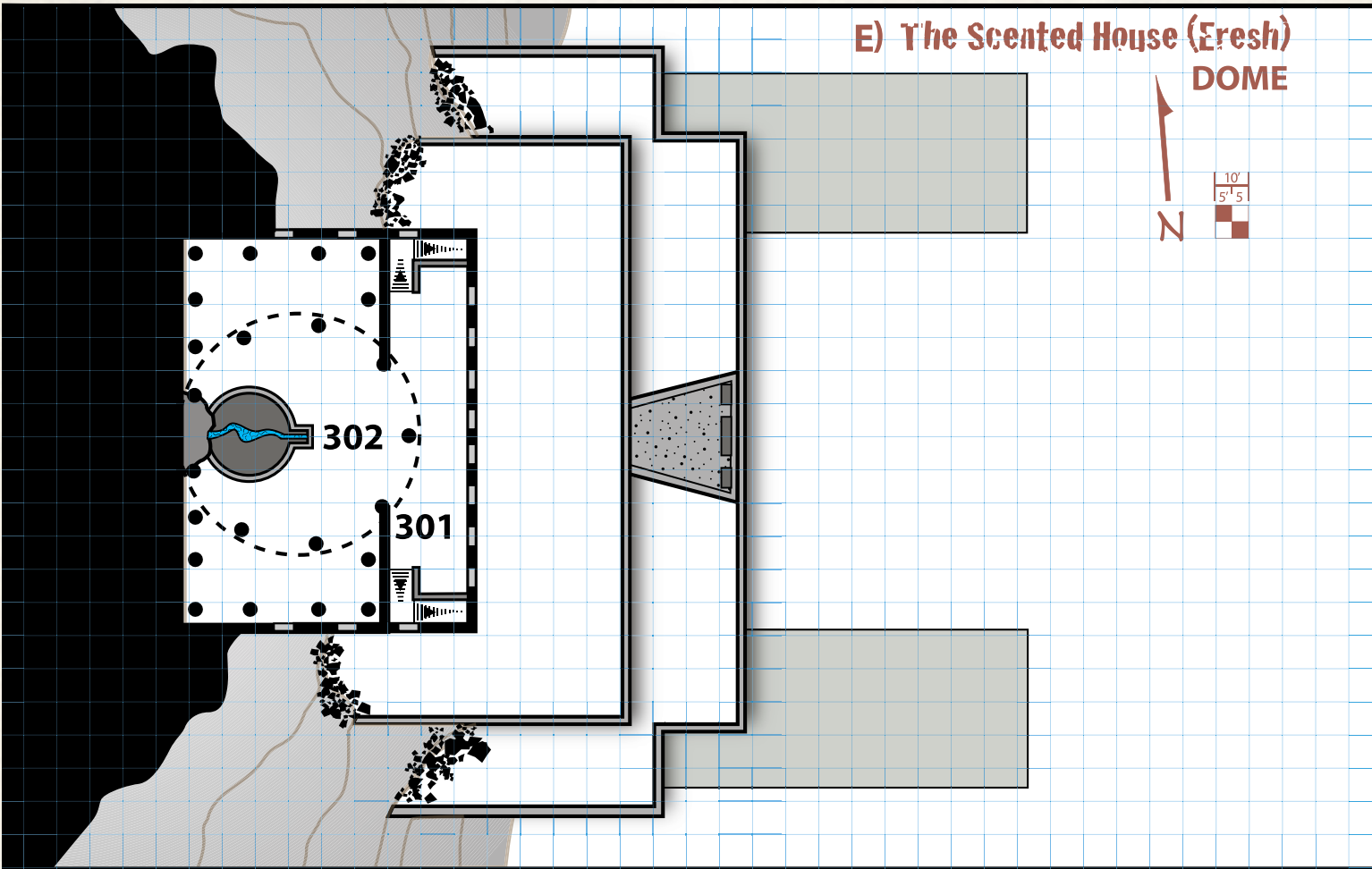


150' 140' 130' 120' 110'

