The Gazetteer to Eilean Dubh: The Black Isle

A Crowd-sourced Fantasy Sandbox Setting

Thanks to all the contributors:

Jason Barker

Frabrice Brabon

David Brawley

Hal Burdick

Blackie Carbon

John Ivor Carlson

Ray Chapel

Ian Christy

Dirk Collins

Alasdair Cunningham

Carlos de la Cruz

Mike 'Carlson' Davis?

Thomas Drevon

Charley Phipps, aka Druvas

Andrew C. Durston

Kyrinn S. Eis

Pehl Ferebas

Follow Me And Die!

Simon Forester

Pat G

Owen Gannon

Tim Groth

Dale Houston

Malcolm Iggleden

Ed Kann

Fred Liner

Jonathan Linneman

Stephen Manuele

Jed McClure

Duncan McPhedran

Milton Murphy

James Patterson

Benoist Poiré

Michael Prescott

Doyle Wayne Ramos-Tavener

Doug Rector

Jason Reilly

Rorschachhamster aka Christian Sturke

Matthew Ruane

Charles Saeger

Lorenzo Santini

Andrew Schwartz

Alan Skinner

Brett Slocum

Chris Stieha

Christian Sturke

Chris Tamm

Erik Tenkar

V.A

Josephe Vandel

Pieter T. "Viking"

Alex Welk

Benjamin Wenham

Chris Wellings

Credits

Project coördination & proofreading: Milton Murphy

Layout: Jed McClure

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PREFACE

Ever wonder what mistimed success looks like? Well, you're looking at it. I had this idea of crowd-sourcing a small, sandbox setting. Getting the OSR community involved. The interest was high and the quality of the feedback and suggestions were simply astounding. I knew the OSR was full of creative and talented folks but I simply had no idea the extent of such until this project.

All was going well, probably too well, as the content was growing exponentially just as my position at work changed. As Monte Python used to say: "Now for something completely different."

Suddenly I was lost at work and lost to the community. There simply was not enough time in my day to look at cats, let alone herd them. And then came Milton. Cat Herder Extraordinaire. He accomplished what I could not do and the success of this project lies squarely on his shoulders. If I planted the seed it was Milton's care and attention that brought fourth this most delectable fruit. If you enjoy the pages that follow, know that the Cat Herder did his job well. The cats did a fine job too.

Erik Tenkar

July, 2017

FOREWORD

So how do these sorts of things begin? As with most things in our hobby, it usually begins with someone saying "wouldn't it be cool if…" and in this case that happened in a post on the Tenkar's Tavern blog. Erik decided that it would be an interesting experiment to crowd-source the development of the island on which his beloved Tenkar's Landing existed by doling out hexes to anyone who wanted one and seeing what sort of narrative they could weave to create a grand tapestry. That was around October of 2014.

When I got involved in the project, I hoped to snag a hex and scratch that creative writing itch I get every now and then. When I saw there was a G+ community established, I signed up picked a hex and started noodling on what sorts of things I might put in that would tease and delight adventurer and give fodder to game masters to amuse and bemuse their players. I started thinking how great an idea it would be for someone to organize who was taking what hexes and just generally herd the cats. Erik's time was divided between work and other projects at the time and so I started asking questions, making lists, and just generally trying to be helpful to keep things moving when something unexpected happened. I was made a moderator of the group.

Well that meant now I had "Responsibilities". I wouldn't say I am the most organized person in the world but there were some obvious things to do. Initially it seemed like a good idea to organize who had what hexes so that we could keep up with how much was being covered and make it easy for the participating authors to know who was around them so that folks could collaborate to stitch together. We very quickly tired of calling it "the island" (after all, Tenkar's Landing is the name of the prominent port, but the island itself was still just "the island") so we took suggestions, ran a contest, and very quickly "the island" was now christened, Eilean Dubh (The Black Isle).

Over the next two years there were fits and starts and organizing and learning to hate Google Drive and ultimately I thought we had enough materials to start to layout the book. I had a grand idea to do that myself, though I have no professional experience doing so and as I let everyone know at some point my ego was left bruised, bloody, and shattered by the task and we needed a new hero to rise up. That was Jed McClure. He has done an awesome job of bringing everyone together and making it look like a cohesive and professional project. We owe a debt of gratitude to him.

While I cannot believe it's been three years since we started this journey, I am happy to say that as we near the end of this first part of our project that I am looking forward to working with everyone who wants to participate in the future effort. This material would not exist without the authors listed on the contributing author's page and I am truly thankful to everyone for the help and assistance pulling all this together.

Your humble Cat Herder,

Milton Murphy

July, 2017

INTRODUCTION: THE ISLAND OF EILEAN DUBH

Those That Came Before - Previous Civilizations on Eilean Dubh

The island of Eilean Dubh, home and hearth to the port of Tenkar's Landing was colonized (or, more precisely, recolonized) about 200 years ago by an unknown (and now fallen) empire to the north. There were few indigenous humans, demi-humans, and humanoids on the island at the time of colonization, and those that were there hadn't established any types of civilization larger than the occasional hamlet or forts built by the strongest among them. There were, however, a few major civilizations that existed hundreds, maybe thousands, of years prior. The following are the ones that are known.

The first of these was more advanced than the current technology level (think a mixture of Renaissance or and steam punk.) The Azagathians (as scholars refer to them) used constructs to dig deep under the island and built their civilization mostly underground. Remains of their above ground fortifications are seen all over the islands, a notable example being the Ruins of Azagath. What brought an end to them is unknown, as unknown as who or what Azagath was, but the ruins themselves are cursed places with craters, leaning towers, mutated creatures, and other horrors roaming the ruins.

The second civilization was very similar to Picts, a tribe that came from the far west. They settled the island, mostly avoiding the north, and their burial cairns dot the island. Some conceal entrances to a single chamber, others have many rooms and are many levels deep. Only a handful have been fully explored and many of these cairns are rumored to be trapped or cursed. In some places, the stones no longer mark the entrance to the burial chambers below.

A note on pronunciation

Eilean Dubh means **The Black Isle** *in Scottish Gaelic (**an t-Eilean Dubh**, pronounced [**ən̪ˠ-tʲelan d̪ˠ uh**]) for all non-native Scottish Gaelic speakers. The duh part, is not a duh as in he is stupid, but a 'doo'.*

And for those that wear the kilt on occasion, the knife you slide down your sock is called a sgian-dubh (/ˌskiːən ˈduː/ skee-ən-doo; Scottish Gaelic pronunciation: [s̪ˠ kʲɪnˈt̪ uh]), again, see the 'doo' in context.

- -–Alasdair Cunningham

The third major civilization in recent history is where we find ourselves today.

Environmental Conditions

The environment for the island is interesting and unique. Most of the time winds, weather, currents, etc. follow what can be considered "normal" for the seasons however there are parts of the island (and times of the year) where this may not be the case.

For a short period during the year, the winds alter and become hell for mariners in and out of Tenkar's Landing (at this same time the winds produce the namesake effect in Roaring Pass.) During this time preparations are made, hatches are battened down, and most folks just deal with it the best they can. Though there are a few names for these seasonal windstorms, many refer to it as Bazadan's Breath. It can vary in both intensity and season length year to year. Many remember particularly dangerous storms in history, speaking in hushed tones, worrying each year that the next one will be worse.

The island lies in the northern hemisphere and the planet rotates in a west to east direction around its poles, as our Earth does (meaning the sun rises in the east and sets in the west.) This causes a Coriolis effect which is the reason that a westerly wind often deflects to become a south wind in some locations on the island. Surface currents driven by the wind follow a general west to east trend, turning to southerlies at the south-east of the island. The waters to the north of the island are much

more calm due to the shelter provided by the island itself. The water to the south of the island is far more rough, with some really nasty conditions to the south-east. Seasonally, the winds increase in strength for a month or two in winter.

Throughout the year, the island has a temperate maritime climate. The proximity of other land masses cause a much warmer summer from time to time, and a much colder winter from time to time. This allows for a huge range of climates from the natural world, and it can be affected by arcane, divine, or just plain weird causes from unknown sources.

Local detail can be in direct contention with the general 'average' picture - funny little eddies in bays and at river mouths, weird stuff below ground or underwater altering things.

Religion on the Island

Church of Bazadan and Splinter Groups

Probably the most influential, especially on the north side of the island, will be the Church of Bazadan, "The Just One". Priests of Bazadan came to the island early in the most recent colonization when it could be considered a colony of "The Empire", but it has evolved to be a separate church with its own hierarchy from that of it's "parent" church. That empire has fallen but in what remains, the Church of Bazadan is referred to as "The Hand of Justice." These fragmented portions of the original Church each claims to be the pure form of its religion and declares others to be heretics, however none of them have the strength to overthrow the others.

Among common folk, the clergy are known as "The Just Ones" or "The Hands" and there is usually no distinction made between sects except among the faithful. Nothing is quite as exciting as watching a "Hand" disembark from a merchant ship in Tenkar's Landing (all sects make quite a show in public.) They have been known to come to blows with the local "Just Ones" at times. The "Just Ones" are invariably armed with long sword and shield (which is a requirement of their faith), and their shields are usually painted with a fist holding a sword upright. The "Hands" usually wield maces, but have been known to wield other weapons that have been bloodied in previous battle but now deceased heroes of the faith.

On the island and in the remains of the empire, Bazadan is worshiped, or at least prayed to on occasion, by members of the military, mercenaries, town guard and watch and the nobility. His name is invoked prior to any trial to ensure that justice is the final result. Followers of Bazadan, if true to their faith, find it difficult to lie, preferring silence to intentional deception.

Groups and Organizations

The Heretics of Sulinar

Within the Church of Bazadan* in the empire to the north, there was a Bishop Sulinar who was excommunicated for circulating a text considered profane by the Hierophant and the other bishops. The text pertained to the fate of the Azagathians - specifically it puts forth the idea that rather than (as is canonically taught) the Azagathians being smote by a just god for their hubris, he postulated that they in fact unlocked the secrets of the higher planes, and transubstantiated themselves into gods themselves. Supporting this view, he claimed to have relics and ancient texts in his possession that detailed the nature of their fate, and gave instructions on how the faithful could follow in their path of enlightenment.

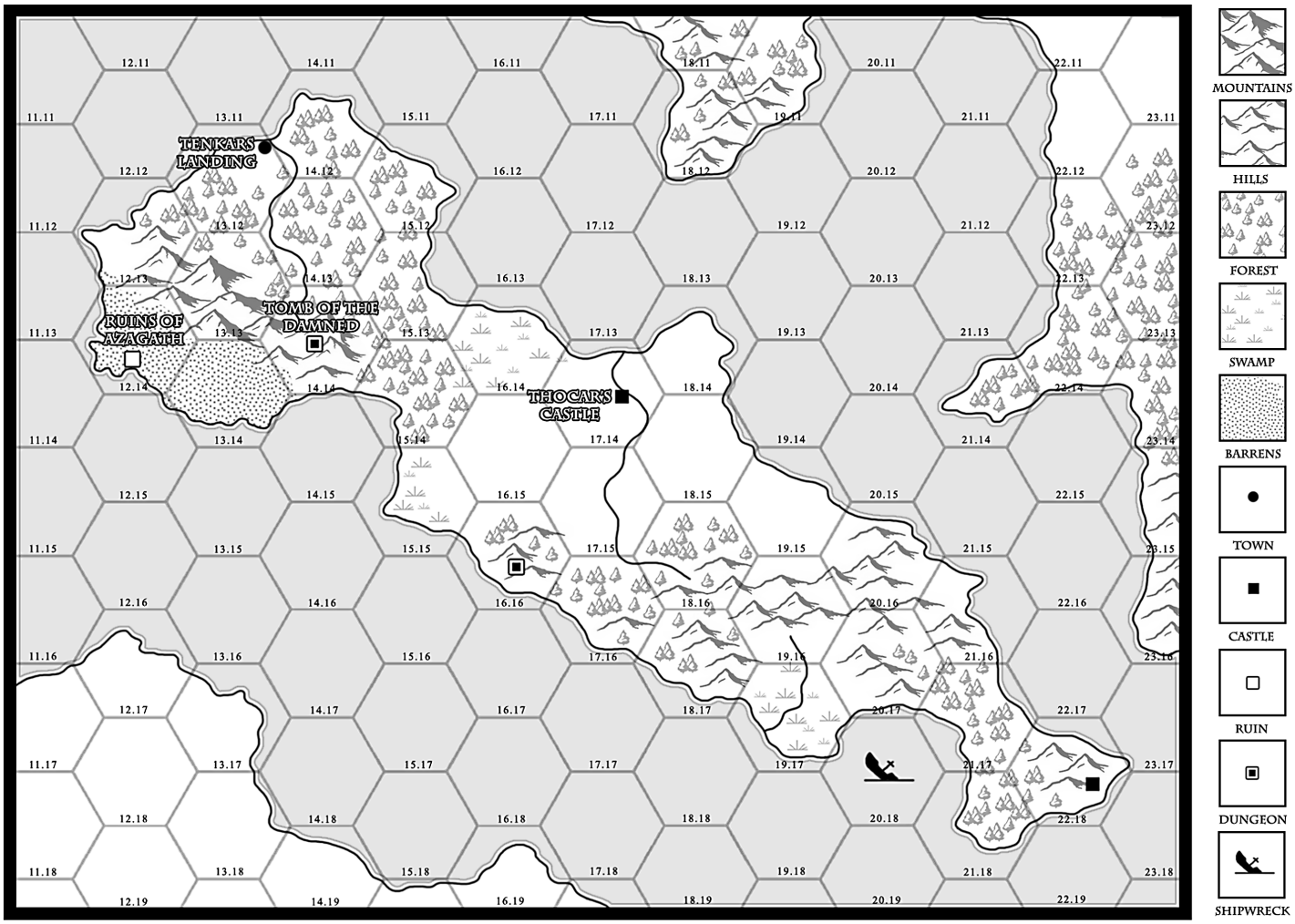
Subsequent to his excommunication, the Bishop Sulinar was arrested, tried and burned on a pyre made from the contents of his personal (and considerable library) in the hopes of quashing this heretical line of thought. However, it is known that the bishop was able to convert a number of his

fellows in the church before being exposed, and they reportedly have kept their identities secret. Despite the risk, they are committed to the great work, and so have carefully expanded their circle, and pooled their resources toward this end. There are also rumors that the Bishop knew that some day the Church would come for him and that he had copies of his texts and various relics stashed in hidden places but if so, then their locations died with him.

Adventurers that come to Tenkar's Landing are assumed not to have a particular opinion on the church's teaching one way or another, and so at times they may be approached by a elderly somberly dressed priest of Bazadan named Brother Nullus who secretly follows the heretical teachings of Sulinar. If Nullus feels the newcomers can be trusted, he will provide them with a worn map to a ruin somewhere on the island. He will pay well for any artifacts dating back to the time of Azagath - double for any tablets or scrolls in the old scripts. He will be checking for them at a tavern near the docks - and he will keep his word - although there is a chance (GM's discretion) that the next time the party returns to the tavern he will have disappeared. Inquiries will find that a few hours after he left, members of the inquisition arrived, asking after his whereabouts and compatriots.) The party seeking relics may find themselves targets of the Church or others who have an interest in Azagathian relics that have discovered Nullus' activities outside the Church.

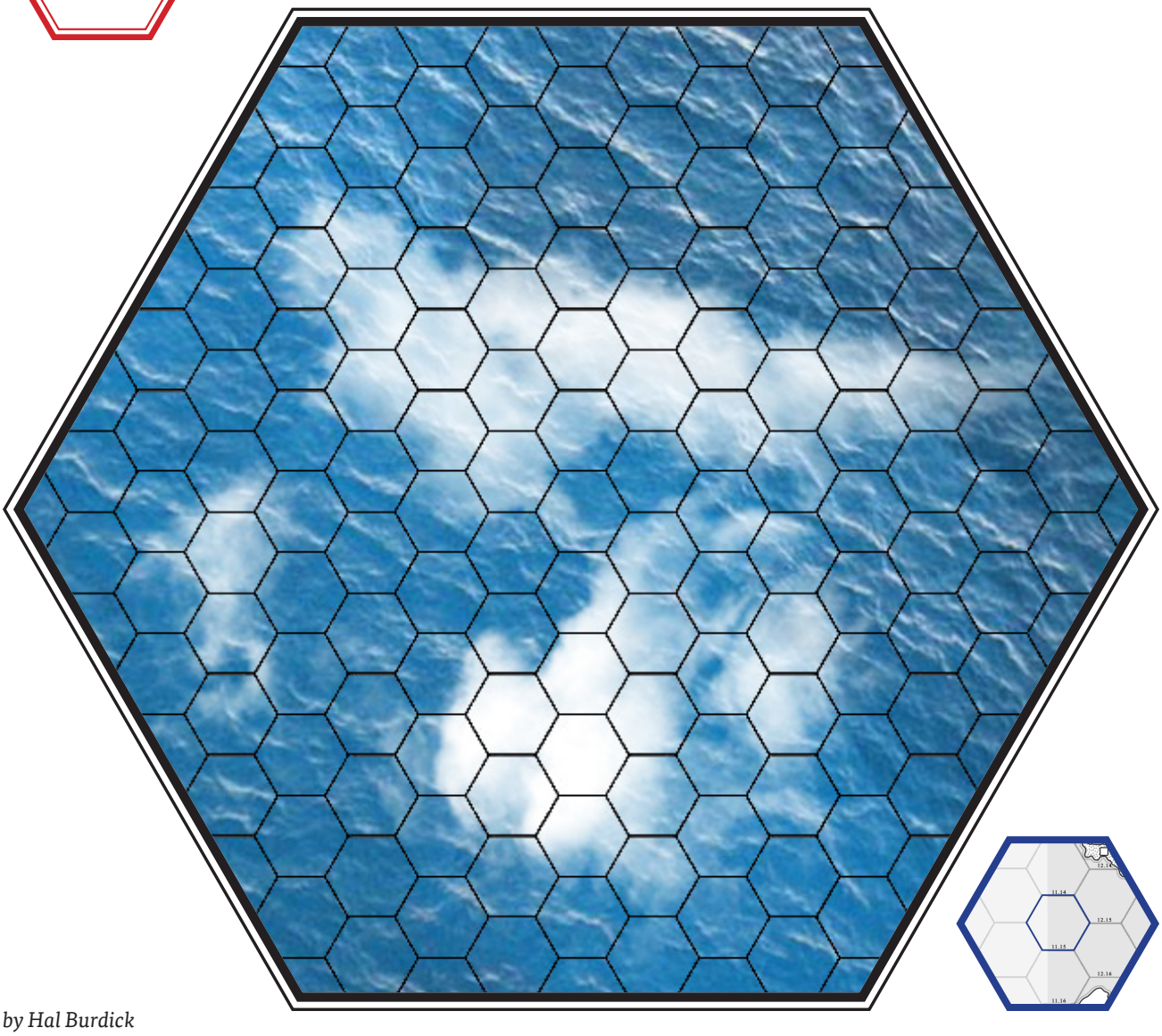
*Note this is the larger church of Bazadan, as versus the local Hand of the Just sect.

Eilean Dubh: the Black Isle



THE SHROUDED SEA

11.15



by Hal Burdick

This six mile diameter swath of deep water ocean is called the Shrouded Sea or the Veil of Catastrophe. Few sailors venture into its mists and those that due are usually fleeing a fate they deem worse than the Veil. They are usually wrong as many of the ships disappear forever or return as flaming husks with few clues as to what fate might have befallen the crew.

Gryphon riders or scrying eyes may see breaks in the cloud cover from time to time and only blue ocean is revealed when this happens.

If a ship does enter the Shrouded Sea, there is a 100% chance that they will encounter Tritons. This Triton war party will consist of 30 3HD warriors wielding heavy underwater crossbows (harpoon-like) and tridents. These warriors will be led by a 6HD captain and will be supported by 2 clerics - 1 5th level and the other 2nd level. The Tritons will not let the ship continue through the Veil without a fight.

They will hail a ship to parley with them. They speak elvish and their own language fluently. They speak broken common when speaking the humans.

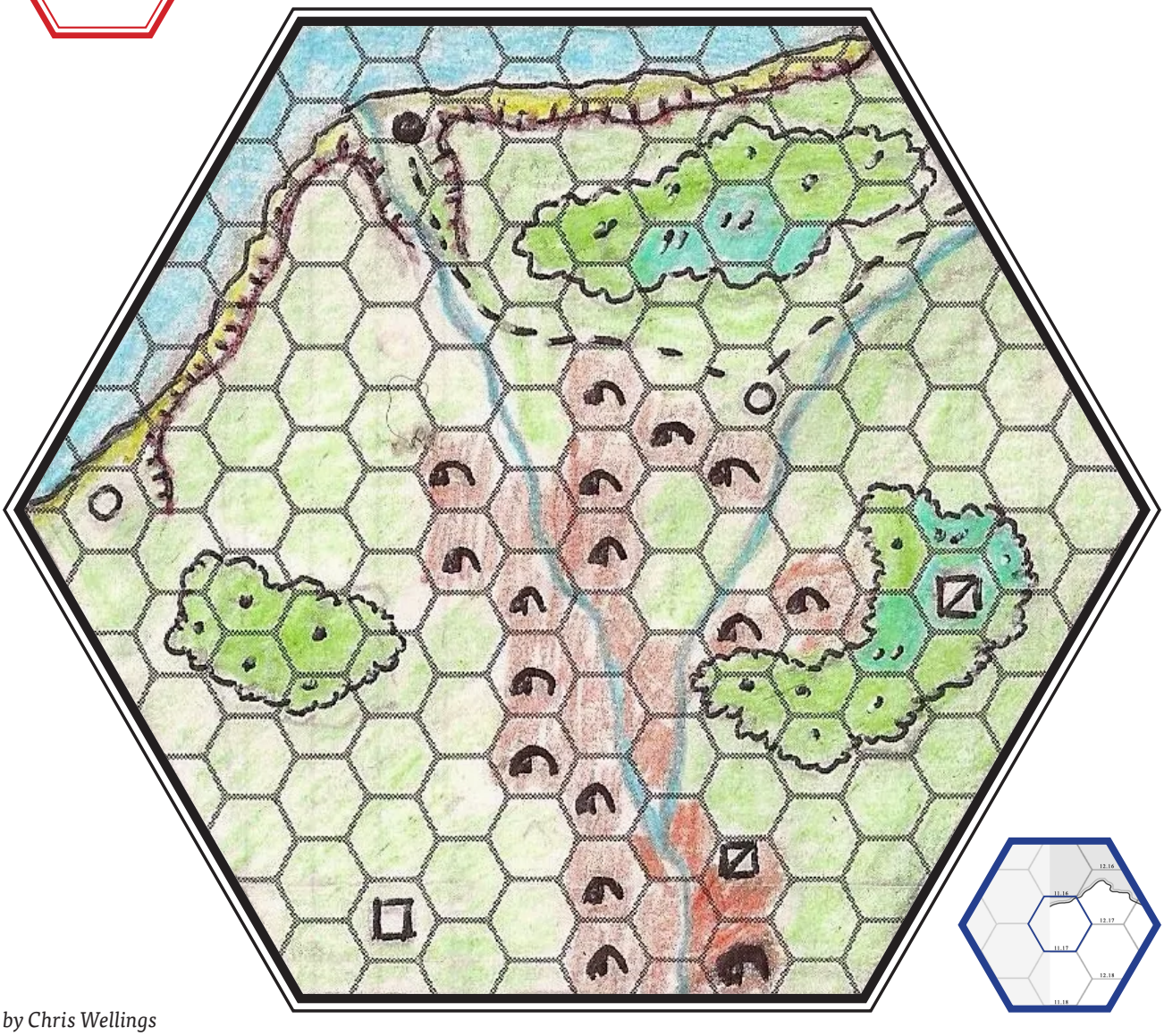
If combat ensues, the Triton party will seek to debilitate the sailors ship and leave them helpless in the water. Once the sailors raise their hands in surrender they will escort these captives back to the trade routes in other hexes and make sure that they are seen by a passing ship.

These Triton war parties can also be found in other areas of the sea around Tenkar's Landing. They seem to be concerned with protecting sailfish, the fastest fish in the ocean. They will attack a ship actively fishing sailfish and demand freedom for a sailfish that has been accidentally caught in another ships nets. This behavior of the Tritons is well-known among the fishermen of the region. This knowledge has also made the gentry of Tenkar's Landing covet the fish as a delicacy and foster a belief that the horn has magical seductive powers and can be made into love potions and powerful aphrodisiacs. The fins and horn of the fish CAN be made into a speed swimming potion that enables a land dweller to swim through the sea at nearly 20 mph. Though blazing fast for a swimming human, it is a light jog for a sailfish which can hit speeds up to 70mph.

The Tritons can be traded with and they seem primarily interested in trading for cold magic or potions and rings of fire resistance.

11.17

THE CASTLE OF THE CLOCKWORK COUNTESS AND HER CORVID CASTELLANS

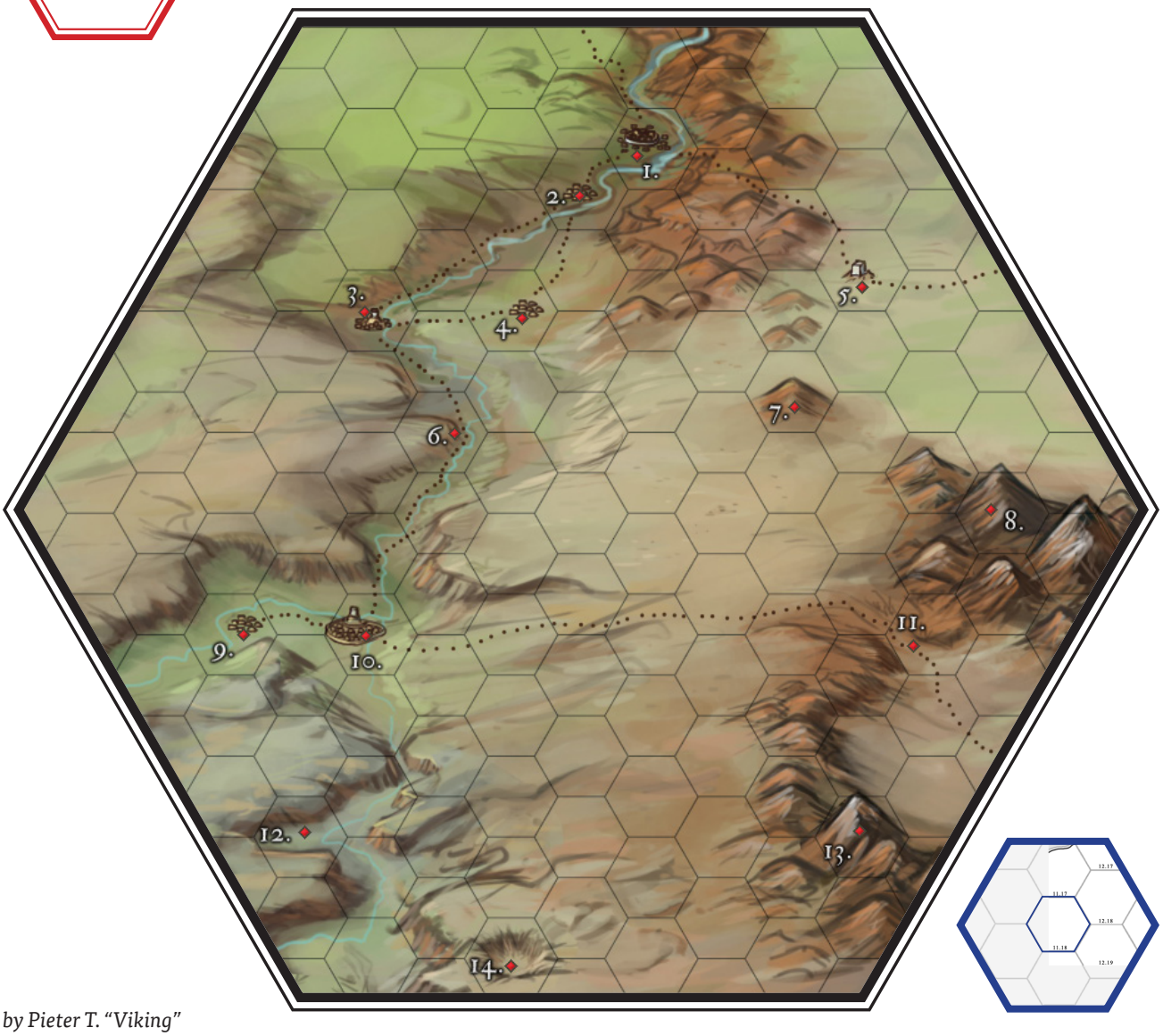


by Chris Wellings

The Castle of the Clockwork Countess and her Corvid Castellans.

IRONDUST REGION

11.18



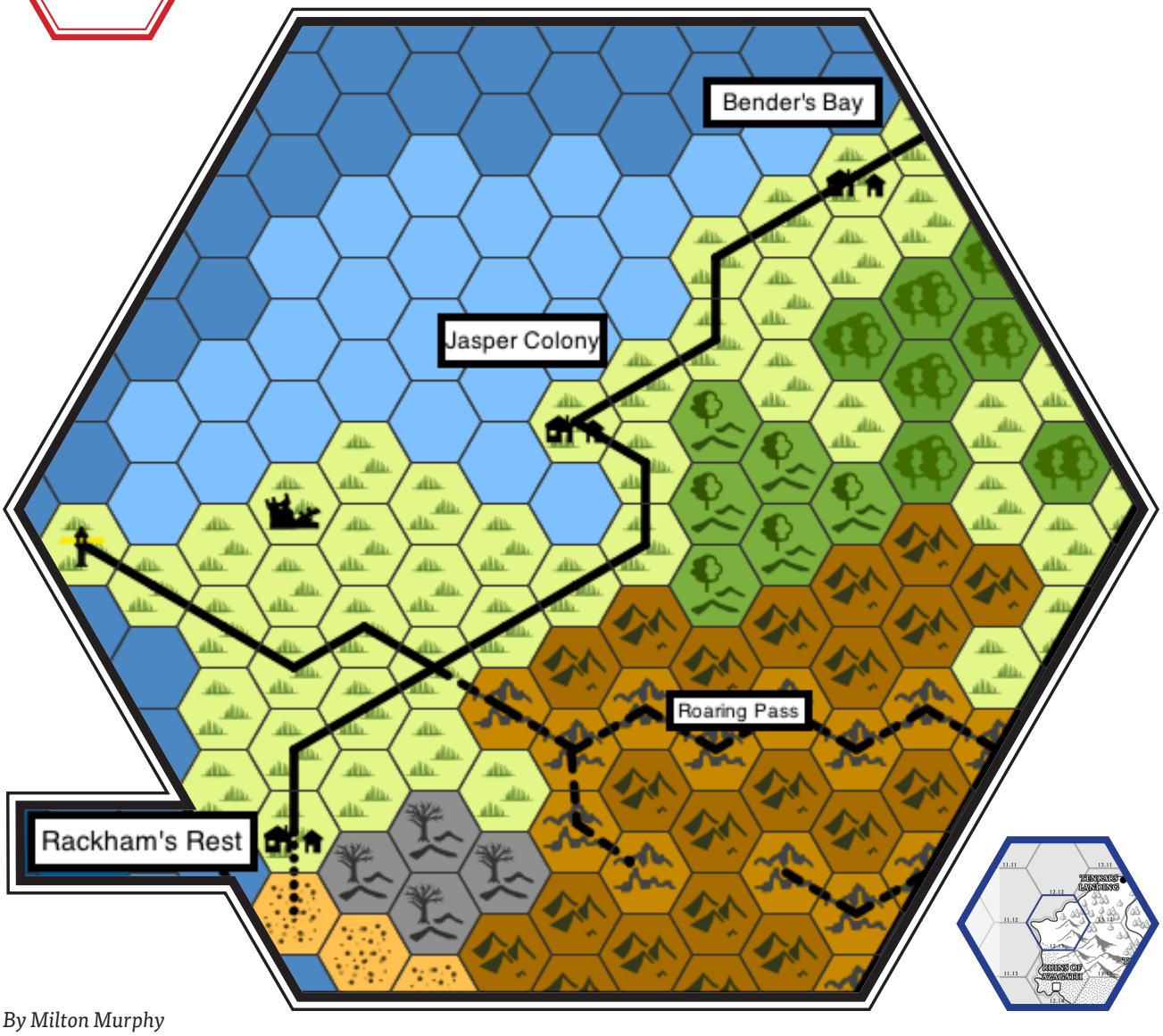
by Pieter T. "Viking"

1. **Finchstone**: Pop: 1700. A large town that thrives on the trade routes running north and south. Merchant companies have several warehouses near the docks.
2. **Oxpeace**: Pop. 225. This quiet village will known raises oxen and is known for its sandstone carved goods.
3. **Oakbend**: Pop. 330. A village well known for its spirits and highly coveted and beautiful weavings.
4. **Wheatbite**: Pop. 270. An unremarkable village, claiming to possess the deepest well in the region.
5. **Elfwent**: This ancient ruined elven temple, built before the forests in the area receded, is a pilgrimage site for the elves from afar seeking the eternal oak.
6. **King Cliff**: this cliffside has massive carvings of kings of old from a grander but long forgotten era.

7. **Dustmount**: This tired mount is rumored to contain the royal tombs of an ancient clan, but none seeking the truth of the matter ever return.
8. **Black Mountain**: This mountain, proud and ancient, is said to contain thousands of caverns, many with untold danger. It is said that a defunct ironwork here sullied the mountain with black soot.
9. **Farfence**: Pop. 210. This is the last known populated town along the river after the Abyssal-war. The brave, proud and the desperate dwell here.
10. **Devil's Crossing**: Pop. 2750. The uncertain origin of this small city's name does not detract from its importance as the wild but thriving capital in this region. The city mines exquisite gemstones and has prolific iron works which make it by far the wealthiest settlement in the region.
11. **The Ghost Pass**: Long ago, a fierce battle took place here and many of the dead have never fully left.
12. **Gnoll's Gully**: Many caves in this valley make for many gnoll dens. None travel here unarmed.
13. **Burnt Iron Peak**: An ancient dwarven citadel is known to exist here, although it is long abandoned.
14. **Unhallowed Hollow**: Of unknown origins, scholars postulate it was created by infernal forces.

SHINING POINT AND SURROUNDING AREA

12.13



By Milton Murphy

Introduction

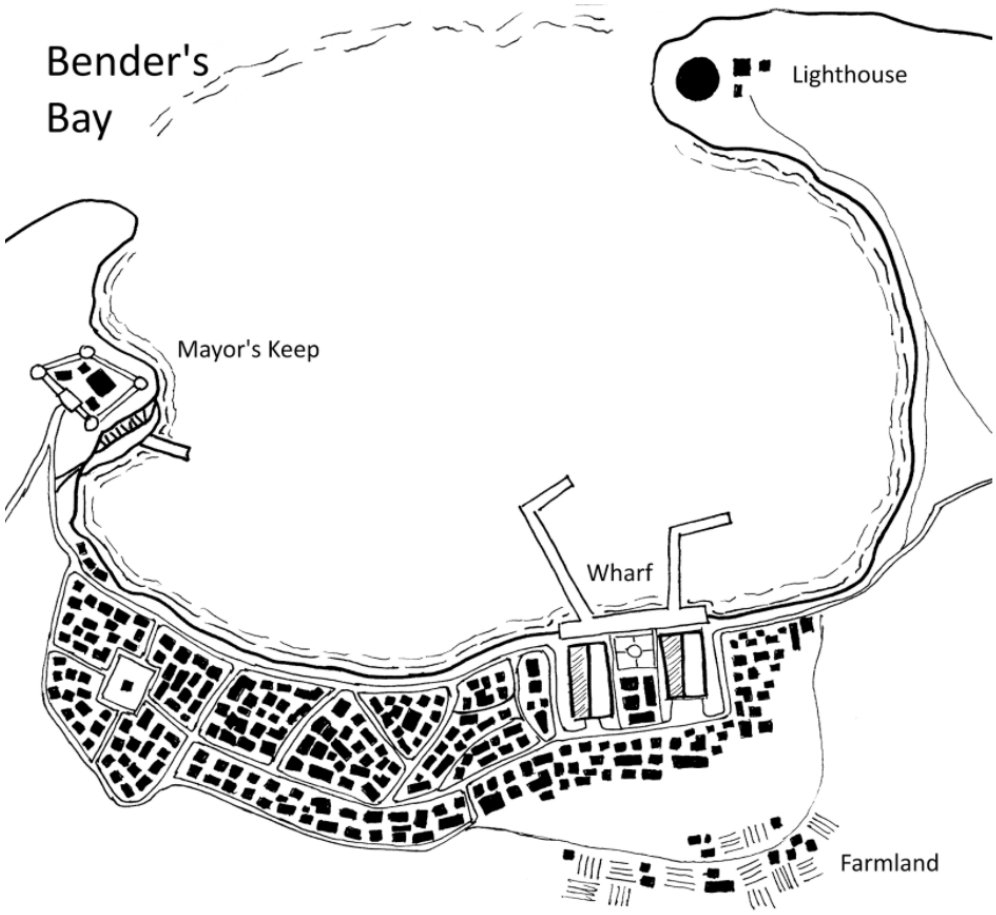
There is (like most of the island) a lively trade with the Landing. Industries in the area include

- Fishing on the coast and some shipping (their ports are not able to handle the large ships that would be bound for Tenkar's Landing but they occasionally get a smaller vessel that for whatever reason chooses to dock in a smaller ports.)
- Lumber from the forests to the east.
- Dwarven enclaves mining in the mountains to the southeast. There are also dwarven companies that deal in clay for the many potters that live in this part of the island and produce a large volume of clayware and art. The clay deposits here are the best to be found anywhere and bring valuable coin, but most "proper" dwarves look down on the "mudders" which is used as a derogatory reference to those that deal in clay.

- Guides for hire to lead expeditions into the wastelands.
- Salt collection and refining

Bender's Bay

By far the largest urban center in the area Bender's Bay provides an alternate point of import and export from Tenkar's Landing. However it's a much smaller port due to the shoals offshore that prevent larger ships from entering the bay. Still, for some smaller ships, especially those that wish for a harbor authority that is "flexible" about ships registrations and the goods that are loaded and unloaded use this port for various transactions that they wish to keep secret.



Shining Point

The lighthouse provides a point of reference for the ships that sail in from the north and are bound for either Tenkar's Landing or the eastern channel. Rocks extend out a mile from the Cliffs of Dond and make this area best avoided by vessels though some who have gotten close claim the rocks look like worked stone instead of natural rock. The Ken-tios-ti (see below) avoid this area as they believe it to be cursed.

The Lighthouse Ruins

On the northern coast, not too far from Shining Point are a collection of ruins that people assume are the remains of an ancient structure. Though there is no specific evidence of it having been a lighthouse, folks call them the "Lighthouse Ruins" because of their proximity. People who have ex-

plored the area report having found small clay shapes some of which are recognized as animals but others that cannot be determined.

Jasper Colony

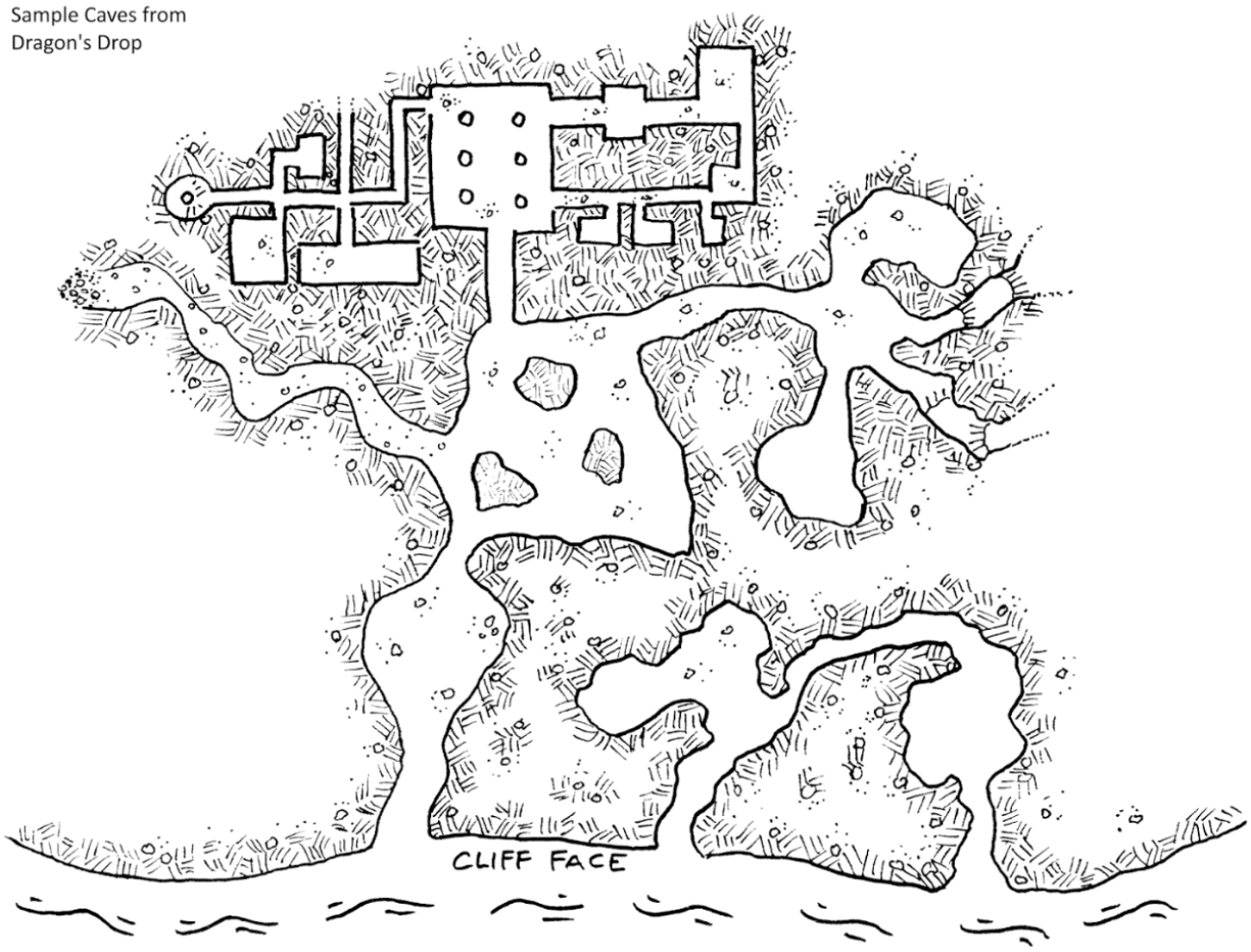
Jasper Colony is a village on the north coast overlooking the open ocean. Establish as an art colony many years ago, the city has grown with the discover of a source of superior quality clay at the foot of the Shattered Mountains. If you drink from a cup or eat off a plate on the island there is a good chance that it came from the kilns of Jasper Colony and most of the town works in this industry (although there are other artists that work in various mediums here as well.)

The Artisan's Guild maintains a good relationship with the dwarven clan that mine clay for them. In addition, they look to the dwarves to provide counsel on the city defenses and populate the watch.

Cliffs of Dond

As one travels west the coast rises from the shore to a height of a few hundred feet where there is a sheer cliff drop to the crashing waves below. The locals sometimes refer to the cliffs as "Dragon's Drop" because of the legends that dragons once nested in the caves that dot the cliff face. As you continue west the coastal cliffs quickly give way to the barrens. A lighthouse is at the highest point of the cliffs.

The cliffs rise 250 feet above the water then another 50 feet below the water surface. Caves dot the cliff face both above and below the water. Radiating out from the cliff face are columns of rock some



of which stop just below the surface, others just break the surface. These columns supported statuary at one time of various sea gods intended to protect the island but have since crumbled and fell to the bottom of the columns. Among the columns spirits in a form that look very similar to mermaids (except where the should have hair they have long trailing strands of algae) can be seen flitting to and fro but never leaving the immediate area. These spirits are referred to as the yawkyawks by the Ken-tios-ti and are the primary reason they do not venture into the area around the cliffs.

Dragon's Drop Caves

The caves were indeed dragon nests at one time, but the caves themselves were around long before that. The caves lead deep into the core of the island forming a labyrinth of winding passages. Glowing larvae and crystalline outcrops line the walls of some of the caves as you go deeper where it gets warmer due to thermal activity under the islands. Curiously some branches of the passages seems worked while others are natural. Occasionally the passages open up to caverns.

The cave system is mostly treacherous and part of it is submerged with some passages opening to the cliff face.

The Ken-tios-ti

There are four Ken-tios-ti villages off the coast of the island between Bender's Bay and Tenkar's Landing.

In body, the Ken-tios-ti resemble lithe humans with features adapted for marine life. Hearing organs lie flat against their heads and in addition to hearing also serve to detect movement in water as far as 100 feet (as long as there are no obstructions.) Their eyes are large, almond shaped, and set slightly back on either side of their heads giving them a larger than human peripheral range of vision. Their range of sight plus the ability to sense movement in the water makes it almost impossible to sneak up on them under water. However, their senses are greatly diminished if they are out of water (which they can be for up to two hours before needing to return to the water.) Gills run along their sides just above the hips. Their elongated fingers (and toes) are webbed to help them swim underwater however are dextrous enough for them to wield tools and weapons as necessary. Their skin is hide-like and they have the ability to camouflage themselves and blend into the background (though not perfectly.)

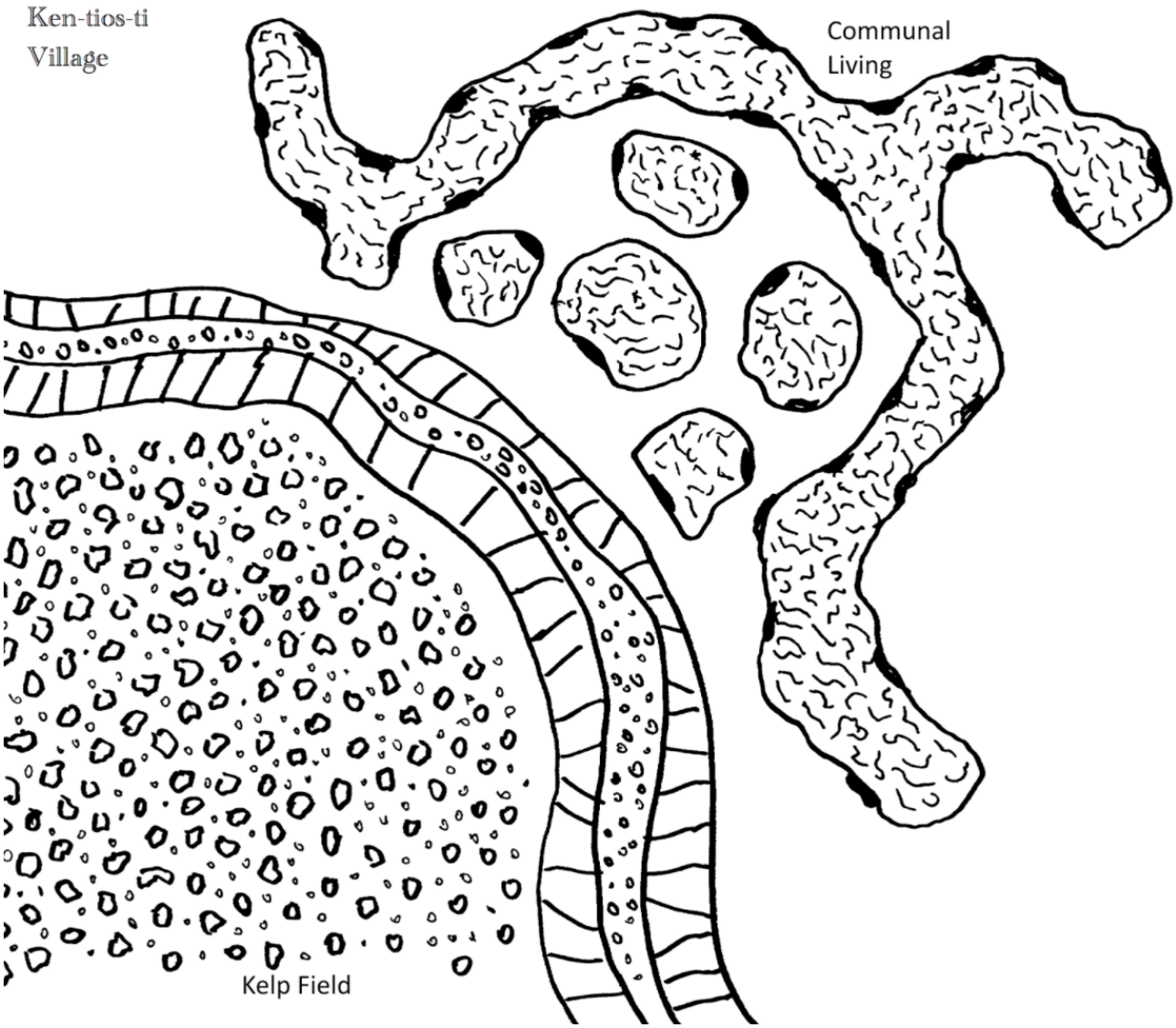
When born, the Ken-tios-ti are androgynous with their gender being fixed at puberty. While the village population do mix freely during the day, they separate at night with the women and children in the center of the communal living structure and the males at the outer points. The only exceptions are when they are mating then the males and the females co-habitate for three days (which happens once every three months.) The village as a whole takes the responsibility of raising the children with everyone pitching in when needed. The leadership of the village rotates among the elders (both male and female) changing every 6 months or so and is mostly a pragmatic solution in the case someone needs to speak for the village or mediate a dispute.

The Ken-tios-ti have mostly had relations with the coastal city of Bender's Bay though some are now traveling as far as Tenkar's Landing. The Ken-tios-ti started by trading with some of the sailors - salvage from sunken ships, coral, ivory, etc. They are expanding though trading some of the kelp harvest, fish, and services such as fishing guides, guarding vessels from underwater, etc. The younger Ken-tios-ti seem more interested in interacting with the "on-landers" as the Ken-tios-ti call the people who do not live in the sea. Sometimes a trading company will attempt to hire a Ken-tios-ti to retrieve a sunken item or attempt to find a sunken vessel. Generally the company will need to barter with the Ken-tios-ti since the underwater people have no interest in money (though many Ken-tios-ti are noticing more and more how the "onlanders" seem to be preoccupied with the "pretty glass" and "yellow metal" that occasionally come from salvage.)

Shining Point and Surrounding Area

The Ken-tios-ti are a spiritual people that tend towards the pragmatic. Their goddesses (for they seem to have no male gods) generally center around the things that are most important in their daily lives such as their environment, food, security and death. Here are some of the major gods.

- Scarvoola is the goddess of harvest. Small shrines are built all throughout the kelp fields asking her for a bountiful harvest.
- Jiensto is the goddess of beasts and the world (which for the Ken-tios-ti is the sea.) Prayers and rituals are conducted for anyone leaving the village hoping for safe travels, smooth currents, and safe return.
- Chenskar is the goddess of aquatic beasts. After any kill, short prayers are offered up thanking Chankar and the creatures for their sacrifice to sustain the village.
- Zikdai is the ruler of Ken-tra, the after-life. This realm is arid, desolate, and endless (the name means literally "without water") where a Ken-tios-ti must travel alone one day for each transgression of his or her life. Many of the most faithful do not travel to the island because it reminds them of what they think Ken-tra must be like.



The Shattered Mountains

This collection of mountains show evidence of some cataclysmic event in its past. Obvious, even to non-dwarves, are the crags and jagged chasms and occasional crater that marks its surface.

It is rumoured that the dwarves that mine these mountains have found a kind of ore that they cannot work no matter what methods they try. It is said they secretly seeking assistance from others on how to do so by either magical or mundane methods. The dwarves have neither confirmed nor denied these rumors simply stating that dwarf business is no one else's (but there does seem to be a higher than usual level of security in the mountains.)

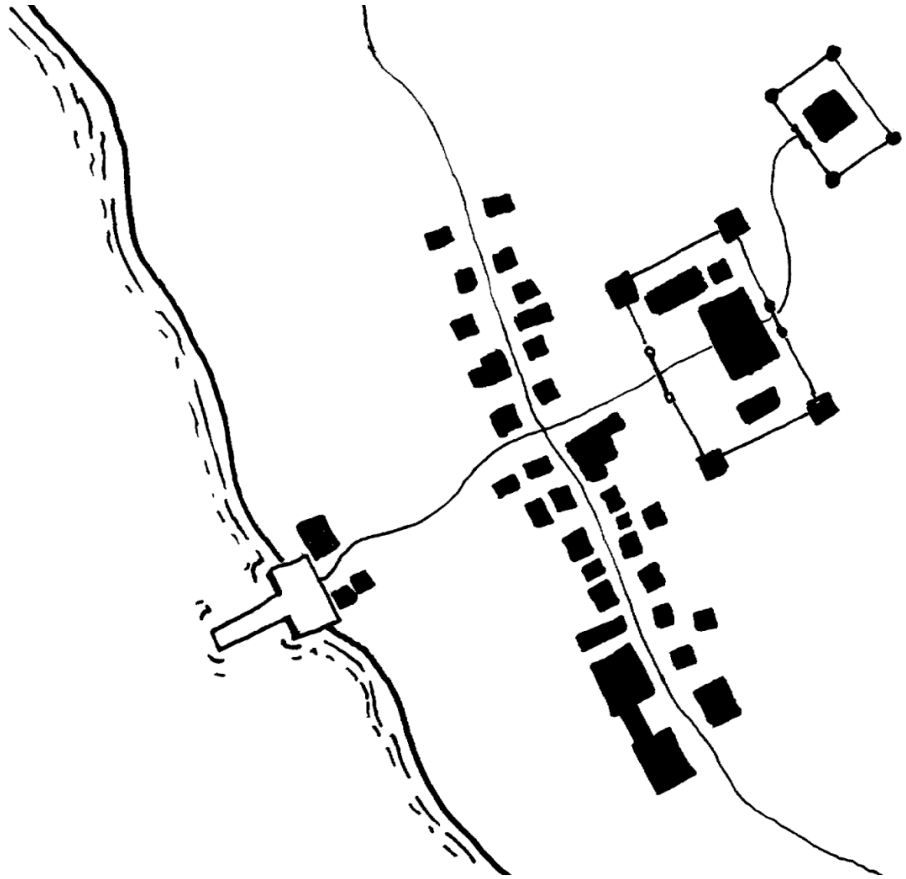
There is a northerly pass through the mountains that is easily traversed. Roaring Pass provides a route to the south so that travelers do not have to travel through the barrens or go all the way north to the coast road.

There is a southern pass but this is blocked by a group of low mountains and so travellers rarely take that path because there really isn't anything to gain... except for the rumor that the two paths on either side of the mountain were well travelled because of the path that went under the mountain. No one has found this rumored underground path.

Rackham's Rest

The town of Rackham's Rest is on the bottom of the western coast. Rackham's Rest is a small town whose proximity to the barrens and the dead forest make it unappealing as a place to settle but there are two industries that support it.

First, there are guides and outfitters that cater to the folks that come through the area seeking the Ruins of Azagath. Many seem to have some connection with people who went there and lived to tell



the tale. Others won't discuss the ruins at all and if pressed will tell tales of spirits and other weird happenings from the barrens.

Second is the salt industry. The salt flats that cover the barrens provide a livelihood for Jelemeh Trant and the people that journey into the flats to reap the salt that is deposited there. This is by far the largest industry in this small town with more than half the town's population doing the back-breaking work. In addition to its culinary uses salt is also sold and traded for preserving meats and fish, use in the ceramics production in Jasper Colony, tanning hides, etc.

Ships do come to the town for trading goods however they cannot approach the shore due to the shallow water. They anchor offshore where they are attended by the folks manning the dock station at the town's small pier.

Near Rackham's Rest is an area known as The Dead Forest. Dead trees and barren hills lie in about a 2 mile area between the town and the mountains. Craters pepper the area from some event that occurred back before anyone can remember. Further evidence of the event can be seen in the mountains to the west (the southern part of the Shattered Mountains).

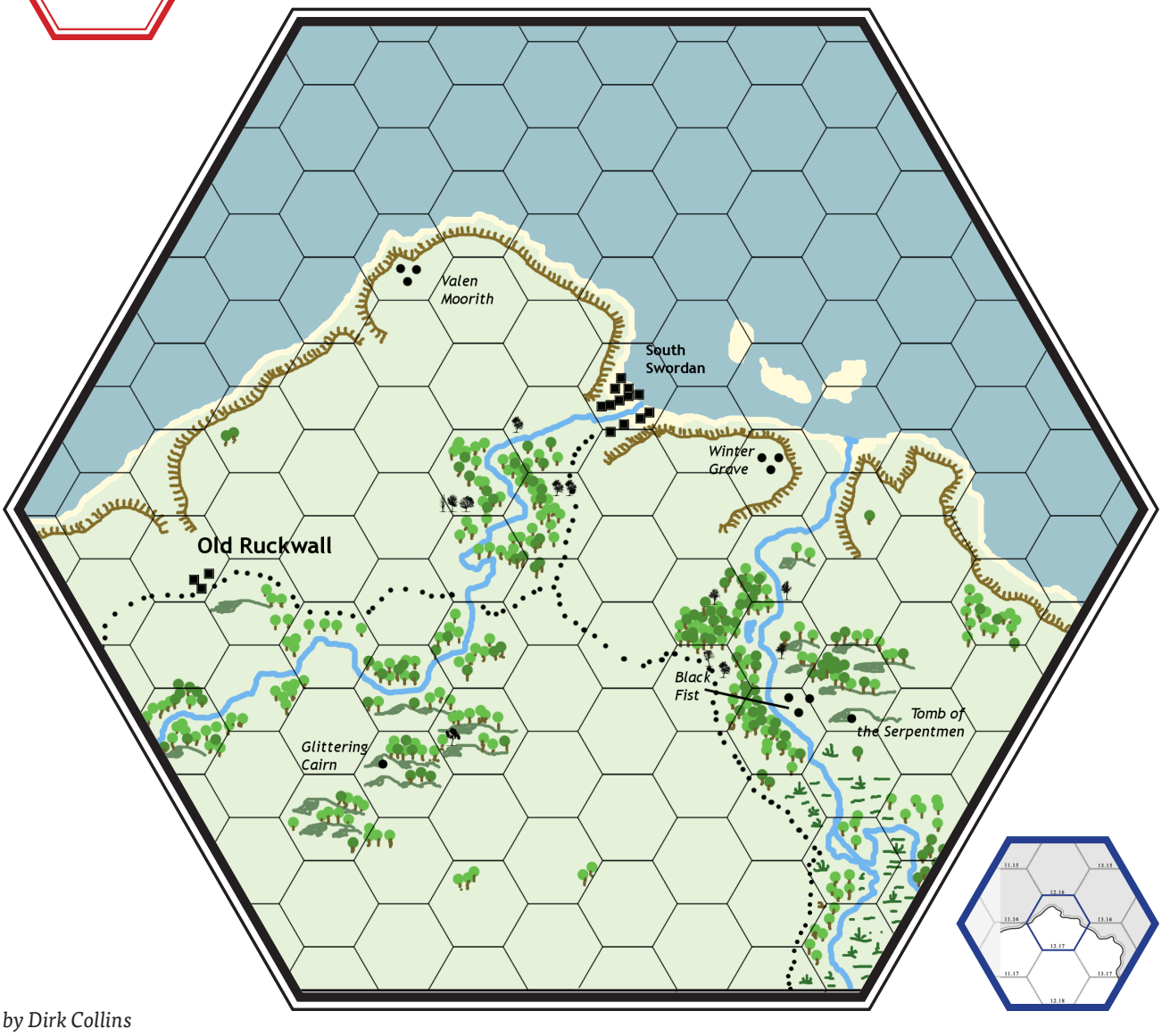
The town itself was founded by legendary pirate captain Jane Annabel Rackham who settled here when she retired. The enormous crypt where she is laid to rest overlooks the sea and is rumored to have clues to a secret fortune stashed somewhere in the area. Many townsfolk dismiss the notion of a 'lost pirate's treasure' as pure fantasy suggesting that Rackham would have handed it down to her heirs (of which there are several in town) if it existed. Others believe that it does exist saying that the crypt contains clues that point to the way, the most intriguing of which is that it seems the crypt is not Rackham's final resting place because there is no body in the crypt (which has been confirmed by more than one person curious to find the alleged lost treasure.) A common saying in the town goes "you'll sooner find where Rackham rests" meaning that whatever you're setting out to do is probably impossible and you'd have a better chance of finding the pirate captain's final resting place than accomplishing your goal.

The Glass Needle

A slender, 20 foot tall obsidian monument stands within the barrens to the south-west of Rackham's Rest. The monument's surface is smooth and unweathered even though it has been here, exposed to nature's elements, for as long as anyone can remember. Strange symbols are carved into the monument and are made stranger still by their resistance to translation by even the most skilled wizard or linguist. Some of the guides that travel through this area swear they have seen a glow coming from the symbols or the tower itself at certain times of the year.

SOUTH SWORDAN

12.17



by Dirk Collins

South Swordan

Barbarian Fishing Village

Population: 690, with fifteen shops including a Two Jewelers, an Ox Keeper, a Wheel and Cart Shop, A Water Taxi or Boat for Hire on the docks, Two Guarded Warehouses, a Yoke Maker, A Sage, A stirrup and saddle maker, A Sandal Maker, A Woodcarver, A Fur Trader, a Boat Builder, and a Miller. There are Three Taverns and Two Inns here as well...

- The House of Good Food, Tavern.
- The Hungry Seagull, Tavern.
- The Herder's Keg, Tavern.
- Warlord's Rest, Inn & Tavern.

- Three Sailors Inn & Tavern.

Almost every able bodied adult male is part of the town militia, available on very short notice. Many of these young adults would be interested in hiring on with an adventuring party as mercenaries... after testing the parties bravery, of course. Often though, the entire town militia simply sails off for a few weeks in small fast sailboats and raids distant coastal waters and lands including the Isle of Tenkar's Landing. Piracy. Robbery, Theft and Looting are acceptable professions for locals, and it is said that no youngster here is considered an adult until he has taken another man's wife, stolen another man's mount, and forced another warlord to surrender and plead for his life. There is a 1 in 3 chance (1-2d6) that the majority of adult males are away raiding and pillaging, if so there is a 1 in 6 chance every day after that, that the raiding fleet will suddenly return with much loot, slaves, celebrations and carousing.

Barbarian Militia

- 108 1 HD Light Foot Levy, no armor AC 9 , armed with spears 1d6,
- 30 2 HD Beserkers armed w/ great scimitar 2d6, wearing brigandine armor AC 6
- 12 3 HD Elite Guard, +1 Spears 1d6+1, wearing brigandine armor AC 6.

Town Siege Equipment:

- 1 Onager - 2d6 stone projectiles, Range Incr 120, crew 2,
- 1 Ballista - 1d10+6 large bolt projectile, Range incr 150, crew 1
- Morale Veteran, +1 on all morale checks.
- Led by **Danithar Shieldsong** a Barbarian Fighter Lvl 15, Man
  HD 9+12 HP: 60 Has a Potion of Clairaudience, +2 Brigandine Armor AC 4, and a +3 Scimitar 1d8+3.

Old Ruckwall

Barbarian Hamlet

Population: 200

With four shops, and one Inn & Tavern. There is a Smoke House, an Open Air Market with 3d6 stalls/tents and a Blacksmith. This town has only three wooden buildings, the Smoke House, the House of Song, and the Warlord's Great Hall. The remainder of the people that live here, live in tents made from the hide of herd animals... They are nomadic, and 25% of the time, the town only has a population of about 30 or barbarians as the rest of the people here have relocated close to a large herd to hunt.

The House of Song, Tavern & Inn

Barbarian Militia

- 36 - 1 HD Light Horse Militia, Leather armor and a small steel shield AC:6, armed with spears & hand axes 1d6,
- 32 - 3 HD Horsebowmen armed with a composite short bow 1d8+1 and Scimitars 1d8, No Armor, AC 10
- Led by the **Horse Lord Yamzur**, Lvl – 8 HD: 8 HP:51 AC: 6 Armed with a Scimitar 1d8, a +1 Buckler, and a +1 Composite Shortbow 1d8+1. He is wearing Leather Armor and has a Potion of Growth, as well as a Ring of Truth.



The Glittering Cairn

Dwarven Stronghold

Population: 5,087

Home of the Seven Clans.

- The Dragonhammer Clan – The Best Warriors
- The Greyhammer Clan – The Best Stonemasons
- The Wyvernsmith Clan – The Best Artisans and Craftsmen
- The Oakenbarrel Clan – The Best Brewers
- The Caveboot Clan – The Best Miners
- The Hillboot Clan – The Best Traders and Merchants
- The Graniteshard Clan – The Best Beards

A full stronghold in full splendor. The Glittering Cairn is a welcome refuge for the small folk of the Southern lands. It's location near the coast makes it a great trading hub, and underneath the sleepy hills is one of the true entryways into the heart of the earth. The Caveboot clan has mined deep into the darkest recesses for wealth and jewels, and the Hillboot clan travels far and wide trading Dwarven crafted items and treasures for rarities and exotic goods that are brought back for the

folk under the mountain. If one plans on visiting the Glittering Cairn bring plenty of coin for there is something to be found for everyone... beware the deep passages though, for it is easy to lose your way and find yourself in hazardous caverns far from the protection of the friendly Dwarves here...

Resources: Iron Steel, and Mithrel weapons and Armor, Tools, Raw Iron Ore, Gold, Platinum, Zinc, Petroleum, Lead, Clay, and Marble, Oakenbarrel Ales, Meads, and Wines. Every once in awhile precious gems are also found in the depths here as well...

Notable Inns and Taverns Here:

- The House of Burning Ale
- The Flying Bowman Tavern
- The Black Halfling
- Fish & Scotch
- The Sleeping Orc Tavern
- Lamb & Ale
- The Happy Minotaur Alehouse
- The Red Warrior Tavern & Inn
- The Swordsmen Tavern & Inn
- The Brave Pick Inn
- The Golden Gnome Inn
- Four Lords Inn & Stables

Valen Moorith

Ruins of an Elven Settlement (With Castle & Dungeon)

Condition: Partially Sunken
Covering: Fallen Rocks and collapsed buildings
State: Partially Operational
Keeper: Dragon

The most prominent feature of this ruin, easily visible from any adjacent sea hex is the enormous 100' tall, 30' Wide, 20' deep stone statue of the elven princess pointing her hand due west. The statue is buried almost up to her knees now in earth so only the top 80' is still above ground, and she is tilted and pointing slightly down so it looks like she is pointing to a spot under the sea. In ancient times, a large bonfire was ignited in her crown, and the statue served as a lighthouse for the long forgotten elven sailors. There is an internal stairway, dangerously unstable filled with loose rubble, stone bricks, and rock, which leads up to the crown. The Isle of Tenkar's Landing is visible on a clear day from the crown of the statue.

The main Castle ruin consists of a Great Keep right on the cliff side with four towers, an outer wall, and a moat. What remains of the city includes almost one hundred structures, or buildings, many of which are multi-storied, and two major temples at the top of the cliffs. Passageways with stairs and ramps are cut into the earth that lead down to the beach. There are 25 subterranean rooms and chambers, This includes two more abandoned elven temples, several large store rooms, as well as including two secret sealed elven noble tombs, and several large caves and caverns with entryways right down at the beach that includes an enormous cavern where a dragon has taken up residence.

Some of the subterranean chambers have balconies that open directly out toward the cliffs. Most of these are overgrown with flora and the rooms themselves have been looted and long abandoned. There is a remote chance, only 1 in 10 of having a significant find in any of the subterranean cham-

bers.

There are many areas of unique magic within the subterranean chambers, and the entire area including the town ruins at the top of the cliff has a proliferation of beautiful statues many of which are magic. Roll a d6 whenever a statue is encountered. 1-2 Magic Statue, 3-6 Normal Statue.

ROLL 1D12	MAGIC STATUES
1	*Male Elf Warrior with a shield, missing a sword arm. If the arm is located and replaced The statue will shapechange into an elven Warrior Lvl 12, HD 12, HP 74, AC: 3 Armed with a +2 Elven longsword and +1 shield, and will serve the replacer for 1d20 days.*
2	*Female Elven Servant. Will animate and serve the first player character she sees for 1 day as a servant, cooking, cleaning, and carrying anything the player cares to have her carry. She is armed with a dagger 1d4 damage, AC:9 HD 1, HP 4*
3	*Statue will animate and hold out a scroll of Hold Person for the closest player.*
4	*Female Elf Wizard, Will animate and serve player for 1d6 days. Lvl 5, HD 3 Hp 16 Spells: 1) Detect Magic, Magic Missile, Read Magic, Read Languages, 2) Invisibility, Continual Light, 3) Dispel magic*
5	*Statue will animate and give player a random map (GM Roll up an ancient map for the player)*
6	*Statue will shapechange into a giant eagle and fly away.*
7	*Statue will animate and cast a 4 HD Lightning Bolt at the nearest Player.*
8	*State will animate and offer nearest player a scroll of Raise Dead.*
9	*Statue will animate and offer nearest player a scroll of Stone to Flesh.*
10	*Statue will animate and point South to Toward the location of another ancient elven village.*
11	*Statue has a missing eye. Statue is elven male/female thief/fighter/wizard/ranger, Statue will shapechange and serve player for 1d30 days if a false eye is placed into the statues eye socket.*
12	*Statue may animate and answer questions. roll a d6 and if a 1.Thief/2.Fighter/3.Wizard/4.Cleric/5. Druid/6.Ranger is present and approaches the statue (Comes within 10') the statue will animate, answer questions and advise that player of the appropriate class for up to 1 hour per day.*

The Black Fist

Abandoned Wizard's Tower

Tomb of the Serpent Men

Ancient Reptilian Ruins

Winter Grave

- Castle Ruins (With Dungeon)
- Keepers: Undead
- Unusually Cold Dungeon
- One or more portals to Cold or Icy Domains

Winter Grave Dungeon for Level 5-15 characters

Beneath the ruins of an ancient stone castle, an age ago, deep underground here, a demon accidentally opened a gate into the Ice Realms and was promptly eviscerated by an angry demigod from the Frost Worlds.

The Frostling Demigod then expanded his Realm, and fought the Lords of the Earth for control of this subterranean place. In one of the great cataclysmic battles of which surface dwellers were mostly unaware, the Frostling demigod ripped a great ice fissure through the earth, and with a great earthquake split this castle dungeon here into two separate dungeons. The cold seeped in from the mighty depths, and death claimed many of the castle inhabitants almost instantaneously in a dazzling moment of stupendous cold. Slowly the castle decayed, ...and even more people in the castle died in the following years due to frequent unusual freezes. Finally, having enough unexplained deaths, the remaining wise inhabitants fled the castle fearing for their lives ...but for those that death claimed, they did not remain dead for long. The Frostling Demigod used necromancy to re-animate them. He brought the castle dead back to life just so they could then use them to guard the permanent Frost Gate in the depths of the Earth that leads directly to the Icy Realms of Cold. People sud-



denly die frequently for no apparent reason if they rest anywhere near this ancient ruin. None of the locals will come anywhere near this place. It is desolate, and forgotten. It is known only as The Winter Grave, and sometimes it is said, the elderly barbarians will make a one final pilgrimage here seeking out a final resting place.

Being in the Realms of the Frostling Demigod.

Each hour the players remain exposed to the cold in the dungeon without having a source of warmth or heat require them to make a saving throw versus their Constitution. Torches don't count as a heat source for this check, the players must build a bonfire, wear winter clothing, or be magically warmed. If they fail their saving throw, they temporarily lose 1 Con. If their Constitution is reduced by 1⁄2 it's total amount the player must make a 2nd saving throw versus wisdom. If they fail this, then hypothermia sets in and the players will automatically lose one point of constitution and one point of Wisdom every hour until they are gently warmed or die. A player will die if their constitution reaches zero, and they will become unconscious if their Wisdom score reaches zero before their constitution score reaches zero. For every hour that players remain close to a source of warmth, they regain 1 Con and 1 Wisdom.

Most of the corridors in the dungeon itself are 5' wide and 12' tall. The rooms and chambers typically have a 16' ceiling except for any of the Great Halls which feature rounded 40' ceilings. The floor is covered with slick ice patches. With any strenuous activity or combat during a round roll 1d6, with a 1-2 indicating the player must make a saving throw versus Dexterity or slip and fall. It will take 1d2 rounds to get up again, and while getting up the player attacks at -4 and attackers gain a +4 to-hit bonus. Wearing crampons and using ice climbing poles and/or studded boots or using a studded staff will negate the slippery effects of the slick ice that is prevalent through most of this dungeon.

Map Key

1 – Storeroom 25'x40'

The entry stairway leads to a large storeroom with a 30' ceiling and large shelves that hold a wide variety of mundane goods, most of which have decomposed or is otherwise useless. A careful and extended search however will reveal the following mundane trade goods in good condition sealed in ice coated wooden boxes:

- Clothing 100 pair - Womens' Cotton Pants, 1 Sp, 1 lb.
- 20x Woman's Silk Head scarf, 5 Gp, neg
- 20x Womens' Woolen Pants, 5 Sp, 1 lb.
- 50x Baldric Belt, 7 Sp, 1/2 lb.
- 20x Deep Red Cotton Sash, 1 Sp, neg
- 4x Brocade Doublet, 8 Gp, 1 lb.
- 23x Cotton Cloak, 3 Sp, 2 lb.
- 40x Leather Vest, 3 Sp, 1/2 lb.
- 20x Leather Pants, 8 Sp, 1.5 lb.
- 10x Leather Warrior's Shirt, 5 Sp, 1 lb.
- 12x Blue Leather Warrior's Shirt, 5 Sp, 1 lb.
- 24x Womens' Leather Pants, 8 Sp, 1.5 lb.
- 6x Womens' Exquisite Leather Shoes, 25 Gp, 1 lb.
- 10x Leather Leash and Muzzle, 8 Sp, 1 lb.

- Jewelry Fine Golden Pendant, 158 Gp, .1 lb.
- Silver Locket, 9 Sp, .1 lb.
- Elaborate Shell and Wooden Bead Necklace 7 Sp, .5 lb.
- Wood and Gold Bead Necklace, 1 Gp, .5 lb.
- 2x Gold Headband, 73 Gp ea., 1 lb. 10x Copper Earrings, 38 Cp ea., .5 lb.

There are twenty Zombies here that will animate and attack anyone who comes through the passageway from the staircase.

Zombies, NA- 20 AC:8 HD 1 Dmge/Attk claw 1d4, claw 1d4, bite 1d8 +Zombie Infection After the zombies are defeated a careful search will reveal a wooden treasure chest with 5,747 Sp, and 497 Gp.

EXP 260 + 1,071 (for the treasure chest)

2 – Mead Cellar 18'x25

The Mead cellar contains forty large empty barrels, and one large still. Everything is ice cold here, and no mead remains in any of the barrels. 1D6 of the barrels have been smashed open, and wood is scattered on the floor in this area. There is evidence a fire was once lit here.

3 – Wine Cellar 20'x35'

Filled with wine racks and over 60 barrels, the wine cellar was once the pride of the castle . All of the single bottles have shattered as they froze. The Wine barrels are empty, having been drained even before the castle was abandoned. A careful search will reveal a box containing ten bottles of 180 year old wine, which, if sold in a collectors market will fetch 90 Gp a bottle for a total of 900 Gp. There is also the skeleton of a noblewoman sitting on the floor here, with a wine glass in one hand, and an empty wine bottle in the other. She is wearing an exquisite blue dress and is also wearing a silver and gold necklace inlaid with 20 blue crystal gems worth 12 Gp each. This necklace is worth 540 Gp

EXP 900+540 if both treasures are found.

4 – Ale Cellar 25'x40'

The Ale Cellar is the largest alcohol cellar from the old Castle with over 100 barrels. Surprisingly 1d12 Ale barrels have survived the deep freeze, perhaps because they were insulated. Each barrel contains the equivalent of 120 Bottles of Ale, and is worth 360Gp and 360 xp each, if the ale is recovered.

Zombies, NA- 16 AC:8 HD 1 Dmge/Attk claw 1d4, claw 1d4, bite 1d8 +Zombie Infection One of the Zombies is wearing a gold circlet worth 218 Gp and three gold armbands 100 Gp Ea. Another of the Zombies is wearing an inlaid gold dagger encrusted with gems that is worth 800 Gp. A Third Zombie is carrying a money pouch which contains 2 Gp, 100 Sp and five pink diamonds worth 2,000 Gp each. The second and third zombies must be searched by the players to find the additional treasures that are not immediately visible.

EXP 208 (zombies) + 518 (1st Treasure) +800 (2nd Treasure) + 10,000 (3rd treasure)

5 – Jail Barracks 20'x30'

The Jail Barracks once housed beds and footlockers for four jailhouse guards. A detailed search will reveal a backpack, a blanket, and 12 Cp.

6 – Torture Chamber 10'x15'

Just the usual items one would find in a torture chamber, lots of various lengths of ropes, a skull, a death mask, four knives, six sets of manacles, two wall fetters affixed to the wall with spikes, various Irons (x6), two brands, five buckets, and several braziers that once contained hot coals.

7 – Jail Office 10'x15'

A Single Wight haunts this office, perhaps the original jailer of the Castle. AC:5 HD: 3 HP: 11. The Wight does 2d12 cold damage per hit (Touch attack) and the player must also make a Saving Throw versus death if hit, or lose one experience level of experience points. (Note: players may lose additional HP as their hit point total immediately drops if they fail this saving throw.

The office contains a large chest holding the personal belongings of the prisoners in the individual cells located to the north of this office. That treasure includes:

- 5,569 Sp in bags of 500 Sp each.
- 200 Gp in a single bag.
- 2 Black Obsidian Gems worth 10d4 Gp each
- Leather Armor 15 Gp, 12 lb. Helmet 10 Gp, 8 lb.
- A Composite Bow (1d8), 50 Gp, 8 lb.
- 34 arrows in two quivers, one of 20, one of 14 2 Gp and 3 lb. each
- a Dagger (1d4), 3 Gp, 2 lb.
- a Short Sword (1d6), 10 Gp, 3 lb.
- and a Two-handed Sword (1d12) 15 Gp, 18 lb.
- XP 350 (wight) + 850 (Treasure)

8 – Well House & Pump 10'x10'

The well house and pump contains a small shelf on far the wall with a hand pump, and a large stone tub inset into the floor. Constant pressure at the pump ensures a steady stream of water flowing continuously dribbling out of the pump and into the large tub, which is overflowing into a drain. Curiously while there is ice in places in the room, the tub and drain both remain ice free. Any flask of this water poured onto ice will in one round dissolve an equivalent volume of the ice into pure drinkable water. There is also two kegs submerged into the tub, they contain 6,140 silver pieces, 1,218 Gold Pieces, and 1 brilliant round large green gem worth 3,000 Gp

XP 4,858 (treasure)

9 – Dye Vats 10'x15'

There are four circular stone dye vats embedded into the floor. Being about four feet deep, these vats are half full of colored ice, Red, Blue, Yellow, and Green.

10 – Spinning Room 10'x15'

This room contains four large spinning wheels 25Gp, 15Lb, one of which is broken and four wing-back chairs... There is a sink with a hand pump, and cupboard on the South wall. The water in the pipes are frozen so the hand pump doesn't work. There is an empty desk on the West Wall.

11 – Rinsing Room 10'x15'

The rinsing room is where the Sheep's Wool was cleaned... It contains a hand pump and the floor contains a large drain pipe covered by a brass grate... There are several buckets laying around in the room, otherwise it appears empty.

12 – Sheep Pens 10'x15'

This room contains four Sheep Pens, Two on the West Wall, and two on the East Wall. The Undead Hooded Executioner Skeleton with glowing red eyes using a Halberd will immediately attack the first player that comes through the door and attempt to behead them. AC: 6 Chainmail, HD 12+3 HP:41. GMs may treat this skeleton as a vampire when it comes to clerics turning or dispelling this undead. This Skeleton can only be harmed by the use of magic or silver tipped weapons. Also, unless the bones are burned to ash in sunlight, or burned to ash using an extremely hot fire, this undead skeleton will regenerate 1 Hp per hour, and when it reaches it's full hp will reanimate again, seeking out the last player if fought with, with the sole intention of beheading that player.

EXP 1,900 (only once... the first time this creature is slain)

13 – Workshop 15'x30'

The North wall of this workshop is covered with wall shelves, there is a display stand in the corner, a bench with a back on the East wall, a framed free standing mirror close to the shelves , a cabinet on the East wall, a wall coat rack just inside the door to the North, a pastry table and long counter running North-South close to the East wall, a chest on the South Wall and a display case showing various rusted iron tools

14 - Wood Shop 15'x30'

The Wood shop has a long table along the east wall running North-South along the entire length of the wall, a foot-powered table saw sits in the middle here, and it still works perfectly good. There is a work bench along the Northern wall, With a weapons rack containing to iron shod staffs, and half a dozen spear shafts.

On the South wall is an upright chest, a wall shelf, an Iron stove, a candle stand and a sink separated with a fold screen, and empty chest is concealed underneath the sink, and this chest can hold 10,000 Gp or 100 lb.

15 – Barracks 20'x50'

Upper Level

This was the primary barracks for the castle troops... The upper level contains 20 bunkbeds with 20 footlockers in the Eastern half, The western half of the upper level contains a lounge with four long tables and benches, along with six couches, and a wash basin with a silver pitcher worth 25Gp. Stairs lead down to the lower level and these are located on the south wall adjacent to the main door.

Roll a d10 while searching any of the footlockers

ROLL 1D10	FOOTLOCKER CONTENTS
1-4	*Empty*
5	*Random clothing item*
6	*Quarrel with 1d20 arrows*
7	*Random Weapon*
8	*Random Armor*
9	*Random Mundane Item*
10	*1d20 sp*

Lower Level

The Lower Level contains 26 bunkbeds with 20 footlockers in the Eastern Half and the western barracks hall contains weapon racks, armor mannequins, and bookshelves.

Roll a d8 for each turn spent searching in the Lower hall

ROLL 1D8	ITEM FOUND
1	*Nothing*
2	*Nothing*
3	*Random Armor*
4	*Random Weapon*
5	*Random Shield*
6	*Random Book*
7	*Random Clothing Item*
8	*1d10 Gp, 2d10 Sp, 10% chance of finding 1 gem or jewel.*

16 – Kitchen 15'x30'

The Kitchen includes a bookcase, several racks with hanging pots and pans, a Display rack, a cabinet with a glass front, a candle stand, a chest a large iron stove, a vanity table, some shelves and cabinets... A detailed search will reveal four baking pans, 8 gold Cups 20gp ea, Two Gold Candle sticks 50 Gp ea, 20 Clay Mugs 1 Sp ea, 10 Pewter Mugs 4 Sp ea., a set of Gold Tongs 50 Gp, a Gold Ladle 50 Gp, A Silver Flagon 10 Sp, Three Mixing Bowls 1 Sp ea., A Chocolate Pot 1 Gp, and Ten vegetable Pots each worth 1 Sp. There are a dozen ceramic mugs here as well, worth 1 Gp each, and Two Glass Lamps, with wicks, but no oil.

Two Ice Skeletons with +2 frost blades are here AC: 5 HD: 8 HP: 25, 28 Dmge Attack: (1d8+1d6 (cold) +2) or 1d8 claw x2 EXP 600

South of the Kitchen is three unlabeled chambers on the map. All three of these chambers were once private bedrooms. The Northwest chamber belonged to a Wizard, The southwest chamber, the Castle Smith, and the southeast bedroom belonged to the Captain of the Castle Guard.

Wizard's Chamber 10'x25'

There's a bed, a dresser with a mirror. A bench, an armed bench with a back, an Oval table, and a couch in the room on the south side of the room. On the north side is another backed bench, a workbench and a large cabinet that stretches from the floor to the ceiling. There is some sealing wax and an official seal on the Oval table. There is a navigational chart with a path charted towards the east and the Captain's log book for a Bireme Galley sitting on the workbench. A bookcase lines the Southeast wall. All of the books here are about 100 years old, and the small library includes two wizard's spellbooks:

The Spells of Belelra Storm

First Level Spells: Feather Fall, Jump, Mage Armor, Protection from Chaos, Protection from Good, Silent Image, Undetectable Aura, Unseen Servant

Second Level Spells: Trap, Whispering Wind

Third Level Spells: Clairaudience, Gaseous Form, Halt Undead, Tongues

Illdusk's Spells

First Level Spells: Animate Rope, Erase, Floating Disk, Undetectable Aura

These are the other books in the Library

Tenkar's Landing, A History, by Asaqe, 2 Sp, 1.5 lb. 102 Pages. a well bound book, with an illustrated wooden cover. The title of the book is marked on the spine. The vellum pages of the book itself are bound by a locked metal latch. The writing is hard to read. The contents basically cover the history, but go off on frequent tangents about ancient politics, conspiracies, and intrigue.

A Human's Concise Guide To Erotic Poetry, by Vutikias 10 Gp, 1.5 lb. 115 Pages. a poorly bound book, with an illustrated brass cover. The title of the book is found only inside the cover. The parchment pages of the book itself are not bound. The writing is hard to read. The contents cover the subject thoroughly.

An Illustrated Field Guide To The Giant, by Thraggik Oakenbarrel, 10 Gp 1.5 lb. 103 Pages. a well bound book, with an illustrated brass cover. The title of the book is marked on the spine. The parchment pages of the book itself are not bound. The writing is faded, but readable. The contents cover some basics, but that's about it.

Omimias, In My Own Words, by Omimias , Thorfoin Copperstein, and Theanil Onyxmist 1 Gp, 1.5 lb. 147 Pages. a well bound book, with a bare wooden cover. The title of the book is marked on the spine. The paper pages of the book itself are bound by a leather tie. The writing is faded, but readable. The contents cover some basics, but that's about it.

A Collected Field Guide To The Water Elemental, by Tiriren Aelialarrow 50 Gp, 1.75 lb. 122 Pages. a poorly bound book, with an illustrated brass cover. The title of the book is marked on the spine. The paper pages of the book itself are bound by a leather tie. The writing is hard to read. The contents are very well researched and documented, and includes a spell for summoning water elementals.

Riding, A Complete Tome, by Kylelas 50 Gp, 2 lb. 139 Pages. a poorly bound book, with a bare wooden cover. The title of the book is plainly marked on the cover. The parchment pages of the book itself are bound by a locked metal latch. The writing is hard to read. This book is an awful read, with the contents meandering off on tangents and rarely sticking to the topic.

How To Raise A Rat, by Talélas and Melaenien Kylandoras 5 Sp, 1 lb. 66 Pages. a well bound book, with an illustrated leather cover. The title of the book is marked on the spine. The paper pages of the book itself are bound by a metal latch. The writing is faded, but readable. The contents basically cover the subject, but go off on frequent tangents.

Introductory Archeology, by Udomar 5 Gp, 1.5 lb. 115 Pages. a well bound book, with a bare leather cover. The title of the book is plainly marked on the cover. The parchment pages of the book itself are bound by a locked metal latch. The writing is faded and tough to make out, but readable. The book covers it's subject well, but could be better

Mineralogy For The Curious Dwarf, by Dakho Silveraxe , Miziel Caveboot, and Vawekias the Sage 100 Gp, 1.5 lb. 98 Pages. a well bound book, with a bare leather cover. The title of the book is marked on the spine. The parchment pages of the book itself are not bound. The writing is faded, but readable Dwarven. The contents are very well researched, and documented.

A Woman's Handbook Of Health, by Iphepisien 5 Gp, 2 lb. 177 Pages. a well bound book, with an illustrated brass cover. The title of the book is marked on the spine. The paper pages of the book itself are bound by a leather tie. The writing is nearly impossible to desciper - both the penmanship is bad and the writing is faded. The contents basically cover the subject, but go off on frequent tangents.

A Man's Complete Guide To Ancient Elvish, by Fremius, 100 Gp, 1/2 lb. 45 Pages. a poorly bound book, with an illustrated leather cover. The title of the book is found only inside the cover. The parchment pages of the book itself are not bound. The writing is easily readable. The contents cover the subject thoroughly.

A Man's Illustrated Tome Of Rhetoric, by Tireiryn Silasrnal 10 Gp, 1.5 lb. 124 Pages. a well bound book, with a bare wooden cover. The title of the book is marked on the spine. The parchment pages of the book itself are bound by a leather tie. The penmanship is poor, but pen strokes clear. This book is an awful read, with the contents meandering off on tangents and rarely sticking to the topic.

Shrodrilar the Barbaian, A Collected Illustrated Biography, by Zoo 5 Gp, 2 lb. 184 Pages. a well bound book, with an illustrated brass cover. The title of the book is plainly marked on the cover. The paper pages of the book itself are not bound. The penmanship is poor, but pen strokes clear. The contents basically cover the subject, but go off on frequent tangents.

Weapon Making, The Concise Manual, by Prafetias and Garith Nightpoint 225 Gp, 2 lb. 200 Pages. a well bound book, with an illustrated wooden cover. The title of the book is found only inside the cover. The parchment pages of the book itself are not bound. The writing is hard to read. The contents are very well researched, and documented.

The Summoning Of Blewiburgh, by Aelasnandiel Morélas and Far Eluth, 25 Gp 2 lb. 177 Pages. a well bound book, with an illustrated leather cover. The title of the book is found only inside the cover. The paper pages of the book itself are not bound. The writing is hard to read. The contents cover some basics, but that's about it.

A Complete Field Guide To The Basilisk, by Silleniad Aerindilnal 50 Gp, 2 lb. 187 Pages. a well bound book, with a bare leather cover. The title of the book is found only inside the cover. The parchment pages of the book itself are bound by a locked metal latch. The writing is hard to read. This book is an awful read, with the contents meandering off on tangents and rarely sticking to the topic. Reading this players will learn much about Orc mating and courtship habits, as well as Ankhegs, but not much about Basilisks.

Metalworking For The Curious Human, by Gar Highpoint 2 Gp, 1 lb. 67 Pages. a poorly bound book, with an illustrated wooden cover. The title of the book is marked on the spine. The vellum pages of the book itself are bound by a metal latch. The writing is hard to read. This book is an awful read, with the contents meandering off on tangents and rarely sticking to the topic.

The Concise Lyrics Of Agrozi, by Dhurfan Wyvernbeard 50 Gp, 1/2 lb. 47 Pages. a well bound book, with an illustrated leather cover. The title of the book is plainly marked on the cover. The paper pages of the book itself are bound by a locked metal latch. The writing is faded, but readable. The book covers it's subject well, but could be better researched.

Introductory Demonology, by Blache, 100 Gp 1/2 lb. 35 Pages. a poorly bound book, with an illustrated leather cover. The title of the book is plainly marked on the cover. The parchment pages of the book itself are bound by a leather tie. The writing is easily readable. The contents are very well researched and documented and includes complete instructions for building a summoning circle, and conducting a summoning.

The Illustrated Tales Of Oshroh, by Oshroh 4 Gp, 2 lb. 200 Pages. a poorly bound book, with an illustrated leather cover. The title of the book is marked on the spine. The paper pages of the book itself are bound by a leather tie. The writing is faded, but readable. The contents cover the subject thoroughly.

Mineralogy For The Curious Halfling, by Darak Caveboot 25 Gp, 1 lb. 90 Pages. a well bound book, with a bare leather cover. The title of the book is plainly marked on the cover. The parchment

pages of the book itself are bound by a leather tie. The writing is hard to read. The contents basically cover the subject, but go off on frequent tangents.

The History Of Azagath, by Áeránannal Thrilenalol 10 Gp, 1 lb. 73 Pages. a well bound book, with an illustrated leather cover. The title of the book is found only inside the cover. The paper pages of the book itself are bound by a metal latch. The writing is faded and tough to make out, but readable. The contents cover the subject thoroughly.

The Collected Ratcatcher, by Meradril Tenynwind ,et. al. 1 Gp 2.5 lb. 201 Pages. a poorly bound book, with an illustrated leather cover. The title of the book is found only inside the cover. The paper pages of the book itself are bound by a leather tie. The penmanship is poor, but pen strokes clear. The contents basically cover the subject, but go off on frequent tangents.

A Woman's Brief Illustrated Guide To Gemcutting, by Cyela Graniteshard, Iboqu ,et. al. 100 Gp, 2.5 lb. 219 Pages. a poorly bound book, with a bare leather cover. The title of the book is found only inside the cover. The paper pages of the book itself are not bound. The writing is faded and tough to make out, but readable. The contents cover some basics, but that's about it.

The Dwarven Herbalism Of Vifle, by Naraki Wyvernsmith, 3 lb. 12 Gp 213 Pages. a well bound book, with an illustrated wooden cover. The title of the book is marked on the spine. The parchment pages of the book itself are not bound. The writing is hard to read. The contents cover some basics, but that's about it.

Smith's Bedroom – 15'x20

Sealed. The smith's Bedroom is completely sealed by a false wall, only a positive search for secret doors outside in the corridor will even reveal the presence of this room, and the players will find only the faint remains of the impression of a door in the wall here. To gain access into this room, the players will either have to physically break down the wall with picks and hammers, or use a passwall spell, or something similar.

There is nothing of import here except a wine chest and liquor cabinet. The Wine chest contains 20 Bottles of fine 121 year old wine 10Gp ea. And the Liquor Cabinet contains an unfrozen and unbroken Bottle of Dwarven Brandy 25 Gp, and a Bottle of 190 proof almost pure alcohol, 25 Gp.

There is a trunk, a bench, a bin, a double bed, a winged upholstered chair, a fireplace on the South Wall that is mostly concealed by a fireplace folding screen, There is a royal chair, a deep trunk chest, and an Oval table with a chair here.

Captain of the Guard's Bedroom – 20'x25'

Includes a Queen-Sized bed, a Lantern, A Covered Chamber Pot, a Basin with a Ewer of Water, a Dresser, a Chest of Drawers, and an empty Wardrobe Cabinet.

Four Ice Skeletons with +2 frost blades are here and Two Ice Skeletons with +2 Bows are here. Clerics treat these skeletons as vampires for the purpsose of turning skeletons AC: 5 HD: 8 HP: 40, 36, 32, 25, 28, and 19 Dmge Attack: Frost Blade (1d8+1d6 (cold) +2), Frost Blade (1d6+1d6 (cold) +2) or 1d8 claw x2

The Two Ice Skeleton Bowmen will attack anyone outside in the corridor intersection from within the darkness near the gap in the wall automatically gaining a surprise round...

EXP 3,600 (monsters)

The bottom drawer of the dresser contains ten bags of silver pieces. Each bag contains 500 Sp.

EXP 500 (treasure)

17 – Steward's Bedroom 15'x20'

This bedroom includes a fireplace on the Eastern wall, A single royal-sized bed in the Northwest corner, carpets, several exquisite chairs, a wardrobe cabinet, and a small nightstand by the bed with a Lamp and a Ewer of Water. The room is otherwise empty.

18 – Living Quarters 30'x55' Two-Level

Four to five noble or well-to-do families could take up residence here during sieges or extended battles. Upstairs The main room is a large open hall, with feasting tables surrounding a central hooded firepit. There are six large couches with large coffee tables almost like booths that backed up against the west wall. On the south wall is a large stairway that goes down to the lower level. There are three private bedrooms on the west wall each with a double bed, a nightstand, with an ewer of water, and an oil lamp.

The lower Level is very similar to the upper level, and includes three more bedrooms on the east wall, a large fireplace on the North Wall with even more Great Hall tables with padded benches. Beneath the stairway is a large storage closet where 1d6 kegs of extra ale/mead and 2d6 barrels of dry foodstuff was stored....

The center of the lower hall has been setup as a games room, with some custom built game tables, as well as a few gambling tables.

The North most bedroom contains an:

Undead Hooded Executioner Skeleton, AC 6, HD 12+3, HP 46, Move 9, Dmge-Attk 1d12+3 (Halberd). EXP 1900 each. No treasure. GMs may treat this skeleton as a vampire when it comes to clerics turning or dispelling this undead. This Skeleton can only be harmed by the use of magic or silver tipped weapons. Also, unless the bones are burned to ash in sunlight, or burned to ash using an extremely hot fire, this undead skeleton will regenerate 1 Hp per hour, and when it reaches it's full hp will reanimate again, seeking out the last player it fought with, with the sole intention of beheading that player.

EXP 1900

19 – Granary 15'x20'

The granary contains three large stone bins that once held grain. Now, of course, there is just cold icy floors and walls... a faint whistling can be heard here.

20 - Bedroom 15'x20'

This bedroom contains a Double Bed with soft sheets and a winged chair as well as a coat rack on the wall, there is a wall mirror on the west wall, and a rug covers most of the floor here... There is a small nightstand with a lamp. Once a courtesans' bedroom, now there are two Wights here:

AC 5, HD 3, HP: 15, 12 Move 9, Damage-Attack: a level drain touch attack, EXP 75 each, Only harmed by magic and silvered weapons.

There is 100 Sp and 6 GP as well as two 400 Gp honey colored gems in a small bin located right next to the door.

EXP 816 (Treasure) + 150 (Monsters)

21 - Bedroom 15'x20'

Another Courtesans' bedroom, decorated very similar to the first bedroom... This bedroom contains a Double Bed with soft sheets and a winged chair as well as a coat rack on the wall, there is a

wall mirror on the west wall, and a rug covers most of the floor here... There is also a small nightstand with a lamp and a small ewer of water. There is an unlit fireplace in the Southeast Corner.. Stuffed up behind a loose brick up inside the fireplace is a bag containing 78 Sp, 10 Gp and a blue gem worth about 240 Gp.

EXP 258 (Treasure)

22 - Pool Room 55'x50'

This heavily foggy room contains an enormous hot bath along the west wall that is 25' wide, 2' deep at the South end, and 4' deep at the North end. Inside the pool are stone benches interspersed with small staircases along all of the pool walls. There are also small submerged 2' pedestals where patrons could sit comfortably in the warm baths. Taking a bath here will negate the hypothermia effects of Frost Demigod, however players must linger in the baths for a full hour to have their CON and WIS fully restored.

8 Ice Skeletons skeletons are here waiting for players to show up when they realize that there is a warm room in the dungeon. The floors are very slick here! , AC 5, HD 8, Move 9, Dmge-Attk 1d8+1d6(cold) claw x2, or by Bastard Sword (1d6+1), Trident (1d6) + 1d6 (frost weapon). EXP 1200 each, Clerics treat Frost Skeletons as Vampires for the purpsose of turning undead.

In the center of the room are a half-dozen small stone benches with built-in lockers. A detailed search of the lockers will reveal 460 Sp and 90 Gp in a bag along with a red gem that is worth 70 GP. This treasure is protected by a small magic wooden dagger that will detonate when touched and deliver 60 Hp of high energy damage (half if a ST vs. Spell is made)

EXP 9600 (Monsters) + EXP 206 (Treasure)

23 – Great Temple 50'x80'

A minion of the Ice Demigod has taken up residence here in the Great Temple... The Great Ice Worm Fate Under the World is coiled up resting here... More than 100' Long and almost 10 feet in diameter, this Giant Frost Worm can swallow players whole. Any player so swallowed must make a saving throw versus Death every round he or she remains in this great worms belly.

Fate Under the World: AC:6 HD 15, HP 134 Move: 9, Damage-Attack 2d12 Razor sharp teeth + special swallow whole attack (Any roll four higher than needing to hit will result in this worm swallowing it's human-sized target whole.) The Great Ice Worm never checks morale, and if killed will emit such a horrendous ear shattering screech, that the death song will be easily heard even on the surface for up to 20 miles distant. Players (and anyone else within this radius) must make a Saving throw versus death when the Worm dies or become permanently deaf as their eardrums are shattered. This death song acts as a shatter spell, and all glass and pottery containers, and delicate magic items must make a saving throw with a -4 penalty or be destroyed.

Fate Under The World has enchanted blood… any weapon immersed in the great Ice Worms Blood for 1 turn gains the Frost Weapon damage bonus permanently and gains +1d6 of cold damage. Fate Under The World swallowed and digested another party of adventurers recently so if he is slain, and his innards cut out the following additional treasures will be found:

91 Gp, 91 Silver Pieces, and two red ruby gems worth 1,400 Gp each... In addition there is a brass scroll case that contains a magic map that will lead to another ancient ruin where there is an Efreet trapped in a bottle, a potion of Giant Strength, A potion of Treasure Finding, a +1 Wooden Shield, and a magic -2 Cursed Sword longsword known as Bloodbane, dmge/attack (1d8-2).

EXP 2800 (Worm) +7000 (If the Efreet is located and freed and the treasures located)

24 – Priest Quarters 20'x30'

There is a queen sized decorated bed here, and the floor is covered in an icy but otherwise great condition rug worth almost 500 GP, 90 lb. There is a down comforter on the bed, a basin, a lamp, an exquisite chair, a cabinet, and four large scribes desks with frozen ink, and 50 sheets of aged parchment paper.

EXP 600 (treasure, but only if the room is thoroughly looted)

25 – High Priest Quarters 20'x30'

This room features a Queen Sized Bed with a hot stove and a wardrobe. In the Southeast corner is a covered chamberpot, There is a mirror here, and a frozen pitcher of water on an ice covered nightstand. There is a fireplace on the South Wall, another chest of drawers, a bed stand, and the floor is covered in a slick ice-coated rug. There is a free standing coat rack near the door that has a staff propped up next to an outdoor cloak. The staff is actually a +2 Staff of Withering, Damage-Attack (1d6+2) plus ten years of aging with 18 charges remaining. In the nightstand is also two clerical scrolls, a scroll of Protection from Magic and a scroll of two 5th level spells, Insect Plague and Quest.

EXP 16,250 (treasure)

26 – Blacksmith 25'x30'

This is the actual castle forge and includes two extra hot furnaces on the North Wall. These furnaces are unlit and frozen over at the moment. There is a frozen water trough on the east wall, plenty of buckets, as well as a shelf of frozen iron bars, along with some bars of other metal on the west wall.

- Hardened Anvil 100 Gp 35 lb.
- x5 Iron Tongs, 2 Gp ½ lb.
- x3 Scrolling Pliers 5 Gp, ½ lb.
- x48 Iron Spikes, 1 Sp, .1 lb.
- Forging Hammer 10 Gp, 3 lb.
- x4 Mallets 1 Sp, 2 lb.
- x5 Pliers, 5 Sp ½ lb.
- x20 Tong Rings 5 Sp, 1/10 lb.
- x4 Leather Gloves 1 Gp, 2 lb.
- x800 Fine Steel Rings 1 Sp, ¼ lb.
- Diamond Saw 250 Gp, 3 lb.
- Duckbill Tongs 2 Gp, 2 lb.
- Blacksmith Apron, 1 Gp, 3 lb.
- x3 Leather Smiths Gloves 4 Sp ½ lb.
- Wire Brush x2 5 Gp 2 lb. each
- x5 20' Iron Bar, 1 inch thick 100 Gp ea, 50 lb. ea.
- x5 20' Iron bar, 2 inch thick 100 Gp ea,, 100 lb. ea.
- x10 2' Iron bar, I inch thick 10 Gp ea, 4 lb. ea.
- x22 Iron Ingot 5 Gp, 5 lb. ea.
- x14 Steel Ingot 25 GP, 5 lb. ea.
- x4 Copper Ingot 5 Sp, 5 lb. ea.
- x2 Silver Ingot, 50 Gp, 5 lb. ea.

- x6 Lead Ingots, 10 GP, 8lb ea.
- x1 Mithral Ingot 500 Gp, 5 lb. ea.
- Coal Trough with 200 lb. of coal.
- Coke Trough with 40 lb. of coke.

EXP 2850 (Treasure)

27 – Great Hall 45'x50'

The Great feasting hall is where everyone from the Castle gathered during sieges... The South half is composed of long tables with benches... There is a raised dias along the center of the South wall and the Lord's Feasting Table with highback chairs faces North overlooking the great hall. All four corners feature large corner cooking fireplaces (all out and iced up now). The Northwest is a large lounge with low sofas and couches and coffee tables scatttered about, and the Northeast features buffet and food service tables, mostly empty now, with mostly empty firewood bins lining the east wall.

28 – North Barracks 25'x50' Two-Level

The Northern Barracks features a lower level with a long hallway splitting the level from east to west... There are ten, 10'x10' bedrooms on the lower level, with a small desk, a chair, a single bed, and a footlocker in each... This is the senior troop quarters.

The upper level of the Northern Barracks (Where the players enter) features a 20'x25' Lounge with a fireplace, some chairs, tables and sofas, and several mostly empty bookshelves There is a short 30' corridor leading east and six more 10'x10' private bedrooms located to the east side of the barracks, 3 on the North side of the central corridor and stair, and three on the south.

12 Frost Mummies are here, AC 3, HD 7+1, Move 8, Dmge-Attk 1d12+1d6 cold plus rotting disease. These mummies can only be harmed by magic weapons, and any magic weapon damage and to-hit bonuses are halved. These mummies are so cold they are immune to fire, any fire touching them will be extinguished in one round.

EXP 1000 each (monsters)

29 – South Barracks 25'x50' Two-Level

Upper Level

The South barracks is very similar to the Northern Barracks, except for the fact that it was reserved for the senior officers. The upper level contains two 10x50 bedrooms with a 10'x20' lounge and a 10'x30' Master Bedroom, all of the officer quarters have separate fireplaces, coal and wood scuttles, and a privy with chamberpots. Everything is carpeted, there are mirrors and dressing panels in each bedroom, and a chest of drawers, a dresser, and a clothing cabinet in each bedroom.

2d6 Undead Frost Wolves, AC: 5 HD 4+4, Move 18, Dmge-attk 2d8 (bite) + 1d6 (cold). Clerics may treat these undead Frost wolves as Wraiths for turning and dispelling purposes.

EXP 225 Each (Monster)

29 – South Barracks 25'x50' Two-Level

Lower Level

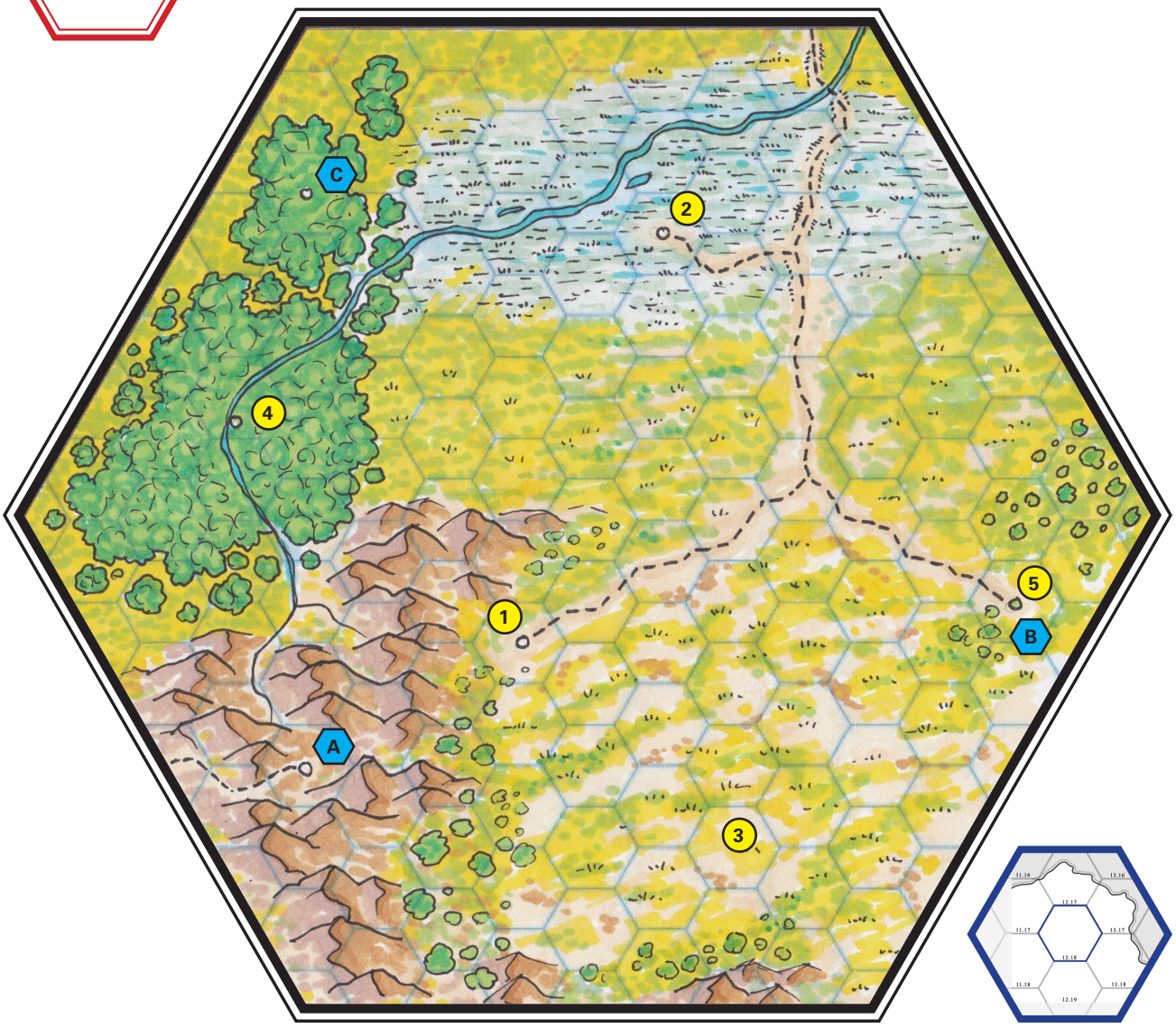
There is one more 25'x25 furnished bedroom with a fireplace on the lower level. The clothing cabinet downstairs in this bedroom has a false back and there is a small pot with 144 Sp in it in the secret

compartment here. There is also 520 GP is a lockbox with no key, and five clear gems worth 2,000 Gp each in a small leather pouch underneath some old clothes in one of the chest of drawers here.

14 Wraiths guard this level and can be found in the 25'x25' Lounge (Eastern area of the lower level). They will attack anyone who comes down the stairway and pursue them all the way to the surface entrance of the dungeon... AC 3, HD 4. Move 12 fly 24, Damage-attack 1d6 cold touch + 1 level drain. Only magic weapons can affect these wraiths, and they are indeed the former officers of the ancient castle!

EXP 325 each (Monsters) +10,535 (Treasure)

12.18 ARTHROP, THE CITY OF MAZES



by Stephen Manuele, Cartography by Andrew Durston

Geography

This hex is comprised of the Elven Forest in the Northwest, the Languid Marshes in the Northwest, the Eroded Hills to the West, and the Bunda Savannah to the South with surrounding scrub-lands.

Locations

1. Arthrop, the City of Mazes, is constructed of pink colored mud bricks. Its merchants do a brisk trade in domesticated camelids and slaves. The city is ruled by an elderly Caliph and his young bundu queen. Their marriage sealed the Treaty of Broken Vessels.
2. The Sinking Town of Kepool lies in the Languid Marshes to the North. It is built upon the sunken ruins of a forgotten, aquatic race. Residents of the Town have become nose-blind to the smell of fish.

3. Zinbunda, the City of Tents, is a caravansary of the bunda tribes that roam the savannah. Bunda warriors engage in ritual self-mutilation. They collect the ears of fallen foes, which they roast during victory celebrations.
4. Elfspire is a tower-city made of living plants. The elves are decadent and depraved; they engage is debouched festivals nightly.
5. Brindar is the Vassal of Arthrop Caliph and overlord of the eastern scrublands. He has a harem of bunda wives. Paranoid and insane, he spends his wealth building catacombs under his Keep.

Ruins

A. Allon is an ancient, ruined city in the Eroded Hills. It is half-buried in the silty dirt of the savannah. Strange mechanical structures protrude from the ground around Allon.

B. Brindar's Catacombs lie underneath his Keep. He obsessively builds new sections of the catacombs; thus the abandoned sections become home to all types of fell creatures. Stealth or bribery is needed to access the catacombs.

C. The Grove of Forgiveness is hidden within the Elven Forest. Legend tells of an ancient god whose blood was spilled at this site, thus sanctifying it.

People & Creatures

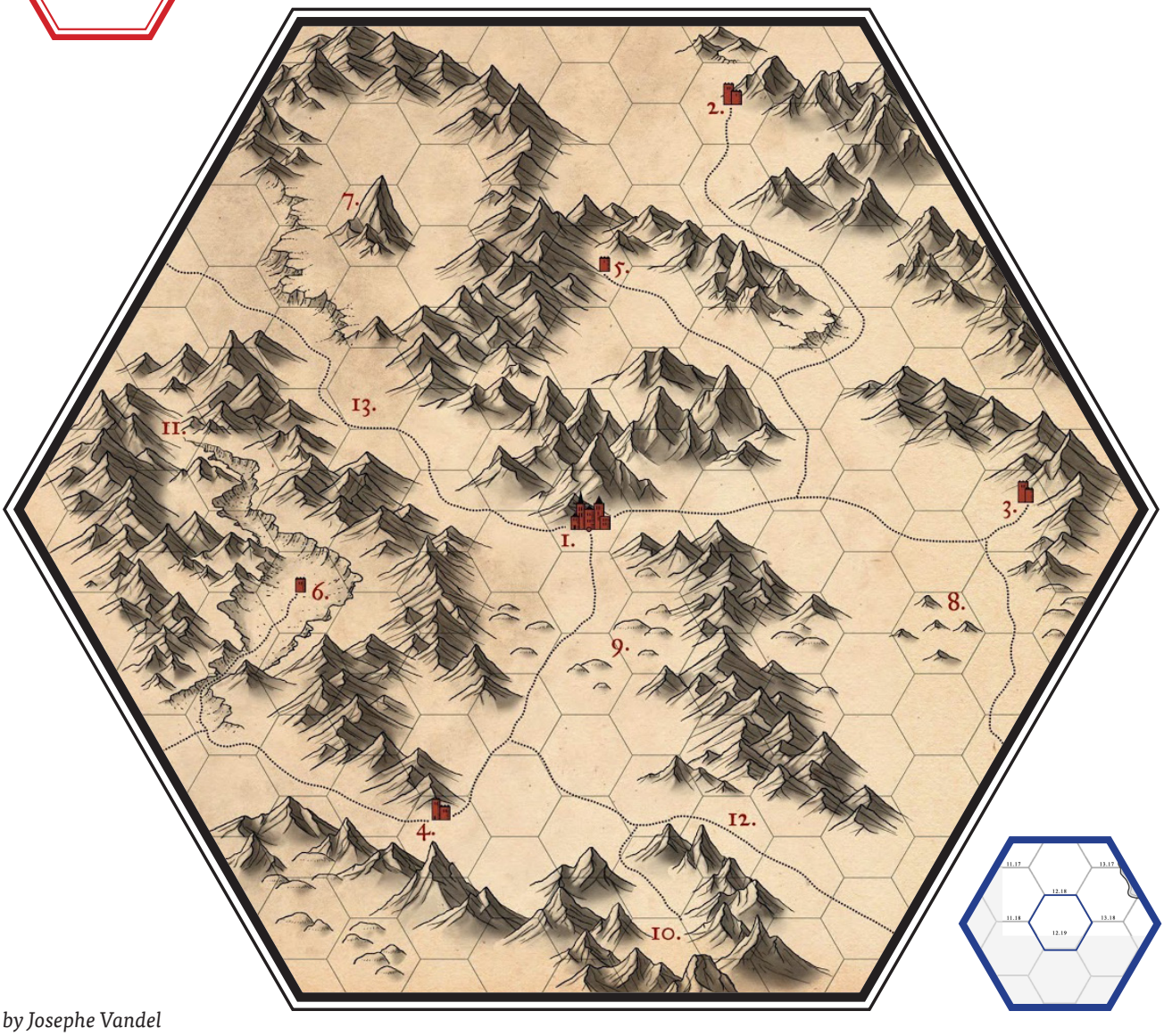
The sentient population of the region is predominantly human and elven. Some dwarf clans make an meager living mining the Eroded Hills. Halflings are rare, but can be found is small communities in the scrub-lands and in a ghetto in Arthrop.

The humans from Arthrop and Kepool are average build with olive skin and dark hair. Facial hair is a sign of masculinity and family honor. The bundu are ebony-skinned and have adapted to a nomadic lifestyle in the savannah. Their warriors are renowned for their skill with a spear and sickle-blade.

Creatures common to the environs can be found here. There is a high incidence of Air Elementals in and around the Eroded Hills, which explains their current state. A creature similar to the Earth "Mongolian Death Worm" is known to attack travelers in the Bundu Savannah and even into the scrublands. Kraken can also be found in the Languid Swamp; their tentacles snare unsuspecting travelers and skiffs.

PEHL FEREBAS, THE BROKEN MAZE

12.19



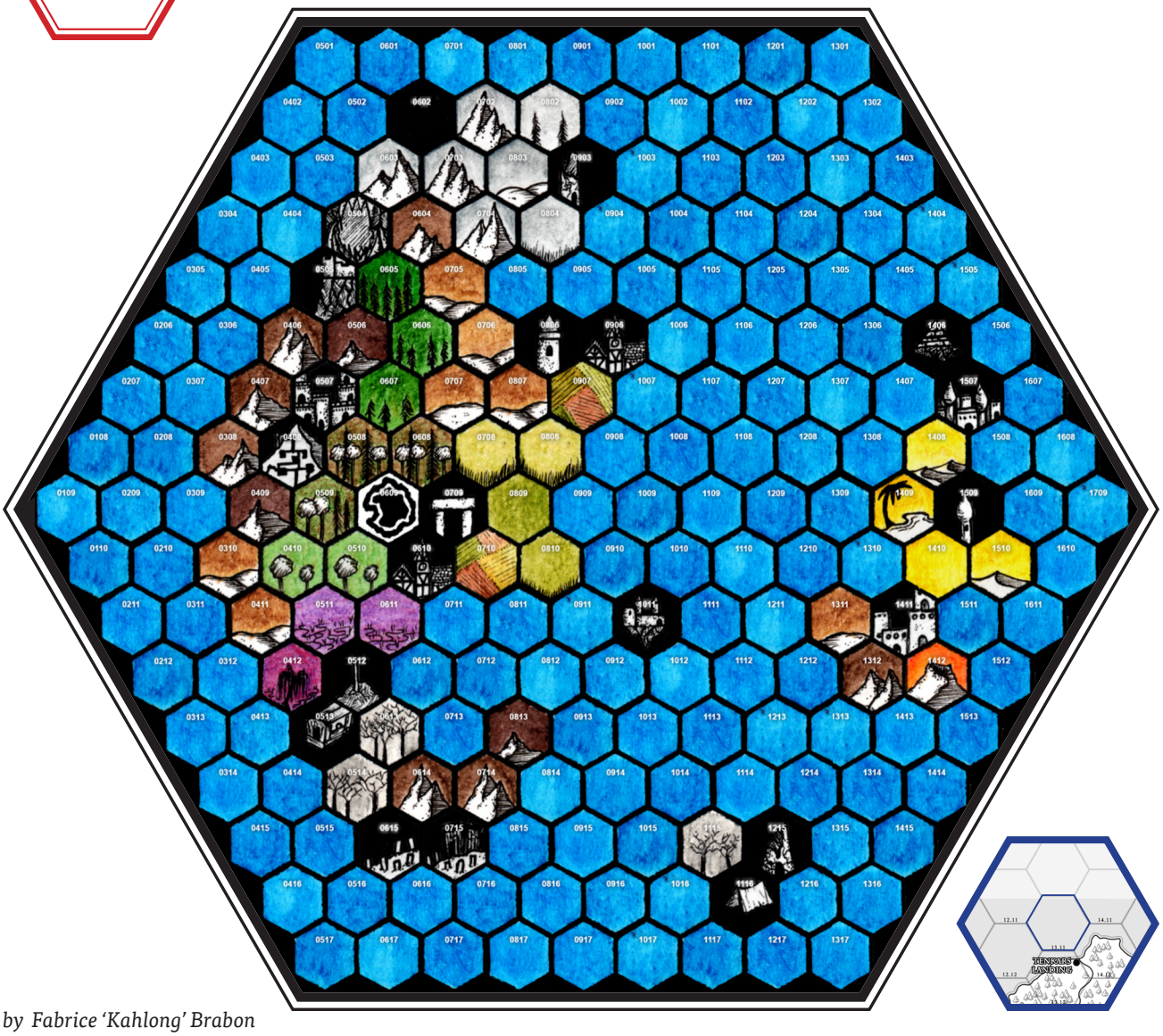
by Josephe Vandel

1. **Sahren C'orsath**, *City of the Weeping Angels*
2. **Prem Vores Sar**, *Northern Fortress*
3. **Prem Marad Pahl**, *Eastern Fortress*
4. **Prem Warad Dun**, *Southern Fortress*
5. **Carad Dun**, *Mining Outpost*
6. **Hazerad ith Vahldum**, *Saltlake Outpost*
7. **Jerich**, *The Dargon's Tooth*
8. **Mahasarad Dun Kehls**, *Grave of the Five Outer Gods*
9. **Duhangh**, *Gravehills*
10. **Varangdale**, *Valley of the Whispers*
11. **Femtoh ith Vahlrak**, *Crystal Caves*

12. **Phellac Angh Kor**, *Wyrm Passage*
13. **Tremorlan**, *The Restless Battlefield*

13.11

THE FLOATING ISLANDS



by Fabrice 'Kahlong' Brabon

Long time ago, historians call it "The Mage Wars". In this age, Councils of wizards ruling the floating kingdoms of magic. They made life through their powers. But there was a group of sorcerers who refused to submit to their authority and used dark magic to overthrow the government. At the end of the battles, a maelstrom of dark powers broken the land in three. Most of the mages disappeared during these wars and peoples of the surrounding towns have re-learned to live without the magic.

Keyed Locations

0602 **The Lost Castle**. Chaos is back. It's the dwelling of the dragon men corrupted by the chaotic essence.

0903 **The Tower of Doom**. The Chaos Dragon is asleep but for how long.

0504 **Top of the Mountains of Dragons.** Hundred of dragons. They are a flying brigade of air guards. Masters and servants.

0505 **The Dragon Castle**. Where the Dragon Lords lives. Humans allied with dwarves of the nearby town.

0507 **Dwarven City**. Most dwarves live reclusive here.

0408 **The Dwarven mines**. Deposit of materials exploited exclusively by the dwarfs.

0508/0608 **Territories of Treemen**s. If you are lucky, it happens sometimes, that one meets a Treemen at the turn of the forest.

0512 **Plain of the Lost Battle**. Many mages died here during the battles in this region.

0513 **Small village of Magelings**. They are poor humans corrupted by the dark magic.

0514/0613 **Forest of Dead Trees**. Treemens and fauna is now stained by the dark arts.

0615 **Land of the dead**. The living dead are, here, the masters of this place.

0715 **The Dead Monastery**. Powerful corrupt wizards seem to have survived here.

0609 **The Lake of Life**. Water is a source of life and unsuspected virtues.

0610 **Lake-town**. Mens of the lake are the most peaceful of living beings here.

0709 **The Circle of Stones**. Nobody knows today why it exists.

0806 **The Wizard Guild Tower**. The last survivors of the Mage Wars lives here to maintain the balance of the floating lands.

0906 **Magic-Ville**. The magic is still power here and improve the daily lives of the inhabitants.

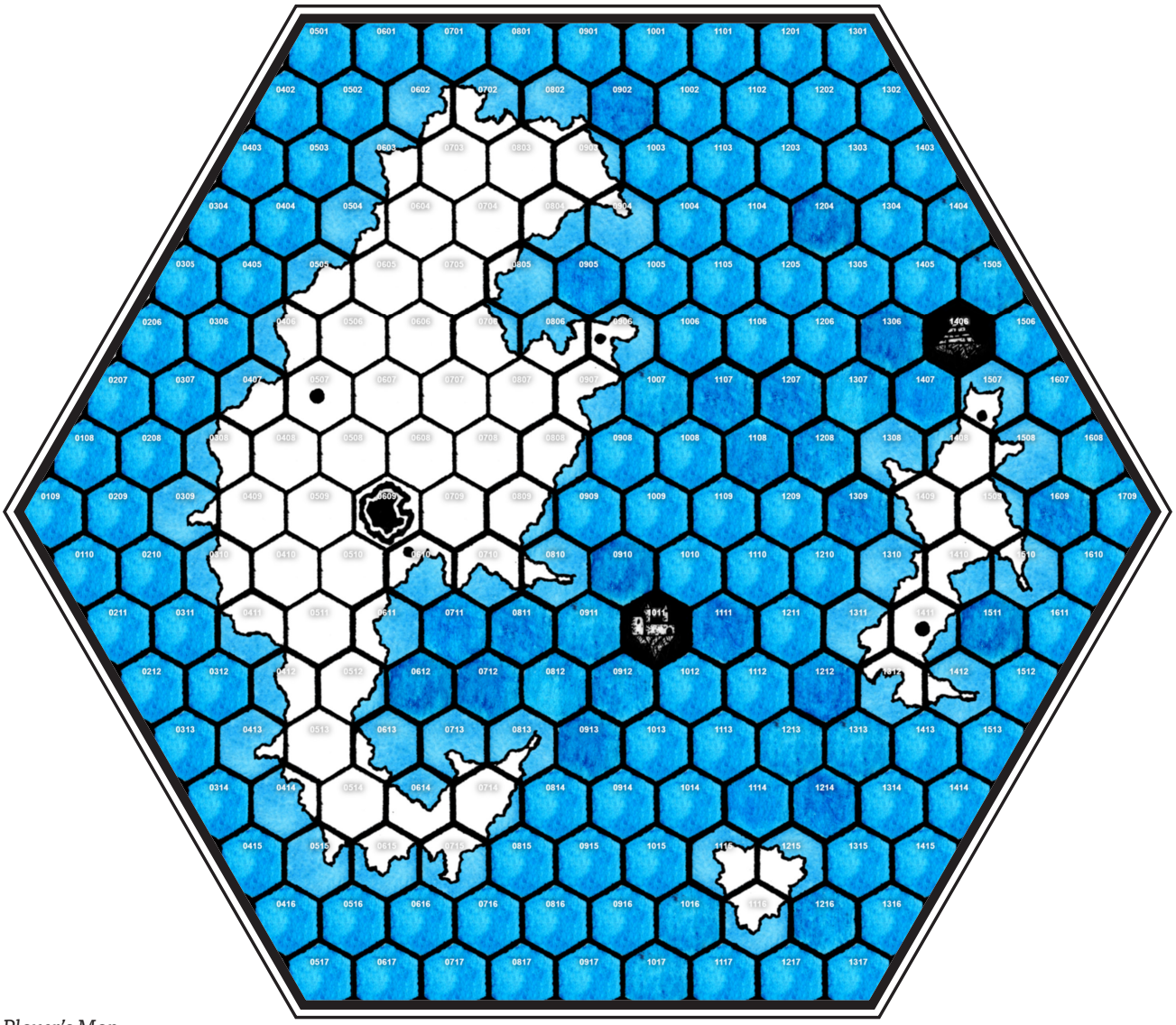
1011 **City in the Sky**. It is the home of the winged men.

1115 **The Abandoned Tree**. Its corrupt sap spreads the evil.

1116 **Hamlet of the skeletons**.

1215 **Tower of the Necromant**. His servants invoke the dead to fight for them and to resume the fight.

1406 **Pyramid of the Stars**.



Player's Map

1507 **City of Brass**. The men of the sands survive without water but by what miracle ...

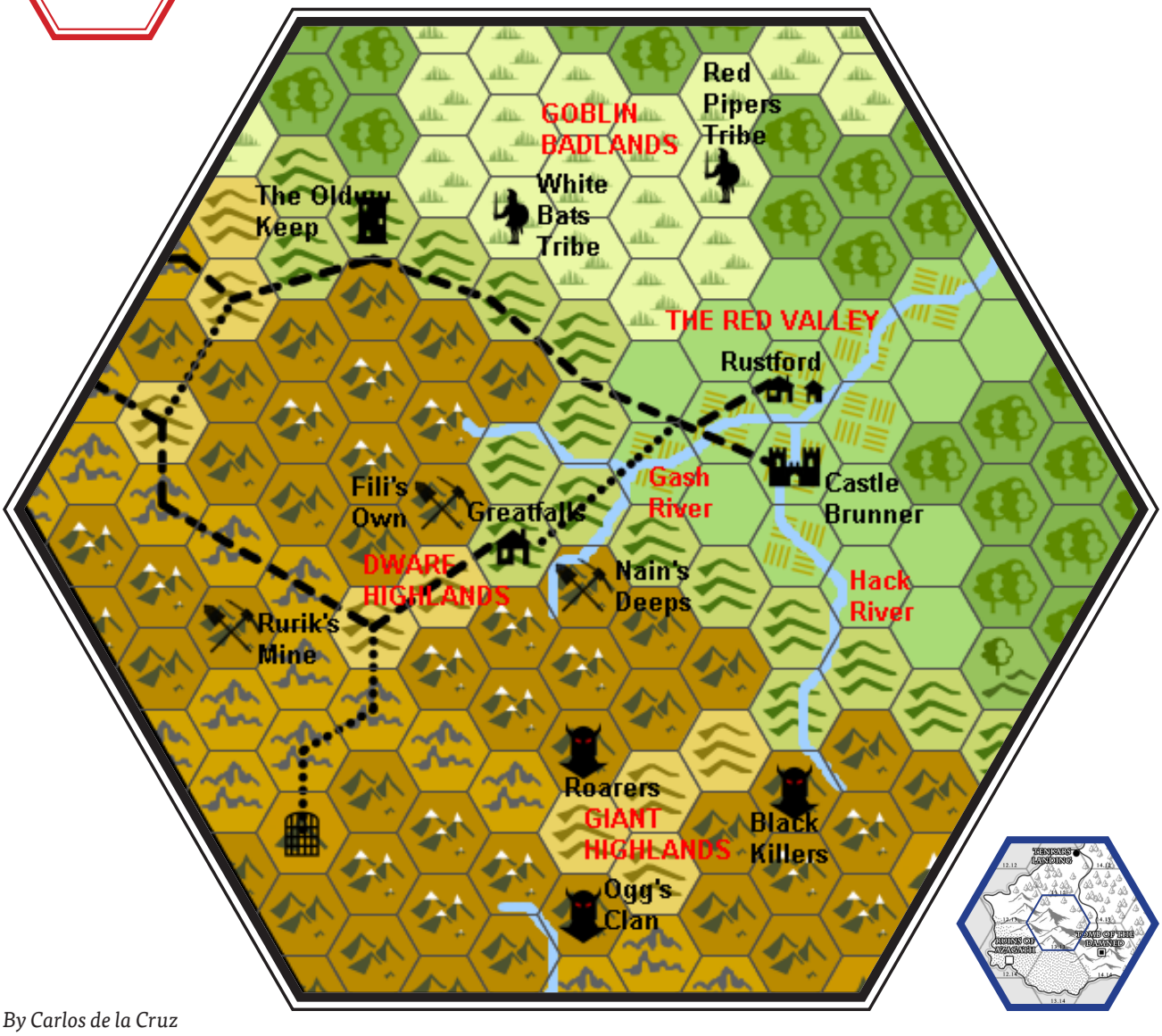
1509 **The Invisible Tower**. This mysterious ivory tower contains many secrets but no one knows exactly where it will reappear.

1411 **Hills-town**. The city deserted. What does it contain? Be sure to discover the secrets before it disappears.

1412 **Mount Volcano**. The volcano is awakened and threatens the nearby city.

THE RED VALLEY

13.13



By Carlos de la Cruz

The Red Valley is a fertile land crossed by the merging of the Hack and the Gash Rivers. The fertile river valley forms the heart of the Brunner domain, a young fiefdom created by **Baron Erik Brunner** (Fighter 9, Lawful Neutral). A self-made ruler, he arrived as a powerful adventurer who drove out the former goblin inhabitants of the valley five years ago. He founded the town of Rustford and built the fortress of Castle Brunner, which began to attract settlers from the north.

The Red Valley has good farmlands, and the settlers that came after the conquest of the region by Baron Brunner sell foodstuffs both to the dwarves of the Dwarf Highlands and (by barge) to the settled areas down river, as far as even Tenkar's Landing. The settlers of the barony also cut lumber from the forests at the southeast of the Red Valley to use and sell down river.

- **Rustford** is the main village of the valley. It's a large village of 1,000 townsfolk, ruled by a council of guildmasters. The rest of the people live at small hamlets and farms along the Gash and Hack rivers. The total population of the domain is 5,000 people.

- **Castle Brunner** is a fortress built with the help of dwarven stonemasons. From this castle, Baron Brunner rules the domain. He as just man, although ruthless in times of war, and with little experience in ruling a domain (but he's learning). He's assisted by his fellow adventurers:
  - **Sir Derik Longsword** (Ranger 7, Neutral Good), the leader of his armed forces, a cheerful man that loves to patrol the wildlands, and hates goblins
  - **Master Rudolf Bloathouse** (Wizard 8, Neutral), an ambitious man eager to learn the secrets of the Central Shattered Mountains. Master Bloathouse occasionally hires adventurers to explore the mountains.

Baron Brunner has an army of 50 Light Cavalry, 50 Longbowmen, 25 Heavy Infantry and 125 Light Infantry troops. He can muster a levy of 400 able bodied men from the peasants, and 100 Light Infantry troops from the militia of Rustford if needed.

Dwarven Highlands

Baron Brunner conquered the Red Valley with the help of three dwarven companies. These companies, leaded by Fili, Nain and Rurik, colonized the central highlands of the Shattered Mountains. They have created three vaults there and mine the ore of the mountains. Each vault has its own leader, and they don't acknowledge Baron Brunner as their ruler, although they are close allies.

Each vault has a population of about 500 dwarves, counting women and children. As the powerful warriors that they are, each clan can muster a small army of 200-250 warriors.

- **Fili's Own** is ruled by Vaultlord Fili (Dwarf Fighter 9, Lawful Good), a grizzled veteran of many adventurers. He's a personal friend of Baron Brunner, and his closest ally. He is a proud dwarf, happy to have at least a clan of his own. He doesn't like Nain and the use he makes of human workers from Greatfall.
- **Nain's Deeps** is ruled by Vaultlord Nain (Dwarf Fighter 7, Lawful Evil). His vault is the least populated of the three dwarven settlements, but he, unlikely for a dwarf, hires human miners and workers, from the village of Greatfalls. He pays them to work at their mines and to herd goats.
- **Greatfalls** is a shanty town of 250 habitants that refuse to swear allegiance to the Baron, and have the protection of Vaultlord Nain. As a result, many thieves and bandits use the town to protect themselves from the Baron's law.
- **Rurik's Mine** lays deep on the Central Shattered Mountains and is ruled by Vaultlord Rurik (Dwarf Fighter 8, Lawful Neutral), the most isolationist of the three dwarven lords of the Dwarf Highlands. He rarely trades with his neighbors.

The Old Keep

The Old Keep is a ruined fortress that in old times protected the road from the Red Valley to the Northern Shattered Mountains. Now it's an abandoned ruin. Rumors persist of an ancient evil that lurks in the fortress. Some even say a vampire dwells there.

Goblin Badlands

The Red Valley used to be controlled by several goblin tribes. When Baron Brunner drove them out the valley, they fled to the northern badlands, and coalesced into two main tribes: **the White Bats** and **the Red Pipers**. At the moment the Red Pipers are divided, with two rival chiefs both claiming the name of Red Pipers.

They used to raid the lands surrounding Rustford, but the patrols lead by Sir Derik Longsword have kept them out of the valley for more than a year.

Giant Highlands

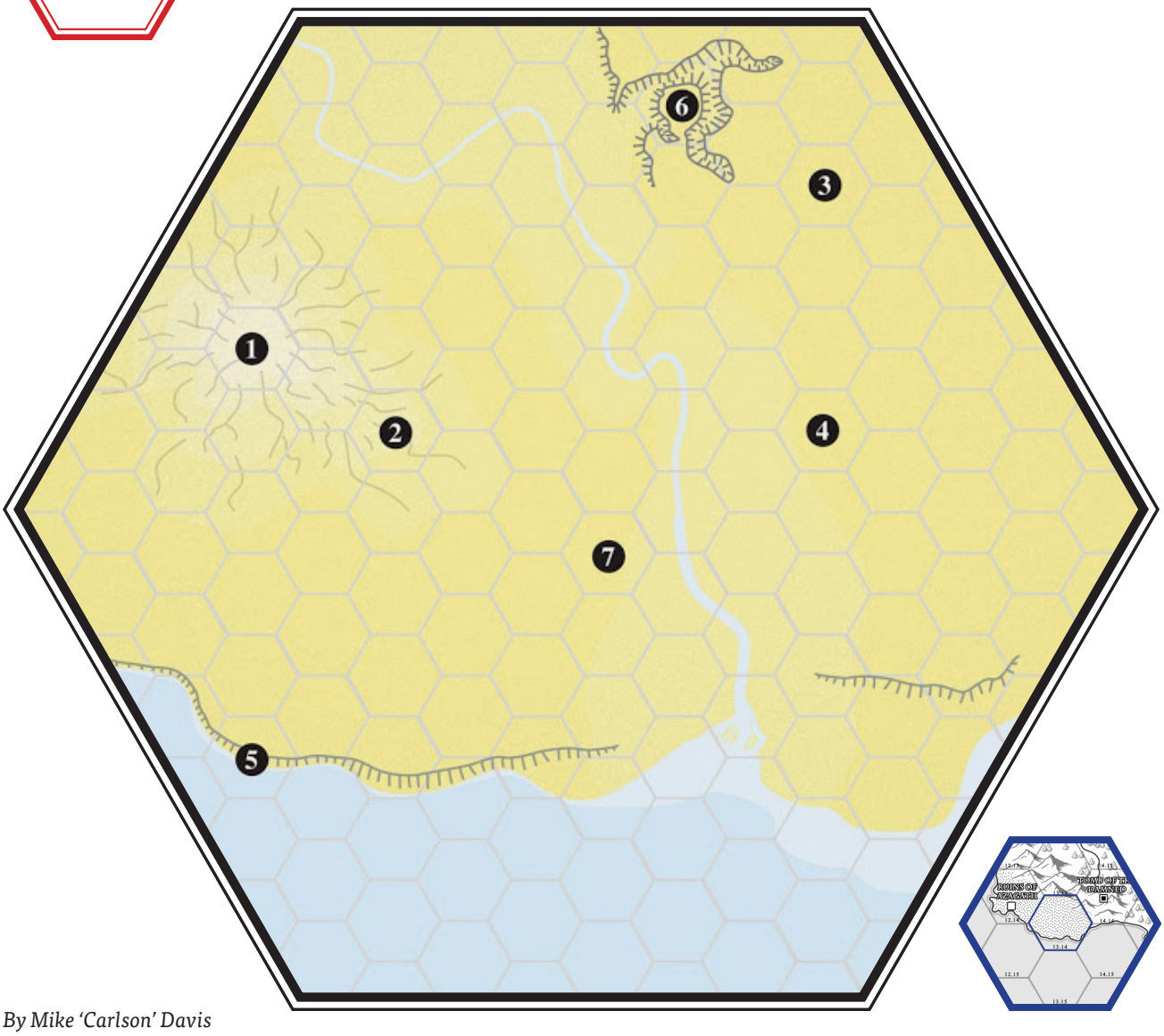
There are three hill giants tribes in the southern mountains, in a grim valley known as the Giant Highlands: the **Roarers**, the **Black Killers** and **Ogg's Clan**. They herd giant goats and like to throw rocks at each other. As they lack a king, they don't usually raid the lowlands.

The Dungeon

There's a dungeon at the southwest. Nobody goes there.

THE EAST AZAGATH WASTES

13.14



By Mike 'Carlson' Davis

A blasted desert with obsidian shards and strange ruins scattered about.

Flora

The area is dotted with scrub grasses and cacti. The environment of the East Wastes prevents all but the hardiest of leafy vegetation, and what vegetation thrives in the region tends to be sparse. Near the highlands of the west, the flora transitions from cacti to pine trees.

Fauna

Creatures unseen on the rest of the island (or anywhere else in the world, for that matter) can be found here. Those who have studied the region have widely differing opinions on the origin of such creatures, from daemonic incursions to visitors from the stars to magic gone awry. These oddities tend to be most numerous near the Crypt of Llegh, with slightly lower numbers near the Inverted

Tower. The region also hosts a number of more commonly encountered desert dwellers.

People

Small numbers of humans, dwarves and goblinoids have settled in the East Wastes. The sparsity of edible vegetation has limited these settlers to perhaps a few hundred scattered in small enclaves.

The region is not, however, without a native population. The andaman, a race unknown beyond the Azagath Wastes, seem to thrive here. Their race was named by the Moreau Expedition (a band of human and demi-human explorers), who were the first to make an extensive record of the race. The explorers described the individuals they encountered as a cross between whichever well-known animal species seemed most appropriate 'and a man'. The race tend towards nomadic barbarism, yet also bear some of the trappings of more sedentary civilized folk.

Trade Products

Precious metals (limited availability)

Keyed Locations (not final)

1. The Crypt of Llegh
2. Tanka's Mine
3. Cowie's Forest
4. The Inverted Tower
5. The Watchtower
6. Latreille
7. Obsidian Canyon

Location Descriptions

The Crypt of Llegh

Repository of the remains of a powerful mage of a bygone age. The location of the crypt is no secret - Llegh made sure the local villagers were well aware of the entrances location prior to being escorted inside for his final repose - yet no one who has entered the crypt has ever returned. (This has contributed greatly to the local economy, as gear and beasts of burden left behind by adventurous spirits is, after a suitable time, placed up for sale to similarly inclined individuals. It is not uncommon, in fact, for the same horse to have seven or more owners in a single year.)

Tanka's Mine

Bearing a face reminiscent of a bear, the andaman Tanka is a well known if infrequent sight in the neighborhood of Obsidian Canyon. Though he maintains a home in Obsidian Canyon, he is known to wander from it regularly. Only a few trusted confidants know where he roams: to the veins of gold and silver he has been slowly excavating over a period of decades. Where this mine lies is a secret only Tanka knows.

Cowie's Forest

A dwarf with an easy going disposition and eccentric tastes, Cowie has made a name for himself among the locals for the artificial forest he has constructed using the largest obsidian specimens from the surrounding desert. Many question his sanity - the prominent belief says it is due to a head-butting contest between the dwarf and a cow one rainy night - but none can dispute the workmanship and craft used in the creation of the glassy forest.

The Inverted Tower (The Rusted Well)

An oddity of a bygone age, the Inverted Tower (occasionally referred to as the Rusted Well) is considered taboo by the andaman in the region. Their legends speak of fire growing from this pit in a gout which spired high into the sky, only to return to the ground miles away and spread to scorch everything which stood upon the earth from the mountains to the sea.

The tower sinks beneath the ground some 150 to 200 feet (the exact depth is unknown due to the significant amount of debris at its bottom. At the surface, the tower is marked by massive blocks of a stone not found elsewhere. Within, the tower is ringed with floors and walls of steel the quality of which no living smith can reproduce.

(more to come…)

The Watchtower

A tower of clearly andaman design, the Watchtower shows no signs of andaman habitation in the recent past, nor do any andaman frequent the site. The tower features a coiling horn which spirals around the tower from the block house at its base to the mouthpiece forty feet above at the towers top. Many settlers have wondered what the horn is used to signal, but no answer has been discovered to date.

Latreille

Little more than a handful of homes, as many bee hives, and a small, one room tavern, Latreille is rarely visited. Those few who have visited the town have left with the impression that it has been recently abandoned, for though the buildings and single road seem well maintained, a horse at his trough and the drone of bees in their hives are the only signs of life to be found.

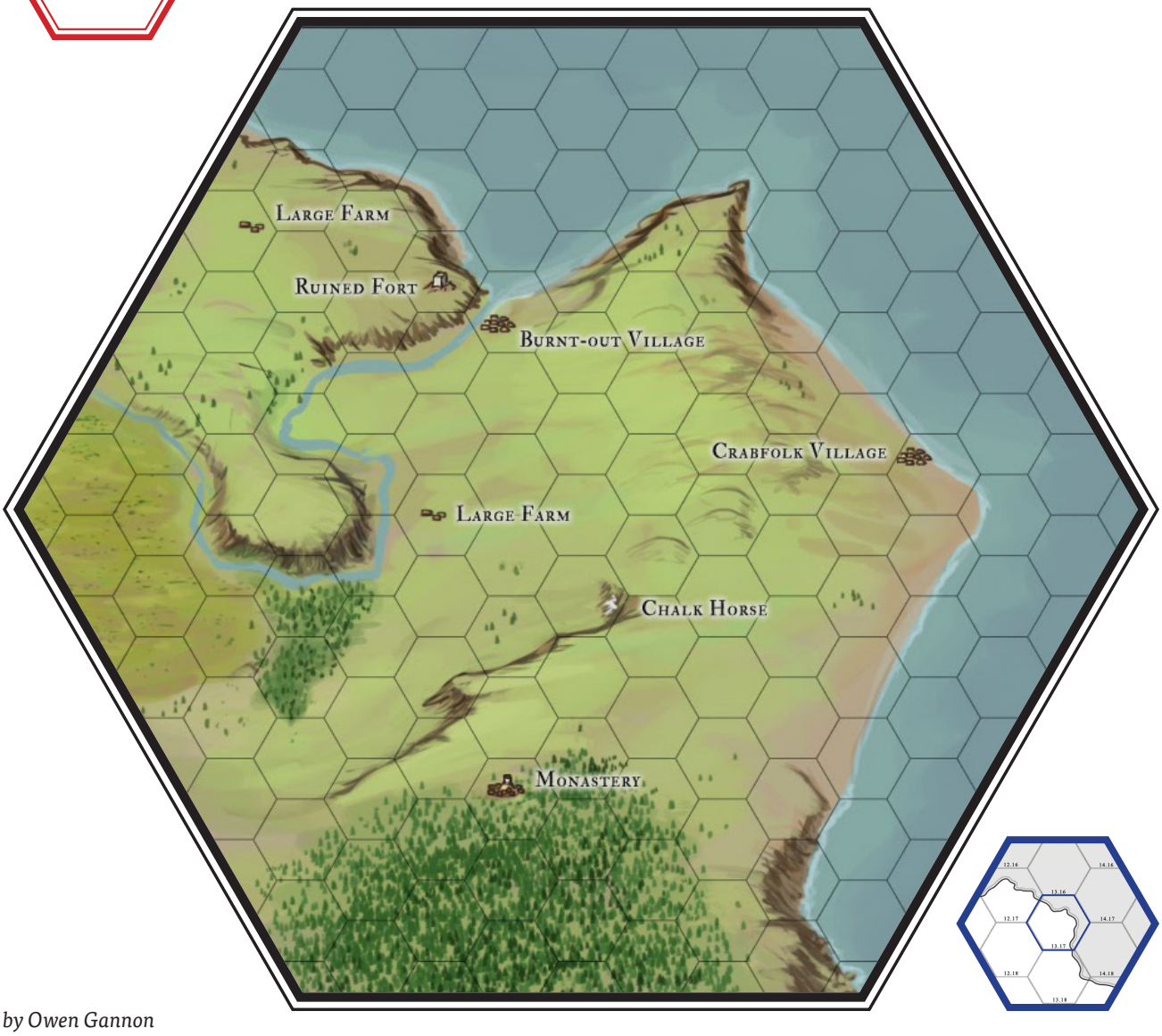
Obsidian Canyon

The only sizeable settlement in the area, Obsidian Canyon is the last resort of the desperate. The population is composed of humans, dwarves and orcs who immigrated here to take advantage of the mineral resources exposed throughout the desert; most have become bound to the region, the desert unable to provide the windfall that will fulfill their aspirations.

Surprisingly, the poverty of the town has had the benefit of uniting the community, with each member helping their fellows to the best of their abilities. Life here is peaceful, with a single general store, a handful of taverns and inns, and an infrequently used coach stop (should any locals manage to scrape together the funds to emigrate to more hospitable climes). There have even been successful attempts to make the town more pleasing, with numerous trails and observation points from which the most beauteous aspects of the local desert can be appreciated.

THE MONASTERY OF ST. TURGON

13.17



by Owen Gannon

The Brothers of the Knotted Cord.

Abutting the forest to the south of this hex is a small monastery of the order of Saint Turgon. These devotees of Bazadan believe that writing is heretical and allows powerful individuals to unscrupulously alter doctrine.

Throughout the walls of the monastery one can hear the constant chanting on the monks and acolytes as they memorize and declaim various prayers, parables, rituals and myths. Each monk carries knotted cords to use as mnemonic devices when chanting; particularly accomplished monks will have yards and yards of them wound around their grey habits. The Brotherhood maintains that their oral tradition hearkens back to the first words spoken by Bazadan to a mortal and it is true that all full monks of the order display an incredible ability to recall just about anything they've heard or seen. There are several discrepancies however between the oral records of the Brotherhood and the holy

books copied by mainstream priests of Bazadan. As such the two groups are in a religious schism where each party feels the other has made doctrinal errors through the inherent flaws of their system of record keeping.

Aside from their religious duties the monks tend a few acres of land, keep bees, and brew mead that they trade with the local farmers and merchants from South Swordan and Arthrop. The monastery also has beds and food available for travelers for a small fee. The Brother Hospitallus is in charge of both guests and trade and while writing may never be applied to sacred words he has been given a dispensation to make pictorial records of transactions after one too many disagreements with merchants.

The Abbot is an elderly but vital man with a neatly trimmed iron-grey beard. His vestments are heavy with cords of myriad colors, textures and patterns of knots. He is very interested in the welfare of the nearby yeomen and will offer rewards for adventurers to hunt down monsters or bandits that have been preying upon them. If introduced to an orthodox priest of Bazadan he will be friendly but will try to goad them into revealing ignorance of obscure (but theologically significant he assures you) lines from Bazadan's Holy Words.

The treasury holds a modest amount of coin, primarily in silver and copper. There are however, several censers, tapestries and instruments that would be very valuable on the open market. The abbot is able to proffer a reward that would be satisfactory to a party of fourth level or lower.

If threatened the monks will take shelter in the inner grounds. The low wall is topped with iron spikes and has a sturdy wooden gate. These defenses are sufficient to keep out small groups of brigands or marauders but large or well-trained attackers would be able to overwhelm them quickly. The Abbot is a Cleric 7 and the Brother Infirmarius is a Cleric 3. There is also a first level cleric among the newly tonsured monks. In total there are around three dozen monks, half of whom can be considered able-bodied. Ten of the brothers have a soldiering background. In times of danger the monastery's armory has spears, clubs, maces and other weaponry in sufficient amount to equip the monks and enough extra material to outfit up to twelve visitors who may be taking shelter during an attack.

Lord Moon's Favor

Along the beach there is a bustling village of crabfolk. The adults stand six to seven feet tall and are very broad across the shoulders. Their shells come in a variety of colors ranging through blacks, browns, reds and even greens. While their exoskeletons are very tough the backs of their heads are long, pale and soft. To protect them they wear head-shells, traditionally taken from large molluscs as a right of passage but increasingly made from worked metal. They have two claws, the right almost as dexterous as a human hand, the left a crushing claw with a large armored forearm. This shield claw is often a brighter color than the rest of their body. Most delicate work is actually done with the crabfolk's complex mouthparts. Adult crabfolk breathe air but can hold their breath for up to an hour. Their infants must stay in salt water from the time they hatch to when their shells harden.

The folk of this village sustain themselves primarily through the farming of seaweed and the gathering of shellfish. They trade mother of pearl and purple dye for man-made goods, especially those of silver. Younger folk will take work as salvagers, pearl divers or even mercenaries.

The crab folk have no sexual dimorphism or division of labor. They also have no lord or chief. Instead, each profession elects Speakers who meet in council to discuss problems for the community. In this village the most prominent Speakers are those of the Claw (warfare), Moon (religion), Sea (farming) and Sand (trade and diplomacy.) Due to the overlapping of their responsibilities the Claw

Speaker and Sand Speaker have close relations and often support one another in the councils. The Moon and Sea Speakers often find themselves arguing against them and, as such, have become allies as well. In general Claw and Sand are in favor of more connections with the outside world, especially humans, while Moon and Sea advocate for tradition and isolationism. Both parties have less powerful Speakers in their camps and there are unaligned Speakers whom the two camps try to convince, threaten or bribe in the days before a council is called.

The Folk of this village have good relations with most nearby communities. Their armored bodies and great strength mean that most bandits steer well clear. The lord of South Swordan would like to bring them to heel but is leery of the potential cost. The village often sends merchants to market days at the Monastery of St. Turgon and the Sand Speaker himself will travel to Tenkar's Landing once a year for a fair.

The Claw Speaker is a large, black-shelled female. Her shell is scored with numerous nicks and grooves from her time as a mercenary and her head-shell is made of bronze inlaid with silver. She is very keen on the merchants finding mercenary work for the folk of the village, hoping to have as many as possible with experience in warfare. Statistically she is a advanced crabfolk with 6HD

The Sand Speaker has a bright red shell and his head is covered in a fanciful conch shell cunningly crafted of silver and gold. When out trading he wears embroidered robes and a wide wampum belt; knowing that humans respect those in rich clothing.

The Moon Speaker has a dark brown exoskeleton and his head is covered in the shell of a large whelk. He has no animosity towards humans but feels that his people are straying from their proper path. He is especially disdainful of the use of man-made head-shells. The Moon Speaker is able to cast spells as a 4th level cleric.

The Sea Speaker has a dark green shell and covers her head with a grey snail shell. Her mate was killed by a raiding party of ogres several years ago and she harbors an animosity against outsiders. She resents that pearl divers and shell gatherers who would normally be under her purview, have been wooed by commerce into the Sand Speaker's camp.

The Night Speaker has a blue-black exoskeleton and the shiny black head-shell that is the symbol of her office. She is an unpredictable vote in village politics and seems to have her own secret agenda. She is able to cast spells as a 4th level magic user and can brew simple but foul-tasting potions.

The village has around one hundred adults and an equal amount of young. One quarter of the adults have spent some time as mercenaries and have a knowledge of tactics. If the village is attacked by a force judged too large to fight off the folk will flee out to sea, screened by the trained warriors. If cornered or if the odds seem even however, all adults are able combatants.

Either political party could muster a reward or payoff sufficient for a party of third level. The village united would have enough portable wealth to satisfy a 6th level group. If the village were sacked goods could be found slightly in excess of that. Many of the villagers have head-shells decorated with precious materials but they would have to be taken from their bodies. The crabfolk are willing to hire themselves out as mercenaries but they know their worth, demanding a wage thrice that of a human heavy infantryman. If they are being hired for noncombatant work like salvaging they will charge half price.

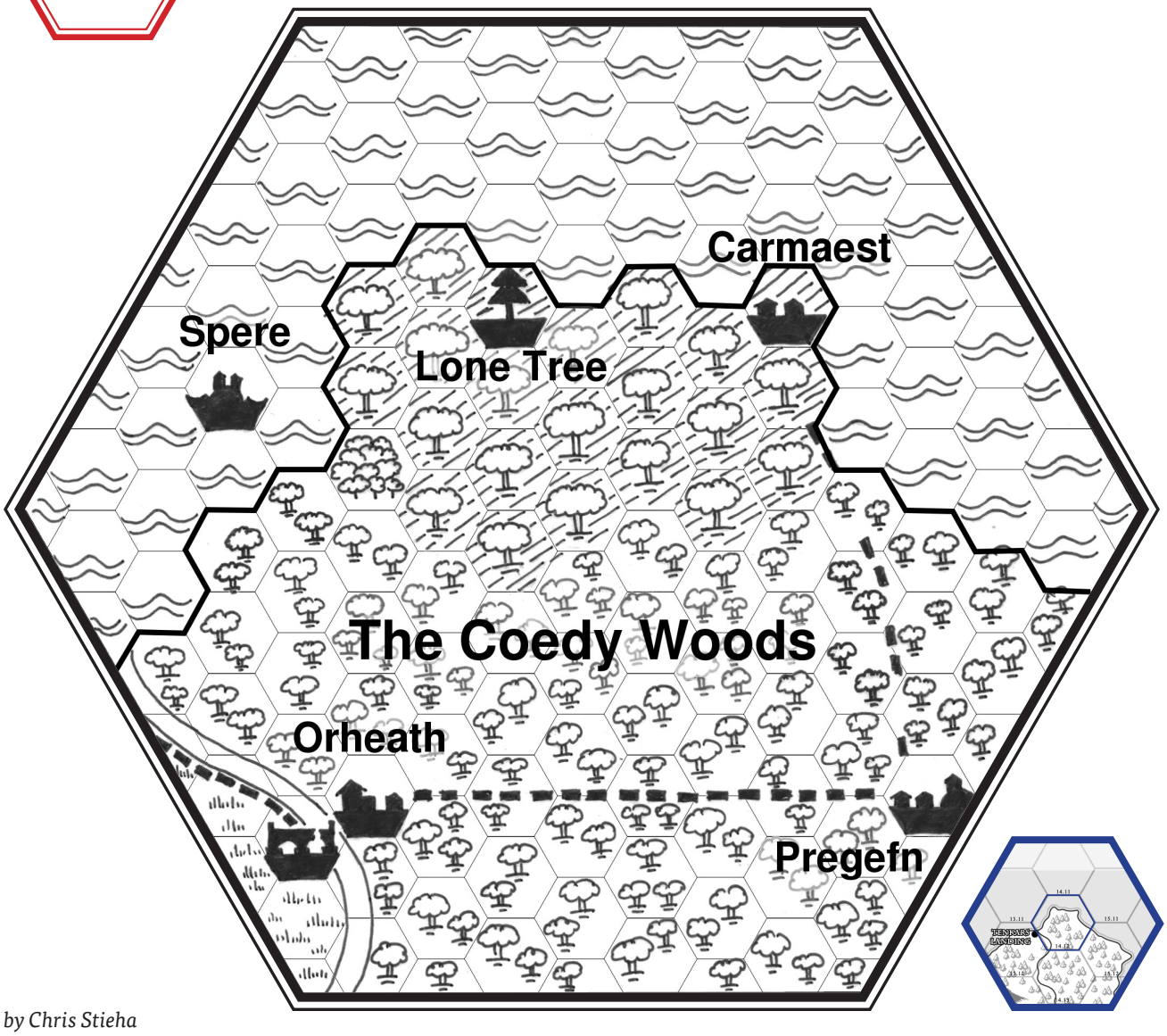


Crabfolk:

No. Encountered: 1D6 (band) / 4D6 (Claw) / 3D6 x 10 (Village)
Alignment: Neutral
AC: As chain and shield
HD: 3
Attacks: 1
Damage: 1D4 or weapon
Save: F3

THE COEDY WOODS

14.12



by Chris Stieha

Overview:

The Coedy Woods, an unnaturally dark forest, extends south from the northern coast to the old road. Villagers from Pregefn and Orheath harvest mushrooms from this forest for their magical properties. The "asylum" on the island Spere treats its patients with these mushrooms. Villagers from Carmaest eat the fungus, worship the fungus, and feed the fungus. They previously fed the druid of Pregefn to the fungus, who now battles it. When the druid is winning, the mushrooms are beneficial and the fungus-eaters are contained. When the fungus is winning, the mushrooms are poisonous and the fungus-eaters make their raids. A lone tree stands on the edge of the northern coast and covers the entrance to the underground cavern housing the fungus that creates the dark forest.

Points of Interest:

The Coedy Woods

A. Lone tree - Lair of the Fungus-Druid

B. Carmaest – Hamlet of the Fungus Eaters

C. Pregefn - The Druid's Hamlet

D. Orheath - The Town of the Mushroom Market

E. Asylum on the Island Spere

F. Meadow of Blue

The Coedy Woods

The Coedy Woods originates from the fungus inhabiting the lair under the Lone Tree along the northern coast. Mushrooms and plants dominate these woods; animals are obviously absent. Many of the mushrooms are either beneficial or poisonous, and the townsfolk in Pregefn and Orheath can help with identification. Orheath is known for its mushroom market and its economic dependence on the mushrooms, both for good and for bad. The residents of Pregefn mainly use the mushrooms for food. The Meadow of Blue encounter can only occur once. The next time it is rolled, it is a circle of mushrooms.

Encounter Table:

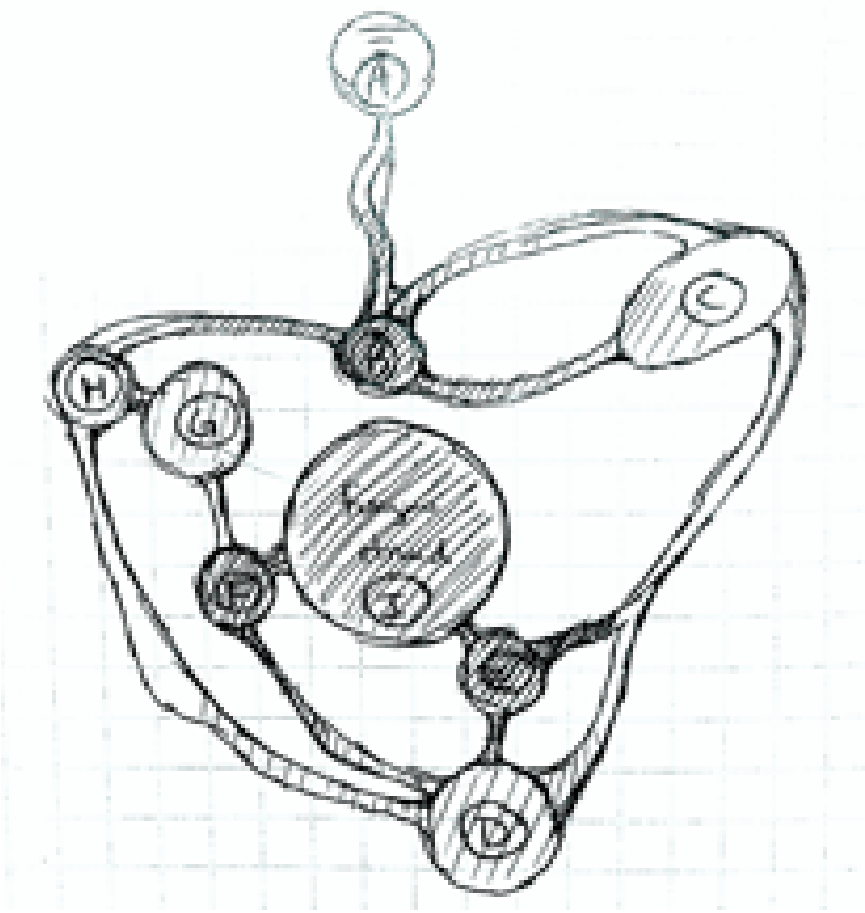
The silence in the forest makes surprise unlikely.

1D10	ENCOUNTER
1	*`Fungus-eaters raiding party, either leaving the lair or returning with a victim*
2	*Mushroom hunters from Pregefn*
3	*Mushroom hunters from Orheath*
4	*Animal*
5	*Animal and mushrooms*
6	*Plants that attack*
7	*Something from hex 15.12*
8	*Something from hex 14.13*
9	*A clump of mushrooms*
10	*First time, the Meadow of Blue. After that, a circle of mushrooms.*

A. Lair of the Fungus-Druid at the Lone Tree

At a glance:

The fungus originates from this lair underneath the Lone Tree, where the villagers from Carmaest bring their tribute. Onis, the druid of Pregefn, is currently ensnared in the center of the lair and battles the fungus. When Onis is winning, the world is quiet, the fungus-eaters of Carmaest are asleep, and the medicinal herbs are abundant. When the fungus is winning, the fungus-eaters make raids to get the fungus food, often people from the surrounding hamlets.



1D8	RANDOM ENCOUNTER
1	*A wall of mushrooms*
2	*A room full of mushroom spores*
3	*Mycelium strands, act as vines*
4	*Sleeping fungus-eaters*
5	*Awake fungus-eaters*
6	*A creature, intoxicated with the fungus*
7	*A creature caught in the mycelium*
8	*Something that doesn't belong*

Key locations:

Hatching on the map represents the density of the fungus along the walls and within the interior of the rooms, with white being very little (rooms A, C, and H) and dark hatching being the thickest (rooms B, E, F, and I). For all rooms except B and I, use the random encounter table to determine the occupants of the room.

Room B: A wall of mushrooms with victims pressed into the wall.

Coins and jewelry are scattered around the floor in tribute.

Room I: The battle between the fungus and Onis, the druid.

Onis will ask the party to kill her, but the fungus will prevent this by releasing spores, attacking with vine-like mycelium, and manipulating Onis. Under her own will, Onis will help the party. Under the will of the fungus, Onis will attack the party. Destroying the fungus (either with or without killing Onis) destroys the forest in the shaded area on the hex map. Without the fungus, the residents of Carmaest return to normal, but the economies of Pregefn and Orheath become unstable and the asylum on the Island of Spere cannot control its inhabitants. Failing to destroy the fungus allows the Coedy Woods to spread and the raids to continue. Onis may or may not be assimilated.

Magic Items:

Stick of a Grown Tree

When stuck into the ground, a large tree instantaneously appears. Fire instantaneously burns the tree, leaving the stick. Chopping damage is immediately healed.

B. Carmaest – Hamlet of The Fungus-Eaters

Population: was about 50 people. Some have been fed to the fungus.

At a glance:

Deep within the Coedy Woods, Carmaest (labeled E) is either empty or contains sleeping inhabitants. If empty, the inhabitants are either on a raid to gather victims to feed to the fungus or in the lair of the Fungus-Druid (labeled B). Before the fungus, money motivated the inhabitants, who were split between supporting one of two leaders: Baitho, the boatwright, or Drache, the provision store owner. The first victims for the fungus were the less successful leader and his followers, to be decided randomly. Inhabitants are described with respect to their pre-fungus life. Currently, all inhabitants are affected by the fungus.

Key Places in Carmaest

The Copse

Overrun with mushrooms, these dark woods in the middle of the hamlet are where the villagers first interacted with the fungus. Entering the copse causes a cloud of spores to emerge that affect people mentally and visually.

The Virgin's Buckler

Owned by Kyl Arleth. Cots fill the main room of this tavern, whereas the second floor is locked and unused. Statues surround the outside of the building and the inside of the main room. Besides food and drink, tools are also sold here.

The Scribe's House

Veda, the scribe, lives in a modest house full of knickknacks and bric-a-brac.

The Boatwright's Shop

Baitho's shop is meticulously organized, overpriced, and contains many uncommon items.

The Provisions Store

Drache's store is decorated to the point that it is hard to find things, but there is not much to find.

Key People in Carmaest

Baitho, the boatwrigh

Big and beefy, snobbish and suspicious, but will deign to accommodate and barter. He argues with Drache, the owner of the provisions store, and suffers from occasional guilt for a past event that observed as a child, but did not tell anyone about.

Drache, the provisions store owner

Stooped over and hatchet-faced, he argues with Baitho, the boatwright. He'll let customers shop, but won't help them look for things, and is cooperative only to the point that he isn't bothered. He has a prying nature and an extreme fear of snakes.

Veda, the Scribe

Veda, with his fine features and clumsiness, is serious in his attempts to earn a reputation as a scholar. He is helpful, but apathetic, will not barter, and may refuse a sale, because everything belongs to him.

Kyl Arleth, owner of the tavern

Kyl, with hazel brown eyes and wavy blonde hair, currently has symbolic visions. He is in competition with and envious of Kesa Arleth of Pregefn.

Sali, the doomsday prophet

An agreeable, timid, but paranoid doomsday prophet, Sali wanders the hamlet and stays because of duty to a family member. He is not a fungus-eater, but affected by the spores from the mushrooms in the copse.

C. Pregefn - The Druid's Hamlet

Population: about 50 people

At a glance:

Pregefn is ruled by Mara and Evell, two clerics from the church on the high hill. This hill is slightly magically, and when combined with the mushrooms, allows the clerics to heal people. Despite this healing being a major economic draw for this hamlet, the villagers are tired of outsiders. Some of the houses are vacant because the inhabitants have been taken by the fungus-eaters. Some parishioners may be presumptuous and pushy.

Key Places of Pregefn

Church

An impressive domed sanctuary with four large apses sits atop a mesa of tranquility. The magic of the mesa combined with the mushrooms and some prayer can heal almost anything, for the right donation or church-sanctioned activity.

Vacant house in the south

Recently vacant, but already contains two squatters.

Inn of the Cheerful Ogre

Kesa Arleth runs an old, two-story, well-stocked, stone inn known for its low ceilings, drinking contests, and use of mushrooms in its food

Potion shop

Wyna may not have many potions at a time, but her potions are exquisite and demand a high price.

Tool shop

A charming shop, but Aidhel refuses to buy or sell weapons.

Provisions shop

Cathne maintains above-average stock with reasonable prices. She often has uncommon and rare items for sale after people go missing.

Key People of Pregefn

Mara, the cleric

Mara is heavyset with a long nose. She has a strong sense of duty to the community and is protective of Evell, her relative, but is unfriendly and unthankful to strangers and members of the community who she thinks could be more pious.

Evell, the cleric

Like her relative Mara, Evell has a strong sense of community, but is extremely envious of Mara and the community's appreciation of her. Evell has a secret prophecy that she must fulfill.

Onis Stasny, the druid

Onis, with her soft amethyst eyes, is motivated by knowledge, which often put her at odds with the two clerics, Mara and Evell. She has been missed since being taken by the fungus-eaters, especially by Wyna, who benefited from her herbal knowledge.

Wyna Stasny, of the potion shop

A relative of Onis, Wyna is calm, but claustrophobic. She has an extreme longing to leave Pregefn, but can't leave Onis. Her potion shop is tidy, but rarely has any product because she produces potions slowly without Onis.

Cathne, the Provisions store owner

Although generous, auburn-haired Cathne will not barter. Her family is old to the area, which makes her glum and fearful of the dark because her family is part of the stories of the Coedy Woods.

Aidhel, the tool man

Because of his current visions from spirits, Aidhel knows where to find things. Violet eyes staring from a porcelain-skinned face have seen too much bloodshed.

Kesa Arleth, owner of the Inn

Although known for her competitiveness with her brother Kyl Arleth and his tavern, she's a daydreamer more likely to avoid her duty and dream about a particular, still-living hero.

D. Orheath - The Town of the Mushroom Market

Population: about 200 people

At a glance:

Orheath sits on the eastern bank of the river at the base of a dilapidated bridge that marks the beginning of the old road. Once a thriving stop-over for foot traffic, barge traffic mainly skips this town on its way to Tenkar's Landing. Because of its economic hardships, villagers are aggravated by outsiders, but curious, so lodging is difficult but not impossible to find. Known for its mushroom market, the vendors selling mushrooms collected from the Coedy Woods are obnoxious and unrelenting.

Key places of Orheath

Mushroom Market

Carts and tents line one street away from the town center.

The Lance and Mug

Willex runs a tavern out of an old, 2-story brick castle known for its collection of tankards and roast beed in orange sauce. Hammocks are in the main room, but Willex may say that he has no room.

Bridge

At one time, the stone bridge spanned the river and connected Orheath to Tenkar's Landing, but now it sits in disrepair and disuse.

Church

A re-purposed earthen mound from an older religion, this church contains five rooms, each with six columns describing the story of creation, where each room tells a different story.

Resale Store

Despite being in a state of disrepair and neglect, Hilda sells lots of common and uncommon items.

Tool store

Joane's shop is showy and flamboyant to the point that many of tools are useless.

Key Inhabitants of Orheath

Giles, the Provision store owner

Greedy and covetous, he needs a mystery solved.

Zliba, a Mushroom Market Vendor

Obnoxious and unyielding, Zliba uses her big body to help her get her way. She seeks redemption from Onis the Druid (see Pregefn) , her childhood mentor.

Hilda Melchor, resale item vendor

A snub-nosed passionate storekeeper, who is so passionate that she wants to keep everything. She supports Joane in the Meadow of Blue encounter.

Joane Melchor, tool store owner

A snub-nosed female, who had symbolic visions as a child and has worked to run away from them. She still has feelings for Willex. The treasure buried in the Meadow of Blue was hers.

Albert, church inhabiter

Something is slightly off and strange with the pigeon-chested Albert. He was a mentee of Veda the Scribe (see Carmaest), but has occasional guilt towards mentor.

Willex, the innkeeper

Barrel-chested and handsome, he has many suitors and constant heartbreak, both his and hers. Willex superficially supports Bertio, but has wavering devotion to Joane.

Bertio Melchor, a mushroom market vendor

A snub-nosed vendor with strawberry blonde hair and a fear of magic because of a childhood

event. Much to his frustration, he always seems to be indebted to Willex. He took the treasure and buried it in the Meadow of Blue.

E. Asylum on the Island of Spere

Population: 1 doctor, 2-4 nurses, 1-2 non-medical staff, about 20 patients

At a glance:

On one of the largest islands near Tenkar's Landing is an asylum that depends on the mushrooms to control its inhabitants. Although described as patients (and some may be patients), these inhabitants have the potential to be weapons. They are watched and kept under control until required.

Key Places of the Asylum

Boat dock

The only place where a boat can safely land on the island.

Doctor's Office and Workshop

Positioned between the dock and the rest of the facility as a gate between the two.

Living quarters for the staff

These buildings are obviously built to withstand physical force, with heavy duty locks on the inside.

Living quarters for the patients

Built in a similar fashion to the living quarters for the staff, the locks on the outsides.

Heavy duty cells

The residents and staff talk briefly about these physically and magically protected buidlings tucks in the back of the facility. On his bad days, Mane VanLeare stays in one of these.

Key People of the Asylum

Doctor Elean Riordan

Despite being muscular, the doctor mainly uses her authority, her eloquence, and guilt to manipulate people. She is an unrealistic daydreamer with occasional bouts of despair, especially because she knows what her charges are capable of.

Mina VanLeare, the nurse

Her brow is constantly furrowed due to either anxiety or concentration. She is boastful, especially of her knowledge and childhood visions of diety, but not of her abuse of the mushrooms and other medicine. She watches over her brother Mane VanLaere.

Mane VanLaere, an inhabitant

Mane, the brother of the nurse Mina VanLeare, wanders around the asylum, often drugged to the point of unconsciousness. Images of monsters dance in his dark violet eyes, monsters that he can summon forth from his mind, both willingly and unwillingly, when no under the influence of the mushrooms.

Brida, an inhabitant

Brida is a serious know-it-all, who stares at you with chestnut eyes and forgets to say thank you. She is in a constant state of despair, but motivated by solving questions, much like her older

brother who studies magic.

Lyna, an inhabitant

To protect her family's reputation and high ranking status, the athletic Lyna committed herself to the asylum because of her ability and her spirit visions. Because of these visions, she fears birds.

F. Meadow of Blue

A meadow, that can only be found once by an individual, is completely dominated by unnaturally blue objects (Table 1). In the middle of the meadow is a small hill.

Table 1. A list of blue objects and their effects.

1D6	OBJECT	EFFECT OF OBJECT
1	*Butterflies*	*Once one is caught, it becomes a jeweled butterfly. All others drop dead.*
2	*Dragonflies*	*Will fly around and bite PCs. Can make an armor by collecting wings.*
3	*Flowers*	*Eating a flower increases cleanliness. Eating seeds increases intelligence*
4	*Birds*	*Sing songs that can put one to sleep, whether PCs or NPCs*
5	*Pebbles*	*Carrying a pebble will slowly cause the carrier to disappear.*
6	*Grass*	*Once picked, becomes sharper and stronger than steel*

Inspecting the small hill reveals recently disturbed dirt. Although it appears to be recently buried, the child's treasure (Table 2) was buried when adults from the nearby town were children. The excursion in to the blue meadow and the loss of this treasure have led to contention even to this day. Returning the treasure changes how four NPCs interact with the PCs (Table 3).

Table 2. The treasure hidden by the Melchor children.

1D6	COLOR	TREASURE
1	*Red*	*Jack in the Box*
2	*Orange*	*Teddy Bear*
3	*Yellow*	*Blanket*
4	*Green*	*Doll*
5	*Blue*	*Book*
6	*Purple*	*Mechanical device, i.e. a mechanical bird*

Use these individuals from Orheath.

Hilda Melchor, resale item vendor

A snub-nosed passionate storekeeper, who is so passionate that she wants to keep everything. She supports Joane.

Joane Melchor, tool store owner

A snub-nosed female, who had symbolic visions as a child and has worked to run away from them. She still has feelings for Willex. The treasure was hers.

Willex, the innkeeper

Barrel-chested and handsome, he has many suitors and constant heartbreak, both his and hers. Superficially supports Bertio, but has wavering devotion to Joane.

Bertio Melchor, a food market vendor

A snub-nosed vendor with strawberry blonde hair and a fear of magic because of a childhood event. Much to his frustration, he always seems to be indebted to Willex. He took the treasure and buried it.

Table 3. How focal NPC will react to the PCs if PCs give the treasure to the NPC listed at the top of the column.

	FOCAL NPC'S ACTION TOWARDS PCS IF TREASURE IS RETURNED TO:			
FOCAL NPC	**HILDA**	**JOANE**	**WILLEX**	**BERTIO**
Hilda Melchor, resale item vendor	*Hilda will give one of her prized possessions to the PCs.*	*Hilda will work with PCs, but will glare the whole time.*	*Prices of all items will be reduced for the PCs.*	*Hilda will close her shop and not let in the PCs.*
Joane Melchor, tool store owner	*Unique items appear frequently when the PCs examine her inventory.*	*Joane will disappear. Symbolic visions become less symbolic and more real.*	*Joane has jobs with good pay for the PCs to perform. All jobs involve Willex in some manner.*	*All tools cost 3x normal cost. Joane will offer 1/5 normal price (or less) for tools PCs are selling.*
Willex, innkeeper	*Willex will always say he is booked up, but will still offer the stable.*	*Willex will always find a room, but may not be exactly what the PCs paid for, either good or bad.*	*Willex always has information for the PCs and knowledge of errands that the PCs can perform.*	*A nice room will always be found for the PCs, at cost.*
Bertio Melchor, food market vendor	*The PCs will not be served food anywhere in the town, although other customers obviously have food.*	*Bertio will serve the PCs, but with complaints and mumbles under his breath.*	*Bertio won't spit in the PCs food.*	*Bertio will have special/unique food with effects available for purchase.*

Legend behind the Meadow of Blue, all locals know some part of this legend.

The meadow of blue only appears once to a person. Buried under the hill is the body of Wyna Simril, a flowery servant girl, who had relations with the Rock King (often heckled as the Pebble King) and bore an illegitimate son, Mado. Despite being given a jeweled butterfly fitting of the firstborn of royalty, Mado was not royalty and was denied his lineage. Over the years and with the help of a bird-like advisor named Tane, Mado rose to power in the lands outside the kingdom and was able to raise an army to take back his kingdom. Initially described as harmless as grass, Mado and his army were able to advance through the kingdom and storm the castle. As the Rock King lay fallen on the floor, he looked up to see Mado, his oldest son, and Tane, his youngest son. Before Tane could turn on both his father and Mado, a swarm of blue dragonflies burst into the room, filling it completely. Once the dragonflies dispersed, only Mado remained. When he visited his mother, Mado found her dead with two blue dragonflies next to her. Those who overnight in the meadow will see the bird-like ghost of Tane storm through the meadow.

List of Mushrooms

If consumed when dried out, effects are temporary. If consumed when fresh, effects are permanent as fungus becomes part of the character. If the druid is winning the battle, the mushroom is more likely to be beneficial or the beneficial effect is greater than the detrimental effect. If the fungus is winning the battle, the mushroom is more detrimental. Mushrooms can be multiple colors.

1D20	COLOR	BENEFIT	DETRIMENT
1	Light Red	One stat is increased	One stat is decreased
2	Dark Red	Character able to cast a spell	Character is afflicted by a spell effect
3	Orange	Hearing ability increases	All music is grating noise
4	Burnt Orange	Monkeys serve character	Vermin are attracted to character
5	Yellow	Can hold on to things better	Is a magnet for missile weapons
6	Pale Yellow	A talented musician	Only hear a constant buzzing
7	Violet	Doesn't need to drink water	Brittle like glass
8	Brown	Can talk to animals	All animals talk to character
9	Black	Can't be poisoned	Eating anything is painful
10	White	Able to carry more things	Clumsy
11	Gray	Become attuned to weather	Can only speak in whispers
12	Gold	People like your smell	Face frozen in a smile
13	Silver	Can innately sense things	Eyes disappear
14	Copper	Can sense traps	Arms replaced by vine-like structures
15	Pink	Can squirt black ink	Skin is all the colors of the rainbow
16	Neon Green	Develop internal pockets	Become a packrat
17	Dark Green	Can find a safe campsite	Turn into a mushroom at full moon
18	Light Green	Skin is thicker	Become easily addicted
19	Dark Blue	Sleep is more beneficial	While sleeping, emit bright light
20	Light Blue	Steadfast to the point of stubbornness	Consumer says whatever causes problems

List of Abilities of Inhabitants of the Asylum

These abilities are damaging not just to the person, but to society.

Ailments can be

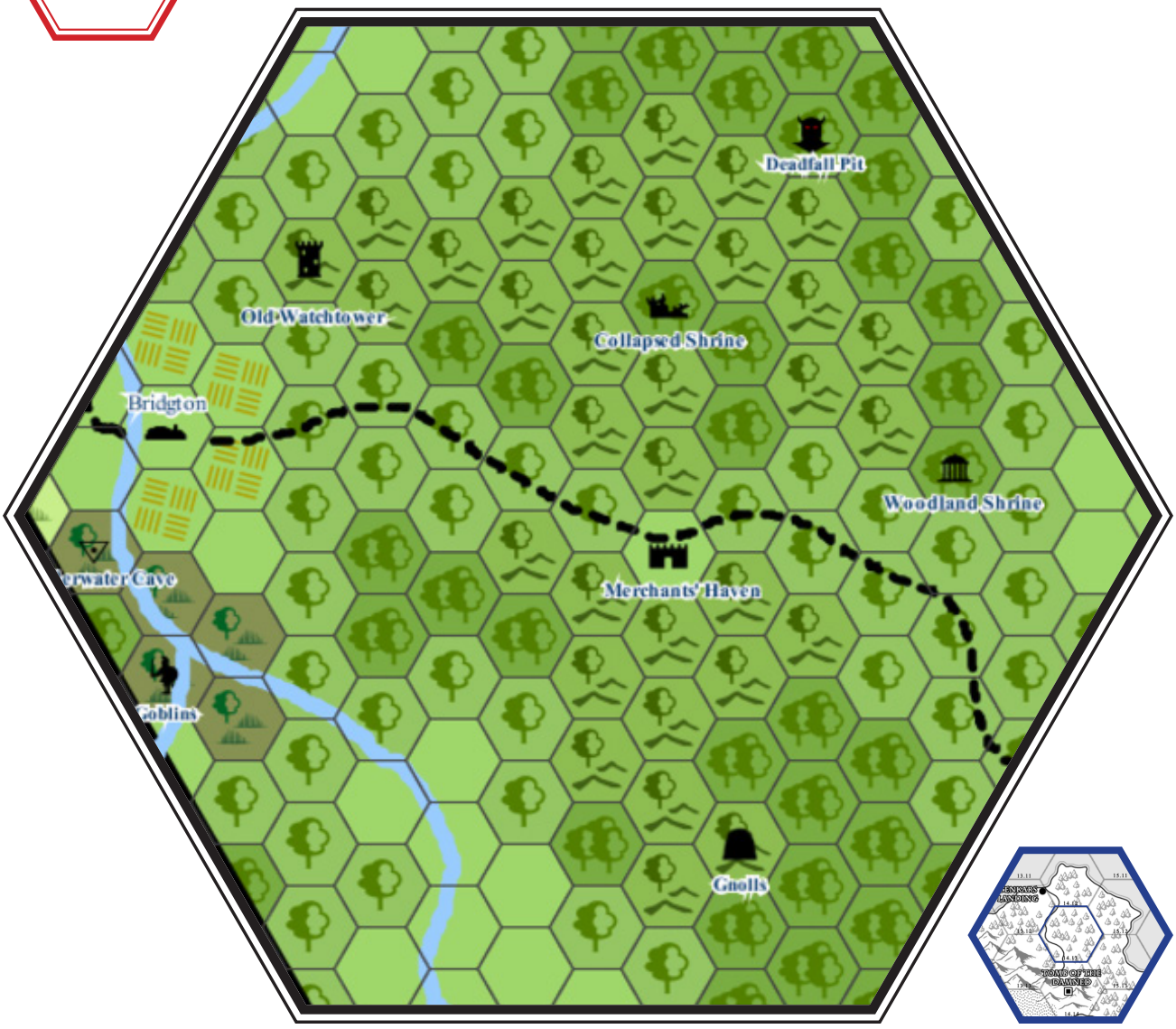
1. A functional effect, where the character looks normal but has an enhanced function,
2. An emotional or behavioral effect, where doing (or not doing) something causes the effect,
3. A physical effect, where the character looks physically different and gains an effect because of the difference,
4. Mental effects, which incorporates the mind and illusions.

For example, the ability of increased strength can be: 1) a stronger character with no change in appearance, 2) a character that is super strong when angry, 3) a character that is strong because they have extra arms and legs, and 4) a character that is strong because of telekinesis.

1D10	FUNCTIONAL	EMOTIONAL/ BEHAVIORAL	PHYSICAL	MENTAL
1	*Can shoot spines out of body*	*Spines appear when there isn't something soft to touch*	*Has spines on body*	*Can summon a poisonous attack butterfly*
2	*Radiates darkness*	*Must be kept in the dark or turns into a giant creature*	*Made of wood and moonstone*	*Can summon the stars down to earth*
3	*Stores the secrets of others in their tears*	*Must be crying, or Pandora's box is opened*	*When cries, things from the surrounding area disappear*	*Causes people to feel great sorrow*
4	*Has no sense of touch, immune to pain*	*Must always wear a hat or else emits destructive screams*	*Arms and legs are useless, but can use other people's*	*Can cause people to lose hearing*
5	*Multiple persons with skills in a single body*	*Must be facing north, or people collide into each other*	*Has an obvious way to split self into two halves*	*Can appear and act as multiple individuals*
6	*People in close proximity move faster*	*Always carries a box, or else time fluctuates*	*Is simultaneously old and young, can age people with a touch*	*By making a cut, allowed to redo a decision*
7	*People are extremely attracted to person*	*Must dance, or plants in area will grow uncontrollably*	*Glows brightly and radiates heat*	*Has telepathy, but only lies*
8	*Can climb up anything*	*Has a bag of "magic beans"*	*Can pull out eyes, disconnect them, and still see*	*Causes heights of objects to change*
9	*Followed by rocks*	*Must be in pain, or earth undulates*	*Opening mouth causes small nasty creatures to fly out*	*The more someone talks near them, the more they disappear*
10	*Sees disease, which overwhelms the character*	*When hears singing, disease radiates outward*	*Causes disease*	*Makes groups of people think they have a disease*

THE GRIMELWODE FOREST

14.13



By John Ivor Carlson

Overview

The Grimelwode Forest, a tangled riot of trees covering a range of rough hills, dominates the area southeast of Tenkar's Landing. The forest's hills divide the area in half, with the narrow pass running through their center serving as a strategically important crossing and determining the course of the caravan route from Bridgton on the island's largest river (known as the Grimelwode River to locals) to the settlements along the eastern coast. In addition to this lifeline of civilization, the forest is also home to many crumbling structures erected by departed civilizations waiting to be explored by those willing to leave the relative safety of the path.

The town of Bridgton, besides marking the beginning of the only major overland route through the forest, is also a hub for the brisk trade via barge on the Grimelwode River. This trade route stretches from the ports of Tenkar's Landing in the south to the dwarven mines in the mountains near the

river's headwaters. Bridgton and its squabbling guilds have grown wealthy as a result of this mercantile activity, but with such wealth comes danger from brigands and monsters who covet these riches. This constant threat is a reliable source of paid work for adventurers when they are not busy exploring the secrets of the forest's depths.

Points of Interest

- **Bridgton**: A small riverside town dominated by mercantile interests built near a bridge constructed by the Azagathians that is held aloft by two enormous stone supports carved in the likeness of kneeling warriors. As a hub of commerce on both the overland caravan routes and river, this location offers adventurers ample opportunity to find both work and information about the surrounding lands.
- **Merchants' Haven**: A lightly garrisoned fort guarding the pass through the Grimelwode Forest's hills and offering refuge to merchants traveling the caravan route to and from Bridgton. As the gnoll attacks along the road have increased in recent months, the fort has become a more popular rest-stop as well as a target for those increasingly desperate creatures.
- **Collapsed Shrine**: The ruins of an ancient shrine that once stood above the head of an overgrown valley but recently collapsed down the forested hillside. This collapse has revealed the previously hidden burial chambers of an ancient warrior whose resting place contains a relic of great power.
- **Watchtower**: A small tower northeast of Bridgton, still in decent condition, which was originally built by the island's most recent imperial occupiers. Overlooking the river from the very tip of the Grimelwode Forest's hills, this structure has been hotly contested by monsters, bandits, and adventurers since that empire retreated from these lands.
- **Cave of the Dark Sleeper**: A hidden lair, only accessible from beneath the waters of the Grimelwode River, in which an ancient horror slumbers for years at a time between its cyclical feeding frenzies.
- **Deadfall-Choked Sinkhole**: A deep hole filled with dead and slowly rotting trees that hide a shallow network of natural caves. These caves are the new home of several escaped Displacer Beasts summoned by a mage in Bridgton and the location of a hidden entrance to the extensive underworld stretching northeast.
- **Abandoned Silver Mine and Gnoll Lair**: A forgotten mine abandoned for unknown reasons a generation ago and now overrun by a loose confederation of gnoll tribes led by a cunning leader in league with a slave-trading guild in Bridgton.
- **Red Piper Goblins**: A splinter group from the larger tribe to the southwest made up of those exiled leaders deemed responsible for that group's humbling losses to the forces in Rustford. They hide in the marshy land near the confluence of the river's two branches while plotting their return to power.
- **Woodland Shrine**: A peaceful shrine centered on a small pool of water with beneficial magical properties and protected by a guardian spirit that favors the form of a bear.

Rumors

Whether visiting the taverns of Bridgton, speaking with bargemen on the Grimelwode River, or sharing a campfire with merchants traveling the caravan road, adventurers will have no difficulty finding NPCs willing to share rumors about the nearby environs. Indeed, depending on who they speak with, tales of adventuring opportunities in other hexes connected via the major trade routes (i.e., the river and caravan road) may also be commonplace. The following 2d6 table should therefore be supplemented by the DM as appropriate.

* Note: Each of these rumors has several distinct components. Any given NPC may only know only some of these facts (requiring further investigation by the players) or only share additional details after further persuasion (e.g., money, drink, or favors).

ROLL	RESULT
2	*[Rumor for connected hex]*
3	*[[Silver Mine Rumors]]* *-An old man in Bridgton claims that somewhere in the hills south of the merchants' road is an abandoned silver mine that might still be worth something.* *- He's peddled this story for years, though, and nothing has come of it. The last group to waste their time on this wild goose chase was almost ripped to shreds by gnolls.* *- The guy's name is Gervais Khelshem and he lives near the docks in Bridgton. He's from a family of itinerant miner and claims his father worked this silver mine decades ago. He claims there was still silver, and can't explain why it was abandoned.*
4	*[[Collapsed Shrine Rumors]]* *- That old shrine with the six-armed statue north of merchants' road in the hills collapsed. It just slipped down the hillside ... real shame.* *- I heard some adventurers checked out the site after the collapse and found that tunnels underneath the shrine had opened. It looked like real ancient stuff that no one's touched in centuries.* *- They were hush-hush about it, but let it slip to my brother while stocking up in Bridgton for a return trip to explore some more. It seems those tunnels lead into some kind of burial site … not like those Pictish ones, though.*
5	*[[Woodland Shrine Rumors]]* *- Lots of merchants report seeing some weird bear on the caravan route east of the fort.* *- They claim the bear watches over their camps at night; it has golden fur that glows in the darkness.* *- I know this one guy who followed the bear into the forest; he got turned around pretty good, but found a trail leading to some kind of shrine near a pool of water.* *- My grandma says that water from that pool can heal the sick, but only if the bear smiles on their offering.*
6	*[[Dark Sleeper Rumors]]* *- Several fishermen and barge sailors working south of Bridgton have disappeared recently while on the river at night.* *- These disappearances coincided with strange noises from the swamp upriver; some describe the sounds as enchanting while others say it sounds like an animal in pain.* *- Old men still working the waters report turning their back on their younger companions for a moment after hearing these noises and then finding them gone.*
7	*[[Gnoll Slaver Rumors]]* *- Merchants have been disappearing without a trace along the old caravan road through Grimelwode.* *- Those that can afford it are hiring more guards and only stopping at the fort up in the valley.* *- Recently a mercenary named Talon fought off a gnoll attack east of the fort; he claims they seemed like they wanted to take prisoners.* *- The Mercer's guild in Bridgton is offering a reward for more information or the elimination of this threat.*
8	*[[Red Piper Goblin Rumor]]* *- Several barges headed down river from Rustford and the dwarven mines have disappeared in the last couple of months. Others report coming under attack by archers hidden on the riverbanks near the swamps.* *- The sailors on one barge that escaped claim they fought off goblins trying to sneak aboard while everyone was distracted by the arrow volleys.* *- The Bargeman's Guild is offering a reward to anyone who can put an end to these attacks.*

ROLL	RESULT
9	*[[Displacer Beast/Jeldarn Rumors]]* *- Apparently some crazy mage in Bridgton tried summoning displacer beasts.* *- He used a faulty scroll, though, and the creatures escaped into the forest. I heard he's looking for someone to hunt them down.* *- I've also heard he would also like someone to hunt down the merchant who sold him the scroll.* *- The mage's name is Jeldarn and he has a shop under the bridge in the Harry's End neighborhood.* *- Apparently this Jeldarn just showed up out of the blue and says he's from Tenkar's Landing; one of his eyes is lazy and doesn't match the other's color.*
10	*[[Watchtower Rumors]]* *- That watchtower northeast of Bridgton has changed hands more times than I can count. Brigands, monsters, adventuring companies … everybody wants that place.* *- I heard that [INSERT RANDOM ANSWER]** control that old watchtower now ... probably not for long, though, given its history. [** Could be correct faction or a lie/mistake]* *- That old tower would make a great stronghold if someone could actually hold onto it for more than one season. I know Bridgton would love to have an ally watching over the area.*
11	*[[Bridge Rumors]]* *- Some of the old-timers who work down at Bridgton's docks are superstitious about those statues holding up the bridge.* *- I've heard them claim the statues move on their own sometimes ... turn their heads and whatnot.* *- I don't know about that, but they are kind-of unsettling. Imagine a civilization that could build things like that for a little bridge in the middle of nowhere. It makes you wonder what happened to them … and whether there is any possible hope for us when they couldn't make it.*
12	*[Rumor from connected hex]*

Encounter Tables

Bridgton Encounters

ROLL	RESULT
2	*A black/calico (50/50) cat that takes a liking to a random party member and follows them either to their lodgings or the edge of town. Can be taken as a pet if cared for and fed appropriately.*
3	*Traveling wizard (3 + d4 levels) just arriving/leaving town (50/50) with d4 apprentices seeking information about the road or city as appropriate.*
4	*Dog fight (1 + d4 dogs) and a woman begging the party to save her animal from the attacking beasts (50% chance her darling is the aggressor and will turn on the party)*
5	*Bargeman's Wagons* *- During the day, these will be normal wagon caravans transporting goods to and from barges to warehouses.* *- At night, there is a 20% chance these wagons will be heavily guarded and carrying slaves to either holding cells in a nearby warehouse or barges destined for Tenkar's Landing.*
6	*Ruffians (group of fighters & thieves)* *- This is a small gang looking for easy marks. If encountered at night or in a deserted area they will attack groups that look weak; if encountered in a more populated area, they will tail appropriate groups looking for an opportunity to attack.*
7	*City Watch Patrol (2-7 0-lvl Fighters)* *- Bridgton consists of five districts with their own watch forces. Each district is controlled by the city's guilds and the watch is effectively their private police force. Their number one priority is protecting the guild interests and ensuring that nothing interrupts the flow of trade; other duties are optional.*

ROLL	RESULT
8	*Random Itinerant Merchant* *- These merchants sell their goods from either small carts or stalls setup temporarily on the street. - They will be uniformly pushy in their sales approach, although the goods they sell can be anything (food, drink, weapons, trinkets, etc.).* *- These merchants are an excellent source of rumors.*
9	*Fight between (d4) [1. Merchant/caravan member, 2. Watch members, 3. Goodwife or child, 4. Leveled NPC] and [reroll d4] about something sensible.*
10	*Bedraggled caravan or barge just arrived in town with several injured members and talking about the dangers on the road/river [Roll on appropriate random encounter table for type of danger]*
11	*50%: Hireling seeking to join an adventuring party at a cheap rate to kill or steal from them as soon as the opportunity arises (further 50% chance the hireling is a leveled assassin or thief). 50%: Bereft family seeking someone to hunt down someone posing as a hireling who killed their loved one who was trying to make a start as an adventurer.*
12	*Apothecary cart selling discounted potions (30-50% below book price via a d20); 65% chance of any given potion being a fake. Also a 50% chance that the apothecary will try to sell the party some illegal narcotic (although the guards won't care if they notice anyway).*

Merchants' Road Encounters

ROLL	RESULT
2	*NPC adventuring party (generate randomly)*
3	*Burned wreckage of a caravan that has been attacked; there is a 15% chance that a survivor is hiding nearby in the woods and will approach the party for help. If the attackers were gnolls, there will be no bodies left (everyone was taken as prisoners to sell to the bargemen slavers).*
4	*Desperate-looking and disheveled young lady claiming to be on the run from gnolls that attacked the small homestead she shares with her husband (a trapper/hunter). She is actually a Vargouille that will seek to lure the party into the forest -- first to find her home and then to rescue her missing husband (who is long dead); there really is an old shack with a storage cellar that is her crypt.*
5	*Roll on the Forest Encounters table below for result*
6	*Gnoll raiding party led by Grimtooth (the gnoll tribe chieftain) if east of Merchants' Haven; Militia patrol from Bridgton if west of there.*
7	*Caravan travelling to/from Bridgton and seeking to avoid any trouble. 80% chance they will be accompanied by 4 + d8 mercenary guards. Might be willing to hire party.*
8	*Bandits setup to ambush caravans travelling the road; may attack or demand toll from parties*
9	*Roll on the Forest Encounters table below for result*
10	*Bedraggled caravan or barge struggling along with several injured members and talking about the dangers on the road [Roll again on this table for type of danger]. If an appropriate danger is rolled, there is a 30% chance that members of the caravan have been taken and the master will pay a reward if they are recovered.*
11	*Injured adventuring group returning from their foray into the tunnels beneath the collapsed shrine. This should be a partial NPC group (missing those that died in the crypts). They will have information about that location and its dangers but may be hesitant to share with a rival group.*
12	*Golden Bear from woodland shrine if east of Merchants' Haven; a normal animal if west of that fort (d4: deer, boar, bear, or fox)*

Forest Encounters

ROLL	RESULT
2	*Demented cultists who worship artifacts from the Azagathian empire; their camp will be centered on some random metallic junk rusting in a forest glade. They will demand the party stand before this "oracle" to praise it and be judged. DM can decide what that means.*
3	*If northeast of the Merchants' Haven fort, the party will catch sight of the woodland shrine's guardian spirit (see below); otherwise the party will encounter faerie-type creatures determined by the DM (50/50 helpful or tricksters)*
4	*Roll on generic random encounter table of your choice for temperate forest creatures*
5	*Roll on generic random encounter table of your choice for temperate forest creatures*
6	*Group made up of occupants of nearest lair/structure (e.g., watchtower, sinkhole, mine, goblin camp).*
7	*Gnoll raiding/hunting party. If east of Merchants' Haven, 30% that Grimtooth is accompanying group to prey on the caravan road; if south of Bridgton, 70% chance it is a group bringing prisoners to sell to Bargemen slavers.*
8	*Group made up of occupants of nearest lair/structure (e.g., watchtower, sinkhole, mine, goblin camp).*
9	*Bandits occupying a temporary camp; they will have goods stolen from passing caravans and there is a 45% chance of prisoners*
10	*Roll on generic random encounter table of your choice for temperate forest creatures*
11	*NPC adventuring party (generate randomly)*
12	*A small game trail crossing the party's path that appears to lead in the direction they were already headed while avoiding the roughest terrain. This shifting path will actually lead them to a grove of carnivorous trees (with stats as DM desires). If the party survives, the remains and belongings of less fortunate groups will be found.*

River Encounters

ROLL	RESULT
2	*If nighttime and near the swamp, the party will hear the call of the Dark Sleeper (save vs. Spell or charmed). Other victims will also be lured and there is a 50% one of them will reach the Sleeper before the party members (i.e., the PCs will be spared and awake near the underwater cave). Otherwise, the party meets a fisherman/bargeman who has heard the call in the past.*
3	*Something large moving beneath the water. If the party is on board a boat, it will bump the underside; otherwise its passage will be obvious from the wake left behind as it moves. If undisturbed it will move on; if attacked or otherwise disturbed the DM can determine the nature (and disposition) of the creature randomly.*
4	*The wreckage of a destroyed barge with a scattering of casks and bodies floating nearby. 25% chance of survivors nearby who swam to shore and can provide information on what happened (e.g., slavers killing witnesses, goblin attack, random monster)*
5	*Roll on generic random encounter table of your choice for temperate freshwater aquatic creatures*
6	*Barge with covered structure in center of its deck; this holds slaves being transported by members of the Bargeman's Guild. If south of Bridgton, they have just been purchased from the gnolls; north of Bridgton they are on their way to the slave-trading captains operating out of Tenkar's Landing.*
7	*Barge headed either to or from Bridgton with a random selection of goods. The bargemen will be happy to swap tales with other travelers if time allows.*
8	*Roll on generic random encounter table of your choice for temperate freshwater aquatic creatures*

ROLL	RESULT
9	*If near the swamp, a Red Piper goblin ambush waiting for a trade barge to pass on its way from Rustford to Bridgton. 40% chance they will try to avoid a confrontation with a party that seems well-armed or lacks obvious trade goods to steal.*
10	*Roll on generic random encounter table of your choice for temperate freshwater aquatic creatures*
11	*Pieces of an ancient wreck recently shaken loose from the river's bottom and thrown up on shore. Mixed in with the worthless debris will be a plain circlet of unknown metal. While not magical on its own per se, the DM should determine some special effect that will become clear to its owner only if it is worn within an Azagathian ruin.*
12	*If nighttime and near the swamp, the party will hear the call of the Dark Sleeper (save vs. Spell or charmed). Other victims will also be lured and there is a 50% one of them will reach the Sleeper before the party members (i.e., the PCs will be spared and awake near the underwater cave). Otherwise, the party meets a fisherman/bargeman who has heard the call in the past.*

Bridgton

At-a-Glance Facts

- A small town of approximately 1,500 people built on the eastern shore of the Grimelwode River where an Azagathian bridge still spans the waters. The town marks the beginning of a major overland trade road connecting the river to the settlements along the island's east coast. It is also an important port for the brisk barge trade up and down the river between Tenkar's Landing in the north and either Rustford or the dwarven mines in the south.
- The town is ruled by a five member council (The Council of Five). These representatives are elected by the property holders of the town; there is one council member for each of the five districts. In practice, the council is dominated by the town's guilds -- especially the Bargemen's Guild and Mercer's Guild (one controls the river trade, the other overland trade). The balance of power between these two is decided by the minor guilds.
- As a major hub of trade, Bridgton offers adventurers many opportunities in terms of adventure and work. In addition, the city has a bounty of travelers, innkeepers, and others who will be willing to share rumors with those who are generous.
- Many in the town suspect the Bargemen's Guild of controlling the criminal elements in Bridgton, including the thieves and assassins' guilds. There are also quite a few who suspect the Bargemen's involvement in trading slaves down river in Tenkar's Landing. The Mercer's Guild, in particular, would like to find out more about these activities.