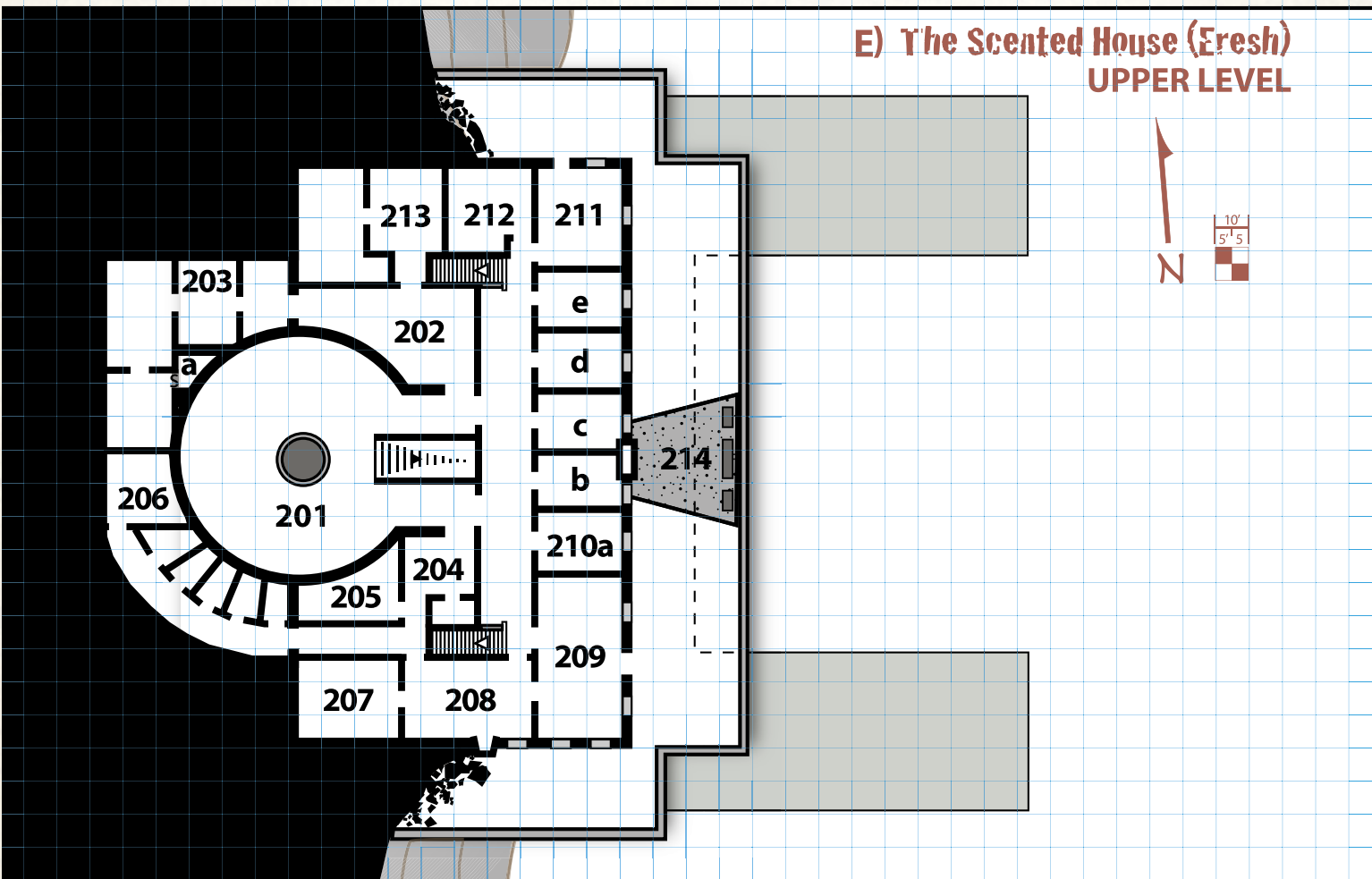
MAIN LEVEL AND TERRACED GARDENS

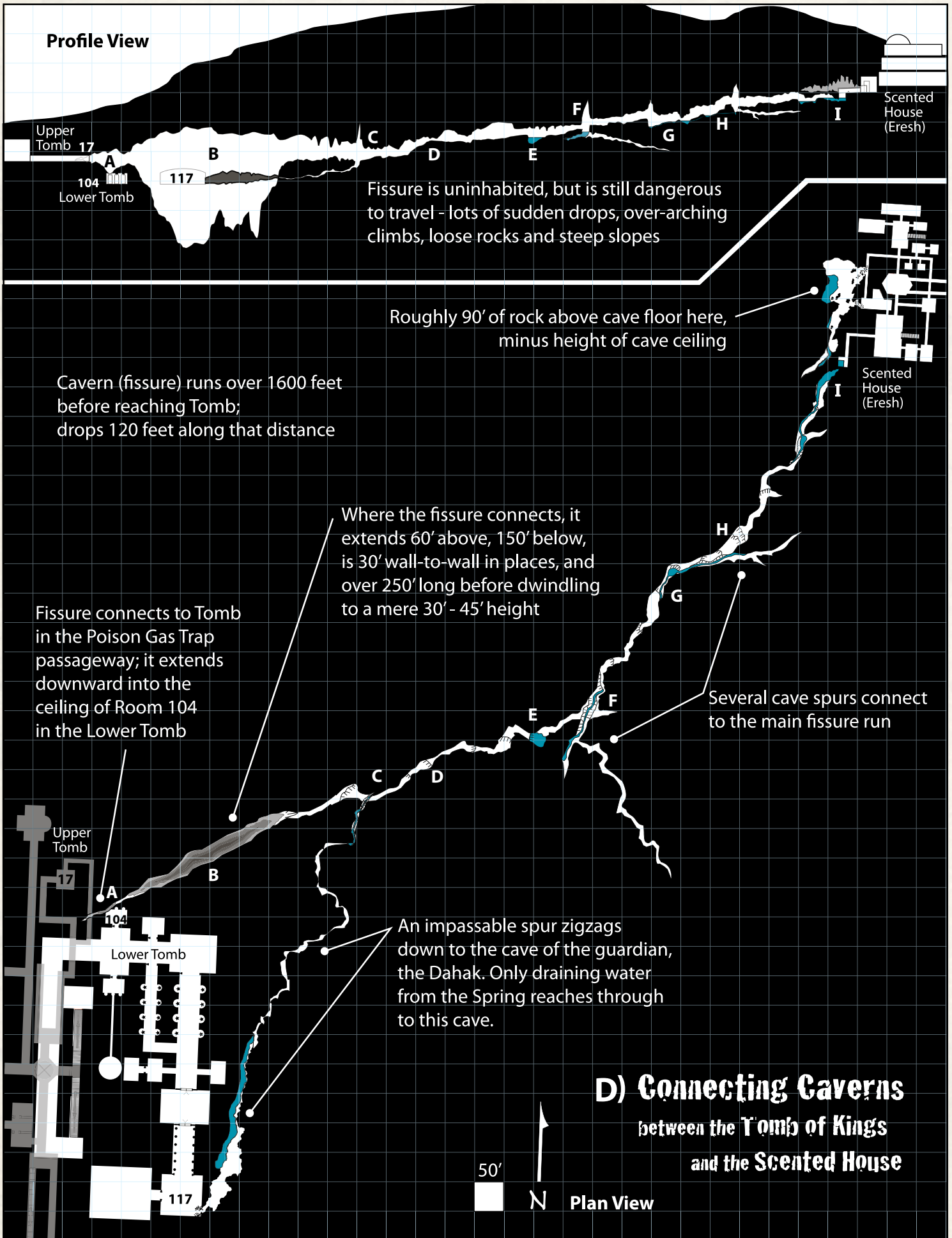


E) The Scented House (Eresh) DOME



E) The Scented House (Eresh) UPPER LEVEL





"In the first year of suffering a tenth of the people left.

In the second year a tenth of the people left. In the third year the fruits withered, the grasses browned, the reeds sunk, the trees fell. The land would not birth, the land would only die. A third of the people of Essilim left. In the fourth year the travelers would not visit Essilim, would not visit Eresh. A third of the people of Essilim left. In the fifth year of suffering the merchants would not visit Essilim. The women would not birth, and the healers could not heal. The seers could not see, and the holy men could do no marvels.

A third of the people left Essilim, and a third of the people were welcomed through the gate of Amelatu. In the sixth year of suffering there were few people who remained in Essilim. The wicked Athanasus was Sorcerer-King of a pool of mud, of a painful of sand, of a cloudless sky, Ramesh was General of a fistful of gravel, of empty husks, of withered fruit. In the tenth year of suffering there were few who would mourn for Athanasus, who would close the eyes of Ramesh, who would seal the sleeping-halls of the last Sorcerer-King of Essilim.

By the hand of Nur-Aja, daughter of Sur-Aja, scribed in the Twelfth Year of the crossing of the Great River, in the Nineteenth Year of the cursing of Essilim"

Eresh declared the laws of great Athanasus unjust. The holy men would pray no more, the healers would heal no more, the seers would speak no more. Mighty Athanasus spoke to his generals. He ordered them to strike down the holy men, and to strike down the healers, and to strike down the seers, if they would not obey. Then the great army became two, after his Generals Ninurtu, Annurgi, Ramesh, and after his Generals Geshitu, Nintu, and Ashargi.

Proud Athanasus spoke anger at Geshitu, Nintu, and Ashargi, but they would not heed his orders, and they would not strike down the priests, the healers, and the seers. Terrible Athanasus ordered Ninurtu, Annurgi, and Ramesh to strike down those who would not obey his commands.

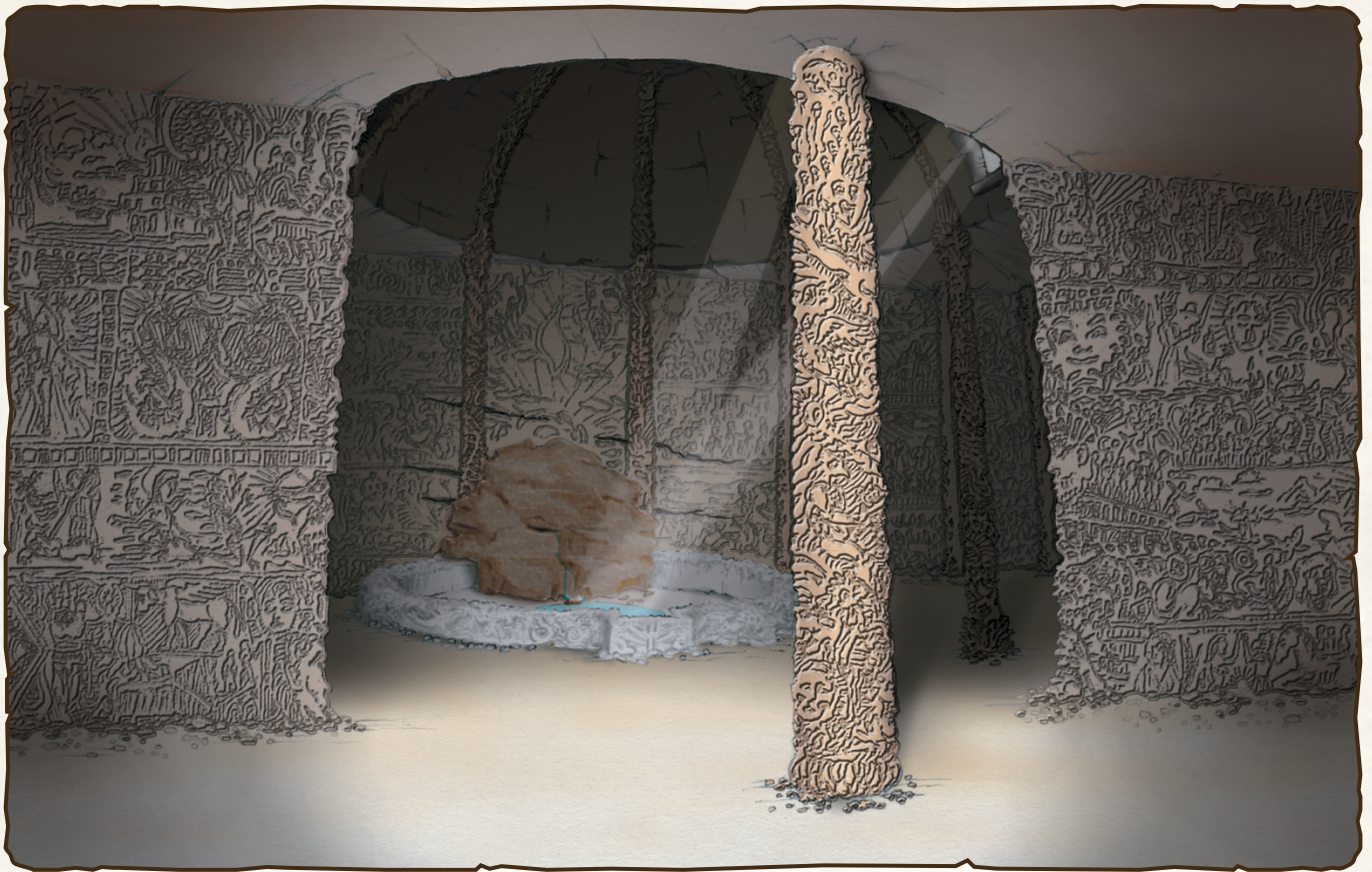
Amelatu welcomed many through His gate that day.

The next day Athanasus ordered Ninurtu, Annurgi and Ramesh to go into Eresh and strike down the holy men, and to strike down the healers, and to strike down the seers. So Ninurtu and Ashargi came out from Eresh to deny this of merciless Athanasus. But Athanasus called to she of the darkness, she of the scorpion, she of the serpent.