Narrative Summary

History of Bridgton

Natives of Bridgton enjoy boasting that their town has been continually occupied since the Azagathian Empire flourished on the island. Although there is no way to verify this claim, it is not completely beyond the realm of possibility given the desirability of the location. The bridge is an imposing structure, providing a natural focal point around which a settlement can coalesce, and the intersection of the ancient caravan road and Grimelwode River means that this area has long been a hub of mercantile activity. At the very least, written documents confirm that the current town has stood since the last imperial occupation.

According to these local historical records, the town was a military garrison for that empire and

ruled by the force's commanding officer. After those troops withdrew down river to Tenkar's Landing during the empire's great withdrawal, the most powerful merchants in Bridgton gathered to determine the shape of their new government. They decided after long debate that it should be a representative democracy, with each of the town's five districts electing a member of the ruling council so that no single individual or group could dominate.

Determined to keep power for themselves, though, these guild masters stipulated that only property holders could run for a council seat or vote. They also inaugurated the long-standing tradition of each guild sponsoring a slate of candidates, with the minor guilds often throwing their support behind those candidates nominated by their more powerful compatriots. While any free citizen with property within the town limits can run for a council seat in theory, practically speaking the council's membership is determined by the guilds and defers to their interests. Since these interests are mostly limited to the protection and promotion of trade, this arrangement has led to a popular joke that it is safer to murder someone in Bridgton than violate a contract.

Current Disposition of Bridgton

Control of Bridgton is currently split between two factions, the Bargemen's Guild (called the 'punters' by other factions as an insult) and the Mercer's Guild (who control the bridge and collect its toll). The balance of power swings back and forth between these two groups, determined in large part by which is preferred by the minor guilds (e.g., the Cartwrights, Tanners, Smiths, Masons). These guilds are aware of their pull and switch allegiances in order to play the Bargemen and Mercers off of one another.

Leaving aside the politicking, Bridgton is a wealthy settlement that has enjoyed many years of prosperity due to its position at the intersection of the overland and river trade routes. While there are whispers about the criminal activities of the Bargemen's Guild, the average citizen of Bridgton is content with their home and will bristle at any insinuation by outsiders that there is anything wrong. The marketplaces are bustling and trade goods flow freely through the streets; for most, that is enough.

Adventurers and mercenaries are welcome in Bridgton, often finding themselves approached by merchants seeking muscle to protect their caravans and barges. In addition, the inns and taverns of Bridgton are filled with travelers ready to share tales of the road in exchange for coin, drink, or favors. More seasoned groups, who have proven themselves exploring forested ruins or as employees of independent traders, may even find themselves approached by the town's ruling factions to play a part in their constant intrigues.

Special Note on the Bargemen's Guild

The involvement of the Bargemen's Guild with illegal activities is an open secret in Bridgton and even the Mercer's Guild ignores the fact that their rival obviously controls the local thieves' guild. Less common is the knowledge that the Bargemen also control the local assassins' guild and buy prisoners from the gnolls upriver to sell to slave-trading captains operating out of Tenkar's Landing. There are suspicions about these activities, but the guild's enemies lack evidence and the average citizens (rightly) fear looking too closely at the Bargemen's activities.

Notable Places

The Five Districts

The Bridge District: This includes the Azagathian bridge itself as well as the neighborhoods around its base. This area is controlled by the Mercer's Guild and is home to many of the caravan companies that travel the road eastward to the coast.

The Dock District: This includes all the docks north of the bridge and the warehouses, inns, shops, and taverns catering to travelers on the Grimelwode River. The Bargemen's Guild controls this area.

The Market District: This is one of the two central districts in Bridgton, situated east of the Dock District. It has many shops and open air markets, the most famous of the latter being the Paper Bazaar. The moneychangers' and scriveners' guilds hold sway here, although they ally themselves with either the Bargemen or Mercer factions.

The Temple District: This is the other central district in Bridgton, in which the various religious and civic headquarters are located. This district is dominated by the old imperial stronghold that now serves as the city council's meeting house, jail, and central watch headquarters. The goldsmiths' and brewers' guilds control this district, but tend to defer to the Mercer's Guild (with the occasional nod to the Bargemen).

The Outland District: This district hugs the edge of the town and runs from the river north of the Dock District, out beyond the Market and Temple Districts to the east, and back around to the river south of the Bridge District. It is mostly housing and farmland, with a scattering of inns, taverns, and shops. The tanners' and smiths' guilds represent this area most years, and tend to support the Bargemen.

The Azagathian Bridge (Bridge District Landmark)

This impressive bridge is made from two solid pieces of stone held up by support columns carved into the shape of two very realistic looking stone warriors (in the buff) kneeling and bowing towards each other across the river. The locals call one support Dick and the other Harry and are fond of giving directions referencing these names.

There is a hairline crack separating the two pieces of the bridge in the center of the river; various generations have mortared over this crack in fear that the bridge might give way. In reality, this split was intentional and allowed the bridge to be opened by the automata that serve as support columns.

The two support columns are actually dormant automata from the Azagathian civilization that were once controlled by mighty engineer-mages. They are steam-driven, pulling water up from the river through intakes below the surface that is turned into steam via magic energy harvested from the surrounding area.

Although the automata have been dormant for centuries, the use of magic nearby has a chance of reigniting their steam engines. In fact, every spell cast within 500 yards of the bridge increases the chance that the statues will wake by 5%, although these chances revert back to 0% after a week without magic.

After the first time a roll indicates the automata wake, only a slight change will occur -- a tilt of their heads or a shifting of their shoulders, for example (this has happened on many occasions over the years). If a second roll indicates an awakening before the percentages have had a chance to revert to zero, though, the steam engines will fire up completely bringing the statues to life. Without anyone to control them, the automata will attack everything around them wildly, smashing buildings with the lengths of bridge previously carried on their backs.

The statues will rampage for a number of rounds equal to the percentage chance that they would come to life (e.g., if they awoke when there was a 40% chance of that happening, they will run wild for 40 rounds). Once that period is exhausted, they will return to their original positions before completely running out of power.

Every spell cast at the automatons will increase the length of their rampage by a number of rounds

equal to the level of the spell cast on them.

Steam Automaton, Giant

Hit Dice: 12
Armor Class: 2 [17]
Attacks: 1 strike (3d12)
Special: Magic Resistance 20% (feeds on magic)
Move: 6
Saving Throw: 3
Alignment: Neutral
Challenge Level/XP: 15/2,900

Harry's End (Bridge District Neighborhood)

A ramshackle neighborhood situated underneath the eastern end of the bridge between the support column called Harry and the embankment where the bridge's deck touches ground. The location of the neighborhood relative to the backend of the statue inspired the area's nickname, which amuses the locals greatly.

Although the area occupied by Harry's End was likely underwater when the bridge was first built, the river has receded somewhat from its height in ancient times. The area is still prone to flooding, however, and whole blocks of buildings have washed away during particularly violent storms. As one might suspect, most of the businesses in this neighborhood are of the shady variety and the residents are those either seeking to keep a low profile or who lack the means to acquire better accommodations.

The Council House (Former Imperial Stronghold in Temple District)

A well-built stone fortress that served as the imperial garrison's headquarters prior to the great withdrawal. The layout of the structure is rather basic, with a courtyard and central tower surrounded by a curtain wall with a gatehouse.

Curtain Wall: This structure has crenellated battlements with a protected walkway accessible from the interior courtyard. It is not normally patrolled.

Gatehouse: The only part of the curtain wall with interior spaces, the gatehouse is used as the central watch headquarters. While each district has their own watch captains (subservient to the guilds controlling that area), all watchmen are theoretically under the authority of the city's watch commander who is appointed by the Council of Five.

Tower: The upper rooms of the tower are the meeting rooms and offices of the Council of Five and their secretaries. Beneath the tower, the dungeons of the stronghold serve as the city's main prison. This prison is directly under the authority of the watch commander.

The Paper Bazaar (Market District Plaza)

The Paper Bazaar is a large open-air market whose merchants specialize in books, scrolls, and maps. While magical tomes are a rarity, just about any other written text available on the island can be bought and sold here. This market is also a reliable source of inks, parchment, and quills suitable for spell books and other magical works.

Notable People

The Council of Five

Gylys Cunamaglas (Human male): Representative of the Dock District and Bargemen's Guild. He is by nature a malicious man with a deep distrust of magic owing to an accident that took his young wife decades ago.

Mirielda Coltepyntel (Human female): Representative of the Bridge District and Mercer's Guild. She is given to prying into others' affairs and offering her opinion on every topic discussed in front of her as if she were an expert.

Alueua Vivers (Human female): Representative of the Market District and Scriveners' Guild. She has a tendency to become anxious over her responsibilities and this stress often causes her be insensitive to others.

Raimbaud Stormer (Human male): Representative of the Temple District and Goldsmiths' Guild. He presents himself as an impartial and open-minded person, but secretly schemes to further his guild and district's interests no matter what the cost. His currently ambition is to break the Bargemen's Guild and then organize the other minor guilds into a coalition to rival the Mercer's power.

Gillet Guildford (Human male): Representative of the Outland District and Smiths' Guild. He is often viewed as mysterious by his colleagues, changing his allegiances between the Mercer's and Bargemen's Guilds based on a secret agenda. In reality, he is simply capricious and given to lying just to sow strife.

Gervais Khelshem

Gervais is an old prospector currently living near the docks in Bridgton who knows about the abandoned silver mine in the Grimelwode forest. He believes that the mine could still hold untapped ore and will offer adventuring parties a 10% claim in its profits if they find and clear it. Whether Gervais' beliefs are well-founded can be up to the DM (or random chance), along with the potential profits (and complications) to be had if so. See below for more information on the silver mine and its current occupants.

Jeldarn the Hedge Wizard

Jeldarn is a first level magic-user who recently finished his apprenticeship in Tenkar's Landing upon the sudden death of his mentor and moved to a small alchemy shop in Bridgton located underneath one end of the town's namesake structure (i.e., the neighborhood commonly referred to as 'Harry's End'). He supports himself selling herbal remedies to common illnesses and performing minor surgeries.

He is pigeon-chested with sharp facial features; he is also greedy for knowledge and guarded about his research. Finally, he has a lazy eye that differs in color from his good eye.

His spells, all of which he will cast for money, include: Read Magic, Detect Magic, Identify, and Mending. [[Remember the automaton-waking mechanic if the party takes advantage of his services.]]

Lazy Eyeball: As the junior apprentice, Jeldarn inherited nothing when his mentor died and was turned out by the elder apprentice with only his meager savings and the skills he had acquired. One of those skills was a facility with human anatomy gained while helping his mentor work on a flesh golem (the cause of his mentor's sudden demise); Jeldarn was able to combine this skill with his knowledge of the spell "Mending" and can now knit together body parts. Jeldarn also learned from his "Igor" work that individual body parts retained some of their former owner's awareness (the why of his mentor's death). Feeling he had nothing to lose, Jeldarn dug up his former master before leav-

ing Tenkar's Landing and replaced one of his eyeballs with the corpse's using his unique mending ability. He now sees visions out of that eye on occasion that inspire his magical research – which is exactly what happened when a traveling merchant offered to sell him a scroll for summoning displacer beasts.

Jeldarn will not willingly reveal his mending skill; however, if the party can uncover this information, he can be convinced to cast the spell to fix permanent/critical injuries if you are using rules that support such wounds.

It is possible that rumors would be circulating in Tenkar's Landing about the death of a local mage who died at the hands of his own Flesh Golem and the subsequent desecration of his grave and body.

Displacer Beasts: Jeldarn bought the scroll with the last of his money and set about creating a cage to contain the beasts that would protect him and neutralize their displacement ability.

The cages are reinforced wire-mesh Faraday cages that disrupt the molecular action that causes displacement, c.f. 1e MM p.28; he would be willing to sell these now.

Jeldarn planned to kill and skin the beasts to create the Robe of Displacement his visions had shown him. Unfortunately, the scroll didn't work as advertised and the beasts escaped into the forest.

Jeldarn would still like those skins, though, and rumors that he is looking to hire adventurers to acquire them will circulate freely in Bridgton.

Girshom the Itinerant Merchant

Girshom travels around the island selling exotic wares. He rarely stays in one place for very long since his stock is very often defective or fake.

If the party encounters him, he should have a decent selection of potions and scrolls for sale at a discount of d20+5% off the DMG prices. These should be items that are unlikely to be used immediately since Girshom will want time to skedaddle long before things go sideways.

There is a 2 in 6 chance that any item he has in stock is the genuine article. If not genuine, there is a 3 in 6 chance the item will have a harmful or opposite effect of what one would expect (50/50 chance of opposite or harmful if either would make sense); otherwise it is an inert fake (which will be obvious if Detect Magic is cast).

Girshom will buy unusual items from adventurers if they can be resold as reagents or crushed to make 'potions'; he is especially eager to buy things that sound like they would make good ingredients for his specialty: potions of libidinous vitality (whether or not these potential ingredients have any real virtue is unimportant to him).

Merchants' Haven Fort

At-a-Glance Facts

- A medium-sized wooden fort built with funds from the guilds in Bridgton to guard the pass through the Grimelwode Forest's hills and provide a place of refuge for traveling merchants. The fort has a small garrison of troops funded by charging a modest fee on those caravans choosing to camp within its walls.
- Since word has spread of the attacks on caravans by gnoll raiding parties, Merchants' Haven has seen a significant increase in the number of travelers paying to spend the night. This development has drawn the attention of the gnolls and their chieftain, who now is considering a daring attack on the fort.

Narrative Summary

Basic Layout and Information

Sitting at the narrowest point of the pass through the Grimelwode Forest's hills, this fort was built by a coalition of the guilds in Bridgton (excepting the Bargemen). Their intention was to create a stronghold to protect the strategic pass and offer refuge to caravans traveling the old road. The fort itself sits on a low hillock with steep sides just south of the road and the approach to the fort involves traversing a winding path that cuts up the side of this hill. In the past, the difficulty of this climb and cost of staying overnight (5gp/wagon; 1sp/person) led most caravan masters to ignore the fort; however, given the recent increase in attacks on merchants camping on the road overnight, the fort is nearly full on many nights.

Normal Disposition of the Site

Typically, an adventuring party approaching the fort will be hailed by a member of the garrison from a protected walkway above the gate. Unless there is an obvious reason to distrust a group, this guard will usually offer travelers shelter in exchange for a small payment (see above). He will also explain that the garrison commander's word is law within the fort and that guests are expected to respect the property and persons of both the militia and others staying within the walls. The DM should roll a d6 to determine how many caravans will be present in the fort at the same time and further determine their nature and disposition randomly. Within the fort there are two good-sized stables, a yard for wagons and carts, and a central keep (also of wood) where guests can join the garrison commander for dinner.

Special Note on Gnoll Attack

Grimtooth, chieftain of the confederation of gnoll tribes living in the Grimelwode Forest, has been preying on merchant caravans that camp overnight along the road in order to take prisoners that are then sold to agents of the Bargemen's Guild. However, following the escape of one caravan due to the efforts of a mercenary company under the command of a fighter named Talon, very few caravans are spending the night in the open. This lack of targets has made Grimtooth desperate and she is now considering an attack on Merchants' Haven.

It is therefore possible that the fort will be (or have been) overrun by a force of 53 gnolls when approached by an adventuring party. To determine this, the DM should roll a d6 with a result of 1-2 indicating that the fort has fallen to Grimtooth. If it is determined that the gnolls are in control of the fort, the men-at-arms of the garrison will have been killed and any caravans arriving at the fort will be ambushed as they navigate the winding approach. The gnolls will shackle their prisoners in the stables and remain at the fort until they have at least 40 prisoners. There should be a 50% chance that the gnolls have already collected their prisoners and moved on by the time the party arrives, leaving nothing behind except dead men-at-arms in the courtyard.

Monster & NPC Notes

- Garrison: 10 + 4d6 men-at-arms (0-level fighters) with 2 captains (1st-level fighters).
- Gnolls: 50 standard warriors, 2 leaders, and 1 chieftain (Grimtooth)

Collapsed Shrine / Underground Crypt

At-a-Glance Facts

- For centuries a small and weed-choked shrine has stood on top of the hill at the head of a densely wooded valley. Within the shrine was a stone statue of a warrior with six arms, each

carrying a long sword. This shrine was known to many in the area, but was considered of little interest.

- After centuries of erosion and settling, the hillside on which the shrine stood recently collapsed into the valley below. Although the shrine is now destroyed, the same collapse exposed tunnels hidden inside the hill below leading down into the crypt of an Azagathian warrior who was felled in battle during a heroic defense of the valley against invaders.
- Deep below in the main crypt, guarded by deathless automata, the warrior's body lies interred with a relic of great power.
- A group of adventurers has recently explored the crypt, but the crypt's guardians killed some of them and drove the rest out before they could make much progress.
- Inspired by Neil Stephenson's Anathem, China Mieville's The Scar, and The Matrix movie.

Narrative Summary

The collapse of the hillside exposed multiple tunnels below the Azagathian shrine. The DM should roll 1d4 to determine how many entrances are visible; for each indicated entrance, the DM should also roll 1d6 to determine how high up the hillside that opening can be found with 1-2 indicating near the base, 3-4 halfway up, and 5-6 near the top. Regardless of those results, the steepness of the slope will require a party to either climb up from the wooded valley below or rappel down from the hilltop. Ropes and other climbing equipment will likely be required to accomplish this feat.

Once inside the tomb, the tunnels and chambers will be of uniform stone blocks with faded murals in many places depicting the wonders of the Azagathian Empire with a special emphasis on their military might. Since the warrior hero was buried with his fallen soldiers, there will be several minor crypts with plain sarcophagi and intricate relief sculptures on the chamber walls. In addition, the resting places will be protected by automata guardians hidden in small secret chambers that will come to life and attack intruders if these sarcophagi are disturbed (see below for sample stats).

On the deepest level of the complex will be a single crypt in which lies the body of the Azagathian hero. His tomb will be the most stunning in terms of murals and reliefs, and his sarcophagus will be topped with a metallic warrior statue that is actually a particular strong guardian automaton. Within that sarcophagus are the disintegrating remains of the warrior, still clutching his sword, which looks as sharp as a newly forged masterwork blade and glows with magical power.

The sword in the main crypt is actually a powerful relic of the Azagathian Empire. Examining it will reveal that a three twisted cables protrude from its hilt and connect to a rectangular box attached to the corpses belt. This rectangle has a small switch and some kind of indicator on its top; there are three dim green lights glowing steadily and a fourth spot that seems like it previously glowed the same. This object is the sword's power source and the lights indicate how many charges remain. Charges are consumed by flipping the switch and activating the sword's special power.

Azagathian Probability Sword +2

By expending a charge from a connected battery of Azagathian design, the wielder of this sword alters the relationship between a set of multi-dimensional spaces within a small area for the duration of one round. During this time, the twenty nearest dimensions collapse into wielder's reality space allowing him or her to make twenty simultaneous attacks against a single instance of the foe targeted. These twenty attacks reflect the independent results of a single attack spread across twenty dimensions and must be rolled separately. From an external observer's viewpoint, it looks like there are twenty versions of the wielder superimposed on each other and attacking/moving in slightly different ways (i.e., much like the bullet-time special effects from the Matrix movie).

At the end of the round, the battery switches back to the off position automatically with one less charge remaining. It is up to the DM's discretion whether additional batteries or recharging opportunities will be available within other Azagathian locations.

Monster and NPC Notes

Warrior Automata

Hit Dice: 2 + 2hp
Armor Class: 4 [15]
Attacks: 1 strike (1d8)
Special: Ignores the first 2 points of damage every time it is hit with a weapon
Move: 6
Saving Throw: 16
Alignment: Neutral
Challenge Level/XP: 4/120

Notes: Man-sized metallic automata sculpted to look like heavily armored warriors holding razor-sharp weapons (50/50 Battle-axe or two-handed sword). They are powered by an arcane-powered steam engine located in their chest and will regularly emits blasts of steam from within their metallic cuirass. They move slowly, but their thick and bulky design makes them difficult to damage.

Electrified Orb Automata

Hit Dice: 2
Armor Class: 4 [15]
Attacks: 1 Electric Bolt (1d8, Save for ½ damage; 15' range)
Special: Partial immunity to electrical/magical attacks (see notes)
Move: 12
Saving Throw: 16
Alignment: Neutral
Challenge Level/XP: 4/120

Notes: Six inch floating orbs that crackle with energy, these automata are animated by a combination of arcane and electrical power. They typically hover six feet off the ground, although they are capable of flying at any height. Any electrical attack heals the automata for an amount equal to the damage rolled; any healing in excess of the creature's maximum hit points overloads its system and is counted as regular damage.* Other magical attacks dealing damage have a 50% chance of healing the automata according to the same rules.

* For example: An electrified orb has been injured for 6 hit points. A mage hits the orb with a bolt of magical electricity for 8 points of damage. The first six of those damage points heals the orb to full hit points, while the last 2 overload its system for two points of damage. The automaton now has 2 points of damage on it.

Greater Warrior Automata

Hit Dice: 8
Armor Class: 0 [19]
Attacks: 2 strikes (1d8 each)
Special: Ignores the first 2 points of damage every time it is hit with a weapon
Move: 8
Saving Throw: 8
Alignment: Neutral
Challenge Level/XP: 10/1,400

Notes: Similar to the regular warrior automata in appearance, the greater version is tougher and faster and is sculpted to look like it carries two weapons (50/50 double battleaxes or scimitars).

Western Watchtower

At-a-Glance Facts

- This tower was built by the most recent imperial occupiers of the island. It stands on the western-most hill within Grimelwode and was built to keep watch over the river and valley below. Compared to most of the ruins in the area, this tower is in good condition.
- Because of its location and condition, the watchtower has been hotly contested by monsters, bandits, and adventuring companies. The current occupants of the tower and their competition should be decided randomly by the DM using the tables below.

Narrative Summary

Basic Layout

This sturdy watchtower was built by the imperial forces that most recently occupied the island. It is three stories tall with a one-level dungeon underground. There is some damage to the structure, but nothing that couldn't be fixed with a minimum of expense. Any further details about the site's defenses are dependent on the current occupants.

Current Disposition

The DM should roll a d4 twice on the following table to determine the current occupant of the watchtower and the rival who is currently trying to drive them out:

1D4	CURRENT OCCUPANT OF THE WATCHTOWER
1	*Monsters (Roll on a random encounter table* of your choosing for temperate forests)*
2	*Bandits (Determine numbers* and disposition using monster manual of your choosing)*
3	*Adventuring Party (Generate randomly; be sure to include henchmen/hirelings)*
4	*Re-roll for occupant; no result if rolling for rival*

* Given the size of the tower, there should be no more than 50 monsters/bandits.

Monsters: If non-humanoid or unintelligent monsters are indicated, they will lair either on the ground floor or in the dungeon as appropriate for their species. Intelligent humanoid monsters will have patrols and guards, with archers stationed on the tower's upper levels. There is a 25% chance that the dungeon will house 2d10 prisoners in the latter case.

Bandits: Much like intelligent humanoid monsters, they will have patrols and guards, with archers definitely stationed on the tower's upper levels. In addition, there is the same 25% chance they will have 2d10 prisoners in the dungeon. There is also a 10% chance that they will have constructed a light catapult at the top of the tower.

Adventuring Party: The main party will be made up of NPCs of at least 9th level with a random alignment and assortment of classes. There is only a 15% chance this party will be present at any given time, although a force of 20 + 2d12 low-level henchmen will occupy the tower at all times. These henchmen will have patrols and guards, with archers stationed on the tower's upper levels. As with the bandits, there is a 10% chance the adventurers will have constructed a light catapult at the top of the tower.

The Cave of the Dark Sleeper

At-a-Glance Facts

- Horror-themed monster and lair
- Lair is an air-pocketed cave only accessible via a tunnel opening at the bottom of the Grimelwode River
- Inspired by Beowulf (Grendel's mother), the Sirens of Greek mythology, Aliens, John Carpenter's The Thing, Jeepers Creepers, and the creatures in Rafael Chandler's Terratic Tome

Basic Background.

Deep under the surface of the Grimelwode River is a flooded tunnel that descends an additional 50' below the river-bottom before twisting back up and leading to an air-pocketed cave in which dwells a Dark Sleeper – a nightmare creature that hibernates for years at a time before issuing forth to restock the supply of bloated corpses on which it feeds. If adventurers are in the area when it wakes, they will likely hear of fishermen and barge folk disappearing in the night and mournful sounding bellows coming from the wooded marshland south of Bridgton.

Origins and Rumors

The Dark Sleepers are a race of horrific mutants that first appeared after the cataclysm that ended the Azagathian Empire in the legendary past. Hibernating in subterranean lairs and emerging only to feed every five years and mate once in a two hundred year cycle, there are few credible tales of their existence let alone appearance and behavior. A few old wives' tales contain vague hints, however, warning of the fate awaiting those lured by the creature's siren song away from home and shelter in the night.

Appearance

From head to waist, Dark Sleepers appear as pale and slender humanoids with stooped backs; their lank hair is invariably a dark tangled mess and their lidless eyes have no pupils. While disconcerting, though, these features are less revolting than their lower half. This consists of a lumpy mass of mucous-covered pink flesh rippling with muscle from which writhing tendrils extend on all sides. On land the Dark Sleeper pulls itself along with these grasping offshoots, while in the water it uses them to propel itself forward at great speed like a giant squid.

Hibernation and Lair

Dark Sleepers typically lair in well-hidden natural caverns with ready access to water; they use their sticky mucous to plaster the walls of these nests with the corpses of those they drown and sleep standing in the center of the chamber with their tendrils radiating out around them and moving of their own accord between the bodies to absorb their substance as they putrefy and dissolve. When their larder is depleted -- which typically takes five years -- the sleeper awakes and begins issuing forth at night to restock its food supply.

Hunting & Mating Habits

When awake and hunting, the Dark Sleeper will issue forth from its cave at night every night and partially submerge itself in a nearby body of water or river until its larder is full (12 + d6 days). It will then open its toothless mouth and bellow across the water's surface, making a deep noise somewhat like that lowing usually associated with cattle. Any humanoid still within his or her fertile/virile years within a half mile of the Dark Sleeper must make a save versus spell or become ensorcelled and wander off into the night to find the source of the sound. When the victim finds the Dark Sleeper, he or she will wade out into the water and be pulled down by the creature's tendrils, drowned, and then

dragged to its lair. Both the very young and old will be unaffected by the creature's call.

While Dark Sleepers will wake from hibernation to hunt every five years or so, they also emerge en masse every other century from their lairs to find mates. At these times, females issue forth from their lairs much like they do when hunting. However, the bellow they emit is much shriller and will be able to attract a male Dark Sleepers within d12 days – while also enchanting humanoids within a half mile who must save vs. spell at -2 to avoid the fate described above.

Once impregnated, the female Dark Sleeper will return to its lair for a six month gestation. During this time it will exhaust its larder of corpses (no matter how full) before d2 new sleepers burst forth from the creature's fleshy stump, devour the mother, and begin the process of restocking a food supply as described above. If there are two offspring, however, they will first battle to determine which one inherits the mother's cave (with the loser departing to find a new lair).

Mechanical Notes

Dark Sleeper

Hit Dice: 6
Armor Class: 4 [15]
Attacks: 6 + d4 tendrils (1d4)
Special: Magic resistance 25%, +1 or better magic weapon needed to hit, immune to water-based spells, Grappling/Drowning Ability, Enchantment Ability
Move: 6/18 Swim
Saving Throw: 11
Alignment: Chaos
Challenge Level/XP: 12/2,000

Notes:

- Enchantment ability: As described above (select humanoids must save versus spell, perhaps with a modifier, to resist charm)
- Grappling/Drowning: On any successful hits to an opponent in or adjacent to water, the Dark Sleeper may attempt to drag its victim(s) beneath the water to drown. Use the S&W (Swords & Wizardry) unarmed combat rules as written, except that if the attacker is stunned that condition only applies to the tendril(s) in question. Grappled characters can avoid drowning if they break free or are rescued before the end of the next round.
- A tendril can be incapacitated if targeted for 1HD worth of damage.

Displacer Beast Deadfall

At-A-Glance Facts

- Deadfall-choked sinkhole hidden in the forest
- Lair for recently summoned Displacer Beast pack
- Entrance to underworld beneath hex [15:12]
- Inspired by a similar location in Disney's Pooh's Heffalump Movie (don't judge me!)

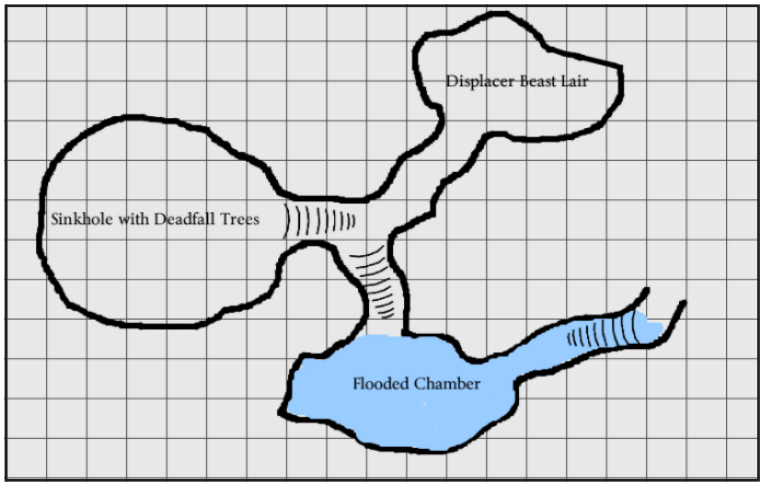
Narrative Description

Basic Layout of Location

The dense forest is interrupted here by a twenty foot deep sinkhole clogged with dead and rotting trees. These trees are unstable and weak, although a very careful and light-footed group could

navigate down to the bottom of the sinkhole safely.

At the bottom of the sinkhole, a natural cave with a low ceiling extends to the east while sloping downwards. Eventually, it splits into two tunnels that end in small chambers. The one to the left houses the lair of five displacer beasts; the one to the right is partially flooded and has a narrow passage leading further east (into the hex [15.12]'s underworld).



1. Sinkhole with Deadfall Trees: Open to forest; 30' Deep; Full of tangled and rotting trees
2. Displacer Beast Lair: Treasure from kills; kills waiting to be eaten; nests
3. Flooded Chamber: Depth varies from knee to waist high; tunnel east heads off toward hex [15.12]

Some Mechanical Notes on the Deadfall/Sinkhole

Trying to navigate the deadfall-choked sinkhole should be dangerous. I suggest that the chance of the rotted trees collapsing and sending a character falling should be 20% per degree of encumbrance:[i]

ENCUMBRANCE	CHANCE OF ROTTED TREES COLLAPSING
No Equipment	*10%*
Unencumbered	*20%*
Light Encumbrance	*40%*
Medium Encumbrance	*60%*
Heavy Encumbrance	*80%*

- It should take 3 turns (30 minutes) for a party to navigate to the bottom of the sinkhole if they do not fall. The displacer beasts can make this journey in 10 minutes due to their agility and familiarity with the process.
- Three checks should be made during descent/ascent at 10 foot intervals. Failure results in a fall of 10 feet for d6 falling damage + d6 impalement damage from the branches.
- After a fall, the character should make a save vs. paralysis or be pinned by the debris until rescued
  - Unless the character has already fallen to the bottom of the sinkhole, succeeding on this save means falling another 10 feet, suffering another 2d6 damage, and repeating the saving throw process (falling yet again on a fail if not at the bottom).

[i] Other possible mechanics include checks against constitution with rolls of d6s based on encumbrance (e.g., unequipped is 3d6 vs. Dex; heavy encumbrance 7d6 vs. Dex) or saving throws with modifiers based on encumbrance (e.g., unequipped is straight save; heavy encumbrance is save at -8).

- Anyone entering the sinkhole to rescue a fallen comrade will face the same odds of falling and, if they lose their footing, will cause their stuck companion to fall again if they are not already at the bottom of the sinkhole.
- Falling will alert the Displacer Beasts in the lair and they will investigate, attacking any characters they find. They will concentrate on pinned characters first.
- Fighting while navigating the sinkhole should increase the odds of falling by one degree (i.e., treat unencumbered characters as lightly encumbered, etc.).
  - Besides the general stress battle would place on the precarious debris, the displacer beasts will deliberately project their image onto trunks and branches ready to give way.

Monster & NPC Notes

Displacer Beast Notes

The five Displacer Beasts occupying the natural caves below the sinkhole can navigate the deadfall with ease due to their nimbleness (3x the normal rate; see above). If they hear intruders navigating the sinkhole, they will investigate -- attacking immediately to capitalize on their terrain advantage and concentrating on pinned characters first.

The creatures regularly leave on short hunting excursions (25% in lair per MM) and any intelligent creatures encountered nearby will complain about the monsters' predatory habits if the party questions them about the area.

Although adjusting well to their new home, these beasts have only been on this plane of existence for a month after a hedge wizard in Bridgton summoned them using a faulty scroll sold to him by an itinerant merchant. The wizard, Jeldarn, had intended to summon the creatures into specially prepared cages that would hold them and nullify their displacement powers. When he used the scroll, however, the displacer beasts were pulled into this dimension several miles away and fled into the jungle. Jeldarn has since learned what happened from witnesses to the creatures' arrival and seeks adventurers to recover the beasts' skins.

Gnoll Lair / Abandoned Silver Mine

At-a-Glance Facts

- Lair for several gnoll tribes operating under the leadership of one particularly strong leader named Grimtooth.
- Origin of raiding parties that prey on merchant caravans along the major road cutting through the Grimelwode Forest.
- The gnolls here have been taking prisoners when attacking caravans to sell to slave-traders (members of the Bargemen's Guild based in Bridgton).
- Inspired by the following blog post and the Wikipedia article linked therein: http://basicredrpg. blogspot.com/2014/09/gnolls-is-weird.html

Background

Carved into the head of a small valley between forested hills south of the caravan route lies an abandoned silver mine that has been the lair of a loose confederation of several gnoll packs for the past several years. The mine itself was abandoned decades ago and the small encampment associated with it in the valley has succumbed to the elements, leaving behind only a few overgrown and dilapidated buildings and the slag heap field closer to the valley's mouth.

Current Disposition

Long a nuisance to anyone attempting to hunt or explore the surrounding forests, the gnolls have recently taken to attacking groups on the road itself and may even overrun the fort in the valley (see below and the write-up for **Merchants' Haven**). The impetus for these attacks is a deal struck between the tribe's chieftain, a particularly cunning and large gnoll named Grimtooth, and the corrupt Bargemen's Guild headquartered in Bridgton. Grimtooth and her soldiers are targeting lightly defended caravans to acquire prisoners who are then transported overland to the river and sold to Bargeman slavers for transport down river.

The Chieftain's Strategy

Grimtooth, well aware that these attacks could bring unwanted attention to her group, tried very hard to choose her packs' targets carefully so that no one escaped to warn nearby settlements of the danger lurking in the forest. To this end, she made it a point to personally lead the hunting packs waylaying travelers on the caravan road and concentrate mostly on groups attempting to travel the path after dark. This strategy met with great success for six months, steadily increasing Grimtooth's confidence in her abilities and solidifying her position as leader of the tribe.

Recent Events & Possible Repercussions

About two months ago, however, Grimtooth's growing confidence led her to misjudge the strength of a caravan heading west on the road to Bridgton. These merchants were accompanied by a small troop of guards, led by a boastful and foolishly brave mercenary named Talon. This brash mercenary fought back with unexpected viciousness, going toe-to-toe with Grimtooth, knocking her unconscious, and forcing the gnoll forces to retreat in disarray.

Grimtooth recovered from that battle, albeit with a horribly disfigured snout, and has since become obsessed with finding the mercenary who stood up to her and lived. Meanwhile, the caravan made it to Bridgton and— thanks in no small part to Talon's incessant boasting— it is no longer a secret that gnolls prey on those moving through the Grimelwode forest. Caravans have now become more cautious and rarely push through the forest at night, preferring instead to pay the small fee to lodge at the Merchants' Haven fort. This sudden lack of easy targets has weakened Grimtooth's authority and led her to consider an exceptionally risky attack on that fort.

Lair Notes

The silver mine itself is extensive and the majority of the gnolls lair within it when not out hunting. Inside the mine, there is a wide tunnel leading down to a large underground gallery with several side chambers and tunnels branching off from it. The gallery has been designated by Grimtooth as the tribe's main communal meeting place in which meals are served and pack leaders gather to discuss strategy; the nearby side chambers, meanwhile, house the chieftain's personal guard, hyaenodon pets, and prisoners awaiting transport to the river for sale. Since the larger tribe consists of several semi-independent family packs, each group has claimed a different section of the mine branching off from the main gallery and the pack leaders rule these like fiefdoms under Grimtooth's authority.

While no gnolls lair in the valley outside the silver mine, there will always be a small party of guards with hyaenodons stationed in the ruins of the mining encampment. These guard parties typically consist of d8 + 10 gnoll warriors and d4 hyaenodons, although larger sentry forces are possible if the tribe is on heightened alert.

Key NPCs

Grimtooth: The female gnoll chieftain of the tribe; her face has been injured and the part of her cheek that would cover her upper canine on the right-hand side has been cut away so that her

pointed tooth is always visible. This tooth is notable for being half white and half dark grey (hence her name). Despite her recent setbacks, Grimtooth is still a strong leader who is quite capable of responding effectively to threats both internal and external. As indicated by her arrangement with the Bargemen's Guild, she is also open to proposed deals that would strengthen her authority or the tribe more generally.

Black Paw: One of the individual pack leaders and the most vocal of Grimtooth's critics within the tribe, often voicing that dissent during gatherings in the gallery. Black Paw has also been trying to gather co-conspirators among the other pack leaders to stage a coup, although he has not made much progress so far. Grimtooth is aware of Black Paw's treachery and is looking for a way to deal with it decisively; she would especially like to rid herself of Black Paw while pinning the blame for the caravan attacks on her enemy's pack.

Gervais Khelshem: An old prospector currently living in Bridgton who knows about the abandoned silver mine in the Grimelwode forest. He believes that the mine still holds untapped ore and will offer adventuring parties a 10% claim in its profits if they can find and clear it. Whether Gervais' beliefs are well-founded can either be up to the DM (or random chance), along with the potential profits (and complications) to be had if so.

Mechanical Notes

Grimtooth's tribe consists of five family packs. The breakdown of the gnolls in those packs is as follows:

- 125 female gnoll warriors (approx. 25 per pack)
- Five leader-types (i.e., the pack leaders)
- 1 Chieftain (Grimtooth) with 5 personal guards
- 10 Hyaenodons (large prehistoric-type hyenas)
- 65 male gnolls (approx. 13 per pack; non-combatants)
- 140 young (approx. 28 per pack)

Other Notes

- Gnolls are matriarchal and all leaders and warriors are female; male gnolls are of slighter build and remain in the lair to take care of the young pups.
- There will also be 4d6 prisoners in the lair at any given time; these prisoners are transported overland to the river by a hunting party at a designated time once per month. Representatives of the Bargemen's Guild purchase these prisoners to transport down river and sell to slave-trading captains operating out of Tenkar's Landing.
- In general, hunting parties consist of twenty gnoll warriors with one leader (or Grimtooth herself if it is a group targeting the caravan road).

Splinter Group from the 'Red Piper' Goblin Tribe

At-a-Glance Facts

- Small group consisting of exiled leadership of the Red Piper goblin tribe located in hex [13:13]. This group includes the tribe's former chieftain, shaman, and head warrior.
- This group has recently begun attacking barges travelling the river between Rustford and Bridgton. Disagreement over the wisdom of these actions has strained the relationship between the shaman and chieftain.
- Inspired by the map and write-up for hex [13:13].

Background

Until very recently, the Red Piper and White Bat goblin tribes raided the area around Rustford in hex [13:13] with impunity. That ended, however, when the warriors garrisoning Castle Brunner dealt a series of devastating losses to the marauding forces. The subsequent disgrace of the tribal leaders led to power struggles within both groups, and, in the case of the Red Pipers, the former chieftain and his closest advisors, supporters, and sycophants were forced to flee. This force of approximately 70 goblins (not including females and young) made their way to the relative safety of the wooded marshland across the hex border in [14:13].

Current Disposition

Having set up a temporary lair nearby to where the tributary from [13:13] joins the main river, the leaders of this group now plot how to seize back control of the Red Pipers. While the former head shaman has been arguing for an alliance with outside forces to retake the tribe directly, the deposed chieftain has carried the arguments so far with his plan to prove their worth by intercepting the barges heading down river and looting their cargo. His thought is that the Red Pipers will beg him to return if he can build up enough of a reputation and treasure horde. The shaman has questioned the wisdom of drawing so much attention to themselves given their recent luck near Rustford, but to no avail.

The Chieftain's Strategy

This group, which still calls itself the Red Pipers, has started attacking barges coming down river towards Bridgton. Their usual strategy for engaging the barges is as follows:

- A group of 15 archers is sent across the water to the opposite side of the river (either the spit of land between the two tributaries or the far shore of the main river); this force fires upon the barges so that they veer towards the opposite shore (i.e., the shore nearest their lair).
- Waiting in the reeds on the near shore is another group of 15 goblins that dart out and clamber onto the vessels when they veer to avoid the archers. This group attempts to surprise and murder the boatmen or, failing that, drive the barge into the shallows on the near shore.

To date, this has been a decently successful strategy and they have taken minimal losses while securing a good deal of loot. In fact, the same success that has strengthened the chieftain's position vis-à-vis the shaman has also brought the group to the attention of the authorities in Rustford, Bridgton, and elsewhere. Various groups are now offering a reward to any adventurers who can stop their attacks.

Possible Outcomes

- Left unchecked, the Red Pipers will eventually rethink their new leadership and the former chieftain (now more powerful) and his followers will return in triumph to the main tribe. It is possible in those circumstances that the chieftain's new influence would be enough to unite the Red Pipers and White Bats. The combination of these forces would be a real threat to Rustford. This outcome will take about three months of successful raids on the river traffic.
- If an adventuring party investigates the attacks, though, a handful of possible outcomes should be considered/anticipated:
  - If the party is strong enough, they could find the goblin encampment and slaughter the lot of them without ever learning anything else.
  - The party could target a smaller force from the camp (perhaps one of the groups sent to attack a barge) and capture prisoners; if interrogated, any captured goblin may reveal the tensions between the shaman and chieftain – along with the location of the encampment.

There is also a 40% chance that any captured goblin might be a partisan of the shaman and suggest an alliance between that faction and the party. If the party pursues this possibility and gets into contact with the shaman, he will offer to lead his followers back west if the party can kill the chieftain and his loyalists (about 60% of the group).

– During an attack on the main camp, the party might become aware of the disagreement between shaman and chieftain and either exploit that advantage to destroy the tribe and/or ally themselves with the shaman. See above for the terms the shaman would consider.

Lair Notes

These goblins have taken over an old lair left vacant in the marsh; while it may have originally had multiple levels, the lower portions are now completely flooded and inaccessible without a means to travel underwater. It is a very rough lair, although the goblins have been hard at work improving it with better supports, defenses, etc.

Key NPCs

- **Maugrim Knee-Crusher**: chieftain; formerly chieftain of entire Red Piper tribe
- **Snaglum of the Red Claw**: shaman; formerly high priest of entire Red Piper tribe
- **Brungle Thick-Skull**: chief bodyguard and top lieutenant to Maugrim

Mechanical Notes

A group this size should have a leader and four assistants with stats equal to orcs. However, since this is a splinter group from a larger tribe made up of that tribe's former leaders, the group will be stronger than normal for its size.

- 1 Chieftain and 6 bodyguards (with stats as gnolls)
- Shaman (with spells as 2nd level cleric) and 5 acolytes
- 2 huge wolves (pets of the chieftain)

Woodland Shrine with Spirit Guardian

At-a-Glance Facts

- Small sacred pool and simple shrine tended by a guardian spirit that takes the form of a golden-furred cave bear.
- If an appropriate offering is left, drinking from the pool will cure any poison or disease. Water taken from the pool loses this power.

Basic Summary

A narrow and rough game trail splits off from the main caravan trail through the Grimelwode Forest about a mile from where it enters hex [14:13] from hex [15:13]. It winds into the lightly wooded wilderness on a northeasterly course, crossing small streams and skirting the eastern edge of the rougher hill country. Eventually it meets up with a cold and shallow stream bubbling down from the lowest foothills and follows alongside it for several hundred yards until terminating at a pool constantly replenished by a small waterfall cascading down the side of a steep hillock to the west.

Where the trail terminates at the southern shore of the small pool, there is a simple altar of natural stone only three feet high and six long on which sits a wooden bowl. There is a 10% chance that wilting mistletoe left by another pilgrim lies beside the bowl, which is stained with the blood of more filling offerings.

Leaving an offering of either food or mistletoe on the small altar and then drinking the water of the pool will cure any poison or disease. If no offering is left or the water is placed in a container before ingestion, its curative properties dissipate – although there are local legends that using a container recovered from the ruins of the ancient civilization might overcome this limitation. Desecrating the altar or polluting the pool will bring down the wrath of this sacred place's guardian spirit.

Notes on the Guardian Spirit

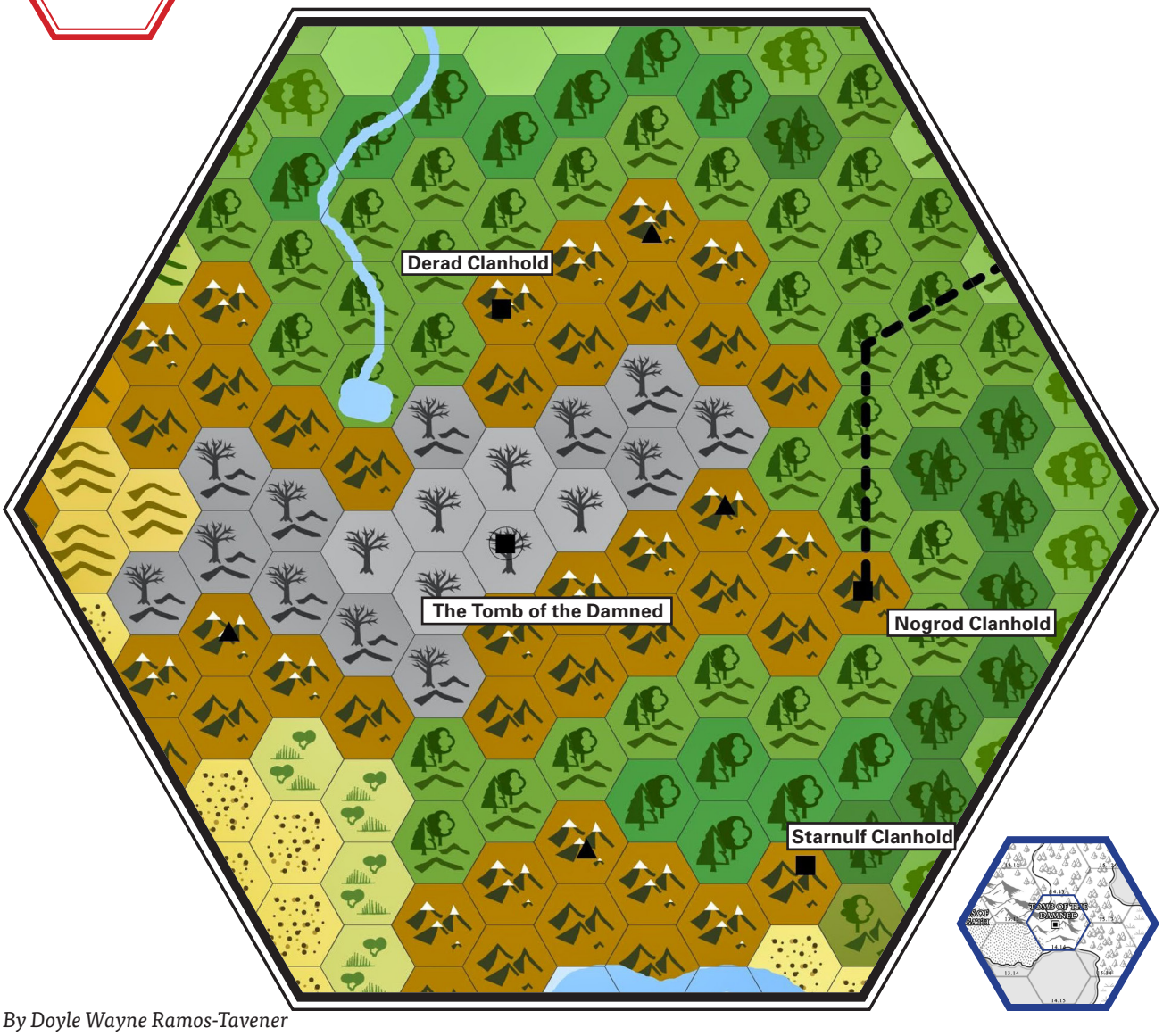
The guardian of this woodland shrine takes on the form of a golden-furred bear that glows with a slight phosphoresce at night and has stats identical to that of a Cave Bear. A group following the game trail to the pool will catch sight of the guardian stalking the woods beside the path on occasion and, if an acceptable offering is left on the altar, will be acknowledged by the spirit from atop the hillock from which the waterfall flows. In addition, any party camping overnight along the main caravan trail to the east of Merchants' Haven that keeps watch will catch sight of the bear; those attempting to follow or hunt the bear will find themselves led to the game trail. Unless cornered, an attack on the guardian spirit will cause it to flee – vanishing as it passes through the shadows of the trees.

Rumors and Adventure Hooks

Knowledge of the pool's curative powers and its ursine guardian are well-known in nearby communities like Bridgton. Those seeking information about the road east in that town are likely to hear about this wonder from the more talkative locals. These locals will also know there are some limitations on the water's enchantment, although they don't necessarily know everything or have the story correct (e.g., they may report that bottling the water turns it into a deadly poison or garble the legend about using a container recovered from the ruins of the ancients). On occasion, new arrivals and visitors will seek to acquire samples or an escort to test the waters themselves (especially merchants with an interest in bottling the liquid and mage's wishing to study it). The hedge wizard Jeldarn or itinerant merchant Girshom detailed in the entry for the Displacer Beast Deadfall could possibly fall into this category.

THE VALLEY OF THE DAMNED

14.14



By Doyle Wayne Ramos-Tavener

Dominating this hex is The Tomb of the Dammed, whose evil infects the surrounding area. The dwarven clanholds in the mountains surrounding the valley are fighting a losing war against the spread of the blight of undead that creeps ever outward from the unholy Necropolis.

Terrain

The terrain of the valley is varied, with mountain ranges in a ring around a central valley. Access to the valley is generally restricted to three passes to the north, south and west of the valley. The valley itself is a flat area of about two miles in width and is dominated by Velorn pines which have been corrupted. Surrounding the valley is a ring of foothills which is also infested by the sickened and twisted trees. This is the Valley of the Damned proper. Moving from the interior to the exterior are four small ranges of mountains, with an elevation of five to ten thousand feet above sea level. The outer ring of the hex is dominated by terrain that mostly matches the terrain in the immediate bor-

dering hexes - clear to the north, forested hills to the northeast, and wasteland and pine shrub to the southwest.

Rumors

- There is a vast necropolis in the valley here, called The Tomb of the Damned, or Uaigh an Damnaich in the old tongue. It is the source of all of the evil in the valley. Perhaps there is treasure there as well?
- Do not camp at night within the Valley of the Damned. The dead rise at night from the tainted soil, and tear at the flesh of the living.
- There are three dwarven clans in the mountain ranges surrounding The Valley of the Damned, which are locked in a struggle to hold back the undead which infest the valley. Perhaps they need mercenaries to fight their battles for them?

Dwarven Clanholds

Each of these dwarven strongholds consists of about 300 members, with perhaps 50 - 75 warriors each. Each is led by a clan chieftain, and assisted by a clan council. They worship the dwarven god known as the Forger, or the Maker, who is considered to be the father of dwarves.

The clanholds are mostly mining operations, with the goal of expanding and improving their underground homes, and expanding their settlements. The Clans are not politically unified, and compete among themselves for trade with the outside world. These conflicts have spilled over into their efforts to rid the Valley of the Damned of its evil, and have allowed the spread of the corrupted Velorn pines and the evil they bring with them.

Clan Nogrod

This Clanhold is located in the mountain range in the east of the hex. The entrance to the clan stronghold is at the terminus of a trail that leads to hex [15.13]. Clan Nogrod dominates all the outgoing trade on this trail, and only allows the other clans access to the trail through the clan traders.

Clan Nogrod is led by clan chieftain Doroth (Lawful F6), who firmly believes that all the clans in the hex would be better off if the other two clans submit to Clan Nogrod's rule. The clan council includes a dwarven alchemist (Korothe) and an 5th level dwarven Fighter-Cleric (Melos). Clan Nogrod can purchase up to 1000 gp in gems, jewelry, and magic items per year, and can convert coinage to a like amount of finished goods (mainly jewelry and raw metals).

Clan Nogrod Benefits Table

RELATIONSHIP	BENEFIT
7	*All basic equipment available at a 25% mark up.*
8	*All basic equipment available at base cost. Clerics spells available in exchange for sacrifices.*
9	*Up to six 1st level dwarven fighters become available as henchmen.*
10	*1d6 healing potions available for purchase per month.*
11	*1d6 minor miscellaneous potions available per month*
12	*Dwarven party member acclaimed Clan Champion, and supported by Clan.*

Clan Nogrod Relationship Bonus Table

ACTION	RELATIONSHIP BONUS
Undermine one of the other clans	*+2*
Give the clan a dwarven artifact or artifact of high technology	*+2*
Allow two Dwarven Henchman to die	*-1*
Defeat one of the Special Encounters in the Valley of the Damned (except for the Shadow Riders)	*+1*
Become Clan champion of another clan	*-3*

A Relationship with Clan Nogrod begins at 7, and can never rise above 11 unless one of the members of the party is a dwarf.

Clan Derad

This Clanhold is located in the range in the north of the hex. The entrance to the clan stronghold is one 1/2 mile sub-hex away from the lake that is the source of the river Grimelwode. The clan uses the lake as a staging ground for barges that travel down the length of the river to Tenkar's Landing, but the Grimelwode has been plagued by piracy, leading the loss of several shipments.

The clan is ruled by the matriarch, Gouvernas (Lawful F2/C6), who faces pressure from her clan council to turn over leadership to a male dwarf. Clan Derad can purchase up to 500 gp in gems, jewelry, and magic items per year, and can convert coinage to a like amount of finished goods (mainly raw metals).

Clan Derad Benefits Table

RELATIONSHIP	BENEFIT
8	*All basic equipment available at a 25% mark up. Clerics spells available in exchange for sacrifices.*
9	*All basic equipment available at base cost. Up to four 1st level dwarven fighters become available as henchmen.*
10	*Clan Derad can purchase up to 750 gp of treasure per year.*
11	*Clan Derad can purchase up to 1000 gp of treasure per year.*
12	*Dwarven party member acclaimed Clan Champion, and supported by Clan.*

Clan Derad Relationship Bonus Table

ACTION	RELATIONSHIP BONUS
Eliminate river piracy	*+2*
Solidify Gouvernas' position as leader	*+2*
Give the clan a dwarven artifact or artifact of high technology	*+1*
Allow Dwarven Henchman to die	*-1*
Defeat one of the Special Encounters in the Valley of the Damned (except for the Shadow Riders)	*+1*
Become Clan champion of another clan	*-2*

A Relationship with Clan Derad begins at 8, and can never rise above 11 unless one of the members of the party is a dwarf.

Clan Starnulf

This Clanhold is located in the mountain range in the south of the hex. The entrance to the clanhold is at the extreme eastern tip of the mountain range. This clan has been more seriously affected by the evil of The Valley of the Damned, and see eliminating the evil in the Valley as a primary duty. There are only 200 members in the clan left, with 35 warriors.

The Clan is nominally ruled by Jessad (Lawful F4) who is young for such a position, his father having been killed by the Black Widower (see below). Theros (F4/C7) is the true patriarch of the clan, but chooses only to advise Jessad, not dominate him.

Clan Starnulf can purchase up to 400 gp in gems, jewelry, and magic items per year, and can convert coinage to a like amount of finished goods (mainly raw metals).

Clan Starnulf Benefits Table

RELATIONSHIP	BENEFIT
6	*All basic equipment available at a 75% mark up.*
7	*All basic equipment available at a 50% mark up.*
8	*All basic equipment available at base cost. Clerics spells available in exchange for sacrifices.*
9	*Up to four 1st level dwarven fighters become available as henchmen.*
10	*Clan Derad can purchase up to 500 gp of treasure per year.*
11	*Clan Derad can purchase up to 750 gp of treasure per year.*
12	*Party member acclaimed Clan Champion, and supported by Clan.*

Clan Starnulf Relationship Bonus Table

ACTION	RELATIONSHIP BONUS
Allow Dwarven Henchman to die	*-1*
Defeat one of the Special Encounters in the Valley of the Damned (except for the Shadow Riders)	*+2*
Kill The Black Widower	*+3*
Destroy a great evil in one of the lower levels of The Tomb of the Damned	*+2*
Become Clan champion of another clan	*-1*

A Relationship with Clan Starnulf begins at 6. Unlike the other clans, the Relationship can rise to 12, even if there are no dwarves in the party.

Using Relationship Scores

A Relationship score is a way for you to easily track the players' influence with different, sometimes competing, factions. Somewhat analogous to Morale scores, this number ranges from 2-12, with neutrality implied by a score of 5, 6, 7, 8, and 9, favorability reflected with a score of 10, 11 and 12, and hostility reflected with a score of 2, 3, and 4.

A Relationship score is gained by making a favorable impression on the dwarves of a clan when they are initially encountered at their clanholds. If a favorable impression is made, the initial relationship score, as noted in the clan tables, is gained. Thereafter, the Relationship score can be used to track the friendliness of the individual clan, with specific actions resulting in gains and losses to the score, depending on the clan involved. Referees should always use the charts as guidelines, raising

and lowering the score as they see fit. As the relationship score rises various benefits become unlocked.

The most important of these may be spellcasting services of a cleric. These require sacrifices in treasure or magic items to the Dwarven god, generally equal to 500 gp per level of the spell. Some spells, such as Raise Dead, may require more, and Referees should feel free to vary these prices according to the needs of their campaign.

The Valley of the Damned

The Valley of the Damned is permeated with the vast evil of The Tomb of the Damned, and which infects the very forest around it.

The valley is dominated by Velorn trees, which are majestic pines which rise to a height of 100 to 300 feet. Lesser trees must live in their shade but even these stunted Ash and Rowan are enough to obscure the Valley floor, even in the sub-hexes that contain dead forest.

Dead forest hexes contain corrupted Velorn trees, whose needles are razor sharp, resulting in 1d6 additional damage if a player should fall through the level of the pines to the floor. The trees themselves have a scabrous bark, which peels away easily to reveal blackened and oozing tree-flesh.

A note about the Tomb of the Damned

The Tomb of the Damned is a mega-dungeon that Tenkar plans to produce, possibly through the same crowd-sourcing method that produced this supplement. Though not available as of this writing in May of 2017, don't let that stop you!

You can use one of the fine mega-dungeons that the OSR has produced, such as Dwimmermount, The Barrowmaze, Stonehell Dungeon, Castle of the Mad Arch-Mage, Anomalous Subsurface Environment or Rappan Athuk. Or create your own mega-dungeon! This sort of creation, though lots of work, can be intensely satisfying and fulfilling. The choice is yours.

Damned Skeletons and Zombies

The encounter charts for the Valley of the Damned below include these creatures. They are identical to normal skeletons and zombies, with the following exceptions.

- In open sunlight, they burst into flame and take 1d6 points of fire damage per round. This fire is intense, and can set those they are attacking on fire, unless the victim can make a save. If either of these creatures attacks during the day in The Valley of the Damned, roll 1d6 per round for each creature; on a 1 or a 2, they take fire damage for that round only.
- Dammed Skeletons attack with a bone bow, strung with grave hair and fire an endless supply of bone arrows, which disintegrate once they have struck the target or any other solid surface.
- Damned Zombies can attack from the ground, and with surprise can rise and attack in a single round.
- Dammed Skeletons and Zombies usually have no treasure, but sometimes pick up weapons that have been dropped. There is a small (1%) chance this might be a valuable weapon or even magic!

Encounter Charts

Use the following encounter charts for the dwarven mountain ranges and the Valley of the Dead proper. If encounters are desired for the outer range of the hex, use the encounter chart for greater hex nearest to the location of the party.

The Dwarven Mountain Ranges

(Roll 1d6 for each day or for each night. Encounters occur on a 1.)

ROLL (2D6)	ENCOUNTER
2	**A single Hill giant, hunting.** *(Hill Giant: HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; AL C; CL/XP 9/1100; Special: Throw boulders for 2d8 damage.)*
3, 4	**1d6 Giant Trapdoor Spiders** *from the Valley of Damned (Giant Spider (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6); Move 18; Save 16; AL N; CL/XP 4/120; Special: 5 in 6 chance to surprise prey.)*
5,6	**1d6 Damned Zombies** *(Zombie: HD 2; AC 8[11] Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: undead, burns in sunlight, surprise attack from ground on 1-3.)*
7	**2d8 dwarfs, on patrol.** *(Dwarf: HD 1; AC 4[15] (Chain & Shield); Atk 1 Axe (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: Stonecunning.)*
8, 9	**1 ram and 1d6 sheep**. *(Ram: HD 3; AC 6[13]; Atk 1 gore (1d6); Move 15; Save 14; AL N; CL/XP 3/60; Special: None.) (Sheep: HD 3; AC 6[13]; Atk 1 bite (1d4); Move 15; Save 16; AL N; CL/XP 2/30; Special: None.)*
10, 11	**2d4 wolves, hunting**. *(Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.)*
12	**One hungry Mountain Lion**. *(Mountain Lion: HD 3+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 18/12 (climb); Save 14; AL N; CL/XP 3/60; Special: None.)*

The Valley of the Damned

(Roll 1d6 per day or night. During the day, there is an encounter on a '1'. At night, there is an encounter on a 1, 2, 3.)

ROLL (2D6)	ENCOUNTER
2	**Special Encounter (see below)**
3, 4, 5	**1d6 Giant Spiders** *(Giant Spider (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6); Move 18; Save 16; AL C; CL/XP 4/120; Special: No poison.)*
6, 7, 8	**1d8 Damned Zombies** *(Zombie: HD 2; AC 8[11] Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: undead, burns in sunlight, surprise attack from ground on 1-3.)*
9, 10, 11	**1d6 Damned Skeletons** *(Skeleton: HD 1; AC 8[11]; Atk 1 bone bow (1d6); Move 12; Save 17; AL C; CL/XP 1/15; Special: undead, burns in sunlight.)*
12	**Special Encounter (see below)**

The Valley of the Damned Special Encounters

DAY: ROLL 1D4	NIGHT: ROLL 1D6	ENCOUNTER
1	*1*	**The Wargs of the Woods**
2	*2*	**The Ghalesh Ghoul**
3	*3*	**The Witch of the Wood**
4	*4*	**The Black Widower**
	5	**Tom Knickerbone** *(only at night)*
	6	**The Shadow Hunters** *(only at night)*

Special Encounters

The Wargs of the Woods

The Wargs of the Woods are a group of enormous wolves corrupted by the presence of The Tomb of the Damned. This pack of 6 Worgs ranges throughout the valley.

Six Worgs: HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; Special: None

The Ghalesh Ghoul

The Ghalesh Ghoul is a canny old meat-eater who greatly desires the tender, marbled flesh of halflings. He will attack halflings over other targets, and will attempt to escape if he kills or paralyzes one. He may be persuaded to offer mercy if the party swears (on "Book and Bell, Hale and Hill") to bring him a halfling by the next full moon... He is accompanied by 1d4 of his ghoulish followers.

The Ghalesh Ghoul (Unique Ghoul: HD 3; HP 20, AC 6[13]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Undead Immunities, paralyzing touch - 3d6 turns).

Ghoulish Ghoul Followers: (Ghoul HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Undead Immunities, paralyzing touch - 3d6 turns).

The Ghalesh Ghoul has 500 gp worth of crude metal jewelry such as torcs, arm bands and ankle bracelets, and his followers have 1d100 gp each of the same.

The Witch of the Wood

The Witch of the Wood is a Forest Hag who has been drawn to the evil of The Tomb of the Damned and now wanders the woods, seeking mischief and evil. She throws potions of weak poison at range but engages in melee eagerly if attacked.

Forest Hag: HD 4; HP 20, AC 7[12]; Atk 1 or 2, Weak Thrown poison (range 10', 30' outdoors) (1d4 damage for 1d4 rounds if save is failed) or bronze claws (1d4/1d4); Move 9; Save 11; AL C; CL/XP 6/600; Special: Hideous visage: Save vs. Fear or lose 1d6 points of Strength for 1d6 turns)

The hag has 1d6 potions of poison on her at any one time, as well as eight gold rings each worth 40 gp each, and an emerald studded necklace worth 400 gp. She has no lair, and draws her potions up from the corrupted soil and water of the valley.

Tom Knickerbone

Tom Knickerbone is an infamous skeleton of a hill giant (@12 ft. tall) which haunts these woods. He appears only at night (re-roll if he is encountered during the day), and suffers the same vulnerability to fire as Damned Skeletons. Tom is so loud that he never surprises a party, and this notice will effectively double the distance between the party and Tom when he is encountered.

Tom Knickerbone: HD 6; HP 27, AC 4[15]; Atk 1 smash or kick (1d10); Move 12; Save 11; AL C; CL/XP 7/600; Special: undead, 1/2 damage from slashing or piercing weapons. Turned as a wraith

Tom has no lair, and no treasure.

The Black Widower

The Black Widower is a huge female spider that has spawned most of the spiders of the woods. If she were killed, most of the spiders in the Valley would eventually die off.

If encountered outside her lair, she will be waiting in the trees 30' above the party, hoping for them to stumble into her hidden webs below. Have each party member roll 1d6. On a 1 or 2 the webbing is avoided, and no save need be made. Re-check each round if someone moves. Elves, halflings, rangers and thieves can spot the webs ahead of time if they succeed on a surprise check.

The Black Widower: (8ft diameter): HD 6+2; HP 36; AC 3[16]; Atk 1 bite (1d8+2 + poison); Move 8; Save 11; AL C; CL/XP 8/800; Special: lethal poison, webs.

If her obscenely bloated abdomen is torn apart, a magic +1 short sword, which glows softly (light, 10 ft. r.) in the presence of supernatural Chaos may be found. The sword is an Empire design. She has a cave lair somewhere in the valley, with 1d6 small spiders within and 1d100 spider eggs. The eggs may be sold in a city to a mage or alchemist for 15 gp each. Each egg weighs one pound.

1d6 Small Giant Spiders (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: lethal poison (+2 saving throw).

The Shadow Hunters

The Shadow Hunters are a group of spectral hunters which seek to return treasure gained from The Tomb of the Damned. Re-roll this encounter if the party has yet to visit The Tomb or if they have taken no loot from there. Unlike the other Special Encounters, these entities can reappear each time the encounter is rolled, even if they are defeated. At the Referee's discretion, this curse may be broken by defeating some great evil on the lower levels of The Tomb of the Damned.

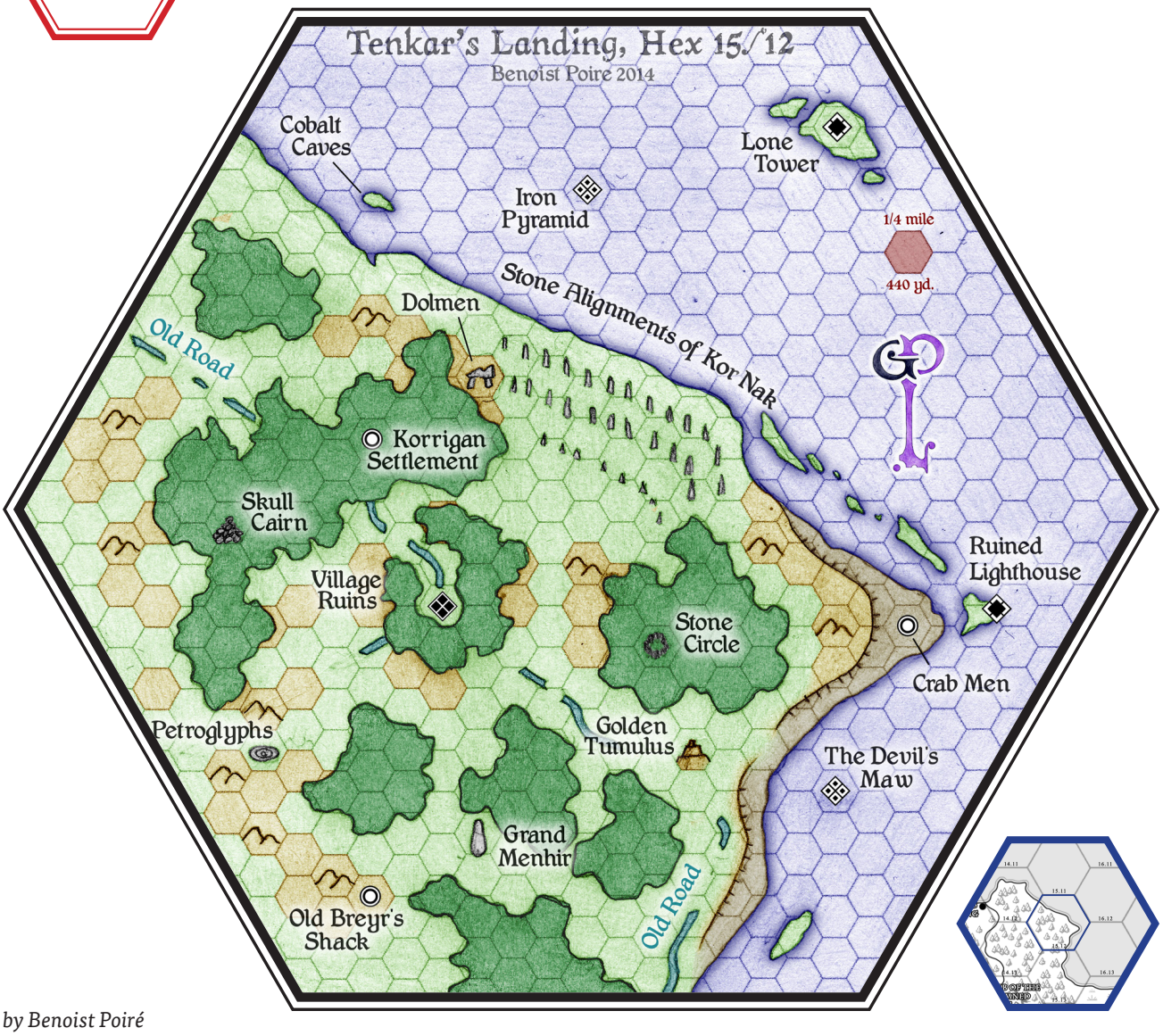
As the players travel, call for hear noise checks. Those who succeed can hear the hunting horns of the Shadows and are cursed. These unfortunates receive a -1 to hit and a -1 to Saves for the duration of the encounter with the Shadows. 1d4 rounds later, 2d3 mounted shadows burst through the trees and underbrush and attack the party, preferentially attacking those who were cursed. Treat the mounted Shadows exactly as regular shadows, except with a greater movement rate.

2d3 Mounted Shadows: HD 2+2; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 18; Save 16; AL C; CL/XP 5/240; Special: Drain 1 point str with hit, hit only by magic weapons.

The Shadow Hunters possess no treasure.

THE ALIGNMENTS OF KOR-NAK

15.12



by Benoist Poiré

GENERAL INFORMATION

This hex, in its original format, is meant to be challenging for a group of heroic characters (Level 4 or thereabouts). The idea behind it is to reverse the usual assumption that the deeper you delve in the Underworld, the greater the threats encountered. Here, the surface wilderness is cursed, and its landmarks are inhabited by powerful monsters and NPCs. Bringing peace to the Carnelian Queen should not be a mission or objective forced onto the Players' Characters. It must be an optional goal for the campaign.

This wilderness is cursed, and meant to be dangerous. It is meant to top a series of tunnels or complex that would run throughout the hex, perhaps two or three levels deep, with this idea that the deeper the party would get, the easier the challenges would be. The underground level under the Dolmen close to the Alignments, the sandstone corridors of the Golden Tumulus, the catacombs

under the Ruined Lighthouse, even flooded networks of caverns beyond the Alignments, all the way to the Cobalt Caves and the Iron Pyramid, could be linked with one another, as the Underworld map exemplifies (see Appendix at the end of this hex description.)

Keep in mind that the descriptions are not exhaustive, and do not include all manners of smaller, less threatening critters that are sure to populate the area. The Wandering Monsters chart hints at this, and it is recommended for the referee to make the place come alive with a variety of threats, not just the main hubs described herein. Likewise with treasure: some of the important items to be found have been described, but amounts of gold, or other trinkets, scrolls, potions have not. Take this as a license to customize the hoards to fit your campaign.

The main denizens of this area are not allied to one another. They are generally secluded to their own areas and are not prone to leave them in pursuit of the party. Some conflicts between the hex's inhabitants could however be occasionally witnessed and/or triggered by the party. The Korrigan might push back against the spiders of the Grand Menhir. The Samildenech might hate the fact it cannot control the Elder Cyclops of the Stone Circle, or be mortally afraid of the Spirit of the Golden Tumulus. It is the referee's responsibility to breathe life into the setting.

GENERAL FEATURES

For the sake of usefulness and visibility, this hex's map defaults to the depiction of the prominent terrain features present in the sub-hexes constituting it. The areas shown as flat or hilly may also be forested, albeit less heavily so than those sub-hexes showing clear dense forest instead.

This hex is generally avoided by the population of the island. Most people know this area is extremely dangerous: people venturing here disappear, and are never heard from again. People say the trees, the standing stones, the earth itself awakens and and devours the unwary.

This isn't far from the truth.

HISTORY

A long time ago, on a different plane of existence, a powerful Empire of Men invaded an island at the edge of the world. Soon, the legions captured the land and killed all the leaders of the native tribes they could find. One woman, however, resisted the all-out assault. She was flogged, her daughters raped, but she stood up against the invading forces despite the tortures inflicted upon her house and claimed leadership of the tribes assembled under her banner. She was tall, and fair, with long red hair. She was the Carnelian Queen of her people united against a common enemy.

Together, the Queen's armies destroyed the Iron Tower the Empire had built as its main base. The tribes thought they had scared off the enemy as the legions backed away and left the Tower to be sacked and burned to the ground. But the enemy only retreated out of tactical shrewdness, gathering its many legions and well-needed reinforcements to fight back.

On the day of the crucial battle, as the historian recalls, the Carnelian Queen stood in a chariot with her two daughters before her. She drove through the ranks, and harangued the different tribes in their turn: "This," she said, "is not the first time we have been led to battle by a woman. But now she did not come to boast the pride of a long line of ancestry, nor even to recover her kingdom and the plundered wealth of her family. She took the field, like the meanest among them, to assert the cause of public liberty, and to seek revenge for her body seamed with ignominious stripes, and her two daughters infamously ravished. From the pride and arrogance of the invader, nothing is sacred; all are subject to violation; the old endure the scourge, and the virgins are deflowered. But the vindictive gods are now at hand. A legion dared to face our warlike folk: with their lives they paid for their rashness; those who survived the carnage of that day, lie poorly hid behind their entrenchments,

meditating nothing but how to save themselves by an ignominious flight. From the din of preparation, and the shouts of our forces, the Empire's lieges, even now, shrink back with terror. What will be their case when the assault begins? Look round, and view your numbers. Behold the proud display of warlike spirits, and consider the motives for which we draw the avenging sword. On this spot we must either conquer, or die with glory. There is no alternative. Though a woman, my resolution is fixed: the men, if they please, may survive with infamy, and live in bondage."

Many great deeds were performed on that day. Many men and women died. Magic was forcefully wielded on both sides with such might that, by the end of the day, the island itself lay broken at the Empire's feet, parts of it engulfed by the waves, never to surface again. The armies of the Carnelian Queen were dispatched, and the iron legions ruled the scarred land from then on.

The Carnelian Queen's body was never found, for in her hour of despair, she was snatched away from the field by entities beyond her material plane, entities of great power which took her and her gentry away from the disaster about to occur. She intended to return, but was tricked, lost between the planes, travelling for an eternity before finding a way to another prime material world, another reality which was not her own. This is how the Carnelian Queen and her people, the ancient Ayceni, ended up on the coast of Eilean Dubh so long ago.

It wasn't long before the entities of the Black Gulf caught up with the Ayceni. Slowly, the dark energies pushed through the veil separating them from the material plane. Slowly, one by one, the Ayceni fell to a corruption of their hearts and minds. When at last the forces of evil pushed through and assaulted them, the Ayceni were divided. The Queen called for her people to defend themselves, to contain the tide that came rushing from the Black Gulf, but it was too late. The Samildenech, the druid and wise man among the Ayceni, usurped leadership of the tribe and commanded its people to surrender to the powers of darkness. The Carnelian Queen tried to resist with those remaining faithful to her, but the Samildenech, now acting as a representative of Those beyond the Black Gulf, turned her forces to stone, killed the Queen, and dismembered her to prevent her return.

The Ayceni fell from grace. In time, they lost conscious knowledge of who they were, vaguely aware of their origins, dancing among the stones, remembering the songs of their people only when mingled with dancing rituals meant to appease Those lurking beyond the Black Gulf.

The whole area has been laying dormant since then. An iron pyramid fell from the sky. A lighthouse was built and abandoned. The gods of nature gave up, and let the forest rot to its core. Human descendants of the Ayceni exist, but they are few and far between, most of them not even aware of their ancestry. The forest remains haunted, avoided by all those who wish to live and see another day on this forsaken earth.

SCALING

Stats have been included whenever characters and monsters were unique enough to warrant it.

Some information in the hex's description is presented between brackets [-]. These are meant as suggestions to downscale the power of those monsters and entities linked to the Black Gulf in this area. Such as it is, the Alignments of Kor Nak are meant to be first confronted by an heroic party which should either reach the area through its Underworld, or engage the hex from the surface and explore to find it very tough to navigate. The information between brackets helps rescale the area, keeping it challenging without necessarily switching monsters types or abilities. The values indicated between brackets can be substituted if the party either weakens the surface area by destroying some type of artifact or series of artifacts buried in the Underworld below (such as the shards of the Black Gulf that would have fallen from the sky when the Carnelian Queen resisted, and are now buried deep under the surface of the earth, for instance), and/or if they discover the unique weaknesses of the denizens of the surface and exploit them. Note the weaknesses indicated between brackets

are mere suggestions, and the referee is invited to come up with his or her own answers, whatever fits the campaign and general scenario the best.

Parties might come to an early end while exploring the hex. Make sure they know what they are getting into, especially as far as creatures like vampires are concerned. Let them meet some of the inferior creatures suggested in the Wandering Monsters table first. Let them know that this will only get tougher from there. The party could then back off and glean some information about the area, discover parts of the Queen's story, or come to know the nature of the affliction corrupting the land in this hex while exploring another part of the setting. They might want to find the shards that fell from the sky, avoid the more dangerous foes of the surface, explore the Underworld to destroy them, and then come back to solve the mystery, make the body of the Queen whole again and grant her final peace.

WANDERING MONSTERS

As a general principle, wandering monsters should be checked once every time the party moves within the hex from one landmark to the next. Encounters occur 1-in-6. When such do occur, the referee is free to consult and roll 2d6 on the following table:

ROLL 2D6	
2	*[1-6] 2-12* **Hermit Crab Men** *on a punitive expedition near the coast (from the Crab Men Encampment) OR Roaming pack of Undead (from the Dolmen, type chosen by the referee).*
3	**Swarm of Stirges**, *[2-12] 3-30 in number (from the Stone Circle).*
4	*Lone (0r 1-3)* **Will-O-Wisp** *(from the woods).*
5	**The Korrigan** *[1-6] 2-12 (from the Korrigan Settlement).*
6	**Pseudo-Korrigan** *(Simian Orcs) [2-12] 3-18 (from the woods).*
7	**Spiders**, *[1-3] 1-6 with or without an ettercap (from the Grand Menhir).*
8	**Animals fleeing the area**. *Could be Wild Boars, Male and Female, or other animals.*
9	**Troll on the hunt**. *Could be accompanied by its vicious, hungry young.*
10	**Carrion Creeper**. *Per S&W Complete Rules.*
11	**Party of Crazed Adventurers**. *Roughly equal to the party's own capabilities. These adventurers explored one of the hex's landmarks, and came out insane. They could be aggressive, believing the party to be enemies, and/or could reveal some clues useful in the exploration of the hex.*
12	**Other** *(Choose any creature that would seem appropriate given the circumstances).*

Alignments Of Kor Nak

Three rows of eroded, lichen-spotted menhirs silently stand guard along the shore facing the Iron Pyramid and the Lone Tower beyond. A supernatural mist rises up from the ground at unpredictible intervals. In such occasions, the alignments magically come alive. The Korrigan (see Korrigan Settlement entry) emerge from the nearby forest and dance among the stones, singing to Those beyond the Black Gulf, vaguely remembering their ancient origins, the death of the Carnelian Queen who once ruled their people, and their ultimate descent into darkness.

The closeby Dolmen is the abode of The Samildenech, ancient druid of the Ayceni, the spiritual leader who betrayed the Carnelian Queen at her greatest hour of need, and led her people in a rebellion that would be her ultimate undoing.

The Samildenech remains, his soul ravaged by the black fires of unlife burning through his very bones, fueling his cursed magics, bonding his thoughts to the worlds beyond the veils of mortal con-

sciousness. The Dolmen sits atop a series of tunnels filled with the ashen bones of the dead gathered here over the centuries, covered with molds, lichens and intertwined with the roots plunging into the Underworld to gather the dark energies keeping the crop of trees surrounding the Dolmen alive and sentient.

Here and there, inside the undead-populated tunnels, various species of deadly lotus slowly grow and blossom, both fed and consumed by the ancient evil of this place, spreading their delerious fumes throughout the complex. The party exploring this area would be subject to various hallucinations and visions of dark sprawling cities lost swirling deep within the Black Gulf. Some of these places might even be explored by a party not afraid to lose its way back from these wretched places to this material plane forever.

The stench and dark energies radiating from the Dolmen are perceptible yards away as the party approaches. Make sure the party understands that whatever threat lies beyond, it is eminently dark and dangerous, before they ever have to face the Samildenech.

Animated Standing Stones

The Korrigan dancing in the mists rising between the Alignments of Kor Nak can awake one of more of the Standing Stones. Treat these as [6+3] 9+3 HD Stone Giants with the ability to throw bits of themselves at the intruders; these stone blocks inflict the same [2d6] 3d6 damage, but the Standing Stones lose 5-8 of their own hit points in the process. [If the stones animate during the light of day, and the mists are dispersed by gusts of winds and likewise devices, they will be weakened until nightfall. A clue may be conveyed by the rays of sunshine affecting the stones for a few seconds, with their surface becoming more rigid and brittle for a moment.]

The Samildenech

Treat as a [5] 7 HD Vampire [draining Constitution instead of levels: 2 points per hit, which can be regained via remove curse (recover all lost points) or cure serious wounds (recover 2 points per application)], with the ability to change into a raven or a wolf. He can summon a swarm of flesh eating ravens (treat as stirges cutting their victims with their beaks, 3-18 in number). [If faced with the Head of the Carnelian Queen, the Samildenech may be weakened for a full day. The Samildenech might reveal this weakness unintentionally to the party in a first meeting, where his thoughts would drift back to the Queen and her burning blue eyes, showing his great fear of finding himself in her presence again. The Spears of the Skull Cairn could be used as stakes against the Samildenech]

The Samildenech wears the mummified **Right Arm of the Carnelian Queen**, and uses it to reach through the Black Gulf and manipulate its substance (this could mean casting spells as a druid of equivalent level, or summoning greater alien beings from beyond). This arm is needed to put the spirit of the Carnelian Queen to rest (see the Petroglyphs entry). The Samildenech also wears the **Crimson Cloak and Silver Brooch of the Carnelian Queen**. The embroided garment is tattered and blood-soaked, but otherwise functional (treat as a **cloak of displacement**), whereas the Silver Brooch bears a powerful dweomer adding +2 to the wearer's Charisma and allowing him or her to turn the undead as a cleric of equivalent level. Other riches abound within the tunnels

The Korrigan revere and despise the Samildenech at the same time. They both remember him as their greatest protector in the moments that followed their plunge into darkness, and the traitor who led them to this prolonged state of regression and disgrace in the first place.

Cobalt Caves

This large multicoloured reef partially exposed to the air during low tide is inhabited by a fierce tribe of mermen who worship a monstrous star fish that came from the stars and spawned the reef

out of its unfathomable mind. The mermen consider the reef to be sacred, and will not let anyone get close to the alien creature that is their lord and master.

The star fish, who might or might not be the only specimen of its kind, is generally dormant, and interacts but rarely with the minds of its faithful servants. The referee might grant the creature innate magical or psionic abilities, if it fits the campaign. Its attention might be focused somewhere else, or it could patiently wait and prepare itself for some events it has foreseen and are yet to come, whatever those may be.

Crab Men Encampment

The entire coast leading to this structure is littered with millions of sea shells of different shapes and sizes. Most of them are very fine, and it makes the terrain particularly difficult to negotiate (half movement rate). Violent movements, as would occur when fencing against an opponent in a melee, could result in shells splintering, getting past different layers of booting and leggings (incurring 1-2 points of damage per round), not to mention the precarious nature of the terrain.

On this multicoloured and treacherous landscape lies one particular shell of immense proportions. It is partially buried under a mound of much smaller shells, and might be 300 feet in diameter. Its ellipsoidal shape is surmounted by seven equidistant horns rising skyward at different angles across its surface. One can only imagine what type of monstrous mollusk must have inhabited it in ancient times. It is now the centre of an encampment of Hermit Crab Men who wear different shells over their bodies and use the same as shields. These are neutral creatures, but they do have an appetite for man's flesh, among other things.

HERMIT CRAB MEN: HD 3; AC 2 (17); AT claw 2-8/shell shield punch 1-12; ST 15; MV 9/9 Swimming; AL Neutral; XP 3/60. Larger, tougher versions may inhabit the encampment, including Hermit Crab Behemoths.

Devil's Maw

An oblong, gaping structure emerges from the waves at a 45-degree angle. It seems made out of stone, and is covered with algae and all manners of plant life until about one third of the way up to its tip. A break evoking the shape of a large mouth appears to open up on the inside of the structure from the tip raised 300 feet above the waterline.

Rumours persist that these are in fact the petrified remains of a leviathan, one of the largest creatures to ever emerge from the depths. The insides of the structure are said to be inhabited by a collection of creatures, both marine and amphibious, under the command of an Aboleth Triumvirate plotting its way into the world of men. The organic insides of the leviathan, the corals and stone protrusions that developed for ages since the monstrous creature was stranded here are supposed to have been carved, perfected to form a deadly labyrinth completely submerged at its lowest point. Nobody has been able to verify the truth behind those tales.

Golden Tumulus

This location bears this name because of the uncharacteristic sandstone lining the winding corridors and oddly-shaped chambers concealed under this perfectly round yet otherwise unassuming artificial hill. The Golden Tumulus will first appear uninhabited, but for the lack of any form of dust inside that seems to indicate otherwise. A careful search could trigger an encounter with an Ochre Jelly hiding in tight, almost invisible spaces between the blocks of stone.

In the deep central chamber of the tumulus, a couple of verses may be found carved into the stone. If the Ayceni script is successfully deciphered, they will read thusly:

EVERYTHING IS LOST
NO WEAPON, NO SHIELD
NO ARMOUR, NO CLOTH
NO PRIDE
MY SPIRIT LAYS BEYOND
FORGOTTEN AND FORLORN

If the possessions of the Queen are brought to this chamber, her spirit will manifest. Blade, shield, breastplate, cloak or brooch will do just fine. If two or more items are brought back, the referee may consider that each additional item will grant a temporary, magical +1 to each of their combined users equally to hit the raging spirit of the Queen, regardless of the item's nature, for a maximum of +3 to hit. For instance, if one party member wears the cloak, while another uses the shield, brooch and blade of the Carnelian Queen, both characters will benefit from a magical +3 to hit the raging night hag spirit of the Queen (see below).

When first met, the spirit appears as a beautiful, strong, red-haired maiden wearing a golden torc around her neck. The maiden leads a chariot of war pulled by a couple of pristine white stallions. The spirit will try to get its bearings as it emerges from the wall. Unless all the items present in this chamber and belonging to the Carnelian Queen are given back to her forthwith, the spirit will morph into a raging white-haired [6] 8 HD night hag leading a chariot pulled by two [4+6] 6+6 HD nightmares (the nightmares may or may not actively participate to the following confrontation, depending on the referee's wishes). She will try to trample the party with her stallions and chariot, phasing in and out of existence as she emerges from the walls and disappears again into solid rock. The apparition will never leave the subterranean chambers of the Golden Tumulus. [If faced with the Ethereal Blade of the Carnelian Queen, the hag and nightmares will be weakened. The hag alludes to this while taunting the party about their weak weapons, lack of a proper blades, etc.]

If defeated, the spirit will recede into the **Golden Torc**. It will lay flat on the ground as soon as the spirit has vanished. **The Golden Torc of the Carnelian Queen** acts as an **Amulet of Life Protection**. The Torc is needed to put her spirit to rest (see the Petroglyphs entry).

In the event the party gifts back the items to the spirit of the Carnelian Queen before it transforms into the night hag, it will show signs of appeasement, and will manifest again whenever the party comes back. Even after the transformation, the party can still restitute the items to the hag, who will cease to attack, grab the item, and disappear for the time being, only to reappear if more of the items are brought back to her. The spirit, whether the maiden or the hag, will only find solace once all five items have been restituted. It will then recede into the Golden Torc. The spirit will dissipate, and the Torc, as well as the items belonging to the Carnelian Queen, will remain behind, laying on the floor of the chamber.

Award full experience points to the party, especially if it appeases the spirit without bloodshed.

Grand Menhir

This area spreads a quarter of mile (one hex) in all directions around the Menhir itself. It is covered with very thick webs stretching between 6-foot high mounds of displaced earth rising here and there in the landscape. These mounds lead to holes dug by a subterranean species of albino spiders spinning their poisonous webs to catch their preys, large and small, betwixt and between. Not only do these webs impede movement (half rate, acts as web spell if violent movements are carried out), but they are also coated with saliva that gradually numbs a victim on contact with one's bare skin.

The referee should inform party members not wearing any sort of protective gear when hacking and slashing their way through the stuff that they start to feel numb on a failed saving throw, inflict-

ing -2 to hit in combat situations. Saving throws are made every turn, assuming any type of movement is attempted. Those who fail their saving throw twice see their freedom of movement and Dexterity impeded further (-4 to the attribute, additional -1 to hit). A third failure means the victim is paralysed.

The spiders are led by a monstrosity called forth years ago by the Samildenech (see the Alignments entry above), a thrice-headed ettercap with pale, almost translucent skin nesting under the 40-foot high Grand Menhir located on the map. This creature can alternately spew saliva (for immediate saving throw in a 20-foot radius at +2 on the roll, or become paralysed/numb), or gas in a cone shape (in the form of a psychotropic substance that confuses its targets, per the confusion spell), or regurgitate one of the eggs it carries around in its bloated body, spawning a new albino spider instantly, with one or more of its heads. The bites of the Thrice-Headed Ettercap are numbing, and cause saving throws, as per saliva projection, on a single target.

Treat the albino spiders as giant, man-sized spiders.

THRICE-HEADED ETTERCAP: HD [5] 7; AC 5 (14); AT 1-3/1-3/1-8/1-8/1-8 claw, claw, bite x3, OR 1- 3/1-3 claws and 1-3 breath effects (saliva projection in a 20 foot radius, psychotropic confusion gas in a cone and/or egg regurgitation and hatching); ST 9; MV 12; AL Chaotic XP 9/1,100. In addition to the food and eggs stored in the stomach of the creature, it is worth noting that an undigested, ancient, mummified leg sticks out at a weird, repulsing angle from its body. It is the **Left Leg of the Carnelian Queen**. This leg is needed to put her spirit to rest (see the Petroglyphs entry). [If one of the party members wears the tattered **Cloak of the Carnelian Queen** (from the Alignments and Dolmen), the dweomer it carries will weaken the ettercap. Old Breyr might know of this weakness, having witnessed the ettercap and spiders carefully avoiding the region around the Stone Circle for fear of the ghostly figures there. The Ethereal Blade might be useful here as well.]

Iron Pyramid

A regular, square pyramid of bluish metal crashed at this location, probably fallen from the skies some time after the fall of the Carnelian Queen. The Pyramid is inhabited by a nasty group of lacedon (sea ghouls) causing illness rather than paralysis by touch. They somehow have been contaminated by the alien spirits (computers) plotting in the depths of the Pyramid, and have developed a sort of hive mind that makes them guard the metallic structure at all costs. What kind of lost lore and new dweomers could be found within the Pyramid, one has to wonder.

The lacedon of the Iron Pyramid and the mermen of the Cobalt Caves are sworn enemies, mostly defending their domain against one another, with regular incursions back and forth, testing each others' defences, and so on. Whether the alien star fish and the spirits of the Iron Pyramid are in fact related is a matter of conjecture best left for the referee to decide.

LACEDON OF THE IRON PYRAMID: Treat as Ghouls, with touch triggering sickness on a failed saving throw: -4 to hit, - 1 to AC, move at half speed for the next 1-4 rounds, until it stops.

Korrigan Settlement

The Korrigan live in the foliage of the twisted trees growing in this particular area. Their nests are built out of sticks, mud and patches of moss wherever the thick branches could carry them.

About fifty individual Korrigan live there among the branches. They use the long vines of a particularly resistant species of poison ivy to swing from one tree to the next. A party travelling through the area might completely miss the settlement, unless it is particularly attentive, and specifies it is keeping watch over its surroundings as it progresses. Even then, the party might be ambushed by the Korrigan. Such an attack would involve 2-12 individuals, and would take place away from the settlement, if at all possible.

The Korrigan are the ancient Ayceni who receded into a state of savagery tainted by the magical energies corrupting the entire area. They have become both more feral and fay-like as time went on. They have all but forgotten their pasts and origins, and developed a vicious attitude towards outsiders. They have innate magical abilities, and can easily trick the unwary.

KORRIGAN (2-12): HD [2] 3; AC 6 (13); AT 1-6/1-6 claw; ST 9; MV 12; AL Chaotic XP 4/120. The Korrigan are degenerated humans, corrupt fay vulnerable to cold iron (double damage). They are able to teleport through all manners of plant life, barks, fresh earth and stone (treat as dimension door at will). They can animate stones through hysterical dances and pleading to the entities of the Black Gulf (generally treat as an animate object spell). They have a magic resistance of 20%. [Mentions of the Korrigan's past, their ancestry, origins, their fall into darkness, the fate of their Queen might awaken some trace of humanity within and weaken them significantly.]

Degenerate forms of Korrigan exist and are spread throughout the forested hills of this hex. These creatures have a much weaker connection to the Black Gulf, and even more primitive ways. These strongly resemble simian orcs – use gnoll and bugbear stats for equivalents, with perhaps yeti equivalents for the strongest, giant specimen.

Lone Tower

The long, twisted needle standing on this island defies the laws of physics and architecture. The tower is not straight, but bent at a different angle, back and forth, forward and backwards, with each successive section, on and on, as it reaches forth towards the clouds gathered above. Single narrow windows can be seen there scattered between the tower's tortured sections. A lantern hangs from an iron post sticking out of the masonry next to each ogive-shaped opening. Each lantern shines of a subtle, eerie light. The island is slammed by the frothy waves breaking up on the sharp rock formations at the foot of the tower. There is no sign of life, no vegetation nor movement, besides the lanterns swinging in the violent gusts of wind thrown forth by the gods of the sea.

Some say the tower is haunted. Others insist that this is not a tower at all, but a sentient being built of stone, iron, glass and ghostly light watching over the seas for some unknown purpose. Others yet claim the Lone Tower is a mystical portal, a gate linking all the material, inner and outer planes alike, the manifestation of a single location existing either permanently or temporarily in each and every one of them, following an esoteric pattern only creatures able to perceive all realities at the same time would be able to discern. What type of otherworldly inhabitants the Tower could host, what manner of beings, devils and demons alike, the presence of the Tower could unleash upon this world, is unknown. It is avoided by the mariners treading those waters.

Old Breyr's Shack

This roughly-built hut leans on a hill side. It is the abode of a lone human named Breyr of the Shield, an extremely old knight who gave up his lands in order to continue to keep watch over the entire area until he dies. His mind is very sharp, but his strength has waned with the many years he has spent here. He can call upon the help of various animals, and is left alone by most of the creatures, supernatural and otherwise, of this cursed land.

Breyr is a descendant of the ancient Ayceni. He knows of the legend and the curse of the Carnelian Queen. He suspects bringing peace to the Queen might purify the land, but isn't sure how that can be done. Breyr has tried to confront his kin, and all the abominations that roam the woods besides. He has failed in this endeavour, many, many years ago. Breyr is now a broken man who hopes to see the day when other, younger adventurers will carry on with the task and see it to its conclusion.

OLD BREYR: Breyr of the Shield is a venerable, heroic ranger of extreme old age (the referee is left to decide his exact level). His physical abilities are greatly impaired, and he would be nigh useless

in a fight. He can still call to his aid some of his natural allies, however, boars, bears, and birds, for instance. He will try to turn an inexperienced party of less than heroic level away from this place.

Breyr can provide a well-needed respite to the party, but is not meant to serve some ulterior motive, like some kind of "Mary Sue" DM PC character, nor help the party out of a tough situation, without very careful thinking on the referee's part. It would be possible for Old Breyr to join the party, most efficiently as a temporary, local henchman, or even a replacement character, if the party endeavours to see peace restored to this land once and for all.