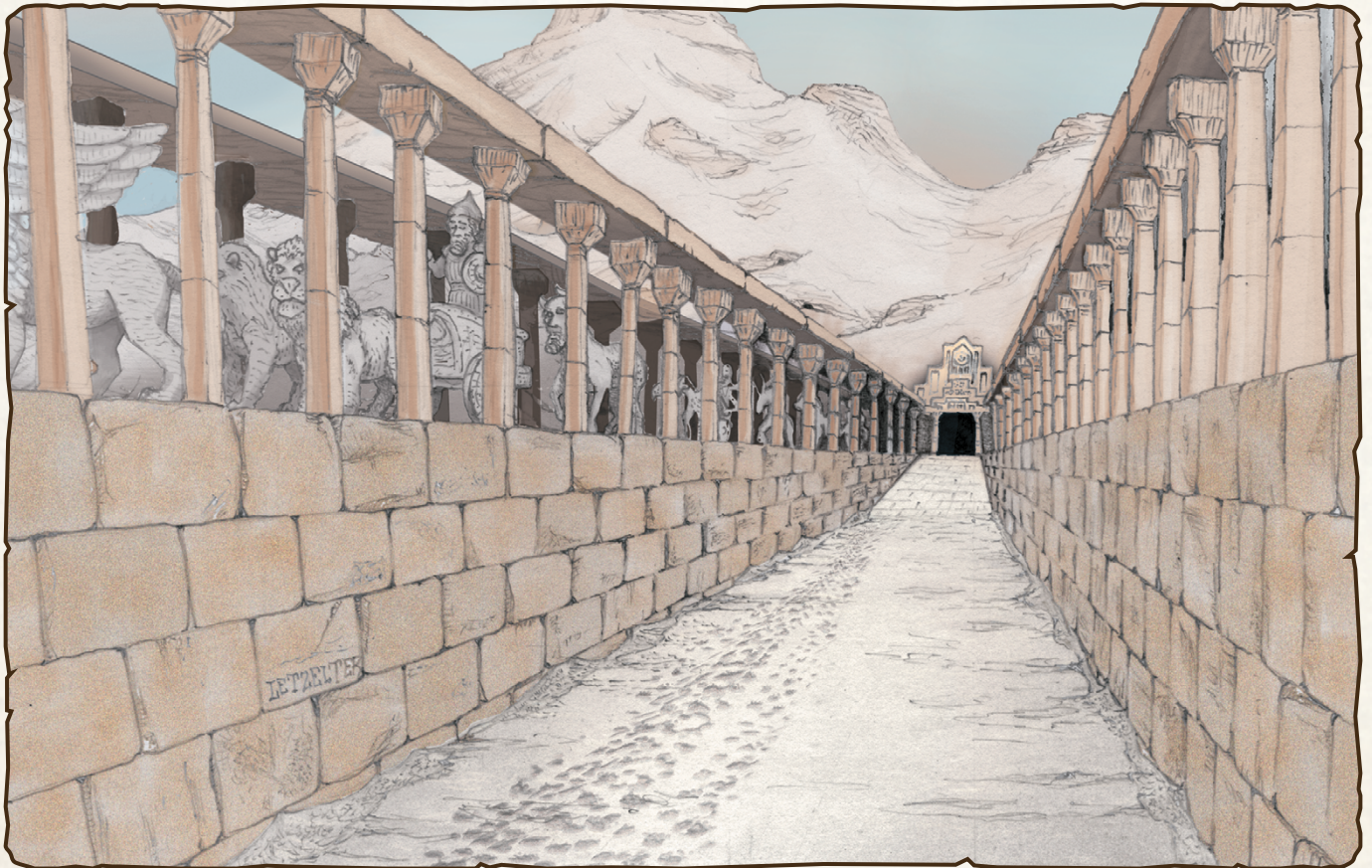
"Let the holy water of Idimmi be stopped! Let the waters of Essilim dry! Let the grasses and reeds and trees become dust! Let the fruits fall empty to the sand! Let the priests and the healers and the seers and the scribes know that I am your word in Eresh! Let them know that I am your word in Essilim! Let them know that I am your servant, that I am your stings, that I am your fangs! Let them know that I sound your drum! Let them know that I hurt your bolts!"

Again Amelatu welcomed many through His gate that day, and He welcomed Ninurtu and Ashargi through His gate that day. But the holy men and the seers and the healers and the scribes spoke inside Eresh. They prayed to Utrapashtev. They asked Utrapashtev to protect the holy water of Idimmi. They asked Him to strike down the Generals of Athanasus. They asked Him to strike down the destroyer, Athanasus.

Utrapashtev did not strike down Athanasus, for he was of the scorpion, and the serpent, and of the darkness. But Ninurtu, and Annurgi, and Ramesh turned from Eresh, and Ninurtu was struck down, and Annurgi was struck down. Never in all their days did Ramesh or the cursed Athanasus go into Eresh. Never again did the holy water of Idimmi issue from the House. Never again did the water flow beneath the bridge of Essilim, nor into the pool of Essilim.



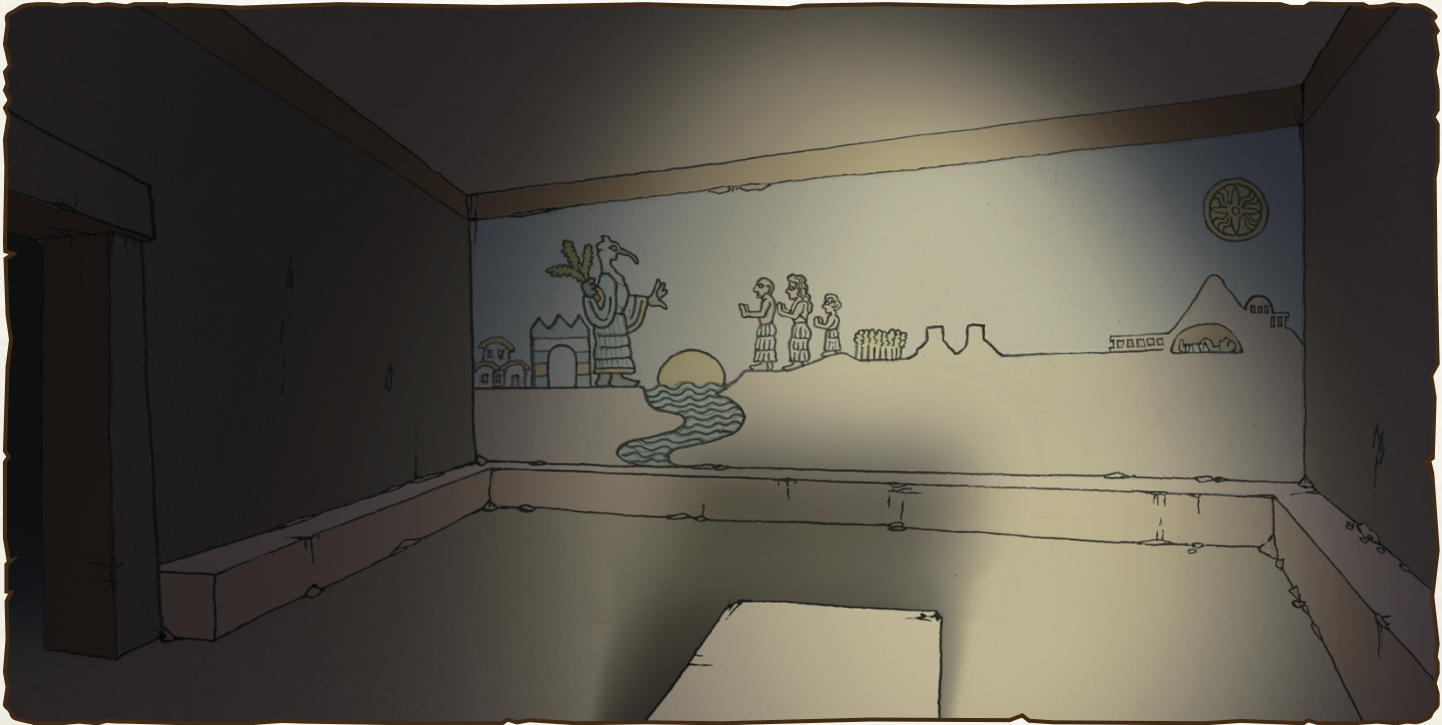
Player's Aid 3



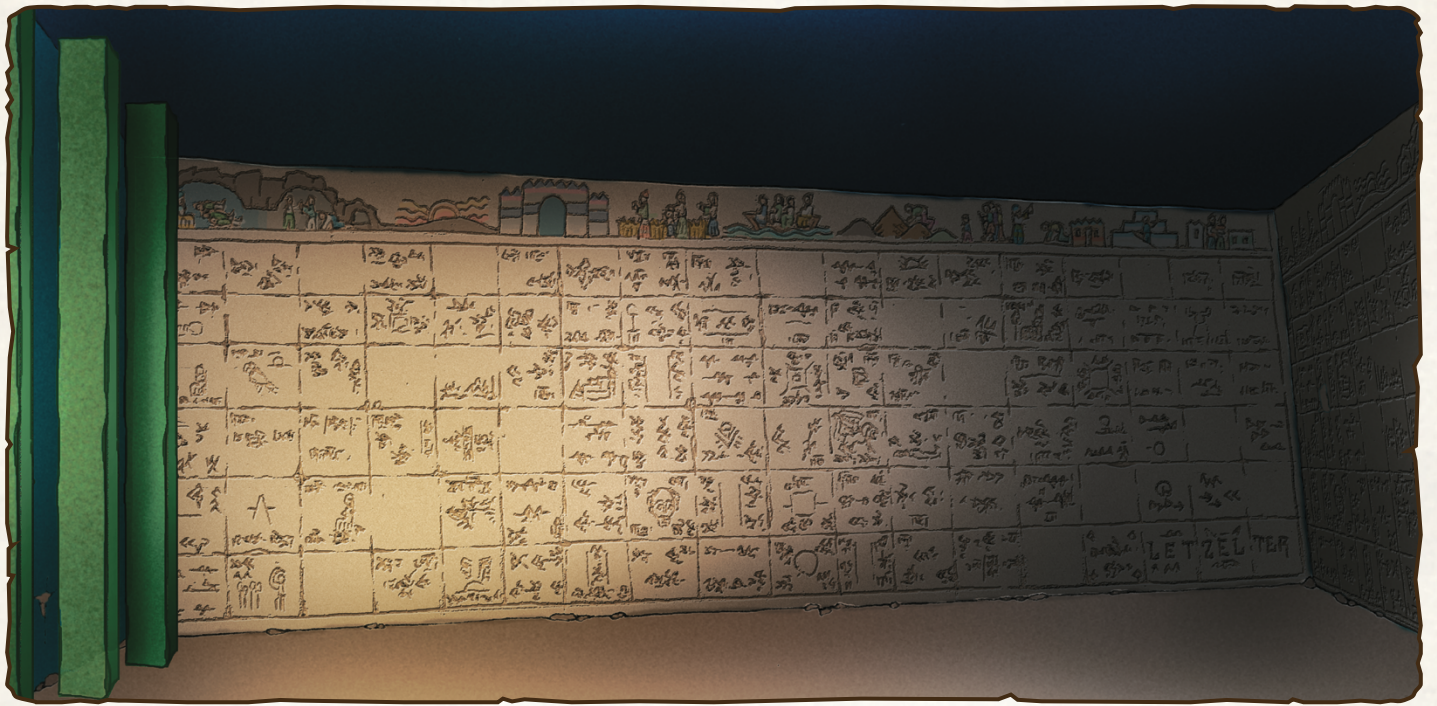
Player's Aid 4



Player's Aid 5



Player's Aid 6



Player's Aid 7



Player's Aid 8



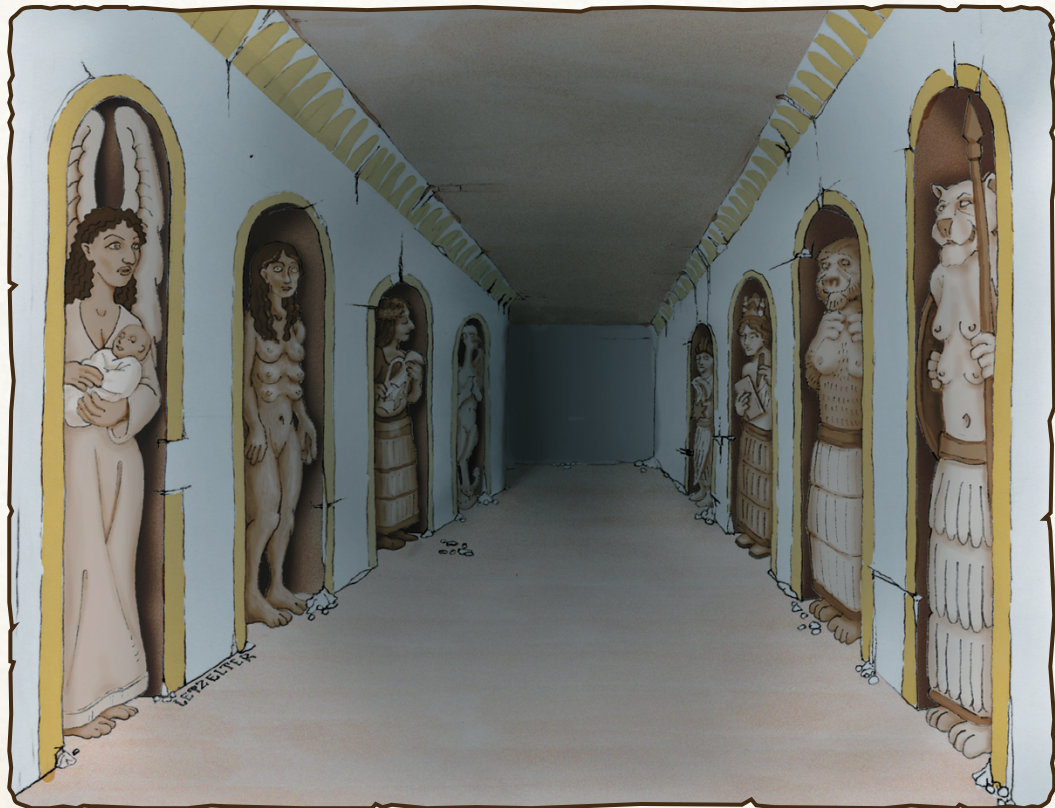
Player's Aid 9