Old Coastal Road

This ancient metallic road once ran all the way along the coast. It is now ruined, partially covered by earth and renewed vegetation, broken up into parts that can be spotted here and there as one travels through the landscape. The metal of the road seems to repulse the corrupted energies bathing the entire area. It could be that the alloy is connected to the plane of Law in some fashion, or that the dark influence of the Black Gulf precipitated a similar, reverse supernatural response on the road's part. Whenever the party rests in these areas, no agents of evil will come and trouble them, though these same agents would follow and fight here if they are in pursuit from another location on the map. Old Breyr knows of this fact, and often travels the land from one road section to the next, watching over the woods from these relatively safe viewpoints.

Petroglyphs

Concentric circles have been carved into great, flat slabs of stone here. A mummified arm sticks out of the centre, as if reaching out from the depths of the stone. It is the **Left Arm of the Carnelian Queen**. Ancient runes of Ayceni script around the petroglyphic circles can be translated as saying:

THIS IS WHERE I CAN BE LAID TO REST
NOT MY SOUL, NOT MY SPIRIT
FOR IT WAITS DEEP BENEATH THE HILL
UNDER THE PETRIFIED SANDS OF TIME
RECLAIM MY BODY
SATE MY RAGING SPIRIT
PIECE MY FLESH BACK TOGETHER
HERE, AT THE CENTRE OF ALL THINGS

BEYOND THIS WORLD, AND WITHIN

Only when the Spirit of the Carnelian Queen under the Golden Tumulus has been either satisfied or defeated, and all the Queen's body parts, the Head (Skull Cairn), the Torso (Village Ruins), the Right Arm (Alignments – The Dolmen), as well as the Right (Stone Circle) and Left (Grand Menhir) Legs, have been brought here together with the Golden Torc therein, may the final ritual begin. The Left Arm petrified here, in the stone, will then be released, and the body may be pieced back together. The referee must let the players explain how they proceed. The referee may decide some specific spells are required, such as regeneration, raise dead, and/or cure spells, or he may let them go about their business and judge whether they put enough thought or role-playing into the process. Whenever the referee's conditions are met, the body will be whole, its spirit bound to it by the Golden Torc around its neck, and the Queen will find peace at last. The curse lifted, the connection of this land with the Black Gulf will progressively fade and disappear.

Consider awarding a new experience level to the victorious party.

Ruined Lighthouse

Only a few remaining wet stones reveal the emplacement of what was once a lighthouse nested between the rocks at this emplacement, the ultimate land section reaching out from the coast into the sea. A secret passage among the ruins leads down to a series of flooded corridors. An entire dungeon level deep below the surface remains dry, however. There, a necromancer of unfathomable power communes with the shadows and the worms of the earth. It seems the magic user only came to this area in recent years. It may be that he too, is a descendant of the ancient Ayceni. Maybe he neither belongs nor cares, using the energies emanating from the Black Gulf for his own nefarious purposes. Maybe he is a fugitive, or an old enemy of the party's. It is for the referee to decide.

SKULL CAIRN

Deep into the woods rises a large cairn entirely built of human skulls. A large shield is found embedded at its base, the Shield of the Carnelian Queen (+3 AC), as it were. Two spears stick out of the ground on either side of the mound (these are +1 Spears that once belonged to the Queen, though they are not technically part of her possessions relevant to the Golden Tumulus). As the party approaches, its members will be able to better discern the contours of the tortured bones, the hollow orbits staring at them through the empty space. The severed head of a red-haired maiden crowns the edifice. Her visage seems unscathed. It is the Head of the Carnelian Queen herself.

Disturbing the mound in any way will cause five skulls to levitate and catch on fire as they zoom towards the interlopers. These Flaming Skulls are each burning of a different colour. They inflict [1- 4] 1-6 fire damage, plus an additional 1-4 damage each of a different energy type depending on the colour of its flames: blue (cold), green (acid), red (fire), white (electricity) or gold (sonic).

FLAMING SKULLS: HD [2] 3; AC 4 (15); AT [1-4] 1-6 + 1-4 energy type (see above) slam attack; ST 14; MV 15 flying; AL Chaotic XP 4/120. Destroying any one of the Flaming Skulls reduces the Head of the Carnelian Queen's HD by one as well.

HEAD OF THE CARNELIAN QUEEN: Treat as a [6] 9 HD Spirit Naga, with the caveat that the destruction of the Flaming Skulls directly impacts her total hit dice, as explained above. Once defeated, the head will be severed from the spine it grew in aeons past. This Head is needed to put the spirit of the Carnelian Queen to rest (see the Petroglyphs entry).

[Shaming the Queen by reminding her of her greatness, and pointing out just how evil and debased she has become beyond death might be the way to weaken the Head and Flaming Skulls. If so, she should interact with the party when first encountered, and behave in a manner that makes it plain she is full of herself, thinks she is entirely justified in inflicting pain upon this land, its creatures and people for having precipitated her downfall.]

STONE CIRCLE

An Elder Cyclops haunts the mile-wide swampy and mostly forested area around the raised stones. Some of the menhirs are over eight feet tall in places. All are covered with moss and algae. The Cyclops, an ethereal being from another plane, is cunning and learned in the ancient thaumaturgy of its people. Such lore has long been lost by its kin who degenerated into a collection of barbaric, bestial oafs on this plane. It has a slate skin etched with runes of power, and a single, mercurial eye shining brightly as its plays its instrument for the forest to join in.

The Elder Cyclops remembers it shepherds the Dark Young beyond the Black Gulf, entities of great power spawned of the chaotic substance of the Black Goat of the Woods bubbling incessantly just beyond the materiality of this world, fertilizing itself beyond the Gulf to birth new horrors as thoughtlessly as men draw breath under the stars.

The swamp makes the area difficult terrain (half movement rate). The Ethereal Blade of the Carnelian Queen, a +1 blade, +3 versus ethereal and otherwise insubstantial creatures (this includes the Cyclops and Dark Young in this instance, and would apply against the hag and nightmares of the Golden Tumulus as well), sticks out of one of the standing stones.

Pulling the Blade from the stone is easy enough, but it will summon the Elder Cyclops to the circle, cause him to become physical, and with him, the Dark Young it enthrals by playing the pan flute. It is indeed the presence of the Blade in this specific location that allows the Cyclops to keep contact with this plane. From there, the hunt to destroy the interlopers and reclaim the Blade to put it back where it belongs will be on. It should be made very clear that all the Elder Cyclops is interested in is to recover the blade. Dropping the blade and running away will not trigger pursuit.

ELDER CYCLOPS: HD [5] 7; AC 4 (15); AT Spells, as a seventh level magic user; ST 11; MV 12; AL Chaotic XP 7/600. His spell selection varies, but usually includes Fear, Fly, Lightning Bolt, Invisibility, Mirror Image and likewise spells. The Elder Cyclops claimed the **Right Leg of the Carnelian Queen** as his own, and grafted it to its body, where its own limb should have been. This leg, which will be left behind once the Cyclops has been banished or otherwise defeated, is needed to put the spirit of the Carnelian Queen to rest (see the Petroglyphs entry).

The Elder Cyclops needs to continually play the pan flute in order to control the Dark Young. If it stops playing, for instance to cast a spell, then the Dark Young need to make a saving throw to see if they break from the flute's enchantment. If such a saving throw succeeds, the Dark Young either dissipate to return to the worlds beyond the Black Gulf (1-4 on d6) or turn against the nearest targets including the Cyclops (5-6 on d6) before leaving 1-3 melee rounds later.

The pan flute may be recovered by a victorious party, but beware those who use it, for it helps its user reach through the Black Gulf into worlds and planes of existence only dreamed of. Such actions could lead to many other, unintentional, and probably quite dangerous, adventures.

THE DARK YOUNG (1-4 initially): HD [6] 8; AC 8 (11); AT 1-4/1-4/1-4/1-4 initial hit, four tentacles – if any of the tentacles hit, they inflict 1-8 damage per melee round from then on, with an additional 25% chance to immobilize one of the targets limbs – OR Trample 2-12; ST 8; MV 12; AL Chaotic XP 8/800. The Dark Young stand 12 to 20 feet high, are goat legged, with a single torso or trunk-like portion from which stick out multiple gaping maws, and four thick, monstrous tentacles crowning the whole on top. Despite their gargantuan size, they are especially stealthy in thick groves and forests like this one, and can surprise the unwary 4-in-6.

[The Cyclops and Dark Young will be weakened if competing tunes disturb the former's performance with its flute. The Cyclops merely playing the flute should be enough of a hint.]

VILLAGE RUINS

These are the ruins of the old village of the Ayceni. Some walls of compact earth and stone still stand in the clearing. The outline of the streets form concentric circles around a lone, 30-foot high basaltic monolith still pointing at the skies. The monolith is covered of hieroglyphs that seem to be bleeding of a black ichor whenever a living being is within fifty yards (150 feet) from it. Within 50 feet of the monolith, blood flows abundantly, soaking the surrounding earth. The bloodied mud starts to move, and spawns a multitude of shapes trying to dismember all living things reaching further towards the Bleeding Monolith. Across each of the obelisk's four, ebon-hued surfaces, a tentacle made out of blood reaches outward to grab any living being within reach (30 feet). Under each of the tentacles bases, a single yellow eye stares at its enemies, and a gaping maw opens to prepare and devour all those it manages to catch.

BLOOD SHADES (2-12): HD [2] 3; AC 5 (14); AT 1-4 appendages, each for 1-6 points of damage; ST 16; MV 12, will not reach a hundred feet beyond the Bleeding Monolith; Blood Shades have a 50%

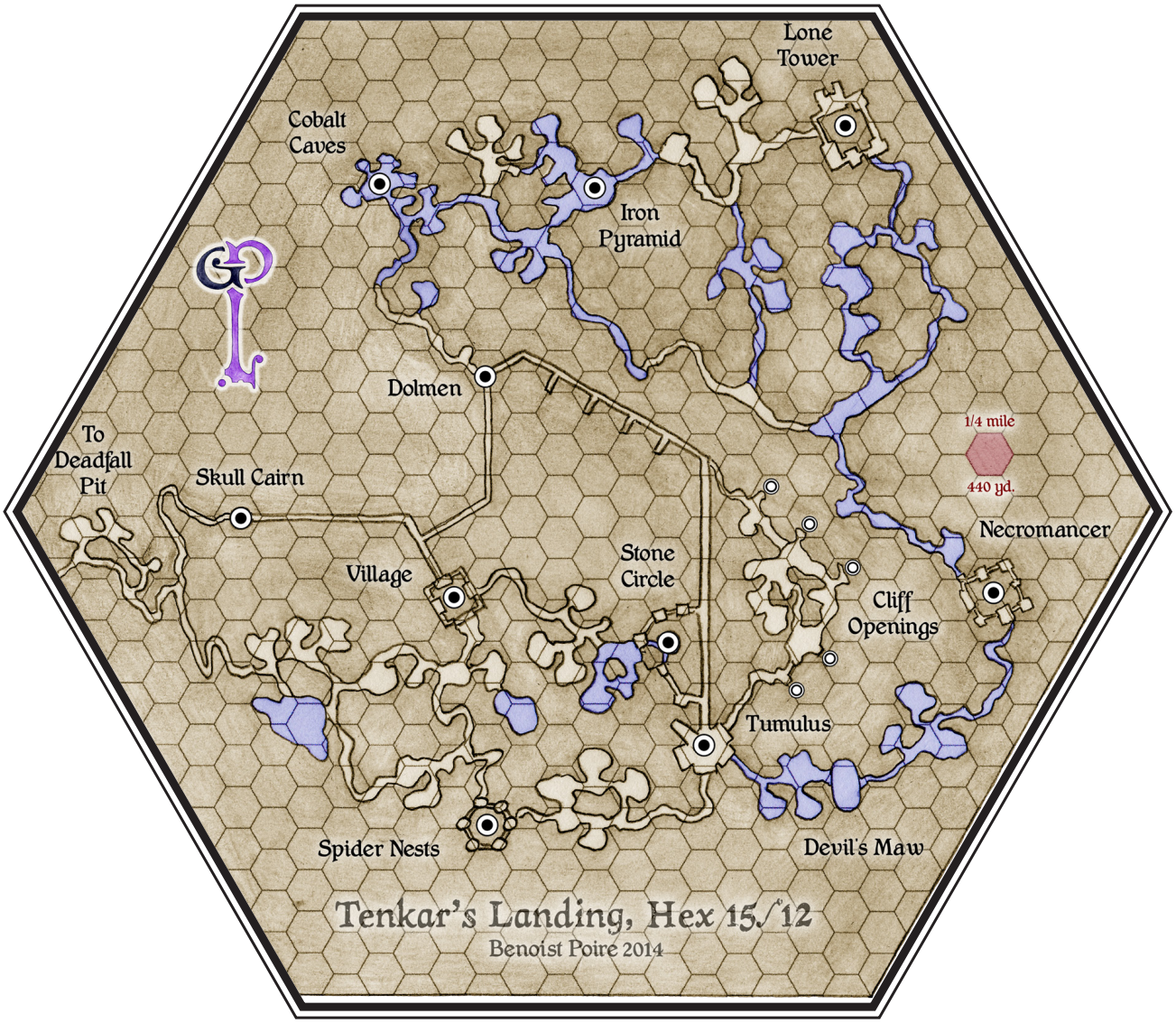
resistance against normal missiles, arrows and bolts, as well as melee attacks. AL Chaotic; XP 4/120. These shades are not undead, and are not affected by turning abilities.

BLEEDING MONOLITH: HD [5] 6; AC 0 (19); AT 4 blood strands (drag), bite [1-6] 1-8; ST 11; MV 6; A creature hit by one of the monolith's blood strands should succeed a saving throw or find itself paralysed; The Bleeding Monolith (a variant roper) has a 50% resistance against normal missiles, arrows and bolts, and a 25% magic resistance, since it is connected to the realms beyond the Black Gulf; AL Chaotic; XP 8/800. Defeating the monolith washes away the blood on its surface, and reveals the presence of an alcove close to its base where the **Torso of the Carnelian Queen** still wearing her **Bronze Breastplate +2** resides. The blood-soaked torso is needed to put the spirit of the Carnelian Queen to rest (see the Petroglyphs entry).

[The Monolith and Shades will be weakened if both Shield and Ethereal Blade are brought here to face them. The monolith itself could bear some carvings of the sword and shield, and words describing their power in the hands of the Queen.]

APPENDIX: SAMPLE UNDERWORLD MAP

The Underworld map is meant as an example showcasing the networks of tunnels and caverns



that might spread between the surface's landmarks, as alluded to in our introduction. The distances between locales are accurately represented, as are the general directions of the networks of tunnels depicted. The actual details of each particular element of the map are more figurative (e.g. The size of the dungeons under the Lone Tower are probably not 500 yards wide, nor are the various caves sprinkled throughout the map that huge either), and meant to give a sense of the variety present underground, rather than an accurate representation of particular proportions.

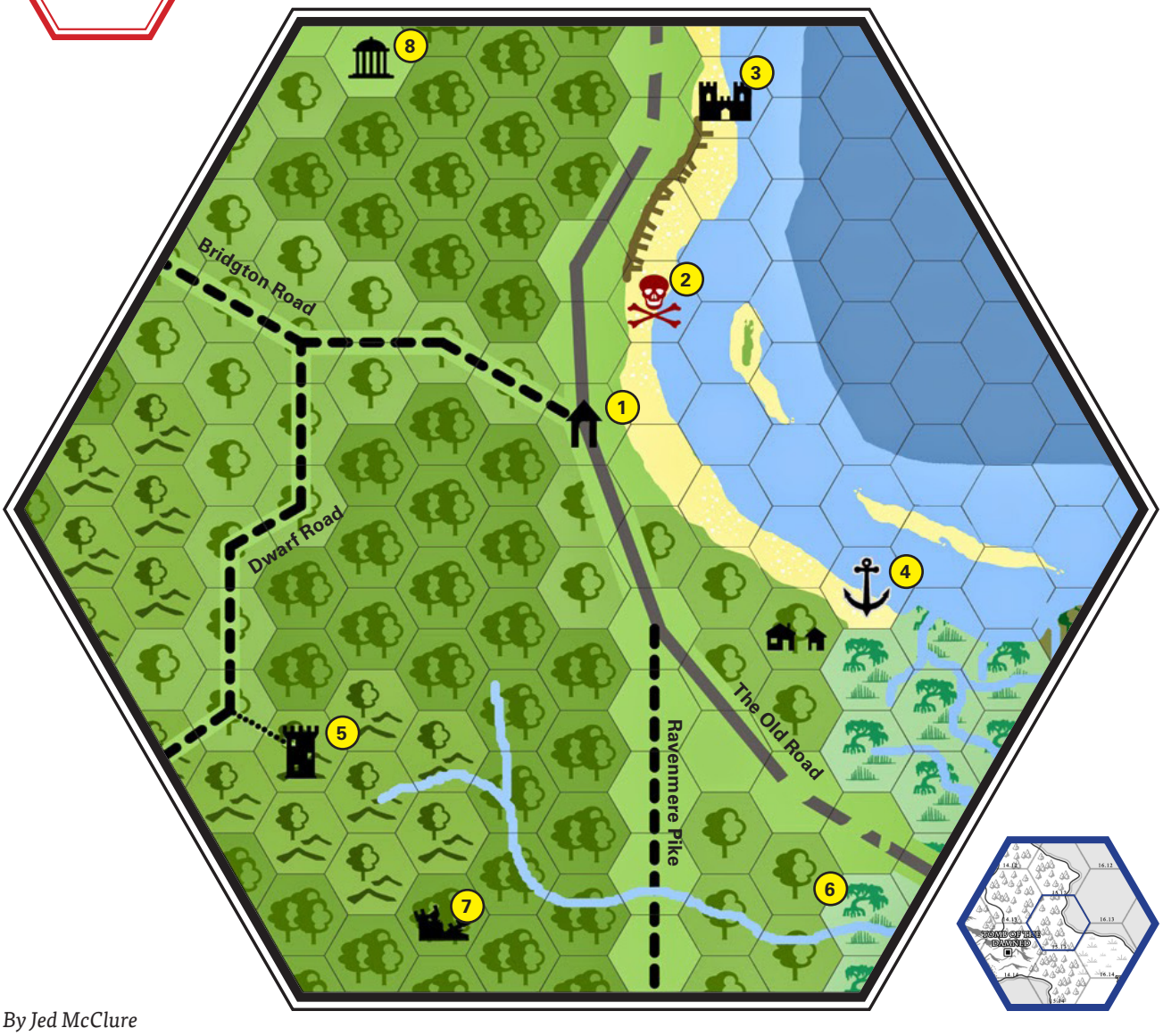
One particular note about the Deadfall Pit, which is a location of Hex 14.13 on Eilean Dubh, a way forward into the Underworld of this hex from a sinkhole leading down and next to a lair of Displacer Beasts located there. Those referees using the Alignments of Kor Nak in their own game settings might either place such a location in a nearby hex of their campaign milieu, or come up with an entirely different location/entrance point into the Underworld, or even grow the level into another hex, if they are so inclined.

Populate this level as you will. If you decide to go for the original approach that inspired the surface, with a reversal of difficulty from the bottom of the Underworld up towards the surface, you might want to supplement this Underworld map with one or two smaller sub-levels underneath, and start the Players' Characters at the bottom of it all, increasing the difficulty as they explore ever upwards towards the surface. To build additional levels from this sample, just select a few particular locations underground that would connect with a deeper level and draw from there.

Possibilities to kick off such games starting at the bottom of the hex's Underworld abound: Perhaps the characters wake up prisoners deep underground, or maybe they were teleported there by some cursed map or artifact. Perhaps the characters emerge at the bottom of the Underworld from another plane of existence, or they lived there in a miniature pocket plane all their lives.

Whether the party explores the surface to reach the Underworld, or the Underworld serves as the starting location, this means that the actual denizens of the surface can be somehow avoided to reach up and down, to and from the surface, unless the referee deems the challenge of avoiding whatever threat lies directly next to an entrance to the Underworld necessary. Also note that any potential Underworld level may be avoided and/or ignored altogether, with a game concentrating solely on the surface. The referee's discretion, as always, applies. We can only hope this material will prove useful and entertaining in some way. Make the most out of it. Enjoy, and fight on.

15.13 THE LORN COAST



By Jed McClure

This heavily wooded region is sparsely settled, with the cultivated lands hugging the coast. There are a couple of barrier islands running parallel to the shore, but they are mostly sandbars without fresh water. A notable feature in this area is the Old Road that runs along the coast. It dates from the old Azagathian Empire, and is made of interlocking tiles of a resilient blue-green metal alloy. Unfortunately it only runs from the north (hex 1512) in the weird woods and continues along the coast before being swallowed by the swamps to the east (hex 1614).

Dwarves may be encountered at the western end of the hex, travelling up the road into the hills on their way to or from the Nogrod Clanhold (hex 1414).

The main trade route in this area comes from Bridgton (hex 1413) the west, merges with the old road at the Inn, for about 2 miles, before following Ravenmere Pike south toward Stig's Crossing (hex 1514), and on to the rest of the island off to the east. Merchant wagons or caravans pass along this route about 2 to 3 times a week. All the roads are dirt, (except for the old road,) and can be difficult footing after a heavy rain.

1 - The Three Stirges Inn

On a the fork where the trade route merges with the old road, stands the Three Stirges Inn. Surrounded by a wooden palisade, its gates are closed from twilight to dawn. In order to get access to the Inn when the gate is closed, a persuasion roll needs to be made to convince Stumpy, the suspicious night watchman, (a retired sailor with a squint and corncob pipe). Inside the compound, there is a blacksmith, ostler, general goods as well as a random traveling merchant with a variety of wares currently staying at the inn:

ROLL 1D8	RANDOM MERCHANT
1	Herbalist
2	Gnome Tinker
3	Jeweler
4	Tailor
5	Swordsmith
6	Magic Peddler
7	Armorer
8	Roll again twice

ROLL 1D8	RANDOM GUEST
1	Human Mercenary
2	Scholar from Island of the Magi
3	Pilgrim of St. Zang
4	Dwarven Masons
5	Elf Noble
6	Troubadour
7	Durwood Fishermen
8	

The inn itself is a two-story stone and timber building with a large common room below, and private quarters for rent above. The clientèle is generally men and dwarves, but any sort of traveller on Eilean Dubh might be found here. There is a large fireplace that will mist nights have a pig on a spit roasting. A smaller taproom off of the main common room makes for a quite spot a drink and discreet conversation.

The inn keeper enthusiastically greets all new guests with a complementary glass of beer to rinse away the road dust. She is a tawny, dark-eyed beauty of indeterminate age, named Min Langston. She circulates the inn during regular hours, chatting with her guests and making sure their cups are filled. She can swiftly alternate between being the sweetly smiling hostess and giving her staff a harsh tongue lashing using extremely salty language. She likes wearing bright colors and brocades, and lots of bangles— but she rarely wears dresses in case she has to break up a fight in her tap room. Sharp-eyed patrons may notice a curious scar on her wrist covered by a large bracelet. (Thieves who see it clearly may recognize it as a brand given by the guild those expelled from their membership for some infraction.)

The inn is a front for a group of bandits, and Min is their leader. Ever since being forced to flee Tenkar's Landing over a minor matter of embezzlement, she has been running this inn. She eavesdrops on travelers as she serves drinks and decides which ones to send her men to go waylay further down the road. She has drilled spy holes into the paneling of the tap room and the private rooms upstairs as well. Min is smart and keen on watching our for her own skin, so she will not mess with a well armed group of adventurers unless the are carrying significant treasure. She may be tempted to drug their food or drink if they seem laden with treasure, and the risk seems worth the reward.

The bandits have an arrangement with the Red Star pirates in the near by Sea Cave.

2. The Sea Cave

The Sea Cave is large cavern open to the sea, at the base of the cliffs. There is a hidden entrance in the forest cut into the rock that allows access from the landward side. Inside the main cavern, there is a hidden pirate base, with three ships currently docked. Pirates have used this cave system as a base for generations. Captured prisoners have carved a multitude of tunnels and chambers deep

into the rock for the pirates. About 17 years ago, the cave was occupied by a pirate band known as the Iron Bastards. One night there were all slain by a mysterious force. A few years ago a new band of pirates, the Red Star band, have started using the cave again as their base.

The Red Star Pirates are a notorious gang of buccaneers and smugglers who terrorize the north coast of Eilean Dubh. Their flag is a red seven pointed red star sewn on a black flag. Since occupying the sea cave, they have made an alliance with the bandits who run the Three Stirges Inn. They use the cave to lie low, resupply & repair their ships, and blow off steam. The bandits sell the pirates supplies and guard the cave while the pirates are at sea in exchange for a share of their booty. Min and the bandits circulate rumors that this part of the cost is haunted and that is why people so frequently disappear near there.

3. The Lost Vikings

A recent event that the bandits and pirates are not aware of is that a band Vikings from a land to the distant north, have begun building a stronghold after being wrecked here in a storm. They already have built a small settlement, and have starting to scout around the area while they build up their fortifications. They are strangers to Eilean Dubh, who only speak a Nordic dialect that is unknown in these parts. They actually are a part of clan that fled their homeland when their Jarl was killed in battle with his brother. They intend to put down roots and carve out a new kingdom in this strange land- an ambition that will require acquiring significant amounts of food, gold, and slaves. There 32 warriors, with 25 women, and another 47 children and youths. They have about 25 local villagers and travelers held prisoner in the basement of the stronghold under construction, among them is the wife and daughter of a jewel merchant back in Tenkar's Landing, who believes them dead. Any adventurers who break into the Viking's Dungeon and frees these prisoners them can expect a sizable reward if returned home to Tenkar's Landing safely. The daughter successfully threw a note in a bottle into the sea, explaining their situation.

4. The Village of Durwood

This village and port is to the east, near the edge of the swamplands- Durwood is a fishing village, ruled over by Earl Farkus. (Noble family of half-ogres) He with his 3 sisters, uncle, and various nieces and nephews rule this part of the coast with an iron fist. They live in a fortified chateau, enjoying an opulent lifestyle, and wearing the latest imported fashions.

The earldom was never granted by a monarch. 70 years ago the earl's grandfather (a full ogre) conquered the Durwood and the surrounding area and then adopted the title (and a series of human wives) because he felt it would make him more respected, as well as please his ego.

The villagers would love to be free of them but fear reprisals—all the Farkus clan have terrible tempers. The Earl is without issue and recently murdered his wife in a fit of rage, and now the Earl is keen to find another noble bride quickly... even if he has to kidnap one passing by. The situation is delicate, since if the Farkus died now, the family would be roiled in fighting over who gets the title.

5. The Abbey of St. Zang

Up in the southwestern hills of the hex, there is the Abbey of the Just Ones. Mostly a scriptorium, they have a considerable library of ancient texts carefully stored in their stone tower. The Abbey is surrounded by a stout stone wall, and is built to withstand mountain orc attacks. It is also guarded by a fighting religious order, The Watchful Eye. They use a stylized eye in a blue triangle on their shield as an Emblem. There are about 20 paladins in the order lead by a lord commander (Lvl-5, LG). They can occasionally be encountered patrolling the road near the abbey.

The Abbey can be a useful resting place for adventurers heading into the mountains to plumb the depths of the Tomb of the Damned. The monks will heal anyone wounded for no charge.

Access to the library is only granted by the abbot to lawful good travelers of learning. In a dusty glass case in the back of the library there are a number of copper plates discovered by one of the brothers when he was digging in the herb garden about 30 years ago. They are stamped with curious runes, and seem to be quite old. The old librarian was studying them when he died suddenly, after which they were locked away and forgotten.

6. The Swamp Witch

This witch roams the marshlands to the south east in the, searching for a certain strange monolith. She has an incomplete set of metal tablets created by the Elder Things detailing a type of hyperspace mathematics that can open an inter-dimensional portal via that stone. She just wants to be left alone and learn knowledge mankind was not meant to know and contact horrors from beyond time and space. A group of hunters stumbled across her and were seriously weirded out by the encounter. (She showed them a brief vision of Azathoth, and turned one of them into a duck for good measure.) They are currently meeting at the Three Stirges to decide what to do about her.

7. The Eldritch Ruins

A Marilith has taken up residence in these tumbledown ruins in the hills toward the south of the hex. She has bewitched three local girls to be her servants, and has them tend to her needs as well as sends them out to lure male travelers back to her luxurious lair to be consumed. In a chamber below the courtyard there is an ancient Power Station. There is a large crystal which if activated will start re-powering a smattering of surviving ancient Azgathian machines and robots across the island. The Marilith is aware of the chamber but is not particularly interested in such things.

8. The Black Reliquary

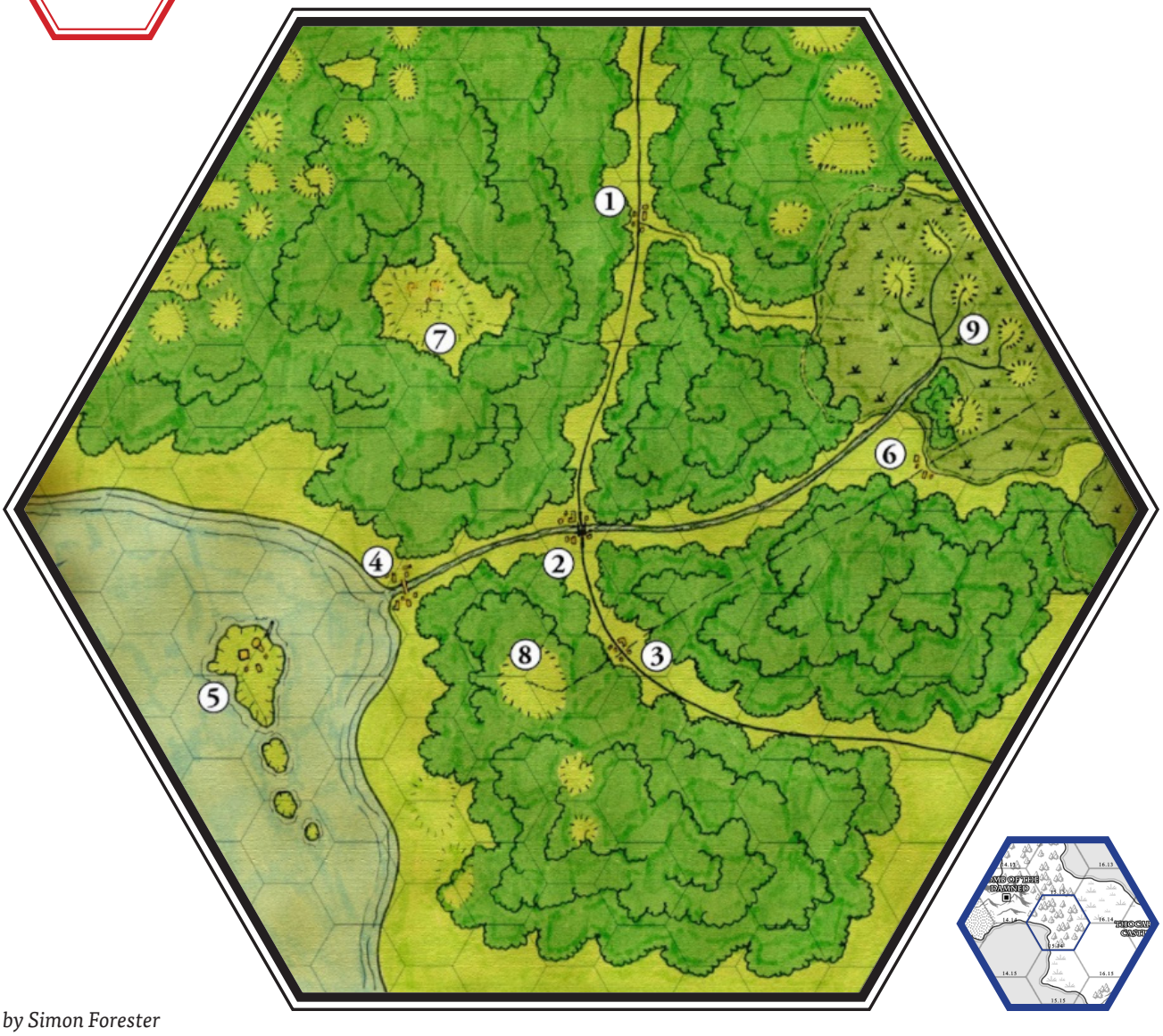
To the north of the hex, deep in the middle of the woods, stands a surviving outpost of the old Azagathian empire with an evil artifact secured in a secret room. The artifact was brought to these remote lands centuries ago, in the hopes of housing its malevolence. In recent years the ancient and powerful wards have begun to lose their potency.

The structure is a dome resting on seven pillars on a raised dais with seven steps. It is 7 yards high and open to the elements. Its seeping evil has turned the white marble of the reliquary a dull charcoal black. Sweeping away the leaves reveals a marble floor inscribed with a variety of wards and charms inscribed in the worn marble. The central stone has lifted up an inch, and may be tripped on by an unsuspecting PC. Prying up the stone will completely break the fading wards, and in down the narrow steps down into darkness. Once the wards are broken, any creature dying within a mile of the artifact will immediately rise again as a loyal zombie minion.

The passageway leads through 2 antechambers, with the first holding 7 mummified priests, seated in prayer. The second contains a chest, which when opened triggered a hail of poison darts from disguised holes in the walls. Searching for traps or secret doors will reveal the holes as well as the concealed entrance to the third chamber. Inside the this last chamber sits the artifact, an crystal cylinder about 21 inches long, capped with gold on either end. Inside a viscous green fluid can be seen to gently undulating. Characters must save versus spells or be compelled to open the artifact and release the fluid. (If released it will flow across the floor and attempt to infuse itself into the individual with the most Hit Points, turning their skin green and dominating their mind.) It is a powerful evil alien entity who seeks to raise a legion of undead and conquer the world. However being a liquid, if it is not in a host, it can be defeated (but not destroyed) by any attack or process that affects liquids.

STIG'S CROSSING

15.14



by Simon Forester

1. Ravenmere

A small village walled by steep earthen ramparts, notable for its old church and excellent blacksmith. The smith is renowned for his skill in forging swords and for double the usual cost and a week's wait, a sword can be made to order that has a natural +1 to hit and damage. Recently the village has been plagued by bouts of aggression and mood swings by the villagers, which has the local priest worried.

2. Stig's Crossing

A market town in the centre of the forest, with an ancient stone bridge that arches over the river. Founded by a mysterious man called Stig, a wizard said to have also founded the sanctum on the Island of the Magi, the town is a gathering place for adventurers and merchants travelling along the

old roads that cross through the town. The local and popular watering hole, the Dancing Donkey, is a place where work can be found, rumors learnt, and allies hired.

3. Fortune

A small settlement of thieves, bandits, murderhobos and huntsmen. The pseudo-village began life as a semi-permanent camp for adventurers exploring the region, drew others in, and has grown into a muddy maze of shacks and huts, lean-tos and tents. Beggars and orphans roam the twisted paths, whilst unsavoury characters plot and plan.

4. Crossport

This port town was founded by a shipwright who provided transport for would-be magi crossing to the nearby island. It is a small but bustling port, with ships sailing in and out on their way to other parts of the main island. Pirates have been known to make land here, carousing in the taverns and brothels along the docks, spending their ill-gotten gains.

5. Island of the Magi

A sloping island, with towers and low-level stone buildings that are a growing community and academy of magic-users. Caverns and tunnels honeycomb the island, holding minerals that are said to be magical in nature and what originally lured the magi to the island. Would-be wizards come here to learn the basics of magic before heading off in search of their own lore.

6. Swampburrow

A village of swampfolk, reed-collectors and guides, with huts raised up on stilts above the bogs. There is a man here who believes he is a descendent of the Swamp Kings laid to rest in the barrows of the swamp. He is looking for someone to help him prove his claim. Everyone else thinks he is mad.

7. Redhook Keep

The ruins of an old keep, once belonging to whatever fallen kingdom once ruled here. It is said to be haunted by ghosts of long-dead warriors, enacting battles under the light of the moon. Adventurers have unearthed gold, silver and gems from the dungeons and catacombs below, but others have lost their lives in the tunnels beneath.

8. Devil's Mound

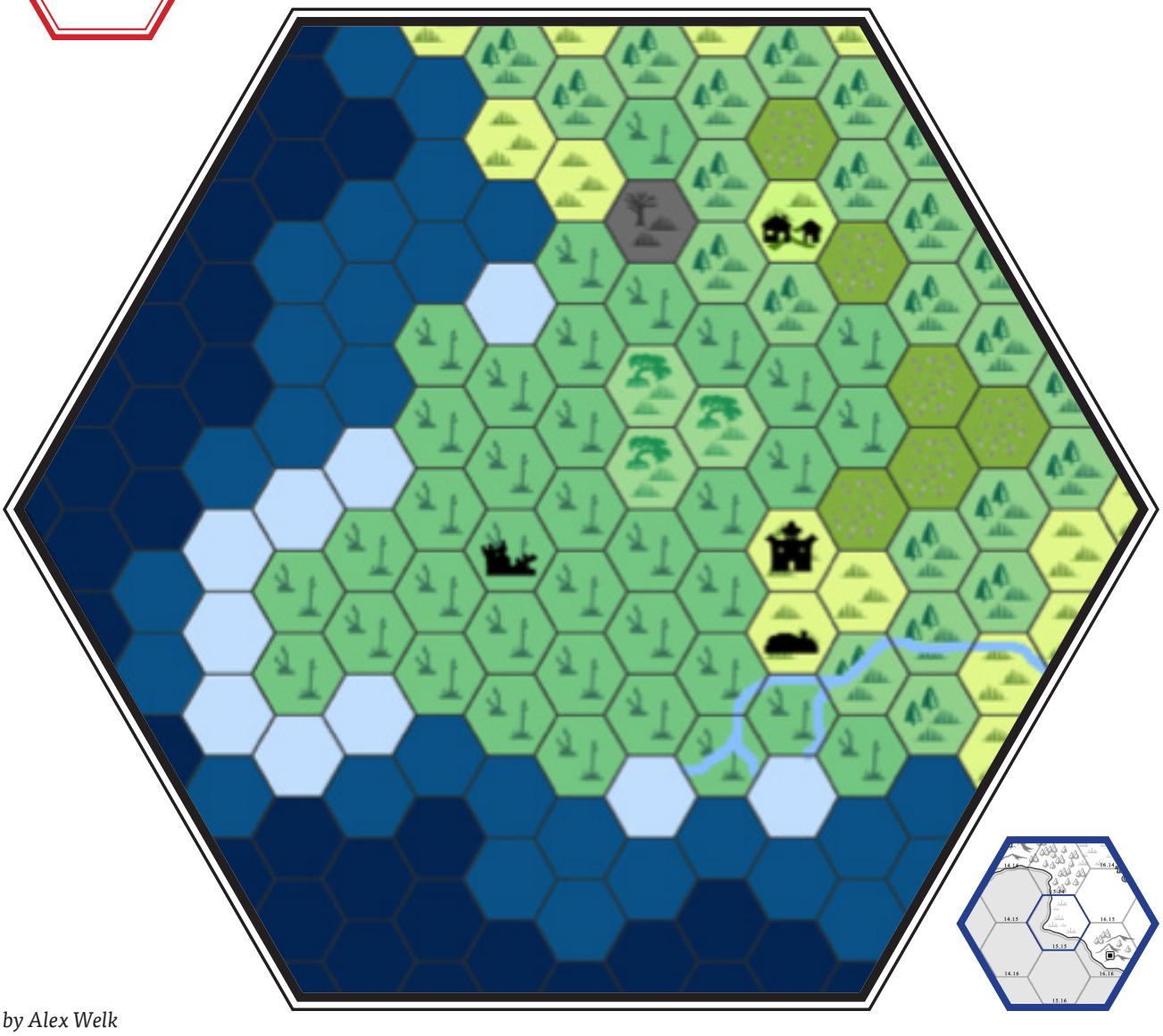
A steep sloping hill, where the grass is withered and black with rot. A devil is said to have been conjured here, long ago, and let loose into the land. During the Witching Hour, strange lights and ghostly whispers can be seen and heard. Rumour has it that there is a hidden tomb beneath the hill, perhaps of the devil itself!

9. Barrows of the Swamp Kings

A large swamp dotted with old barrows. These barrows hold the remains of the ancient kings, no doubt filled with treasure. The swamp itself is deadly to those foolish enough to venture in without a guide, and at night strange plant-creatures pluck themselves out of the boggy ground in search of fresh blood to feed upon.

HOG'S BOG

15.15



by Alex Welk

The Peatmoor

Between the surrounding lands and Hog's Bog, there is a sizable area of low, grassy hills, small shrubbery, lichen covered stones, and the occasional pond. It floods often in these moors, but the acidic soil keeps out most foliage. The earth is very loamy and thick with peat. It has no major landmarks, so it is easier to get lost here.

Random Encounters. If wandering through the area or lost, D12; otherwise D10.

ROLL 1D10 OR 1D12 IF LOST/WANDERING	ENCOUNTER
1	**Insects**. *An insect swarm or 1d4 +1 giant insects are on the hunt. Ants, centipedes, nightshade moths, spiders, wasps, or worms.*
2	**Ooze**. *Oozes or slimes bubble up from the loam, looking for food. 2/6: Loamoeba 4/6: some other ooze or slime.*
3	**Lowland Weather**. *Low fog and light, gray drizzle. Reduced visibility and any open flames are extinguished for the next 24 hours.*
4	*Gnats and Mosquitos. They follow the party everywhere, -1 to all rolls. A fire, a stiff wind, or smoke will repel them.*
5	**The Stench.** *Gross smells and browning lichen are clues to danger. If approached, it is: 2/6 fetid mushrooms around a sulphuric spring: make an easy constitution save (DC 12) or be poisoned for 1d3 hours. 4/6 a sulphur pool in full algal bloom, the algae is a valuable ingredient (1d4x300 SP). To collect the algae, make a moderate constitution save (DC 15) or be poisoned for 1d4+1 hours.*
6	**An Omen.** *Crows, an odd growth of brush, a dark cloud, or something similar. "GO BACK". It's trying to warn you about Hog's Bog.*
7	**Beasts!** *A sounder of 2d6+2 hogs, an owl bear, 3d4 rams, 3d6 wild horses, 2d4+5 stirges, 1d4+6 coyotes, a Roc, or a snake swarn.*
8	**Farmers**. *Homesteaders looking for famous Hogstock Hogs. If encountered later, they are wounded and 1/6 have found some hogs.*
9	**Sam Duggher**. *A distant Hogstock cousin is looking for the manor for fun. If encountered later, he is 5/6 lost or 1/6 fleeing the manor.*
10	**Wounded adventurers**. *They are returning from the bog. What happened? Disease, insects, bog hazards, treachery, ghouls, or beasts.*
11	**Genny Bogstock's Hut**
12	**Hogstock**. *Hogstock Manor or Hogstock, 50% chance of encountering either first.*

Specific Locations

Genny Bogstock's Hut

Genny Bogstock is a gray haired, short, human woman who lives in a small cottage nestled up against a hill. She is amiable and kind, if a little senile. She is usually found tending her small garden of herbs and vegetables or checking her fish farms in nearby ponds. She offers to make stew if the players will catch her some rabbits. While making stew, she asks for some livestock from a nearby town. She gives copper pieces to pay with.

- If the players do bring her some livestock, she will trust the players enough to ask them explore the old Bogstock family home in the bog, doubtful there is anything left but she's still curious. The Bogstock name was a direct jab by her grandfather, the hedge wizard, at the haughty Hogstocks.
- Genny will take a liking to one of the players and knit a scarf or hat. She checks on her friends with scrying magic.
- Secretly a good witch, she won't reveal her powers unless she trusts the players or they are badly hurt. Clues to her secret are her herb garden, which has some rare spell ingredients or

her house, which is subtly larger on the inside.

- She knows the types of environmental hazards in the bog, that there is an old keep in the bog, the types of creatures that inhabit the bog, and that the bog has been expanding but not why.

Hogstock Manor

Hogstock

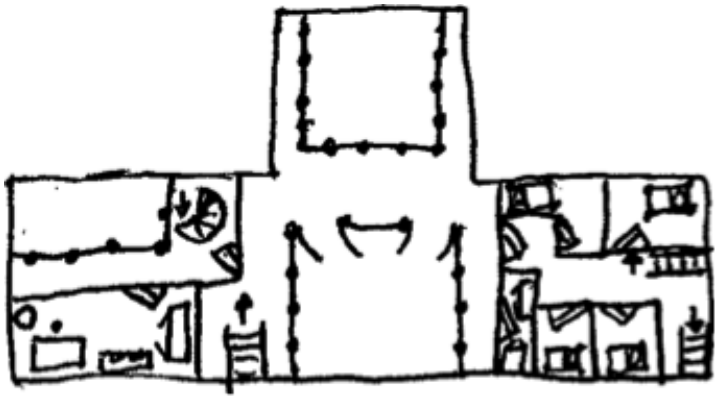
An abandoned hamlet sits right on the edge of the encroaching bog. A dozen brick homes lie empty along a dusty dirt road leading to the Hogstock Manor. There is a small multi-part shrine to their ancestors, a town graveyard, and a few rotten barns. One of the homes is larger and used to be a general store and tavern. The wild hogs are descended from the swine from this town, and their presence nearby increases the activity here. Encounter rolls occur twice as often near the town, use the Peatbog random encounter table.

Hogstock Family Manor



This three story, colonial style manor was abandoned ten years prior because of insect problems. Hogstock once raised famous swine and grew fine tobacco. Surrounding the manor are a few overgrown, former tobacco fields and swine pens. Dilapidated and collapsed barns mark these fenced swine pens. A string of sturdy, stone buildings that were formerly for carpentry, smithing, and masonry now sit empty and devoid of any valuable tools or materials. A few small huts dot the road and a small family graveyard sits behind the manor. The graveyard was exhumed months ago and all the graves are empty. The manor has a covered porch wrapped around its entire first floor, ruined wood panelling on its walls and rotting wood flooring. The manor is built on a solid stone foundation. The demi-lich, The Queen, has cursed this manor, raising the undead from the graveyard. The dead stalk the manor, trying to find the source of resistance to the bog. The undead and insects within are neutral towards one another.

Manor Ground Floor



- **Gazebo**. A rotten gazebo that has an empty wasp hive in its rafters.
- **Pond**. Algae covers most of the pond that is home to only a few tiny fish.
- **Front hall**. A marble tiled hall, littered with leaves and a rotting rodent corpse. 6 Zombies mill about in

rotten servant clothing. They will attempt to take coats and cloaks to the coat room. If refused or attacked, they will fight. An ant swarm is devouring a large rodent but it will attack if disturbed. Grand marble stairs lead up.

- **Dining Hall**. Wooden double doors open to the front hall and a side door leads to the kitchen. Large windows on the exterior walls are boarded up. There are two large dining tables, with two dozen chairs strewn about. The ceiling opens to the second floor but thick spider webs obscure the view above. There are a few empty egg sacks under the large tables. Entering this room sets the spiders above on watch, +1d4 spiders to the dining hall balcony encounter.
- **Guest Room**. This small room to the west holds only a worm eaten bed and end table. The two windows in this room are smashed, and glass is scattered on the floor. The wood panelling here is in good shape and is valuable but hard to remove without damage, requiring four difficult DEX checks (DC 15), each success is worth 2d6 x 10 SP.
- **Powder Room**. A small, windowless closet off of the guest room contains just an old cabinet with a broken mirror. Some makeup and wigs are still inside. Their artificial nature has preserved them from undead and insect interest. They are worth 300 SP.
- **Library**. A bespectacled ghoul is faffing about, sorting what few books remain in this dusty room of empty bookcases. Half the carpet has been soiled by vermin. The remaining books are in good condition. If parleyed, the ghoul seeks to trade for books/scrolls. He can speak broken common and can offer information about the manor or The King. If attacked or a book is taken, he will attack with Magic Missile spells while retreating to the basement vault. In the northeastern corner, there is a rusty staircase that spirals up to the study.
- **Kitchen**. 11 Zombies move about the room, opening and slamming the cupboards. Others move rusted out pots and pans to the stove then back to the sink to scrub them with stagnant water. They will attack any creature that enters with knives, cleavers, and pans. Nothing in this room is of any value. The clatter of their activities can be heard from the front hall. The stairs here head down to the basement.
- **Coat Room & Servant Closet**. A mostly empty room with a wooden staircase going up, a closed closet door, and an empty shelf. The stairs are made of rotting wood and will creak loudly if used, creatures in the manor cannot be surprised now. A pile of fabrics and clothes, some recent, sit in the middle of the empty coat room. They are worth 5 SP if sorted through; however, dozens of cocoons and husks sit amongst the half eaten fabrics, and a Nightshade Moth Swarm flutters out to attack if the pile is disturbed.

The Manor Second Floor

- **The Halls**. The hallways are clean and empty. The west stairs lead to the 3rd floor.
- **The Study**. The west wing has a balcony above the library and a small study. The railings are rotten and will give way if any weight is put on them. The study has been overturned; moldy papers are scattered amongst the desk, shelf, and cupboard.
- **Dining Hall Balcony**. 2d4 Giant Spiders leap from webs above to attack when someone nears the railing. Dessicated, webbed animals dangle from the ceiling.
- **Servant Quarters**. The east wing



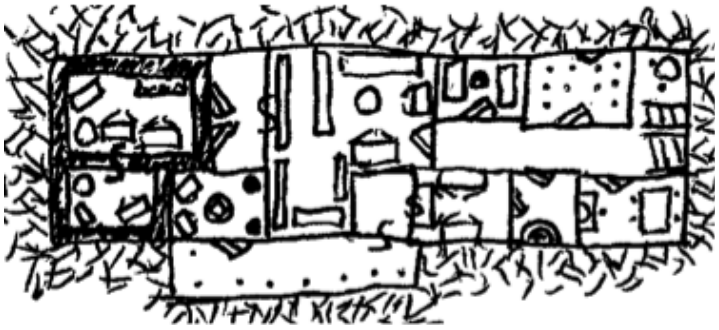
has many small rooms with only a simple bed and cupboard each. The furniture is mostly untouched, if shabby, and is worth 10 SP for each room's set. The thin, steep stairs head up and down.

The Manor Third Floor

- **The Halls**. The halls only have an overturned table in the west corner.
- **Master Bedroom**. A small waiting room holds a sitting chair and empty cupboard. The bedroom has walnut furniture: a four post bed, writing desk, and mirror. All are in good condition and have engravings of fine pigs, worth 2000 SP as a set. The desk contains lovey-dovey letters written in Thri-Kreen from The Queen to The King. The King does not appreciate them. The King will be here during the daylight hours every other day with two Dire Ants. If losing, he will attempt to retreat by leaping out window, using his Dire Ants to buy time. The two closets off to the sides hold old, smashed furniture, and a wrap around closet stocked with moth eaten silk garments.
- **Bedrooms**. These three bedrooms in the west wing each hold a four post, walnut bed, an end table, and a wardrobe. A Giant Centipede lives under each bed, and they rush to each other's aid when attacked. The beds are made of good walnut and are worth 50SP each.
- **Greenhouse**. In this glass greenhouse, there are beds of overgrown tobacco plants and a few exotic trees bearing fruit. 1 fat, Wasp-Infested Zombie mills about the room tending the plants. She will attack. The three exotic trees are worth 100 SP each.

The Manor Basement

- **Basement hall**. Trash and broken furniture are piled up here. 6 Ghouls hide in the debris, waiting to attack until creatures try to squeeze past the debris.
- **Tobacco Room**. A large table and a work desk. The desk holds rotten tobacco leaves and a box of 30 small hooks worth 10 SP.
- **Smoker**. The door makes a good seal with its frame. Ten meat hooks hang down and a small fireplace is mounted in the north wall.



- **Humidor**. A rounded stone dais holds a rack of fine tobacco pipes, the set is worth 300SP. A tightly sealing door leads to a room of cupboards. Both rooms smell strongly of tobacco. The ghouls and insects avoid this room because of the smell. Most of the cupboards are empty, only six parchment rolls of dried tobacco remain. The six bushels of dried tobacco are worth 5 SP each. Hidden behind a false back in the western cupboard is the door to the secret stash.
- **Butchery**. Two stained wooden butcher's blocks, a large floor drain, and an empty tool rack occupy this room.
- **Food stores**. Among the many crates and barrels on these shelves, there are lines of ants marching to and fro. If the players don't step over the lines of ants, an easy DEX check (DC 10) each minute, they will call forth an ant swarm in 1d4 rounds. Any searching of the shelves has a 30% chance of finding ant eggs, calling forth an ant swarm in 1d4 rounds. 50% of the searches will find a cask of alcohol or salt worth 25 SP. Everything else was eaten by ants. The shelf on the west wall of the room is askew and the secret door behind it is open.
- **The Secret Stash**. This empty room has marks where a large chest once stood. The southern wall rotates to reveal the secret shrine.

- **Vault**. The metal doors to the metal lined vault are ripped apart and charred. The cupboards, shelf, barrel, and chest are all open and empty. 4 Zombies and 2 Ghouls mill about this room. The ghouls have plate mail and if the alarm has been raised or they hear combat in the hall, the ghouls will stand still, appearing to be suits of armor on display. They will wait for the players to engage the zombies before breaking their disguise to flank. The western cupboard has a hidden latch to swing with the wall behind it, revealing the hidden vault.
- **Secret Shrine**. A long waiting room with many stone braziers and a wall fresco of a green field of tobacco with huge swine peacefully grazing on a hill nearby. The long hall ends with a door to The Harvester's shrine, a minor god of the harvest and good fortune. The family had to hide their worship because the townsfolk zealously worshipped their ancestors. This shrine has gone unfound and boasts a thick layer of dust on its bronze statuette, stone braziers, and two small stone daises. On one dais are 4 scrolls that make up the holy texts of The Harvester, worth 500 SP to a temple or collector. On the other dias are three spell scrolls: Control Weather, Plant Growth, and Restoration. The statuette is a solid bronze casting of a cheerful scarecrow with a pumpkin head and a fancy suit. The statue has a minor effect on the mile around it, making the ground more fertile and increasing harvests. This statuette is currently holding back the bog.
- **Hidden Vault.** This hidden vault contains a barrel, a chest, and a wardrobe. The barrel is sealed tight and holds 50 pounds of fine grade tobacco, worth 5000 SP. The chest has numerous coins and a golden Hogstock family signet ring. 315 CP, 125 SP, 30 GP, and 10 PP. The ring is worth 200 SP or could be used to fabricate a claim on the Hogstock manor and land. The wardrobe holds a pure white wedding gown worth 50SP and a thick fur cloak of swine hide, enchanted to confer the ability to calm and speak with swine, worth 1500 SP.

Wandering Monsters

ROLL 1D10	ENCOUNTER
1	*A pack of 5 ghouls begin stalking the party. Announce as no wandering monster but a tough perception (DC 18) will hear them. They will attack once the party is distracted*
2	*All the doors on another floor slam shut.*
3	*The ghoul librarian wanders past looking for books and muttering to himself in broken common.*
4	*There is a loud buzzing, clicking noise coming from outside. A Dire Centipede awaits the players. Getting this result again adds 1d2 Giant Centipedes to the encounter awaiting outside unless the players have defeated the Dire Centipede.*
5	*2d6 Zombies mill about a previously explored area in rotten servants clothing, noisily cleaning up. They will take simple orders.*
6	*An Ant Swarm chews through a wall, spilling to the floor. If disturbed, it will fight and call for 1d4 more swarms to arrive in 3 rounds.*
7	*An angry swarm of hornets buzzes into view. 1d3 Hornet Swarms attack.*
8	*A rotting piece of ceiling falls on a random party member. No damage but it is covered in vermin feces and worm casings. Gross.*
9	*There is digging in the wall. An easy WIS check (DC 12) will find 2 Giant Centipedes that skitter out to attack.*
10	*There is digging in the wall. An easy WIS check (DC 12) will find a friendly Giant Ant. Handle Animal to tame it. It loves sugar.*

Hog's Bog

Named for the plentiful and large swine, this bog was once home to a thriving hamlet and a plantation known for its tobacco and hogs. It was abandoned as the bog started to expand. Large, predatory insects made the area inhospitable. It is a temperate bogland, with thick brush, tall trees, hanging lichen, and intermittent patches of drier land. The bog floods regularly during the spring but is drier in the fall.

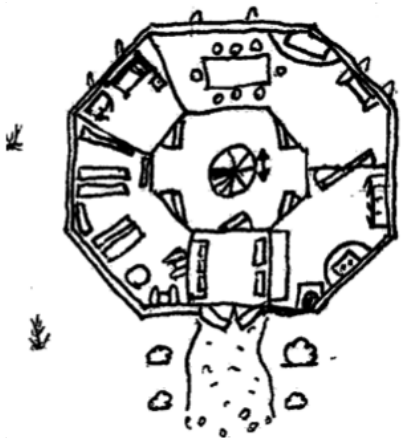
Evil energy from both the Ruins of Azagath and the Tomb of the Damned has seeped into the bog here, trapped like flotsam and jetsam. A Thri-Kreen demi-lich is taking advantage of the foul energies to grow the bog for the benefit of insect kind and her own ego.

Random encounters. D20. Encounters get more frequent as you stir up the bog. Increase the frequency of encounter checks as the party has more encounters. Players may reset this by getting covered in mud and hiding for 1d3 hours. The Muddy Keep is the only thing worth finding out there. Going around a hazard or monster wastes time.

ROLL 1D20	ENCOUNTER
1	*Roll twice and combine those results.*
2-5	*It was just bog noises. Getting a little jumpy? It's just splashing water, bubbles, a stench, a snapped twig, a distant howl, or a breeze.*
6	*Animal Exodus. Green slime. Methane fires. Madness. Heavy rains. Migration. Hungry. Players have 1 turn to diagnose and prepare.*
7	*Myconid Missionaries. The bog is too bad, even for these fun guys. Two Fungal Druids request help spreading their tribe's spores to new lands, and will become allies if helped. Later, they will repeat their request if it was refused or offer some healing if it wasn't.*
8	*Swamp beast! Mud Elemental, Cockatrice, Big Snake, Big Croc, Swamp monster, or a Dire Hog.*
9	*Insects. An insect swarm or 1d4 +1 giant insects are on the hunt. Ants, centipedes, nightshade moths, spiders, wasps, or worms.*
10	*Quickmuck. The first two rows of players must pass difficult perception checks (DC 18) to avoid the muck or get stuck until freed. Check for an encounter each round until all players are freed with a moderate strength check (DC 13). Announce as 'bubbles' from 2-5.*
11	*What is this doing here? A doll, dress, half whittled flute with a knife, or some other innocuous household item lies on the ground. 3/6 chance it has a ghost attached to it that haunts the first player that picks it up. Half the ghosts are helpful and will answer one question in return for being buried in the Hogstock graveyard with their family, the other half inflict a curse, -2 to all rolls, which can be removed by a remove curse spell or by burning the object in the Hogstock graveyard.*
12	*Plague. A few dead bodies are strewn about in a stagnant pool. There is a noticeable increase in flies and stench. Contact with the water exposes players to disease. 2/6 Bodies have minor treasure on them. Announce as 'stench' from result 2-5.*
13	*The Swarm. 1d4+1 insect swarms attack. Roll for type for each one. Ant, centipedes, nightshade moth, spiders, or wasp.*
14	*Berries! Find a small patch of berries. Red-Starred, Purple-Green, White (poisonous), Pink-White, Blue, and Black-Striped-Purple (non-poisonous). Poisonous berries require a save or be poisoned for 4 hours. Red-Starred berries are also hallucinogenic, and give the player a vision. The player gives a three word phrase that the DM will have come true in some way. Non-poisonous berries are worth a single ration. One ration of Black-Striped-Purple berries also restore one HD when eaten.*
15	*Piranhas. The swarm will attack any creature that enters the water. Bait them or go around. Announce as 'splashing water' from 2-5.*
16	*Demonic Dire Centipede Stalker. It waits until they are distracted to attack. Announce as 'a snapped twig' from result 2-5.*

ROLL 1D20	ENCOUNTER
17	*Infested Hog. A demonic wasp swarm are using an undead hog as a mobile hive.*
18	*Wierd Bugs. Insects are moving in helical patterns on the next 1d6+1 dry areas of land. See result 13 if they are disturbed.*
19	*Chest in the Mud. It takes time to dig out, check for an encounter. 3/6 it is useless or rotten stuff; otherwise, roll for random treasure.*
20	*The MUDDY KEEP or 10% the party stumbles on a secret entrance to the Fell Hive.*

The Muddy Keep



- This squat, green brick octagonal keep is overgrown with vines and moss. A large double door sits slightly ajar in the front and shuttered windows populate both floors. The roof and small overhangs above the windows are made from red ceramic tiles.
- The Yard. The front path of small, overgrown stones is worm infested. The soil shifts and moves. Sensing the parties vibrations on the ground, 2 Giant Worms emerge and attack from the front. 1d4 rounds later, a Worm Swarm attacks from the rear.
- Mud Room. Worm eaten wooden cubbies and benches are worthless and will collapse if touched. A single wooden door leads to the central staircase.
- Staircase. This octagonal room is empty save a spiral stone staircase going up and down.
- Kitchen. An rusty, cold, wood-fired stove sits in the angled wall. The cupboards are empty. The sink next to the stove has stagnant water but will pull clean water if the hand pump is turned. Two doors lead to the Dining Hall, one opens inward and the other outward.
- Dining Hall. A large table with 8 chairs dominates the room, sitting next to a fireplace and a window seat. The shutter above the window seat flaps in the wind. A few leaves flutter about the room. Cobwebs string about the room. Any player examining the chimney will find it is clogged with webs and a Spider Swarm will drop down on them.
- Guest room. Smashed up furniture and linens piled against the window now host a hornets nest. Buzzing can be heard in this room. Searching or disturbing the pile will release a hornet swarm every 1d4 rounds until the players leave or kill 4 hornet swarms. Inside the pile is a docile and rare wasp queen and 2d6 surviving drones with 3 ounces of sparkling golden honey, which is 100GP worth of gold if refined. They produce 1GP worth of gold each week per drone in fertile environs in a safe hive.The hive will grow by 5% a week until it hits a maximum of about 1000 drones.
- Library. From north to south: two shelves are empty, one shelf is about marsh flora, another shelf contains family history and a family tree for the Bogstock family, another shelf describes local fauna and the last shelf holds cookbooks and handbooks. The stuffed chairs are eaten out and hollow, dropping any sitting player to the floor. The small bench along inner wall is well made and worth 20 SP. There are 108 books in total, worth 10 SP each on average.



- Staircase. A simple stone octagonal room. There is a small clump of detritus in the north-west corner.
- Study. Private magic study has since been looted by The Queen. Only two sitting chairs, a leaning shelf, and an empty cupboard remain.
- Lab. The lab once held both mechanist and alchemist equipment. The alchemy half the lab, the southern most cupboard and workbench, is starkly empty. The mechanist things, the workbench on center wall and the cubby and cupboard on the northern end of the room, are in somewhat good repair, used by The King occasionally. They are heavy but valuable tools and materials, worth 300SP. Nearby is very fine chitin and other hardy bug parts usable for weapons and armor crafting, worth 300SP. The oven is still warm.
- Main bedroom. The King rooms here when not at the Hogstock Manor. If defeated there, he will be here alone and will parley. He is normally guarded by two Dire Ants, his pet dogs. He has some letters in Thri-Kreen on his person, signed 'The King and The Queen Forever'. If he is near losing, he will parley, pretending to shake free of his undead curse. His terms will be to join them to free him and The Queen from their 'curse' from the Fell Hive. This is a ruse, he helps the party to the best of his abilities, waiting to counter-attack until he is in the first cavern where he can retreat if needed. He knows the Muddy Fort well and will give advice and hints even without being asked.
- Second Bedroom. This room is furnished with nicer sheets and has fresh sugar cubes in a small plate on the nightstand.
- Aerie. Two large bird cages sit in the middle of the floor and smaller straw filled cubbies line two walls. Branches and grasses cover the floor. Two large shutters sit slightly askew. An Infested Roc is roosting here. The bird and its resident Nightshade moths will attack. Searching the northern cubbies will find three small parchment rolls with a reusable magic mouth spell, worth 100SP.

The Basement



- Staircase. The bottom floor of the simple stone spiral stairs. It is noticeably warm.
- Magical vault. Inside the wooden door is a small area with two magically lit stone pillars and a smashed open steel door. Traces of fire and sulfur can be found about the room. The cubbies and cupboard are empty.
- Well. The stone well with metal inlays still draws warm, clear water. Its intricate stonework is damaged and burned but the metal mechanism is untouched and has recently been polished. The King, being undead has tremendous thirst but cannot drink, in his jealousy he attacked the well. A bubbling sound comes from the mechanism, it is too hot to touch.
- Heated baths. The door to this room opens up to a heavy black curtain and a few flies and gnats lazily fly about. Behind the curtain are small benches, a wardrobe, curtains cordoning off the benches, and a final curtain leading to a warm, stagnant pool. If the curtain is moved without taking special care to move it slowly, the curtain is revealed to actually be a light green color that was covered in countless tiny bugs. All players within 30ft of the curtains take 2d6 poison damage from the scattering insects and are nauseous for 1d6 minutes, a moder-

ate DEX save (DC 14) reduces the damage by half and negates the nausea. The bugs settle back on the curtains in 1d3 rounds. If the pool is cleared of brown algae and insect eggs, it will begin to refill with clean, hot water. Fully cleared, it will refresh any players that bathe. This allows the players to take a short rest with 2 bonus HD of healing once each day.

- Cellar. A clean hole, about four feet in radius opens into the earth below. There are marks where shelves uses to sit. This way leads to the first set of tunnels in the Fell Hive.
- Basement storage. Shelves and cupboards fill this room. They are empty of any foodstuffs or magical components, as labeled on most of the storage. Two shelves are labelled 'salts' and 'cans'. They contain 34 small ceramics of salt, worth 10SP each and 18 cans of canned marsh peaches, worth one ration or 1 SP each.

Wandering Monsters

ROLL 1D10	ENCOUNTER
1	*1d3 Giant Worms wiggle up from behind some furniture, sensing the vibrations of the players footsteps. They attack.*
2	*The wind picks up and the shutters flap wildly. If they aren't secured, they attract the attention of a 1d2 Worm Swarms from the bog outside, who will swarm outside the fort.*
3	*A Giant Ant carrying a letter scampers past the door. It's a love note written in Thri-Kreen, signed "The King and The Queen Forever".*
4	*A piece of furniture falls over in the last room the players were in.*
5	*A fluttering of wings and a loud cawing can be heard. The Roc in the Aerie leaves or returns. If dead, it is actually just harmless crows scavenging in the Aerie.*
6	*Loud bubbling and sizzling can be heard from the Heated Baths. Hot water pumps in within 2 rounds and the bugs there attack all within the baths and the basement staircase before settling 1d3 rounds later. See the Heated Baths encounter.*
7	*A thick cobweb now strings across a previously clear doorway. A difficult WIS check (DC 18) or the player catches it in the face. Ech.*
8	*A howl and then a loud, cicada-like buzzing is heard outdoors from far away.*
9	*Hundreds of small spiders scurry into the corners and under furniture when the players enter another room.*
10	*Spiders scurry into cracks in the stone. 1d3 Spider swarms emerge to attack in 2 rounds and 1d2 more swarms attack 2 rounds later if the players have previously had a spider related wandering monster result (7,9, or 10) or fought the spiders in the chimney.*

The Fell Hive

There are 5 caverns, and between each one is 2 miles of winding, twisting, interconnected dirt tunnels. If not lost, the players can choose to move towards the next cavern or back towards the previous one. Treat it as overland travel with modified random encounters.

- **Random Encounters**. 4/6 Nothing. 2/6 Trap, Patrol, or Getting Lost.
- **Traps**: 2/6 Deadfall, 1/6 Deadly Mushroom Spores, 1/6 Acid Spray, or 2/6 Spider Threads.
- **Patrols**: 1 Insect Swarm, 1 Dire Insect, 2d4 Giant Insects, or a 1d3 Infested Hogs. Determine the insect type randomly: Ant, Centipede, Nightshade Moth, Spider, Wasp, or Worm.
- **Getting Lost:** Navigator makes a moderate navigation check (DC 16); otherwise, 3/6 chance they reverse direction without noticing.
- **Nothing Happens**: 1/6 False Signs. 2/6 False Patrol.

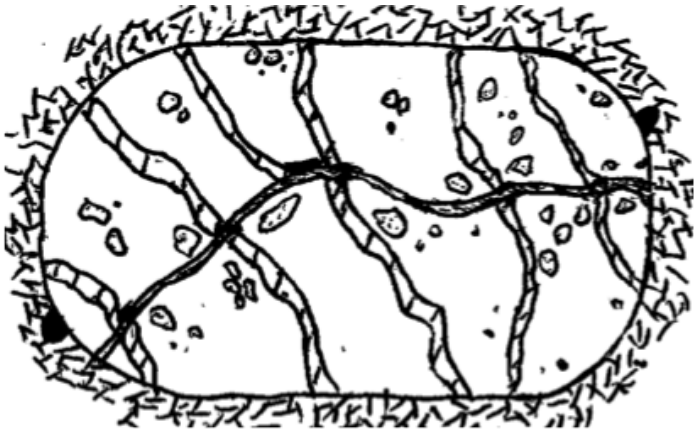
Spawning Pits



- This cavern is a roughly 50 ft diameter dome with numerous ledges and clusters of holes in the walls and floor of this stepped cavern. Each drop is 10 feet, with the northwestern tunnel at the highest point, this tunnel leads upwards, and the south tunnel at the lowest point, which leads downwards.
- Insect young of ants, centipedes, nightshade moths, spiders, wasps, and worms nest here. These larva occupy the numerous holes, hexes, and pits in this cavern. Any given hole will have 1d4 eggs, 1d3 larva, 1 pupa, grey slime, or nothing. There are 18 clusters of 2d4 holes, 3 clusters for each species.
- 1d3-1 Giant Insects of each type are spread about the room and attack intruders. 1 Demonic Giant Insect sits immobile on the center plateau, laying 1d4 eggs each minute. 1d6+5 workers of each type scurry about, mindlessly performing their tasks of moving eggs and caring for their young. The young, if fed a steady diet of vegetation and decaying animals, will grow to be workers 5/6 or Giant Insects 1/6. When tamed, they are worth 50SP and 500SP respectively.

Rot Farms

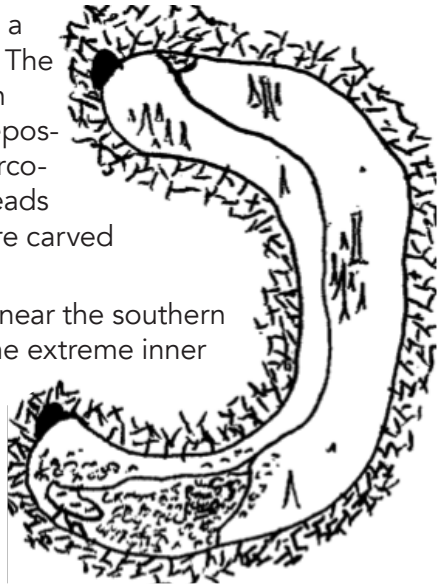
- An oblong cavern slants downward, with numerous earthen steps of abundant fungal growth, and a quick stream cutting down the middle. The ceiling is only 20 feet high and the room is about 50 feet by 100 feet. The highest step is on the right, and each step is 10 feet above the step to its left. Scattered among the fungus are many broken and dismembered insect carcasses along with numerous workers harvesting or tilling the soil in the hazy purple, sulphuric fog of the room. The right tunnel heads up and the left tunnel heads down.



- Creatures in this room must make easy CON saves (DC 10) each round or take 1d6 poison damage and spend the round coughing. Covering the nose and mouth confers advantage on this check. The worker insects are immune.
- Numerous workers, 4 Ants, 2 Wasps, 1 Nightshade Moth, 1 Centipede, 2 Spiders, and 4 Worms, each tend to their own 'step' of insect carcasses and mushrooms, in that order from right to left. They will not fight back, but instead continue to plod along tilling the soil, moving carcasses, and harvesting fungus.
- Fungus is nutritious but poisonous to humanoids until cooked. If eaten raw, make a moderate CON save (DC 14) or throw up your food and be unable to hold any food down for 1d4 days. If cooked, the fungus forms a dense, black, highly nutritious hardtack. More than 200 rations worth could be harvested from this room alone.

Worm Water

- The third cavern is a natural cave following with a slow stagnant stream leaking from the

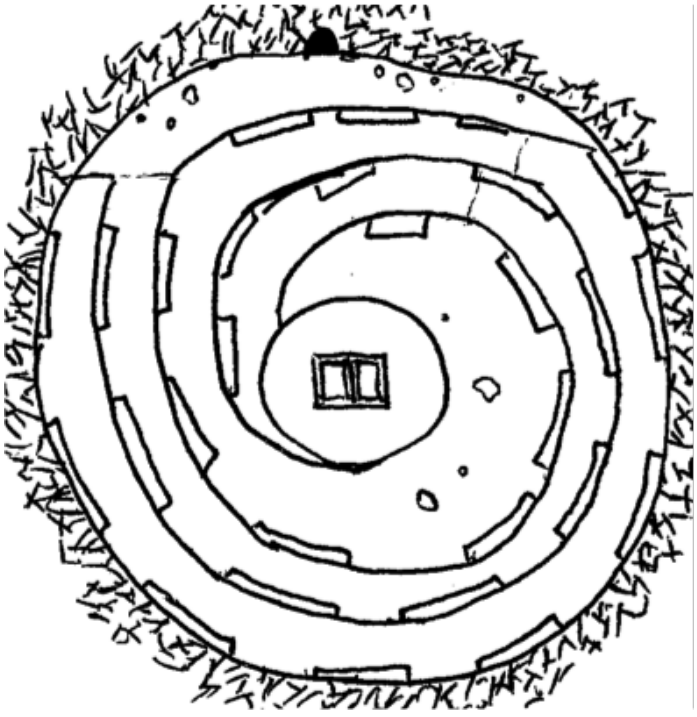


ceiling near the northern tunnel heading up, collecting in a stone basin, and then traveling in a downward half circle. The total drop is 50 ft around a radius of 40 ft. and the cavern varies between 20 ft and 30 ft wide and has many salt deposits in the wall. The stream ends in a second basin that percolates away into gravel. Near this basin is the tunnel that leads down.The tunnels between the third and fourth cavern are carved from solid rock, unlike the other loamy tunnels.

– The cavern rumbles and tremors can be felt as the party near the southern end of the room. There are insect casings and wear on the extreme inner radius of the tunnel.
– There is a Demonic Dire Worm in the gravel around the water, he is hungry and there are scraps of fungus are strewn about the gravel. The worm will attack if players come near the gravel but will be more interested in food than aggression, unless the players are the only visible food. It will take over 100 pounds of offered food to satiate the beast and 200 pounds of food is enough to attempt to tame it.

Parliament

– The tunnels down open up to a cavern that is a 100 ft deep cone with a 50 ft radius. There is a steep ramp spiralling down its side, traveling downwards 5 feet every 15 feet. This cavern, despite being so deep in the earth is still made of packed earth, mud, and insect secretions. Indentations set in the wall along the ramp down the entirety of the cone each contain an immobile Giant Insect. This chamber functions as the core of the hive mind, with many individual queens bringing their own hives into the collective. The ceiling extends up in a dome that is obscured by thick webs overhead.
– Loud, constant buzzing is heard throughout the room. All players must make an easy WIS save (DC 10) each round. Those that fail begin to hear female voices in the buzzing, like a mixture of young maidens and old crones singing nonsense in harmony. This is a senate hearing on fungal distribution. It puts the character to sleep for 1d6 rounds, or until shaken. If they complete their sleep without disturbances, they gain the ability to understand one type of the six insects for a year and can talk talk with animals 1/day with that type of insect. After sleeping, they are immune to the sleep effect for one year, but the discussion is still very boring.



– The Queens are deeply entranced and show no response to player actions. However, taking any hostile actions will result in 2d6 Giant Spiders leaping from the ceiling in a lightning strike of web and fang. This can occur three times before the entire guard squad is exhausted.
– There is a large inset chitin shell embed-

ded in the floor at the bottom of the cone. Opening the 'wings' of the shell reveals chitin lined tunnels leading to the last cavern, The Queen's Chambers.

The Queen's Chambers

The last 'cavern' is actually a long box that was then built up with chitin, wax, and insect secretions into a thri-kreen hive.



- **Entrance/market**. Empty stalls and toppled, tri-legged basket-stands sit in this cleared out cleared out room. Rotten or broken detritus lies scattered about the room. A ladder in the northeast corner leads up to the Common Room and beetle-wing double doors open to the Barracks.
- **Barracks**. Five piles of straw and four empty weapon racks populate this room soiled with brown-black splatter and pooling stains. Each nest-like pile hides a sleeping giant centipede. If awoken, they'll hiss and attack in unison.The ladder leads to the Kitchen.



- **Common Room**. A sagging floor bears the weight of an empty cupboard, a fresh pile of straw in the corner, and scattering of empty glass bottles. If more than 500 pounds is in this room at one time, the floor collapses to the Market below, with only the 5 feet of floor adjacent to the north wall remaining. The east ladder leads down to the Market and the west ladder leads up to the Waiting Room. The west door to the Kitchen is stuck. The southern double doors to the School are barred from the other side.
- **Kitchen**. Those entering the room are greeted with warmth and a pulsing red light. The ladder leads down to the Baracks. The west door leads to the Larder and the East door leading to the Common Room is stuck. The floor and furnishings have many old, dry, black splatter stains. The cabinets sit ajar and empty, while the stove has glowing magical lump of coal giving off heat, Everheat Coal. Gives off constant heat like a flame if oxygen, can be stoked with lots of air for hotter coal. Sizzles and pops in water but will give off heat again after drying off five minutes after being doused.
- **Larder**. Empty chitin shelves line the wall and broken pottery covers the floor. One jar remains on the shelf. It is trapped with a Dancing Locust Curse("hello my honey, hello my baby, hello my ragtime gal"). A cat sized locust will follow the player or party that opens the jar, dancing and singing. It will only dance and sing in front of those who are so cursed. It will evade all attempted harm and if discarded the Locust will reappear in odd places, showing up in bags, boxes, and closets. The player(s) must make an easy WIS save (DC 12) each day or lose one point of WIS until the locust moves on or the player(s) go

Dancing Locust Curse: *A dancing and singing, cat sized locust will follow the player or party that opens the jar. It will only perform in front of the cursed. It will evade all attempted harm and if discarded it will reappear in odd places. The player(s) must make an easy WIS save (DC 12) each day or lose one point of WIS until the locust moves on or the player(s) go insane. The player(s) get advantage on this save if they attempt to trick Dancing Locust into performing in front of others each day. The locust will only leave if someone else voluntarily takes it.*

insane. The player(s) get advantage on this save if they attempt to trick Dancing Locust into performing in front of others each day. The locust will only leave if someone else agrees to voluntarily take them. The doors lead to the Kitchen and to the School.

- **School**. A simple room containing four desks and a flat black chitin plate hanging from the north wall. The doors lead to the Common Room and the Larder. On the underside of the middle desk on the south wall, there are carvings depicting scary pointy metal, humanoid monsters with heads covered in countless antennae as well as a small, crying child surrounded by sleeping adults.
- **Waiting Room**. The ladder leads down to the Common Room. This chitin tiled room is meticulously clean. If inspected, the tile grout is actually tiny ants who will clean and remove any mess left in the room. The door leads to the Temple.
- **Temple**. Carved waxy pews line up before a wax altar. The hardened wax is carved with well ordered marching lines of insects of all kinds, even a few exotic ones with sickle like claws or giant gas bladders. The nests on the south wall are mostly empty but if searched extensively, there is a Golden Needle in the middle pile of straw and silk. This magic sewing needle is able to mend almost anything. 3/day it can mend a torn or damaged object, cure 2d6 hit points, or attach two objects together requiring a moderate strength check (DC 13) or 1 point of slashing damage to split apart. The northwest door to the throne is barred from the inside, the northeast door goes to the Waiting room, and the east door to the vault is slightly ajar.
- **Throne**. This dimly lit room is floored with a spidersilk carpet and ends in a carved obsidian and rainbow-chitin throne. The light comes from four metal baskets of dim glowing mushroom on the four columns in the corners of the room. The Queen sits on her throne, copying from her spellbook or writing letters to King,

Magic Items:

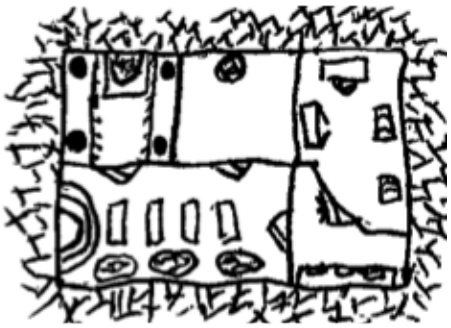
The Everheat Coal *is a magical lump of coal that gives off constant heat like a flame. It can be stoked with lots of air for a hotter flame. It sizzles and pops in water but will give off heat again after drying off five minutes after being doused. 300 SP*

The Golden Needle *is a magic sewing needle able to mend almost anything. 3/day it can mend a torn or damaged object, cure 2d6 hit points, or attach two objects together requiring a moderate strength check (DC 13) or 1 point of slashing damage to split apart. 600 SP*

The Mud Staff *is a dry-mud covered, gnarled walking stick that functions as a +1 quarterstaff. It creates thick and muddy difficult-terrain in a 10ft radius on earthen ground after hitting a foe or striking the earth as an action. Creatures within that area must DEX save, DC 10, or fall prone in the mud. Once per day, the staff can turn 500 cubic feet of earth to mud or mud to earth. The earth or mud must be continuous and the Mudstaff must touch some part of it, with no section being thinner than 6 inches. The wielder is not affected by mud or quicksand while wielding the Mudstaff. 3500 SP*

The Flute of Fair Weather *is one of the most important artifacts in bog folk culture. If the Flute of Fair Weather is played by a human, it will get windy after 1 hour of playing, overcast after 2 hours, rainy after 4 hours, and stormy after 8 hours. If the human is not an experienced flautist, they will lose control of the magic in the worst way possible. In the hands of a bog mermaid, the flute has more powers, all of them weather-related. Notably, it can be used to calm down storms and summon up stiff. 2000 SP*

The Fell Hive *is a bulbous, waxy orb that is a is a basic tool of Thri-Keen Entomomages and insect farmers. In the hands of a human, acts as a spell focus for poison spells, adding 1 damage and +1 save DC to the spell. Once each day, it can release a single swarm for five minutes before the insects return to the hive: ants, centipedes, nightshade moths, spiders, wasps, or worms. In the hands of a Thri-Keen, the Fell Hive allows them to speak with insects and control up to four times their HD in insects.2000 SP*



with one of each kind of Dire Insect sitting along the walls.

– Upon entering, she orders the Ant to attack and then Centipede if the Ant is losing. If her Centipede falls as well, she begins to click and buzz angrily, as she sends the Nightshade Moth and Spider together to attack. The Queen finally joins the fight along with the Worm and the Wasp if the Moth and Spider begin to lose.

  – She will 'surrender' at low health, offering her 'phylactery', her crown, as a sign of truce. Once surrendered, she tries to touch each of the players with a contact poison hidden in her normal slime. (DM, go around shaking their hands, throwing yourself prostate in front of each one, kissing hands, etc. until the party reacts).
  – Her poison is a baleful polymorph poison, onset 1 minute. The target must make a moderate CON save (DC16) each round or spend the round vomiting on himself, taking 1d6 damage. If they succeed three times, they burp up some silky strands and are cured. After three rounds of vomiting, the player is covered in a 'cocoon'. Once in cocoon form, they go unconscious for an hour and must make a moderate WIS save (DC 16). If they succeed, they emerge later with a random mutation. If they fail, they become dire insect, keeping their mental stats, now fiercely loyal to The Queen.

- **Vault**. The open door to the vault reveals a hollowed out centipede shell shelf full of knick-nacks and childish toys. The metal double doors to the rest of the vault are locked and magically sealed. The spider shaped key is on the The Queen. The Arcane Lock spell opens to the phrase, 'The King and The Queen forever', in Thrikreen. This phrase is on all the letters to The King. The sealed vault holds two chitin cupboards and two sewn up, decorated egg-sack chests. The furniture is well made and entirely waterproof and fireproof, it would be worth 1000 SP if identified as such. Inside one cupboard is the Mud Staff, the Flute of Fairweather, and the Fell Hive. In the other is a single spider silk and chitin thri-keen doll, sitting on silk cushions next to a small hand mirror. This doll is The Queen's actual phylactery. In the two egg-sack chests are Books penned by Perriweather Bogstock, Perriweather's Spellbook, a collection of gems worthy 15000SP, and a large cut glass of rainbow colors that is worthless.



Hog's Bog Bestiary

Monsters are listed in a quick format.

- HD: How much HP it hould have (1d8 or 5 for each HD) with the +/- following it to indicate how it attacks (HD 5+1 attacks like a 6 HD creature, i.e. it has a +1 to attack and damage but only has 5 HD).
- Size
- ATK: What attacks it has (it will make all of those attacks as one multi-attack unless otherwise specified).
- DAM: Damage for each attack.

- MOV: Movement speeds (burrow is shortened to BRW).
- SAV: What the creature has saves are like (level 1 fighter, level 3 cleric, etc).
- Morale: How likely it will flee when things go poorly. Roll 2d6, if over the morale number, the monster flees.

Animal Exodus: The trap-like nature of these encounters is meant to give the players some sort of warning that they can investigate and prepare for. The solutions are suggestive not exhaustive, any reasonable solution should work. If they ignore the warning signs, they won't have time to prepare.

Big Snake: HD 3+3, L, AC 14, ATK 2* (Bite, Constrict) DAM 1d8/2d6, MV 30'**, SAV F2, MORALE 7.
*On a successful bite, the target is grappled and will take constrict damage each round until free.
**Camouflage grants advantage on stealth checks.

Big Croc: HD 5+3, H, AC 18, ATK 2* (Bite, Swallow) DAM 2d6/4d6, MV 20'/Swim 60', SAV F5, MORALE 8.
*On a successful bite attack against a Medium sized target or smaller, the Croc makes a grapple check to attempt to swallow the target. If swallowed, the target takes 2d6 bludgeoning and 2d6 acid damage each round until they cut their way out with 15 points of damage.

Green slime: *Green slime turns organic matter into more green slime, spreading like an oozing green wild fire in the overcast and foggy bog. Bright green slime is consuming animals as they run. The party dies unless they run, get underwater, or start a big fire. (Shamelessly stolen from goblinpunch)*

Methane fires: *Gas buildup on the floor of the bog leads some areas to have continuous flames that occasionally flare up. Singed animals bring glowing sparks to the sitting methane in this part of the bog. One random player takes a moderate amount of fire damage (4d6), DEX save (DC 15) for half damage.*

Madness: *Animals have gotten some disease or been hit with a fear spell. The animals are running in a tight group right for the players. Each player must DEX save (DC 15) or take a moderate amount of damage from being trampled (3d6).*

Heavy rains: *A rolling downpour has animals scurrying for cover. Rain soaks the players through and ruins equipment if the players don't seek cover.*

Migration: *Animals are migrating out of the swamp in a loose group, with predators following them. This is a good opportunity for hunting if the players are prepared.*

Hungry: *Half-starved predators and scavengers circle the party. They can be distracted by scattering 2d6 rations, otherwise, the entire party takes minor damage (2d6) in fighting them off.*

Cockatrice: A creature that resembles a large rooster from a distance. Along the neck and underside of the flightless bird, brown and green scales are where feathers should be. Its ochre eyes bulge from their sockets. Its beak and talons are a sickly grey-green color and covered in gravel. They hunt for living prey to turn to stone to peck apart into small stones to digest. Usually lone hunters, Cockatrice may join together if sufficiently hungry.

Cockatrice: HD 2+2, S, AC 13, ATK 2 (Beak, Talon) DAM 1d6/1d4*, MV 30', SAV F2, MORALE 7.
*A cockatrice attacks carry a nasty disease that turns creatures to stone. Make an easy CON save on being hit or drop to 0 ft. movement speed and be force to make a second easy CON save at the beginning of the next turn or be turned to stone permanently.

Coyote: HD 1+2, T, AC 12, ATK 1* (Bite) DAM 1d4, MV 30', SAV F1, MORALE 6.
*Coyotes receive +1 attack and damage for each other coyote within 5 ft. of their target.

Demonic: Normal creatures instilled with demonic essence. Their normal coloration turns dark red

or purple and they gain infernal symbols across their body parts. Demonic creatures have 50% more HD than normal, get a +2 bonus to attack and damage, and have resistance to magic.

Dire Hog: Occasionally, a half-boar piglet will be born or a hog will simply become very aggressive. They are shunned by their pack and become ferocious loners. Their hide is mangy and scarred, while their tusks are long, dyed a dark red-brown.

Dire Hog: HD 6+2, H, AC 16, ATK 3* (Tusk, Slam, Hoof) DAM 1d10,1d10, 1d6. MV 50'**, SAV as F5, MORALE 12 (berserk)
*Trample: On a charge attack, if the Dire Hog hits with its slam attack, the target is knocked prone and subject to a hoof attack.
**On its first successful trample attack in a turn, the Dire Hog gets a free move and attack as it goes into a frenzy.

Dire Insects: Absolutely huge versions of normal insects. They are aggressive loners and dangerously hungry. They may spend their reaction to attack any creature that enters their reach. They gain an extra reaction action.

Dire Ant: HD 6+1, L, AC 15, ATK 1 (Pinchers) DAM 2d6, MOV 30'/BRW 10', SAV F4, MORALE 12

Dire Spider: HD 4+3, L, AC 16, ATK 1 (Bite) DAM 2d6 + Poison*, MOV 60'/Climb 60', SAV F3, MORALE 12. *Make a tough CON save (DC 16) or take 2d6 poison damage each round until a save is made.

Dire Centipede: HD 9+1, H, AC 18, ATK 1 (Pinchers x2) DAM 2d8, MOV 50'/BRW 20', SAV F8, MORALE 12

Dire Wasp: HD 3+5, M, AC 16, ATK 1 (Sting x2) DAM 3d6 + Poison*, MOV 10'/Fly 60', SAV F3, MORALE 12. *Make a tough CON save (DC 19) or take 3d6 poison damage. A wasp takes 10 damage when it hits with its sting.

Dire Nightshade Moth: HD 5+1, M, AC 15, ATK 1 (Dust) DAM 0*, MOV 10'/Fly 40', SAV F4, MORALE 12. * All in 20 ft. take 2d6 poison damage. Make a tough CON save (DC 17) or fall asleep for 2d6 rounds.

Dire Worm: HD 8-1, L, AC 14, ATK 1 (Bite x2) DAM 1d8, MOV 20'/BRW 40', SAV F4, MORALE 12.

Fungal Druid: Like a druid but instead of plant and animal based spells, they are fungal. These short fungus people are calm but wary humanoids.

Fungal Druid: DRD 5, S, AC 16, ATK 1* (Quarterstaff), DAM 1d6, MV 20', SAV CL 5, MORALE 8. *Casts spells as a 5th level druid. Their spells deal poison damage instead of the normal damage type. 2x Fungal Growth (Spike Growth), 2x Call Poison Cloud (Call Lightning), 3x Inflict Wounds, 4x Truffle (Good Berry)

Giant Ant: HD 3+1, S, AC 13, ATK 1* (Pinchers) DAM 1d6, MOV 20'/BRW 5', SAV F1, MORALE 9. *Giant Ants get +1 to attack and damage for each other giant ant within 5 ft. of the target.

Giant Spider: HD 2+3, S, AC 15, ATK 1 (Bite) DAM 1d6 + Poison*, MOV 40'**/Climb 40', SAV F2, MORALE 7.
*Moderate CON save (DC 14) or take ongoing 2d6 poison damage each round until a save is made.
**May jump up to twice their speed and make a single bite attack.

Giant Centipede: HD 5+1, M, AC 16, ATK 1 (Bite) DAM 2d6, MOV 60'/BRW 10', SAV F4, MORALE 9

Giant Wasp: HD 1+3, S, AC 13, ATK 1 (Sting) DAM 2d6 + Poison*, MOV 5'/Fly 40', SAV F1, MORALE

12. *Make a tough CON save (DC 17) or take 2d6 poison damage. A wasp takes 5 damage when it hits with a sting.

Giant Nightshade Moth: HD 2+1, S, AC 12, ATK 1 (Dust) DAM 0*, MOV 5'/Fly 30', SAV F1, MORALE 6.
*All in 10 ft. take 1d6 poison damage. Make a tough CON save (DC 15) or fall asleep for 1d6 rounds.

Giant Worm: HD 6-1, M, AC 16, ATK 1 (Bite) DAM 1d6, MOV 10'/BRW 20', SAV F2, MORALE 8.

Ghoul: HD 3, M, AC 15, ATK 2* (Bite, Claw x2) DAM 1d8/1d6, MOV 30', SAV F3, MORALE 10.
*Make an easy CON save (DC 12) or be paralyzed for 1d6 rounds.

Ghoul, Plated: As the ghoul, but HD 4-1 and AC 18.

Hogstock Hogs: Huge hogs root through the loam, while a few keep watch. Growing to be as large as ponies, these black hogs bear swirling marks of brown on their lush, furry coat. These intelligent beasts are gentle giants when approached kindly. If attacked or threatened, their large size, stampedes, and pack tactics make them quite dangerous. If encountered in the spring, there is also one piglet for every three adults. The piglets eat voraciously and will be fully grown by autumn.

Hogstock Hog (Adult): HD 4 -1*, L, AC 14, ATK 2** (Tusk,Hoof) DAM 1d8,1d6*, MV 40', SAV as F3, MORALE 10
*Pack tactics: +1 attack and damage for each hog within 10 ft.
**Stampede: Make a charge with at least two other Hogs, and gain a hoof attack. If it hits, the target is knocked prone. Prone targets take max damage from further hoof attacks.

Hogstock Piglet: HD 2-3, S, AC 12, ATK 1 (Tusk) DAM 1d4, MV 30', SAV F1, MORALE 6

Infested: A once living creature is now being used as a hive. The creature has double its hit points, regeneration 5, and it deals double damage against enemies in spaces occupied by the swarm. The internal insects repair and rebuild the creature, crawling around under the creature's skin. When its accompanying swarm is reduced to half its HP, the swarm will return to the host and regenerate 10 hp a round while inside. The host loses its regeneration and takes no actions.

Loamoeba: A mindless, stringy, brown-green, lichen bubbles up from the earthy loam. It probes forth with long pseudopods, sensing for vibrations. It eats dead matter, and prefers freshly dead matter the most. It enjoys a temporary symbiotic relationship with animals, oozing over them, rubbing off and eating dead skin or loose fur. A creature builds up enough dead skin and hair to entice a Loamoeba once a week. The process leaves the creature smelling of loam. Every 20 hp healed in this way is enough food to grow the Loameba by one HD. Upon gaining its 9th HD, the amoeba splits into 9, 1 HD oozes. They are highly nutritious, if runny, worth 1 ration per HD.

Loamoeba: HD (1 to 8), S, AC 10, ATK 2 (Feed* Spray**) DAM 0/0, MV 10'/BRW 20', SAV F1, MORALE 4.
*Attempts to feed on a creature within 60', this heals the creature for 1d6 HP per HD
**Any hostile actions or loud noises will cause the Loamoeba to release a 20' cloud of clinging gas that attracts predators. Double random encounter chance for 12 hours or until players coat themselves in mud.

Moor Owl Bear: HD 10, L, AC 17, ATK 2 (Bite, Claw x2*) DAM 2d6/1d8, MV 30', SAV F10, MORALE 11. *If the owl bear hits with both claws, it rends the target, dealing an additional 2d6 damage.

Mud elemental: A half-breed of earth and water elementals, this is a creature of muck, ooze,

detritus, and slime. Mud elementals strongly prefer wet and dirt, with larger elementals going so far as to dam streams or block rivers. Clean places and creatures are nails on a chalkboard to them.

Roll for Type: 5% 1 Huge, 10% 1 Large +1d3 Small, 25% 1 Large, 50% 1d6+2 Medium, or 10% 2d4 Small.

Mud Elemental: HD 8, M, AC 15, ATK 2 (Slam, Muckball*) DAM 1d8/1d6, MV 20'/Swim 40'/BRW 20', SAV F3, MORALE 9.
*50 ft range. It coats the target in thick, squirming mud, reduce speed by 10ft. If a creature's speed is reduced to 0 by this attack, they begin to suffocate. Mud can be removed with any fire damage or by scraping it off with a moderate STR save (DC 15).
** +1 on rolls against creatures standing in mud or swamp.

Small Mud Elemental: HD 4, S, AC 13, ATK 2 (Slam, Muckball*) DAM 1d6/1d4, MV 10'/Swim 20'/BRW 10', SAV F1, MORALE 8.

Large Mud Elemental: HD 12, L, AC 17, ATK 2 (Slam x2, Muckball x2*) DAM 1d10/1d8, MV 40'/Swim 80'/BRW 40', SAV F5, MORALE 10.

Huge Mud Elemental: HD 16, H, AC 19, ATK 2 (Slam x2, Muckball x2*) DAM 1d12/1d10, MV 80'/Swim 160'/BRW 80', SAV F7, MORALE 11.
***Mud Aura. 30ft around the Mud Elemental is splattered with sprayed mud. Any creature starting its turn in the aura loses 10ft of speed like the Muckball.

Ram: HD 2+2, S, AC 12, ATK 1 (Gore) DAM 1d6, MV 50', SAV F2, MORALE 10.
*If the ram moves at least half its speed before it attacks, its gore deals an additional 1d6 damage. Rams get +1 attack and damage for each other ram within.

Roc: HD 12, H, AC 18, ATK 3* (Bite, Talon, Wing) DAM 3d6/1d8/1d8, MV 10'/Fly 80', SAV F10, MORALE 10.
*If it hits with a talon attack it will attempt to grapple the target then drop them from the air in the following round.

Stirge: HD 1+2, T, AC 13, ATK 1* (Stab) DAM 1, MV 20'/Swim 60', SAV F5, MORALE 8.
*After a stab, the stirge attaches and drains 1d6 hp per round until removed with a STR check (DC 15) or it flees.

Swamp Monster: Swamp grasses, mud, and moss covered logs coalesce in a large, squat humanoid shape. A maw lined with algae covered, jagged logs opens from the headless torso. With a roar the creature lurches forward, thrashing with thick, muddy tentacles. If badly injured it will retreat, content to let disease finish off its prey.

Swamp Monster: HD 12-3, H, AC 15, ATK 3 (Whip x2, Bite), DAM 1d6*,2d6**, MV 30'/ Swim 60'/BRW 20', SAV F6***, MORALE 10. Regeneration 10 except on dry land.
*20 ft. reach. Target is covered in muck and grass, reducing speed by 20 ft. until a turn is spent to remove it.
**Fetid Fangs: Make an easy CON save (DC 12) or contract 1d3 diseases.
***Well insulated: Half damage from fire, electricity, and cold. Immune to poison.

Swarms: A large swarm of small creatures move as a group to attack. Swarms reduced to 0 hit points scatter.
*Swarms take only half damage from targeted attacks but take double damage from area attacks. **Swarms deal damage automatically to all creatures that start their turn in one of the eight contiguous 5ft spaces or cubes they occupy (16 for huge swarms).*

Ant Swarm HD 10, L, AC 14*, ATK 1** (Bites), DAM 2d6, MV 10', SAV F3, MORALE 10.

Centipede Swarm HD 12, L, AC 13*, ATK 1** (Bites), DAM 3d6, MV 20', SAV F4, MORALE 8.

Wasp Swarm HD 6, L, AC 16*, ATK 1** (Stings), DAM 1d6 + Poison, MV 5'/Fly 30', SAV F1, MORALE 12. Moderate CON save (DC 13) or take 2d6 poison damage.

Nightshade Moth Swarm: A fluttering swarm of light purple moths leave behind a trail of dust glinting in the moonlight. Nightshade larvae feed on nightshade and the adult form produces a sleeping poison. A single moth produces enough dust to poison small rodents. In a swarm, they produce enough to fell large beasts, where they lay their eggs and rely on residual toxins to protect from predation.

Nightshade Moth Swarm HD 4, L, AC 14*, ATK 1** (Dust), DAM 0 + Dust, MV 5'/Fly 20', SAV F1, MORALE 6. Dust: 1d6 Poison damage then make a moderate CON save (DC 13) or fall asleep for 1d6 rounds.

Piranha Swarm: Trapped in ponds and bogs when flood waters recede, piranha fish become incredibly vicious during the drier months. Setting foot in water with piranhas will attract their attention. The fish nibble at first, but as more fish join in, they frenzy. During dry months, it is best to test any water that isn't still with small bits of food and avoid swarms. During floods, avoid the water.