Player's Aid 10



Player's Aid 11



Player's Aid 12

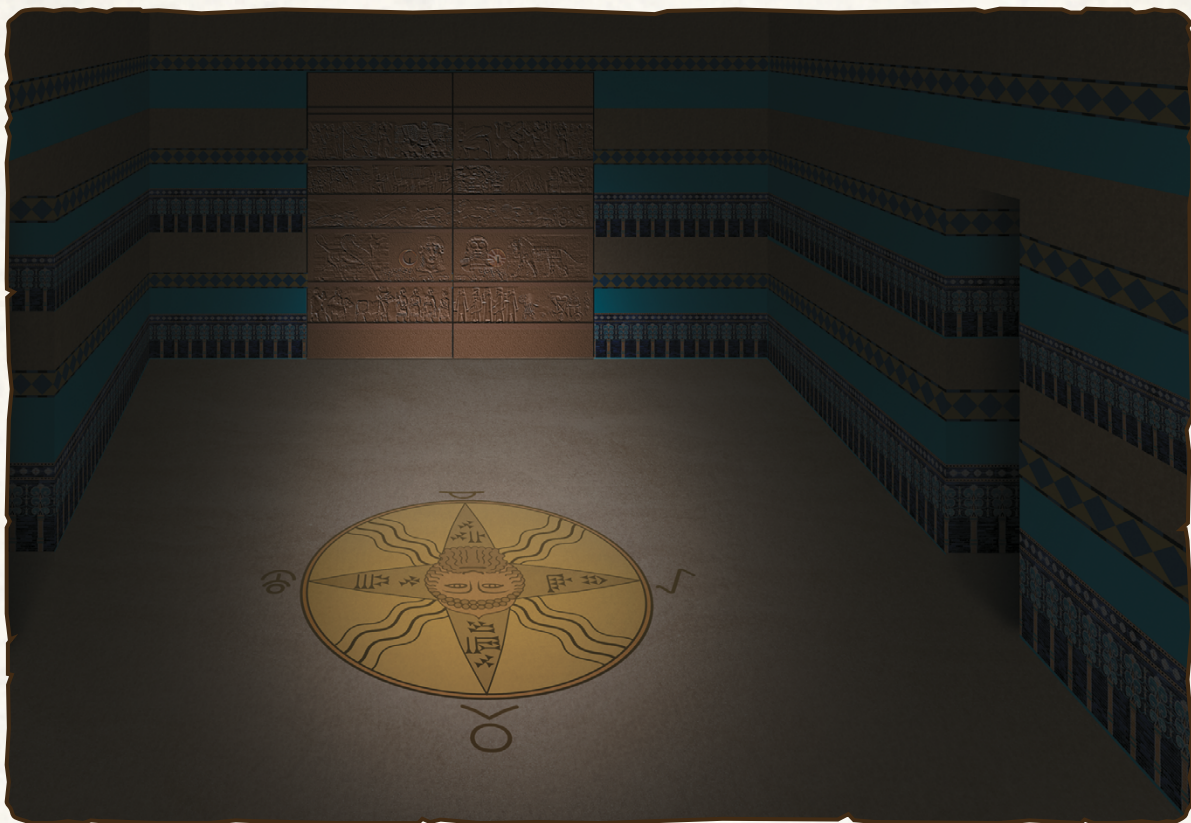


Player's Aid 13



LETZELTER

Player's Aid 14



Player's Aid 15



Player's Aid 16

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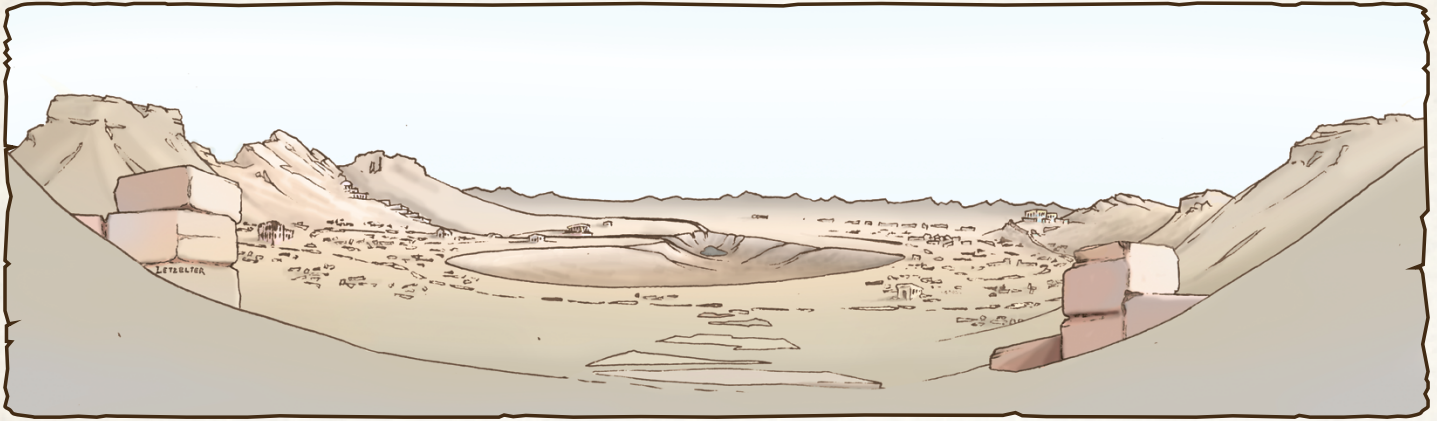
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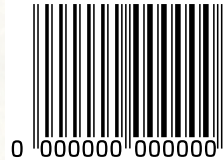


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ISBN 000-0-0000-0000-0



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