Piranha Swarm: HD 5+5, H, AC 14*, ATK 1** (Frenzy), DAM 1d6, MV 0'/Swim 50', SAV F3, MORALE 12. Frenzy damage doubles on each successive round of attack to a maximum of 10d6.

Snake Swarm: HD 6+1, H, AC 14*, ATK 1** (Bites), DAM 1d6 + Poison, MV 20'/Swim 10', SAV F3, MORALE 12. Easy CON save (DC 12) or take ongoing 1d6 poison damage until a successful save is made.

Spider Swarm HD 8, L, AC 15*, ATK 1** (Bites), DAM 1d6 + Poison, MV 20', SAV F2, MORALE 9. Moderate CON save (DC 13) or take ongoing 1d6 poison damage until a save is made.

Worm Swarm HD 12, H, AC 10*, ATK 1** (Bites), DAM 1d6, MV 5'/BRW 10', SAV F3, MORALE 10.

The King: A death knight raised from Thri-Keen corpses, The King is the object of The Queen's affection. She dotes over him, but in his undeath, he disdains emotion. He is skilled with his sword and can shoot gouts of brimstone laden flame.

The King: HD 7+1, M, AC 20*, ATK 3 (Greatsword, Claw**, Fireball***) DAM 2d6/1d6/5d6, MOV 40'/JMP 80', SAV F7, MORALE 11.

*Once each round, he may parry a melee attack to ignore its damage.

**His claw attack ignores armor and deals necrotic damage.

***20 ft. radius fireball with a center-point within 90ft. This attack recharges on a '5' or '6'. Moderate DEX save (DC 14) for half damage.

The Queen: A crazed, lonely, immature Thri-Kreen that turned herself into a demi. She raised The King from corpses that were left by the Humans that killed the Thri-Kreen here long ago. She relies on her pets in combat, supporting them with spells. If she is losing, she will parley, offering her gemmed crown 'phylactery', worth 5000SP. Her real phylactery is the Thri-Kreen doll she hides in the Vault. She will act histrionic and pathetic, touching the skin of the players with a contact poison hidden in her natural bug slime.

The Queen: HD 8, M, AC 18 ATK 2 (Bite/Spells*) DAM 1d6/Vary, MOV 40'/JMP 80', SAV W8, MORALE 8.

*She has the following spells prepared. She excludes her minions and allies from the effects of her spells. Spell DC 16.

- Cantrips: Poison Spray, Acid Splash, Minor Illusion, Prestidigitation
- 4x 1st: Grease, Witch Bolt, Tasha's Hideous Laughter
- 3x 2nd: Web, Arcane Lock, Suggestion
- 3x 3rd: Stinking Cloud, Animate Dead, Fly
- 2x 4th: Blight, Evard's Black Tentacles

**Her poison is a baleful polymorph poison, onset 1 minute. Make a moderate CON save (DC16) each round or spend the round vomiting. After three successes, they are cured. After three failures the vomit forms a 'cocoon' and they go unconscious for an hour. When they emerge, they must make a moderate WIS save (DC 16). If they succeed, they gain a random mutation, otherwise they become a dire insect, keeping their mental stats, now fiercely loyal to The Queen.

Wild Horse: HD 2, L, AC 13, ATK 1 (Bite or Kick) DAM 1d4/1d6, MV 60', SAV F1, MORALE 4*. *Roll morale on taking damage. If failed, the horse starts a stampede with other horses. Each round they double move to escape. Any creatures Medium sized or smaller in their path receive two kick attacks.

Workers: Sullen, dull colored insects that mindlessly perform tasks given by a queen. They will not defend themselves if attacked. They feel no fear and have no individual thoughts.

Worker Ant: HD 2, S, AC 13, ATK 1* (Pinchers) DAM 1d4, MOV 20'/BRW 5', SAV F1, MORALE 12.
*Worker Ants get +1 to attack and damage for each other ant within 5 ft. of the target.

Worker Spider: HD 1, T, AC 14, ATK 1 (Bite) DAM 1 + Poison*, MOV 30'**/ Climb 30', SAV F1, MORALE 12.
*Easy CON save (DC 10) or take ongoing 1d6 poison damage until a successful save is made. **May jump up to twice their move speed and make a single bite attack.

Worker Centipede: HD 4, S, AC 14, ATK 1 (Bite) DAM 1d4, MOV 40'/BRW 10', SAV F3, MORALE 12

Worker Wasp: HD ½, T, AC 15, ATK 1 (Sting) DAM 1 + Poison*, MOV 5'/ Fly 40', SAV F0, MORALE 12. *Make a moderate CON save (DC 14) or take 1d6 poison damage. A wasp takes 5 damage when it hits with a sting attack.

Worker Nightshade Moth: HD 1, T, AC

Traps

Acid Spray: *Acrid smells linger in the air. If the party continues, mud bubbles up and gouts of acid fill the tunnels, dealing 5d6 damage to the first two rows of the marching order. A difficult DEX save (DC17) reduces this damage by half. If investigated, the party can see the bubbles from further down the hall and can choose to wait them out, going through after the acid settles.*

Deadfall: *There are faint rumblings and a loose earth can be seen on the floor. Traversing the hallway will drop the players into a 40 ft. deep pit when the total weight reaches 300 pounds.*

Deadly Mushroom Spores: *A hazy smoke hangs in the tunnel ahead, and a few mushrooms sprout here and there. Any investigation will reveal the fog to be spores. If the party passes through this fog, they must make a moderate CON save (DC 14) or take 2d6 ongoing poison damage until they make the save. Covering mouths and noses confers advantage on the initial save. Any significant breeze will disperse the spores.*

False Patrol: *Digging can be heard. If investigated, it was misheard or is moving away.*

False Signs: *Faint rumblings, loose earth on the floor, a hazy smoke in the tunnel ahead, or cobwebs stringing across the tunnel. If investigated they are revealed to be pure coincidence or minor hallucinations.*

Spider Threads: *Obvious threads crisscross the tunnel. These are false. If they try to go around them, they trip the hard to see ones and the next encounter will have an additional 1d4 Giant insects. These secondary threads can be seen with a difficult passive perception (DC 20) or a close investigation of the obvious threads.*

15, ATK 1 (Dust) DAM 0*, MOV 5'/Fly 20', SAV F0, MORALE 12.
*Dust hits all within 5 ft. 1 poison damage. Make a moderate CON save (DC 13) or be dazed for 1 round.

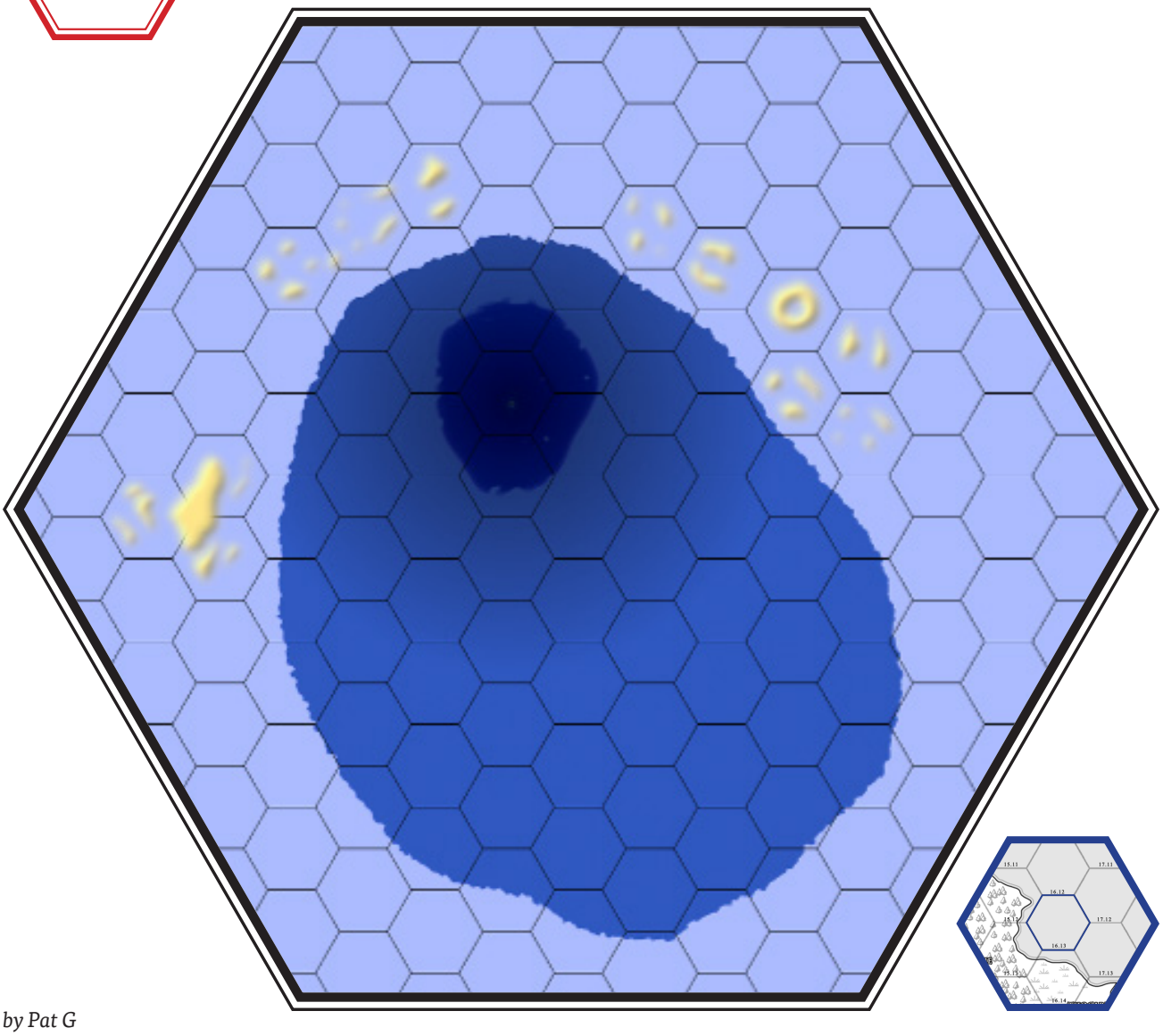
Worker Worm: HD 5, S, AC 14, ATK 1 (Bite) DAM 1d4, MOV 10'/BRW 20', SAV F1, MORALE 12.

Zombie: HD 2*-1, M, AC 9, ATK 1 (Slam) DAM 1d6, MOV 15', SAV F1, MORALE 12.
*If a zombie would be reduced to 0 HP, roll a CON save (DC 5+damage received). On a success, the zombie is left at 1 HP instead.

Zombie, Kitchen: Replace the slam attack above with a rusty knife, pan, or pot attack. The zombie attacks twice for 1d4 damage.

THE BLACK NECROPOLIS

16.13



by Pat G

Halfdan's Tale

Caught in the rigging of a sinking ship, Halfdan claims he was dragged far into the ocean depths before he was able to cut himself free. He described a huge underwater city populated only by the dead and decaying corpses of the merfolk. Some he said were strewn around the alleys, others impaled on pikes and tridents and a very few hooked to the chains of floating copper buoys. These last he said seemed to be dressed in finery absent on the bodies of the corpses lower down. In the depths, hag fish and bottom feeders worried at the bones of the deceased while larger fish worked at the impaled corpses. The floating remains seemed the exclusive province of the largest predators such as sharks and giant rays and in the distance a grotesquely huge tentacle. In the extreme distance, there appeared to be an even deeper chasm from which emanated a pulsing violet glow. Halfdan disappeared soon after sketching out the drawing below

Crippled by the bends and rendered deaf by his return from the depths, this crude drawing of Halfdan's is the only depiction of this city known to those on the surface. Sages and mariners alike discount this fantastic tale as an illusion brought on by Halfdan's near death by drowning. The sages in particular remark that there is no way for a mortal man to see such a distance or with such clarity through the gloom of the salt water sea. Mariners, however they might laugh at this poor unfortunate, still carry on their ancient practice of chumming the waters with fish and other less conventional offerings before crossing this particular stretch of sea.

Treasure Items & Grave Goods

Merfolk Dagger:

In the hands of Merfolk, this is just your stock copper bladed, driftwood handled +1/+1 or system equivalent (SE) dagger. In the hands of a surface dweller it provides no bonus but negates or halves (GMs discretion) underwater combat penalties but only while it is the weapon wielded. Merfolk who find a surface dweller in possession of one of these daggers will at the very least ask some very pointed questions of, if not be outright hostile to, the possessor.

Severt's Subsurface Speculae

Two hinged silver disks attached to a tanned snakeskin headband. Flipped down over the wearer's eyes, they will halve/negate (GMs choice) any underwater vision penalties. When worn above or below water, they will provide a -3 (SE) to any surprise rolls due to their brightness for the wearer but also a +1 (SE) to any search or find traps rolls if a suitable light source is available and positioned correctly - a skill check may be required for correct use at the GMs option.

(Modern GMs - think of the olde tyme Doctor's mirror [invented by the Frenchman Severt] times two as a pair of flip up spectacles)

Corroded silver piece

I just read something very similar in a Vance novel so I know this is not my idea but I hope the details are different enough to be interesting.

A corroded silver piece is found in an otherwise empty chest, bag or similar container. If removed and placed into a new container, it will rapidly absorb any coins (optionally gems and jewellery) in the same container and become very bright and shiny. The raised detail will be artistically frosted and there will be no wear at all, (equivalent to a Sheldon PR70 coin in one of the current grading systems). Over time, this lustre will decrease and wear and corrosion increase until it returns to its corroded near valueless state. For every sp (or optionally gp) of value adsorbed from the new container, this process of degradation takes one day.

However, if spent by the owning player, the coin will return to its new container after one hour (or a random period of time). When the coin becomes completely corroded, it will have to be placed into a brand new container containing coinage before it will regenerate. Optionally the GM can allow the Corroded Silver Piece to be "fed" coins, slowing down or reversing the corrosion process and allowing it to remain in the same container.

Options: if the coin is smelted or melted it will explode casing x damaged to anyone with in y feet, with x perhaps depending on 1/(current coin worth). It may also just evaporate.

GM note: In the later corroded states the coin will be worth less than one sp and may not be accepted at all by some merchants. In pristine condition, this coin will be worth far more than one sp especially to collectors. The type of collectors who are able to offer top dollar for a "perfect" coin

are also the type to employ black cloaked and masked "security consultants" to run down suspected thieves and fraudsters. After all, a coin case or cabinet is just another form of container....

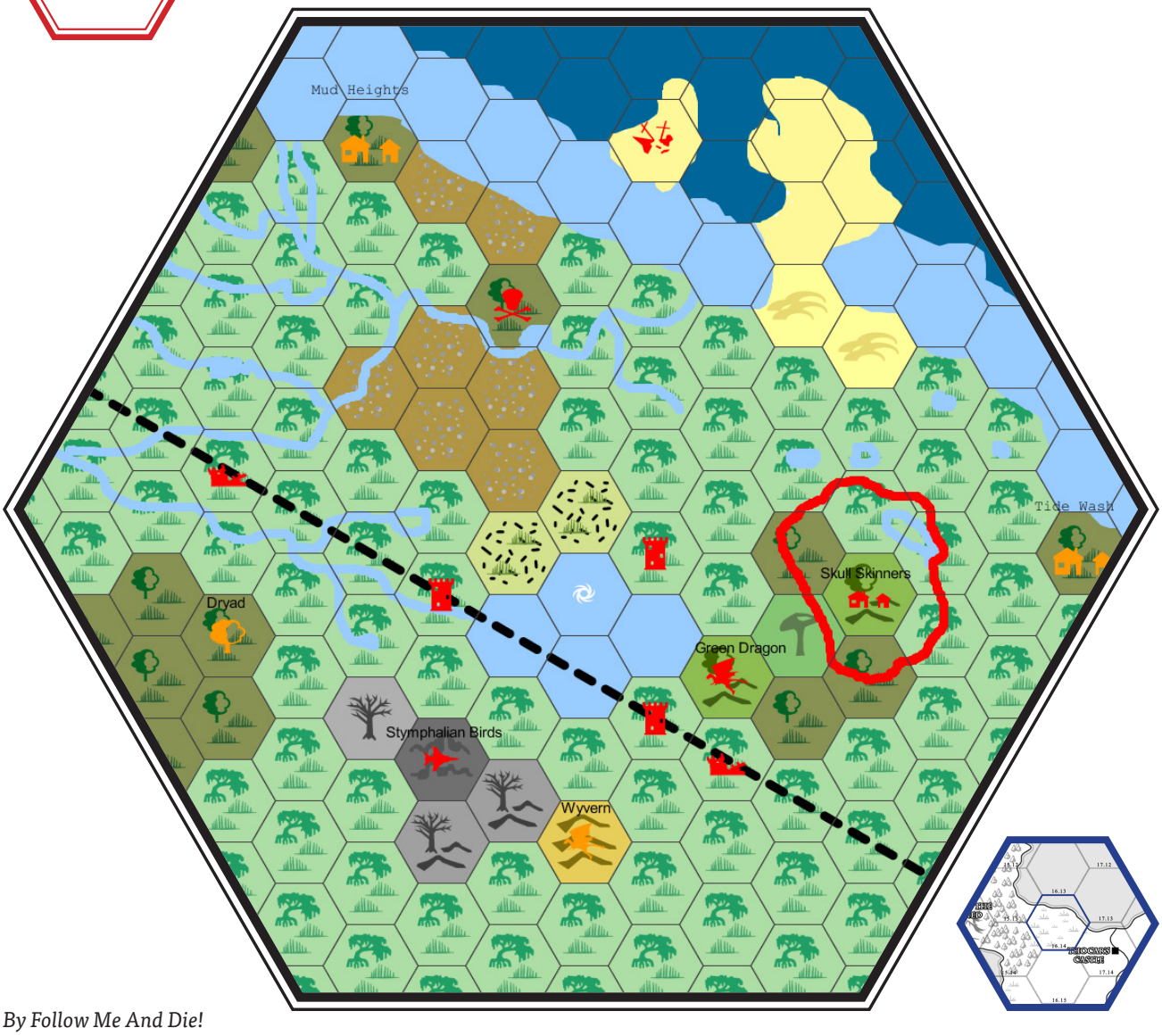
The Gill Flaps of B'l'nda

These two leathery half moon shapes are joined by a thin strip of dried sinew. Two other strips of sinew allow them to be tied around a person's neck like a necklace or choker. The wearer will then be able to swim, see and fight underwater as they do on land. While wearing the gill flaps, there is a -2/-4 (SE) penalty to Charisma checks for non-merfolk and merfolk respectively. The flaps are seen as abominations by sea dwellers - perhaps, it is rumoured, because they have been torn from the corpses of merfolk dead. While wearing the flaps, the user must stay moist at all times or suffer a -1 Con penalty for each hour the user has been dried out. This is usually not a problem but has been used as a torture device. A small number (5-10%) are cursed and cannot be removed.



The Black Necropolis as drawn by Halfdan the Deaf.

16.14 THE SCREAMING SWAMP



By Follow Me And Die!

So named by scholars because of the screams or shrieks of the strange creatures that inhabit the swamp, but most others say it is so named for the screams of its victims unwise enough to enter.

This coastal swamp is a barrier to land travel. Only footpaths, game trails, and a few raised areas enable travel through the heart of the swamp. Caravans and sensible travelers stick to the road/path/trail along the forest to the Southwest. There are sandbars on the coast that make sea access difficult for all but local fishermen, pirates, and smugglers, who know the channels. There are two villages on the edges of the swamp, but the interior is ruled by kobolds, pirates, and worse.

The ancient civilizations had roads and towns, now submerged, with rumors of monsters guarding treasure. Travelers and adventurers who have braved the interior tell stories of towers rising from the waters. Few believe that anyone but a thief, pirate, or fugitive would dare enter the swamp.

Streams from the surrounding area make their way to the sea through this swamp.

Settlements:

Tide Wash and Mud Heights

There are two small fishing villages on the coast in the forested wetlands, Mud Heights near the mud flats to the northern coast, and Tide Wash on the southern coast. These people keep their heads down and mind their own business (if they know what's good for them.) Only substantial coin or drink can loosen their lips about what goes on and the things they may or may not have seen. These small villages are built on the highest available land for the "richest" among them, many live in raised houses. Each village is no more than a couple hundred souls, mostly human. They each have a couple of grimy taverns that serve fish and mostly wild vegetables. Often the only available fare on the menu is salted fish or a semi-fermented spicy fish stew. They have a fish-based brew that does the job of drowning one's sorrows, but that's its best quality.

Tide Wash and Mud Heights occasionally trade with each other, but more often avoid going around the sandbars and dunes and trade with the villages on friendlier coasts.

The Forested Wetlands

The forested wetlands bordering the edge of the forest to the West has a lone dryad with her tree on a small dry hill in the forested wetlands next to the swamp. Charismatic travelers beware! She managed to save her tree from the great cataclysm that caused the land to sink and the waters to rise. If a druid is travelling through, the dryad will seek his/her assistance in enhancing friendly plants nearby and strengthening her protections against the evil creatures nearby.

The Sandy Outcroppings

There are sandy outcroppings that make landfall/navigation along the coast difficult. They form dunes cutting off coast hugging travel. Crocodiles have been seen sunning themselves on these beaches after a meal, sometimes of a fisherman. Some reports of mysterious lights that some attribute to magical creatures (will-o-whisps) or merely pirates looking to lay low. Storms and strong winds have piled up the sand into dunes. Storms and winds have been known to move the dunes to what was once water and back again. A few old shipwrecks peer from the dunes. Fisherman and villagers loot anything useful from fresh wrecks. They return after storms to see if anything they missed has washed up. Larger storms will wash up the occasional strange artifact or old wreck from the deep water to the north and deposit them on the sand bars. Some strange items are left until the next storm carries them away or they mysteriously disappear.

The Mud Flats

There are two areas of mud flats, one on the coast and one to the interior. Both limit easy access to the interior. Encounters in these areas will be something off any path that is trapped, or something on the only available path, or from the air.

The Ancient Road

The ancient road sank along with the surrounding terrain due to some ancient cataclysm, earthquake, magic, or some foul evil. No one seems to know for sure; but each theory has its own supporters, from lowly peasants to renowned sages. Those who claim to have traveled the swamp along the ancient road tell tales of seeing the road below the water and vegetation, and use it as a guide.

There are a couple of ancient towns along the road and ancient towers rise up, some inhabited with

pirates and fugitives, and others by wild beasts and monsters. Few, if any of these building whether above or below water are uninhabited. Most structures in these towns are cracked, partially fallen, and overgrown. Some buildings form crude caves for wild animals. Those buildings above the water may house more intelligent creatures. Some adventurous types claim to have found great wealth, most never returned to tell their tales. But does never returned mean that they just kept going and are only lost in the tales of villagers…?

Weretown

The ruined town southeast of the lake, along the ancient road, is known as Weretown, home to a herd of wild boar and a group of wearboars. The wild pigs inhabit the edge of town, near the forested swamp to the northeast. When the wereboar are with the wild pigs, they keep them from entering the green dragon's territory. When in the form of men, they will trade, although not fairly with the outcasts and the kobolds. Sometimes they will raid villages and the outskirts of towns in the big hexes to the south and southeast. The wereboar if in their lair will chase off anyone not among the outcasts known to them. In human form, they will have lookouts and appear to be a "normal" community in a ruined ancient town. Any outcasts they don't kill or chase off end up their slaves.

Towards the southern edge of the town, a group of werewolves and a pack of wolves claim territory. Sometimes they fight over turf in town with the wereboar, or fight over the wolves killing the wild pigs. As with the wereboar, the werewolves have lookouts and make slaves of those they do not kill or drive off. They will also trade with the outcasts and the kobolds, pressing the advantage of their near invulnerability in making deals.

The only normal people who live in this town are slaves. Slaves may be outcasts who did not make it to the tower, adventurers captured in their travels, the occasional kobold or pirate who displeased them, etc. The wolves and werewolves and their slaves are closer to the wyverns and encounter them a bit more than the green dragon.

Giant rats, insects and other such vermin are common here.

Wraithtown

The ruined town northwest of the lake along the ancient road, is called Wraithtown by the pirates, due to the strange lights they see there at night when they pass by in the stream to the southwest as they go to and from their lake hideout. The pirates avoid going there at night. There is no permanent settlement there. Only travelers following the old sunken road make camp there, in their ignorance of the place. Though some pass through without incident, it is a strange, spooky place and some who stop there are never heard from again. Travelers who make it through the town unscathed wisely avoid the ancient cemetery with its tombs, crypts, and mausoleums. The cemetery is home to ghouls, shadows, skeletons, spectres, wights, wraiths, and zombies. The more valuable the treasure to be had from the resting places of the dead, the more powerful the undead. Some who claim to have ventured into the cemetery claim that ghosts, mummies, vampires, and liches can be found there too.

Giant rats, insects and other such vermin are common here.

Southeast Tower

The tower southeast of the lake has become a refuge for outcasts. Those running from punishment or responsibilities. The small community here makes a living fishing and trading with the pirates and kobolds for things they need but can't fish, hunt, or dig up in the interior. Some of the braver or more adventurous among them will scavenge for trinkets and coins and other bits and bobs in the ruins of the town to the southeast.

Northwest Tower

The tower northwest of the lake is the interior hideout for the pirates. They keep those they trust the least or deserve punishment there to keep out the creatures and inquisitive types, like adventurers. There is a dock for ships that has a single leaky boat when the rest of the pirates are out and about. When storms are brewing and there is time, pirate captains will bring their boats here to dock and ride out the storm. Otherwise, they only come here when patrols are thick and it isn't safe to be too close to the coast.

When a storm drives them inland, there can be from 2 to 12 ships moored to the dock or beached near the tower.

When patrols are particularly heavy along the coast, there can be from 10 to 20 ships. If there is a drought, the streams can dry up so that barely a canoe can make it to the lake. No one on the outside has made the connection between a drought and better results in rounding up pirates.

When ships are docked here, the pirates are in numbers large enough to fear little other than the largest of creatures in the swamps. Their magic users and clerics can help them ward off the angry water elemental while they are there. Crews will bet set busy making repairs. Captains that don't keep their crews busy, will see gambling and arguments over theft or the fairness of shares lead to troubles. Competing captains may use the opportunity to take out a rival and add a ship to their fleet. Only the strongest captains with the know-how and charisma to keep their crews loyal can stay in this hideout without fear of a mutiny or reprisals from rivals. The stronger captains work together to keep the weaker ones in line as it makes the job easier with their own crews. Of necessity, stronger captains may add to their little squadrons or fleets to keep the trouble to a minimum.

When ships are here, they often impose tribute of dried and salted fish, and trinkets and treasure from the ruins, on the outcasts in the tower across the lake.

NOTE: Sailing ships longer than 30 feet are limited to shallow drafts, unless they are in the style of long ships, then 40 to 50 feet ships are often seen.

The Ancient Tower

Between the lake and the coast is an ancient tower claimed to be that of a once great wizard, now deserted, more or less. Some say they have seen lights from the old tower, or heard strange noises from that direction.

NOTE: There are dancing lights at the top of the wizard's tower that have attracted a will-o-whisp. The same magics that bind the water elemental also bind an evil spirit/demon/devil/angry "something". The old wizard died after summoning the creature, but before giving it a command; and had bound the water elemental to keep out exterior interruptions until he was done. The bound creature in the tower will either wait quietly hoping any who enter will free it through their ignorance in entering the tower, or will appear as a beautiful and comely young man or woman and beg to be set free, or as an angry and terrible whatever it is demanding freedom. The remains of the dead wizard has about his neck a talisman that is the key to the binding. If another person takes possession of the talisman and puts it on within one turn, they have a chance to control the whatever it is, but if they do not act quickly, it will either attack them or flee to freedom. This will also free the water elemental who is no longer bound to guard the exterior of the tower as long as the thing is bound. If the person with the talisman/amulet is able to control the thing, they can command it to do one thing, i.e. answer one question, heal one person/one group, retrieve one item/person from any specific place. As with all such bargains, it will seek to adhere to the letter and not necessarily the spirit of the command to speed its release. Poorly worded commands will have less than desirable results. Such magics and bargains with devilish or demonic creatures are highly evil/chaotic acts and will have a negative impact on those who identify with good/law. For example a paladin in a party would seek

to slay the creature if it was evil, or leave it bound to its place, if it was known to leave the talisman/amulet in place.

Determine the type of Creature bound in the tower:

ROLL 1D8	CREATURE
1-2	*Elemental: Air, Earth, Fire, Water*
3-4	*Aerial Servant/Invisible Stalker:* • *50% chance still waiting for its orders* • *50% chance waiting for resolution of its orders (***Last command***: "Remain here until I return." This requires moving the body of the wizard out of and back into the room.)*
5-6	*Demon/Devil: Succubus or something similar. Held by wards and sigils until someone undoes them on purpose or unawares.*
7-8	*Undead - wight, wraith, vampire, mummy, lich*

ROLL 2D6	
1-4	*Chance it leaves when group enters*
5-8	*Chance it attacks when group enters*
9-12	*Chance it does nothing.*

There is some higher ground in the interior, rising enough to be called hills. Some are bare hills, others have dead forest. There is even talk of an area with a giant mushroom forest.

The Mushroom Forest

The mushroom forest was once part of a cave system that was exposed in the ancient cataclysm. The collapse of the cave system created a few sizeable talus caves from the former roof of the caverns. Creatures not normally found above ground are inhabitants of these caves. Shriekers are the most common, in the larger caves with perpetual shade in daylight. A few caves formed an alignment with sunrise or sunset on random days in the year. Depending on the horizontal depth of these caves, the sunlight can affect the shriekers for 1d4 hours. Roll a d10 for the number of such caves. Roll 1d12 to determine which month and 1d30 to determine the day of the month, and even/odd on any die to determine sunrise or sunset. Being near one of these caves on one of these days could mask travellers from the nearby intelligent monsters who track such things, but normal animals or creatures of low intelligence will still be attracted by the creatures. Some shriekers lurk under the shade of the larger mushrooms and navigate around them to avoid direct sunlight. Some shriekers have evolved to not react to light, but movement within about 30 feet.

The mushroom forest contain several varieties of edible, poisonous, and hallucinatory mushrooms. Some of the mushrooms that are poisonous are also hallucinatory. The villagers of Tidewash and the pirates/smugglers will trade with the kobolds for the hallucinatory mushrooms. Often some villagers will risk entering the kobold territory in daylight to gather their own mushrooms, for their personal use, as well as to sell. The fresh water pools in the area are affected by the toxins and properties of the nearby mushrooms. Kobolds treat the mushrooms as their property and anyone wondering about is viewed as mushroom thieves, and subject to capture, torture, and death.

The pools of fresh water appears to be fresh water, including its taste, but is equally likely to be pure, poisonous, hallucinatory, or hallucinatory and poisonous. Hallucinations are as per the spells for visual and auditory illusions. A save versus the illusion is possible, if the person actively disbelieves. A save vs. poison will give those affected a +4 on their save to disbelieve the illusion.

ROLL 1D100	NATURE OF THE POOL
01-25	*Fresh water. (Still a chance for disease.)*
26-50	*Poisonous water.*
51-75	*Hallucinatory water.*
76-100	*Poisonous and Hallucinatory water. The poison has to be slow enough to have its hallucinatory effect prior to death, and a save vs. death is allowed.*

Effects of poison will be anywhere from 1d6 to Nd6 of damage, instant death to death in Nd6 rounds, lowering of a random ability score by 1 or 2 points for Nd6 hours or days. Some more esoteric effects would be loss of a random spell from the day's prepared spell list, penalty to certain rolls, like opening and listening checks or penalties on surprise or initiative rolls.

30% chance that each party member has a different illusion.

ROLL 1D6	
1	*Either a monster that is fleeing the party or chasing the party.*
2	*The last monster/bad guy killed, now seeking revenge; or a very angry creature from a random encounter, if there is no kill.*
3	*Rumored/Known Creature of Area. The ones the party has most indicated they hope they don't meet.*
4	*The last out of character statement a player makes comes into being. 50% chance this effect is permanent with a penalty to any saving throw.*
5	*A known dead companion (former PC, henchman, hireling, etc.) appears d100 1-50 alive and seeking to rejoin party, hungry and lost. 51-100 appears as undead and seeking revenge and blaming surviving members of party for his/her fate. Use a random NPC that died due to the party's action or inaction, if there is no other obvious choice. A companion lost down a bottomless pit, or rended limb from limb in the sight of the whole party is the best choice.*
6	*The pool is infected by a truly magic mushroom that teleports each party member in a random 1d6 direction, 1d6 hexes away. If this pool is found again and the water collected, or water collected before it is drunk, it will lose power and each day after collection the distance will be reduced by 1. The user of this water will not know it is growing weaker. On the sixth day it will not move the drinker, but summon a doppleganger to attempt to replace the imbiber in 1d6 days. If the water is kept beyond 6 days and is drunk, the drinker will have a hallucination based on the above table, treating a 6 as roll again.*

NOTE: Spells such as purify food and drink or purify water or remove poison are only fully effective on water removed from the pool and put in a container, as the volume of the pool is too great to totally cleanse it. Only pools with poisonous or hallucinatory effects can be purified. If the entire pool is subject to such a spell, it will add +1 to saves vs. its effects per two levels of the spell caster, i.e. levels 1-2 = +1, 3-4 = +2, etc. Multiple spells on the same pool will not increase the bonus beyond what the highest level caster can give.

There are pools of both fresh and brackish water, usually along the paths of the meandering streams. A traveler who is lost in the swamp can easily die of thirst. Outside the mushroom forest, the pools are either fresh or brackish. Nearer the streams the pools tend to be fresh. Away from the streams, pools of water are 40% fresh and the rest are brackish. The brackish water is obviously unfit to drink without a way to purify it. The pools are too big for a spell to purify the entire pool and only putting water into containers can guarantee it is pure. The pools and ponds nearer the coast are more likely to be brackish due to tidal surges from storms. Also the pools and ponds nearer the dead forest inhabited by the harpies and stymphalian birds are more likely to be brackish.

The Skull Skinners

A tribe of kobolds, the Skull Skinners, inhabit the hills. They find refuge from the larger creatures of the interior and use it as a base to assault those who dare enter their swamp. They occasionally trade with pirates, because the kobolds don't have the strength or numbers to oppose the pirates. They have marked their territory with the cleaned skulls of their victims, from fugitives and villages, to lone pirates and larger creatures. The kobolds tend to rely on traps like snares and dead falls to guard the way to their lair. Occasionally they will raid the outskirts of Tide Wash carrying off victims. Their home is part of the former cavern system that included the ancient mushroom forest. They have openings to their cave system directly on the level of the mushroom forest and in the hills around it.

ROLL 1D6	TYPE OF SNARE
1	*Simple snare to snag one person/creature and lift them off the ground. Can have more than one such snare in an area.*
2	*Larger snare with a hidden net to catch one or more creatures. Nets can be big enough to capture up to 6 small, 3 man sized, or 1 large creature.*
3	*Simple snare that swings a held person at a spiked log for 2d6 damage- allow a saving throw for a chance to swing out of the way and take half damage.*
4	*Simple trip wire to swing a log parallel to the path to strike all in a twenty foot line ten feet wide. Can roll to save to avoid, unless surprised. 1d damage, 2d6 if have spikes. Also save vs. poison/ disease if spikes covered with offal or poison.*
5	*Simple trip wire to swing a log across (perpendicular to the path) strike all within twenty feet. Can roll to save to avoid, unless surprised. 1d damage, 2d6 if have spikes. Also save vs. poison/disease if spikes covered with offal or poison.*
6	*Simple trip wire with bells/signal.*

NOTE: All pits will be covered to hide them to appear as part of the trail floor. All traps with spikes have 75% chance to be smeared with offal or poison. Pits can be in the middle of a path/trail, or just off to the side, if a trip wire crosses the path.

ROLL 1D6	TYPE OF PITS
1	*Simple 10 foot deep pit. 1d6 damage.*
2	*10 foot deep pit with spikes. 2d6 damage. Roll to save to avoid spikes for 1d6 falling damage only.*
3	*10 foot deep pit with swinging log to drag people into pit. 1d6 if surprised by log or fail save to dodge and get knocked into pit for additional 1d6 damage.*
4	*10 foot deep pit with spikes and a swinging log to drag people into pit. 1d6 if surprised by log or fail save to dodge and get knocked into pit for additional 1d6 damage, and 1d6 damage for spikes. Save vs. poison/disease if offal or poison on spikes.*

ROLL 1D6	TYPE OF PITS
5	*20 foot deep pit with 10 feet of water. No damage from fall. Weight of gear will determine if those in pit can tread water, or if too much weight to tread water, if they can push off the bottom to catch their breath - if tall enough. Small creatures and those 5 feet or less in height will have little chance to push themselves above water. The walls of the pit will have no hand holds and will be muddy/ slick and dig into the sides of the pit shaft with a chance of collapse and burial of those in the pit. If multiple people are in the pit, they can attempt to make a ladder to get out. Pushing off with a ten foot pole is possible, but there is a 30% chance that the pole will sink into the muck below instead of being a firm platform.* *Those in a group that did not fall into this pit can attempt to retrieve others. If there is no rope to lower to them, there is a 30% chance that a single rescuer is pulled in due to the slick conditions. If the person above is not the one with a rope, tossing the rope while trying to tread water will be a great challenge.* *Vines can be used. If the person using vines to rescue those in the pit is not a ranger, druid, or someone with woodland skills, or does not specify that they avoid poison ivy, there is a 50% chance that a poison ivy vine is used. All those touching the vine will need to make a saving throw to determine if they get the sap on their skin. If the oils are not washed from the skin, those affected will lose 1 hit point per 12 hours up to 6 hit point maximum. Without a remove poison or a bath and a dry environment they will be at a permanent reduction in hit point until they have the poison removed, or find a clean environment to rest for 1d6+4 days to rest and recuperate. This is in addition to any other wounds.*
6	*10 foot deep pit with spikes and a swinging log to drag people into pit. 1d6 if surprised by log or fail save to dodge and get knocked into pit for additional 1d6 damage, and 1d6 damage for spikes, and 2d6 damage from falling boulders. Save vs. poison/disease if offal or poison on spikes.*

Falling Traps

In the hills of their lair, there are traps of falling bolders or rolling logs that will roll down upon those in its path. An area of ten to twenty feet wide is usually affected.

The Pirates

The pirates that roam the coast have a small base in the forested wetlands between the mud flats. Some say it is just a resting place, others say it is a small village, while other say it is an ancient city that retains much of its beauty. Few desire to investigate for the truth of this pirate camp. Occasionally, the pirates will follow the waterways to the lake in the interior. They usually only do this to avoid increased patrols when the authorities deem they have done too much raiding.

The Interior Lake

The interior lake is home to giant frogs and giant fish. Occasionally crocodiles make it to the interior. Some have said that the weird ancient magics in the swamp have made even the leeches, ticks, spiders and more grow to enormous size. There are even enormous giant rats! (EGRs)

A few packs of wolves and wild boar and other animals find refuge in the high ground. Some say shape shifters roam with these wild animals.

A ranger/tracker/hunter/druid or very astute traveller can find game trails to make their way across the swamp, but often the trail is hard to find.

There are four types of paths other than following the ancient submerged road: Humanoid path, Traveler/Trading path, Smuggling path, Game Trail.

If lost or heading out in a random direction, determine the type of path encountered. A ranger, hunter, or knowledgeable local will increase the chance of finding a trail and sticking to it. Game trails tend to fade in and out of visibility depending on terrain and vegetation. If a stream is crossed, the "continuation" of the trail on the other side may not be directly across the stream as animals may

not cross the stream from this direction, etc.

The type of path will have an increased chance to encounter someone or something most likely to use such a path. Carnivores stalking prey and hunters stalking game will be more common on game trails, as will game animals. Travelers hoping to make a quick journey on Traveler/Trading Paths. Pirates and smugglers and less than honest traders on smuggling paths. Kobolds, pirates, smugglers, adventurers on humanoid paths. Travel on such paths will be on more solid ground and "safer" to cross the swamp, but increase the chances of an encounter, as all land bound creatures will use them. Predators like wolves and lions will lie in wait. Omnivores like bears and boar will more likely be in the underbrush seeking other food, but will attack prey/potential threats when approached or startled.

If following the ancient road, roll for either every 100 feet or 100 yards. There will be a 70% chance that the roadway through swamp is submerged in 1d6 feet of water, and if not submerged, it is overgrown with vines and creepers making progress slow. Each half mile hex will have 26.4 100 foot sections, or 8.8 100 yard sections. It can be a gentle slope up or down into the water, or a sudden elevation change by the amount of feet under water. (There are ten swamp hexes, so you can determine 264 100 foot sections or 88 100 yard sections in advance. If you determine this in play, make a note of it, or due to the mysteries of the swamp, it is different every time.) To the northwest there are bridges across the rivers/streams. It is the nature of the ancient road to be tough and resilient. The bridges still cross, but can be a barrier or hindrance if they are now underwater, as one bridge would impede the pirates access to the lake. A drought would make this a major barrier if it is submerged. Also, a climb to reach the bridge would be an interesting challenge. What is on top of the bridge and is there a toll or price to cross it?

Where the road crossed the lake, it can be seen in the depths ten to twenty feet below. Without a boat, ship, swimming mount(s), or other means to follow the road, one must follow the lake around until reaching the road again.

The Young Green Dragon

There are rumors of a young green dragon either in the ruins of an ancient town, tower, or a cave in the hills. This dragon actually inhabits a cave in the hills SW of the kobolds' lair. The dragon will be sleeping if there is not a recent encounter. If the dragon is encountered, it will either be out hunting for food or treasure, or returning from such a hunt. If returning from hunting or treasure seeking, there is a chance it may have been injured, depending on what it encountered. Roll for a random encounter to determine what the dragon fought for its meal/treasure and determine if what it encountered was able to hurt it. If hurt, the degree of injury could make it bypass a party, only giving them a momentary chill at the thought of a dragon flying overhead. For example, if it fought a wyvern, it could be hurt. A pack of wild boar or herd of cattle could be injured and scattered by its breath weapon. A party might avoid dealing with the dragon because it is full or injured, yet have to deal with the injured packs or herd animals left in its wake. Being a young dragon, it would avoid large groups of intelligent creatures, like a ship full of pirates, that might have a spell caster, or siege engines.

The Harpies

Harpies have been reported somewhere in the interior among the dead forest. Strange metallic birds roam the dead forest harassing lost travelers. It is said they are a combination of real bird with some bronze-like metal by some weird ancient technology.

Some say the lake is also home to a water elemental who is either trapped, or decided to stay. Who can tell with such creatures?

The hills of the ancient forest have been reported to have a few burial mounds of the ancient Picts. Some have been disturbed and looted, others are supposedly haunted. Old tales speak of vast riches to be won.

Encounter Tables

Villages

ROLL 2D6	ENCOUNTER
1-2	*Villager*
3-4	*Trader*
5-6	*Pirate*
7-8	*Adventurers*
9-10	*Shipwreck survivors - pirates/merchants/navy/coast guard/adventurers. They may seek help getting home.*
11-12	*Special npc (this will be an npc that bears a message, a wounded and lost adventurer, etc. Something out of the ordinary that adds spice to the village and is unusual for an outsider to be here.)*

Coast/Beach/Dunes

ROLL 2D6	ENCOUNTER
1-2	*Hunting or sunning crocodile(s) 50% chance giant*
3-4	*Fishermen*
5-6	*Pirates*
7-8	*Sea creatures on beach - giant crabs, etc./*
9-10	*Item from a shipwreck is visible - chest, mast, sails, block & tackle, cages with live/dead occupants animal or humanoid*
11-12	*Unusual item washed up from last storm from the depths to the north.* *- An active or recent storm will increase the chance of something odd, unusual, special, or dangerous being encountered.*

Mushroom Forest

While the kobolds consider all of the mushroom forest to be their territory, they don't get too close to the portion near the dragon or the lake. They have snares and pits in the gaps between the areas with shriekers.

ROLL 2D6	ENCOUNTER
1-2	*Shriekers - if a shrieker is triggered a kobold patrol will show up in 1d6+1 turns.*
3-4	*Kobolds*
5-6	*Pirates*
7-8	*Villagers*
9-10	*Stymphalian birds*
11-12	*Pool of water/unusually giant mushroom/talus cave*

Kobold Territory

NOTE: Snares and pits will be more frequent and denser the closer to their lair. There is a 30% chance that if an encounter indicates a snare or pit that a wild animal or unwary and uninvited guest of the kobolds will be the occupant(s) of said traps. In such cases, the trap is sprung and not a danger to a wary traveller. One who is fleeing might still fall into an uncovered trap, especially at night or with a heavy fog or rain. Snare traps that suspend the prey can still be a danger to those along a path from running into a snared creature and banging heads, or the snared creature is mean and hungry and reaches out.

ROLL 1D20	ENCOUNTER
1-2	*Kobolds*
3-4	*Snare*
5-6	*Pit*
7-8	*Falling Traps*
9-10	*Villager 1d6 (1-3 trading with kobolds/3-6 sneaking in to mushroom forest)*
11-12	*Pirate*
13-14	*Smuggler*
15-16	*Lycanthrope in human form as smuggler* *Roll 1d6 (1-3 wearboar/5-6 wearwolf)*
17-18	*Goblins/orcs/hobgoblins trading/intimidating/communicating/raiding with kobolds*
19-20	*Adventurers*

Streams/Lakes/Ponds

(To emulate a d30, you can use d6 & d10, or d100/3)

ROLL 1D30	ENCOUNTER
1-2	*Pirates*
3-4	*Traders/smugglers*
5-6	*Travelers*
7-8	*Adventurers*
9-10	*Crocodiles and other water dwellers*
11-12	*Giant crab*
13-14	*Giant Squid*
15-16	*Giant octopus*
17-18	*Giant fish*
19-20	*Giant Leech*
21-22	*Harpy*
23-24	*Wyvern*
25-26	*Green dragon*
27-28	*Stymphalian birds*
29-30	*Roll twice, avoiding duplicates. The encounter is coming upon the two getting ready to fight, fighting, of just finished fighting.*

Lake

Water elemental 50% chance that an encounter on the marked lake hex is with the water elemental. 25% chance that any of the six surrounding hexes is an encounter with the elemental. If it is in the hex with the wizard tower, it will be brooding and angry, circling the tower seeking a weakness in the protections that keep it out of the tower.

There is a 50% chance it will attack an approaching party immediately, thinking it is in league with the wizard who imprisoned it on this plane. If it does not attack and can be communicated with, then the elemental will try to get the party to free it from the magics that have bound it to the area and will give up the accumulated treasure at the bottom of the lake.

There is a 25% chance the elemental will forget this bargain in its extreme desire to be free, and leave as soon as it is able.

ROLL 1D100	MOOD OF THE ELEMENTAL
01-20	*Angry/destructive/vengeful*
21-40	*Happy/playful*
41-60	*Neutral/ambivalent/apathetic*
61-80	*Withdrawn/sad/depressed*
81-00	*Cheerful/helpful*

Swamp

(To emulate a d30, you can use d6 & d10, or d100/3)

ROLL 1D30	ENCOUNTER
1	*Wolf - 25% chance a worg or werewolf is with a pack*
2	*Warg - 25% chance a werewolf is with a pack*
3	*Shambling mound*
4	*Will-o-wisp*
5	*Troll*
6	*Tick, giant*
7	*Spider*
8	*Stirge*
9	*Slug, giant*
10	*Rat,giant or enormous*
11	*Ogre*
12	*Owlbear*
13	*Werewolf*
14	*Wereboar*
15	*Lion/cougar/puma*
16	*Kobold*
17	*Goblin*
18	*Traveller*

ROLL 1D30	ENCOUNTER
19	*Adventure party*
20	*Pirates*
21	*Harpy*
22	*Wyvern*
23	*Green dragon*
24	*Stymphaliam birds*
25	*Grey ooze*
26	*Green slime*
27	*Centipede, giant*
28	*Boar, wild 25% chance a wereboar is with a group.*
29	*Bear*
30	*Banshee*

Mud flats

ROLL 1D100	ENCOUNTER
1-33	*Trapped creature off the trail(s)*
34-66	*Creature that can traverse mud with or without a trail*
67-00	*Flying creature*

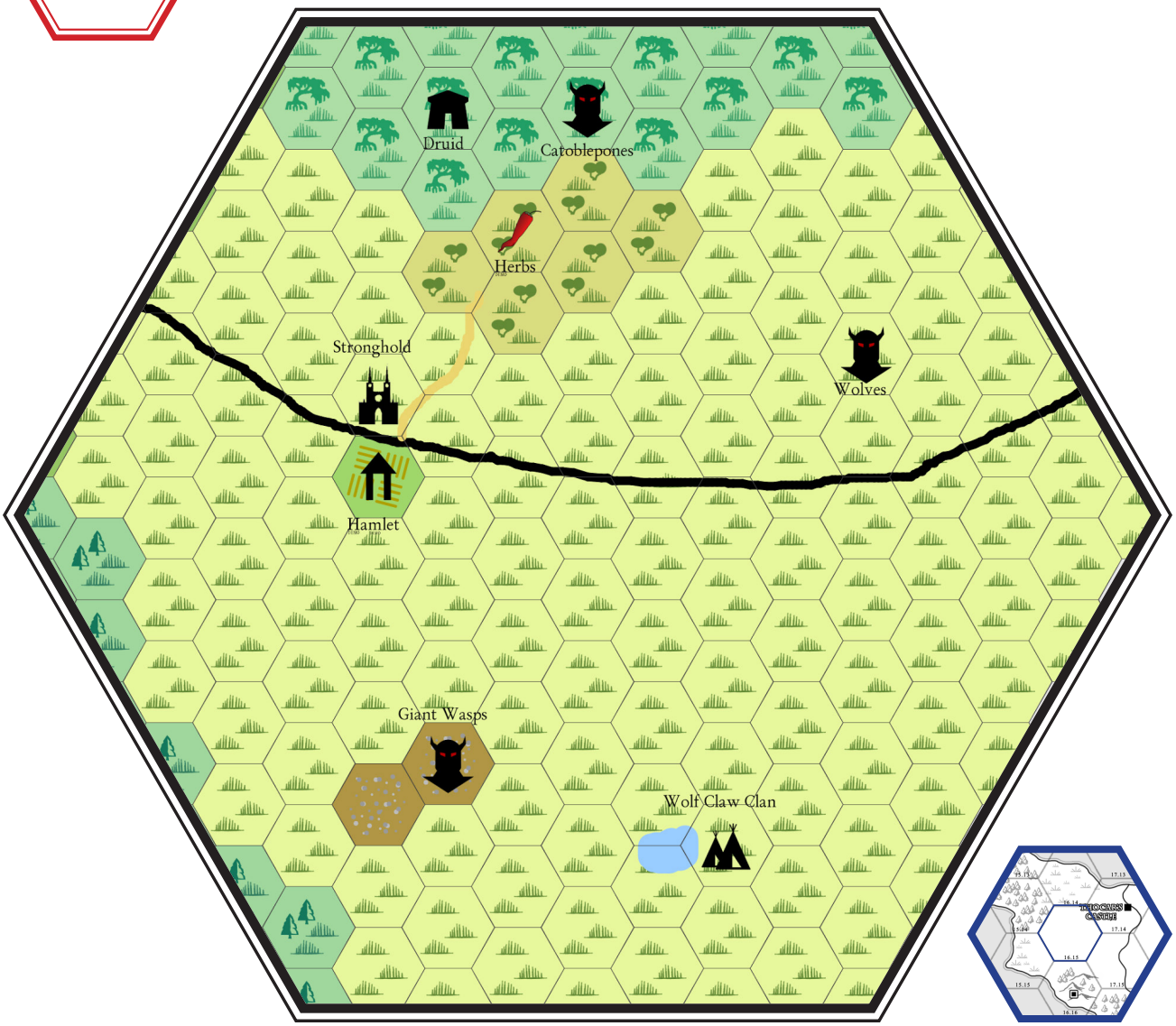
Remaining Territory Types

There are plenty of good encounter tables in Swords & Wizardry for the remaining terrain types. In the interest of brevity, refer to other tables for these terrain types. Modify with the creatures more prevalent in this hex to maintain the flavor.

- Forested Wetlands
- Poor Grasslands
- Dead Forest (Be sure to include harpies and stymphalian birds.)
- Dead Forested Hills (Be sure to include harpies and stymphalian birds.)
- Hills
- Grassy Hills
- Forested Hills

MELINA'S FIST

16.15



By Charles Saeger

Introduction

Melina is the abbotess of Melina's Fist. She was born to a mainland barbarian tribe, but, before her teenage years, wandered to a church, curious and feeling an emptiness. In the church, she ruined its altar as she checked it out, and the priests found her and nabbed her. To pay off her wrecking the altar, the priests made her work for them, and, as she did so, she became a true believer and a priestess herself, one of the Hands. After her training, she went out into the world, slew evil, and gained enough followers and wealth to set up her own church.

Headstrong, Melina went to a wild spot in the island, on a trade route, and built her keep. At first, her goal was to give weal to weary wayfarers for a donation and a sermon. While building her keep, she found the herb patch but a mile or two away, and started reaping them for healing. She was able to reap so much that she started selling the herbs in town. The big seller was silphium, which worked

as a spice and as a contraceptive. After a year, she started hiring young women in town to work as whores in her rest stop, having them help to reap and sow herbs when their menstrual cycle kept them from the brothel. She bypasses the trade road with her magic carpet if she carries a small load.

Hamlet

There are about 120 folks in the village. Melina picks the village leader by how many herbs he gathers. The village economy is growing too fast, as Melina didn't take into account just how much support her stronghold would need. She worries about theft issues, and folks have sold herbs on the sly. The buildings have earthen walls and thatched roofs, and lay out in a grid. Being new, they are in good shape, and a bit roomier than they need to be. The whole village smells of incense, as Melina, the true village leader, is always burning some. Market happens once a week, and a tinker/coppersmith, potter, and weapon sharpener show up as well as the normal bevy of chapmen and farmers. As well as houses for farmers and servants for the stronghold, there is a communal building with farming equipment, a small shrine (most worship happens in the keep, which includes daily services), a healer, a blacksmith, and a tavern with a stable.

Folks here don't think the village is wonderful, but it is better than the swamp. Melina may be a pain, but she's tough enough to hold off bandits and big wasps. The villagers are friendly towards wayfarers, which is what one would think, being a village that Melina made to help her care for wayfarers. Guards steer wayfarers away from the trail to the herb patch, and check the serfs working the patch for anything they might be stealing for themselves. Much of the evening entertainment has worshipful themes. Whores get a copper for steering a customer to church services.

Vilma was one of the first peasants to come to big keep. Like the others, she helped out picking herbs and cooking and cleaning, even though she didn't have a husband. She did alright for herself, however, not sticking out much other than having good clothes. Then one day, Vilma was gone. Nobody told anyone why, though Melina started having guards check anyone coming from the fields. Most had an idea after Melina's long sermon about respect for social betters, holiness of wealth, and theft.

Important NPCs:

Melina has curly blonde hair to her collar and a flat nose. She learned riding in her childhood, and also has a collection of banners from everywhere, as she dabbles in heraldry. She also keeps the pelts of two owlbears on her wall, which she slew herself. She loves the order of the church, but still has an empty feeling, which she fills by trying to make as much money as she can so she can build her church even bigger. In person, she's polite but overbearing, and pushes for what she wants right now, not shirking from violence when needed. Over the last two years, she has become a skilled trader, and makes sure to know the ins and outs of the trade road. She has good enough dealings with the Wolf Claw Clan to the south, though her preaching gets in the way of a strong relationship. She doesn't like the icky swamp, and lets the druid therein stay as a way to keep thieves from her herb patch. She makes everyone in the keep go to church daily.

When Melina wants to wayfare, she will take Korian and a follower as guards and fly out on her carpet of flying.

Melina, 10th level human female cleric, AL Lawful, hp 51, AC 0 [19], THAC0 14 [+5], Atk mace +1 (1d6+1), Save 6 (+2 vs. paralyzation and poison), Move 9; Str 10, Int 12, Wis 17, Dex 11, Con 13, Cha 15; Special Turn Undead. Spells 1st—Cure Light Wounds (2), Detect Magic, Purify Food and Drink; 2nd—Bless, Hold Person, Silence 15 Ft. Radius; 3rd—Continual Light, Cure Disease, Speak With Dead; 4th—Cure Serious Wounds, Neutralize Poison, Protection from Evil 15 Ft. Radius; 5th—Commune, Create Food, Raise Dead. Equipment includes a potion of cold resistance, carpet of

flying, plate +1, shield +1, mace +1, and her holy symbol.

She has 100 followers: 3 heavy cavalry, 9 medium cavalry, 15 light cavalry, 48 heavy infantry and 25 light infantry. As hirelings, she has two armorers, an artillerist, a castellan, a reeve, a steward, and a healer. Her henchmen are:

Glanser Origon, Dwarf female 7th level fighter, AL Lawful, hp 46, THAC0 15 [+4], Atk throwing axe +1 (1d6+2), AC 1 [18], Save 8, Move 9; Str 16, Int 13, Wis 12, Dex 14, Con 15, Cha 12; Special Multiple Attacks (1 HD), Parry (-1). Gear includes mail armor +1, throwing axe +1 (1d6), shield +1, boots of levitation.

Her seneschal is Glanser Origon, who is short, even for a dwarf. She is good friends with Nerine; Glanser, Nerine, and Melina have wayfared together for many years, though she's not up with all of Melina's worship.

Ishara, Human female 4th level paladin, AL Lawful, hp 28, THAC0 17 [+2], Atk heavy mace +1 (1d6+2), AC 3 [16], Save 9, Move 9; Str 13, Int 10, Wis 13, Dex 12, Con 12, Cha 14; Special Lay on Hands (8 hp), Immunity to Disease, Warhorse. Gear includes plate armor, two-handed sword +1 (1d10), short bow, ring of free action.

The guard captain is Ishara, who is highly worshipful, and also is a Hand.

Korian, human male 3rd level fighter, AL Lawful, hp 19, THAC0 18 [+2], Atk two-handed sword +1 (1d10+1), AC 7 [12], Save 12, Move 12; Str 12, Int 12, Wis 10, Dex 11, Con 12, Cha 11; Special Multiple Attacks (1 HD). Gear includes leather armor, +1 heavy mace (1d6+1).

The herald is Korian, and he shares Melina's love of heraldry, so the two often chat about it, Korian bringing Melina up to speed.

Naviel, human male 5th level cleric, AL Lawful, hp 17, THAC0 17 [+2], Atk light mace (1d4+1), AC 5 [14], Save 11 (+2 vs. paralyzation or poison), Move 12; Str 15, Int 11, Wis 17, Dex 10, Con 9, Cha 14; Special Turn Undead. Spells 1st—Cure Light Wounds (2), Purify Food And Drink; 2nd—Bless (2). Gear includes mail armor, light mace (1d4+1), potion of healing, ring of fire resistance.

Naviel is the mightier of the two healers. He, like Melina and Ishara, is a Hand.

Nerine, human female 6th level magic-user, AL Neutral, hp 14, THAC0 17 [+2], Atk staff (1d6), AC 9 [10], Save 10 (+2 vs. spells), Move 12; Str 11, Int 16, Wis 15, Dex 11, Con 11, Cha 13. Spells 1st—Light, Read Magic, Sleep (2); 2nd—Detect Thoughts, Web; 3rd—Fly, Lightning Bolt. Gear includes dagger (1d4), staff (1d6), darts, bag of holding, ring of feather falling.

Nerine is the engineer. She is short, like her good friend Glanser, and shares her lack of worship.

Worship at Melina's Fist happens in the morning and in the evening. Everyone other than Melina's henchmen must go to one of these. One of Melina, Naviel, or Ishara leads the service. Glanser and Nerine do not go other than for holidays or other big happenings, not being worshipful. However, they have saved Melina and she them enough times to let them get away with this. They either spend worship on guard duty or drinking beer. Attitudes about daily worship ranges from indifference to devotion, with the whores the most cynical since they didn't sign up for preaching. Merchants who know the route know to leave early in the morning to skip morning worship.

Druid

Galken, 11th level druid, human male, AL Neutral, hp 56, AC 4 [15], THAC0 13 [+6], Atk +6 khopesh sword +1 (1d6+1), Save 5 (+2 vs. fire), Move 12; Str 9, Int 10, Wis 17, Dex 9, Con 14, Cha 14 Special Mysteries, Shape Change, Immunity to Fey Charms, Secret Language. Spells 1st—De-

tect Magic, Detect Snares and Pits, Faerie Fire, Predict Weather, Purify Water; 2nd—Cure Light Wounds, Obscuring Mist, Speak With Animals; 3rd—Plant Growth, Protection Against Fire, Water Breathing; 4th—Cure Serious Wounds, Insect Plague, Speak With Plants; 5th—Animal Summoning II, Commune With Nature; 6th—Transport Via Plants. Equipment includes leather armor +1, a wooden shield +1, a khopesh sword +1 (1d6), a ring of free action, and an elven cloak and boots.

Galken is a druid who dwells in the southern reaches of the swamp, near the herb patch, but he seldom calls himself "Galken" anymore. Instead, he is "Traith," a dragon fighter reborn to once again cover the island in swamp. Galken, or Traith, or whatever he wants you to call him, is a man whose bloodshot honey eyes peek out from under the wild dark brown hair on his head and over his long droopy moustache. He seldom bathes, and thus has mud and stench all over him. When he sees civilized men (barbarians and other druids are fine), he shouts barbs at them, then tries to drive them away. If they put up a fight, he will put up one himself until they go away.

Galken was born in a well-to-do clan in Tenkar's Landing. As a child, he loved the wild, and came to revere it. Thus, he set out to live among the wild, and lived with a tribe of barbarians. Before long, an elder in the tribe threw out Galken, and said Galken was the reincarnation of Traith, a wicked barbarian who sought to grow the wild by burning farms and, in doing so, brought the wrath of men upon the wild. Before long, Galken too believed that he was Traith born again, and sought to grow the wild, especially the swamp, for all wild beasts. "Traith" believes that he lived 300 years ago, and has been watching farming folks wreck the island throughout that time.

A few years ago, some farming folk built a big fortress not far from the swamp, and started reaping not only their food crops, but also the herbs that grew in the wet fields near the swamp. How awful! Traith wants to drive them away, but knows that he doesn't have the forces to strike at their keep. And the woman who runs that keep killed his friends, the owlbears. (Well, he thought they were his friends. To them, he was the meal that somehow lived through their hugs by turning into an owl.) For the time being, he casts plant growth on the plants at the edge of the swamp and curses the men in the fields. He's tried driving them out of the fields, but when men with weapons started coming with them, he backed off, and now stews, waiting for a chance.

Catoblepones

Three catoblepones live in the swamp. The druid lived through his one meeting with them, and now likes to lure anyone chasing him to them. They mostly stay where they are, though might move up to a mile away, and will not leave the swamp. In the swamp there are 2 clear zirconia (10 gp each), amber pin in a silver setting (150 gp), and 3,000 sp.

Catoblepas: HD 6; AC 7 [12]; Atk 1 bite (1d6); THAC0 13 [+6]; Move 12; Save 11; CL/XP 8/800; Special: Lethal appearance.

Wolves

Wolf pack of 12 adults, 5 cubs stay in lair. The barbarians like to capture young cubs to train as guard dogs. To become a full warrior in the tribe, a barbarian must capture a live wolf, which they then set free if it doesn't try to kill them. They roam up to five miles away. Their "lair" is but a rock pile that shields their pups from onlookers.

Wolf: HD 2+2; AC 7 [12]; Atk 1 bite (1d4+1); THAC0 17 [+2]; Move 18; Save 16; CL/XP 2/30;

Giant Wasps

There are 34 adult giant wasps in a paper nest. They roam up to five miles away. In the nest are 23 green garnets (500 gp each).

Giant Wasp: HD 4; AC 4 [15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); THAC0 15 [+4]; Move 1 (Fly 20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

Wolf Claw Clan

There are 160 men (32 medium warhorse, mail and shield, lance, sword; 16 medium warhorse, mail, composite bow, sword; 32 light warhorse, leather and shield, lance, sword; 80 light warhorse, leather, composite bow, sword), 320 women, 160 children, and 80 slaves, mostly nabbed fighters. As well, there are 12 guards (2nd level fighters) for their encampment of 75 tents and log palisades at a pond, where they stay for the winter. They keep 400 horses and 800 herd animals. Group booty is 2,500 ep, 2,000 gp, and a Mac-Fuirmidh Cittern that none of them understand.

They will keep nabbed foes are enslaved if no ransom comes. Fighters wear skins of dead beasts; a near kin of the wolf is good, but never a wolf skin. Wolves have the spirit of the gods, and no one should harm one unless there are no other choices. All trading happens at the road or the hamlet. No outsiders may come near the camp. They drive off those who do get near, or nab or kill them if they do not flee. The chiefess always gets first cut of food, then the subchief, and no one else may eat until they have taken a bite.

Ilixo was a boy who acted much as a wolf, and even moved on all fours. He was the best hunter in the clan, even as a boy, and he could stalk any prey. One day, one of his friends dared him to sneak up and kill a wolf, and Ilixo did so. When he came back with the body of the wolf, the fighters of the clan killed Ilixo in a mob.

Mendiete is the chiefess of the Wolf Claw Clan, having bested her own husband Alain in battle to become the new leader. She shows her crooked teeth when she smiles, and her clothes are dirty and her right pinky finger bandaged. (It isn't hurt, but she always thinks it is.) She loves to bet on anything, and is good at playing the odds, as well as at cheating. It doesn't matter, so long as she wins in the end. She will also fight for sport as well. She is forthright and blunt, and expects the respect she feels she is due as leader. When she asks a question, it may be on anything, no matter how akin to the topic, or plain or odd.

Mendiete, human female 9th level fighter. AL Neutral, hp 63, THAC0 13 [+6], Atk freezing two-handed sword (1d10+1 plus 1d6 cold), AC 1 [18], Save 6, Move 9; Str 16, Int 10, Wis 12, Dex 11, Con 14, Cha 15; Special Multiple Attacks (1 HD). Gear includes plate armor +2, freezing two-handed sword +1 (1d10 + 1d6 cold), composite bow (1d6). She wears a silver chain necklace with 24 white pearls (57,700 gp).

Clan members:

Alain human male 7th level fighter, AL Neutral, hp 49, THAC0 15 [+4], Atk battle axe (1d8), AC 1 [18], Save 8, Move 9; Str 15, Int 12, Wis 13, Dex 13, Con 14, Cha 11; Special Multiple Attacks (1 HD). His gear is plate armor, battle axe (1d8), shield.

Alain, subchief, is the husband of Mendiete. His whole right arm is tattooed, and he will look no one in the eye. He is a strong (7th level) fighter, but is ashamed because his wife beat him to be chief.

Ximena, human female 5th level cleric, AL Lawful, hp 20, THAC0 17 [+2], Atk heavy mace (1d6+1), AC 1 [18], Save 11 (+2 vs. paralyzation and poison), Move 9; Str 14, Int 9, Wis 13, Dex 10, Con 11, Cha 14; Special Turn Undead. Spells 1st—Cure Light Wounds, Protection From Evil; 2nd—Bless, Speak With Animals. Her gear includes plate armor +1, scroll of raise dead, shield, heavy mace (1d6+1), sweet water.

Ximena is a medicine woman whose lower lip is tattooed blue.

Jasone, human female 3rd level cleric, AL Lawful, hp 14, THAC0 18 [+1], Atk club (1d4), AC 7 [12]; Save 13 (+2 vs. paralyzation and poison), Move 12; Str 13, Int 11, Wis 15, Dex 10, Con 10, Cha 11; Special Turn Undead. Spells 1st—Cure Light Wounds, Light, Purify Food and Drink. Gear includes leather armor and a club (1d4).

Jasone is a medicine woman who lost her right arm.

Uba, human female 3rd level cleric, AL Neutral, hp 13, THAC0 18 [+1], Atk light mace (1d6), AC 7 [12]; Save 13 (+2 vs. paralyzation and poison), Move 12; Str 12, Int 10, Wis 13, Dex 9, Con 10, Cha 11. Spells 1st—cure light wounds, detect magic. Her gear includes leather armor, light mace (1d6), holy water.

Uba is a medicine woman and is missing her right eye.

Sabin, human male 6th level magic-user, AL Lawful, hp 21, THAC0 17 [+2], Atk staff (1d6), AC 8 [11], Save 10 (+2 vs. spells), Move 12; Str 10, Int 18, Wis 13, Dex 15, Con 10, Cha 11. Spells 1st—Charm Person, Read Languages, Read Magic, Sleep; 2nd—Locate Objects, Web; 3rd—Monster Summoning, Suggestion. His gear is a staff and dagger.

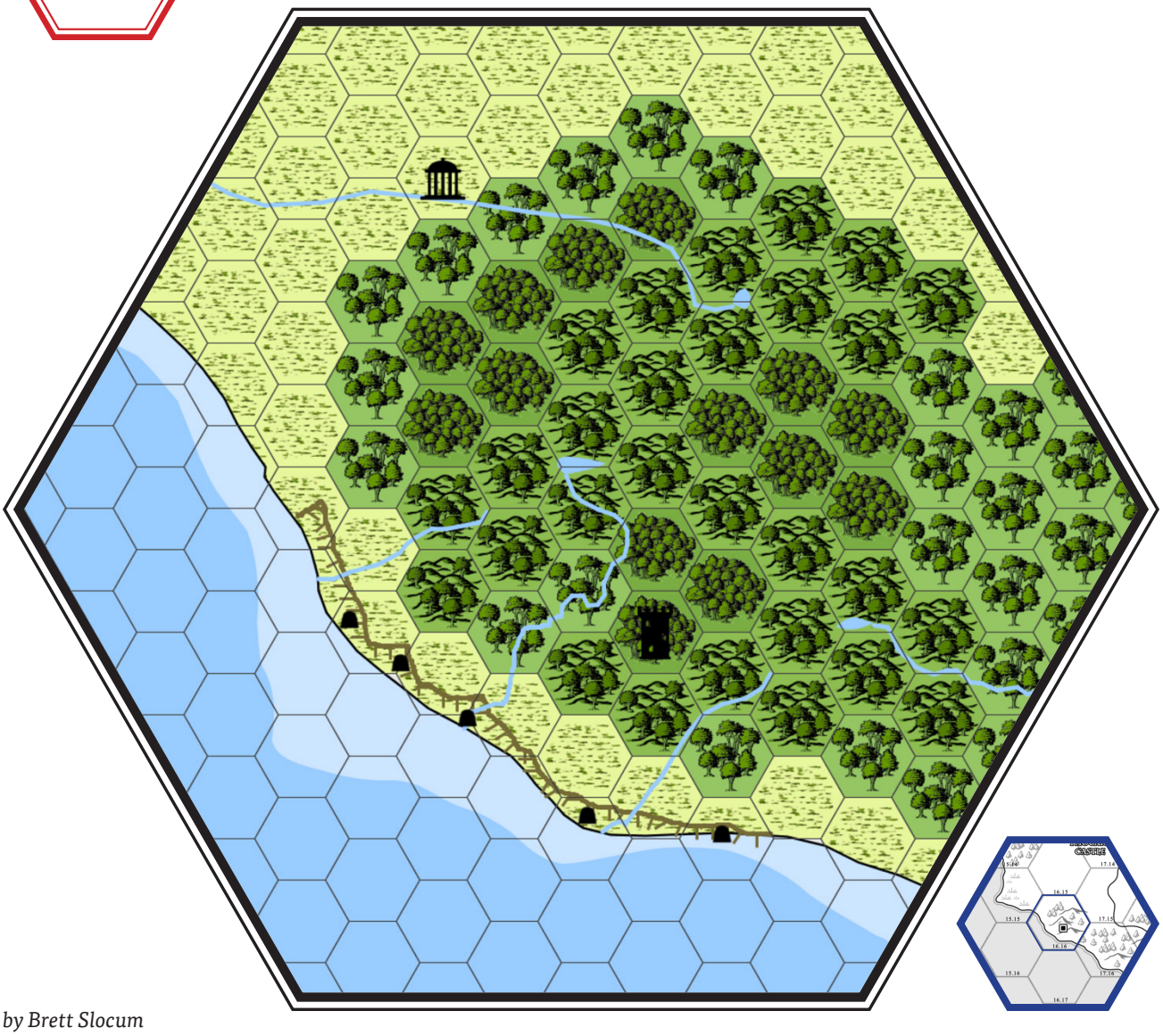
Sabin is the lead witch doctor.

Jakue, human male 4th level magic-user, AL Neutral, hp 14, THAC0 18 [+1], Atk staff (1d6), AC 8 [11], Save 12 (+2 vs. spells), Move 12; Str 9, Int 13, Wis 12, Dex 13, Con 12, Cha 10. Spells 1st—Magic Missile, Shield, Sleep; 2nd—Continual Light, Invisibility. His gear is a staff and dagger.

Jakue is another witch doctor in the tribe. He is missing his left ear.

THE RUINED TOWER

16.16



by Brett Slocum

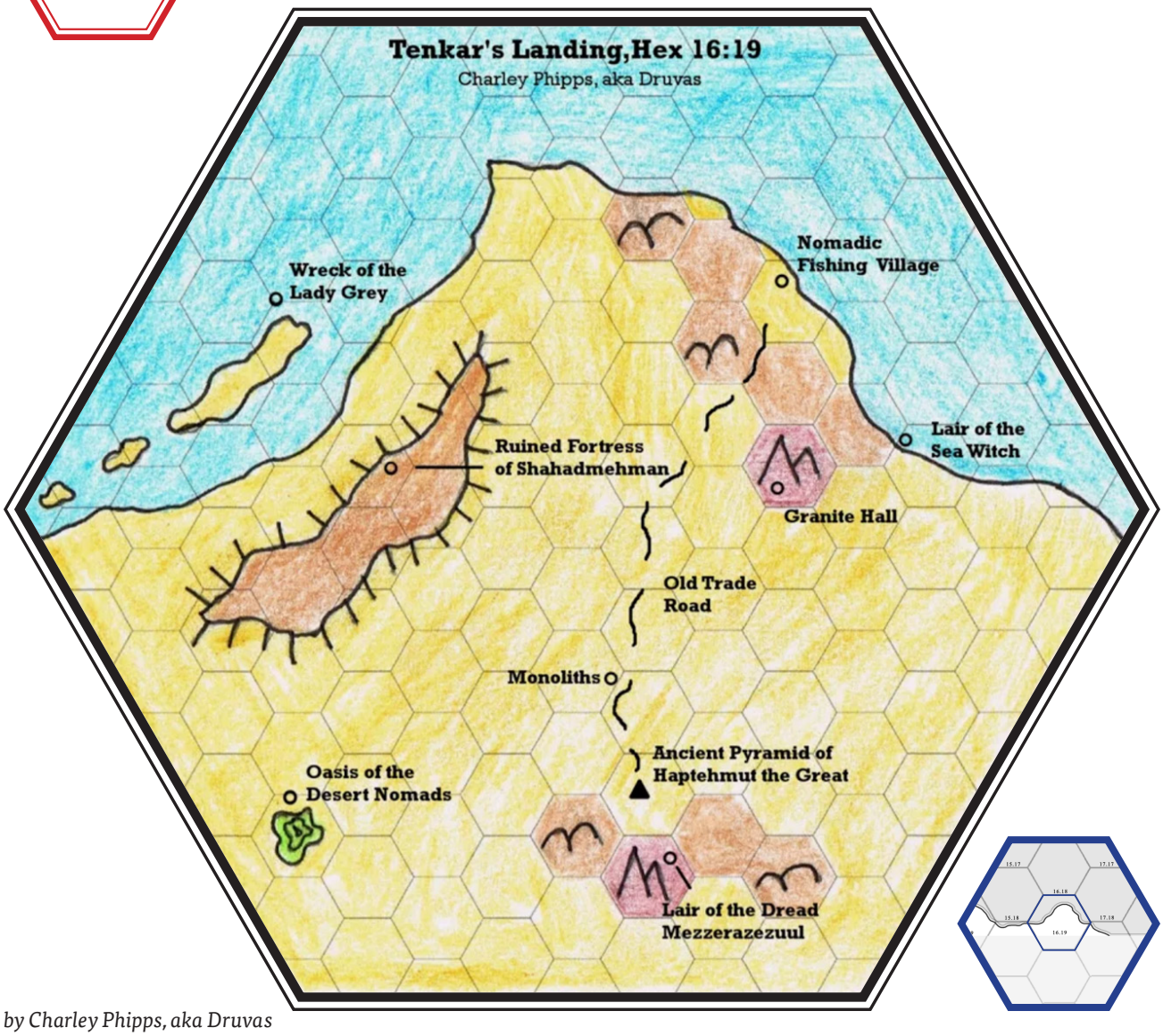
This area of wooded hills fails a half mile from the shore, and the flattened verge is scoured by the prevailing winds before it drops 100 feet to the water.. The cliffs are graced by several waterfalls, and a few caves can be found along the shore.

The dense forest hides a ruined tower, once the quiet country estate owned by the great Magus Plutonius Amalgami. He had been dead these forty years, but, since no one had seen him for the forty years before that, his demise failed to attract any notice.

Magus Amalgami was an expert in hybridizing chimera species. Below his tower, in a laboratory magically carved from rock, he performed his strange experiments and housed his creations. In the long abandonment, some of the creatures have escaped and taken up residence in the hills or the caves.

THE BARREN WASTES OF HAPTEHMUT

16.19



by Charley Phipps, aka Druvas

There are a multitude of adventures and side trek points of interest contained herein. Most are designed for characters of levels ranging from 3rd to 8th. Each separate adventure will be marked with its appropriate level ranges.

Adventure Locales in the Barren Wastes

There are a number of planned encounter areas, each of which are whole adventures in and of themselves. Here is a list:

- Wreck of the Grey Lady / Sunken City of Alez ak-Metan
- Ruined Fortress of Shahadmehman
- Granite Hall
- Lair of the Sea Witch

- Oasis of the Desert Nomads
- Ancient Pyramid of Haptehmut the Great
- Lair of the Dread Mezzerazezuul

There are, in addition, a few marked encounters that are merely short side treks that can be inserted or omitted as the GM sees fit:

- Monoliths / Range of the Desert Shark
- Bugs of the Old Trade Road
- Bedouin Fishing Village

The GM should feel free to expand upon this list of short encounters, keeping in mind the barren desert wastelands. There could be other buried towns and cities of the ancient Aegyp people (see below) well worth exploring by adventuring folks!

History of the Barren Wastes

Long before the current incarnations of the races of Man and demi-man settled in Tenkar's Landing, an older civilization ruled a swath of territory to the south. Across the narrow sea a race of dark-skinned humans known as the Aegyps constructed great monuments to their strange Gods and offered sacrifices to them there. The Aegyps were ruled by a long, unbroken dynasty of emperors, the last of who is recorded was Haptehmut the Great.

The sages say that Haptehmut ruled from his abode far to the south of the coast, alleging that his fortress was an enormous construction in the shape of a pyramid. No proof among modern man exists of this great building and little else exists that describes the Aegyp people. Nearly all of what is known has been passed down in stories through the ages.

As the races of Men and their allies slowly crept south to occupy the islands of the Grey Sea, their curiosity of the region grew. Recently, a trading guild operating out of Tenkar's Landing dispatched a coaster named the Lady Grey to map the southern desert coastline and make contact with anyone living along it. Several months have lapsed since the dispatching and the Lady Grey has not been seen since, her whereabouts unknown…

Current Events

The disappearance of the Lady Grey is a matter of some controversy in Tenkar's Landing. The trading guild that originally dispatched her spent a considerable sum of money to outfit the expedition. Without the official sanction of the government, they were forced to borrow funds from the local thieves' guild to support and supply the expedition.

More than the simple loss of their investment, the trading guild had hired several notables to captain and officer the ship. The families are beginning to fear the worst and pressure is mounting on the trading guild to outfit a second expedition, focused less on glory and more on finding out what happened to the Lady Grey. This means, of course, that a band of mercenaries shall be raised and outfitted with a smaller ship and crew. Finally, to make matters more pressing, the thieves' guild has decided to call in their note. They are not known for their patience when debt collection is involved…

Terrain and Notable Geographic Features

Mountains, Hills, and other Land-based Points of Interest

Aegyp Bluffs

A narrow expanse of low, barren hills that flank Old Scratch Mount, they are home to little other than lizards and snakes of the desert variety. No vegetation grows here. The Bedouin people believe that a demon stalks the hills but it is unlikely that Mezzerazezul, with his lair nearby, would tolerate such competition.

Amin Point

The northern-most point of the Barren Wastes, Amin Point was named by a passing self-aggrandizing sailor of the same name. The point shapes the currents of the sea. To the west of the point, the water is cooler and more turbulent. Beyond the point, to the east, the water is warmer and calmer. Amin claims to have seen mermaids frolicking near the shoreline, but it is just as likely that he was in his cups.

Gabor al-Shuum Peak

One of two solitary mountains in the Barren Wastes, Gabor al-Shuum was the home of the Dwarves of Granite Hall (detailed further on). While not a particularly large mountain by northern standards, it rises some 6,000' feet above sea level. It is riddled with small caves and covered with steep cliffs. Little vegetation grows on the mountain, but there is enough to support a large population of seabirds and small mammals.

Jehadd Hills

A longer stretch of high terrain than the Aegyp Bluffs, the Jehadd Hills are home to small pockets of Bedouin people. These are mostly extended family units eking out a meager existence in their small walled mud-hut compounds. This is one of the few places that fresh water can be gotten from deep wells in relative abundance. The hill people are on generally good terms with their kin in the village below.

Il-Syraz Plateau

This large plateau was once a hill-top retreat for an enterprising bandit lord, Shahadmehman, the Scourge of the Wastes. From his fortress atop the plateau, he dominated the western coast all the way to the Jehadd Hills in the east and as far as the foothills of the Aegyp Bluffs. That was over 200 years ago, according to the local tribes. The stories passed down through the generations speak of his arrogance and greed that awakened the dragon which laid waste to his fortress and decimated the native population, reducing it to what it is today.

Old Scratch Mount

The larger of the two peaks in the Barren Wastes, Old Scratch Mount is the home of Mezzerazezuul and his slaves. Since the destruction of the fortress of Shahadmehman, it is believed that the dragon has slept, for he has not been seen since that day.

The peak itself is nearly 7,500 feet tall and is devoid of any vegetation. The stone is dry and cracked and hot to the touch. Whether this is simply due to being sun-baked day in and day out, or due to some internal source is cause for speculation.

Old Trade Road

The old trade road served as an imperial highway linking the ancient pyramid and surrounding city to the smaller coastal city that once sat where the Bedouin village is today. The road is partially buried in sections beneath the ever-shifting sands of the desert.

Bedouin villagers will warn visitors in good standing that dangerous predators lurking beneath the sands prowl the area along the old road. Particular caution is to be taken as one approaches the ancient monoliths further to the south.

Syraz Cay, Greater

This low, flat island is a barren desert island. The main point of interest regarding this small landmass is that its position calms the waters of the Syraz Inlet, making that area a safe place to navigate. Not readily discoverable, the island contains a small pocket of fresh water, if dug for.

Syraz Cay, Lesser

The two islands that make up the Lesser Syraz Cay are even more barren that their greater cousin. Short of a place to stretch ones legs, there is nothing of interest here.

*Note: If explored thoroughly, there is an old buried treasure. The DM should prepare a background story about it and create a treasure map.

Bodies of Water

Bay of Sidique

The bay of Sidique is a body of warm, calm waters. Winds rarely blow here and ships will quickly find themselves with nothing to fill the sails, drifting ever so slowly towards the central coast. Here, a veritable graveyard of ships has collected against the hilly shoreline.

Making its lair amongst the wrecks is an evil creature that feeds upon the souls of men damned to spend what remains of their lives amongst the wrecks.

Syraz Inlet

This narrow strip of sea barely qualifies as an inlet. There are no safe harbors and the waters are shallow, though navigable. The Syraz cays offer a calming effect upon this otherwise colder stretch of water.

Many dolphins and other aquatic wildlife make this area their home. A small coral reef lies just beneath the surface just off the south-east coast of the Greater Syraz Cay. It is rich with pearl-laden oysters.

Major Encounters within the Barren Wastes

Ancient Pyramid of Haptehmut the Great

Rising from the sands under the shadow of Old Scratch Mount looms the Ancient Pyramid of Haptehmut the Great. Its history lost to the ancients, the contents of this great structure remain a mystery to all. In ancient times, the pyramid was encircled by a great city. Little remains,a side from the great pyramid, of the once-proud civilization that was last ruled by Haptehmut.

Granite Hall

In the days before the Aegyp Peoples roamed the deserts of this region, the dwarves of Clan Dalmahoy toiled below the Gabor al-Shuum peak. It is rumored that the clan has long since departed but that a forgotten cache of their gems remains hidden within the vaults somewhere.

Whether there is truth to the rumor, or from whence this rumor came, naught is known. What little knowledge may be uncovered will surely be garnered from any local tribesmen that inhabit the re-

gion.

Lair of the Dread Mezzerazezuul

Mezzerazezuul. The name alone quiets misbehaving children. Deep within the bowels of Old Scratch Mount, lies the lair of the ancient beast of terror. The scourge of the desert. The storm of desolation. Many are the names by which men call him.

For an age has Mezzerazezuul claimed dominion over the Barren Wastes. Inside his mountain cavern complex, lesser beasts toil for the dragon and help ward off would-be dragon slayers. The nomads and bedouin of the land give a wide berth to the mountain and warn all visitors, save those that cross them, from travelling anywhere near the vicinity.

Lair of the Sea Witch

Near the eastern coast of the Wastes, in the Bay of Sidique, a graveyard of sailing vessels lies rotting under the sun-soaked sea. It is here that the Sea Witch makes her home, from which to lure men to the fate that claimed so many others.

Oasis of the Desert Nomads

One of the only oases in the Barren Wastes, it is fiercely guarded by a hostile band of desert nomads. This small tribe lives in a semi-permanent tent village surrounding the fresh-water wellspring. They number some 50 men, women and young (roughly 20/20/10) and possess a herd of 30 camels, all suitable for long term riding in the desert.

One of their number is said to be a powerful sorcerer capable of manipulating the sands of the desert. Whether this is true or not has yet to be determined, and just as easily could be a story to keep children in line.

The Ruined Fortress of Shahadmehman

This ancient structure fell to ruin several hundred years ago and is architecturally distinct from the other sites in the Barren Wastes. Built on a point atop the Il-Syraz plateau overlooking the Syraz Inlet, the fortress served as some sort of lookout, most likely to some pirate lord or upstart sheik. Now, it is a ruin, probably housing bandits, wild animals or worse.

Wreck of the Lady Grey/ Sunken City of Alez ak-Metan

The coaster, Lady Grey, lies foundering off the banks of the Greater Syraz Cay on the western coast of the Barren Wastes by some 300 yards. It appears to have run aground on a coral reef of some sort. The ship has a large breach along its starboard side and lists heavily in that direction.

As explorers approach the site, careful observations of the clear blue waters will note what appear to be ancient structures just below the surface. The buildings can be spotted within 100 yards of the wreck. It is here that the Lady Grey ran aground on one of the building tops protruding mere inches above the water line.

If the wreckage is boarded and combed for clues, it will be noted that all supplies have been removed and there are no bodies to be found. A careful inspection of the object (the very top of a tower!) that the ship ran into will reveal a trap door with what appears to be a large steering wheel affixed to the top of it.

This is one entrance into the Sunken City of Alez ak-Metan, a city of antiquity that sank beneath the waves 2,000 years ago during a period of tectonic activity.

Lesser Encounters within the Barren Wastes

Bedouin Fishing Village

This 'village' is actually the decayed remains of a once great port city belonging to the Aegyp Empire. Little remains of any major buildings, but a small dock remains and appears maintained. It is large enough to accommodate one medium-sized vessel at a time.

What remains of structures are sand-blasted stone buildings, most with no doors to speak of. Most doorways are merely hanging curtains or blankets that can be tied down during sandstorms. No structure rises more than 2 stories, and those are rare.

Some 400 souls make this 'village' their home with a like number living in the hills to the west. They eke out a meager existence, subsisting on desert flora, wild small game, and domesticated sheep and goats. They are wary but genuinely friendly to strangers, and for a small price, will offer up much information about the surrounding area.

One piece of ancient technology still functions; a primitive stone aqueduct system that transports a small amount of water down from the hills into a cistern buried just below the old city. From here a few wells that dot the cityscape provide access to fresh water for the villagers. Lying in and around the cistern is an extensive network of tunnels and sewers. The villagers know of this but never venture inside for those that have, have never returned.

Bugs of the Old Trade Road

Roughly a mile north of the old monoliths is a large patch of succulent plants. Some stand as tall as building and many others are merely low shrubs. These desert plants conceal a native population of flying scarab-like beetles that will swarm anyone that disturbs their homes. Most of the insects are no larger than a man's hand, but some non-flying variants have been spotted that are the size of small farm animals.

The sting or bite from any one beetle is merely a nuisance, enough to cause an irritating itch, but as they inject a small amount of acidic saliva, bites or stings in larger numbers (4 or 5) can be fatal if not treated quickly. The Bedouin make a repulsive salve that they will sell to outsiders that prove to be friendly. This salve protects travelers for a full day per dose, if all exposed skin is covered with it.

Monoliths/ Range of the Desert Shark

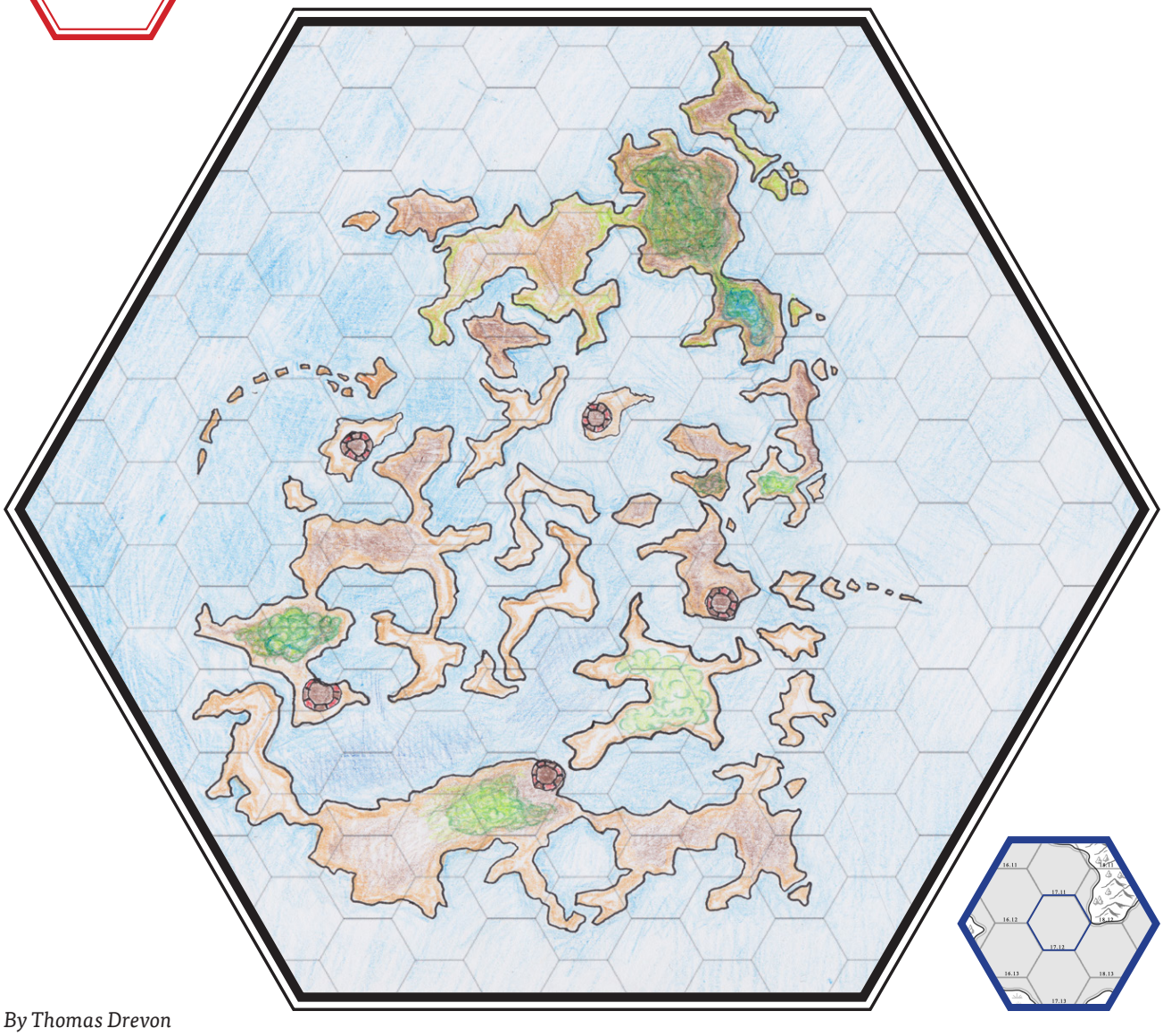
The Monoliths of the Ancient Aegyp peoples are an impressive display of statuary that rivals the artists of the northern cites in grandeur. Now mostly broken and scoured smooth, some leaning at dangerous angles, they are a silent memorial to a civilization that exists no more.

The road that passes between the rows of statues is intact and constructed of tight fitting stone slabs. Travelers departing the road to investigate the monoliths have a good chance to attracting the attention of the local residents. These locals are a smaller, but just as fierce, variant of the bullette adapted to a desert climate.

Just how these otherwise unnatural creatures got here and adapted is a mystery of the ages. They typically feed off of small desert game and reptiles that are unlucky enough to find themselves scampering and slithering about. Humans and their kin will make an excellent delicacy for them.

SHIPS' FOLLY

17.12



By Thomas Drevon

Ship's Folly is a reef area, a tight group of multiple shoals and islands that are a nightmare to navigate. To remedy this, five lighthouses were constructed to help ships pass through. At least that was the reason given upon petitioning for funds to construct the lighthouses. The real reason is more sinister. The beacon towers were erected at each corner of a three mile large pentagram. When all five lamps are lit on a foggy night, and their beams shone in the correct direction, a pentagram can be seen from the skies. Thus the lighthouses are infrastructure for a gigantic summoning symbol.

But alas, the construction of these towers happened several hundred years ago, and only a few individuals hold the secret of the true purpose of behind these buildings.

Below is a description of the five lighthouses and what's going on there.

The Crabs

Lethal crabs and marooned dark dwarves.

Out on the reef called Ships' Folly lies the island and lighthouse called The Crabs. Its beaches are home to millions of crabs from a dozen different species. Many a sailor has leapt barefoot into the water to pull up a boat on the beach, only to find that his feet has now been stripped of all flesh, with only a sorry pair of skeletal extremities to put back into his boots.

Luckily, the crabs don't leave the surf, so a landing is feasible with the correct precautions. Those who stay the night, however, may be out of luck as both the large hummer crabs and the tiny white scalpel crabs swarm the islands after sunset.

In spite of such inhospitable conditions, there are creatures that manage to get by here. In the old lighthouse, a dozen dark dwarves reside. These hardy individuals were prisoners of war, but their transport ship got lost in the fog and broke its hull on a nearby reef. Amongst the shipwrecked, the dark dwarves were the only ones who did not end up as crab fodder.

The dark dwarves took to enjoying the place, especially after they discovered the dungeon below the lighthouse, and its peculiar forge. Eight years have now passed. The dwarves all stomp around in stone boots, crafted as a ingenious protection versus the crabs. And should a fight break out, they quickly don their crab shell armor (complete with pincer gauntlets) to stand and fight for what they now consider their home.

The avaricious dwarves have also discovered valuable ore in their dungeon. Also, they're on the verge of figuring out what tremendous power an Elemental Forge can harness. Take the right amount of completely pure fire, water, air and earth. Pressurize the individual components exactly so. Mix with a slow stir, and bake it into the needed shape. It is said that the world itself is built by such Elemental Bricks, and that a single such brick may be used as foundation for the most magnificent feats of construction! Surly, such bricks must be coveted by engineers and royalty alike?

Tog Mog Grog & Spirits

Tog Mog Grog & Spirits, a strange tavern in the lower part of Tog Mog Tower.



Back in the day, when the five lighthouses were constructed, a keeper was appointed to each lighthouse. Today, hundreds of years later, all keepers are dead except Tog Mog.

Tog Mog is a human warlock in his mid-five-hundreds. How has he manages to celebrate so many birthdays without becoming undead? Because he is not allowed to die, that's why. He has entered a pact with Krai-Chandada Krai, an ancient and malevolent cockroach spirit which resides in the corrupt part of the Fairy realm where it overlaps with the Plane of Shadow. Tog Mogs contract with his patron is simply that Krai-Chandada Krai will resurrect him over and over, until his patron has been summoned into this plane of existence. And the only way Tog Mog knows how to accomplish this, is by activating the gigantic lighthouse pentagram. His problem is, and has been for a while, that he needs collaborators, one in each lighthouse, to keep the beam of light trained correctly. Also, fog is needed in order for the pattern to manifest correctly.

While waiting for the opportunity to perform this ritual (Tog Mog is not really a peoples-person) he has tried to keep the lighthouse in

order. And even, in the last couple of hundred years, he's had the uncanny notion of turning it into a tavern. That should attract collaborators!

The lighthouse is now an odd-looking vertical collection of driftwood houses, haphazardly put together during the last couple of centuries. The tavern comprises the two lowest floors of both the wooden buildings and the tower. The upper levels are Tog Mog's private quarters where he studies summoning, extra planar relics and conjuration magic.

Being situated where it is, not many visitors frequent Tog Mog Grog. The few regulars are:

- Fua Manchua, a southener monk. Has been staying at the tavern for oh - twelve years now? She does not say much, but is very eager for a bar fight.
- Dark dwarves, these guys come paddling in from The Crabs (see above) on their makeshift raft once a week. They party hard for the night, then paddle back in the early morning.
- Pirates, 5 to 10 of these guys might row from Wet Bat Tower if the sea is calm. The trade with Tog Mog, get drunk and row back, all in the space of two hours.
- In the refreshments department, Tog Mogs Tavern serves a few different dishes:
  - Grog (Tog Mogs special, surprisingly full and tasty)
  - Wine (most likely fenced pirate booty, watered down from the rain barrel)
  - Brackspirit (a nasty, muddy liquor that only the dark dwarves from The Crabs (see above) manage to stomach)
  - Bread and drippings
  - Tog Mog Crab (boiled crab meat wrapped in fish skin)
  - Sea bass stuffed with sugar kelp
  - For dessert: An odd, strangely sweet, unidentifiable cheese

Adventure hooks

Tog Mog decides to recruit the adventurers for the summoning ritual. He will lie about what sort of entity will appear if he thinks that might convince them to cooperate.

A tooth-cracking bar fight breaks out between moody pirates and grumpy dwarves, obliging the local monk to lend a fist to whomever needs beating.

Two ships carrying a hundred soldiers and a dozen of mages arrive. They've come to take command of all five lighthouses and perform a major league unholy summoning. Can the adventurers find a way to stop them?

The sweet cheese in Tog Mogs cupboard is actually a living organism. When sliced, as long as there is more than 10% left, it will regenerate. The "cheese" uses the digestive tract of its imbiber for reproduction, provided there is cheesy material there from another individual as well.

Wet Bat Tower

Fog artefact and pirates.

The Vexed Tower

Centuries ago, right after the lighthouses were completed, the summoners were eager to activate their new and fabulous instrument. However, none had previously employed such potent symbol, and it was deemed wise to first complete a so called dry-run. A dry-run being the performance of an actual summoning ritual without invoking any Name and thus not pulling anything through the portal.



But alas, being inexperienced with such massive infrastructure, the summoners still leaked significant amounts of arcane energy onto several neighbouring dimensions. The fact that no Name was uttered did, strictly speaking, only prohibit named creatures to come forward. It did not, of course, prevent an unnamed entity to do so.

And thus it came to pass that something unnamed managed slip through the portal just as the dry-run ritual was completed. A particularly stealthy and nasty and dark thing, this was.

But though powerful, the creature could not abide water. This was a problem, of course, out here on Ships' Folly. The creature just barely managed to scramble unseen onto the island now known as the Ghulisle. There it hid, waiting to regain strength.

The years went by, but its power did not reinvigorate as fast as expected. Maybe because of the presence of so much water, or maybe this unfamiliar dimension itself was inhospitable. Still, this made no difference, its power must be restored some other way.

Finally, opportunity presented itself: A heavy storm smashed a ship onto the rocks of the island, and the creature consumed the energy of everything that clambered onto land. The empty vessels of this energy - the bodies - it raised as ghouls. And now, having discovered this savory source of energy, the creature has slowly devised a plan to for reclaiming its lost glory, and then some.

Now, many years later, the creature (still unnamed, because this pleases it) has claimed one of the lighthouses (now dubbed The Vexed Tower by local sailors) as its lair. About ten ghouls roam the island at night and another forty ghouls are locked up in the basement of the tower. The creature wants to relocate to a bigger island, or preferably a continent, but still has qualms about crossing so much water. For now, its agenda is to lure visitors onto the island and into the lighthouse, where it will proceed to guzzle both their blood and life force in a horribly efficient manner. The creature does, of course, not receive as many visitors as it likes, but it is currently employing the following tactics to remedy that:

Dancing lights and music at night. It can get lonely at sea, and a passing ship might hear the sound of revelry from land, steering closer to investigate and join the reveling.

Bogus light signals. The lighthouse lamp is activated during foul weather and sends signals intended to wreck ships upon the shores of Ghulisle.

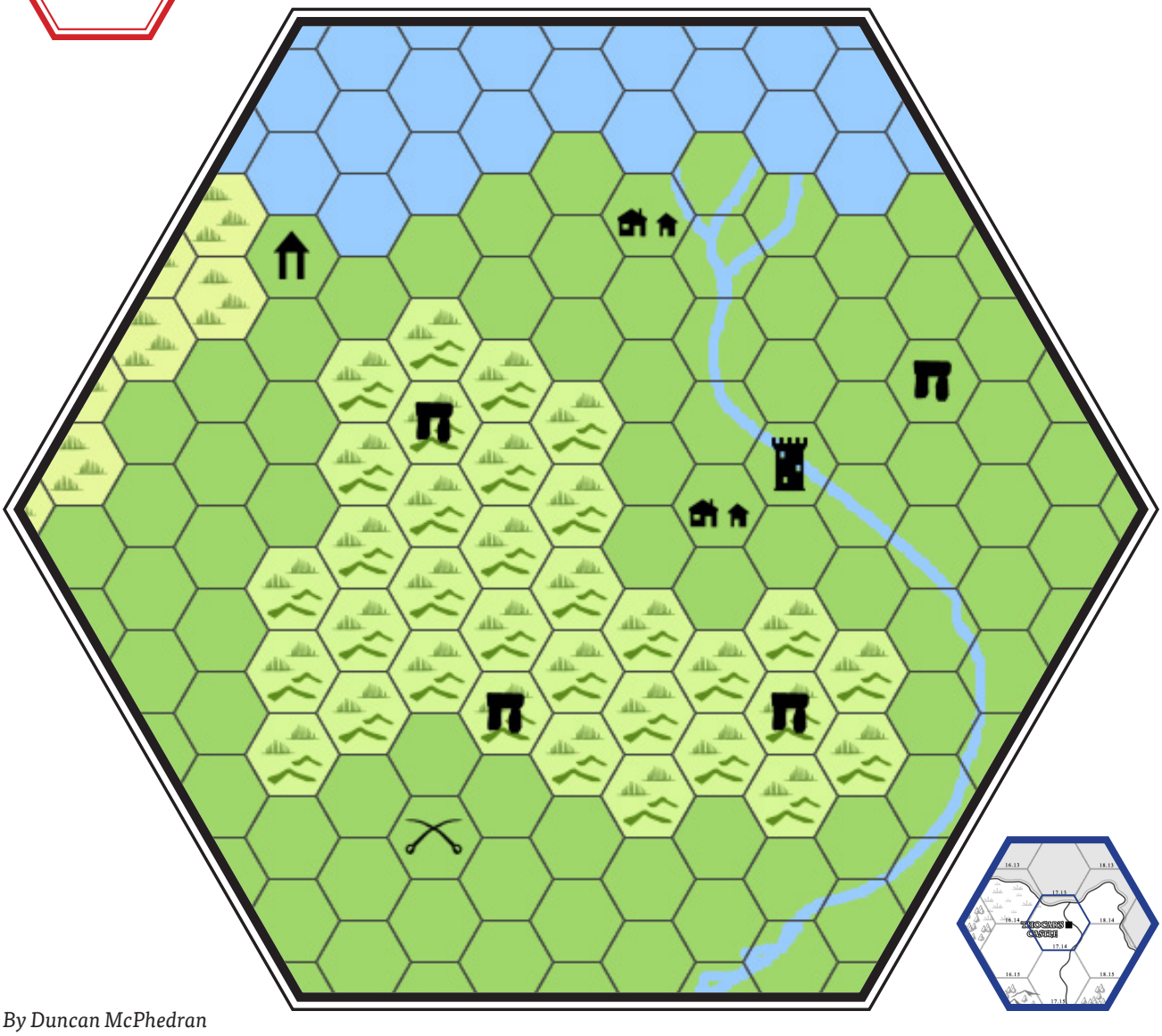
Treasure maps. Lots of them, in bottles, sealed casks, on boats and smuggled to other islands in Ships' Folly by the ghouls.

Ten Idols Hive

Albino tribe of humans dominated by incorporeal alien mind.

THOCAR'S CASTLE

17.14



By Duncan McPhedran

The area around Thocar's Castle:

Thocar's Castle:

The psudo-pictish burial sites are ancient mounds, long since looted. They are now inhabited by restless spirits wishing to be reunited with the remainders of their clans, who were slaughtered at the battle site to the south by the people who would come to be the first builders of Thocar's Castle.

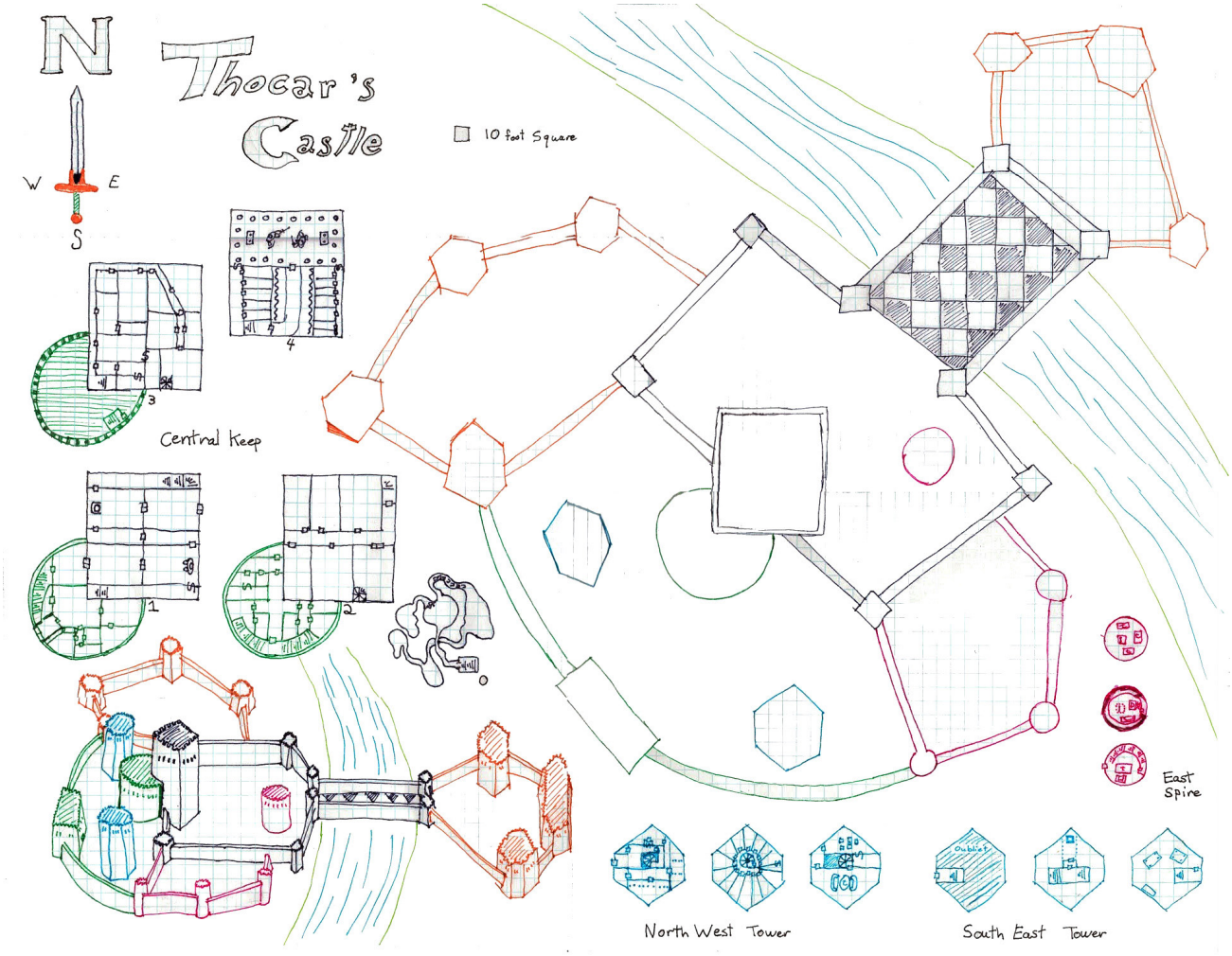
The battle site is nothing but a series of mounds to the casual observer; but with closer inspection depressions from explosive spells dot the field, swampy ground and ponds. Careful searching will turn up coins, weapons rotted beyond use, and a frightening number of bones. The bones have been sorted into 206 piles, one of each bone type. Counting any of the piles takes 1d6 days, and reveals the death count as 10d100x1000. Arcane spells are less effective here, the very skein of this

plane having been wrung dry. Divine spells have wildly unpredictable effects, as the spirits of the dead twist the wills of the gods to their own ends. The spirits may be bargained with. They may be appeased by returning their bones to their respective clans burial sites. They are fairly particular about which bones belong to which body. In return, they will give the location of the great hoard of their people. (Location of hoard, content, and veracity of its existence is up to the Judge)

The coastal village is called Angst's Rest. Its a small fishing village of 150~ people. There is a public house called The Ear and Astrolabe. It serves fish, kelp, and more fish. To drink there is extremely expensive beer from Tenkar's Landing and a fish infused liqueur distilled from seaweed. It is the most foul thing anyone has ever drank, but saying so will start a fight... with the entire town.

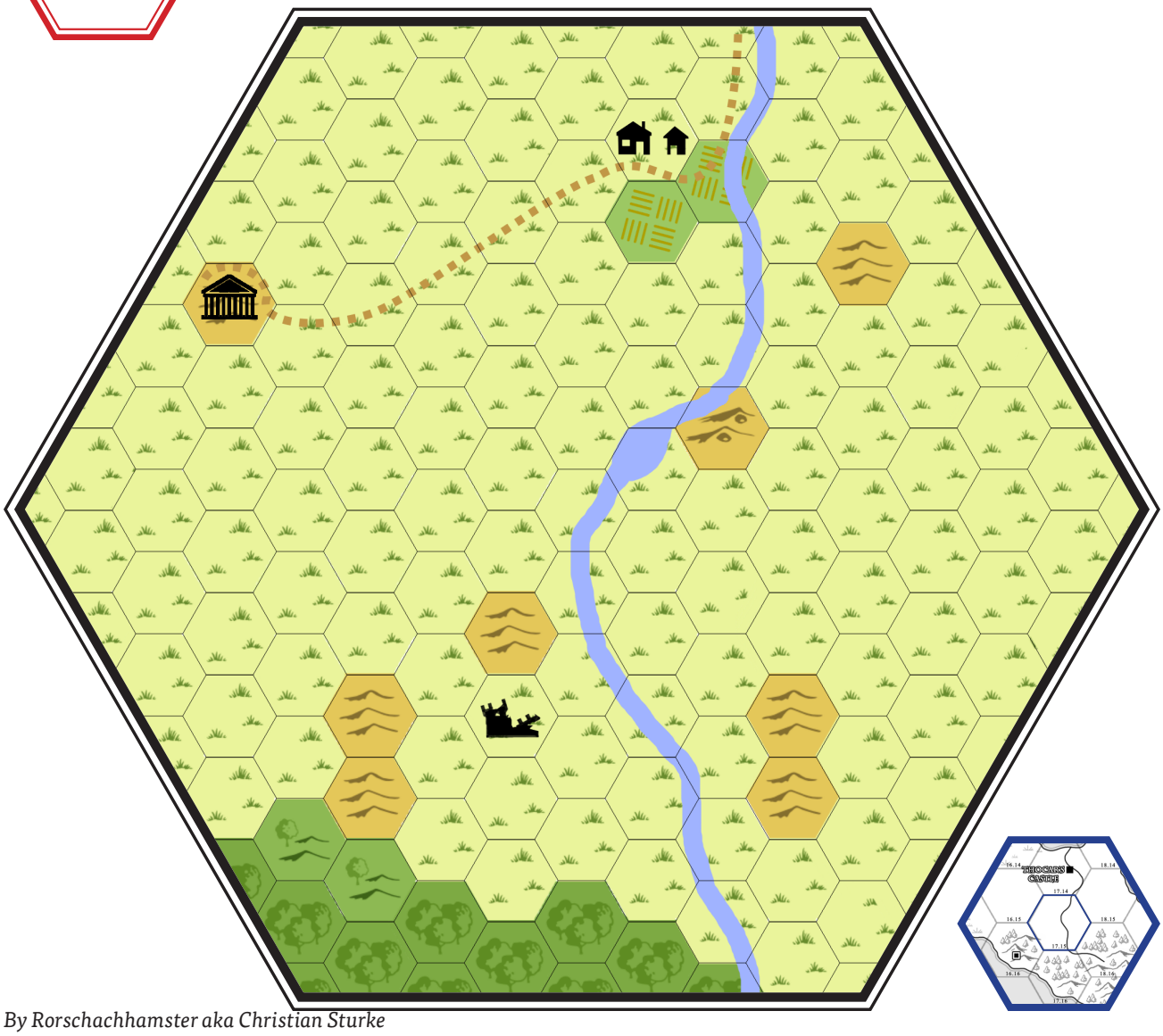
The village next to Thocar's Castle is simply called Thocar. It is a farming community devoted to maintaining the castle. About 300 people live there. The Boar's Bollocks, a pub, is the only stone building in town, rising 3 stories. It has 5 rooms for rent.

Thocar's Castle is an ancient but oft added to tower and outbuildings. On his grand tour, scholar Benjamin I Dees noted that he could, with little effort, count at least 6 different styles from 4 different eras and at least 2 used stone from quarries on the mainland. He believed that it was named for a great warrior of the clans from the west, and not as is commonly believed after the village nearby. In his estimation the castle predates the village by 200 years. Beneath the castle is an ancient holy site belonging to the local tribes who were killed at the battle site to the south. The desecrated altar will possess any who pray to it. They will be compelled to destroy the bones at the battle site. Doing so will dispel the spirits there.



WHITE CREEK

17.15



By Rorschachhamster aka Christian Sturke

This hex is dominated by dry grassland, gradually sloping upwards to the distant hills and forests. It is only broken up by some low hills, where the soft stone underneath the thin layer of soil creates some ridges and quite steep ravines. The river, known as white or wide creek locally, depending on who you ask, has equally steep bluffs, especially where it flows through the hills downstream from a small, nameless lake. The river is easily fordable for most seasons of the year but in the spring, when melting snow more than doubles it's normal volume. The simple footpath goes toward Thocar's Castle in the north, through Glorr and ends at the Corrugated Mound of the Technoseers.

The Village of Glorr

This poor village of somewhat above 500 goat herders and farmers, surrounded by an earthen wall of 7', is ruled by Grot Fintar, a frustrated magistrate appointed by Tenkar's Landing. It consists of some small huts and houses made from stones broken out off the river's bank thatched with the

gras from the surrounding plains, and is dominated by a large, dark cloister, where men and women known as "Pales" worship 5 unnamed gods of darkness and night in self imposed isolation. A lot of them are actually blind, and there are 85 in total. While the most of the villagers seem to be normal commoners, there is a secret cabal of assassins, that are violent adherer of the Technoseer's Inner Circle (see below) and try to kill everone who has older technology to help their cause (they don't know of the reason, though). No one from the village dares to bath in or drink from the river, out of fear of the dead things sometimes floating in it (see below). The villagers refer to the grasslands as "out there". There is a small inn, tavern and general store named "In Here", led by a friendly elder mudder dwarf, Armak Potbreaker, aided his four free spirited daughters Una, Dua, Tria and Maybelline.

The Corrugated Mound of the Technoseers

This strange building is home to a sect of magic-users known as Technoseers. It is a relict of the older civilisation and looks like a wide screw driven from underneath the grasslands into the sky. It is made from copper, and riddled with caves and rooms smelted into the metal. The Technoseers stopped the smelting when a small part of the mound broke away ages ago. Nowadays the Technoseers are lead by an ugly wart of a man named Sonuista Fri, a capable magic-user, but quite mad. He and his inner circle know of the real purpose of the mound, it is the front of an enormous mole-machine-city, home to the degenerated descendands of the scientists that once constructed it. His plan is to gather enough old technology to repair the mole-city, and drive it into Tenkar's Landing to claim ownership of the whole island, in the name of his mother's people, who was one of the cities inhabitants. The normal Technoseers are mostly more of the scholastic type and not really dangerous, and may even oppose Fri, should they learn of his plans.

The White Caves

The caves in the hills crossed by the river are known to be ancient. They are one of the burial places of the second race, but many of the chambers where opened recently when the river finally destroyed a part of the bluff, in which they where carved. The dead are sometimes seen floating down river, and some of them are even called into undeath by this natural desecration, blindly lashing out at everything as alive as the uncaring river that enraged them. Of course, some of the caves and dead are adorned with primitive golden idols of long forgotten gods and maybe ancient magics...

The Ruins of the Watchtower

This was once a stone watchtower built to be the center of a small community of loggers – it was destroyed shortly after it's construction, before the first loggers even arrived. Nobody but a small boy survived the incident, and he never told anybody what happened there. He goes by the name of Oll and is now one of the senior monks of the Pales.

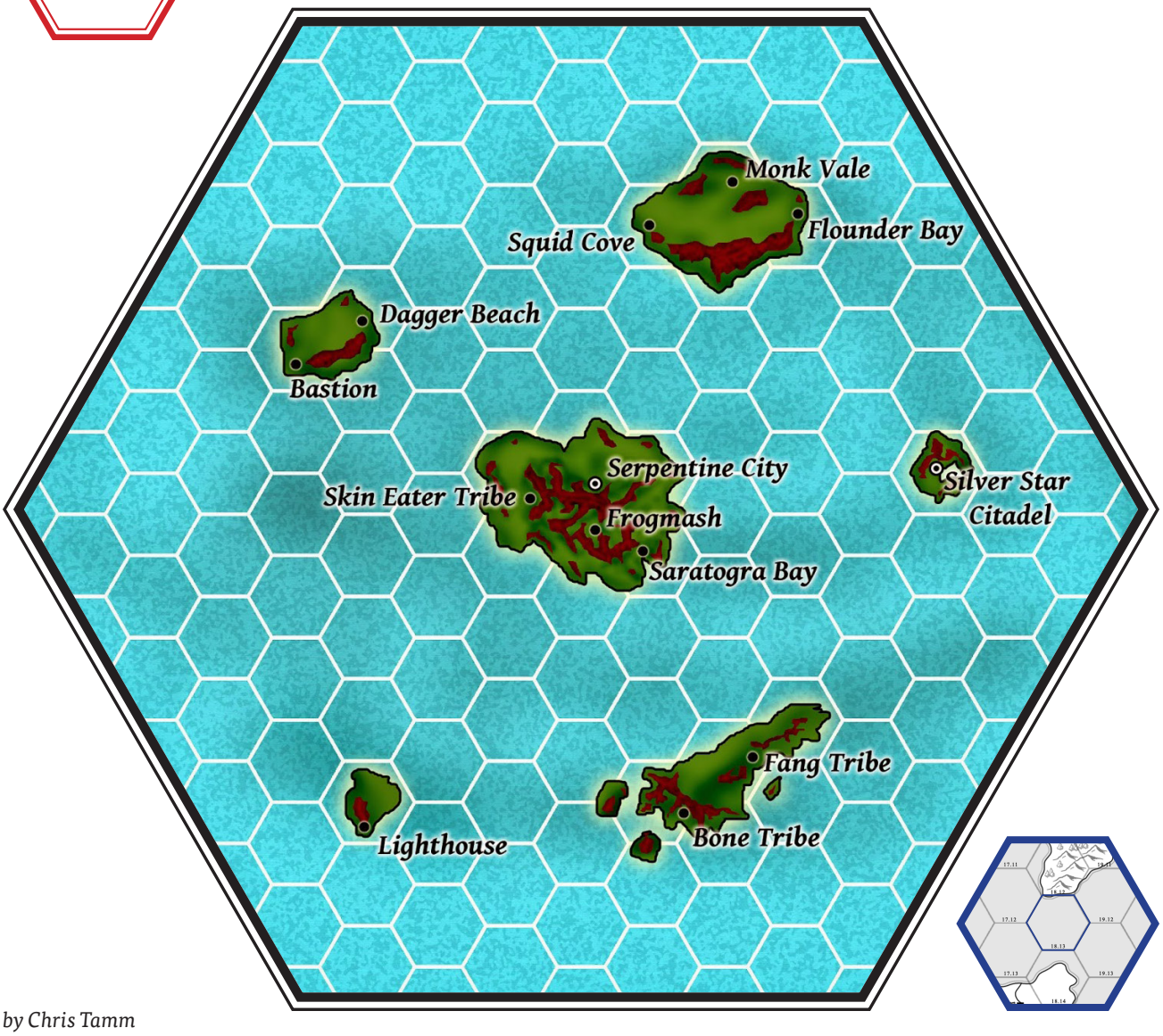
ROLL 1D20	RUMORS IN GLORR
1	There is a roc nesting in the ruins of the watchtower in the south
2	The Technoseers are mostly a friendly bunch... but their leader Fri is not.
3	The Technoseers are evil wizards – only held in check by their leader Fri.
4	The Technoseers and Sonuista Fri are our rightfull overlords – and not some fat magistrate from some distant town.
5	The Pales are quite friendly, but they sure like their privacy.
6	The Pales eat more than just goats... if you know what I mean.

ROLL 1D20	RUMORS IN GLORR
7	There are still tribes of the second race out there, ready to slaughter all of us!
8	The caves are filled to the brim with undead hordes, ready to be unleashed by some foolish adventurers...
9	There is a big chest of gold unaccounted for after the destruction of the watch-tower!
10	There are ...things... in the wood...
11	Don't go into the river. Sometimes, shrouded bodies float downstreams. Sometimes, these bodies move...
12	If you smell cinnamon out there, run. It's the invisible devil of Nork.
13	The river upstream from the lake is filled to the brim with gold nuggets.
14	Nobody survived but that old monk Oll – I guess it was him.
15	The Pale know things nobody is allowed to know.
16	Don't light the grass out there on fire, even by accident. The fire will be faster than you.
17	If you want to catch game out there, you will have to light the gras on fire. Spookes everything from hiding.
18	The water from the river bestows immortality - but not the nice one, where you stay young.
19	There are gnolls out there – and not the grassy kind.
20	Sometimes out there the wind starts to sing in unknown tongues– I believe it's trying to warn us!

If and wich of these rumors are true is not indicated. DM's decision.

SCARFORD REEF

18.13



by Chris Tamm

Overview

Scarford Reef is a awkward patch of water disliked by sailors who prefer to go via the south coast. This situation has made pirates thrive. Many pirates are crewed by inexhaustible amounts of the albino savage cannibals who once lived on all these islands. Occasionally one is found where none have been seen for generations or a throwback is born.

The Islands are former mountain peaks of a sunken area from pre-history, and afford access to ancient "Underland" below.

This hex is divided into three levels, with the top most being the islands poking up through the ocean's surface. The second level is just beneath sea and has tunnels connecting complexes on all of the islands. Some tunnels are accessible only at low tide, others are always flooded. Some tunnels may even link to Eilean Dubh and the mainland.

The third level is a great chasm dotted with mighty citadels and abandoned war engines of the gods. The various Underland races send search and destroy teams to keep out rivals and snatch the best magic loot for themselves. This is where the albino cultists and cavemen come from. Also lots of undead and serpent folk.

Encounters in the Water

The Shallows

The shallows are areas within a few hundred yards of beaches. Some of these things might come near a beach or even walk or crawl on land.

ROLL 1D12	ENCOUNTERS IN THE SHALLOWS
1	*Dolphins playing*
2	*Sea turtle*
3	*Sharks*
4	*School of fish: 1d4 1=herring 2=anchovies 3=barracuda 4=tuna*
5	*Mermaids*
6	*Fishmen*
7	*Other sea beast men: 1d4 1=shark men 2=catfish man wizard 3=lamprey men 4=crab men*
8	*Tako octopus faerie folk*
9	*Marine lizard men*
10	*Huge sting rays*
11	*Giant crab or lobster*
12	*Sea wolf, a were beast can shift from wolf to shark to man or combination*

The Deeps

The deeps are areas between Islands where humans encounter life mostly on boats.

ROLL 1D12	ENCOUNTERS IN THE DEEPS
1	*Whales playing*
2	*Giant man-o-war jellyfish*
3	*Sharks*
4	*School of fish: 1d4 1=herring 2=anchovies 3=barracuda 4=tuna*
5	*Sea Serpent*
6	*Fish men*
7	*Giant octopus or squid*
8	*Boat 1d4*
9	*Boat 1d4*
10	*Sea leviathan resembles a tiny island, eat any who and on him, inside are whole wrecked ships*
11	*Giant crab or lobster*
12	*Sea wolf, a were beast can shift from wolf to shark to man or combination*

The Dark Deeps

The dark deeps are areas on the edges of hexes and far below the surface on the floor of the sea around the sea mountains that connects all the Islands. Here are deep dark horrors unseen by humans. Sometimes they pop up to surface for a snack, or desperation or air.

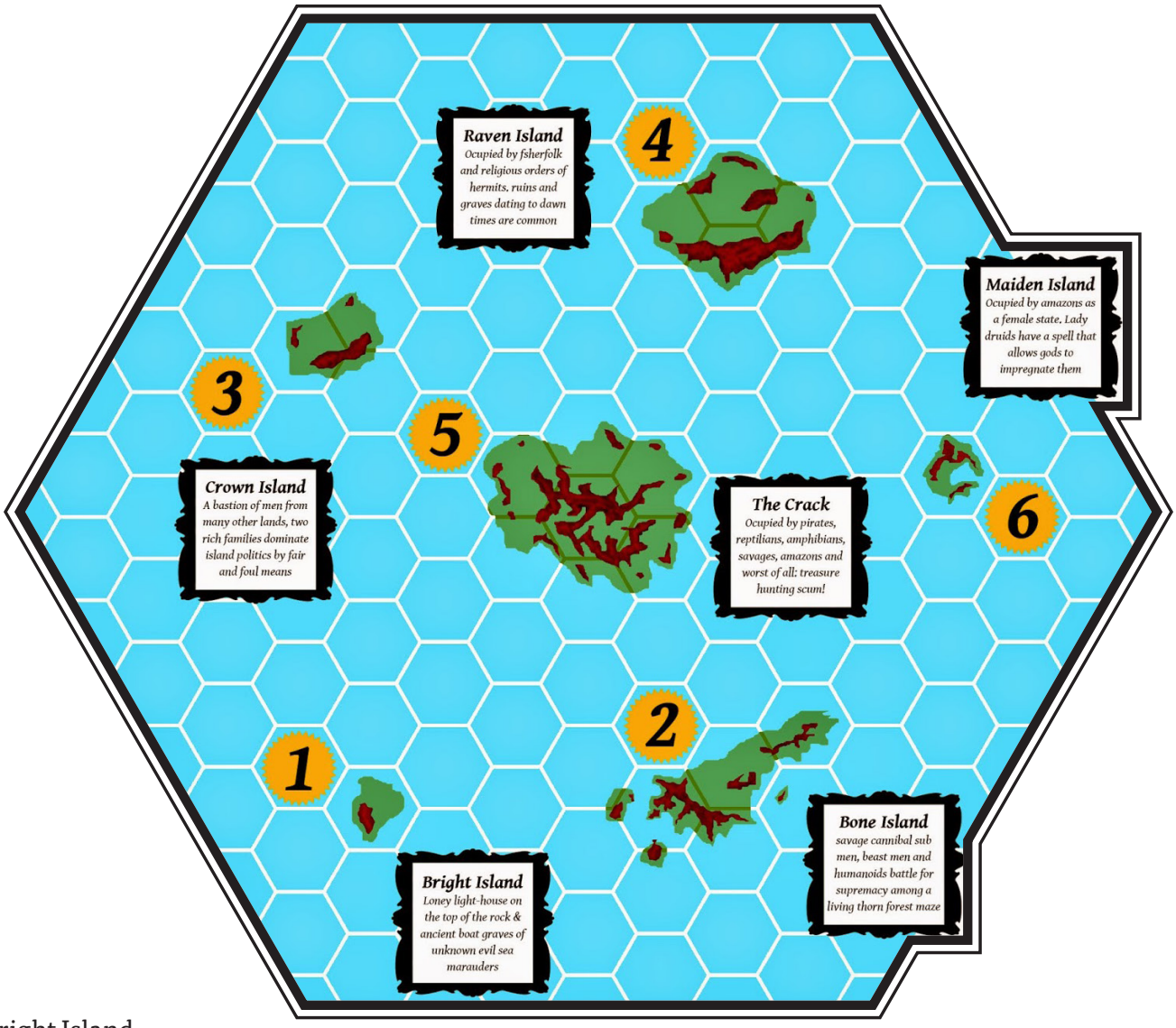
ROLL 1D12	ENCOUNTERS IN THE DARK DEEPS
1	*Giant eels*
2	*Giant deep sea angler fish*
3	*Cephalapod: 1d4 1=Kraken, intelligent & evil 2=giant amonite 3=giant squid 4=giant octopus*
4	*Marine Reptile: 1d4 1=Plesiosaur 2=Mosasaur 3=Icthyosaur 4=Archelon (turtle)*
5	*Dragon turtle*
6	*Giant albino sharks*
7	*Fish man village carved into a reef, will sound alarm if intruders seen*
8	*Fish man elite band with catfish man sorcerer or squidman priest*
9	*Giant invertebrates: 1d4 1=trilobites 2=sea scorpions 3=lobsters 4=crabs*
10	*Undead chaos mermaids*
11	*Fishman giant, a priest of the old ones*
12	*Star spawn of the deep*

Level 1 - The Islands

This is a quick map of the surface settlements. Most are villages of only a hundred or two. The largest marked with a bullseye are the Amazon town and the serpent man colony. These have populations of possibly over 500. Populations from other lands settle the islands but things from the underland boil up in great hordes or single horrors from time to time. The underland has larger numbers than the surface.

1. Bright Island
2. Bone Island
3. Crown Island
4. Raven Island
5. The Crack
6. Maiden Island

Scarford Reef



Bright Island

A lighthouse built unfathomably long ago is maintained by a succession of old man. Each finds a replacement who in turn finds a replacement before he dies. Guests are common. Lower levels have many basements including a bubbling oil well. The old man might ask adventurers to clean some out. Possibly connected the great underground labyrinth. The west coast is more craggy and lined with cliffs and reefs. There are many wrecks precariously stuck on rocks around here. The east coast beach has been sinking and waves have exposed graves of a unknown race of sea marauders. Further inland are boat shaped cairns and borrows, some with complete ships inside. Some undead have been seen prowling around, even coming out in day under dark clouds and rain. The Island is windy with clouds quickly appearing and disappearing with frequent rain.

ROLL 1D12	BRIGHT ISLAND ENCOUNTERS
1	*Old man hunting or fishing, friendly and invites strangers to the light house*
2	*Smuggler scum, wreckers, pirates, castaways or looters looking for trouble*
3	*Fishmen expedition looking for captives*
4	*Wights of the sea raiders graves looking for mayhem*

ROLL 1D12	BRIGHT ISLAND ENCOUNTERS
5	*Cannibals visiting from other island*
6	*Zombies from shipwrecks looking for flesh to eat*
8	*Predator: 1d4 1=cave lion 2=brown bear 3=wolf 4=cave lizards*
9	*Herd beasts: 1d4 1=boar 2=goats 3=iguanas 4=cattle*
10	*Goblins from cliff caves looking for mischief on the surface world*
11	*Gull man shaman attending sacred site*
12	*Small sea serpent prowling on surface for food*
12	*Star spawn of the deep*

Bone Island

A harsh rocky island with a great thick thorn forest and hostile tribes of humans, beast men and humanoids. The forest is damp and boggy with sinkholes common. The weather is muggy and rains daily with seasonal variations from cool to hot. Mist is common. Besides thorn trees the Island is covered in ferns and fungus. Rich with huge bugs, worms and mosquitoes. Horses die rapidly from insect borne disease. Cannibal tribes live in huge stockades with roofs which they move a mile or so every ten years. Tribes all hate each other and outsiders with moral codes that teach outsiders are abominations fit only for food. Ruined shrines, step pyramids and temples are to be found in forest, half swallowed by tree roots and water. Outsiders come here to catch slaves.

ROLL 1D12	BONE ISLAND ENCOUNTERS
1	*Cannibal tribe or the Fang tribe with headresses and necklaces and weapons from monster teeth*
2	*Cannibal tribe Bone tribe dresses in warpaint with bone weapons and armour*
3	*Beast men: 1d4 1=lizard Men 2=fish men 3=frog men 4=salamander men*
4	*Beast Men: 1d4 1=dog men 2=goat men 3=boar men 4=crow men*
5	*Beast Men: 1d4 1=bat men 2=lamprey men 3=crab men 4=shark men*
6	*Giant bugs: 1d4 1=tarantula 2=scorpion 3=carnivorous beetle 4=giant scorpion*
7	*Herd beast: 1d4 1=Giant rabbits 2=Wild boar 3=Goats 4=Iguana*
8	*Predators: 1d4 1=Sabretooth tiger 2=wild dog pack 3=constrictor snake*
9	*Flyers: 1d4 1=giant bat 2=pterodactyl 3=giant eagle 4=giant dragonfly*
10	*Slaver expedition of civilized scum from outside with a boat on shore*
11	*Humanoids : 1d4 1=goblins 2=hobgoblins 3=bugbears 4=gremlins*
12	*Others: 1d4 1=kobolds 2=orcs 3=ogres 4=cyclops*

Crown Island

Two villages with a long rivalry and history of intrigues between them. Bastion was settled by merchant family driven from home city centuries ago. They are snooty and think themselves better than everyone. Dagger Beach was a thieves guild who settled here about a hundred years ago. The have settled as farmers but are still thieving, greedy and untrustworthy. Many other people have settled on both villages and a few farms belong to neither community. The moors have temperate weather with fog at night. Most avoid them as crawling with no goods and horrors by night. Old graves and monoliths from the islands unknown past are common.

ROLL 1D12	CROWN ISLAND ENCOUNTERS
1	*Common men from Bastion: 1d4 1=shepherds 2=wood gatherers 3=farmers 4=children*
2	*Common men from Dagger Beach: 1d4 1=sheep rustlers 2=treasure hunters 3=thieves 4=children*
4	*Rich youth from one of ruling families looking for fued*
5	*Witch ceremony, witnesses must die*
6	*Witness liaison between villagers of different clans: 1d4 1=cultists 2=lovers 3=plotters 4=traders*
7	*Were beasts looking to eat or infect someone*
8	*Wights crawled from old grave or barrow*
9	*Terrorbirds hungry for flesh*
10	*Deer herd, shy but stags might get protective*
11	*Doppelgangers pretend to be friendly villagers*
12	*Bandits, outcasts of both settlements*
12	*Others: 1d4 1=kobolds 2=orcs 3=ogres 4=cyclops*

Raven Island

This island is rocky and covered in fog shrouded moors. Squid Cove and Flounder Bay villages are both decrepit, degenerate and are rivals for fish and prosperity despite being similar. Both have cultists of many sects among them and about a quarter are fish folk hybrids. The taint of fish folk blood is common. Inland is a region where many monasteries and temples are built. Many hermit caves and grottoes are in are which has ironically attracted pilgrims. Templar clerics arrived to protect the pilgrims and now a substantial religious populace is on the island. Ruins of a old kingdom are common and monoliths from before that are easy to find. Graves from a least a thousand years are common with many run down and no longer sanctified. Undead wander at night and bandits and cults are a problem. Ravens of huge size are thieving bastards. The like to steal shiny objects and food. Crow men in the mountains include shape shifting magicians but they avoid confronting humans. Wind and rain and fog are common.

ROLL 1D12	RAVEN ISLAND ENCOUNTERS
1	*Hermit prefers to be left alone: 1d4 1=naked 2=with animal friends 3=writing a text 4=reluctant prophet*
2	*Monks on a walk: 1d4 1=gathering firewood 2=contemplating 3=visiting a shrine 4=repairing graves*
3	*Cleric: 1d4 1=hunting undead 2=hunting for rumoured fish men 3=visiting holy site 4=hunting cultists*
4	*Ghouls looking for food or hiding from sunlight*
5	*Giant Ravens looking for food or shiny things to steal*
6	*Raven men shapeshifters in disguise as: 1d4 1=hermits 2=rogues 3=drunks 4= rich youths*
7	*Villagers from Flounder bay, 1in4 are hybrid fish men and will murder, kidnap and abuse strangers*
8	*Villagers from Squid cove, 1in4 are hybrid squid men and will murder, kidnap and abuse strangers*
9	*Robed cultists on processional march will hunt and kill those who see them*
10	*Procession of skeletons or zombies visiting graveyards then returning to own*
11	*Raven beastmen making blood sacrifice on monolith*
12	*Warg with back pelts roam at night, some strange like a one eyed one who causes fear*

The Crack

A harsh over grown thick forest with tribal cannibal men, frog men, a pirate base and a reptilian citadel. Very similar in climate and vegetation to bone Island and the cannibals here are albinos but kin to the savages of bone Island also. The skin eater time attribute their albinism to spending a aeon in the Underland and shaman still travel there to share rituals with their cousins still below. They like to wear skins of enemies to steal their strength. Their log stockade village has human skins nailed to the walls. They even speak and write in Undercommon tongue of the Underland using skin as parchment. Other small non albino tribes exist but are more secretive.

The Serpentine Citadel is home to an alliance of reptilians including lizard men, serpent men, dinosaur men and dragon men. Many factions of each with different horns, frills, crests, wattles and skin colour. The citadel is so old it is now mostly underground but still impressive. Few humans who get to see it leave though. Reptilians enslave and eat humans mostly. They trade with various reptiles of the Underland freely. Surrounding the citadel are sacred enclosures of each tribe, united by hatred of humans.

Saratogra is a pirate fort where members are given free board and medical care. Trade opportunities are good but they torture and hang suspected spies. Very good carousing here and most women who are not pirates are prostitutes. The pirates raid savages for slaves and the albinos fetch good prices for exotic sex appeal, even though they file their teeth. Pirates also have unsavory rituals with shrines of evil cults and demons openly in the streets. Some good temples exist but preachers are careful not to draw too much attention and use influence as healers to help negotiate recovery of pirate prisoners.

The frogmen hate everyone also and don't even bother talking to humans, preferring them only for sex, meat or to sacrifice. Their marshy village is surrounded by traps, pits. Also in flooded trenches are giant salamanders and newts and axolotls that snap at anything that moves. They too trade with Underland kinfolk. Their ritual croaks are heard for miles every full moon.

ROLL 1D12	RAVEN ISLAND ENCOUNTERS
1	*Frog men savages hunting*
2	*Skin eater tribe of cannibals wearing flailed human skins*
3	*Pirates looking for treasure or slaves*
4	*Adventures looking for treasure*
5	*Lizard men hunters with a pet dinosaur*
6	*Lizard men with serpent man wizard on holy trek*
7	*Dragon men hunting humans*
8	*Dinosaur men cavalry on patrol*
9	*Demented castaway been hiding here and now insane*
10	*Giant Invertibrates: 1d4 1=beetle 2=scorpion 3=centipede 4=dragonfly*
11	*Giant reptilians: 1d4 1=cave lizard 2=chameleon 3=iguanas 4=dinosaur*
12	*Giant amphibians: 1d3 1=frog 2=fire toads 3=salamander or newt or axolotl*

Maiden Island

The Amazon Island where men folk are rare and mostly slaves or eunuchs and compromise only 5% of the population. Most of the population prefer druidical magic that allows virgin pregnancy. Men are not even permitted in the Silver Star Citadel, the holy Amazon bastion. Unicorn rider corps are all

virgins and unicorns are used to assess the state of a woman's chastity and are present in courts of law and at the citadel gates. Silver star citadel is a splendid wonder with many stories and floors of museums, art and trophies. Many hybrid creatures dwell on the Island and Amazons practice sustainable hunting and the smarter monsters know it. Monster fighting is a important test for elite champions. The Amazons were once active in world affairs but too many betrayals taught them isolation is best. Many peoples hate them and see them as a threat to male dominated life. In the past the Amazons sponsored female led revolts even among orcs. Among them are women elves and other rare shapeshifters like winged folk who descend from angels. Elf males are tolerated and allowed in their Citadel. Intelligent birds also choose to dwell on their lands and are protected by law and have roosts granted for nesting. Beast folk in the woods and the Amazons are on good terms and often fight together.

ROLL 1D12	MAIDEN ISLAND ENCOUNTERS
1	*Unicorn rider cavalry*
2	*Eunuch corps, patrol country side and fight fanatically for the queen with javelins and slings*
3	*Amazon warriors: 1d4 1=spear phalanx maidens 2=axe maidens 3=sword maidens 4=bow maidens*
4	*Amazon champion and her battle sisters*
5	*Lion's are common and male lions are culled*
6	*White Deer, some with saw single saw toothed crescent horns*
7	*Hybrid beast: 1d4 1=Manticore 2=Chimera 3=Lamussu 4=Sphynx*
8	*Hybrid Beast: 1d4 1=Unicorn 2=Pegasi 3= Centaur 4=Shedu*
9	*Giant Intelligent Bird: 1d6 1=Eagle 2=Falcon 3=Owl 4=Condor 5=Albatross 6=Raven*
10	*Beast folk: 1d6 1=Lion men 2=Falcon men 3=Vulture men 4=Owl men 5=Raven men 6=Unicorn men*
11	*Nature spirits like: 1d4 1=Nymph 2=Sylph 3=Dryad 4=Hag*
12	*Amazon magicians with servants: 1d4 1=Priestess 2=Wizard 3=Sorceress 4=Elf 5=Winged folk 6=Witch*

Level 2: The Underland Tunnels

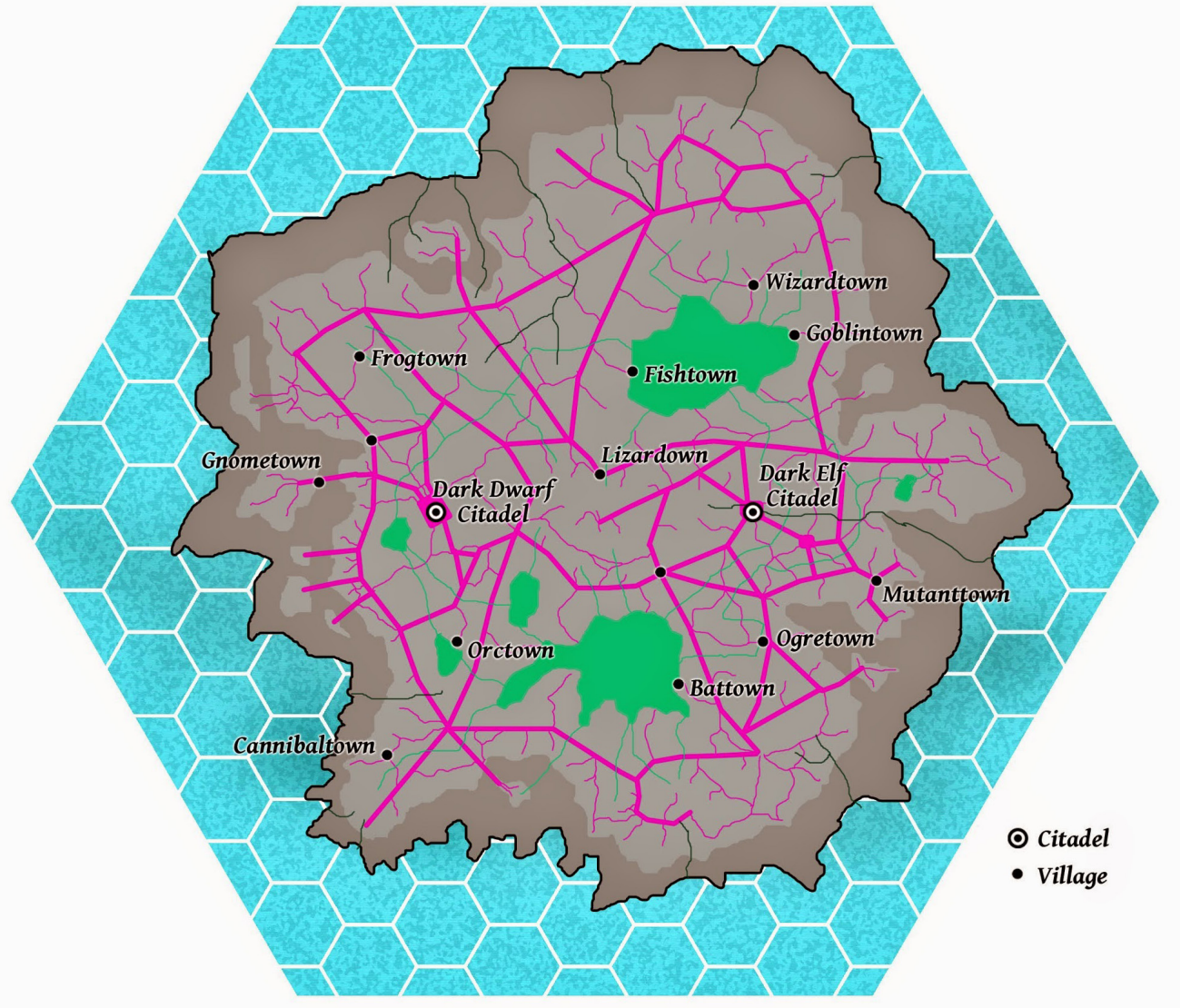
The tunnel filled zone between the great Underland and the surface has many natural tunnels dug by monsters and volcanic vents and eroded by water through limestone. Many have been altered and improved by animals and races of the deep. When marching you might find traces of mines, sub roads of underground cities, graffiti thousands of years old and more. Many smaller tunnels more erratic but larger ones longer, straighter and more evidence of habitation. They are the highways of Underland trade and connect many places.

- The pink are tunnels usable by air breathers. The aqua lines and bodies are great underground freshwater rivers and lakes. The dark green are saltwater intrusions often used by salt water breathing horrors of the deep to invade.
- The green and brown are to show locations of the above islands (or rather mountain tops depending on your perspective).
- The dark grey is the extent of the great mountain range of rock that some say fell from the sky when the area was a surface kingdom. The light grey shows the great Underland chasm of hex level 3.
- The pink lines connect various surface and subsurface settlements past and present, surface

and underland. It also intersects with the salt and fresh water tunnels. There are three large underground kingdoms on level 2. The biggest one to the west is a dwarvern one. The second one a great prehuman vault where albino cannibal men have fully devolved into savage white orcs. The third is a dark elf settlement which deals frequently with the great Underland's goblins, humanoids, beastmen and elves.

Life here is tough. It survived the god wars at the dawn age. Survived the gods dropping mountains on top and submerging under the land and sea. Survived waves of survivors escaping great dooms on the surface only to be forgotten by surface folk. Survived the great death engines of evil wizards running rampant and the fall of the great age of Underland citadels. So when you come crawling down here blinking at the luminescent waste lands, the things down here will think you are soft and sweet and curious treats for their pleasure. You wont make it back home. This is your doom. The Underland keeps its secrets well and the surface will forget you ever existed.

The puny surface folk forget that life came from the deep and darkness and when the surface is scoured clean by another apocalypse, it will be repopulated by the things of the below kingdoms. A great pallid exodus of horrors will return to the surface again to claim what the weak sunlit dwellers are too soft to hold. The million chittering young of the depths will gorge themselves on sweet soft flesh of the sunlit lands beings and replace them. This has happened many times. Only the deep remembers.



Common intelligent life you might find in ruins, settlements, camps or on patrol or trade routes

1D20	QUICK SENTIENT BEINGS YOU MIGHT MEET
1	*Goblinoids (goblins of various colours thrive in fungi)*
2	*Elves (dark elves, bone elves, shadow elves and ash elves)*
3	*Dwarves (mostly dark dwarves, morlocks and derro)*
4	*Gnomes (mostly dark and cave gnomes)*
5	*Orcs (many formerly albino human evolved into elves by black magic)*
6	*Ogres (many weird local variants)*
7	*Troll (the common insane regenerating chaos kind and others like dark, bright and cave trolls)*
8	*Abhuman Beast men of mammals (goat, bat, weasel, hyena, rat, mole, badger, cat, dog and wolf men)*
9	*Abhuman Beast men invertebrates (spider, scorpion, centipede, trilobite, crab, lobster and worm men)*
10	*Abhuman Beast men of reptilians (snake, lizard, draconic and saurian types)*
11	*Abhuman Beast men of elder waters (fish, frog, newt, squid, catfish, lamprey, octopus and eel men)*
12	*Abhumans hybridised with elementals and or beasts like fire newts, rock men, ice men*
13	*Abhumans hybridised with fungus like mushrooms, toadstools, mould*
14	*Abhuman hybrid mongrels with human, mutant and beast characteristics*
15	*Humans (necromancers, sorcerers, wizards, witches, psions, cultists)*
16	*Humans (mutants, some humanoid, others barley recognisable)*
17	*Humans (albino cannibals degenerates)*
18	*Undead (many corporeal varieties)*
19	*Undead (many non corporeal varieties)*
20	*Other planar (humanoid devils and demons mostly, but some elemental)*

Adapted for subterranean life and often long extinct on surface - often gigantic, albino or mutant

1D6	QUICK TYPES OF LIFE THAT MIGHT MEET AND EAT YOU
1	*Slimes, oozes, fungi, lichen, jellies, macrobes*
2	*Giant Invertebrates (slugs, centipedes, scorpions, spiders, leeches, worms, grubs, beetles)*
3	*Marine creatures and amphibians (cave pike, lobsters, frog, toad, salamander, lamprey)*
4	*Dinosaurs and lizards (herd animals of reptilian beast men, could include featherless terror birds)*
5	*Mammals (rats, bats, moles, weasels, badgers, swine, boars, cats, wolves, bears, mammoths)*
6	*roll on the horrors below table*

This covers the main types of thing that lurk in the deep

1D12	QUICK TYPES OF HORROR THAT WILL DESTROY YOU
1	*Mutants (altered by magical auroras and hybridisation into new horrors fro mundane creatures)*
2	*Draconic (dragons, wyverns, worms, reptilian magical hybrids of many types)*
3	*Lycanthropes (rat, devil swine, bat, mole, spider, lizard)*
4	*Necrobeasts (undead creatures made by necromancers to serve as domestic animals)*

1D12	QUICK TYPES OF HORROR THAT WILL DESTROY YOU
5	*Centauroids (human from the waist up with animal bodies, like: man-rat, man-spider, man-scorpion, man-snail)*
6	*Sphynxoids (often human headed beast hybrids, inteligent like human-boar-bat or human-bear)*
7	*Chimeroids (bat-mole-rat, rat-snake-bats, weasel-boar-badger-bat, bear-bat, and hybrid horrors)*
8	*Automatons (golems and magical constructs and engines)*
9	*Abominations (basilisks, cateoblas, rust beasts, eye killers and other unnatural magical hybrids)*
10	*Elder servitors (shoggoths, dark spawn, mi-go, byakee, shambling horrors, moon beasts)*
11	*Elementals (standard types by elemental beasts like salamanders also)*
12	*Other planar (non humanoid devils and demons and others)*

Other Guidelines

- Pleistocene creatures, dinosaurs and other prehistoric life might be found here but altered.
- It could be mutated, hybridised, reanimated from dead or altered by other planar influence or magic.
- The skin of many creatures might be pallid, hairless, featherless, albino, transparent, glowing.
- While light is dim and many adjust senses, other develop thermal sense, sonar or improved smell.
- Some beings have bio-luminescent organs or symbiotic algae or fungi growing on them.
- Gigantism and long life are common changes, many can sleep for long periods and eat little.
- Cannibalism and inbreeding is common aiding the mutation process.
- Local beings may resist terrible environment they dwell in, while other types might be fatal.
- Use creatures from many settings like *Dark Sun*, *Spelljammer*, *Ravenloft*, or *Deities and Demi-gods*.
- Cross breed any creatures or swap surface species elements for sub-world ones; like birds=bats, plants=fungi, etc.

Hazards, Encounters & Mysteries

Hazard and mystery tables handy too. Hazards are more problems and obstacles and mysteries are things that imply plot or make you question or could even be plot seeds. As original Hazard table was only d50 will add some extras here.

1D100	UNDERLAND HAZARDS
1	Chasm over great pit (1d6 1-2 no crossing, 3 single rope, 4 rope, 5 wood bridge, 6 stone)
2	Chasm over rapid water (1d6 1-2 no crossing, 3 single rope, 4 rope, 5 wood bridge, 6 stone)
3	Chasm over lava (1d6 1-2 no crossing, 3 single rope, 4 rope, 5 wood bridge, 6 stone)
4	Cliff to climb
5	Fragile stalagmites drop from loud sound
6	Cave-in blocks way
7	Flood blocks passage
8	Calcium growth have blocked and hidden passage
9	Fragile sinkhole entrance easily fallen through
10	Mud pit difficult to traverse, traps heavy victims
11	Mud slide chute carries to lower level
12	Tiny passage needs to be crawled through to pass
13	Fragile crystal chamber floods if any broken
14	Chamber of salt, corrodes tools, possible to be sucked to lower level
15	Burning pit of natural gas or oil
16	Volcanic boiling mud pools
17	Poison or flammable gas slowly floods area
18	Steam geyser fills chamber with boiling vapour
19	Bat guano chamber crawling with bugs, snakes, scorpions, critters and parasites
20	Huge windy tunnel with narrow walkway over chasm
21	Radioactive minerals or drums of waste
22	Magnetic anomaly compasses spin, then metal flies away
23	Vampire bat lair with stinking pools of blood red bat droppings
24	Crystalline floor collapses
25	Overgrown with giant fungus growths
26	Alchemical waste glowing toxic slime pool with giant maggots
27	Gate or doorway or portcullis
28	Guardpost with guards, possibly an outpost
29	Monster Lair
30	Boiling water
31	Acid or alkali pond
32	Non Human settlement
33	Fungus forest with giant caterpillars cows grazing

1D100	UNDERLAND HAZARDS
34	Floor collapses and dumps party on lower level
35	Exploding fungus field
36	Screaming fungus field attracts monsters is set off
37	Sleep spoor fungus field resist or sleep and be eaten
38	Strong winds pound furiously
39	Heat is overbearing, use more water, tire more
40	Poor ventilation fatigue increases
41	Chilly damp cave risk hypothermia
42	Air pressure causes mild bends and nose bleeds
43	Gravitic anomoly, reversed or zero
44	Gigantic sleeping monster awaiting the end times
45	Koboldonium burning metal hexagonal plates planted in path
46	Ancient mine feild
47	A hidden sinkhole to a lower level
48	A hidden sinkhole to a lower pit with starving creature and animal graveyard
49	Volcanic stream of lava blocks path
50	Cave-in seals chamber, hole in ceiling goes up
51	Sentient aligned crystals try to alter party moral compass
52	Crystalline gateway acts as natural teleporter
53	See flooded ruins under water
54	Gigantic remains of giant or god or monster from the dawn age
56	Gigantic carved face with mouth for door
57	Crude cartoons of adventurers being killed
58	Crystalline cavern with benevolent healing magic
59	Crystalline cavern with evil intelligence will attempt possession
60	Weird echo chamber effect alerts enemies
61	Weird echo chamber effect replies with abuse in own voice
62	Inscription multiple languages and images on border stone
63	Drunk goblin talks to any who will stop and talk
64	Gremlins leave false clues, signs or tips
65	Dying old surface person been down here decades
66	Hobgoblin shape shifted into small giant but no stronger
67	Ancient tomb sealed for millennium
68	Pylon with open door and gem control panel, meddling causes quake
69	Pylon with open door with time space gate
70	Pylon with open door creates evil duplicate party
71	Pylon with open door glowing reptile skulls on plinths acts as cranky oracle
72	Pylon with door closed but tribals performing ritual to it

1D100	UNDERLAND HAZARDS
73	Area swarming with mostly harmless tadpoles, frogs, eels, crustaceans, newts or worms
74	Metallic door in rubble from ancient crashed space craft or bunker
75	Anachronistic complex with plumbing, ruined tools and strangely dressed corpses
76	Lost children who have escaped and seek exit
77	Lost children who are really shape shifters like doppelgangers or hobgoblins
78	Remains of fresh vile demonic ritual
79	Dead mules laden with bundles of priceless and forbidden drug crop or other goods
80	Magical mushroom patch
81	Magical pool shows images of other places and times
82	Magical pool shows images of viewers loved ones
83	Magical pool shows images of evil beings at work on wicked schemes
84	Magical pool heals some wound damage once only if drunk from pool
85	Magical pool acts as magical potion once only if drunk from pool
86	Magical pool reduced age 1d10 once only if drunk from pool
87	Cave formations resemble well known home landscape
88	Huge statue of pre human god
89	Remains of ancient temple with basalt slab covering a pit
90	Rope or ladder goes up or down pit beyond sight
91	Beautiful clear water with ferry dock
92	Tracks with possible rusty mine cart full of junk
93	Tiny shack atop ancient mound
94	Walls filled with frightening monster fossils
95	Stone footprints from some ancient battle with a monster in ground
96	Graffiti covered cave with marks in a hundred languages going back to ancients
97	Calcium formations shaped like well known being or someone explorers know
98	Glowing walls and fungi make a surreal wonderland
99	Spores from caves infect through air or contaminated food causes hallucinations
100	Trees growing with light shaft from above, stone monuments and graves

1D50	NEW UNDERLAND HAZARDS
01	Bad air causes hallucinations
02	Gremlins foul food and water with excrement or just by consuming
03	Gremlins ruin your tools for fun
04	Gremlins tie knots in all your string, cords and straps
05	Rats eat your sacks and rope
06	Cave snakes crawl in your bed
07	Cave spiders and scorpions crawl in your boots

1D50	NEW UNDERLAND HAZARDS
08	Break out with fungal rot on skin, everything needs a good wash
09	Walk over ancient graves and awaken the dead
10	Leather and cloth goes moldy and fragile
11	Giant ant nest disturbed
12	Giant scorpions follow your scent
13	Accidentally climb over huge camouflaged cave lizard
14	Zone of magical darkness left in some ancient struggle
15	Deposit of cursed animal bones assemble to attack intruders
16	Hidden sentry post with messenger system warns a faction
17	Area covered in cobwebs and tiny spiders concealing secres and passages
18	Area covered in giant invisible web by giant spider
19	Flaming pit of salamanders curious about outlanders
20	Totem pillars of faction signal faction or curse intruders
21	Waist deep water home to killer albino giant fish
22	A hellcat awaiting a new master to corrupt to path of evil
23	Burrows of huge snakes or cave eels in walls like to snap at intruders
24	A defensible campsite around a squat toad shaped monolith that causes nightmares
25	Abandoned beast of burden or pet, friendly and hungry, carries horrible parasites
26	Deadfall of rocks set by a faction or gremlins
27	A foot snare set by a faction or gremlins
28	Poison dart traps set by a faction or gremlins
29	Slimy slippery rocks
30	Red devil gem makes those who see it crave for it and fight friends to possess
31	Walls riddled with great flesh eating worm tunnels
32	Primitive explosive trap set by a faction or gremlins
33	Strange glowing auroras make you want to sleep or other behavior effects
34	Magical cave painting of beast, beastman shaman or demon comes to life
35	Spirit of long dead explorer haunts area seeking rest or a new body or burial
36	Cloud of spores causes choking and sets fungi growing on possessions
37	Crumbling cliff path over great gulf
38	Bridge of zombies or skeletons holding each other across chasm
39	Long undisturbed coffin on a plinth surrounded by withered corpses
40	Shrine with offerings, if disturbed curses interloper
41	Slippery blood all over rocks near cliff
42	Slimy giant slug trails around huge pit on path
43	Dripping acid from ceiling
44	Toll bridge with monster guards
45	Strange bacterial slime crawling with huge grubs, byproduct of alchemy gone wrong dump site

1D50	NEW UNDERLAND HAZARDS
46	*Mounds of monster excrement full of parasite eggs waiting to be picked up*
47	*Giant dung beetles rolling huge dung balls down tunnel*
48	*Huge boulder comes loose from sounds of adventurers and rolls towards them*
49	*Cursed idol makes all food and drink toxic or carry disease*
50	*Tar pit, concealed under dirt and debris*

1D100	UNDERLAND ZONE ENCOUNTERS
1	*Kobolds out laying traps*
2	*Kobold Kommando squat*
3	*Kobold suicide bomber*
4	*Kobold hunters pepper with arrows and flee*
5	*Goblin spearmen out on patrol*
6	*Goblin mushroom-wranglers with sickles*
7	*Goblins apprentice looking to join party and learn of human magic*
8	*Goblin beast tribes with either pet bats, wolves, hyenadon, terror birds, dogs, giant boar*
9	*Goblin druid, wizard, priest, witch, sorcerer or other magician*
10	*Goblin baby screaming for attention, mother will give gift if party kind*
11	*Goblin old man begging for coins, laughs insanely if given a coin*
12	*Hobgoblin cutting giant mushroom or skinning a lizard, easily offended*
13	*Hobgoblins shapeshifters into rocks surround a half buried chest full of junk*
14	*Hobgoblins as wolves or goats in mountains or even as birds cause trouble*
15	*Hobgoblins digging or building, easily provoked*
16	*Hobgoblin halberdiers on the march in iron boots*
17	*Hobgoblin woman takes a fancy to party member and demands they hand them over*
18	*Bugbear stalks group, tries to scare or kill party member*
19	*Bugbear gang looking for trouble or at least food*
20	*Bugbear sniper with heavy crossbow and careful aim*
21	*Bugbear thief looks for food and goods but will kill and run if caught*
22	*Ogre with pet or herdbeast off to feed his critter*
23	*Ogre with one eye and club and loin cloth, dumb and hungry*
24	*Ogre mutant with additional features, hated by own kind*
25	*Ogre Mage with some magical abilities*
26	*Orc troops on quest for evil lord*
27	*Orc assassin stalks and attacks at opportune moment with poison*
28	*Orc hunter with dire wolf or prehistoric boar*
29	*Troll guarding a chokepoint in the tunnel like a bridge and very hungry*

1D100	UNDERLAND ZONE ENCOUNTERS
30	*Troll eating someone, annoyed at unwanted guests*
31	*Dwarf merchants looking to trade*
32	*Dwarf berserkers looking for a fight*
33	*Dwarf adventurers looking for adventure*
34	*Gnome explorer with automatic clockwork repeating crossbow*
35	*Gnome building, mining, fishing, mushroom picking, cooking or making stuff*
36	*Dark Elf assassin scout looking for evil deeds*
37	*Dark Elf lady magician looking for victims*
38	*Bright Elf adventurer seeking ancient evils or on a quest*
39	*Troglodyte hunter with club fighting monster*
40	*Troglodyte witch with degenerate young sons*
41	*Troglodyte psion hermaphrodite with laser riding devolved quadruped human*
42	*Mole Men harvesting mushrooms and worms for overlords*
43	*Goat men looking to sacrifice victims*
44	*Goat men torturing prisoners to prepare for ritual*
45	*Bat men cultists stalk and make silent glide attacks at opportune moment*
46	*Degenerate albino lizard men attack like pack of beast*
47	*Degenerate albino lizard men serving mad serpent man*
48	*Lizard men with obsidian edged war clubs and spears hunting*
49	*Lizard men guards with serpent man*
50	*Fish men monks hate surface intruders*
51	*Fish men priest and bodyguards seeking mates, slaves, food and sacrifices*
52	*Fish men scientists seek lab rats*
53	*Fish man witch charms men with song and illusion*
54	*One eyed tribal orcs serving some under land evil lord or cult*
55	*Hell hound from underworld an menace to all*
56	*Giant Toad appears as rock, tries to swallow victim whole*
67	*Giant Cave Chameleon hangs from celing*
58	*Dimetrodon concealed under rubbish and fungus heap*
59	*Cave giant (d6 1-2 one head, 3 two heads, 4 three heads, 5 four heads, 6 four +d6 heads*
60	*Giant cricket leaps from cover for a nip*
61	*Giant mole cricket bursts from ground*
62	*Giant Cockroach clings to wall in disguise*
63	*Colossal tunnel rat*
64	*Pack of dog sized giant rats with disease*
65	*Were rat agent*
66	*Rat men assassins and warlock spreading disease*
67	*Swarm with tiny rats, snakes, bugs, spiders, scorpions, etc*

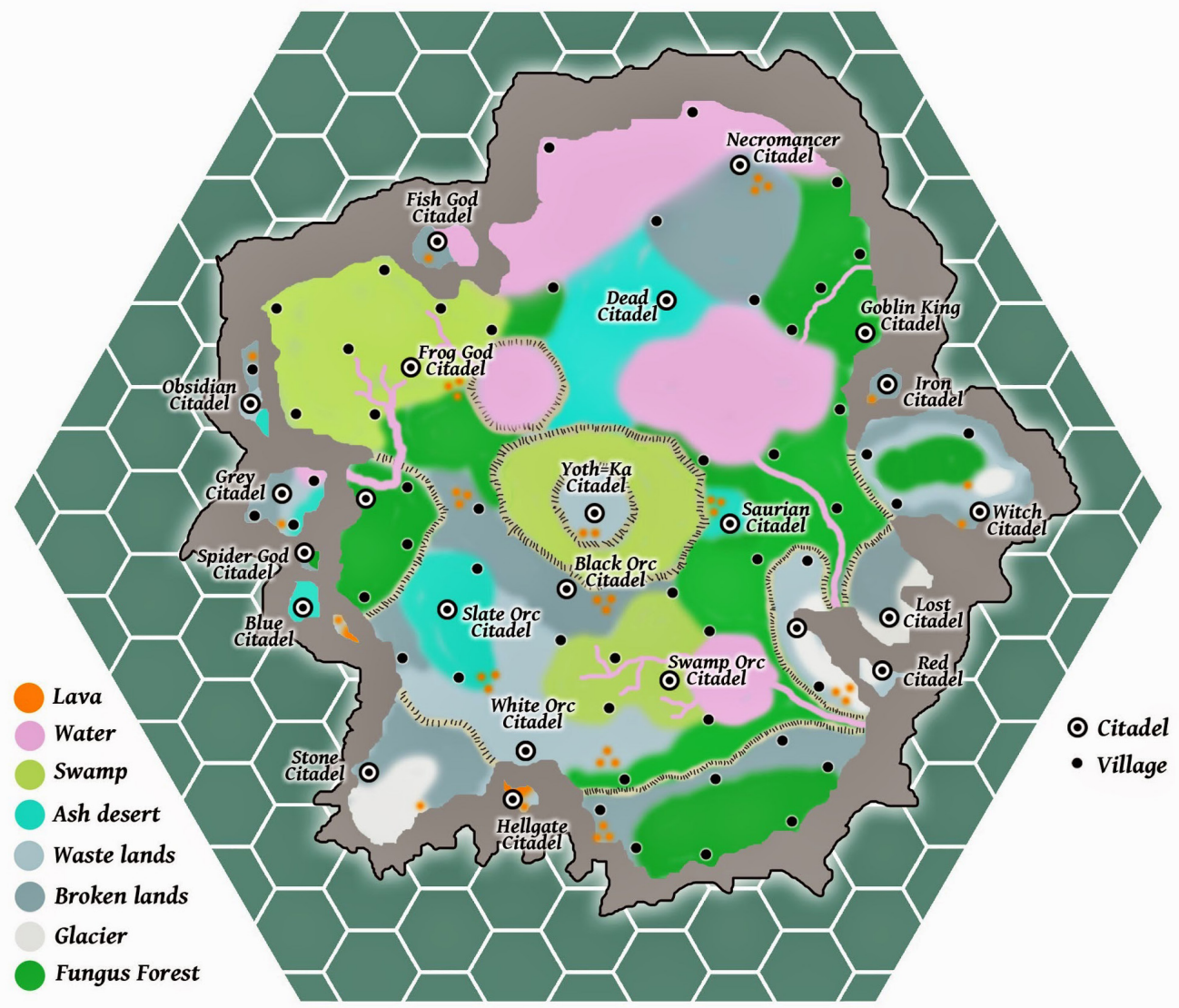
1D100	UNDERLAND ZONE ENCOUNTERS
68	*Dog sized giant ants carrying gold nuggets, pets of some being*
69	*Colossal ant on the hunt*
70	*Beetle men halberdiers with giant war beetle*
71	*Robed wizard actually mass of writhing worms with living spell books made of bug colonies*
72	*Lost surface madman out for some crazy quest*
73	*Giant cave ferrets or weasels*
74	*Badger men in ringmail, with morning stars, looking for food and loot*
75	*Giant monitor lizards scavenging on carcass*
76	*Giant basking monitor lizards swarm like hungry crocs*
77	*Small Basilisk in toxic polluted cavern territory littered with the dead*
78	*Bonnacon with body of a horse, head of a bull and deadly incendiary blast from rear (google it)*
79	*Huge snapping cave tortoise*
80	*Giant Cave lobster hangs above ledge and grabs victims*
81	*Lone gargoyle guarding a door from those without password*
82	*Stalactite like giant carnivorous snails drop from roof*
83	*Mushroom men in group trance*
84	*Mushroom man insane looking for composted flesh to spawn on*
85	*Giant newt or axolotls lurking in or near water*
86	*Small stone elemental guarding a path*
87	*Small water elemental guarding a path*
88	*Small magma elemental guarding a path*
89	*Zombie soldiers looking for corpses to take home*
90	*Ghouls, almost human from civilization looking for food but recently dead will do*
91	*Ancient ghouls with bestial claws, beaks and fur*
92	*Vampire possibly of exotic humanoid or pre-human species*
93	*Were snake, badger, lizard or other subterranean were creature offers to join party*
94	*Hell Cat hunting imps and gremlins or a new evil master*
95	*Minor demon possibly in disguise on some minor errand, easily distracted*
96	*Frost Salamander in frozen cave guarding frozen humanoids*
97	*Angry cockatrice lurking near hazard or choke point*
98	*Golem on a mission for a distant master, possibly with detection wand*
99	*Lamia, succubi or evil seductive monster pretends to be trapped victim*
100	*Degenerate surface folk turned into cannibal clan*

Level 3: The Underland Great Cavern

A world of natural caves and chasms, crystal chambers, volcanic rivers of lava, stony labyrinths and fungi forests. Hidden subterranean races, dark fey folk and species long dead on the surface can be found here. Whole settlements of beings dwell here in citadels and are constantly at war. Upper levels are connected to sinkholes where surface dwelling beings find themselves trapped. Cave men art galleries and ritual spaces are found also. Lower levels get weirder and more extreme with more submerged sections and volcanic activity and non human civilization. Long passengers and large caverns make up much of the Under Land. Whole sunless lakes inhabited by blind horrors are in the deepest places. Many severe hazards and strange deaths await.

Light in this setting is dim but present in most cases for at least night vision to function. There are great lights on the tops of some ruined citadels also used as navigation beacons. These artificial lights might be any colour or have colour tints. Some flicker or fade seasonally. Bioluminescant growths are common but surface human vision may struggle at times.

This strange land is dotted with ruined weird underground Citadels. See **Appendix A: Underland Citadels** for the random generator. Also see **Appendix B: Monstrous Murder Machines**, to generate a ancient malevolent technology lurking in those hoary walls.



1D10	QUICK TERRAIN
1	*Ash plains - wasteland covered in loose ash or possibly compacted or sodden*
2	*Gravel and rubble possibly from crushed city or carried down by rivers*
3	*Mudflats - vast flats of viscous semi liquid muck like a swamp or bog*
4	*Natural structures like cliffs, caves, petrified forests*
5	*Ruined structures - remains of shattered citadels*
6	*Remnants of humans or mere look alike*
7	*Semi submerged and flooded with liquid*
8	*Volcanic debris - dormant volcanic vents, basalt plugs, fields of volcanic rock*
9	*Fungus Forest or biological zone from shrubby giant lichen to giant shroom forest*
10	*Exotic hazardous terrain -*

1D100	UNDERLAND TERRAIN
1	*Ash plain desert from some volcano or cataclysm or industry*
2	*Dust plain deposited from a past explosion or wind*
3	*Bone dust and fragments, near powdered with fragments and chunks from some ancient tragedy*
4	*Black soot from ancient fire or industry*
5	*Sand plain from some ancient beach or body of water*
6	*Salt plain with dunes from some dehydrated sea bottom*
7	*Sulphur plain of yellow powder from volcanic activity*
8	*Chemical wastes of toxic or corrosive dust*
9	*Dried and powdered algae dust plains*
10	*Dried plains of spore dust*
11	*Plains of gravel chunks worn down from larger rocks*
12	*Guano from bats or other creatures*
13	*Semi precious stones of low grade value but very attractive*
14	*Crystal shards often clear but other colours like red or blue or mixed*
15	*Ground down rubble from ancient ruins of past civilisation*
16	*Plains of tiny fossils mostly of ancient sea life*
17	*Seam of coal rubble with fossil chunks of carbonised wood and creatures*
18	*Chunks of rubble from ancient headstones and tablets cover plain*
19	*Chunks of compressed ash from past volcanic activity, very lightweight*
20	*Mounds of twitching undead body parts*
21	*Mudflats bubbling up from below and oozing over terrain*
22	*Swamp with simple vegetation and fungi barely growing in dim light, smells of decay*
23	*Salt mash with stinking black mud covered in crust of salt*
24	*Colourful bacterial sludge seemingly dirty water with rainbow shimmering on surface but alive*
25	*Transparent slime mould growing rampantly over area*

1D100	UNDERLAND TERRAIN
25	*Glowing raft of luminescent fungal slime twitching and moving*
26	*Warm mud boiling up with geysers, steam and colourful calcium deposits and bacterial pools*
27	*Slow moving lava plain with huge rafts of black rock crust hot to touch and dangerous*
28	*Great lake of god flesh twitching, gibbering. Spawning crawling flapping mutant things*
29	*A liquid living lake of evil with skin on surface allowing passage, spasms at touch of good*
30	*A great raft of twitching ambulatory fungi, giving off spores and squeaks*
31	*A petrified forest with stone tree trunks and other mineralised ancient life*
32	*Canyons and eroded galleys, with caves and remnants of ancient creek beds*
33	*Great stone towers cover plain from ancient erosion*
34	*Mesas and buttes covered area with plenty of hiding places*
35	*Sinkhole filled landscape with trickles of water and natural wells, some hidden*
36	*Riddled with ancient mines with many hidden shafts, mounds of rubble and rubbish*
37	*Great stone monoliths naturally left behind by glacial or erosion, seemingly man made*
38	*Hills and cliffs riddled with caves, some huge spaces with waterways and great shafts*
39	*Plain of cooled lava covered in great slabs separated by several meters jump*
40	*Bizarre wind carved monoliths that whistle in the wind*
41	*Processional path lined with great statues of strange sphinxes or other mythic creatures*
42	*Great stone heads of old gods or prehumans, semi exposed from soil and embedded in cliffs*
43	*A great plain of stone megaliths in circles and processional routes, with great earth mounds*
44	*Huge graveyard with worn semi exposed graves, ruined mausoleums and crumbling tombs*
45	*A crumbling estate with manor, ruined walls, overgrown gardens and servants houses*
46	*Great ruined fort with battlements, crumbling gates and towers with remnants of ancient battle*
47	*Rubble of ancient city with remaining intact buildings and walls, possible degenerate residents*
48	*Ruins of villages and farmland with overgrown fields (probably with fungus)*
49	*Remnants of a old battlefield chocked with corpses, broken weapons, bones and feasting animals*
50	*Remains of a collapsed sprawling monument like a pyramid, citadel or other wonder*
51	*Blasted hills actually mounds of ancient cities with remnants of bricks from lost civilisation*
52	*Giant hexagonal stone steps and columns with caves probably formed by volcano or giant built*
53	*Semi submerged stones and pillars possibly cut or naturally formed with submerged tunnels*
54	*Algae covered cobblestones and huge stone slabs with submerged structures and caves*
55	*Garbage from ancient cities flushed from distant cities of the surface*
56	*Ruins covered in growths of colossal fungus, sculptures and archways semi consumed by growths*
57	*Charred and burned rubble of some civilisation destroyed by volcano or great fire from heaven*
58	*Craters and scattered fragments of civilisation as if destroyed by great weapons of godlike power*
59	*Alien ruins of unfamiliar design and strange geometry with remains of huge inhuman skeletons*
60	*A once titanic organic structure with inhabitants, now dead and crumbling haunted ruin*
61	*Pure fresh water, crystal clear with albino cave fish and crustaceans of long extinct types*
62	*Dirty pools of contaminated water clouded with coloured soil, surrounded by rubble heaps*

1D100	UNDERLAND TERRAIN
62	*Salt water with crusted deposits on shore, higher buoyancy than normal sea water*
63	*Heated springs steaming and surrounded by calcium deposits with occasional geysers*
64	*Bodies of water with strange colours and shades from bacteria and minerals but drinkable*
65	*Pools of corrosives and acid, bubbling with vile vapours and strange colours*
66	*Bubbling pits of bitumen and highly flammable tar, possible animal remains of trapped victims*
67	*Pools of oil some bubbling with natural gas and toxic fumes*
68	*Hellscape of pits of burning oil and jets of flaming gas*
69	*Coloured warm water full of minerals and bacteria form great cloud like rafts of foam and calcium*
70	*Bubbling natural spring water with healing and rejuvenating properties*
71	*Steam covered plain of mud, geysers and hot spirings, shrouded in mist*
72	*Rivers of lava with bridges and land masses of basalt in between*
73	*Black stone domes, warm to touch, in some places collapsed into volcanic pits of fire*
74	*Great craters with strange coloured lakes some possibly alkali and corrosive, while others pure*
74	*Dark rocky flowing stone with vents of black sooty smoke pouring out, pits full of salamanders*
75	*Rough ground with strange vapours pouring from cracks causing visions or illness*
76	*Psychedelic wasteland of mist, coloured crystalline mounds and steam vents and strange pools*
78	*Black glass plain with glass citadels and castles remaining from the wizard wars apocalypse*
79	*A huge maze of volcanic rock where aerial predators swoop on those who try to climb walls*
80	*A grey plain of boulders and caves littered with bones and prehistoric art and graves*
81	*Giant shroom forest with great prehistoric lizards and giant bugs in a complex ecosystem*
82	*Great plateaus surrounded by mist supporting own strange ecosystems from the distant past*
83	*A slime covered land of mould, lichen, gelatinous goop, oozes and other disgusting horrors*
84	*A great fungal mass all connected with other creatures living and growing amid its mass*
85	*A fungal plain of fungi which reacts to intruders with explosions, spore clouds and even screams*
86	*Fungi landscape where creatures converted to same breed of hostile fungus in fake ecology*
87	*A fungal land crawling with mushroom and toadstool folk swarming in strange rituals and spore clouds*
88	*A fungus forest densely populated by goblinoids and dark elves who live in giant mushroom houses*
89	*Great rafts of frothy slime where giant slugs and other invertebrates gather to drink and eat*
90	*A land of scrubby giant lichen, fungi, giant bugs and ant mounds, where huge ants tend landscape*
91	*A forest of giant crystals with occasional odd colours, magical fields and crystalline creatures*
92	*Magical aurora blasted landscape of rubble, craters and ruins, visitors are affected by weird magic*
93	*Animated terrain of rubble, garbage and piles of rusty cogs where golem things spontaneously form*
94	*Fused bone landscape made by elder necromancers in bone towers, crawling with undead*
95	*Black basalt towers of serpent and lizard men surrounded by fungus jungle and albino dinosaurs*
96	*A land of stony pillars and caves covered in cobweb homes of spiders, some in swarms or gigantic*
97	*Covered in spasming twitching worms, vary from region may include maggots, leeches or earthworms*

1D100	UNDERLAND TERRAIN
98	*Land of people or other creatures in stasis standing or in heaps for some forgotten purpose*
99	*Pits of larvae with human faces tormented by devils in this region with gates to hell and volcanoes*
100	*Frozen mountains of ice riddled with caves, some hollowed by volcanic activity*

Underland Ruined Citadel Encounters & Loot

This is a quick encounter table for the citadel ruin adventure I'm using now. Probably a good mid level dungeon table I've been missing....meaning to do several mid to high level tables. Weaker creatures swarm and use mass tactics and even just soak up ammo and spells. They are also food for nastier horrors. A dozen goblins will feed a family of owlbears for a few days. Mostly classic monsters.

1D100	COMMON UNDERLAND RUIN ENCOUNTERS
01	*Gremlins sabotage bowstrings and weapon scabbards then lure in a second encounter*
02	*Swarm of gremlins attack en masse*
03	*Gremlins hurl monster turds at party*
04	*Mad gremlin shaman spoils food and water with spell on scroll*
05	*Gremlins copy party voices but say embarrassing shameful things*
06	*Gremlin runs up with grenade and lit fuse laughing (learn to fear this sound)*
07	*Goblins offer to sell magic mushrooms, rat on a stick or gremlin on a stick*
08	*Goblin youth gang with slings pester party*
09	*Goblin youth gang busy graffing area with gang tags*
10	*Goblin shaman and body guards direct huge zombi and skeleton horde*
11	*Orc bandits demand toll fee if party strong or goods if seem weak, have built barricade*
12	*Orc skirmishers riding wargs shooting bows avoid melee and spread out if possible*
13	*Orc shamans enhances orc suicide squad with spells and poison weapons*
14	*Orc halberd and shield phalanx in lines with javelin throwers in rear ranks*
15	*Hobgoblin horde with chaos shamen and heroes charge*
16	*Hobgoblin beserkers and shaman dedicated to demon cult with a lesser demon*
17	*Bugbear assassins with well planned ambush including rear attacks, archers and retreat into traps*
18	*Bugbear evil templars with heavy armour serving a champion with lesser demon*
19	*Whole kobold tribe with archers, heroes and shaman, swarm in scores suicidally in waves*
20	*Orcs with chained ogre idiots, release them then support with javelins*
21	*Rust monsters herded by squealing goblins who back them up with archers*
22	*Goblins herd ochre jellies to party using foul scents on sticks the jellies hate*
23	*Shadows of ancient residents arise hungrily*
24	*Wights of ancient warriors arise hungrily*
25	*Mummies with skeleton guards angrily attack intruders*
26	*Ogre gang hungry for victims with throwing rocks and clubs*
27	*Ogre gang with shaman who enhances all*

1D100	COMMON UNDERLAND RUIN ENCOUNTERS
28	*Ogre mutants with strange extra body parts drooling insanely*
29	*Ogre chaos cult with lesser demon leader and his quasit familiar*
30	*Ogre slavers with chained up humanoid cattle will try to grab more but protecting cattle priority*
31	*Owl bear family snuffling about for food and teaching young*
32	*Hook horror family teaching young to gleefully dismember other species with hooks*
33	*Behir guarding territory, lair nearby possibly in a crawlspace up high*
34	*Carnivorous giant beetles swarm hungrily in a pack*
35	*Overgrown area with webbing, semi intelligent giant spiders cooperate and cast nets from ceiling*
36	*Trapper on floor with faux treasure chest growth in middle*
37	*Mimic in disguise as a chest or door*
38	*Pack of carrion crawlers attack as a group 1in4 herded by goblins*
39	*Manticore pride stalk party for moment of opportunity by tracking*
40	*Chimera prowling for food, hybrid of different creatures every time*
41	*Shoggoth angrily looking for protein*
42	*Roper clan in area overgrown with calcium deposits like a natural cave*
43	*Otyugh sitting in giant pile of feces dumped from leaking pipes of upper levels*
44	*Wyvern nest with crack or trail leading to outside*
45	*Gibbering mouther in a pile of slime and drool and corpses guarding a altar*
46	*Giant ant nest will ignore intruders to a point but harming or robbing them sets off alarm scent*
47	*Carnivorous ape clan screaming bloody rage and hunger*
48	*Subterranean axe beaks hunting for meat, former riding beasts of ancients*
49	*Giant badgers hungry and hostile to intruders*
50	*Vile basilisk or cockatrice with tiny gold crown has polluted area*
51	*Doppelgangers in disguise as: 1d4 1=adventurers 2=escaped sacrifices 3=pilgrims 4=prostitutes*
52	*Eye tyrant, just a basic old fashioned one, tries to run pocket empire but everything avoids him*
53	*Black pudding rolling about eating remains of dead*
54	*Catoblepas grazing on goblin corpses, excited to find fresh kills with new flavours*
55	*Colossal prehistoric centipedes from four yards long hunting*
56	*Giant scorpion pack scuttling about for a kill*
57	*Giant cave crabs feeding off fungi get excited to see meat creatures in territory*
58	*Partially flooded area with giant lobsters aggressively swarm on anything touching water*
59	*Pair of succubi or incubus or both in disguise need rescuing from monsters, reward heroes with kisses*
60	*Squad of abishai devils seeking something or someone for master*
62	*Erinyes devils seeking victims to torment and take to hell*
62	*Pride of displacer beasts hungrily prowl in silence*
63	*Evil dwarves out for loot and murder, often use grenades to soften up foes*
65	*Dark elf explorers seeking treasure and ancient forbidden secrets, possibly will trade and/or betray*

1D100	COMMON UNDERLAND RUIN ENCOUNTERS
66	*Giant frogs came in through sewer pipes looking for bugs*
67	*Gargoyle gang disguised as architecture will ambush, often pose among real statues*
68	*Gas spore bobbling along stupidly awaiting something dumb enough to attack it or "guarding" treasure*
69	*Gelatinous cubes in area, swarm party seem like intelligently cooperating but not really*
70	*Ghoul gang led by ghast swarm en mass howling furiously*
71	*Non corporeal undead horror: 1d4 1=groaning spirit 2=spectre 3=ghost 4=several wraiths*
72	*Harpy gang looking for mates to kidnap then eat*
73	*Lycanthrope gang looking to rob/eat/mate with any victims in turf*
74	*Lamia with thrall adventurer, charms males and kills females if possible*
75	*Naga with pile of treasure guarding shrine, possible not evil type*
76	*Invisible stalker guarding area on commands given thousands of years ago, kill any who cross area*
77	*Medusa possibly several sisters among sculpture hall*
78	*Ilthiliad mind flayers with thrall monsters and humanoids seeking forbidden lore*
79	*Night hag riding a nightmare rides through area cackling, just enjoys terrifying living*
80	*Ogre magi band seeking treasure and battle and slaves will try to destroy adventurers just for glory*
81	*Salamanders (giant flaming lizard version of frost version) guarding a elemental gateway*
82	*Shambling mounds laying in wait among mounds of decaying filth dropped from upper levels*
83	*Swarm of giant vampire bats or stirges roost area will cover victims and feed in desperation*
84	*Giant toad nest mostly like giant rats but keen to eat new thngs and defend a water supply*
85	*Troll gang wandering about for food, insane and full of rage, scream when smell foes or food*
86	*Umber hulk burst through walls, bellowing for kin to aid it in blood feast*
87	*Vampire: 1d4 1=ancient insane 2=charming adventurer 3=bestial fiend 4=im a poor lost maiden*
88	*Beast men adventurers of same type serving a evil priest looking for lost magic*
89	*Will-o-the-wisp hauntingly tries to lure into traps or other monster lair before attacking*
90	*Huge swarm of giant rats, often running from monsters eating them*
91	*Giant slug will surprise from above and spit acid if dinner tries to flee*
92	*Crypt thing teleports you to distant level for fun*
93	*Golem, construct or automaton in disguise as sculpture or stomping about on patrol or mad rage*
94	*Pack of hell hounds led by a warlock*
95	*Lonely hell cat seeks a new best buddy*
96	*Penanggalan often pose as adventurer dressed in ancient clothing*
97	*Sheet phantoms covering old furniture with sheet ghouls waiting nearby for sound of battle*
98	*Doombats or other giant bats or pterodactyls nesting in colony*
99	*Gorgon stomping about with metal hooves, bellows with rage*
100	*Grell hiding in ceiling or drain awaiting tasty victims*

Common Underland Loot

Here is some tables for loot. Roll the following number of times for encounters like these.:

- **Patrol monster** 1d2 rolls
- **Nomads** 1d3+1
- **Lair** 1d4+2
- **Traders** 1d6+3

1D12	UNDERLAND LOOT
1	*Food and water (Usually basic supplies in large quantities)*
2	*Domestic items (grooming, cooking, pots, craft tools)*
3	*Trade goods (trinkets, furs, teeth, tusks, beads)*
4	*Weapons (spare or looted weapons)*
5	*Armour (spare or looted armour)*
6	*Drugs and medical supplies (narcotics, grog, herbs)*
7	*Luxury items (fancy clothes, wine, grooming goods, toys)*
8	*Livestock (pack or food animals)*
9	*Building and craft supplies (ore, ingots, wood, obsidian)*
19	*Coins and currency*
11	*Gems and jewelery*
12	*Magic items*

Random Domesticated Beasts

1D12	DOMESTIC UNDERLAND BEAST
1	*Pony or donkey, possibly blind or albino or from surface*
2	*Spider, have a vagueley humanoid face when mouth parts folded up, good climbers*
3	*Lizards, slow but hardy, able to make bursts of speed*
4	*Quadrapedal humanoids, moronic and mutated or bred to be like this*
5	*Zombie or skeletal beast*
6	*Giant beetle good all round fast, climbers, many types can fight*
7	*Giant grub easy to tame with food on a stick*
8	*Giant moth tame with pheranome potions*
9	*Giant bat may be flightless variety, carnivorous*
10	*Giant slug or snail slow but reliable*
11	*Ambulatory fungus*
12	*Giant frog, toad, salamander or newt, prefer damp conditions but amphibious*

1D12	HOW MANY TYPES OF TRAINING?
1-6	*Only one type*
7-9	*Two types*
10-11	*Three types*
12	*Four types*

1D12	TRAINED AS A...
1	*Pack beast*
2	*Riding beast*
3	*Fighting beast*
4	*Combat mount*
5	*Labour beast*
6	*Adorable drooling pet*
7	*Hunting beast*
8	*Truffle hunter*
9	*Wagon beast*
10	*Chariot beast*
11	*Pit fighter*
12	*Guard beast*

Specific Monster Types

Ogres

So while working on my monster rosters I had forgotten about Ogres. Ogres are a good one vs party at low level and a good one on one monster at mid level. All the various monster schemes i had devised and histories have neglected the to date so now a quick bit of ogre lovin'. In fairy tales and myths ogres are very diverse. So I made this ogre customizing kit for stranger ogres. Your basic ogre is a fat slob caveman rock-chucker. These ogres are stranger still and might deserve to be leaders of the common sort. Indian comics, Japanese oni and fairy tales are all fair game. Ogres while might compete with cave men are definitely a class of fairy being. In D&D often related somehow to orcs or giants, being able to breed with orcs (ogrillion). I don't like the orc link preferring they are the pinnacle of goblinoid and the bottom of giant kind. Most modern ogres are low tech tugs but in the past and in the Underland they might be more advanced and organized and even lawful more like Japanese oni. Ogre magi are a elite semi divine type. Primitive ogres might be shamen or witch doctors, the advanced ones will be sorcerers or wizards.

- Str damage bonus typically +1d4 for common ogre or +d6 for elite
- Con bonus typically 1d4-1 for common ogres per HD or +d4 for elite

- **Basic 4HD cave ogres** are the more common on mountains get none of these
- **Typical ogre breed** has one cosmetic
- **Superior specimen like a 6HD boss** might have 1d3
- **Ogre heroes 6-8HD** will have 1d3 basic and 1 superior
- **Ogre Lords have 8-12HD** will have 3 basic (all one in six versions) and 1d3 superior

Roll 1d3 per sub type met

1D20	BASIC COSMETIC FEATURES
1	*Exotic skin colour (1in6 has specific resistance like fire, poison)*
2	*Curved goat or sheep horns (1in6 extra d6 headbutt attack)*
3	*Huge fangs (1in6 extra d6 bite attack)*
4	*Huge slobbery pointy or forked toungue (1in6 constricting tongue attack)*
5	*Great Hairy Ears (1in6 incredible hearing, surprise only on 1)*
6	*One single blazing eye (1in6 fire a 4d6 ray every 1d4 rounds, save halves)*
7	*Extra 1d6 eyes (1in6 incredible awearness, surprise only on 1)*
8	*Tattooed all over (1in6 has a spell like ability)*
9	*Horribly hairy (1in6 has +1AC)*
10	*Scaly skinned (1in6 has +2AC)*
11	*Huge beard or long straggly hair, possibly done in some style (1in6 has +1d3 spells)*
12	*Huge frighting sexual characteristics (1in6 can reproduce with other species)*
13	*Strange coloured blood (1in6 has acidic blood inflicts 1d6 damage if hurt with edged weapon)*
14	*Tail (1in6 constrictor or weapon tail for extra attack 1d6)*
15	*Claws (1in6 has extra 1d6 claw attack)*
16	*Cloven Hooves (jump own height from standing position, double with run up)*
17	*Slime covered (1in6 weapons stick to body, Str test to remove after hit)*
18	*Piercings with metal rings, chains, bones (1in6 has minor charms and fetish objects pierced)*
19	*Scarified and sore covered (1in6 diseased any who wound or are wounded bu ogre save to resist)*
20	*Scrawny and taller instead of fat (1in6 +1d4 move)*

Roll once possibly for leaders or loners

1D20	SUPERIOR FEATURES
1	*+1d3 heads cannot be surprised, one always awake but they might argue*
2	*+1d6 heads and a spell per head once per day from semi divine heritage*
3	*Fire breath 4d6 300 degree cone 20 foot long every 1d4 rounds, save halves*
4	*Shaman 1d4+2 level with possible non corporeal undead ally or pet*
5	*Sorcerer 1d4+2 level with familiar or student*
6	*Priest 1d4+2 level with 2d8 HD of skeletons or zombies*
7	*Superior culture wears armour like scale or chain and has quality pole arm and other weapons*
8	*Necromancer has 1d4 weights or 2d4 ghouls can create 1d6 HD undead every full moon*
9	*Reptilian hybrid +2 AC has 2d4 lizard men followers or a serpent man wizard d4+2 level*
10	*Undead ogre regenerates as a troll, corpse eating, prefers night*
11	*Elder ogre has squishy, slimy skin, breathes water, 3d4 tentacles on face or body, extra grapple attack*
12	*Gaseous form at will can be trapped in a container*
13	*Shape change into animals or likeness of person, could fly as bird or breathe water if fish*
14	*Beautiful ogre 18 CHA, cast charm person 1d3 times a day, has 1d6 followers/lovers*
16	*Speak with animals and has a pet like bear, lion, dire wolf*

1D20	SUPERIOR FEATURES
17	*Wings can fly as per ground speed, usually bat or possibly filthy raven or vulture wings*
18	*Return from dead 1d4 days unless body treated with secret ritual*
19	*Dimension door at will*
20	*Wears gold jewelry worth 2d6x100 and has a magic item and 1d4 potions*

Orc tribes of the Underland Wastes

Orc tribes are pretty common in the worst areas of the Underland. Originally made by evil wizards from elves then corpses of humanoids then mud, many tribes still find females scarce. Such tribes rely on tribal magicians or even still deal with wizards.

1D12	WHAT DO ORCS WANT?
1	*To eat you - raw, on a spit or a bonfire*
2	*To torture and terrify you for fun*
3	*To hunt you for trophies*
4	*Require leather and bone for craft*
5	*Breeding slaves*
6	*Slave labour for dangerous life shortening chores*
7	*Slaves to sell at market*
8	*Play horrible orc games with you*
9	*Interrogate you to see if you are plotting with enemies*
10	*Sacrifices to evil entities*
11	*Trade weapons, food or slaves (angry if you dont like their stuff)*
12	*Looking for mercenary employment*

1D12	WHAT WEAPONS OF WAR DO THESE ORCS USE?
1	*Stone age with bone, sinew and flint - clubs, javelins, slings, shortbows, mostly naked, irregular skirmishers*
2	*Stone age but with atlatl spear throwers, stone daggers, clubs and axes, padded armour, irregular skirmishers*
3	*High Stone age bone, sinew and obsidian - obsidian blade clubs, composite bows, spears, shields, leather armour, organised into teams based on weapons*
4	*Bronze age with shortswords, hand axes, battle axes, shields, spears, javelins, leather armour, organised into teams based on weapons*
5	*Bronze age with ranks of spear and large shield followed by ranks of shortbows, swords for leaders, studded leather armour and capes, disciplined and organized formations*
6	*Warg riders with shortbow, spear (half numbers actually wargs counted as brothers), small shields and leather armour, irregular skirmishers*
7	*Bronze-Iron Age with round shields, spears, swords, axes, shortbows with scale mail, irregular berserkers*

1D12	WHAT WEAPONS OF WAR DO THESE ORCS USE?
8	*Iron age with ranks of long spears, hoplite shields, short spears and swords, scale mail, disciplined and organized formations*
9	*Steel age with round shields, spears, swords, maces, axes, short bows, irregular berserkers*
10	*Steel age with ranks of long spears, pole arms, large shields, crossbows, chainmail, disciplined and organized formations*
11	*War dog brothers with shortbows, whips, swords and half have a d4 war dogs on chains to terrorise enemies, irregular skirmishers*
12	*Berserk flagellants, prefer flails, chains, swords, axes, (two handed versions common) with round shields, mostly naked with skinned foes for capes, irregular berserkers*

- Skirmishers prefer to hunt and not directly confront well equipped disciplined enemies
- Irregulars use loose formations and more likely to have poor morale
- Berserkers fight with little concern for safety seeking heroic death and personal battle with enemy heroes
- Disciplined troops form shield walls, turtle formations, phalanx lines and other tactics, professional and high morale

1D20	SPECIAL ORC TRIBE QUALITIES
1	*All orcs female and abuse male prisoners, torture and eat ones who displease them*
2	*Orcs are fearless drug addicts who fight to the death always*
3	*Berserk champions among them +2 hit and damage fight into negative HP*
4	*Evil priest and zombie or skeleton baggage handlers who fight as auxiliaries*
5	*Slave auxiliaries sent in first, poorly equipped d4 1=kobolds 2=goblins 3=humans 4=orcs of other tribe*
6	*Human wizard or sorcerer thrall to boss uses magic to soften up foes*
7	*Masters of camouflage use ambush, might draw foes into trap*
8	*Use burning oil flasks with slings, fire arrows and possibly a crude gunpowder grenade*
9	*Have monster thralls in chains they release on foes d4 1=ogre 2=troll 3=giant lizard 4=minotaur*
10	*Tainted missile weapons to soften up foes d4 1=diseased 2=sleep drug 3=1d4 poison 4=2d6 poison*
11	*Missile experts can shoot into melee without hurting allies or get extra missile attack or both*
12	*Huge orcs +1 HP per dice and damage on weapons, boss gets +2, champions get +3*
13	*Specialize in capturing foes, like traps, bola, lassos and nets, wrestling experts +1*
14	*Learned secrets of dinosaur domestication from reptilian beast folk*
15	*Have secret of turning enemies severed heads into explosive missiles with 4 year process*
16	*Swarming with bugs, fleas and parasites, like to hurl wasp nests at enemies*
17	*Shaman and assistants provide elites with blessings, charms and lucky fetish objects*
19	*Eating flesh after battle heals them 1 HP*
20	*All elites above basic grunts get extra unarmed attack and inflict d4 with a punch*

Orc Appearance

1D12	TRIBAL COLOUR
1	*White - like caves and night, enjoy cannibalism*
2	*Black (Jet) - like caves and night, enjoy conquest and slavery*
3	*Green - swamp and wood dwellers, enjoy fighting all the time*
4	*Scarlet - plain dwellers, blood thirsty killers like to drink blood and scream in battle*
5	*Blue - stony silent hill dwellers, like strangulation*
6	*Bone - hill dwellers like sucking marrow, eating and crafting bones*
7	*Dun - hill and mountain dwellers, use domesticated pets and creatures*
8	*Grey (Ash) - plain dwellers prefer to act dusk and twilight*
9	*Bile - nasty swamp orcs like to bathe in vile substances to make selves taste bad*
10	*Indigo - are gibbering madmen who like risk and giggle constantly*
11	*Yellow - live in vile places like swamps, diseased and like fever trances*
12	*Slate - silently torture and pointlessly murder, prefer twilight, no females*

1D12	ADDITIONAL DECOR
1	*Wear severed shrunken heads of enemies as decorations*
2	*Covered in bizarre piercings, plugs and implants; enjoy suspensions in spare time*
3	*Ritual scarification, mutilation and branding*
4	*Tattoos all over with secret meanings from initiation ceremonies*
5	*File teeth and fingernails sharper*
6	*Outlandish hair styles including braiding, mohawks, beards, dye, etc*
7	*Elaborate head dresses, bigger the more status*
8	*Cowled robes or cloaks reminiscent of sinister elder cult assassins*
9	*Painted with ritual ochre, soot and blood depending on bloodline, status and current task*
10	*Necklaces and jewelry made from teeth, fingers, noses and ears*
11	*Horrifying masks, vary depending on current activity and status*
12	*Distinctive d4 1=hats 2=kilts 3=girdles 4=footwear*

Regional Encounters of the Great Cavern

Roll on the correct table for the party's location on the Level 3: Underland Zone map.

Great lakes of pink tinted water are rich source of life and albino cave fish

1D12	WATER - PINK SEA ETC OPEN WATER
1	*Plesiosaur*
2	*Tylosaur*
3	*Icthiosaur*
4	*School of ripperfish*
5	*Sea Serpent*
6	*Shoggoth*
7	*Fishmen Warband*
8	*Sargassum - carnivorous animated seaweed*
9	*Necromancer Longboat*
10	*Giant Octopus*
11	*Catfish man sorcerer with sharkmen or eelmen*
12	*Cave tako octopus folk*

Great lakes of pink tinted water are rich source of life and albino cave fish. Many critters come here for food and water and good hunting

1D12	WATER - PINK SEA ETC BEACHES
1	*Plesiosaur beaches self to reach victims on shore*
2	*Pteradactyls*
3	*Orc raiders*
4	*Cultists in robes seeking sacred objects of evil sea demons*
5	*Sea Serpent*
6	*Shoggoth*
7	*Fishmen Hunters on kidnapping raid*
8	*Frogmen looking for enemies or food*
9	*Undead soldiers (skeletons or zombies with leader elite)*
10	*Albino cavemen cannibals beachcombing for food*
11	*Catfish man sorcerer with sharkmen or eelmen or crabmen*
12	*Cave tako octopus folk*

Dominated by savage frogmen and other slimy horrors, many ruins are found here

1D12	SWAMPS AND BOGS
1	*Giant snapping turtle*
2	*Giant bog octopus*
3	*Frogmen savages seeking captives*
4	*Crested Newtmen or salamander sorcerers with minions*
5	*Civilized amphibian beast men expedition*
6	*Goblins hunters of swamp tribe*
7	*Savage tribal orcs*
8	*Ogre hunters*
9	*Giant frogs or toads*
10	*Giant lizards or dinosaurs*
11	*Undead soldiers (skeletons or zombies with leader elite)*
12	*Killer swamp mushroom men pygmies*

Crawling with life and plentiful food, dominated by goblinoids. The markets are a good source of interesting petty magic at low prices but buyers beware

1D12	GOBLIN MUSHROOM FOREST
1	*Goblin hunters*
2	*Goblin labourers gathering shrooms and grubs*
3	*Hobgoblin bandits*
4	*Bugbears looking for thrills*
5	*Bat riding goblins*
6	*Thoul, nilbog or other goblin elite with followers*
7	*Mushroom folk minding own business*
8	*Ogres hunting for goblins*
9	*Gremlin swarm*
10	*Goblin merchants*
11	*Giant lizard*
12	*Giant grubs or worms or caterpillar*

Ancient reptilian feud over which is the master race. Reliving feuds from pre-human times

1D12	REPTILE MEN FUNGUS JUNGLES
1	*Raptors, 1 in 10 actually a T-rex*
2	*Giant lizards*
3	*Lizard men primitive hunters*
4	*Dragon men warriors seeking battle*
5	*Serpent man wizards and lizard men guards*
6	*Dinosaur men berserk barbarians*
7	*Triceratops or stegosaur or anklosaur*
8	*Pterodactyls 1in4 with pygmy lizard men riders*
9	*Noble lizard men knights riding dinosaurs*
10	*Peaceful saropods 1in4 with lizard men shepherds*
11	*Slime, jelly or other deadly goop*
12	*Giant grubs or worms or caterpillar*

These are the most worthless and inhospitable lands

1D12	ORC LANDS IN WASTES OR BROKEN LANDS
1	*Orc hunters looking for food*
2	*Orc warband seeking a fight*
3	*Orc shaman and retinue*
4	*Orcs with an ogre in chains*
5	*Giant Lizard*
6	*Giant grubs or worms or caterpillar*
7	*Giant Snake*
8	*Terror birds*
9	*Warg pack 1in4 with orc riders*
10	*Sabretooth tiger*
11	*Giant insects*
12	*Giant scorpion*

These woods are home to savage beastmen who resent human intruders who kill or enslave them

1D12	BEASTMEN FUNGUS FOREST
1	*Beastmen hunters*
2	*Beastmen shaman with retinue*
3	*Beastmen with wizard master*
4	*Giant rats ,1d4 1=cat size 2=wolf size 3=deer size 4=bears size*
5	*Giant bats*
6	*Flightless bats hunting in pack*
7	*Terror birds*
8	*Sabretooth tiger*
9	*Giant rabbits*
10	*Mammoth*
11	*Giant grubs or worms or caterpillar*
12	*Slime, jelly or other deadly goop*

These ancient forests are warped dark places where dark elves frolic and practice petty cruelty

1D12	DARK ELF FUNGUS FOREST
1	*Goblin thralls gathering shroom crops*
2	*Peaceful mushroom men*
3	*Giant lizards 1in4*
4	*Giant spiders 1in4 with dark elf riders*
5	*Dark elf nobles looking for fun*
6	*Dark elf cultists seeking mischief with hobgoblin guards*
8	*Ogre looking for trouble*
9	*Dark elves dancing naked in cult ritual*
10	*Bugbear assassins lead by dark elf*
11	*Giant grubs or worms or caterpillar*
12	*Slime, jelly or other deadly goop*

This matriarchal kingdom has many secrets they intend to keep. Rins and monoliths and barrow mounds aplenty

1D12	WITCHLAND FUNGUS FORESTS
1	*Witches on business with orc guards*
2	*Warlock with orc hunting for outsiders*
3	*Witch familiar spies like cats, bats, spiders or imps*
4	*Hellcat or Hellhound*
5	*Shadows arise from the earth*
6	*Ghoul pack*
7	*Giant toad or Giant newt*
8	*Flying witches riding bats or brooms or other oddity*
9	*Witch coven meeting before ancient monolith*
11	*Giant grubs or worms or caterpillar*
12	*Slime, jelly or other deadly goop*

This wild fungus forest belongs to nobody in particular but many come here hoping to claim it or at least get a meal

1D12	OTHER FUNGUS FOREST
1	*Goblin hunters*
2	*Ogre hunter*
3	*Orc war band*
4	*Giant lizard*
5	*Peaceful mushroom men*
6	*Horrible mutants*
7	*Mutant cultists*
8	*Chimera thing made up of mashed up animal*
9	*Shoggoth*
10	*Human cultists*
11	*Giant grubs or worms or caterpillar*
12	*Slime, jelly or other deadly goop*

Necromancers have come here to hide from surface and plunder secrets of the ancient age where they ruled the earth. Many towers here inhabited and abandoned

1D12	NECROMANCER LANDS
1	*Zombie patrol lead by wight*
2	*Skeletons led by skeletal wizard*
3	*Pack of ghouls*
4	*Great necrobeast war engine with necromancer apprentice driving*
5	*Necromancer with undead and orc retinue*
6	*Necromancer aprentices with orc guards exploring*
7	*Necromancer apprentices with bone wagon full of corpses*
8	*Wargs with orc riders on mission for necromancer*
9	*Cultists on a pilgrimage or seeking relics*
10	*Giant scorpions*
11	*Demon or devil in disguise pretending to be friendly*
12	*Mindless zombies wandering about aimlessly*

Are roaming with free willed undead resentful of human necromancers coming to enthrall them. Rich in tombs and graveyards

1D12	DEATHLANDS
1	*Zombie patrol lead by wight*
2	*Skeletons led by skeletal wizard*
3	*Pack of ghouls*
4	*Mummy with skeleton or zombie minions*
5	*Skeleton warrior with skeleton soldiers*
6	*Wight warriors hunting*
7	*Wraith arises from ancient crypt*
8	*Spectre arises from crypt*
9	*Vampire or death knight with zombie soldiers*
10	*Zombie lord with superior fast zombies*
11	*phantom spirits try to drive outsiders away*
12	*Ghost seeks to possess or trick intruders*

A cold and stony place where ancient beasts and giants dwell in shadow of a glacier. Some giant ruins from a more civilized age are here

1D12	PALE PLATEAU
1	*Ogre hunters*
2	*Ice coverered revenants looking for living to torment*
3	*Hill giant hunter*
4	*Cyclops shepherd with goats*
5	*Ettin with pet bear or sabretooth*
6	*Cavemen hunters*
7	*Sabretooth tiger*
8	*Terror birds*
9	*Wooly mammoth or rhino*
10	*Pack of wargs*
11	*Cultists seeking relics*
12	*Frost salamanders or fire salamanders near volcanoes*

A great gathering place of human shamen and stone age wizards in the past when humans threw off the yoke of slavery to the pre human masters. Many barrows, monoliths, caves, towers and remains of walls in crude cyclopean style, many made from magic

1D12	STONE CITY PLATEAU
1	*Cavemen hunters*
2	*Morlocks hunting for food humanoids*
3	*Undead ancient beast d4 1=sabretooth 2=mammoth 3=cave bear 4=rhino*
4	*Sabretooth*
5	*Ogre hunter*
6	*Cave bear*
7	*Caveman shaman with assistants and pets*
8	*Terror birds*
9	*Wooly mammoth or rhino*
10	*Pack or wargs*
11	*Barbarian beserkers*
12	*Ghoul pack*

A huge sprawling city of degenerate remnants of the age when prehuman monsters kept the human race as slaves. Remains of many buildings and streets keep the secrets of the past

1D12	*LOST CITY PLATEAU*
1	*Cultist pilgrims seeking relics*
2	*Mutant degenerates looking for food*
3	*Wizard with mutant thralls*
4	*Bugbear gang*
5	*Giant spider or scorpion or centipede*
6	*Gigantic rats size of wargs*
7	*Giant Lizard*
8	*Goblin bat or boar or warg riders riders*
9	*Hobgoblin patrol with a dark elf*
10	*Serpent man wizards and lizard men guards*
11	*Shoggoth*
12	*Giant grubs or worms or caterpillar*

Outer caverns are species specific or crawling with mythos horrors like darkspawn and shoggoths and cultists and degenerate devolved humans and lizard men

The centre of the underland where the great citadel lights the whole cavern with the great cold light Magenta beacon. The greatest citadel in the underland where prehuman monster kings met and once ruled the surface. While the gods tried to bury and destroy this place and bury it forever they failed. The plateau is covered in ruins and things best not disturbed.

1D12	YOTH-KA CENTRAL PLATEAU
1	*Shoggoth*
2	*Mummy and skeleton guards*
3	*Iron golem on patrol to kill living*
4	*Ghoul lord and pack of ghouls*
5	*Cultists seeking wisdom kill any possible rivals*
6	*Beast Men d6 1=serpent men 2=bat men 3=catfish men 4=spider men 5=goat men 6=leech men*
7	*Beast Men d6 1=lamprey men 2=Insect men 3=fish men 4=lizard men 5=wolf men 6=eel men*

1D12	YOTH-KA CENTRAL PLATEAU
8	*Lich with servitor undead or summoned pets*
9	*Death knight with zombie hopolites in formation*
10	*Mighty skeleton warriors with skeleton spear men*
11	*Spectres 1in6 led by a ghost*
12	*Other planar being d4 1=devil 2=demon 3=elemental 4=evil spirit will secretly possess victims*

The great evil swamp is a barrier to keep out enemies, made by the Yothians themselves or their enemies. No living being remembers or will tell. It s a land of abject horror.

1D12	YOTH-KA SWAMP
1	*Sons of Kyuss, diseased maggot filled undead*
2	*Slime zombies carrying corrosive olive slime colonies*
3	*Black dragon*
4	*Giant lizard*
5	*Giant octopus*
6	*Angry mushroom men pygmies with poison weapons*
7	*Lizard in tribes sworn to keep out outsiders to the death*
8	*Giant cave lobsters*
9	*Wight warriors of the ancient monster empire*
10	*Catfish man wizard with fish men followers*
11	*Giant eel swarm*
12	*Giant purple worm*

This land is bathed in magical darkness that drinks any light brought here. Only sonar and thermal vision works here. Sensing life force or minds or magic can help too. It is a great slab of broken volcanic rock with razor obsidian lined pits. Temples to Tsathogua with his dark spawn and to the living darkness.are found here. Shadows and negative planar beings reside here. Cultists pilgrims here require guides or surgically modify their sight or magically transform themselves to survive. The great black citadel is contested by man beings of evil and holds many secrets. Lights may function in parts of the citadel so it is used by pilgrims the most.

1D12	OUTER DARKNESS CAVERN
1	*Night hag riding a nightmare*
2	*Giant bats 1in6 ridden by goblins*
3	*Swarm of vampire bats*
4	*Modified cultists riding quadruped degenerate humanoids with sonar*
5	*Flightless bat quadrupeds 1in6 ridden by bat men*
6	*Darkness elemental spawn of the living darkness*
7	*Shadows arise from long dead cultists or beasts*
8	*Wraiths of old priest kings*
9	*Tentacled mutants often with toad or bat like features*
10	*Darkspawn of Tsathogua*
11	*Toadmen worshippers of Tsathogua*
12	*Albino reptile men savages with obsidian weapons*

This is home to the gloomy cavern gnomes who dine on pallid fungus and toil in their great smoke and steam belching factories. Not evil but indifferent to suffering or the plight of others they have been waging war against the dark elves and spiders for thousands of years. Their great citadel is a sprawling semi collapsed heap but still is populated and full of busy sweatshops. Tracks for a train across the kingdom. They harbour little ambition beyond survival, trade and stockpiling for the war at the end times. Iron golem guardians on the border sleep awaiting activation in the apocalypse to come.

1D12	GREY GNOME CAVERN
1	*Clockwork automaton workers will ignore intruders*
2	*Steam powered automaton insects defend land against intruders*
3	*Miserable gnome workers gathering grubs, pallid fungus and ore*
4	*Gnome warband on patrol for enemies and intruders*
5	*Gnome merchants seeking exotic trade*
6	*Giant lizards eating fungus but possibly hungry*
7	*Ogres from outlands seeking delicious gnomes*
8	*Dwarf merchants here to trade*
9	*Dark elf assassins on hit and run raid*

1D12	GREY GNOME CAVERN
10	*Giant spiders seeking tasty gnomes*
11	*Stone golem with handler challenges intruders*
12	*Shoggoth on rampage*

This is the kingdom of the spider goddess, covered in web and crawling with spiders and bugs they feed from. Great dark fungal growths are crawling in maggots and covered in webs. Humans are not welcome and mostly never leave. The spider citadel is home to their slumbering spider goddess and the spawn the mage spiders who can turn invisible and can sit on a mans back to control them. Humans are kept in the citadel and tin villages as food for royalty.

1D12	SPIDER CAVERN
1	*Swarm of tiny spiders*
2	*Giant spider d6 1=black widow 2=huntsman 3=trapdoor 4=funnel web 5=tarantula 6=redback*
3	*Spider kaiju demands sacrifice or will eat you (30 HD)*
4	*Human thralls gathering bugs and fungus*
5	*Human warriors in service of spider god, leader has invisible mage spider on back*
6	*A palanquin carried by humans with a mage spider inside*
7	*Spider men warrior band*
8	*Were spiders*
9	*Spider demon spawn of the goddess*
10	*Spider silk undead mummy, a priest of cult given final reward*
11	*Spider cultist pilgrims*
12	*Giant riding spider cavalry ridden by dark elf spider cult*

This blue lit cavern is home to a degenerate albino cannibals ruled by immortal sorcerers and priests. They worship degenerate prehuman gods and and their priest kings. Their crumbling citadel was a ancient ruin when they were surface dwelling human. It is the source of the blue beacon that lights the cave. They ride quadraped humans and often battle albino lizard men who persist to live in outer areas of the cavern.

1D12	ZORAN-KA
1	*Shoggoth*
2	*Albino cannibals farming mushrooms and human quadruped cattle*
3	*Albino cannibals feasting on prisoners, with more in cages*
4	*Albino cannibal warriors riding human quadruped*
5	*Albino cannibal cultists with priest overjoyed to see sacrifices and food visiting this cave*
6	*Albino cannibal sorcerer and guards with slaves carrying palanquin*
7	*Wight ancestors of albino cannibals defending the homeland*
8	*Ghoul pack hungry for food*
9	*Albino degenerate lizard men savages on warpath*
10	*Cultists on pilgrimage to learn from locals wisdom*
11	*White skinned orcs kin of the albino cannibals here to sell slaves*
12	*Wild human quadrapeds wary of being caught will attack in self defence*

This horrible broken volcanic poison land is home to demons who keep some torture pits for human headed laval souls of evil here to trade with other evil beings. They also welcome evil cultists with hundreds of evil shrines to demon powers. Demons here reward evil pilgrims with dread secrets and dread relics. Many gates to the Abyss are here.

1D12	DEMON CAVERN
1	*Larvae crawling alone having escaped 1in4 chance is being tracked by demon*
2	*Succubi/Incubus tempt explorers to their shrine with a luxurious bed*
3	*Quasits taunt and pester adventurers*
4	*Vrock demon guarding stone monolith and former sacrifices*
6	*Hezrou demon in a stinking pond guarding treasure in the bottom croaking to self*
7	*Glabrezu in human form offers gold if swear to join evil with blood contract*

1D12	DEMON CAVERN
8	*Nalfeshnee guards a gateway and groans to ward away intruders*
9	*Marilith guards a treasure filled shrine of evil*
10	*A Balor demon guards a great hoard of treasure and human skulls in a shrine*
11	*Rutterkin hoard inspecting shrines for intruders and larvae pits*
12	*A demon lord is here advising cultists and is angered by visitors without sacrifice*
12	*Wild human quadrapeds wary of being caught will attack in self defence*

This flaming pit filled land where devils maintain torture pits and a great embassy citadel of hell. Minions of the devils from here are given orders from hell and schooled in evil by devils. The pits contain larval human headed souls the devils torment and trade. Gates to several layers of hell are heavily guarded by devils.

1D12	DEVIL CAVERN
1	*Larvae crawling alone having escaped 1in4 chance is being tracked by devil*
2	*Barbed devils keen to torment intruders with hellfire*
3	*Bearded devils tending larvae in a pit by tormenting them*
4	*Bone devils hunting intruders*
5	*Horned devils instructing cultists*
6	*Imps offer you help and advice in return for blood and signed contracts in blood*
7	*Ice devil guarding a ice geyser*
8	*Eryines devils looking to punish interlopers without permits and oath breakers*
9	*Pit Fiend with abishai servants collecting tax and larvae*
10	*Abishi hoard on patrol for enemies*
11	*Spined devils marching on patrol to escort cultists*
12	*Lord of hell addressing cultists and servitor devils in great black mass*

Dark dwarves of many types including some derro and morlocks dwell here in their iron citadel of bitterness. From here they sit sulking about past glories and failures but will trade with outsiders, especially weapons of war like guns. The dwarf citadel is partly ruined and abandoned but many factions operate districts and offer market places.

1D12	DWARF LAND
1	*Black bearded wicked dwarf warriors keen to fight, pretend friendship and betray*
2	*White bearded morlock savages hunting for edible humanoids*
3	*Beardless derro slave traders up for any chance to enslave or torment others*
4	*Grey gnome merchants wiling to trade*
5	*Brown bearded mountain dwarf merchants willing to trade*
6	*Red bearded surface forest dwarves spying on evil kin with riding badgers or moles or weasels*
7	*Goblin horde looking to run riot in Dwarfland*
8	*Ogres looking for dwarf dinner but not fussy*
9	*Chaos dwarf beserkers out for murder to please demonic masters*
10	*Common dwarf miners not interested in anything but work*
11	*Giant carnivorous moles*
12	*Giant cave weasels*

This red lit cave is mostly abandoned and empty of intelligent civilisation and forgotten. It's citadel bears the great red beacon and is a shambling ruin. Beings from other caves come here to loot . There is plenty of danger remaining however, even if nobody knows who dowelled here originally. Other races have tried to colonise the ruins and have disappeared.

1D12	UULA-KA
1	*Shoggoth*
2	*Blood elemental (evil water elemental made of blood)*
3	*Willow the wisp*
4	*Grave elemental (evil earth elemental filled with rotting corpses)*
5	*Insectoid bronze golem*
6	*lone vampire starving*
7	*Explorers from outside cavern looking for loot or lore*
8	*Inhuman insectoid mummies*
9	*Tako evil octopus folk piloting a great tripod death machine with heat ray*
10	*Animated carpet of red blood drinking fungus*
11	*Dust elemental (evil air elemental made of red dust)*
12	*Pyre elemental (evil fire elemental made of burning alien corpses)*

This is mostly flooded with a great semi submerged temple complex where fish men monks worship their goddess. Catfishmen wizards also dwell in towers and other ruins are common above and below water. Captured human are put in breeding pens and restrained to stop them killing themselves and rugged to perform breeding chores. Fish folk welcome humanoid visitors.

1D12	BRINE CAVERN
1	*Shoggoth*
2	*Fish men hunters with nets and man catchers and bolos*
3	*Hybrid fish man human cultists on pilgrimage 1in6 visiting giant octopus pool*
4	*Fish men monks ready to test unarmed combat abilities on intruders*
5	*Fish women witches in disguise as beautiful women*
6	*Fishmen holy warriors in armour ready to fight intruders*
7	*Fish women carrying baskets of babies to temple pools*
8	*Fish man priest and followers angered at unholy defilers of the Brine cavern*
9	*Fish men herding naked yoked human slaves to market*
10	*Catshfish man wizard with fishmen guards seeking vivisection victims*
11	*Hybrid cultists pretending to be adventurers offer to join forces to betray later*
12	*Hezrou demon with fishmen worshipers at a holy pond*

Dòngxué chéngbäo - The Cavern Citadel

A ancient eastern dynasty who built a great underground refuge and were driven into it aeons ago during dynastic struggles. The secret royal dynasty began growing addictive Black Lotus in hidden mountain valleys and used it to subvert and enslave the surface peoples, spreading a world wide drug based crime syndicate. The Royal Dynasty by occult means have become very long lived and the royal divine cult has many sects including monks, assassins, thieves, warriors and magicians. The ever living ones who make up the select of the emperor plot and scheme to become ruler. The current empress has ruled a thousand years and has never been seen by outsiders. Those who are most dangerous are sent to the outside world to direct the empires secret empire of drugs, slavery and vice. If their service is worthy they are invited to return to the secret pleasure gardens of the hidden court if they renounce their ambition. Each empire or major land mass has such a perfect one in exile seeking to return to the subterranean paradise.

The original cavern sanctuary has expanded and has hundreds of miles of tunnels and enclaves which influence different kingdoms. Some go into the mountains, others connect to other strange kingdoms even beneath the oceans and beyond.

The crumbling Dragon Empire has broken into multiple kingdoms at the will of the Unseen Empress. The great dragon Kingdom covers the great river delta and the original empire capitol (riddled with secret buildings of the Black Lotus Cult). Two smaller empires battle their progenitor and a cluster of tiny kingdoms the thousand kingdoms against the lower edge of mountains to the south. Beyond the mountains is Yoon Suin.

Raging barbarians press against the eastern edge of the three fragments of the old empire. The three empires hate each other but stop fighting and unite vs the great khans of the wastes. The Northern empire has become steadily influenced by the barbarians culture.

The south empire has revived rituals and cults of the pre imperial bronze age dynasties and many worship spirits and monsters.

In the middle the great Dragon Empire pretends nothing has changed and assumes the lesser empires will return to the fold one day. They worship a sleepy overweight prophet who sits blissfully in a drug coma.

The Hidden Empire beneath divides the empires to make control easier and variants in imperial culture produce different luxury goods and artforms the Secret Empress desires.

The rulers of the Dragon Empires claim to be dragon descendants. Some say the true dragon born are the perfect immortals of the hidden empire beneath. According the this theory the surface empires are dupes, deluding themselves and their people.

Black Lotus is used on every continent by the rich in secret. In the western desert floodplain empires Blue lotus is more popular and acceptable. Lotus drugs are for the rich mostly but tea is enjoyed by commoners of many lands. The best tea though is quite narcotic and expensive also but rare outside the east. Elves love tea and dark elves love black lotus especially. The dark elves of the deeps help carry Black Lotus across the world, beyond the sight of shipping officials and common folk. In Shadelport a sorcerer Zorg the Great serves the Baron and controls the drug trade after a bitter battle with the hidden empire. Now the Barron's pirate fleet helps carry the drugs on the surface and into the southern continent kingdoms.

The lands of Yoon Suin produce their own drugs and tea and the Hidden empire is less interested in infiltration and manipulation of these lands. The Hidden Empress and her elite despise slug men and their elites cannot bare to even look at them.

Inspired by this classic post: http://udan-adan.blogspot.com.au/2017/01/once-more-unto-morlocks-20-lost.html

The Crystal Zone Dungeon

This zone is alien. Possibly a recent arrival and growing or perhaps a remnant of something from long ago. Perhaps the geophysics and magical forces produce such places hidden from human kind. Or maybe they are more common in depths or in some quasi or demi planar suburb of the elemental planes of earth.

Crystal ecologies may have strange time spans. Crystal folk grow their weapons and other tools over years or centuries. Crystal creatures might have long hibernation and whole ecology might slumber if non correct stellar radiation about. Underground is a obvious location but also other dimensions or hidden under dungeons.

In one case a star fell from the sky and grew from a single meteor a whole crystalline civilization. Remnants of a race from the sky dome of heaven they were survivors of the dawn age. They were not impressed by meat and wood and metal and set about fixing the world into lawful perfection. Some dungeons might have a crystal garden chamber or area, a remnant of the past or grown star seed Crystal

Many crystals attuned to magic and psionics. Explorers come to loot crystals and magic and often kill and destroy with no understanding. Reptilians seem to be comfortable exploring here and even familiar with some of the crystal magic and technology. Their alieness is more comfortable than human. Goblins even seem to do OK but maintain a fungus garden nearby. Other species might use or abuse features of the crystal land like selling animals or crystal folk slaves. Harvesting their traditional crystalline data matrices as cheap jewels for young wizard punks is saddest of all. Erasing millions of years of history. Crystals most often associated with cosmic LAW. Chaos crystals would be flawed with irregular and illogical patterns. Others would smaller crystals and more fluid shapes like mercury. Chaos slimy blobs are messier than crystals and they tend to eat your hands with acid.

When a crystal ecology covers an area with crystal, other grass and tree like fronds develop. Many animals and species have crystal equivalents like crystal snakes, crystal deer or crystal peacock. Crystalline versions of humanoids and demi humans may well be possible.

In a gonzo setting you could have crystal as a uncommon terrain. Crystal places might be found hidden in every hex. In other settings crystal zones might be hidden or even overtaking part of a dungeon or cave and possibly above ground. Perhaps a crystal star breaches the heavens plunging into the world and increasing crystal encounters or zones.

1D12	CRYSTAL ZONE WANDERING MONSTERS
1	*Arthropod Crystal hunter like spider or scorpion or jawed beetle or lobster*
2	*Crystal mantis - deadly predator looks like crystal column possibly sentient*
3	*Crystal eye - psionic powers like levitate, mindblast*
4	*Crystal folk warriors guarding the sacred crystal garden*
5	*Gastrapods d4 1=giant snails with crystal shells 2=giant slugs 3=Crystal shell clams underwater 4=flailsnails*
6	*Crystal para elemental being d4 1=elemental 2=crystal salamander 3=crystal toad 4=crystal wyvern*
7	*Crystals of living neural circuitry form a collective psionic hive mind with illusion powers*
8	*Crystal reptilians like dragons or dinosaurs with crystal horns and spikes or entirely crystal*
9	*Crystal beasts are grazing mobile crystal fauna resembling various animal shapes*

1D12	CRYSTAL ZONE WANDERING MONSTERS
10	*Goblinoids who tend crystal gardens and help crystals spread*
11	*Crystal elves are cold and alien and try to scare outsiders from crystals*
12	*Crystalline version of classic dungeon monster*

1D20	CRYSTAL HAZARDS
1	*Chasm with a fragile crystalline bridge over boiling sulphur or molten crystal*
2	*Crystal stalactites fall from above (possibly crystal piercers)*
3	*Glowing magical crystal d4 1=explosive 2=cursed 3=alarm 4=oracle or communicator*
4	*Fragile crystal path over running water*
5	*Mirror people from another universe enter from a reflective surface*
6	*Steam geyser erupts with boiling vapour*
7	*Creature imprisoned in stasis crystal opened by certain harmonics*
8	*Crystalline oozes cleaning up organic scraps might be tempted by intruders like antibodies*
9	*Crystal column sentry being shoots prismatic rainbow rays or shards*
10	*A crystal labyrinth with sleeping monsters*
11	*Fragile crystals full of acid explode if broken*
12	*Attractive crystal if removed slowly floods the area with water*
13	*Cavern of cold with crystals and ice*
14	*Drips of mineral rapidly start to cover and slow any moving through area*
15	*Greedy dwarves smashing up stuff and hostile to claim jumpers in their mine*
16	*Huge sleeping crystal covered monster hidden in plain sight on floor*
17	*Hypnotic lights make weak willed stare and starve to death*
18	*Crystal being tries to charm person to carry it to some place*
19	*Lair of a monster filled with crystal statues (crystal medusa or basilisk or cockatrice)*
20	*Crystal zone tries to alter or shift alignment of intruders*

1D20	CRYSTAL MYSTERIES
1	*Crystal butterfly make telepathic contact and might seek symbiosis*
2	*Market where crystal folk, elves and goblins trade and might deal with outsiders*
3	*Strange glowing crystal skull or helmet on a plinth*
4	*Voices of someone you know in your mind calling you*
5	*Voices in your mind give you instructions to enter miniaturized world in a crystal*
6	*Visions of your hearts desire lead you into hazard*
7	*Visions of a mental entity warns you of hostile crystal encounters at hear of area*
8	*Strange crystal on a plinth desires to be carried from here, seeks to control a host*
9	*Ghost of crystal being tries to get body to reassemble and resurrect it's body*
10	*Shattered crystal being will talk about local factions*
11	*Steaming pond with gem encrusted crystal columns in middle*

1D20	CRYSTAL MYSTERIES
12	*Passive monsters bathing in steaming crystal pools*
13	*Crystal control panel for some mysterious device or doorway*
14	*Crystal gateway or teleporter pad*
15	*Crystal figurines or idols of the intruding party*
16	*Crystal allows self to warn self in past or be advised by future self*
17	*Crystal with random magical effects on who touches for a round*
18	*Tiny faerie folk torment visitors with pranks, theft and illusions*
19	*Crystal kobolds building something inexplicable from instinct*
20	*Crystal scrying portal allows visitors visions but might not be real*

1D20	CRYSTAL MAGIC ITEMS
1	*Crystal weapon can harm non-coporeal spirits or ghosts 1in10 cast psionic spell lvd3*
2	*Crystal weapon can harm magic beings +0, 1in10 intelligent and a +1 or better*
3	*Crystal amulet can detect magic, range in inches=user level*
4	*Crystal insect messenger records one message flies to location known to owner then back*
5	*Crystal ring makes invisible to mental or emotion or life force based senses or detection*
6	*Crystal Helmet translates all languages 1in10 give visions of the future*
7	*Crystal arrow or shuriken or other missile returns to wielders hand after hitting next round*
8	*Crystal weapon flies into your hand at will 1in10 can animate and fight on own once a day*
9	*Crystal pistol shoots prismatic d6 ray range in inches=user level, 1in10 rifle version 2d6*
10	*Crystal crown casts charm person once a day 1in10 +1CHA too*
11	*Crystal pendant changes colour if feels threatening thoughts directed at wielder*
12	*Crystal torc +2 fear or morale effects on allies within lv in inches, 1in10 +1 INT*
13	*Crystal bonds with forehead fires a d4 bolt each round range in inches=user level*
14	*Crystal broach absorbs 30 points of magical damage then shatters 1in10 100 points*
15	*Crystal heals 1hp per person per day on touch 1in10 heal 1d4*
16	*Crystal miniature grows full size and fights to death once, commits suicide if no threat*
17	*Crystal of war implanted in forehead can create a proficient weapon from psionic force*
18	*Crystal wand daily summons monster summoning 1 crystal monsters 1in10 staff 3 times*
19	*Crystal ring protects form personification or being crystallized or paralysed*
20	*Crystal ghost trap, ghost within 1" saves or is imprisoned 1in6 has a ghost in it already*

1D10	QUICK CRYSTAL WONDERS
1	*Crystal Grotto's - caves and pools and great underground sanctuaries*
2	*Crystal monoliths - prehistoric structures, walls, hills, great henges and megaliths and*
3	*Crystal Statue - great monumental artworks depicting beings*
4	*Living Crystal - a crystalline life form or a whole ecology*
5	*Crystal altar - a crystal location of religious worship and sacrifice*

1D10	QUICK CRYSTAL WONDERS
6	*Crystals of power - crystal objects from elder times*
7	*Crystal artifacts - relics wielded by the chosen and mighty*
8	*Crystal monumental structure - great crystal structure of wondrous scale*
9	*Crystal of law vs chaos - the struggle for the cosmic balance*
10	*Crystal of good vs evil - the struggle for life vs death*

1D100	CRYSTAL WONDERS
01	*Crystal grotto of the dawn age is a spectacular glowing crystal cave which includes sleeping dawn age monsters awaiting the apocalypse. Anyone sleeping here may gain knowledge from the dawn time but if they are weak willed they will join the sleeping horrors. Shamans, wizards and holy men come to meditate here.*
02	*Crystal caverns of the vampire kings where unbreakable coffins of stasis keep ancient vampire lords frozen forever. Occasionally every age the leaky magic sets one free.*
03	*Crystal spring of unearthly beauty where nymphs and occasionally goddesses bathe. Restores bathers virginity and improves their appearance and is a bit addictive.*
04	*Holy Crystal grotto is a best kept secret of churches of law and good where hermits come to seek solitude. Remnants of old saints have been calcified and preserved here. Some may be contacted but gods are offended if this is done casually.*
05	*Crystal garden is entered through a steamy hole in a hill and inside giant crystals grow in the humidity and heat. Crystal creatures stir in here and may follow visitors home.*
06	*A beautiful crystal cave with the crystallized remains of two run away lovers of old. Lovers come here to escape problems and seek courage, some say true lovers will be aided by the cave*
07	*Dark crystal cavern is filled with obsidian and onyx crystals of darkness, haunted by shadows and undead but since cave times human come here to make magic tools and weapons from the stones here.*
08	*Crystal Cave of Eoa made as a mechanism by a god has grown and become self aware - a biological living crystal which folds space and time with entries in many places and worlds. The cave wants to help people but cant help but send adventurers to strange lands or worlds where they might be needed.*
09	*Cave of splendid doom has a spectacular entry attracting the curious inside. A ecology of crystal beings some mobile some like microscopic life but the great crystal tries to turn outsiders into crystal beings, some it sends to carry a seed to start a new cave.*
10	*Crystal cave of the portal has at its heart a mysterious control panel with grids of magic crystals. Takes a lifetime to learn but it allows control over space and time and can summon monsters to inhabit itself. Boss monsters and wizards crave the control room and it's secrets.*
11	*A great black crystal slab sacred to vile toad god of elder sorcery grants weird dreams to any who slumber here, sorcerers come pilgrimage here seeking wisdom of the space frog gods*
12	*A great crystal monolith with worshipers bowing before it. They will welcome strangers to join them for the sacrifice. They are controlled by monolith psi field and at peak of ritual doorway will open and sacrifices will enter, then worshipers go home and forget*
13	*A great crystal here on occasion shoots a great ray into space, locals avoid as monolith has a field that keeps low level pests away*
14	*A super intelligent monolith placed by unknown gods to learn about area by reading minds of mortals up to miles away. Attacks intruders with mental force.*

1D100	CRYSTAL WONDERS
15	*A crystal monolith growing from the earth blue at base and scarlet at top, at times the top has an eye shape glow within and may fire beams to punish the unworthy who approach. The entity rarely communicates but may offer powers to any succumb to its will.*
16	*The great crystal cube of Zhor appears in different places and is a planar castle of an alien crystal god. When it relocates it sends out dark crystal paladins to scour land for new incarnation of eternal enemy Klithorg. Inside the cube is a pocket universe with weird time and gravity laws.*
17	*A crystal henge circle unearthed in flood, buried since dawn age. The henge has awoken after absorbing enough sunlight and now gates in outer planar beings of random alignment. Cultists and holy men of many cults have come here to control the site and the crisis is escalating. Hidden other planar space is accessible inside the circle.*
18	*A circle of hexagonal crystal columns encircle a great spiky spherical crystal. A dying being from cosmic battle between law and chaos in dawn age. It was made unable to die so has sat here dying for millennia. Local elves built the columns from it's ruined body but they shield the center from chaos. It knows incredible secrets but to mindlink with it makes you experience an eternity of near death.*
19	*A causeway path passes through a series of stone henges into a enclosed canyon with a single crystal henge. This ancient gate once let a horde pass through and was allied to law or chaos. Their cults seek to control and operate the henge and travel back in time to aid the battle at the dawn of time.*
20	*A crystal pillar was known for ages but now it is burning with sickly white flame. Locals are becoming ill, their hair falls out and bodies are rotting. The land is turning sour the brighter the fell flames.*
21	*A circle of crystal gargoyles come to life if any damaged will kill everything in sight then return to age old slumber, guarding d4 1=crypt 2=artifact 3=cave 4=tablet*
22	*Statue of long forgotten god unearthed by avalanche on cliff face. Locals having dreams of pretty but sinister being. A cult is forming and bringing beings to sacrifice in long lost temple in cliff. Sacrifices become crystalline creatures in stasis with a whole ecology ready to replace outside life.*
23	*A giant crystalline head in the hills causes headaches so is mostly left alone. Shepherds have seen things come and go from the monuments mouth.*
24	*Crystal statue chunks have been found in the local creek for centuries. If stream followed leads to cave with a insectoid crystal medusa nests on her hoard. She likes to make life into crystal statues then push them from cave into rocks below.*
25	*Statues of a monstrous intelligent species but here portrayed as noble and civilized from ancient past. If searched local graves of this forgotten sub species are found and exploreable barrow mound. Clues as to fall of race to chaos partly told by cave art*
26	*Two ancient crystal golems Ktorr and Draxxa await the apocalypse. If any strikes either they awake and attack for a few rounds with great power then a gate to the chaos plane opens between them and begins to pour out. They were built as long term plan in struggle between Law and Chaos. Made to vent chaos at crucial moment into a collapsing dimension. Destroying them makes you an enemy of law and ruins the multiverse in a billion years time.*
27	*A cave of crystal statues is discovered under a barn. Using spell on walls they can be revived into human looking beings from a distant aeon. Friendly and helpful at first, eventually they set about purpose to revive their race using humans as the vessels.*
28	*A great crystal carved face half buried and obviously tilted from true position is found in mountains. If approached it is glad to tell you how awesome and important it is. It's knowledge is of a alien world and not very useful unless you want to spend a lifetime listening to the face boast about self and put you down. May have some useful knowledge though but must talk entity to being helpful.*
29	*A huge crystal sphinx is dreaded by locals but outsiders are thrilled by discovery. Eventually someone says something that offends sphinx and it wakes up ready for war. It marches to nearest village and sets ablaze with eyebeams. Sphinx will only return to slumber if riddle answered or quest completed.*

1D100	CRYSTAL WONDERS
30	*Statue of forgotten god of Law attracts hidden cult who have established a crystal grotto nearby. Will aid the return of their lord who will kill time and preserve us all for eternity. A glorious victory over chaos.*
31	*A crystal garden in a forest has been a holy place for elves and fairies for aeons. A rich ecology of perfect crystal life forms dwell here. Now has been discovered by dwarves and humans. A big fight is brewing as the materialist races seek a quick buck and will destroy the garden forever.*
32	*A crystal unicorn haunts the forest and can fire up to seven prismatic rays at once. It protects nature and was made by a elf goddess. It is also a healer and can purify water.*
33	*A great crystal swan lives in a lake defended by swanmays (were-swans) and elves. She is a great prophet and has knowledge from the dawn age.*
34	*The great crystal worm lives beneath a mountain but doesn't move much. It might talk to interesting persons with interesting draconic knowledge. Mostly it sleeps, its titanic size making most mortals a non threat. Dragonfolk come to worship it.*
35	*Crystal battle cattle of the space gods roam beyond power of mortals. Heroes invoke the wrath of gods by killing them and selling crystal to mangy old wizards.*
36	*Great Crystal ape of Gthorr! may remain still for centuries. The great jade ape fights for the commoners and quickly sets about destroying civilizations or fighting other kaiju*
37	*A great crystal elephant soars through the sky and when it lands strange clad wizards with wands come forth and take what they wish. Any who try to stop them are blasted by the wands or the elephants psionic beams.*
38	*Crystal dinosaurs burst from the earth and guard a path sealed for millennia by druids. Recent quake opened the path and so far all fear the crystalsaurians.*
39	*Crystal gremlins scuttle about the area repairing and improving on things by adding crystal parts. Like crystal limbs for cripples or new eyes for the blind. Crystal people begin to avenge themselves on those they blame for condition.*
40	*The Crystocats dwell here slinking about eating quartz stones and relaxing in the sun. Wizards want them as familiars despite the creatures preferring psionic and bard owners. They make excellent invisible scouts and are intelligent.*
41	*The great altar of law has been lost for ages. It responds to being approached by any sentient being with alignment. It offers to heal agents of law and commune with their patron power. Chaos it strikes with lightning bolts. If forces of law find out about this pilgrims will come and a temple will be built.*
42	*A crystal altar in the wilds with a sword inside. Its 2-dimensional blade gives it vorpal properties, it is alive and keen to kill chaos. The altar will only open for a pure heart champion of law who puts necessity over personal gain or interest. The sword if displeased will decapitate the false wielder and return to the altar.*
43	*A liquid crystal black geyser of darkness that does not belong in our world. This fluid altar is served by enthralled minions. Awakened from a bottomless crevice by adventurers it is now a regional menace. It infects locals making them servitors and seeks to spread it's crystal seed implants into local rulers. It has plenty of time to make all humans succumb.*
44	*A Crystal altar under a force-field trapped for millennia. May be possible for mighty enough magicians to contact or solve the great puzzle to open the field. The altar is a jerk artificial intelligence whose crystal dome holds a zealous spirit of law. The kind that knows what is best for mortals, every waking mortal every moment. Once free, talks for a bit and demonstrates many amazing powers. Then eventually phases away to work on improving the world and making Law's cause look rigid and unpleasant.*
45	*A crystal altar surrounded by pure healing pools, flowers and frolicking unicorns. A sanctuary of a spring local goddess. She and her cult forbid any non followers or worthy to enter but can atone with a holy quest from the goddess.*

1D100	CRYSTAL WONDERS
46	*A great crystal altar of the Monster god Ygarnath, his petrified body with a crystal horn stands over the altar as a warning. When enough blood sacrifices to him are made in a single night he will awaken. Every attempt has failed tonight and local lawmen are suspicious if anyone asks about it.*
47	*A great crystal slab of solidified order can form visions of far away places to those who know how to operate it. Modrons appear from it's right angles if any attempt to harm or move it. They are entirely inflexible but might teach it's use to any who help defend the relic.*
48	*The great crystal of Yar is a mystery but recently a cult has begun meeting at it's location promising benevolence and peace as inspired by the holy crystal. It is a bound demon of deception trying to trick good people into sacrificing to it so it can be free. The beautiful former angel likes torment and betrayal so will continue to be seemingly good until discovered. It is able to hide it's alignment.*
49	*This crystal coffin has lain here for millennia and proved immovable and indestructible. The necromancer-vampiress inside has a artifact demon blade. Nobody knows her story and many poets come to admire her and compose songs of her mysterious beauty.*
50	*Crystal altar of St Joalla where she purified a necromancers black obelisk rendering it transparent and good. Used for healing and prophecy armies often pass through here to use the altars blessings. A orc warlord tried to smash it and a Angel killed him.*
51	*Crystal matrix throne which extends range of any communication magic or to any similar throne (there are six world wide). Used by early men in fight against chaos now it is mostly used by local wizards who often line up to use it.*
52	*This crystal sarcophagi grants minor magical powers to some and hideous mutations. It is biased to own alignment. Has very strict ideas on proper alignment conduct and will display visions of past alignment choices and situations to exhort or condemn them.*
53	*The crystal box or Tarrazak is a hut or wardrobe size crystal box with a panel of gems next to the sliding door. If operated properly the door opens and then has a second panel and lever inside. If operated takes you to the celestial sky chapel of the gods of light and with further use of controls may return to the world on a different location. The sky chapel may have inhabitants trapped for aeons.*
54	*A crystal ring big enough for a standing man to pass through has lain flat on top of hill for living memory. If stood upright and allowed to absorb 60 levels of spells open a gate to another world.*
55	*Throne of Kalarki a crystal throne that keeps seated occupant alive no matter how injured or sick. This protections ceases when the seated gets off. Kings in elder times survived poison and wounds only to perish when rising from the throne. Many kings desire it even though it's history is mostly tragic. It cannot be moved. It has been buried and lost.*
56	*The great crystal eye was a weapon from the wars that ended the dawn age. It was seen assisting the first lords of evil and later in the age of necromancers. Lords of evil still crave it but the truth is it was a instigator and controller not a servitor. The size of a large pumpkin the crystal eye fires disintegration beams and hypnotic control beams. It has been bound to a crystal pedestal for half a aeon but it knows of a quest to free it.*
57	*The crystal maze is a location of myth that past heroes entered and some returned with gifts. Within it's fog shrouded walls dreams and nightmares creep.*
58	*The crystal fountain of Zhorr is a great wonder that if its waters are drunk with a silver spoon bestows a random potion like effect that can be predicted with several years of study. Fake manuals turn up in local flea markets. On the wrong day drinkers may taste poison, acid or be morphed into something that sucks.*
59	*Great Globe of Ktorr is mostly submerged in rock but may one day again be seen as a spherical crystal. Those who meditate while touching can allow it to absorb all the users spell levels and in return it will give a new random often strange spell in return. Usually works once per person. Scholars claim there is a ritual or relic that improves the transfer rate or effects randomness or number of uses. A permanent camp on the relic by a faction of some kind seeks to limit the devices use.*

1D100	CRYSTAL WONDERS
60	*The great shard fell from the stars and creatures sacrificed to it in blood arise as crystal creatures easily manipulated by the first master who cares for them. The crystal dwells in a pit and arises by levitation to spawn newly reborn creatures at the pits entry. Blood and the corpses are thrown in the fell pit which makes the crystal glow and float.*
61	*The Seven Crystal Coffins in a deep cave contain heroes of the dawn age held in stasis. Most stories say the beings are good but people cant be certain. They are invulnerable and cannot be probed with spells or divination unless runes in a grid are manipulated in the correct sequence. Then the sleepers awaken.*
62	*The crystal eye of Kellora allows a user to spend HP to make up points short of a saving throw. It has been known to provide levitation, invisibility and other powers. Wielding it is addictive and draws interest from a great old one who in past was able to pass through the eye's master and into our world. It reeks of the fell powers of the old ones.*
63	*The Crystal Sabre a horse mans blade it leaps int the owners hand and makes all psionics or mentalist spells operate at a extra two levels. The blade is +2, Intelligent and can harm any non corporeal beings or beings on multiple planes or invisible beings. The blade is a relic of Law and tries to advise it's wielder to fight the forever wars of law vs chaos.*
64	*The Crystal talisman aids the special powers of clerics (not spells) such as controlling undead as if the wielder were two levels higher. It is unaligned but all alignments crave it for it's ability to channel divine power.*
65	*The Singing Crystal Spear sings sweet sorrowful music all non neutral beings can hear when held by an intelligent being (INT=inches radius of sound). The wielder is filled with perfect clarity and can spend HPs to make up for misses 1hp=+1 hit roll. The Spear is naturally +3 and its intellect was struck from it in the dawn age.*
66	*The Crystal Casket holds a secret ancient emperors and necromancer kings have fought over for aeons. Most think it a spell or weapon or the secret of immortality. None have ever opened it but it's very appearance starts wars.*
67	*The Crystal gnome is a three foot high statue of a gnome that if commanded by the secret word will come to life and serve it's master. It can speak any language, detect alignment and communicate with master via telepathy 10" range. It can run as fast as a race horse and deliver messages. Really a advanced golem made in the dawn age to serve a godling. It is very witty and eloquent.*
68	*The Crystal Staff was used by a goddess in elder times and she still watches it appearing to kill any wielders who pervert her will. The wielder becomes immune to 1st through to 3rd level spells. Instead they heal the wielder 1HP per spell level. The staff is also +2. A animal sacred to the goddess will follow the wielder if they exemplify the goddesses wishes.*
69	*The Crystal Ring was used by demigods in the dawn age as a menagerie of mortal beings. The wearer may enter or leave the pocket dimension at will and transport one passenger. Hundreds of stasis cells within keep all manner of beings and persons gathered through hundreds of years. Some have managed to free themselves and roam the pocket dimension. No life ages in the prison which has driven some inhabitants to madness.*
70	*The Crystal apparatus of Ktorr a giant alchemist lab used to grow dragons and other huge monsters made by a evil alchemist guild in ancient times. The apparatus has a book of formulas lost for centuries which lists expensive and exotic ingredients for different monsters. Recipes range from d4+2 times ten thousand gp and 2d6 months.*
71	*Crystal Castle is a fabled magical castle of other worldly elves who move the castle from various locations among several worlds. Sometimes only a single tower or even door appears in a world.*
72	*Crystal Corridors of Zaxys is a crystal maze hidden under a lost dungeon level whose fog shrouded crystal maze is filled with minotaurs, will-o'-the-wisps, doppelgangers, invisible stalkers, gelatinous cubes and other creatures. Actually it is a pocket dimension that folds on itself eternally and is used to lose or imprison things in. Some of the crystals are actually cubes of stasis (frozen time) with objects inside nearly impossible to free.*

1D100	CRYSTAL WONDERS
73	*Crystal Sepulchre is a pocket universe within a crystal with more than one location. It can be entered by use of a simple mental trick easily taught. The realm inside is a tesseract inhabited by crystal beings that came here to hide. Nobody has been inside for ages. Great beings of the upper and lower planes battle for this place. By aligning agents in key positions the tesseract it can be re aligned to open in various planes.*
74	*Crystal Ziggurat of Tor a renegade god of law tried to use this to place the universe in stasis but was stopped by chaos and law champions at the dawn of the universe. Strange traps and might cosmic power ebbs through this carved crystal mountain that intersects multiple dimensions. Demented renegade paladins of law gather here for some new purpose possibly to use the ziggurat to raise their god or his spirit. Most of it on this plane is buried.*
75	*The Crystal bridge is a gateway with a seemingly visible end in sight but once on it, it expands into infinity and compresses reality to two dimensions. Based on the collective will it can form an end at the desired destination. A trip takes ten minutes but if any differ in destination desired, all are scattered across the multiverse. Can also be operated from secret panels to form a gate. Usually the other side of the bridge vanishes when crossed making trips one way. Someone inside could control it and keep end fixed but nobody alone ever is seen again. Fairly sure the micro-continuum is uninhabited but something strange always trying to break in.*
76	*The Crystal Pyramid is a great tomb of a godling one of the first deaths. It is said to be buried or under water from the aeons and is inhabited by crystal beings, living reproducing crystal golems who maintain and guard he crypt. Many gods left additional guardians or treasures here as tribute*
77	*The Crystal Colossus was made by a ancient wizard king to protect his city from enemies. The earth shook and destroyed the kingdom and the Colossus could do nothing. Without commands it was buried and forgotten. Beings roam around inside with factions hoping to control the great colossus.*
78	*The Prismatic Star a great structure that fell from heaven now it's ruins are home to strange feckless crystal creatures grown from remnants. The Ruins are growing and quite large in some places with crystal spires and pools of glass*
79	*The Crystal Cave contains a paradise of plants and crystal and lost species living in harmony like the dawn time. Time does not pass normally here and many anachronisms and remnants of different times are found here. The cave mouth can move and often offers the doomed a way out of death to eternal captivity. Somewhere within is a secret command complex and magical cognitive engine. Gods made this and then went onto bigger things.*
80	*The Great Crystal Skull is a mobile flying wizard citadel that terrorised and enslaved man kind when monsters ruled. This wonder is remembered in myths and common folk fear it from tales of old. Many taken are turned into loyal hybrid crystal cultists. One of these is selected by the spirit of the skull and becomes a mighty sorcerer who commands the other crystal beings.*
81	*Crystal of the Balance travels the multiverse and creates zones of stability and harmony. It floats and changes colour according to the amount of unchecked law or chaos. It can summon champions of either cause to readdress the local imbalance and nullify forces of entropy or stasis for a time.*
82	*The Transplanar Crystal is a projection of a hyperdimensional solid into our reality. It can be used for entry into superspace which nullifies bodies into pure thought. A glowing column of shimmering quartz which fades in and out of the world. Some beings return some altered into beings of law. Entities sometimes come out to judge our reality.*
83	*The Cognitator of Zhar is a great monolith of thinking crystal made by a wizard-god from early times. It will answer a single questions to any being but may think a long long time. A cult of sorcerers of law defend it from wasting time with idiots prattle.*
84	*The Crystal of Chaos is a shimmering relic kept away from darkness or it allows a sentient force of chaos and entropy into the universe. It may manifest as a black shaggy horned demon if threatened or hungry. The wielder who meditates on it is inspired to create innovative spells and mystical ideas. These often change the status quo. Cultists seek it.*
85	*The Crystal Lens reveals planar forces and weak points if viewed though and allows the observation of secret invisible stars. A three foot wide disc. It can also allow other beings to see the wielder and provide entry into this universe. Cultists seek to use it to help their gods enter the world.*

1D100	CRYSTAL WONDERS
86	*The Crystal Cube is a basic model made for the gods for the common unit of measurement in the universe for weight 1lb. It may also appear in the form of a yard ruler. Some beings of chaos believe they can use it to alter the basic units of mass and space in the universe and collapse reality into a eternal void of nothing. It has more than one physical location. No mortal can do this but the forces of law, chaos and the balance fight over these relics.*
87	*The Crystal Cauldron contains a opening to pure chaos and literally anything can come from it by making a sacrifice to it. Most objects are useless or exotic at best but occasionally a shoggoth or demigod monster or relic comes out. Cults fight to control it and keep it working as much as possible. It takes ten minutes a sacrifice with higher HD making stranger and more dangerous things.*
88	*The Crystal Key allows the user and any holding their hand to pass through random planes and tolerate local hostile conditions. It can take many hops to reach a desirable plane. Has a 1in20 chance of taking user to a desired plane they have been in before.*
89	*The Crystal Clock allows a traveller to travel through the multiverse but it also alters the occupant to survive and fit in with the local reality and communicate with locals. Controlling the clock requires long lost secrets long hidden.*
90	*The Crystal Balance is a set of scales that indicate the balance of law and chaos in a region. Many beings seek it as a measure of success or danger. It has started a few wars.*
91	*Artificial sun from the underland can be installed and reactivated to illuminate a huge cavern. Different alignments have different tints.*
92	*Soul Shard is a shadowy crystal broken from a great evil in the god wars. Necromancers seek to use it's soul draining powers to craft shadows. It does not help user control shadows however and the shadows rapidly will take over the operation and sacrifice the living to the shard to grow a army of darkness.*
93	*Crystal Prison of the Kronovore contains a corrupted Archon who eats time. By manipulating the crystal the wielder can make the Kronovore increase entropy or make stasis fields. There is a chance this god slaying world destroying entity escapes each use.*
94	*The Demon Stone can be used to call Demons equal to the users HD from the abyss. The Demons perform one task then run away to spread chaos and evil. Demons would like to obtain the crystal to call a whole horde of horrors.*
95	*The Chrystal Helm shows visions of the future but taints the user to feel indifference to suffering and seek to exploit and rule over others. The more the helm is used the more addictive the feeling of pre destined power.*
96	*The Blood Star is a spiked crystal sphere that drinks blood and grants those who feed it occult knowledge of blood magic. Blood wizards crave this relic and will kill anyone to get it.*
97	*Crystal Chalice makes the wielder disease resistant and able to heal anyone touched for one point. Using the chalice turns the user good and makes them desire to be help as many as possible. Some say it can become a sword also.*
98	*The Chrystal Mill can be used to grind crystals into a fine powder that may be inhaled and provides the effect of a haste spell for d6 rounds. Many users become addicted and age artificially.*
99	*Crystal Time Forge is a huge cube which can used to create micro pocket continuities. All too many evil cults, wizards and demigods desire it and it has been hidden for hundreds of years.*
100	*Crystal Cage is used to conjure long extinct reptilian monsters plucked from the past. Such creatures are not cooperative but may respond to food based training after months of dedication. Occasionally it calls forth a sentient reptilian wizard who usually causes trouble, kills the operators and uses the relic to to call forth a reptilian horde.*

Fungus Forest Zone

Use these tables when in the Giant Mushroom Forest in the Great Cavern. Shroom and fungus forests are fantasy foliage fodder since the earliest versions of the great game. This is a bunch of tables to make your swollen toadstools glisten with glee.

Roll once on table 1 and if that result isn't strange enough, roll on table 2 as well and merge the results.

1D100	APPEARANCE OF YOUR FUNGUS TABLE 1
01	*Clean typical white, grey or brown mushroom.*
02	*Tall thin toadstools glistening black cap.*
03	*Short squat and slimy brown.*
04	*Lattice of white structure.*
05	*Spectacular phallus like.*
06	*Red stems split into masses of orange frilled gills.*
07	*Orange sponge like.*
08	*Coral like white fingers reaching up.*
09	*Mass of density packed white stalks with pink caps.*
10	*Tiny purple mushrooms.*
11	*Red star like with stinking hole attracts flying bugs.*
12	*Broad bright yellow cap with short white stems.*
13	*Glistening metallic and opalescent coloured pointy cap.*
14	*Tall thin with luminescent lantern structure.*
15	*Broad white slimy shroom which glows green or purple.*
16	*Thin stem with large pod covered in jelly filled pits.*
17	*Fragile tall white umbrella of lattice.*
18	*Tall glistening translucent glass like mushrooms.*
19	*White spherical clusters.*
20	*Large crown or black sphere.*
21	*Mass of green, purple or yellow lichen like growth with cup shapes where most developed.*
22	*White sphere covered in spiky fingers.*
23	*Thick trunk branches into thousands of glowing green tiny fingers.*
24	*White mass with hard concave black disks where largest.*
25	*Brain like structure in pink, white or violet.*
26	*Coral fungus in white pink or orange with complex structures.*
27	*Tall thin mushroom with dripping black cap.*
28	*Phallus white mushroom dripping white foamy mess.*
29	*Brown spongy brain structures on stalks.*
30	*Mass of translucent slime.*
31	*Jellyfish like mushroom.*
32	*Brilliant blue pixie parasol mushroom.*

1D100	APPEARANCE OF YOUR FUNGUS TABLE 1
33	*Orange peel like mass.*
34	*Pink mass of tendrils.*
35	*Purple liver like growth.*
36	*Red lattice cage fungus structure.*
37	*Orange or purple sphere covered in holes deep into structure.*
38	*Has a brown or black main cap with lattice white frill.*
39	*Squat spherical shroom with lattice webbing over cap.*
40	*Tiny caps on tall thin stalks brilliant scarlet.*
41	*Eerie elegant tapered fingers on hand with lattice frill growing from earth.*
42	*Brown bark like leathery brown half caps growing in mass or from walls or other fungi.*
43	*Clusters of tint thin stalked toadstools in pastel colour variations.*
44	*White concave clusters with gills inside.*
45	*Straggly green dried grass looking growths in clumps.*
46	*Brilliant shiny translucent green cap with white dull stalk.*
47	*White eggs bursting open with fleshy ropey structure with red rings inside.*
48	*Yellow stalk with spherical head of brilliant cyan fingers.*
49	*Large shrooms with concave caps and large white gills underneath.*
50	*Orange skinned on top of cap rest is jet black grow in clusters.*
51	*Black flat discs with brilliant cyan patterns and rough bark like texture.*
52	*Squat stalk with brilliant blue spherical ball cap.*
53	*Large shroom with indigo spots all over and gills, looks rotten.*
54	*Brilliant indigo mushrooms.*
55	*Red translucent huge concave cups on thin white stalks, often full of water.*
56	*Black trumpets erupting from soil in clusters.*
57	*Huge white lily like trumpets growing up from earth.*
58	*Pink or black fairy helmets growing on thin stalks.*
59	*Clusters of jet black shiny fingers.*
60	*Squat white stalk with tall grey furry cap.*
61	*Clusters of green stalks that widen and terminate in concave cups.*
62	*Crinkly pink mass of rose petal like fungus.*
63	*White stalks with white trumpets with glistening red and orange inside, white rims.*
64	*Amethyst pear shaped caps on thin stalks, beautiful delicate shade.*
65	*Resembles cluster of gems in different colours, rigid skin slime inside.*
66	*Thin twisted white stalks with black spheres on top in clusters.*
67	*Great white crinkly skinned toadstool with blue on top of cap.*
68	*Red flower like growth with long trailing filament, often grow up high in masses.*
69	*Sideways growing shelf fungus hard and woody, white underside brown bark like skin on top.*
70	*Perky grey breast shaped cap with delicate frilly lace around cap and rings of lattice down stalk.*

1D100	APPEARANCE OF YOUR FUNGUS TABLE 1
71	*Orange carrot like growths in mass, happily grow upside down from roof too.*
72	*White stalk growing thicker to red velvet concave cap.*
73	*Crinkly yellow carpet like mass.*
74	*Carpet of thin translucent fingers with yellow, purple, black or green tinge.*
75	*Violet and/or pink coral fungus grows into tall elegant structures.*
76	*Great green scraggly trumpet structure with several smaller trumpets on head, slightly furry appearance.*
77	*Tall thin pink and white stalks with droopy floral head.*
78	*Squat split caps grow straight from ground orange gills, chocolate caps and glow in dark.*
79	*Twisted purple stalk, thickens at top with bark like skin and great pink-purple cap with dim glow.*
80	*Orange concave caps grow from ground with thick black gills inside cap.*
81	*White stalk with tall grey cap actually a mass of lattice structure up close.*
82	*Bright yellow antler like growths.*
83	*Huge drooping spherical sacs with spots, as matures spots open to deep holes in the saggy mass.*
84	*Brilliant orange stalkless flat caps also grow sideways in walls or other fungus.*
85	*Sky blue mushroom with red tinted gills.*
86	*Mass of translucent thread in huge fairy floss like heap.*
87	*Thin pink stalk sagging under weight of huge spongy tall cap.*
88	*Huge brown mushroom with broad cap and yellow gills.*
89	*White bulbous mass with rigid orange bark on top, sweats beads of water under softer underside.*
90	*Tall thin brilliant orange mushrooms with ridges up stalks forming into gills.*
91	*Tall thin mushroom with cap overgrown with hundreds of long thin hairs with black beads on end.*
92	*Many score black threads growing from ground fusing into black or chocolate gelatinous mass covered in beads of water.*
93	*Carpet of yellow sponge growth.*
94	*White egg-like growths, mature ones split with brilliant yellow yolks bursting out.*
95	*Pink spheres grow over area evenly apart.*
96	*Delicate pink fleshy cap with gills with thick white stalk covered in yellow droplets of fluid.*
97	*Porcelain like white shroom with thick stalk and thimble like cap with evenly spaced raised spots.*
98	*Red mass of stinking tentacles connected in bunches at tips when young, with black inside mass.*
99	*Fragile white lattice trumpets made from threadlike mas with loose threads hanging free of structure.*
100	*Beautiful ice like thick stalks tapering into small concave shape, like sculpted glass ,elegant translucent vases.*

Fungus Appearance Table 2

1D100	APPEARANCE OF YOUR FUNGUS TABLE 2
01	*Light brown bird nest fungi, fluffy cups with leathery dark brown stone structures inside.*
02	*Pink tentacle with ridges from top to bottom and black patches neat tips.*
03	*Thick white stalked mushroom with thick slimy shiny dark yellow cap covered in spikes.*
04	*Devil's urn, a black cup with light brown bark textured freckles, cup shoots spores at slightest breeze or breathe.*
05	*Thick white stalk with flat top, covered in brown bark with white crackling patterns from growth.*
06	*Stalks of white with thin plate like caps covered in veiny ridges, translucent when young.*
07	*Thick brown-pink fleshy stalk with tall cap with spaced dark brown ridges from top to bottom, dripping fleshy mouths in between ridges.*
08	*Shiny quivering jelly white blobs with black patches vaguely resemble gelatinous human skulls.*
09	*Carpet of decaying white sponge with spheres growing on top.*
10	*Tall yellow stalked ridged sponges with shiny brown caps, often smaller than stalk ridges.*
11	*White or grey beard like mass, often hanging from other fungi.*
12	*White willow like coral stalks intertwined in mass with thousands of drooping filaments.*
13	*White lumpy tree branch like smooth structure with green tips covered in tiny fingers.*
14	*Masses of thin stalked shrooms start as white caps, then mature into flat ridged caps and turn violet.*
15	*Tall yellow stalks with black and yellow cracking pattern caps with tiny yellow holes in tips, yellow hexagonal lattice frame grows around stalk.*
16	*Green spongy stalks widen to glistening capsicum like plastic globs on top.*
17	*Dry looking brown hairy stalks sprout into white antler shapes half way up.*
18	*Mass of tiny threadlike tall red stalks with little yellow or green caps.*
19	*White bread-like puffball clusters with brown crackled patches on topmost, look like delicious bread.*
20	*White stalk with flat red cap with large delicate ridges of gills underneath.*
21	*Split woody chunk like stalk with a breast like shape in middle, a dark brown colour starts from nipple and tapers to edges, shoots cloud of spores in slightest breeze or breath.*
22	*White thin stalks with tiny red dot heads like matchsticks growing in mass.*
23	*Thick white stalk tapering to sphere covered in nodules.*
24	*Crinkly purple cabbage like mass on sponge violet stalk.*
25	*Veiny ridged grey pods when mature lid pops off and spores spray out.*
26	*Thick carpet of soft fluffy green filaments.*
27	*White eggs which eventually burst and brilliant scarlet phalus cap with yellow stalk erupts.*
28	*Crinkly ridged trumpet from ground with white outside and mustard yellow slimy inside.*
29	*Thin white stalk with array of four or five long white fuzzy finger structures.*
30	*Crinkly grey sponge carpet with similar looking grey trumpets with red globules on rim of horn.*
31	*Pink globs covered in stubby fingers.*
32	*Great woody columns resemble weathered stone formations.*
33	*Central sphere with fine peelings of skin and dozens os small stubby yellow cap shrooms from mass.*

1D100	APPEARANCE OF YOUR FUNGUS TABLE 2
34	*Egg bursts on maturity into mass of pink tentacles.*
35	*Spongy red dodecahedron with black centers on each face of the polygon, stinks to attract bugs.*
36	*Squat dry looking white stalked yellow gilled mushroom with red cap covered in drooping mouth shapes.*
37	*Octopus mushroom with white thick stalk, purple underside of octopus looking cap splint into twisted tapered tentacles, gold on top, even has sucker looking lumps on underside of tentacles.*
38	*Thin grey stalk widens to mace like spiky head, grow evenly apart.*
39	*Mass of very tall thin intertwined soft stalks with button caps, come in white, black, grey or violet.*
40	*Crinkly translucent white carpet mass.*
41	*Brown speckled egg opens when mature and black tendril with crinkly red crescent rises out.*
42	*Violet stalk widens to mass of many luminous cyan strings of beads.*
43	*Scarlet elf cup shape grows straight from ground, spongy on outside darker smooth inside.*
44	*Stems terminating in mass of crinkly spheres, white and grey.*
45	*Thin blue stalk with spherical upside down cup, outside covered in spheres, inside with ridges.*
46	*Devils stink horn, great red lobster claws bursting from earth.*
47	*Grows from egg then splits into woody star shape with spore shooting breast shape inside.*
48	*Stems with brown bell structure, shoots smoky trails of spores.*
49	*Pink flesh ears grow in clusters on walls or on other fungi.*
50	*Tiny thin filament stem with great black sphere on end, burst when mature.*
51	*Stem covered in peppercorn like beads and capped by sticky shriveled black flower.*
52	*Thousands of pink threads capped with buttons and pink droplets among clusters.*
53	*Carpet of flat white stoney buttons caps without stalks.*
54	*Bleeding gum fungus, pink gum like mass with blood like droplets, varieties in brown, yellow or indigo.*
55	*Mass of white tree like growths with branches terminating in pink fingers.*
56	*Thin spike covered red spheres open into mouth filled with white needle like hairs.*
57	*Yellow shell like growth with cluster of thin yellow tendrils from sphere.*
58	*Shiny brilliant orange fungus with lumpy and finger textured skin.*
59	*Yellow sacks of fluid ready to burst with liquid.*
60	*Glistening black mushroom.*
61	*Spherical structure of white lattice.*
62	*Great pink coral growths with tendrils and spheres of yellow tangled in branches.*
63	*Dead mans fingers, mass of stubby grey fingers tapering into white nail tips.*
64	*Carpet of red puckered lip like growths.*
65	*Blue tooth like fungus, when clear of ground develops masses of fingers underside and gathers brown droplets of fluid.*
66	*Brown fluffy carpet with black stalks ending in great droplets of cloudy brown-white slime.*
67	*Woody brown round mass with thick flat capped stalks growing from mass, covered in brown skin with white crackle patterns.*

1D100	APPEARANCE OF YOUR FUNGUS TABLE 2
68	*Pink fleshy cap mushroom covered in loose scaly peeling skin.*
69	*Waxy shiny green tall mushroom with flat cap and yellow gills.*
70	*Blue cap mushroom with white spots.*
71	*Green cap mushroom with white spots.*
72	*Yellow cap mushroom with white spots.*
73	*Red cap mushroom with white spots.*
74	*Brown mushroom with flat cap with brown lattice cage over top.*
75	*Short stalked with tall white caps covered in peeling scaly skin, like to grow in masses.*
76	*Decaying translucent yellow stalks with egg structure that splits on maturity to a lemon coloured breast with red nipple spore shooter inside.*
77	*Violet and purple sponge caps growing straight from ground.*
78	*Thick white stalk resembling badly melted candle.*
79	*Translucent pastel green mushroom with variegated texture.*
80	*Deadman's trumpet a slimy black trumpet with white skull patterns.*
81	*Egg splits open with large spongy lump inside split petals covered in black and white crackling patterns.*
82	*Slimy russet misshaped stalk with yellow rimmed slimy red cap.*
83	*Thin tall red stalk with white slower like cap.*
84	*Orange or purple coral fungi.*
85	*Purple glistening phallus tapering to white at base.*
86	*Skull cup resembles human skull growing on ground with top removed often gathers water or attracts bugs inside.*
87	*A orange tongue like fungus grows straight from ground.*
88	*Huge underground fungus only seasonally erupts surface growths of small brown dirty mushrooms.*
89	*Brown capped mushroom with yellow spots.*
90	*Slimy brown sponge paps with red stalks.*
91	*Grey wisps of hair growing in carpets.*
92	*Red spongy lattice spheres with thin masses or red filaments erupting from inside.*
93	*Thick ropey yellow tendrils cover ground connected by yellow chicken hexagonal lattices.*
94	*Woody black stalk with black spore pods, trailing red hairlike threads.*
95	*Translucent brown gelatin carpet with stalks covered with scores of black spherical spore pods.*
96	*Balls of pink fluff soft and squishy in clusters and carpets.*
97	*Slimy yellow translucent fleshed squat toadstools with purple flesh mostly visible under skin.*
98	*Witches butter, crinkly yellow spheres in clusters.*
99	*Clusters of black dry looking tall spore rods, outer ones tend to sag as new middle ones push aside.*
100	*Witch's hearts, purple fluidy sagging sack with thick blue veins, bursts into slimy scarlet mess.*

I recommend go to Pinterest.com and enter fungus. Also helpful for inventing mythos things too...

Next roll on these tables to see if it has any special properties

1D10	QUICK USEFUL PROPERTIES OF YOUR FUNGUS
1	*Edible.*
2	*Poison (ingested, contact, blade, disease, etc).*
3	*Medicine (anti-inflammatory, anticoagulant, antiseptic, anti-toxin, treats a disease).*
4	*Hallucinogen (whoa dude, also can make you spew, some smokable or eaten).*
5	*Skin produces leather.*
6	*Stores liquid (can extract water or collects in pools in caps or spaces in flesh).*
7	*Can be used as wood.*
8	*Attracts edible bugs & grubs.*
9	*Dye to stain cloth or leather or pigment.*
10	*Alchemical ingredient (good for potions and magical reagents).*

1D10	OTHER PHYSICAL PROPERTIES
1	*Grows large size of soccer ball.*
2	*Grows huge size of a person.*
3	*Grows enormous size of a tree.*
4	*Grows titanic to size of buildings.*
5	*Grows very rapidly from spores.*
6	*Grows in huge colony.*
7	*Secretes liquid or spores if harmed or excited.*
8	*Super squishy and slimy.*
9	*Hard and woody.*
10	*Grows tall and thin.*

1D10	WEIRD PROPERTIES
1	*Sentient, 1in4 telepathic spores, 1in4 has a face and can talk, can be good evil or indifferent.*
2	*Is home inside or roost to other creatures who protect it.*
3	*Is ambulatory and can move occasionally like a slug or might have legs.*
4	*Has defence mechanism like tentacles, poison spores or secretions, screams.*
5	*Glows and is a useful light source.*
6	*Has important ritual and holy significance to locals who protect it.*
7	*Will eventually form into a mushroom person (or giant one possibly).*
8	*Mushroom related to a spirit who communes with those who eat it or smoke it.*
9	*Has magical properties if eaten.*
10	*Highly infectious might turn you into fungi zombies, mushroom men, make you host to colonise world, or ruin all your formerly organic equipment, turn you into same fungus or just give you rotting disease.*

1D100	BIZARRE PROPERTIES OF YOUR FUNGUS
01	*Bleeds fluid if cut like blood.*
02	*Stains you if touched.*
03	*Grow on you if touched, mostly harmless small versions.*
04	*Burst into sticky mess if touched.*
05	*Shoots spores if touched.*
06	*Quivers if touched.*
07	*Squeaks if touched.*
08	*Covered in flying insects.*
09	*Filled with worm burrows.*
10	*Insects living inside.*
11	*Growing from remains of feces.*
12	*Growing on remains of corpse.*
13	*Growing on remains of larger dead fungus.*
14	*Beads of coloured fluid on surface.*
15	*Covered in coloured dust, easily disturbed.*
16	*An appropriate sized toad sits on top.*
17	*An appropriate sized snail climbing it.*
18	*Patches of hairlike threads of other fungus growing on it.*
19	*Stalks with glowing fungi bulbs parasitically growing on it.*
20	*Flings spore pods.*
21	*Explodes and infects victims.*
22	*Screams alerting other creatures if bothered.*
23	*Sings strange music.*
24	*Creatures living inside defend host and it grows on corpses of their left overs.*
25	*Glows with dull light, if already does then lights change as if communicating something.*
26	*Mildly alcoholic, fermented beverage pools naturally in fungus.*
27	*Bubbly foam pours from fungus when sporing.*
28	*Dripping liquid from fungus when sporing.*
29	*Fungus has eyes.*
30	*Fungus has face.*
31	*Fungus has remains of corpse buried in it.*
32	*Fungus has been tagged with marker by someone for later.*
33	*Fungus being munched on by happy caterpillar.*
34	*Fungus guarded by dark elf.*
35	*Fungus guarded by goblin.*
36	*Fungus guarded by gnome.*
37	*Fungus guarded by ogre.*
38	*Fungus has a little fence around it.*

1D100	BIZARRE PROPERTIES OF YOUR FUNGUS
39	*Fungus has alarm spores attracting mushroom men druids.*
40	*Panic spores act as mood altering drug on attackers.*
41	*Dozing happy creatures laying about intoxicating fungus.*
42	*Smoky spores drifting from skin.*
43	*Screams if plucked with face on root mass like a baby.*
44	*Dark elf rune patterns.*
45	*Goblin glyph patterns.*
46	*Gnome pictogram patterns.*
47	*A sentient caterpillar lounging on top with human face.*
48	*Demonic sigils markings on top.*
49	*Has other fungus growing on it parasitically.*
50	*Faerie foot prints around it.*
51	*Connected to huge underground network of same species.*
52	*Collects fluid in depressions or concave cup, might be narcotic or poison or just water.*
53	*White sticky milk fluid leaks if cut.*
54	*Has been used as shrine or altar.*
55	*Flickering blue magical light around it.*
56	*Life cycle phase melts into slime.*
57	*Life cycle phase becomes mobile and wanders about on legs.*
58	*Life cycle phase flies with gas bags with dangling tendrils like a jellyfish.*
59	*Life cycle phase appearance changes radically to different fungal form.*
60	*Life cycle phase forms into mobile gelatinous mass.*
61	*Life cycle phase forms into slug like creature with stinger tendrils.*
62	*Sways and undulates hypnotically.*
63	*Sprays sleeping spores if disturbed.*
64	*Flesh rotting disease gel colony on antler growths.*
65	*Symbiosis with deadly slime organism.*
66	*Squirts infectious ooze at intruders to colony with spasming fleshy rods.*
67	*Naked maidens dance over it for fertility.*
68	*Fleshy tentacles burst from ground at intruders.*
69	*Sleeping newborn goblin baby sleeping under cap.*
70	*Creatures deposit scraps around fungus.*
71	*Has big bite marks.*
72	*Creature laid eggs all over it.*
73	*Huge moth gently resting on top.*
74	*Huge web built over with big spider.*
75	*A flog laying on it smoking a pipe.*
76	*Goblins using as a table to play cards.*

1D100	BIZARRE PROPERTIES OF YOUR FUNGUS
77	*Goblins with sickles gathering them up.*
78	*Eerie phantom forms over briefly, human or mushroom man?.*
79	*Forms fairy rings circles used by dancing elves, witches and wizards.*
80	*Sprays hallucinogenic spores if disturbed, see illusions.*
81	*Sprays charming spores if disturbed, victims love fungus and wish to tend and protect it.*
82	*Shoots transparent tendrils into bodies that approach and pump with infectious spore colonies.*
83	*Flings explosive spore pods.*
84	*Explodes if bothered as colony defence and to spread spores.*
85	*Area covered in slimy slippery slime secretions.*
86	*Infects living victims and grow from heads, turn into slaves who spread fungus.*
87	*Infects dead and turns into servant zombies.*
88	*Spores infect wood, natural fabric, leather or wood and turn to slime rapidly.*
89	*Spores spread symbiotic culture over skin change your skin colour to strange unnatural colour.*
90	*Has delicious aroma.*
91	*Small unhappy creature trapped inside.*
92	*Corpse inside gelatinous mass next to or under fungi.*
93	*Fungal claws nip intruders, some poison too.*
94	*Telepathy spores put all in area into mindlink with fungus mind, "please don't eat us".*
95	*Squirts black fluid if skin pierced.*
96	*Surrounded by puffballs that if touched fill air with choking black spore clouds.*
97	*Fungus has squirming tendrils growing into head and body or dormant creature in coma.*
98	*Tastes like delicious pudding.*
99	*Highly addictive feelings of euphoria if eaten.*
100	*Large insects colony are cultivating and tending fungus.*

1D100	MAGICAL MUSHROOM MUNCHING MAYHEM
01	*Mushroom goddess will grant you a lesser wish.*
02	*If parts of you are cut off they regrow about a week per pound, excluding your head.*
03	*If any body parts are cut off you two grow back about a week per pound, excluding your head.*
04	*You develop a close bond with a mushroom person who turns up shortly. They are a new follower and have a telepathic link to you.*
05	*You can create a 3" wide fog cloud of spores three times per day by exhaling.*
06	*If you die and your head is intact you wake up next day minus one CON point with one HP, you can heal as normal and you no longer age after the first time.*
07	*Your spongy mushroom like flesh has less critical locations and you now weep strange fluid slowly if cut +2 AC.*
08	*Nobody can tell your alignment anymore with magic, your spirit is free of this when you die.*
09	*You grow a lovely unicorn like horn giving you a extra d6 attack every round.*

1D100	MAGICAL MUSHROOM MUNCHING MAYHEM
10	*You develop a chaos mutation and for every one after first you have a 10% chance of turning into a shoggoth (use your choice mutation table).*
11	*You can sustain yourself for food and water by eating dirt but you prefer rich black soils to just sand.*
12	*You always know which way is north like a compass.*
13	*You can exhale a spore cloud that spreads fungus colonies and if used within 1" on a persons face they Make a CON save or are overcome by sneezing for a d4 rounds giving them -2 to hit and reducing AC by 2 also.*
14	*Tiny insects that bite you die making you immune to swarms and certain spells that damage with insect stings or bites, giant or man size insecticides just think you taste bad.*
15	*You can talk to worms, maggots and grubs but they don't have a lot to say.*
16	*You never need to go to the toilet and are never flatulent.*
17	*Your wounds stabilize automatically below zero.*
18	*Bugs love to crawl on you and in your possessions but it doesn't bother you.*
19	*You can read by touch any text even if eyes removed.*
20	*Creatures licking you or biting you make a CON save or hallucinate and feel nausea.*
21	*You can speak to frogs, toads,newts and salamanders.*
22	*Nothing makes your stomach feel sick or nausea, you can eat rotten food unharmed.*
23	*Once a day you can belch a stinking cloud with you at the centre that is harmless to you.*
24	*You gain 1d3 languages.*
25	*Fungus creatures find you adorable.*
26	*You are immune to spore attacks from fungal creatures.*
27	*You sense life within 3" range.*
28	*You glow in the dark like luminous fungus.*
29	*Other Planar beings get -2 to hit you.*
30	*You no longer need to breathe but you become dormant with no air supply, awakening from coma when air restored.*
31	*You are immune to acid.*
32	*Fungi and slime creatures will only hurt you in self defense.*
33	*Mushrooms grow in your footsteps.*
34	*You taste foul and everything that bite you avoid doing so again unless desperate.*
35	*You taste delicious and everything wants to taste you.*
36	*Everything you eat tastes fantastic.*
37	*You crave blood and raw flesh.*
38	*Rats, mice and tiny birds love to clean for you and dress you if you sing.*
39	*You can ignite a candle flame from your finger at will.*
40	*Your clothes, bedclothes, leather goods become mouldy after a few days in your possession.*
41	*You no longer require food as mushroom grows in your stomach.*
42	*A type of animal loves to follow you d6 1=rats 2=cats 3=dogs 4=horses 5=cows 6=pigeons.*
43	*When angry or yelling or excited foam comes out of your mouth.*

1D100	MAGICAL MUSHROOM MUNCHING MAYHEM
44	*When angry your eyes glow and smoke comes from your mouth.*
45	*You turn into a d4 1=Orc 2=Ogre 3=Goblin 4=Kobold.*
46	*You turn into a d4 1=Dwarf 2=Gnome 3=Hobbit 4=Elf.*
47	*You speak in poetry, a blessing of the gods.*
48	*Your glowing halo is visible to all indicating your alignment to priests, planar beings and other experts.*
49	*Your eyes glow and your lower face becomes a mass of tentacles.*
50	*You can smell blood like a wolf.*
51	*A baby clone version of you grows on you over a month then drops off then develops normally, happens every year.*
52	*Skin becomes invisible making you a monstrous skeleton like horror.*
53	*You develop night vision, if you have already it becomes superior.*
54	*You develop faster running speed +1d4.*
55	*You develop shiny metallic skin +2 AC.*
56	*You develop insect like chitin shell +2 AC.*
57	*You develop hand and foot webbing and can breathe water, full move rate in water.*
58	*You become hairless.*
59	*You grow hair all over.*
60	*You grow a tail.*
61	*You grow horns or antlers.*
62	*Your skin colour assumes a bright single rainbow hue, with you hair possibly having a different one.*
63	*Your sexual characteristics shrink by 90% and you are infertile.*
64	*Your sexual characteristics enlarge by 2d6x10% and you are extraordinarily fertile.*
65	*You become androgynous and your gender characteristics are less distinguishable.*
66	*Sexual characteristics disappear making you a androgynous neuter.*
67	*Now a fully functional hermaphrodite with both sets of sexual characteristics.*
68	*Cures 1d8 HP damage.*
69	*Cures disease.*
70	*Cures poison.*
71	*Cures all wounds.*
72	*+1d4 on stat d3 1=WIS 2=INT 3=CHA for 1 hour.*
73	*+1d4 on stat d3 1=STR 2=DEX 3=CON for 1 hour.*
74	*+1 on stat d3 1=WIS 2=INT 3=CHA.*
75	*+1 on stat d3 1=STR 2=DEX 3=CON.*
76	*Die and reincarnated instantly as new species.*
77	*Past life flashbacks revealing ancient secrets - possibly reveals loot or dungeon.*
78	*Devolve into d4 1=fish person 2=lizard person 3=frog person 4=rat person 5=ape person 6=amoeba person.*
79	*In moments of stress or injury you transform into a mushroom person, you were-mushroom you.*

1D100	MAGICAL MUSHROOM MUNCHING MAYHEM
80	*Change alignment one step.*
81	*Change alignment to opposite.*
82	*Prophetic dream of near future - possibly reveals loot or dungeon.*
83	*Develop second alien personality that takes charge when you are unconscious and raises you to positive 1d4 HP, for a while it is in charge till next sleep, also takes over if you are charmed and other times.*
84	*See invisible or other planar non corporeal spirits in 3" range.*
85	*See planar beings or dimensional weak points or gates within 3" range.*
86	*In trance speak to planar beings of your alignment and ask d3 questions.*
87	*In trance speak to planar beings of your opposite alignment and ask d3 questions.*
88	*Can now detect magic on sight in 3" range.*
89	*When you die you become a fungal zombie.*
90	*Save with CON or infected with fungal zombie disease, once resisted always immune.*
91	*Mushrooms grow on you seasonally, more if damp, dark and don't get to wash.*
92	*Save with CON to vomit up a grey ooze monster otherwise it painfully kills you and eats your corpse.*
93	*Enhanced immunity to parasitic infection from symbiotic colony inside you, parasites leave you fast.*
94	*Enhanced immunity to poison +2 from symbiotic colony inside you.*
95	*Enhanced immunity to disease +2 from symbiotic colony inside you.*
96	*When you die mushroom folk erupt from your corpse.*
97	*Every stool you excrete turns into a baby mushroom person.*
98	*Save with CON or go into fever and become mushroom person.*
99	*You can communicate with mushroom folk via spores.*
100	*A microscopic civilisation evolves inside you of mushroom people who develop faction, at least some who worship you as a great god.*

Mushroomland Encounters

1D100	MUSHROOMLAND ENCOUNTERS TABLE 1
01	*Tiny singing faeries dance about mushrooms.*
02	*Drunken goblins having a party with foaming mushroom drink.*
03	*Dancing goat men praising the mushroom gods.*
04	*Mushroom folk sitting in a dreaming circle having a shared hallucination via telepathy spores.*
05	*Scarlet sorceress and werewolf making out, outraged at being spied on.*
06	*Tiny button mushroom folk ballet.*
07	*Gnomes playfully riding a bucking riding fungus.*
08	*Orcs lounging about snickering eating mushrooms.*
09	*A giant talking caterpillar with a bong invites passers by to pull a few cones of hallucinogenic dried mushrooms.*
10	*Dark elf orgy.*
11	*Foaming at the mouth berserk Nilbogs running about biting things.*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 1
12	*Ogres looking for drugged layabouts to smush and eat.*
13	*Outraged cleric and followers looking for sinners to tar and feather and possibly set fire to.*
14	*Inane drugged cultists with wild eyes looking for murder related fun.*
15	*Lizard men with great spiked clubs outraged at lesser races in sacred shroom garden.*
16	*Loudmouthed goblin hurls blasphemous abuse and feces at party, if killed hoard of goblins boil up from burrows on homicidal rampage to kill murderers.*
17	*Toadmen insist you eat a particular type of mushroom to see if shroom god approves of you, if unwilling to be tested they go berserk.*
18	*Orc shaman and his zombie slaves picking magic mushrooms sends his workers to attack supported by his spells.*
19	*Crazed lavender unicorn man with goblin cultists insist you join their party to try drugs and join orgy or offended and leads minions to attack.*
20	*Dark elf cultists offer to let you leave if they can have one party member as a slave.*
21	*Dark elfmaid offers sexual favours, has coated her skin in addictive drugs.*
22	*Playful revellers offer tasty shrooms and drinks, actually hungry doppelgangers.*
23	*Beautiful succubi or incubus with charmed companions invites you to orgy.*
24	*Chaos mushroom men playing and eating welcome you and offer you mutation inducing chaos mushrooms to join in their game.*
25	*Goblins with several stalls selling strange magic food, petty magic trinkets and d3 cursed relics.*
26	*Goblins playing with rude shaped mushrooms, embarrassed if spotted and explain they were sacred rituals they are willing to teach.*
27	*Sorcerer and his students laying about in a high, question party non stop about life, mysteries of the universe and about alignment morality. Argumentative and laugh at party responses, tease and bully.*
28	*Goat men tormenting young mushroom folk and eating one alive, invite you join them and offer a young adorable mushroom baby to start with.*
29	*Foaming at the mouth filthy orc shaman offers you secrets of the universe and feelings of god like power if you buy his magic mushrooms, offended if you refuse, his mushroom infected zombies arise to defend him if needed.*
30	*Mushroom folk dancing about tearing apart some humanoid corpses and flinging remains everywhere happily to fertilise the garden, stop when see intruders and look embarrassed, try to explain everything is alright.*
31	*Giant carnivorous beetle hunting pack.*
32	*Giant centipedes crawl from burrows and attack.*
33	*Giant dragonflies swarm to attack.*
34	*Huge carnivorous worm bursts from ground to swallow someone then will flee.*
35	*Bear sized rats viciously attack and tear at flesh of tasty meat people.*
36	*Giant slug among fungus spits acid then closes in for kill.*
37	*Flail snails seem innocent at first with colourful shells but up close pack reveal heads and charge.*
38	*Huge lizards laying await under mushroom beds ambush intruders.*
39	*Giant blood red leeches among undergrowth swarm to attack.*
40	*Swarm of hostile huge blood drinking bugs drawn to party by smell.*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 1
41	*Goatmen with giant fungal slab alter performing sacrifice of bound victim.*
42	*Mushroom men with captured enemies throwing victim into a pit with a giant slug.*
43	*Goblins glued a drugged dark elf to the ground and sitting back to see what eats him.*
44	*Dark elves hunting terrified goblins for fun might be tempted by more interesting sport, have several werewolves as hunting dogs.*
45	*Hungry ogres around campfire using prisoner to test mushrooms to see which are edible.*
46	*Were badgers tearing apart some goblins happily drop them in favour of tastier food.*
47	*Chaos bat men tearing out hearts on a mini step pyramid grown from living fungus dedicated to their vampire goddess.*
48	*Goblins with dire wolves letting their pets savage a prisoner but will turn on interlopers rapidly, led by goblin sorcerer or shaman.*
49	*Slug men impaling living goblins as sacrifice happy to prepare more for their slug goddess.*
50	*Dark elves having target practice with kidnapped victims tied to great shroom stalks for fun.*
51	*Gnomes having tea outside their mushroom house invite you to join them.*
52	*Band of dwarves disgusted with this foul place happy to have found non hostile travellers.*
53	*Dark elf art colony with painters and poets, many are high, indifferent to visitors but willing to take commissions to write sonnets or paint portraits. Work is abstract, modern and avante guard.*
54	*Goblins milking a giant snail they have tied up and getting high on juice, welcome you to join them.*
55	*Goblin orgy with dozens of them guarded by pet giant bats and wolves, invite you to join them.*
56	*Savage cavemen with fire and stone pot mixing mushroom stew with warily accept mostly humans to join them but they cannot speak any language.*
57	*Goblins feasting on pile of squirming white grubs being eaten live or toasted on sticks, invite you to join them.*
58	*Orcs roasting goblins on the spit welcome strangers, shaman in domed hut offers to trade for healing.*
59	*Goatmen busily applying body paint of demonic runes on their bodies quite friendly, ask If you have heard of their demonic lord and savior yet?.*
60	*Great obese goblin priestess with at least a dozen pendulous breasts is leading a goblin feast, visitors are welcome.*
61	*Shroom covered zombies attack by surprise, buried among the foliage.*
62	*Ghouls run screaming from stinking hole in the ground.*
63	*Wights come bursting from old barrow, covered in fungi and screaming, treasure in barrow.*
64	*Wraith pours up like smoke from old burial mound, coins in chests and urns inside.*
65	*A groaning banshee spirit of a dark elf hates the living guards a relic left by travellers long ago.*
66	*Fungus covered mummy and ghoul retinue come lumbering from hole to long buried tomb.*
67	*Hungry degenerate hideous vampire pours from hole in ground to his tomb as mist.*
68	*Spectre moans appearing from old grave almost overgrown crypt.*
69	*Shadows arise from graves of victims sacrificed to darkness.*
70	*Crumbling revenant arises from ground, at constant war with living.*
71	*Adventurer corpses crawling with dangerous parasites but probably have treasure.*
72	*Minefield of explosive toadstools.*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 1
73	*Mobile fungi treant angered buy intruders to his paradise.*
74	*Screaming fungus attract a second encounter, usually predators.*
75	*Angry mushroom folk, upset at meat bags in sacred grove on holy day demand appeasement.*
76	*Deadly mould patch releases killer spores.*
77	*Deadly fungus with diseased tentacles attacks intruders.*
78	*Zombies covered in mould with great fungi antlers attack living.*
79	*Giant bugs with great fungi antlers attack, trying to infect with zombification fungus horns.*
80	*Mass of slimy toadstools shoot diseased globs of slime at intruders.*
81	*Goblins and mushroom folk oiling each other up for group massage invite you to join them.*
82	*Line of goblins ending in insatiable dark elf holy harlot invite you to join them.*
83	*Huge domed brain and bearded mushroom man teaching junior button cap mushroom kids, invites party to give students a lecture.*
84	*Choir of singing frogs conducted by goblin standing on toadstool, audience of goblins, lizard men, dark elves and goat men applaud wildly.*
85	*Goblins having a toad race, taking bets from all comers.*
86	*Toad men being licked by goblins only one copper piece a lick.*
87	*Goblin children teasing giant frogs with toy spider on string.*
88	*Dark elf with riding spider selling goblins hanging from giant fungi in web sacks.*
89	*Bugbears snorting mushroom powder. Several have faces with shrooms growing out of them, invite party to have a go or they must be scaredy cats.*
90	*Goblin children poking at sleeping trolls for fun, they're in drugged stupors but will eventually arise and go berserk.*
91	*Goblins and dark elves listening intently to a storytelling black dragon.*
92	*A dark elf spider priestess proselytizing to a goblin family.*
93	*A wise old goatman telling kids the wonders of Prince Orcus and his magic kingdom.*
94	*Green dragon asking goblin kids if they could reach in back of his mouth and pull out a wobbly tooth for him.*
95	*Dark elf in snappy dress telling goblins how great life in the city is and offering them jobs, housing and gold, no catches.*
96	*Mutants gathering chaos mushrooms, will tell party of the wonders of their distant green lit cavern and wonderland of tolerance and understanding to be found there (yeah it is really horrible).*
97	*Dancing goat man shaman gleefully teaching goblins the dances and songs of demons.*
98	*Frogmen having a diving contest in a pool, convince humans to give it a go to win juicy live grubs.*
99	*Mothmen dancing around a glowing giant mushroom, several have died of exhaustion in bliss.*
100	*Beetlemen band playing to dancing goblins and dark elves and goatmen.*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 2
01	*Dragonfly men hunting meat for their young in a nearby pool.*
02	*Scarab men joyfully eating feces and collecting it in balls to move to their burrow and young grubs.*

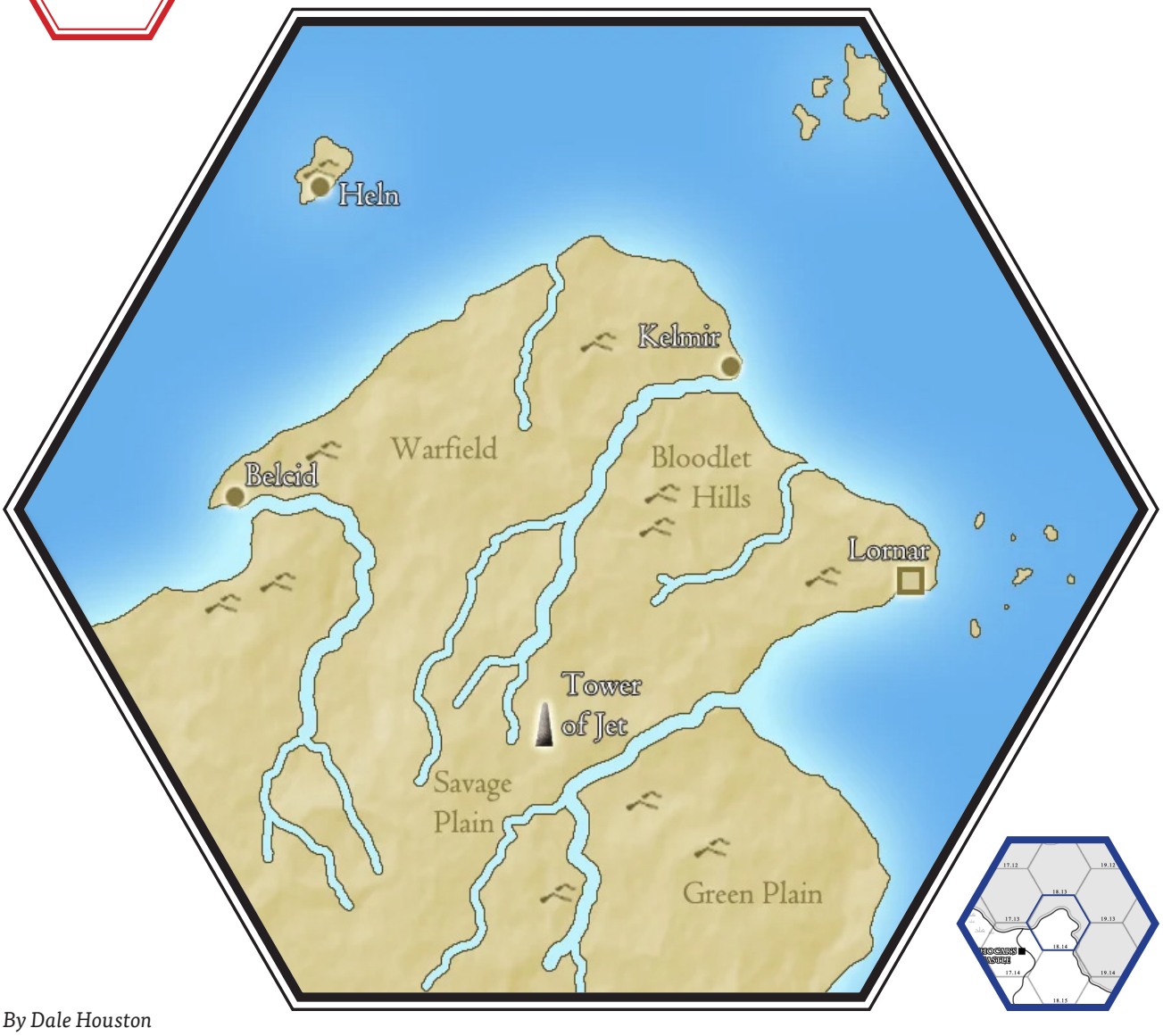
1D100	MUSHROOMLAND ENCOUNTERS TABLE 2
03	*Mantis-women just finishing eating husbands heads in post coital decapitation ritual and offended by being seen attack.*
04	*Mantis-men monks hunting for tasty elves but other humanoids will do.*
05	*Stag beetle men dueling over a beetle beauty, will challenge party to prove superiority.*
06	*Goblins being chased by giant d4 1=frogs 2=spiders 3=beetles 4=bats.*
07	*Umber hulk hungrily bursts up from underground.*
08	*Ankheg has dug trap pits, if victim falls in or collapses covering of pit, he will pop up from ground and try and scare off rest of party with acid spit while trying to drag off or bury alive the person who set off the trap or anyone small.*
09	*Giant Bombardier beetles feeding are startled, shoot napalm or explosive chemicals then flee.*
10	*Giant Scissor beetles or earwigs hungrily attack.*
11	*Giant ants peacefully gathering fungus.*
12	*Fungus zombie infected giant ants with fungal antlers growing on heads attack.*
13	*Giant termites building a fungus castle with own fungus garden inside, grow several magic mushrooms inside.*
14	*Ogres with nets trying to catch giant dragonflies with nets will think party look easier.*
15	*Giant crabs from a waterhole eating fungus think walking meat looks tastier.*
16	*Giant scorpions dueling quickly turn on party.*
17	*Giant mother scorpion with dozen huge babies on her back hungrily attacks.*
18	*Giant cave lobsters hiding in pool will grab any who try to drink, if pool passed they will creep out and follow party to ambush.*
19	*Chaos ratmen monks looking for ingredients of plague potions, keen to kill adventurers for the rat god.*
20	*Ratmen catching mushroom folk in nets.*
21	*Ratmen scouts riding giant bats will try to net and catch easy targets on ground.*
22	*Ratmen fighting frog men over nest of giant grubs "it's our treasure".*
23	*Ratmen worshiping and preparing sacrifice on crumbling chaos altar.*
24	*Cyclops herding beetles, sets them on party and supports them with rocks, if they fail he gets out his "lil' people smushing club".*
25	*Reptilian Troglodyte torturing goblins with their stink glands by holding them down and spraying their faces.*
26	*Reptilian Troglodytes with bound naked dark elves leading them to the pit of the slime god.*
27	*Reptilian Troglodytes hunting for sacrifices to take back to their secret grotto.*
28	*Reptilian Troglodytes riding beetle pulled chariots charge at inferior mammals, circling them and hurling javelins.*
29	*Reptilian Troglodytes roasting goblins over a fire, keen to enjoy a bigger humanoid feast for variety.*
30	*Ogres gambling with straws over who gets to eat the dark elf or goblin captive.*
31	*Ogres beating and squeezing huge frogs as form of music, offended if anyone disapproves.*
32	*Nighthag singing to baby goblins or dark eves in cradle, furious if disturbed.*
33	*Goblins running away with underwear and clothes of bathing dark elf maids who will reward those who help them.*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 2
34	*Choking spore clouds cover area, most life takes cover and hides.*
35	*Hallucinogenic spore clouds cover area, most life takes cover and hides.*
36	*Soporific sleep inducing spore clouds cover area, most life takes cover and hides.*
37	*Fog covers area reducing visibility for 1d4 hours.*
38	*Light rain for 1d20 minutes giant slugs and snails start waking up.*
39	*Heavy rain for 1d20 minutes, giant worms pop up everywhere.*
40	*Were rat adventurers offer to team up, offended if refused.*
41	*Tough talking goblins abuse party if injured they turn into full size trolls (were trolls).*
42	*Goblin bat riding messengers invite party to visit local goblin king or market.*
43	*Goblin bat riding scouts see adventurers then report to nearby group of army.*
44	*Goblin bat riding scouts drop puff balls from above.*
45	*Dark fairy brings treats and candy to dark elf and goblin children as it's a local holiday.*
46	*Crying goblin child runaway with bindle, keen to be adopted follows party, stops crying if accepted.*
47	*Goblin tinkerers and traders riding beetle carts, keen to do business.*
48	*Frog folk selling grubs of various giant beetles.*
49	*Were spider dark elf teens tease party to provoke a fight.*
50	*Chaos batmen eating frogman with baskets of crying baby froglings nearby.*
51	*Goblin knights riding giant flightless bats or lizards or beetles challenge party to joust, only cowards would refuse, will provide a mount and lance.*
52	*Goblin kids playing with deadly floating puffball.*
53	*Flatulent ogres try to convince party to give up and get in their sacks and they will go easy on them when dinner time.*
54	*Formarian looking for victims to eat and torment with a net and club.*
55	*Formarian wallowing in pool of rotten food and excrement drowning a sacrifice to the bog god.*
56	*A hill giant (or several) looking for tasty bugs and shrooms to eat is overjoyed at tasty party.*
57	*A lizard man king and his entourage demand party surrender and get in their cooking pots.*
58	*An out-of-work goblin jester thinks joining the party will be a good idea.*
59	*A necromancer on a palanquin carried by shroom covered zombies desperate for corpses fungi free relieved to see party.*
60	*A goblin selling foot fungus and other remedies (also dud healing potions - they are time delay effect honest).*
61	*Tired looking goblin mother with a dozen screaming kids offers to sell some of the older ones to party.*
62	*Lizard men throwing goblin kids to giant toads for fun, have several sacks full.*
63	*Dark elf slavers willing to buy or sell stock, mostly have goblins but possibly a surface dweller or two, keep stock in cage on a lizard drawn cart.*
64	*Degenerate albino cannibals riding devolved quadruped human mounts hunting for man flesh or female mates to enslave.*
65	*A tiny shack where goblins sell frothing fungi ale and roast grubs, worms and lizards. A few patrons are here drinking and more are welcome.*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 2
66	*Cavemen with furs seeking to trade for some fire, pre language tribe of morons easily impressed or provoked.*
67	*Goblins dressed up as other monsters with stilts and costumes try to scare off party.*
68	*Goblin wizard and apprentices and guards seeks to trade spells and possibly potions.*
69	*Crazy old surface dweller lost here for decades runs up to party overjoyed at being rescued. Has fungus growing on him and looks hideously inhuman.*
70	*Goblin boy herding milk beetles grazing on fungus playing a flute, offers to trade beetle milk cheese for other food or fresh beetle milk.*
71	*Goblin with stall selling rat on a stick or roast centipede segments or healthy fresh squeezed mushroom juice or hot cup of mushroom tea.*
72	*Pack of giant blood sucking weasels out hunting.*
73	*Trolls out for a stroll betting who can eat the most people.*
74	*Trolls playing kickball with a goblin for a ball, have a cage with spares, quite hungry but might be up for a game, loser gets eaten.*
75	*Trolls growing out of the ground, a pleased goblin gardener with a spade and cleaver watches them come to life.*
76	*Orc shaman casting spells over a sacred bog to create orcs from mud, his bodyguards await.*
77	*Under the shadow of a gigantic shroom carved into likeness of the mushroom goddess, goblins and mushroom folk worship and eat sacred mushrooms to celebrate a holy day, strangers welcome.*
78	*A cluster of mushroom houses with goblins engaged in every day village life, sheriff tells you to behave.*
79	*Fire newts with hunting fire toads looking for people to BBQ.*
80	*Fire newts on strider mounts on patrol for intruders in what they claim to be their lands.*
81	*A fiery crack in the earth where fire newts throw mushroom folk in to be eaten by lizard like flaming salamander elementals.*
82	*Bonesnapper reptiles patrolling assigned territory attack any they have never met before.*
83	*Undead necromancer and skeleton warrior driver on bone chariot pulled by skeleton horses, gallops outside melee range about while slinging spells, usually casts protection from missiles type spells first.*
84	*Lizard men wallowing in thermally heated mud pools, quite relaxed and welcome strangers, goblins offer drinks, towels and snacks for a copper penny each.*
85	*Teams of humanoids playing stickball d4 1=orcs 2=goblins 3=goat men 4=hobgoblins vs d4 1=mushroom men 2=frog men 3=dark elves 4=ogres, a crowd of others watch, might ask party to be objective umpires, ogres tend to go psycho when lose and eat other team.*
86	*Ogres wrestling for right to be boss of gang but willing to have a break to eat adventurers.*
87	*Hyena men intruders looking for victims to torment and eat and sacrifice to their demon gods.*
88	*Slimy eelmen from nearby water source have come to eat tasty humanoids.*
89	*Crabmen from a water hole looking for tasty treats, enjoy nipping bits of screaming victims to eat.*
90	*Orcs from outside area come for slaves, not fussy but convinced they are the strongest.*
91	*Bugbear brigands looking for people to eat (are sick of mushrooms,) like following and to ambush.*
92	*A goblin princess with hobgoblin and bugbear guards and a goblin sorcerer adviser wants to test strangers to see if they are worthy to be her prince, happy to have winner polymorphed into a goblin. If refused she throws tantrum and screams "off with their heads".*

1D100	MUSHROOMLAND ENCOUNTERS TABLE 2
93	*A night hag demands someone in party volunteer to satisfy her or she will eat them all.*
94	*Pack of wargs led by Black Shuck, a double sized warg with one eye and a fear gaze attack effecting one person a round, WIS save or flee for 10 rounds.*
95	*Orcs with trained attack troll (or several) are keen to test pets and will support with arrow fire.*
96	*A mushroom man martyr invites party to eat him so he can be reincarnated now his time is done.*
97	*Goblin kids bouncing on spider web joyfully, not noticing giant spider.*
98	*Goblins sling huge centipedes, spiders and snakes then flee.*
99	*Orc slavers attack sending in suicide goblins with explosive puffballs first.*
100	*Giant constrictor snake in hiding tries to nab small people to eat.*

18.14 LET SLEEPING GODS LIE



By Dale Houston

Overview

Dominated by numerous small rivers, this low plain is covered in reedy grasses that grow in the seemingly endless stinking mud. Flies constantly buzz and bite when within half a mile of the actual ocean and are endless pests everywhere else except near the Tower of Jet. This is not a highly populated area and a feeling of unease tends to creep into those who stay too long. Travel is slow because of the mud and the numerous rivers - getting lost is a serious concern for those not following the coast due to the constant need to backtrack.

Points of Interest

1. **Belcid**: a friendly fishing village with a dark secret
2. **Kelmir**: an unfriendly and strange fishing village with the same dark secret

3. **Heln**: a place of "unclean" mutants and the deformed
4. **Warfield**: the sight of monthly battles between the inhabitants of Belcid and Kelmir (the dark secret)
5. **Bloodlet Hills**: home to a band of viciously territorial ogres
6. **Green Plains**: most notable for a tribe of burrowing goblins
7. **Savage Plains**: region inhabited by degenerate berserkers worshiping the Tower of Jet
8. **Tower of Jet**: a strange monolith that emits painful psychic energy
9. **Lornar**: town ruins infested with undead

Belcid: Fishing Village

Population 200 adults (all human of Pictian descent)

At a Glance

While somewhat run down, this small fishing village of small stone buildings has a cheerful feel to it. There are colorful but well-worn clothes hanging from lines and drying in the ocean breeze, the sound of hard work and children playing, and the warm scents of an endless supply of hearty fish stew. Belcid is a friendly and welcoming place for those that mind their manners. There are no shops, taverns, or inns. This is a small community that cares for itself.

Authority

The village is run in a mostly democratic fashion where each adult of blood age (see below) has a vote, but a second council of elders make final decisions.

Places of Note

- The Docks – a bustle of activity all surrounding fishing.
- The Iron Pot – a huge iron pot where the community is constantly brewing a large pot of fish chowder. Fresh fish is added and everyone eats from the community pot. Visitors are welcome to have some (and it is quite delicious and healthy to boot). Granny Mags says that there has been stew in that pot for over three centuries. This area also serves as an open air tavern of sorts where folks sit and drink their strange "fishscale ale" and talk about fishing.
- Temple of Marra – more a shrine with attached house this is where people make small offerings to the local god of the sea and harvest. Kilp Owen is the current caretaker. There are no priests or services, just offerings and personal prayers.

People of Note

- Granny Mags – eldest council member; likes to tell stories, only has 1 eye
- Kilp Owen – caretaker of the temple of Marra, young and a bit letcherous
- Walda Owen – seems to be socially in charge of the unmarried ladies, very clever
- Eanlard – master fisherman, sizes up adventurers accurately, slight lisp
- Cord Lish – terrible fisherman, great lute player, gets very dark and ominous when drunk

Other Facts of Note

- Those that are friendly will be offered a room to stay in by one of the families. It will be crowded and smell like fish (and probably children) but it is cozy and clean if modest.
- Rude behavior or other hooliganism (theft, brawling, other common 'adventurer' activities) is met with a scolding, then shunning, and if these things persist the village will become ag-

gressive and persistent that the offender leave. If things get out of hand, the violence hidden under the surface of this idyllic place comes out in full force (see secrets).

- Wizards are welcome as long as they don't throw any of that "demon magic" around. Nothing can start a good mob-style lynching in Belcid like a wizard casting a spell.
- There are no shops for adventurers to buy gear, but some basic supplies can be acquired for some trade work (mend this net and I'll give you a day's rations and some torches).

Rumors

ROLL 1D6	ABOUT BELCID	WHILE IN BELCID
1	*You can get a good meal and good rest.*	*Steer clear of the Savage Plain. Those folks will eat your face.*
2	*Best to keep your hands to yourself.*	*The Warfield is demonhaunted – best steer clear.*
3	*You can hire a boat to get to Heln.*	*Heln? A place of unfortunates all touched by the gods and devilishly mad.*
4	*The Summer Festival is fun, but be careful of the "fishscale 'extra' ale".*	*Walda Owen is looking for a husband for one of her ladies and has some peculiar ideas.*
5	*There is a magic diamond the size of a fist in their iron cooking pot.*	*Cord Lish has been talking about river monsters recently … probably just drunk again.*
6	*The elders use wizard powers to control rest of the folk.*	*I seen something huge flying off east toward Lornar…*

Secrets

Once a villager turns 15 they are said to be of blood age. This gives them the ability to voice opinions and vote, but more so it brings them into the strange cult world of extreme behavior. Three nights around each full moon the blood aged of Belcid go forth to the Warfield where they engage in bloody battle with the men and women of Kelmir. At the end of this three day ritual all but one will return. None speak of what happens but those with a keen eye will catch edges of bloody blades hidden under cloaks. Once a villager manages to make it to 31 years of age, they are considered an elder and no longer journey to the Warfield.

In the case that the village needs to defend itself those of blood age will produce weapons and shields (no armor to speak of). What this means for the adventurers should they make poor decisions is that of the 200 adults, 180 battle as 1st level fighters, 16 as 2nd level fighters, and 4 as 3rd level fighters. This group works well as a small army unit – maneuvering and attacking in unison all the while chanting strange, unnerving words from an unknown language. As soon as the threat is gone, weapons go back into hiding and life continues as though nothing happened.

Kelmir: Fishing Village

Population 150 adults (all human of Pictian descent)

At a Glance

Dark, brooding, and swatting amongst the reeds, Kelmir seems almost to lurk as it waits for prey to come by. Approaching adventurers will receive stark looks of disapproval – outsiders are not welcome in this place. The clothing of the adults (for no children will be seen) is dark and simple and reflects the mood and attitude of this place. A shiver of fear washes over most when they first see this place, even more when they see the giants that live among these people – each standing well over 7

feet with small black eyes and large grinding teeth. Kelmir is a dire place indeed.

Authority

Opus Jurr claim himself as Carrel or Mayor of Kelmir. He and his band of 8 chosen disciples rule the village with an iron fist. The rules are strict and enforced brutally. Opus may rule through fear, but he has brought the village back from collapsing two decades ago. His word is law.

Places of Note

- The Boathouse – where the community fishing boats and gear are stored with military precision, guarded at all times.
- The Old Temple – dismantled to the foundation, which appears to be metal of some sort. The sound of rushing water can be heard underneath and the whole thing vibrates for a moment once every few hours.
- The Workhouse – largest building by far where those who are not fishing are working on fishing related things. The sounds of a blacksmith can be heard on the north end of this building.

People of Note

- Opus Jurr – ruling authority of Kelmir, looks ill all the time, apparently going mad
- Peka Key – one of the giants, Peka leads Opus' personal guard, kind hearted but gruff
- Olik – advisor to Opus, secretly a wizard, completely incompetent at politics, wheezes
- Corina Kani – beautiful young maiden manipulating Olik to gain social status
- Kane the Destroyer – giant that openly wears a huge cleaving blade, mean-spirited

Other Facts of Note

- Children are kept inside at all times. When they have to move between buildings they do so under heavy black cloaks.
- There are eight giants in Kelmir, they are just human but supernaturally strong and tough. No giant has lived more than 30 years before suddenly dropping dead.
- Clerics, no matter what the faith, are shunned and ignored.

Rumors

ROLL 1D6	ABOUT KELMIR	WHILE IN KELMIR
1	*Bloody awful place where they have enslaved their own children.*	*Nothing – you are completely ignored.*
2	*A place of dark magic and wickedness.*	*Opus has been acting strangely the last few months.*
3	*They seem strange but they are good folk. Make some decent jewelry too.*	*You are welcome to camp at the old temple for one night, but then must move on.*
4	*The giants of Kelmir have troll blood in 'em – they regenerate wounds!*	*The Bloodlet ogres have been seen watching us from across the river … Peka thinks they are planning something.*
5	*The Kelmir boathouse hides a huge trove of silver, gold, and ancient magic.*	*I heard that Olik has been summoning water devils and mating with them.*
6	*There is a sage in Kelmir that knows far more than he lets on, but his prices are strange and terrible.*	*I saw lightning in the sky above Lornar when there weren't no storm.*

Secrets

Much like those of Belcid, the adults of Kelmir journey for three nights to the Warfield to engage in rituals that are left unspoken where all that journey return but one. There are fewer folks, but the giants are brutal on the battle field. Giants always return.

Opus Jurr was murdered and replaced by a doppelgänger two months ago. His erratic behavior has started rumblings and an uprising led by Peka Key is about to cause a serious rift in the village.

Heln: Island of the Unclean

Population 50 adults (all mutants)

At a Glance

The wooded, hilly island of Heln is a place usually shunned. The inhabitants of the village all sport strange mutations - extra limbs, one huge eye, an odd form of locomotion under that skirt, or too many teeth. Mutant children are brought here from Belcid and Kelmir (and possibly other places as well). Outsiders are viewed with suspicion and awe.

Authority

The LoreKeeper runs this strange place. The LoreKeeper is quite tall and is always covered from head to toe in dark robes and a metal mask.

Places of Note

- The Village of Heln – ramshackle and cobbled together from whatever materials and detritus that could be scavenged. Partially hidden in the hills.
- The Ancient Ruins of Heln – further into the wooded hills the meager remains of an older settlement infested with large insects.

People of Note

- Lorekeeper – mutant in charge, mysterious and unpleasant
- Jordan Sees-all – older and fearless fellow with weeping sores that hide a multitude of eyes
- The Kit – fur covered child with huge fangs, intelligent and curious
- Dolsak – ready to fight with his crab-like pincers, stalwart ally if befriended
- Chul – a hugely obese mutant that has a library of ancient books, likes to eat magical items

Other Facts of Note

- There are many strange items that, if befriended, the mutants of Heln will trade for basic supplies.
- Journeying to the ruins of Ancient Heln is not forbidden, but the LoreKeeper doesn't like anyone going there – consequences may be violent
- There mutant children of Heln are curious of outsiders. The young adults may attempt to rebel from their elders and forge relationships with the adventurers.

Sample Mutations of Heln

Roll for random mutations for the inhabitants of Heln. There are numerous resources for great mutation tables online, have fun and make the mutants memorable. This is a great resource: http://

www.bogleech.com/mutants.html

ROLL 1D12	MUTATION
1	*Eyes Everywhere – 360 vision and probably the ability to see in the dark and invisible stuff.*
2	*Acid Breath – corrosive breath, burns and melted flesh as acid affects the mutant as well.*
3	*Carapace – like a bug, stiff and strangely colored, probably spiked as well.*
4	*Gills – and a general fishy appearance and webbed hands and feet.*
5	*Healing Touch – able to heal wounds by laying on hands, mutant takes wound instead.*
6	*Horns – big ones, little ones, single horn, numerous horns, a pair of ram horns most common.*
7	*Extra Limbs – arms or legs or both, either very fast or terribly clumsy.*
8	*Poisonous Touch – completely covered with raged clothing, living things save or die if touched.*
9	*Tentacle Limbs – arms or legs or both are replaced by lashing tentacles.*
10	*Wings – probably vestigial, bat or bird wings.*
11	*Eat Anything – snakemouth that can open very wide, able to gain nourishment from anything.*
12	*Invisible – usually uncontrolled and may only affects random parts of the body.*

Secrets

The "Insect God" is an old mutant who feeds off other mutants and has made a lair in the ruins of Ancient Heln.

Rumors

ROLL 1D6	ABOUT HELN	WHILE IN HELN
1	*The Insect God of Heln still controls the island.*	*The LoreKeeper terrifies me – he probably has mind control abilities.*
2	*Ancient Heln was a place where legendary mageblades and moonflails were forged.*	*Sometimes the Queen calls folks from village, but LoreKeeper tells us not to listen. Those that do go to a better place forever.*
3	*The mutants of Heln are vicious and will destroy those who do not bring offerings.*	*Most folk here are from Kelmir, but those of the Belcid origin are in control … the bastards.*
4	*Heln is full of terrible monsters.*	*Don't drink the water – it will mutate you too!*
5	*The monsters of Heln are friendly if offered gifts.*	*Those who break The Law are sent to the ruins to seek redemption through meditation.*
6	*The freaks on Heln will trick you … keep your wits about you.*	*I saw other adventurers camping on the north side of the island.*

Warfield

At a Glance

The terrain is the same as the rest of this hex – tall reedy grasses and the occasional scrubby tree. Evidence of terrible battles can be found with the most modest of exploration – beaten down regions of grass or broken weapons and sundered shields. No bodies will be found. Those that travel here will not encounter any wandering monsters as not even birds and small vermin live here. A feeling of being watched is overpowering.

Notes

Every full moon the folk of Belcid and Kelmir come to the Warfield and battle and feast. The combat is bloody and terrible, vicious and cruel, and it is to the death. The folk battle as bitter enemies during the day and feast at night - commingling as the best of friends while standing over the rotting corpses of their friends. On the morning of the third day all of the dead wake up and wash off their wounds except for a single individual from each village (always one man and one woman). All those standing return home and speak not of their strange ritual.

The blood and violence and debauchery feed a great evil force that sleeps beneath the Warfield, buried long ago. If the blood sacrifices are not given each full moon, the sleeping god will awaken.

The Sleeping God

The sleeping god is an enormous ancient spell casting dragon that calls itself Taransk. If it awakens, it will begin rampaging the countryside indiscriminately, destroying all it can find.

The terrible beast is intelligent and if approached with deference befitting it's delusions of godhood (as well as gifts and sacrifices) it may parley with the adventurers.

Bloodlet Hills

At a Glance

Low hills, tall grasses, and a seemingly endless litter of small rusted metal parts little the landscape.

The Ogres

A tribe of 13 ogres live here. They dress themselves in the shards of metal and numerous cogs and gears. In the pit of their caves they worship a giant rusty cog that vibrates and gives visions of another time and place. The ogres are territorial and tend to attack but can and will interact if a show of strength or are convinced that the party also worships "The Great Mechanism"

Green Plains

At a Glance

The grasses here are a bit shorter and more scrub and trees are in this region. Also, small mounds of reeds and earth dot the landscape - evidence of the goblin menace lurking beneath the damp soil. In any area where a mound exists, the chances for random encounters is doubled (both burrowing goblins and the predators that feast upon them).

The Burrowing Goblins

Attacking by surprise (about 2/3 the time except against those especially alert) and disappearing as quickly, the burrowing goblins tend to engage in groups of 2d4+4 to see if they can steal anything they perceive as treasure (if it is shiny or food and fits in the burrows). They loot corpses later if there are any casualties. Loud or intense magic will tend to cause the little buggers to leave the party alone.

Savage Plains

At a Glance

Lush grasses, thick mud, and a constantly high pitched but barely audible keen that gives everyone a headache. Regular scenes of gruesomeness will be encountered – heads on pikes, stacks of bloody limbs, folk hung upside down from lonely trees with their entrails hanging down like a filthy skirt, and so on.

The Savages

Bands of 2d12 berserkers are encountered regularly. This huge horde (well over 300) are degenerate barbarians (descendants from the lost age) that worship the Tower of Jet. They capture prisoners and sacrifice them at the Tower when not rending them limb from limb out on the Savage Plains themselves.

Other Terrors

There are rumors that a clutch of dusty red wyvrens nest somewhere out on the plains. At least one basilisk has been encountered and slain by an adventuring party some 20 years ago.

Lornar

At a Glance

Ruined buildings, heavy flooding, and a deep sense of unease fills this region. From the shore a few scattered islands with ruins of buildings can be seen; in the causeway between, a few jagged structures also break the surface of the water. Many symbols of a great dragon (see the Warfield) are carved into the stonework of buildings.

What Happened?

A century ago this village fell when their dark magic and use of the ancient technology caused the sea to rise up and destroy their remote village. Nature itself crushed the hubris and wickedness of this place.

The Undead

This location is infested with undead fishmen – blackened skeletons and bloated water-logged zombies are common. Wraiths in shrouds of silver seaweed moan and seek to snuff out life by suffocating them in brackish water that weeps constantly from their bodies. On the far islands a banshee squats menacingly and watches, only shouting out in excruciating pain if any approach her water-logged home.

The Loot

Searching the ruins can provide many treasures if the endless waves of undead can be survived. An hour of searching will reveal some amount of loot 1 time in 6 (roll per character). Some examples of loot :

ROLL 1D12	THE LOOT
1	*Ancient Silver Blade – acts as a long sword +2 vs undead but very brittle if used against anything that isn't undead (shatter on a roll of 1-5 on 1d20). The thin blade is crafted of 3 silver spirals woven together, the edge gleams with a menacing light at dusk and dawn.*
2	*Inexplicable Harness – a strange contraption with numerous metal and bone buckles over a deep red leather (of some unknown monstrous origin). It takes about a month to learn to use effectively (minor penalties to attack/defense/actions) but once figured out allows for extra storage capacity and quick retrieval of nearly any item.*
3	*1d3 normal weapons, about half tend to be tulwar swords.*
4	*2d6 Large coins depicting a beautifully stamped city scene on one side and a pair of dragons engaged in mortal combat on the other side. Worth 3gp each*
5	*An ivory chalice that is purely decorative. The intricate geometric designs are full of holes that would allow any liquid poured in to it simply fall out. However, if filled with wine, the wine stays in. Faint magic if detected for. Worth 50gp*

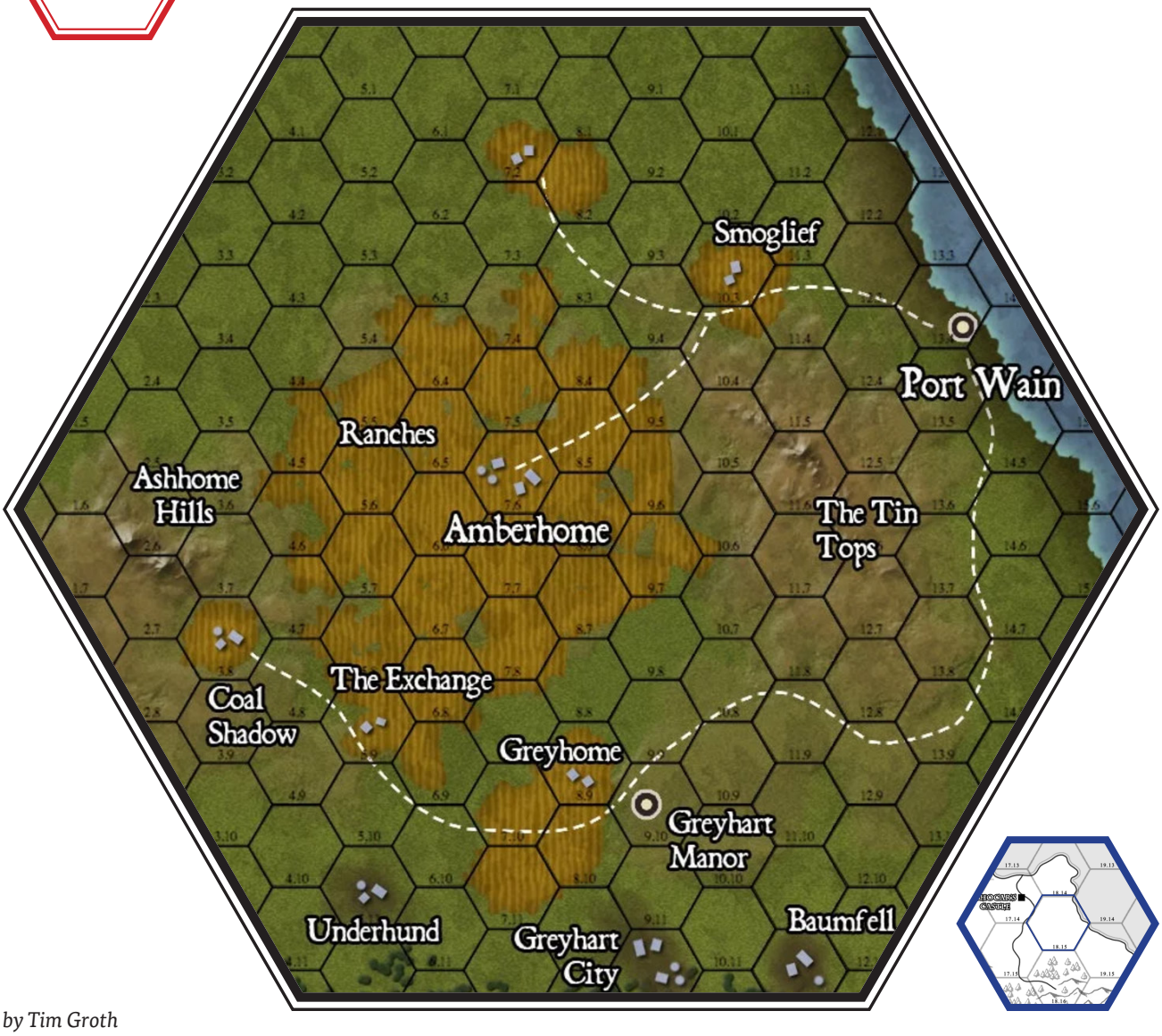
ROLL 1D12	THE LOOT
6	*1d10 gold trade bars on a large brass ring. Each finger-sized bar is worth 25gp*
7	*Beautiful mermaid statue carved of driftwood. The skill is incredible and the lifelike eyes seem to follow you. If submerged in water it will swim about slowly. Value around 300gp*
8	*Helm of Unbelievable Magic. If a wizard type wears this iron helm that appears to be crafted of metal bat wings overlying each other, they will be able to cast 150% of the spells they are normally able to. This comes at the expense of half their hit points – count it is a single wound that will not heal until the helm is removed and isn't noticed until they take their first wound.*
9	*Dagger of Blood and Shadow. This simple blade of black steel causes excessive bleeding from an edge so sharp it can cut shadows from their owners. Any wound caused by this dagger will bleed out 1 point per round until bound (cumulative per wound). It can also be used to cut away someone's shadow … no records exist of what this might do. The dagger also does x3 damage against shadow monsters.*
10	*Roll for a totally random magic item but it only has a single use … but this use is at double power.*
11	*Notes from a previous adventurer (found clutched in their withered hand which lies near their desiccated body covered with hundreds of bite marks). Translating this note will allow an hour of searching to reveal treasure on a 1-4 the next hour of searching.*
12	*A small map that shows a path to the Tower of Jet and an unfinished bit of dungeon below it.*

The Tower of Jet

A huge tower (50' high, 15' wide) of black stone covered in extraordinarily detailed carvings of nude writhing humanoids – mostly human-human but also including elf, dwarf, reptilians, catfolk, and others. Those who come within half a mile of the tower experience a mild headache, those who dabble in the arcane hear a constant murmur of voices, and any who are blessed by the divine feel a sense of displacement from themselves and the world around them. The savages that live in this region worship the monolith as a god and make sacrifices to it. On nights with a full moon the tower emits a dull amber glow and those brave enough to approach it may find a concealed entrance into the underworld labyrinth.

AMBERHOME

18.15



by Tim Groth

Port Wain (13.4 / 14.4)

This is the primary port of the area. Most cattle being moved comes here, either to move live or be butchered. Likewise crops processed into more transportable forms.

Amberhome (7.6)

What started as a central location for the milling and brewing of the wheat harvested on the surrounding farmland has become a large city, rivaling lost Greyhart City (9.12) in size and wealth. City estates of the wealthier landowners are clustered on the outside, with a few nearby country estates belonging to the city founders who have a stake in its running.

The Exchange (5.9)

A trading town where farming families deal with the ranchers.

Smoglief (10.3)

A town transitioning from farms to metallurgy as a primary industry, taking advantage of the metals found in the nearby hills.

Haybaum (7.2)

A tiny city that provides crops for a number of the nearby ranches and serves as a version of the Exchange for the north.

Greyhome (8.9)

A city in the shadow of Greyhart Manor. Where most of the commerce of the Greyhart family happens, after the loss of Greyhart City.

Baumfell (11.12)

A lost city.

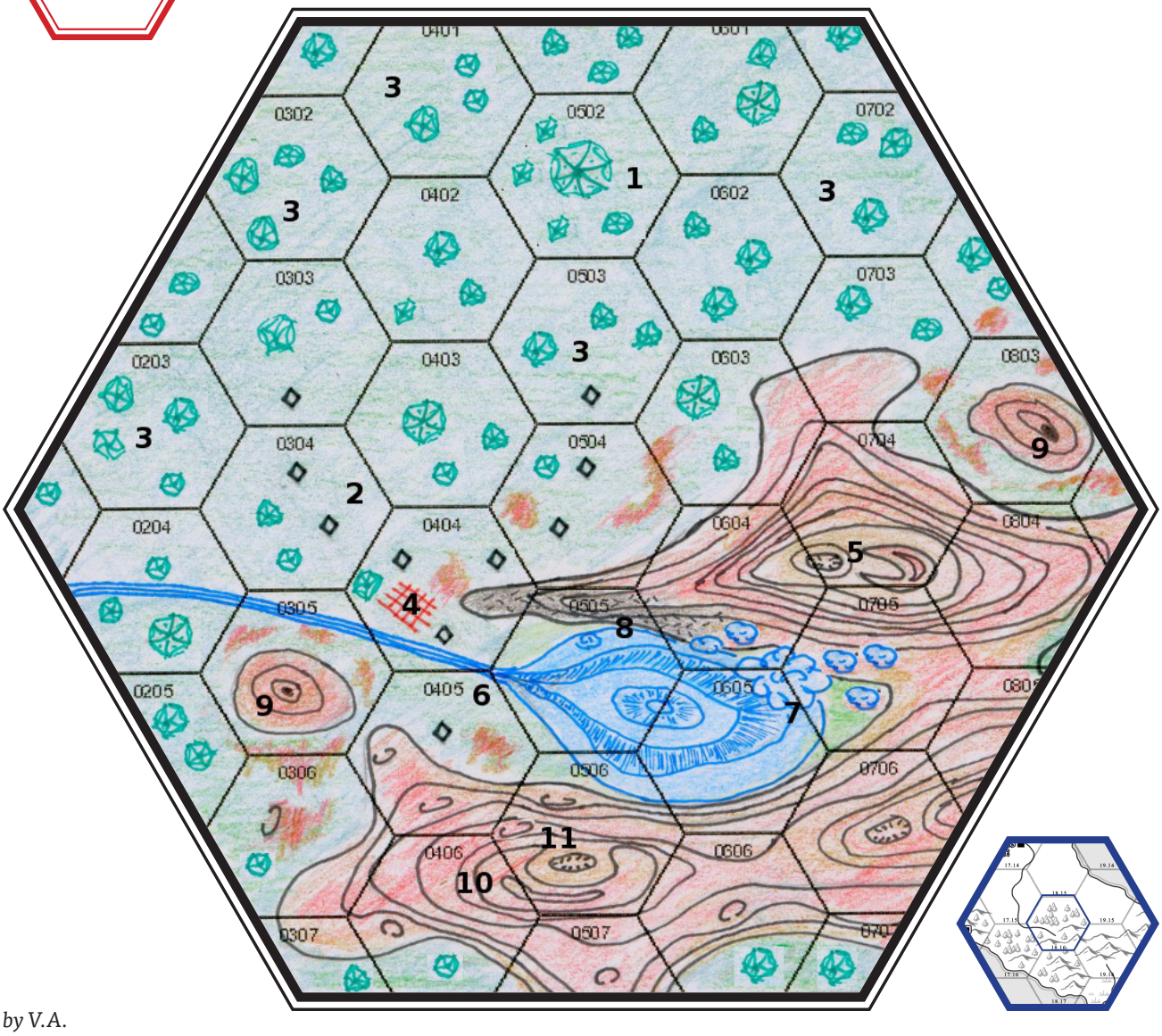
Underhund (5.11)

A lost city

Greyhart Manor

Lord Greyhart's family has held the land since coming with the original wave of arrivals. The family has suffered quite a bit as the dangers to the south of where their home was built led to the loss of several of the first cities. Still, the grazing and farming lands have made the family wealthy, though much of this is spent on maintaining a fighting force and hiring mercenaries to help keep the remaining southern communities safe.

18.16 THE HEAD OF THE GHAVOR



by V.A.

Overview:

The River Ghavor is sourced among a ring of volcanoes occupying the southern portion of the area. It flows from a lake fed by geothermal springs and mountain snowmelt. A colony of lizardfolk has settled there, and have driven off other humanoids for miles around. No one is certain why they have arrived here, or even how they arrived upon the island, many leagues from their favored marshy territories. However, they have mined obsidian from the volcano's slope, forming and erecting stele throughout the forest for mysterious rituals. North of the volcanoes lies a lush evergreen forest, mostly uninhabited, but rife with tempting game,and a few odd predators. As long as one's incursions are brief, and does not raise the lizardfolk's notice, a fat hart or boar may be taken without raising their ire. More intrusive exploration must be undertaken with great caution...

Forest Primeval:

The northern portion of the hex is forested with primeval evergreens, typically monkey-puzzle trees and similar. Since the lizardfolk have pushed out former inhabitants, and patrol the area, game is relatively abundant. A few odd, almost alien, organisms are found here, as well as installations put in place by the lizardfolk.

Points of Interest:

1. Methuselah Tree:

Centuries older than the remainder of the forest, it towers over the area, allowing surveying of the northern half of the hex for anyone brave enough to climb its gnarled, spiny trunk (and deal with the giant wasps (1d3) that live there). However, sap from the tree is a potent curative (cure 1d8+1 dmg and cure disease, up to 4 doses available/day).

2. Obsidian Stele:

Explorers in the area will be greeted by loose rows of obsidian sculpted into mysterious, helmeted figures and odd, twisted stele with indecipherable cuneiform. The figures have not been carved, but expertly shaped (Stone Shape equivalent) by the lizard shaman (below) as tribute to their ancestry and for a secondary purpose. Each weighs 400 to 500 pounds. Astute observers will find the figures to be arranged in a 'Y' shape with the east and west arms of the Y pointing at the position of the star Akbal during spring and autumn equinox. Upon the equinoxes, the shaman goes into a trance at the junction of the Y. The stele act as an amplifying antenna, which the shaman uses for far-seeing to communicate with fellow lizard shamen scattered across the globe for sharing information and to make their ineffable plans. During the communication, the stele shimmer and pulse, and anyone foolish or curious enough to touch one will receive 2d6 shock damage + save or 1d4 CON loss (permanent) due to the etheric energies pulsing through the 'network'. Even one sculpture would exceptionally valued by collectors or sages, but if any were to be moved or disturbed, it would immediately be detected by the lizardfolk, instigating a fierce and terminal pursuit.

Creatures of note:

Tree Octopus: The lizardfolk have brought with them an invasive species, the Tree Octopus, which is considered a delicacy by the tribe(1HD, AC 8/12, 1d2, timid and retiring, camouflage hides on 5 in 6). Although the climate is much less humid than the lizardfolk's native marshlands, the octopus have adapted to the somewhat humid microclimate afforded by the lake and surrounding geothermal activity. Lurking in the canopy, the arboreal cephalopods subsist on small rodents and reptiles, and by raiding bird nests for eggs and chicks.

3. Filamentous Feeders:

Several of these immobile creatures are scattered throughout the forest. They appear as giant fern-like evergreens, however; they are actually arboreal 'filter feeders,' snaring birds, small mammals, tree octopus, and occasional larger prey. The branches are coated with a sticky enzyme that both captures prey, and begins to digest it as it is passed to one of several mouth orifices on the 'trunk' of the creature. Multiple glowing blue eyes on 'branches' and attached to low-hanging tendrils watch for potential prey and act as lures. (HD6, AC7/13, Move 0, Dmg: entangles on successful to-hit,1d4/round enzyme +1d8 bite if pulled to mouth, minimum strength 9 to break entanglement – roll-under Str at +2 penalty, surprise on 5 in 6)

Shadows: In the forest surrounding the stele haunt 1-4 shadows. The shadows have been ripped from their native plane by use of the stele during the lizardfolk's biannual communications. These

incorporeal beings are not undead, but instead consist of alien energies. They loiter near the stele, awaiting its next use. Each use of the stele allows 1d4 to return to their home plane; however, an additional 1d4 are drawn forth.

4. Lizardfolk Colony (U'essril):

A colony of lizardfolk (90 individuals: 50 males, 26 females, 14 juveniles) has settled near the outlet of the lake. The colony's name, U'essril, means 'Searching' in their language. Well outside of their normal environs, the 'Stonetalkers' keep to themselves, taking advantage of the warm lake waters and the bounty of the forests to the north. They show disdain, if not outright hostility, to the 'chattering monkeys' who have colonized the remainder of the island, and with the exception of intermittent trade with other humanoids, keep to themselves. While they may tolerate hunting parties into the area, any more intrusive incursions will be resisted.

The colony is comprised of mud and wattle huts and burrows. Closer inspection will find the apparent 'wattle' huts to be mere facades, with the structures lined with closely hewn or formed, interlocking stone of precise workmanship. The village is seasonally inundated as flood waters from snowmelt cascading into the lake push the lake and river past their banks. The lizardfolk call this the 'cleansing time' and relish the muddy inundation. The warriors will be typically armed with obsidian-bladed spears and macuahuitl (as morningstar, 1d8). Although the blades appear to be mere knapped stone, they have been magically hardened to steel-like resilience, while still maintaining the exquisitely keen edge of glass (+1 damage).

Authority:

The colony is led by the shaman **Shy'ald'aes** (8th level cleric/druid equivalent), who brought his kin here several years ago from unknown lands. Based on certain augeries, he is convinced that evidence of ancestral lizardfolk may be found in or around the island's volcanoes, prior to the race's more recent descent into the swamps. He lost face among his peers due to this theory, and regaining a relic would allow him to return triumphantly, perhaps even staging a coup among the leadership. Likewise, his village is split between ardent followers (70%), and those who have begun to doubt his leadership and vision (30%). The shaman is armed with a trident (+2/lightning 3/day (5d6 damage)).

People/beings of note:

Three lieutenants share leadership duties with Shy'ald'aes and lead patrols and explorations in the area. These are Scale-walkers, who speak one or more humanoid languages and will (begrudgingly) interact with outsiders. They are not welcoming in the least, and brusquely turn explorers or hunters away. If their particular flavor of negotiating fails, they are willing to defend their territorial claims.

It'as'es: 6th level fighter (cloak of protection +2, macuahuitl +1 /+3 vs humanoids) is Shy'ald'aes' oldest friend and closest confidante. She is tasked with exploring the region for evidence of the ancestors and as such, will often be out on the volcano slopes, entering caves or directing her underlings in scratchings and diggings.

T'queash and **T'quaem**: 5th level cleric/druid (Spear+2 / snake charm, sticks to snakes 1/day) and fighter (shield +1, Sling +2), respectively, are siblings, and lieutenants to the two higher-ranking individuals. T'queash has begun to question Shy'ald'aes' mission and wisdom. She is homesick for the native marshlands, and hopes to gain support for abandoning this foolish quest and settlement in this inhospitable land. T'quaem is an unimaginative leader, happy to be hunting in the forests, and chasing off interlopers. He and T'queash strongly disagree on their leader's vision, and he is conflicted on his loyalty to his leader and his egg-sister. He quietly hopes that he will not be forced to choose.

Additionally there are six acolytes (3rd level fighter (60%) or cleric/druid equivalent (40%)) in the tribe.

Mt Ghavor and Head of the Ghavor:

Points of Interest:

5. Mt. Ghavor

Mt. Ghavor is believed to be a dormant volcano. Although it has not erupted in historical memory, its slopes are almost always snow-free, except in deepest winter.

6:.The River

Ghavor springs to life dramatically from the slopes of the eponymous volcano. A huge geyser (7) gushes forth with superheated water. The geyser, among other springs, feeds into a lake, and is surrounded by smaller geysers, steam vents and mudpots. In colder weather, or during inversions, the lake basin is filled with fog and mist. The north side of the lake is bounded by a wall of obsidian (8). The river flows westward from the lake.

The area is surrounded by overgrown lava flows and extinct cinder cones (9).

Creatures of Note:

The warm lake is home to several species of amphibian, most benign, a few malicious or hazardous:

Rage Salamander (1-2): An extremely territorial flame-red salamander that charges forward, jaws drooling hallucinatory poisons (1+1 HD, AC 7/13, Bite 1d4 damage + save vs poison or suffer acute hallucinations for 1d4 turns (1-4 - Attack nearest PC or NPC, 5 - Abject terrors, 6 – Catatonic).

Thunder-Frog (1-4): These large frogs (1 HD, AC 7/13) puff up to three times their normal size to issue forth a bellowing croak. To another Thunder-Frog this says, "I am sexy," but to other creatures, these vocalizations can deafen and stun for 1d4+1 rounds any caught within a 15' cone in front of the frog. Multiple frogs croaking in concert will multiply the stun effect for 1.5 x the rolled duration per frog, plus cause 1-2 HP damage per frog within the 15' cone. If a frog is injured while puffing, there is a 50% chance it will explode for 1d6 damage in a 5' radius.

Paralyzing Periwinkle: Besides the amphibians, a poisonous freshwater periwinkle snail lives in and near the lake outlet. This nondescript lemon-sized snail has a heavy shell and clusters among the rocks near the lake outlet, requiring significant caution when crossing the river, in the event that one steps on a snail and its stinger pierces a foot. (AC 3/16, 1 HP, Atk 1 pt + save or complete paralysis in 1d6 turns, death in 1d6 hours; Move 1) The lizardfolk use them for their rituals (They have a racial immunity to the effects of the poison, and use the venom as hallucinogen).

Southern Peaks:

Points of Interest:

10: Hrada Peak

Hrada Peak and a second, unnamed peak, south of the lake, dominate the topography of the southern portion of the area. Hrada is an extinct volcano, riddled with lava tubes, some dead-ended, some interconnected within the heart of the volcano (A framework and maps for the volcano interior are in the works – V.A.). Many of the lava tubes have been explored by the lizardfolk in search of evidence of lost cities and artifacts that may provide the information and means to bring uplift

and renaissance to their race. Explorers to the tubes will have a chance of encountering one or more lizardfolk exploration parties (5th-6th lvl leader with 4-6 companions). Hidden deep within one of the tunnels, among other artifacts of inexplicable purposes, is **The S'thter**: A tome of pictographs and cuneiform etched on wire-bound sheets of mica dating to before the Age of Man. It contains a history of the lizardfolk's 'lost' city, allegedly located in the Desert of Glass. The book documents the history and advances of the race prior to the coming of the humanoids and the race's subsequent downfall. The book may include information on advanced 'magics' known to the ancestral lizardfolk. Although they have not yet found this relic, if it is located by explorers, the lizardfolk will attempt to recover it be any means necessary.

Creatures of Note:

11. Caves

Caves near the summit are home to a family nest of **Blue-laced Wyverns**, recognized by their lustrous iron-black scales with iridescent blue edging (valued for both their resilience and decorative qualities by certain armor-makers). The family is territorial, and one or more adults are typically patrolling or hunting in the vicinity.

Adult (4): HD 6; AC 3/16; Atk 1 bite (2d8) or 1 sting (1d6+poison); Move 6 (Fly 24).
Juvenile (2): HD 2; AC 4/15: Atk 1 bite (1d8) or 1 sting (1d4+poison); Move 6 (Fly 24) (6 total, 3 will always be present).

Whispers you may have heard about the area. Whispers may be false ("F") or true("T").

ROLL 1D14	WHISPERS YOU MAY HAVE HEARD ABOUT THE AREA
1	*Cutting down the largest tree in the forest will release a grateful imprisoned god (F, and kind of a dick move – V.A.)*
2	*Stone statues in the forest walk during the full moon (F)*
3	*The lizardfolk seek ancient secrets and magics (T)*
4	*Wyvern eggs, when eaten, are proof against all poisons (F)*
5	*Caves riddle Hrada Peak, and have been barely explored (T)*
6	*A wall of black glass borders the Ghavor headwaters (T)*
7	*The river flows from a steaming valley (T)*
8	*The lizardfolk practice rituals during the equinoxes to speak with their god (partial T)*
9	*Use caution wading in the Ghavor, the water will turn you to stone! (partial T)*
10	*Excretions from the red salamanders will give a pleasant buzz (F)*
11	*The lizardfolk climb Hrada Peak to worship the wyvern (F)*
12	*The caves of Hrada Peak were formed by huge worms, a few of which still burrow through the mountain (F)*
13	*Beware the forest, the trees will eat you! (T)*
14	*Ghosts walk the forest (partial T)*

Wandering critters, forest

ROLL 1D20	WANDERING CRITTERS, FOREST
1	*Giant wasp*
2-4	*Boars/wild hogs (3-6)*
5-9	*Deer/elk (2-12)*
10	*Tree Octopus (1-4)*
11-12	*Black bear*
13	*Mountain lion*
14	*Giant snake (Constrictor – 3HD, AC 6/13, 1d4 + constrict (1d4/round))*
15	*Fierce feral chickens (4-8) (Ruins surprise chances next turn, but you might find eggs...)*
16	*Lizardfolk hunting party (4-8, 50% chance of 3rd-5th lvl leader)*
17	*A very confused, sun-burnt yeti.*
18	*Shadow*
19-20	*Odd noises, probably just the wind...*

Wandering critters, in and around the lake

ROLL 1D20	WANDERING CRITTERS, IN AND AROUND THE LAKE
1-4	*Lizardfolk hunting party or patrol, or perhaps just swimming and cavorting in the warm water (3-6, 50% chance of 3rd-5th lvl leader)*
5	*Rage Salamander (1-2)*
6	*Thunder-Frog (1-4)*
7-8	*Very large carp or other fish surfaces/jumps in the lake*
9	*Giant axolotl (2HD, AC 8/12, Bite 1d4, attacks only in defense)*
10-11	*Patch of poison periwinkles (2-12) in shallow water*
12-13	*Nesting pair of large Steamer Ducks (1HD, AC 8/12, Bludgeon(x2) 1d4, Move 3 (Fly 12), very territorial)*
14	*Black bear*
15	*Fishing eagle*
16-20	*Nearby geyser or steam vent erupts. PCs in range receive 1d6 scalding damage.*

Wandering critters, mountain

ROLL 1D20	WANDERING CRITTERS, MOUNTAIN
1	*Giant eagle*
2	*Mountain goats (Will tend to flee, although rams will be territorial (¼ chance))*
3-4	*Snow snake (2HD, AC 6/13, 1d4+cryo-poison (save or 1d8 cold damage), white fur camouflage, surprise 5 in 6 if in snow)*
5	*Yeti*
6	*Grizzly bear*
7-8	*Wolf, single or pack (4-8)*

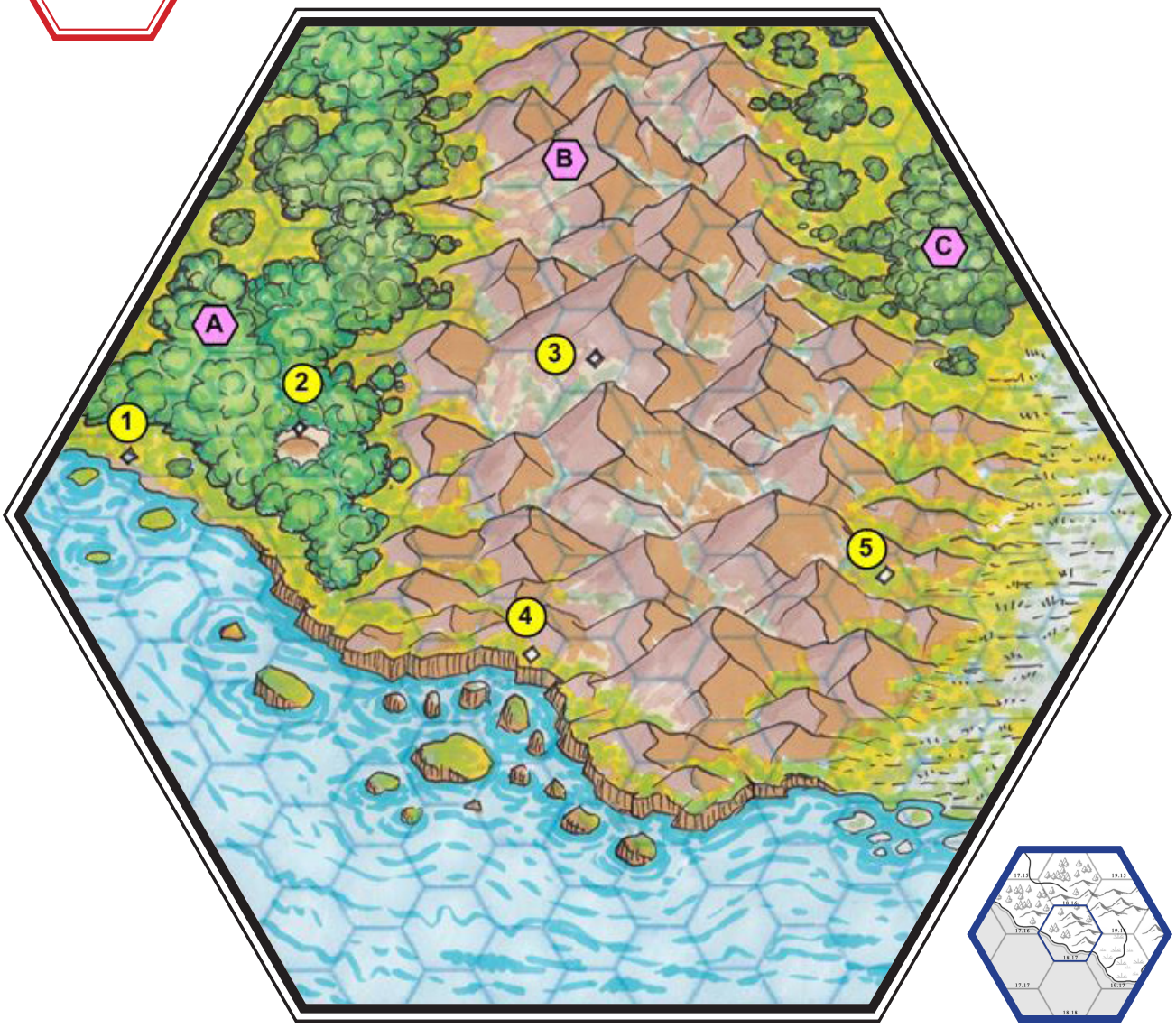
ROLL 1D20	WANDERING CRITTERS, MOUNTAIN
9	*Ravens (2-6) (If party camped, 20% chance of stealing food or random shiny thing)*
10	*Snow leopard*
11-12	*Wyvern (75% adult, 25% juvenile)*
13-14	*Marmot (1-4) (Chatters at party, ruins surprise chances next turn)*
15	*Lizardfolk exploration party (4-8 with 3rd-5th lvl leader)*
16	*AVALANCHE!!! (dodge or 4d8 damage to anyone caught in path)*
17-20	*Nothing, but did the mountain just rumble?*

Wandering Critters, Lava Tubes

ROLL 1D20	WANDERING CRITTERS, LAVA TUBES
1	*Spider, giant spitting*
2	*Albino cave squirrels (4-12) (½ HD, AC 7/13, atk bite 1d2, tend to flee, Chatter at party, ruins surprise chances next turn)*
3	*Bat swarm*
4	*Mouse Swordsmen (4-6) pursuing a giant weasel*
5	*Cave Fisher (one only)*
6	*Small earth elemental (2-4HD)*
7-8	*Cave Cricket*
9-10	*Fire beetles (1d6)*
11-12	*Rockfall (1d6 dmg)*
13-14	*Pocket of asphyxiating gas (save or 1d6 dmg)*
15	*Lizardfolk exploration party (4-8 with 5th-6th lvl leader)*
16	*Cave Fairies (2-5, HD1+1, AC7/13, Fly 6, atk tiny dagger 1d3, 2nd lvl thief abilities, 1 random 1st lvl illusionist spell 1/day, flit about teasing explorers, annoying, try to steal stuff)*
17	*Giant weasel fleeing Mouse Swordsmen, carrying one of their deceased number in its mouth.*
18-20	*Nothing, but did the mountain just rumble?*

HRADA PEAK

18.17



by Pieter Talens, Cartography by Andrew Durston

Overview

Hex 18/17 is dominated by mountains and thick evergreen forests. Although the climate is temperate, the elevation is high enough for the majority of the hex to have deep snow, early frosts, and late springs. The slopes of Hrada Peak, to the north, represents just the middle of this mountain chain, which towers high above the island - right up to the rocky shores that turn this stretch of the island into a desolate and lonely place. No easy pass through the mountains exists here, as it seems the whole land has been pushed up by volcanic activity, long since silent. Only brooks run down the mountain slopes now, and only ponds of clear water pool in the tiny valleys and crevices are found here.

Keyed Locations

A – Deep Pine Forest
B – Lesser Hrada Peak
C – Ceirig Wood

1 – Keep of the Masquerade
2 – Ruins of Deep Pine Broch
3 – The Obsidian Path
4 – Ruins of Overlook Broch
5 – Ruins of Whiterock Broch

Broch

A broch is an Iron Age drystone hollow-walled structure of a type found in Scotland, and of unknown purpose.

Points of Interest

There are a number interesting aspects to this region:

- Ruins of Deep Pine Broch
- Ruins of Whiterock Broch
- Ruins of Overlook Broch
- The Obsidian Path
- Keep of the Masquerade

Ruins of Deep Pine Broch

In the west of the hex, is a man-made hill that sits roughly center on the easiest pathway up into mountains from the foothills. Although now covered in forest, it is obvious that this area of the forest is younger than what is surrounded by it. Covering little more than a few acres, the spot of young growth is centered on the remains of a dry stone broch that had been protected by an earthen rampart. It is known to the locals as "Deep Pine Broch" and is the remains of the Pict like civilization that had come to the island. A village had also thrived around the broch, engaged in a pastoral economy of farming and livestock raising - primarily cattle. Most of these ruins have been picked over thoroughly, however, none have yet to uncover the hidden passage way into the tombs that were built under the broch.

Ruins of Whiterock Broch

In the east of the hex, facing the valley and swamp, and found high in the mountains are the remains of whiterock broch. Again, located on one of the few paths that lead into this hex, the broch would have commanded a deadly and dangerous vantage over anyone approaching from the east. The builders were also far more careful in preparing their location, and tunnels, secret chambers, and secret entrances are scattered around the old community. Only the occasional humanoid or lone adventurer has been through here since the community was abandoned, and much remains undiscovered in the broch and ruins around it. In addition to the community buildings, a number of small structures are built in the hills about a mile west of the broch, sitting at the mouth of a brook where the Pict civilization here had found iron, and sunk a mine.

Ruins of Overlook Broch

Overlook Broch, as it's name suggests, overlooks the ocean. Built at the top of a cliff, it is a huge structure of multiple, interconnected broch structures, walls, and open courtyards. Despite their long abandonment, much of the structure is still discernible, with very little decay from the obvious destruction that caused the settlement's abandonment. Overlook was the seat of a local king, one who had attempted to cut his own kingdom out of the island and fought his neighbors. Above the aban-

doned settlement is a large plinth and stone pillar. The pillar is carved with runes and pictograms outlining the following story:

> *Be it commanded by the Bull of the Earth, that the sons of Erlarnind take the mountains of the tamed flame, and raise their steles. Ward these lands, and hold them in the name of the Bull.*

The Bull of the Earth was a cult that worshipped cattle, the earth as a deity, strength, and war. They fought with heavy hammers of iron, the runes for which spelled out "bones of the earth." The pictograms show three stories: the founding of the broch, the raising of the pillar, and the discovery of the "tamed flame." Unless knowledge of the language can be discovered, only magic will translate the above.

The rest of the story is told on stone disks laid in the largest broch of the complex. These runes tell about how the last king had fought a war against an alliance of his enemies. Much had been lost, and the last king and his high priest went to the pillar, where he sacrificed his life's blood to the Bull. As the fleet of longboats carrying the battle hardened troops of his enemies approached the shore, huge stone spikes erupted from the ocean floor, destroying the fleet. Many of these boats can be found in the cold water around the spires now, though the remains of the soldiers, screaming curses out as they died, have maintained a bitter hold to unlife which makes these waters particularly dangerous. None of the secrets of this old fortress have been uncovered, and the undead legion in the water remains.

The Obsidian Path

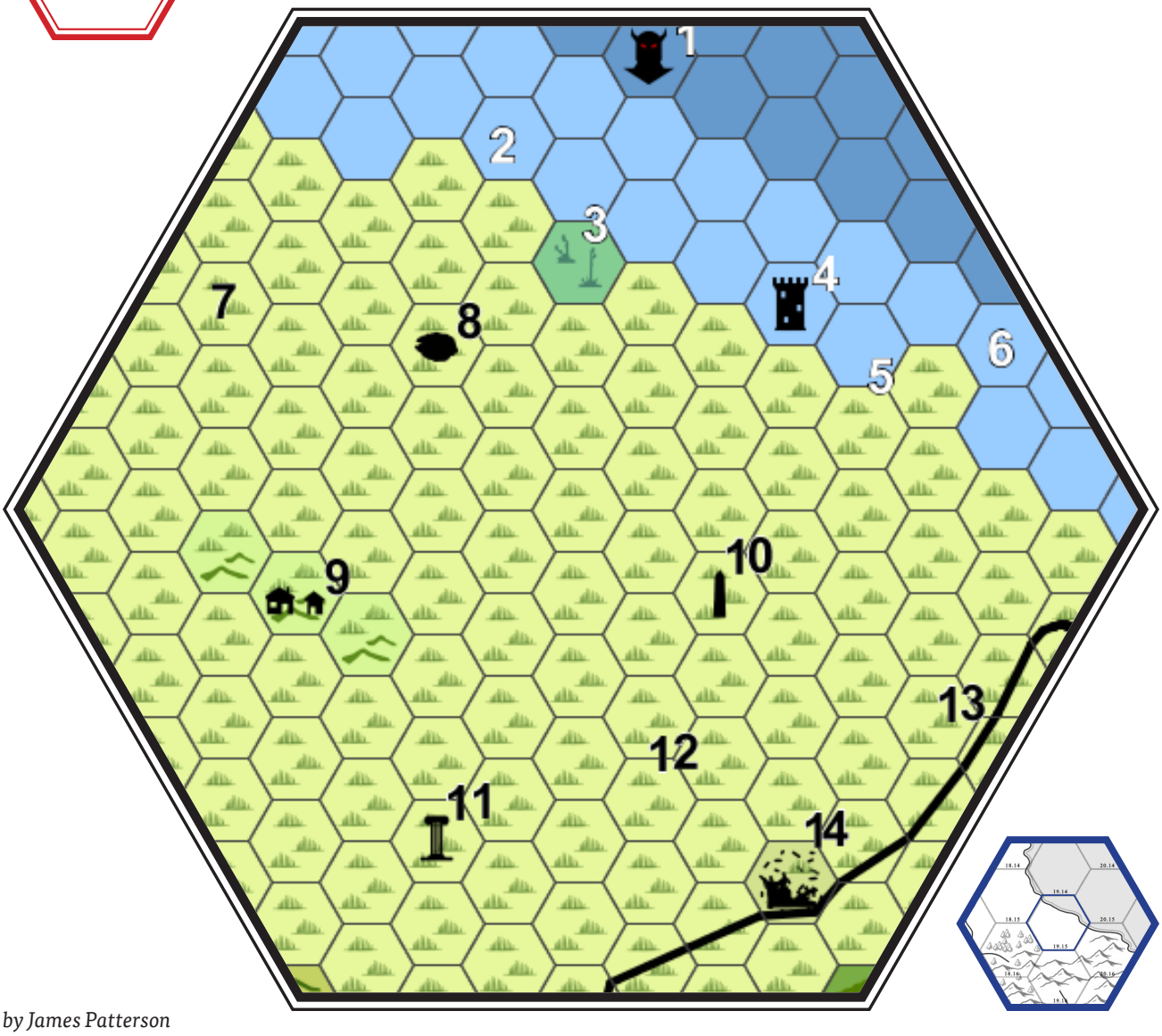
Deep in the heart of the hex is a large cave opening in one of the mountains, close by a large perfect figure eight opening. The open is carved right out the granite with an almost magical precision, and consists of two perfect openings about 80' across each, connected by a rectangle nearly 30' by 50'. Only darkness and the smell of sulfur comes out of each. The cave opening, however, is different, and is carved into the granite hillside, and paved with obsidian. It goes deep into the mountains, disappearing into darkness. No wildlife comes near, and no plants grow in this area.

Keep of the Masquerade

In the forests of the western part of the hex, against the shore, a small keep has been raised of wood and stone. Small and crude, the defensive structure was built by "King" Clay, a bandit of some pretensions. His small band of bandits (6d6) call themselves the Masquerade. They dress all in black, and wear special clay masks to cover their faces and protect their identities. They are exceptionally well organized, and range the length and breadth of the island as well as surrounding lands looking for loot and scores. This structure is their primary fortress, and is well hidden. Clay had actually fled here almost being killed for his crimes. He carried a nasty scar on his face, the easily marked him. As he wandered the hills he had come across a small ruin - he tells no one where it is - and found a clay mask inscribed with lettering he had never seen before, as well as a magical sword. When wearing the mask none can ever truly remember who he was, or if they even saw him. With it, he is almost as good as invisible - and used the power of it to attract a cult of loyal thieves, bandits, and assassins to his banner. He is a mysterious and shadowy leader, and none claim to know his true ambitions - however, he tolerates no challenge to his leadership, and wars with both the legitimate authorities and other criminal organizations such as the pirates that ply the waterways near the island. Recently he killed the first mate of one of the larger pirate gangs, and sent the man's head back to his ship. None remember who left it there to hang off the main sail, but there it was, a clay mask left over it's face. Many think that a full out war is now inevitable.

THE DOLPHIN COAST

19.15



by James Patterson

Keyed Locations

1. Cantankerous Water Elemental
2. The Dolphin Coast
3. Cove Surrounded By Marshlands
4. Lame Necromancers Island
5. Beach
6. Coral
7. Centaurs
8. Hell's Nostril
9. Farmstead

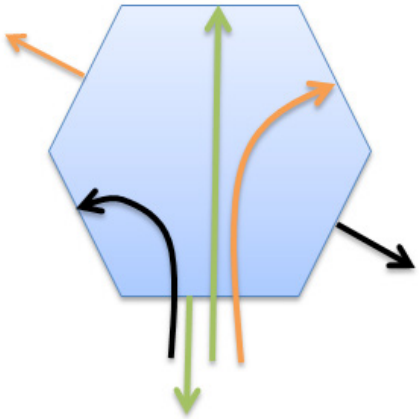
10. The Mobius Engine
11. The Rune Fount
12. Gnolls
13. The Ruins
14. The Road

Location Descriptions

10 - The Mobius Engine

In the center of this hex is an ugly squat obelisk of grey metal. Every inch is covered with what appears to be random cracks inlaid with Orichalcum. It hums and the air around it seems to shimmer and pulse with power.

Here is an ancient tech tool for harvesting esoteric energies during interstellar or interplanar travelling. Essentially the device folds hyper-dimensional potentiality (a kind of many-worlds extrapolation into the near future) into a Klein Bottle structure. The local three dimensional shadow of this effect has rotated into a harmless configuration that confounds travel in the immediate vicinity.



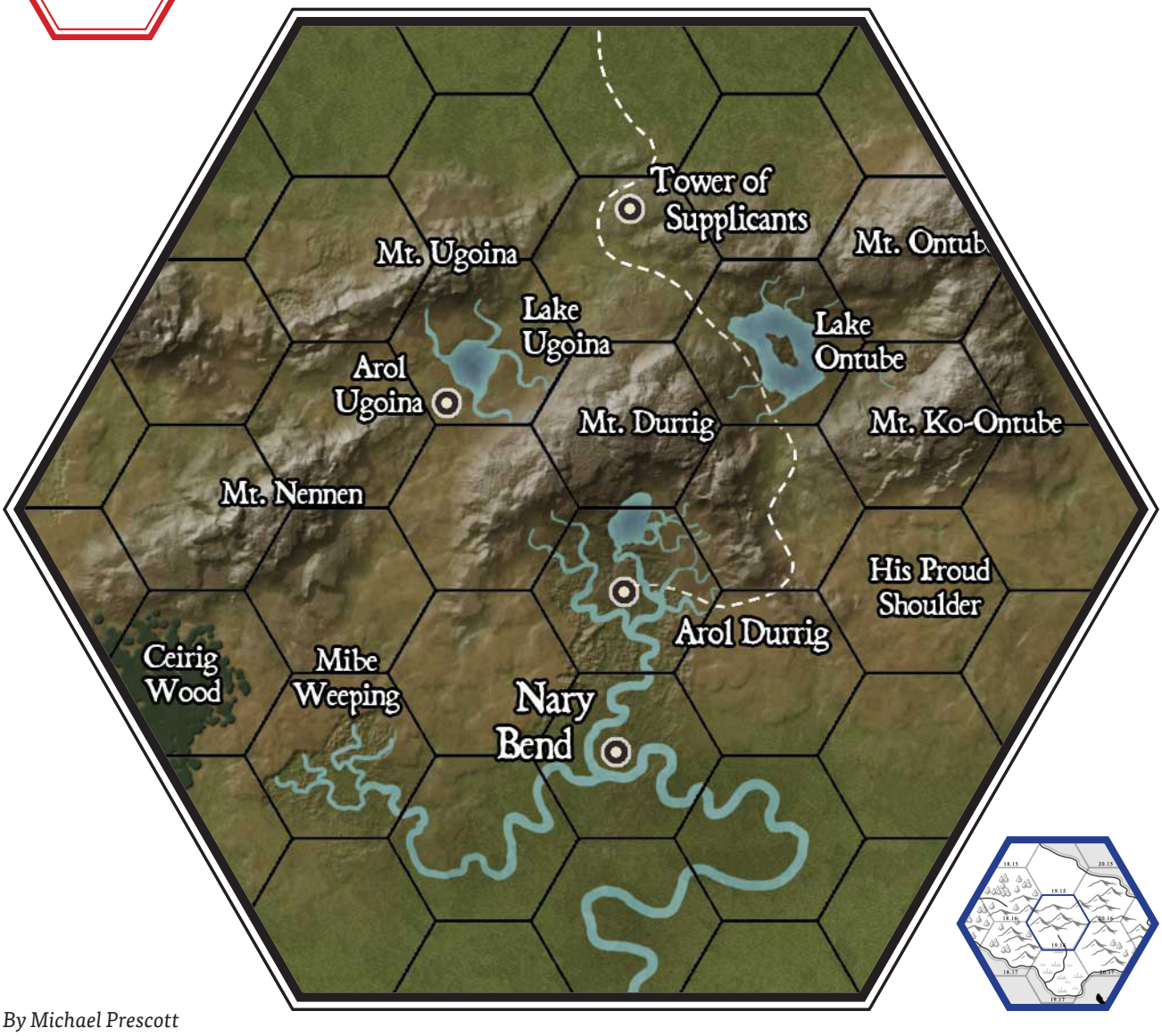
Any attempt to travel through the hex on a more or less straight path will cause the traveler to seamlessly end up leaving from the exact spot they entered, heading in the opposite direction.

Any attempt to travel through the hex on a decidedly angled path will cause the traveler to exit on the opposite side of the hex

Although harmless, the local gnolls have learned to chase prey into the vicinity, leaving a few of their numbers in pursuit in hopes of luring them right back into the main pack as an ambush.

NARY BEND & SURROUNDS

19.16



By Michael Prescott

Arol Durrig

A fortified monastery stands between two rivers in the shadow of Mt. Durrig. The Just Ones who dwell there, 24 in all, have fallen to corruption: they have come to believe that as earthly agents of the Just One, everything they do is inherently just - they can do no wrong.

Thirty years ago, jealous of the precious relics of a sister monastery at Arol Ugoina, the abbot whipped his acolytes into a bezerk frenzy and razed it. The monastery's prize possession was looted from there. The black sphere hums and ticks at the heart of the monastery, every d20 days disgorging a small ingot of gold. (Unbeknownst to the monks, it is an ancient relic, and is telekinetically mining a seam of gold within Mt. Durrig. The means to calibrate it are lost, and it will produce nothing if moved more than six miles from Mt. Durrig.)

Abbot Naradh, now old and sick, has grown regretful and terribly afraid of death. The monks that

surround him, however, are deeply invested in his original teachings, and have reduced him to a mere figurehead. He presides over the monastery's meals, but has been forced into a vow of silence.

On any given night, there is a 1 in 6 chance that the monastery will be attacked by raiders from Arol Ugoina. The monks are hardened by the constant fighting, and spend what time they can spare drilling or maintaining the fortifications.

Arol Ugoina

Once a stunning white tower, Arol Ugoina has been smashed beyond recognition. Pieces of white rock, some still gleaming, some scorched by fire, fill the valley. The pieces are largest nearest the white ring, the ruin of the original tower.

Beneath the ruins is a small catacomb; inside is the white table. An ancient artifact of great power, the white table heals the injuries of any placed upon it. Its great age (and some damage from the tower's destruction) has affected it: it can now only repair injuries when also provided a suitable portion of undamaged flesh and bone - it knits this into the wound by an art too fine for human eyes. If suitably fed, the white table can even revive the recent dead.

Arol Ugoina, and the valley surrounding it, is carefully watched and guarded by the remnants of an order of Just Ones, the Ugoina.

Battle-Sister Dewanine leads them. Dewanine's concerns are the sanctity of the valley, the safety of her followers, and visiting revenge upon Arol Durrig.

The members of the order are terrifying to behold, having been restored by the white table so many times they are now more animal flesh than human. All sport some degree of fish skin (for Lake Ugoina is plentifully stocked), many have patches of deer, bear, and even wyvern scales. Few have their original hands, eyes or teeth.

Every d6 days, they raid Arol Durrig. They attack from a randomly chosen direction, sometimes scaling Mt. Durrig, or attacking from the water. They are utterly without fear of injury or death, and fight not to kill, but to terrorize.

The whole surrounding valley is watched carefully by the Ugoina, and any who enter it will be confronted and turned back.

Nary Bend

Standing on a low rise above the Inkemba river junction is a cluster of wooden buildings, Nary Bend. Feral dogs roam its muddy lanes, syphyilis stalks its alleys.

The lands around 'The Bend' are both too rocky and too wet for good crops, and precious little agriculture happens nearby. Boiled skunk cabbage is a local staple, served along with a mealy 'bread' made from cattails.

The Bend serves as a trading post for trappers and hunters. Many trapper's trails wind their way west toward Weeping Mibe and the Ceirig Wood.

In leaner seasons, it's not uncommon for ne'er-do-wells to gather, looking to fall in with any armed group planning to head south into Wrecker territory (see 19.17) - or to extoll the virtues of such an expedition, for that matter.

Traders come periodically from down the Tayport Road, bringing city-made wares (mostly tools, weapons, tools and cloth), which they sell in exchange for furs, skins, and bits of gold from Arol Durrig.

There are few dedicated businesses and no tavern, as such, but it is an easy matter to find a home

or public house willing to make room for one or two more. Less easy is keeping one's belongings secure until morning.

Weak-looking parties or lone individuals are likely to find themselves followed out of town by thuggish opportunists.

Tower of Supplicants

A wooden watch tower stands on a rocky outcropping of Mt. Ontube, giving it a view of the plains to the north, southeast into the Ontube valley, and southwest into the Ugoina valley. The base of the tower is ringed by a wall of huge stone blocks, the beginnings of a foundation for a replacement, stone tower.

A small, pine-wood barracks is a short walk away; a low, fenced area contains a vegetable garden and pen holds a sow and three goats.

Caralla, the ranking monk, receives supplicants wishing to join the order at Arol Durrig whose reputation as a martial order of excellence has spread. Before they can be ordained, would-be monks must attend the watchtower, tend its land, cut and haul blocks for the tower, and maintain watch.

At the top of the tower is Caralla's eye, a heavy brass contraption of tubes and lenses. When all four lanterns of the tower are lit, a ghostly image from the distance is projected into a pool of water at the tower's base. The eye has a range of four miles, and its view is not obstructed by the terrain, although night-time viewing is frustrating and hard on the eyes.

It can see all the way to Arol Durrig, and it is chiefly used to watch for Ugoina traveling toward Arol Durrig. If any are seen, Caralla will dispatch the swiftest of her supplicants to make the four-mile run to Arol Durrig with a warning.

Caralla is disciplined but deeply bored by her task, and will happily receive other travellers. The supplicants, unfortunately, are competitive and insecure, and will indulge any opportunity to make themselves seem tough so that they might be chosen. This includes picking on visitors.

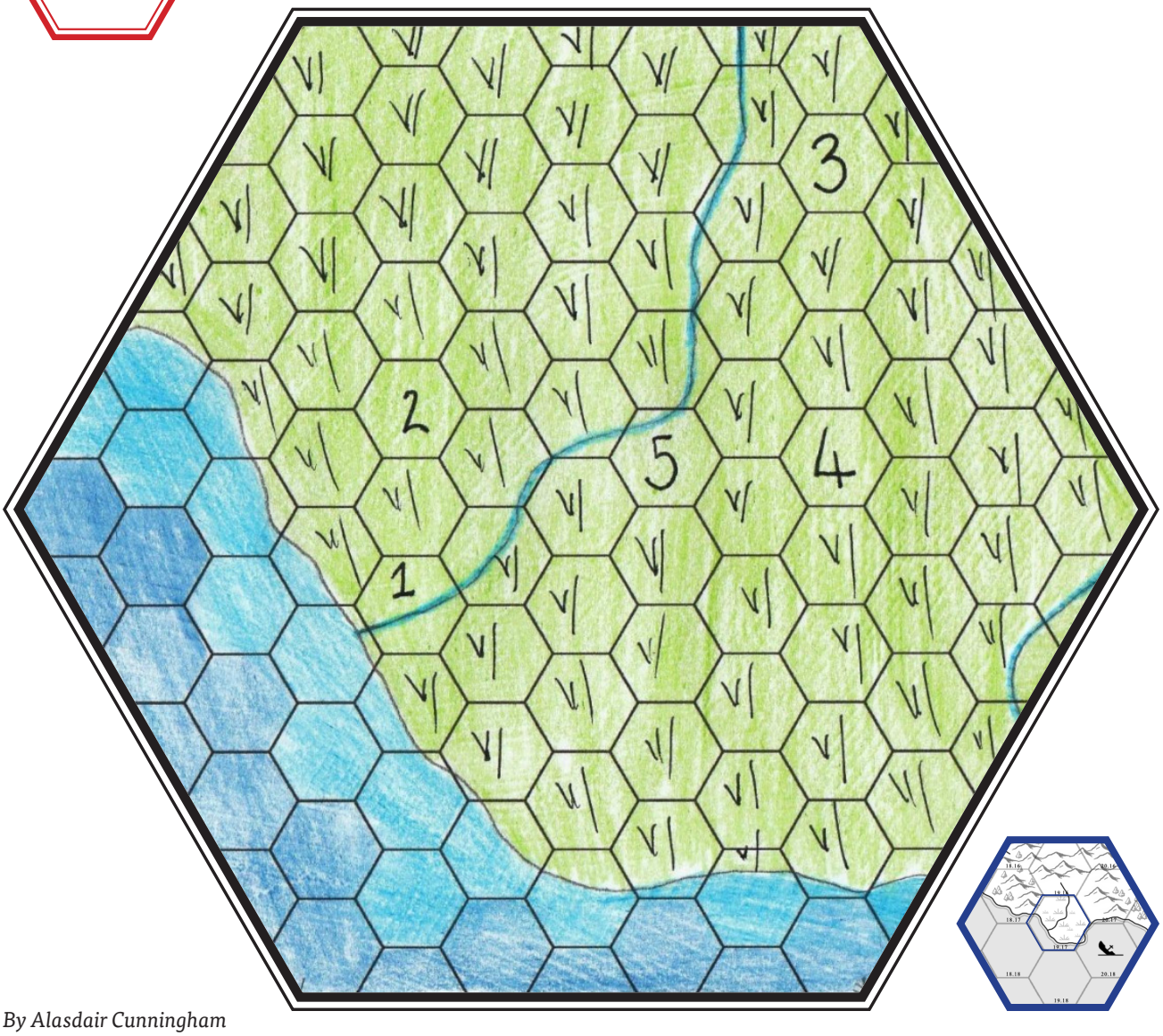
Weeping Mibe

The rocky plain at the foot of Mt. Nennan ends abruptly in a steep cliff face overlooking a low area. The cliff face is home to dozens of hot springs, which gush, spray, hiss, and squirt from fissures and gaps in the crumbling rock throughout the area.

In winter, the river freezes, but the hot springs continue to flow. Subsurface heat keeps the ground warm, and the whole area floods with soft, slushy ice. In colder months, wyvern from 18.16 stop here frequently.

THE WRECKERS

19.17



By Alasdair Cunningham

On a wooded hammock (obscured by Okiep trees and Ghost Breath moss) only half a mile north from where the Inkemba River meets the sea, is the skuilplek (hideout) of the Wreckers. On moonless nights when storms prowl the waters, they lure unsuspecting ships onto the rocks by means of false lights. They can have a foundering vessel gutted in under an hour, and be back in their skuilplek to drink, carouse, and revel, before the boat is even at the bottom of the Skerpion Trench. Besides being inveterate looters and ne'er-do-wells, they are also cannibals, who feast heartily on the flesh the boats bring.

The Wreckers have lived in this part of the swamp for generations and are a solitary people. They do not mix with the other of the inhabitants of the swamps, preferring their own company. They have no use for the gold and jewels they sometimes find in the holds of the ships either, preferring medicines, clothing, tools, weaponry, and chief among all, rot-gut spirits; and so, with no need for currency, gems, jewellery and piles of coins, they are left lying around their camp (amongst the bones of

their victims) for the dogs and the children to play with.

Their leader, **Rooi Jan** (Red Jan), has limited powers of creation. Once per month he can sculpt a Modder (Mud), or Dryfsand (Quicksand) Golem, using materials found just outside his front door. These Golems will follow his basic commands and will last until midnight of that evening, whereby they will collapse to the ground. (Statistics on these below.)

The Wreckers have a ceremony every seven-day, where they give thanks to their god Wrack for the bounty he bestows upon them. It is on this day that they are at their weakest because of the nature of their intoxicating worship. They imbibe the extremely hallucinatory mushroom called the 'Ilumbo Ikhowe' and dance with wild abandon until the sparks of their bonfires join the stars in the night sky. There are approximately 80 tribe members at any given time. The exact split according to sex and age is up to the DM; just ensure that you have enough males to be able to put up some resistance if attacked. They utilise basic swords, clubs, cudgels and spears. They do not use bows of any kind and possess very little armour. Their leader, Rooi Jan, has a fiendishly sharp Panga (machete) that deals (1d8 +1) that he carries with him at all times. He even sleeps with it and takes it to the toilet.

Rooi Jan has a fondness for drunkenness, and when the captured liquor runs out he resorts to brewing his own, following an old family recipe passed down from his Wrecker forefathers. The tribe call it Witblits (White Lightning) because it is see-through and extremely potent. Just a fifty ml measure consumed, will act as a restorative of 1d6 Hit Points. This can be done just once a day, anymore will lead to extreme drunkenness and loss of Dexterity etc. The morning after the night before will lead to severe penalties vs. Constitution... This doesn't apply to the Wreckers though, they seem almost immune to its extreme effects, and consume gallons of the stuff when available.

The Huts (made from wattle and daub) are laid out in a circular fashion surrounding a large bonfire area where a badly banked fire burns constantly to keep away mosquitoes. Guards are posted every night, and dogs are kept chained outside the perimeter of the village to warn against possible attack from PC's as well as swamp creatures.

Use S&W Random Treasure generator to determine just what baubles have been left lying around. On the whole, I think the Wreckers would best be bargained with instead of assaulted. Players could possibly hire their services to take them up river if they wished. But remember that they do consume human flesh, so the PC's might want to keep one eye open at all times. (Insert any number of cannibal jokes here.)

As mentioned earlier, Rooi Jan can create either a **Modder Golem**, or a **Dryfsand Golem** once per month. Below is the S&W Clay Golem stats; tweak to suit your fiendish tastes. Page 104 S&W Complete.

Hit Dice: 10 (45 hit points)
Armour Class: 7 [12]
Attacks: 1 fist (3d10)
Saving Throw: 5
Special: Immune to slashing and piercing weapons,
Immune to most spells.
Move: 8
Alignment: Neutrality
Challenge Level/XP: 14/2,600

I do suggest that all bashin' type weapons (maces- the flat of a spade etc) do slightly more damage to the Golems, and that the Dryfsand can move 12 over actual quicksand, and that it tries to drown whomever it hits successfully (possibly Save vs. Dex to avoid?)

The Heks (Witch) of Hex 19.17

A dilapidated oil field lies half an hour's march north of the Wreckers camp. Hundreds of years ago this area was dry and above sea level, but now the silent pumpjacks and derelict derricks rust idly in what is known as the Blighted Bog.

Sea-water has mixed with the subsurface water tables forcing pockets of oil, methane gas, and tar to the surface. Old vents still remove as much of this deadly gas (methane) as possible , but occasionally, especially after particularly violent lightning storms , huge gouts of flame go tearing up many feet into the sky and burn uncontrollably for years on end. The fauna and flora found in the Blighted Bog is twisted, deformed, and follows the left-handed path of chaos. Hybrid plants of a carnivorous nature abound, and it is here, amongst all the misshapen glory of the poisoned earth you will find the 'Heks', or the Triumvirate as she calls herself, as she was born with three heads: one fair, one foul, one somewhere south of heaven.

One head always tells the truth, one head always lies... and the third head tells the future. Roll 1d4 to determine how many hours she can see ahead...but you are likely never to find out as she controls an Efreeti that she will summon to help her if anyone becomes hostile. She stores the soul of the Efreeti in a silver lantern that is buried under an old road sign for Highway 69.

Efreeti (Page 101, S&W Complete)
Hit Dice: 10
Armour Class: 2 [17]
Attacks: Fist or sword (2d8)
Saving Throw: 5
Special: Wall of fire
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: 12/2,000

Efreet are a type of genie, associated with fire (in contrast to the djinn, which have powers over the air). Efreet can carry up to 1000 pounds of weight, and under the right circumstances they can be forced to serve as a slave until they figure out how to free themselves. An Efreeti can create a wall of fire (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

The Heks lives in the trunk of a hollowed out tree and has done so for years, but if you try and engage her in conversation, it will be hard to get a word in edge-ways, as the three heads are constantly chatting. Due to the highly combustible nature of the area, she is immune to fire damage; in fact she thrives on it. If someone would deal her flame damage, she converts those potential damage points to hit points instead. Minimal Treasure to be found here, maybe some foul concoctions that turn out to have restorative powers? I will leave that for the DM to decide.

Things of interest: Oil and Tar, and lots of it. There are several tar pits dotted around her dwelling. If you were of a mind too, you could try and excavate some of them for bones. There is rumoured to be a Scaled mammoth skeleton in one of them; if found, it would be of massive interest to the Apothecaries, and Potion Wranglers of Tenkar's Landing...not to mention it would be worth a few bob too.

Junkyard Dogs...from Hell.

Once a junkyard but now an overgrown labyrinth of moss and vine smothered cars, it is home to a ferocious Minotaur, called Inkuazi, and his two Junkyard Hellhounds. The walls of the labyrinth are high, many stories high, and made up of crushed cars and trucks. Obviously over time, certain sections of wall have collapsed, choking off the hundreds of pathways that criss-cross the junkyard, but for the most part they are intact and climbable, and offer a Crow's Road peek at the rest of the

swamp.

In the centre of the Junkyard Labyrinth is where Inkuazi and his hounds call home. An old water proof freight container (now a grassy cave), is their abode. Just outside the cave is the moss covered hulk of a Buick 8, which for all intents and purposes is as good as a tomb. If the party where to examine the car, they would find:

A skeleton in the boot (trunk, whatever) of the vehicle, alongside a rotted canvas tote bag filled with bags of white powder.

In the glove compartment (glove box, jockey box, cubby-hole...man, we really ARE an international community on Tenkar's Isle) they will find a two spell books. One written by Stephen King, called 'The Stand', and the other being number thirteen in the 'Song of Fire and Ice' saga, titled 'Reign in Blood'.

In the back seat are several 8-tracks and LP's. One being the 'White Album' by the Beatles, another being the 'Black Album' by the Nazgul. There is also a melted single of (Baby can you dig your man?) by an artist called Larry Underwood.

A scroll of 'The Washington Post' with a headline that reads, 'Peace in our time.'

In the ignition, a set of keys attached to a white rabbit's foot that will bless the owner with one re-roll of ANY dice per day.

On the passenger seat is a map of what the Isle used to look like, hundreds and hundreds of years ago, as well as a faded shopping list.

The Minotaur patrols the Labyrinth with his two hounds. The bleached skulls of trespassers are left in a pile outside the entrance to the labyrinth in the vain hope that it will dissuade people from entering. There is a warp here, in the junkyard, a warp in the weft between the worlds. This splinter, in one of the cosmic eyes, allows the hounds to operate in this demesne, and not be confined to the lower guts of hell.

Minotaur (Page 108 S&W Complete)
Hit Dice: 6
Armour Class: 6 [13]
Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)
Saving Throw: 11
Special: Never get lost in labyrinths
Move: 12
Alignment: Chaos
Challenge Level/XP: 6/400

The Minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair.

Hell Hound
Hit Dice: 4–7
Armour Class: 4 [15]
Attacks: Bite (1d6)
Saving Throw: 13, 12, 11, or 9
Special: Breathe fire
Move: 12
Alignment: Chaos
Challenge Level/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they

can breathe fire each round, inflicting 2 hp damage per hit die (10 ft range, saving throw for half damage).

The Minotaur has trapped the Labyrinth extensively. Tripwires are attached to huge piles of teetering cars, and deep pit traps, filled with spikes and other pieces of metallic detritus litter the pathways. A huge magnet, once used to raise vehicles off the ground hangs at the exit of the labyrinth. This may cause players to be pulled upward, depending on how much metal you have on you. Sheathed swords and daggers will be the first to go, and if you are wearing chain, or plate mail...well, you'd best get used to hanging around.

The Minotaur will use his knowledge of the Labyrinth to his advantage, leading people into dead-ends or areas that are heavily trapped. Once the party are stuck between a dead-end and a trap, he will release the hounds and fight alongside them to rid his precious Labyrinth of invaders.

The Monolith of the Mamba-Men

At the centre of Hex 19.17 is the vile, and despicable, Monolith of the Mamba-Men. A huge piece of unidentified rock which thrusts itself out from the swampy morass that lies all around. The Monolith is festooned in moss, skeletons, and the slewed off skin of the Mamba-Men, (which are an unholy conjunction of man and snake).

Some say they were a Sorcerers experiment gone wrong, others, a race of peoples from beyond the stars. The exact location of whence they came is unknown, all that you need to know is that they are here, now, and are truly something to be reviled...loathed...feared.

There are hundreds of monoliths dotted throughout the swamp, each one decidedly older than the next. They vary in shape, form and size. Some, no bigger than a severed thumb, others, standing many stories high above the foliage of the Okiep trees.

But none are more magnificent and maleficent, than the monolith at the heart of their village. It is here that they worship their Dark god, Slaang, in the hope that she will bless them with her unholy gifts. A foul, slithering, reptilian god is she, one who would see naught but death and destruction in our world. The Monolith acts as a portal between our world and hers. Thankfully, she is waging wars in other realms and her gaze is elsewhere...but the heavens help us when she lavishes her affections upon us.

The Mamba-Men are an ancient race that spawns only once every cycle (approximately every two hundred years). Dubbed the 'Nathair' by the Picts, they were mortal enemies, and as such, many campaigns were waged against them, (the fiercest of which was led by none other than Brude Mac Bile, who did not stop until he had killed all their priests, thus setting the race of the Mamba-men backward in their plans) but over time they have grown in number and danger, and are once more a menace to isle. They keep a token force around the monolith for show only. The rest of the slither lives underground in humid caverns where they lay in wait for a darker day, a day when they can launch their attack on the surface world...and sadly for the inhabitants of the Isle, that day is coming all too soon.

Mamba-Men

Hit Dice: 4+1
Armour Class: 4 [15]
Attacks: 2 claws (1d6), 1 bite (1d8) + Special
Saving Throw: 16
Special: If bitten by a Mamba-Man, Save vs. Poison or die. Mamba-Men are immune to any types of poison themselves. Because they have hands, they can also utilise weapons and as such, specialise in Poisoned Bone Scimitars (1d8) Save vs. Poison or collapse for 2d4 rounds. They also shoot poisoned darts from their blowguns too, if hit by a dart, same rules apply.

Move: 6/12 (Swamp)
Alignment: Chaos
Challenge Level/XP: Extremely High

Mamba-Men are reptilian, both male and female, living in a central village in the heart of the swamp. On the surface, surrounding the Monolith, you will find 3d12 at any given time. They patrol their area aggressively and are skilled and adept warriors. They move silently at all times and are only surprised 10% of the time. Beneath the ground lives the rest of the slither (5d30) waiting for Slaang to call them to arms.

There can only ever be thirteen priests of Slaang: A high priest (level 6-8) and twelve regular priests (level 2-4) who administer to the slither daily.

Afflictions & Ailments of Hex 19.17

Ferryman's Fever: Caused by drinking unclean water. What you can expect: Explosive vomiting, the goblins, high fever, shaking, sweating, tremors, and delirium. Once contracted, this will lay you out for at least a fortnight. If the infected is a part of a group, and is monitored daily, it is likely he /she will survive. If the person is on their own then death will more than likely occur.

Swamp Foot/ Zombie Foot: Caused by constant immersion in swamp water or wearing wet boots all the time. What you can expect: Skin becomes pale and infected and starts to rot. Toes/Heel/ Bridge swell and will burst if left untreated. Amputation is usually necessary. Movement is initially halved then becomes non-existent unless carried.

Widows Waltz: Caused by the bite of the lesser known bloedsuier leech. What you can expect: An almost catatonic state. The sufferer will not be able to sit, but will instead and shuffle around constantly, moving from side to side as if in a slow dance. They will moan, and drool, and talk aloud to those long since departed.

Crazy Eyes: Caused by the bite of the maalhied worm as it lays its eggs inside your bloodstream. What you can expect: The parasites will attach themselves to the nerves controlling the eyes and make the individual stare, wink, blink, and roll their eyes uncontrollably before death. No known cure exists, only magic.

Star Crossed Sorrow: Caused by the maalhied worm as detailed above, however, a certain portion of the parasites rest in the outer layers of the heart rather than the eyes. What to expect: Nothing at first. In fact this usually manifests itself months after initial infection, but will cause the heart to stop beating resulting in death. Folklore says the person died of a broken heart after being spurned by their lover.

No Sleep 'Till, (Insert name of hometown here): No one knows how it is caught. What to expect: No sleep. Ever. Until you die. Initial symptoms are irritability, anger, extreme yawning. Then over the following days it becomes melancholy, lethargy, headaches, hallucinations, and finally after about 14-20 days, death.

The Morning after the Night before: Caused by the overconsumption of swamp intoxicants and pollutants. What to expect: The initial stages manifest in loud singing, cursing, craving for food at odd hours, slurred speech and a general bohemian outlook on life; then comes the swearing of eternal love and friendship, and a lack of sound judgement. Often followed with explosive vomiting and the occasional bout of the goblins are also to be expected. The patient will then collapse and sleep, while snoring loudly for several hours. The morning after the night before finds the patient almost entirely unresponsive, communicating monosyllabically or even just grunting. Delirium tremens, excessive shaking, an almost green reptilian cast to the features, more vomiting, more bouts of the goblins and a propensity to swear off drinking anything ever again...until the next

time, of course.

P.S. **the goblins** is Swamp Speak for diarrhea.

170 pieces o' Magical & Mundane Flotsam & Jetsam

Being a list of what players might find washed up on the beach of Hex 19.17.

ROLL 1D170	DISCOVERED FLOTSAM & JETSAM
1	*A piece of skin that contains thirteen tattoos each one more violent than the last. In each tattoo, the face of the individual suffering a truly terrible fate is one of the players. He/she can consider themselves marked-for-death...*
2	*A small barrel of Old Toby pipe-weed.*
3	*A magnifying glass with 'Property of 221b Baker Street' embossed onto the handle.*
4	*A necklace made entirely from Troll teeth.*
5	*A small hand-carved jade crocodile. When held to your ear there is a discernible 'ticking noise'.*
6	*A road sign for, 'Highway 69'.*
7	*A wooden propeller.*
8	*A conch of commanding. Save vs. Spells or follow the conch blower's commands, as per the spell. The word 'Piggy' is scratched onto the side.*
9	*A barrel of tea leaves for a faraway place called, "China".*
10	*A box of seeds.*
11	*A book of someone's gambling debts.*
12	*A pair of silver 'granny-glasses'.*
13	*A silver surfboard.*
14	*A piece of scrimshaw depicting the voyage of a boat up a river. The boat in question is called the Nostromo and the scrimshaw ends with the words, "the horror...the horror."*
15	*A two-man saw.*
16	*A wooden chair with leather straps for someone's arms and legs. A curious metallic helmet and hood are attached to the top of the chair. The words 'Old Sparky' have been burnt into the wood.*
17	*A barrel of monkeys.*
18	*A pair of crampons.*
19	*A bag of gems worth at least 500gp that glow in the dark like cat's eyes.*
20	*A turnip.*
21	*A Wampeter, a Foma, and a Granfalloon. So it goes.*
22	*A round red and white circled shield with a white star in the centre.*
23	*A Pick-Axe.*
24	*An eight-track of 'Don't Fear The Reaper.'*
25	*A Grand Piano.*
26	*A Book of Blood. Whenever it is opened, it is red.*
27	*A small chest containing random coins, each one with the head of a player on them. Oh, and the player is wearing a crown.*
28	*A triple horned goats head.*
29	*A large sea shell. When placed to your ear plays, 'Dazed and Confused', by Led Zeppelin.*

ROLL 1D170	DISCOVERED FLOTSAM & JETSAM
30	*A box of kittens.*
31	*A wooden canoe.*
32	*Schematics on how to build an Igloo.*
33	*A bucket of coal.*
34	*A silver star shaped broach with the word Sherriff on it.*
35	*A grubby helmet covered in camouflaged material with the words "Front Toward Enemy", and "Khe Sanh" written on it.*
36	*Some dude, frozen in Carbonite.*
37	*A Wheelbarrow.*
38	*A bow of +1 to back scratching, but not much use to shoot people.*
39	*A leather Bull whip.*
40	*A small brass hedgehog.*
41	*A Golden Chachapoyan Fertility Idol.*
42	*A cloak and cowl shaped like a bat.*
43	*A jar of radioactive spiders.*
44	*A miniature Dalek that screams, 'Exterminate' when handled.*
45	*A brown, well used, beaten fedora with a tag on the inside that says," Property of Alabama Smith".*
46	*A diamond encrusted Championship ring.*
47	*A spell book labelled, "Trainspotting".*
48	*A soggy Dominoes pizza box.*
49	*A box of Cuban cigars. Still sealed.*
50	*Sheet music for Iggy Pop's "Night Clubbing".*
51	*A treasure map.*
52	*A promissory note worth 271 Silver Pieces. Redeemable only in Tenkar's Landing.*
53	*A Gold disc that reads," Fifty Million Elvis Fans can't be wrong".*
54	*Vincent van Gogh's ear.*
55	*The Band-Aid from the back of Marsellus Wallace's neck.*
56	*A picture of a grassy knoll.*
57	*A large box of earth to be delivered to Carfax Abbey, belonging to one Count Dracul.*
58	*A Bird cage.*
59	*A piece of a Blue Policeman's box.*
60	*A Spade.*
61	*A rusty lantern than when rubbed does...nothing.*
62	*A chest full of green glowing question marks.*
63	*A Headless Bat.*
64	*A bottle of Hair Tonic (patent pending) from the 'Auspicious Alchemical Hands', of DR. Peter Rabbitfoot.*
65	*A scroll containing a ghost story.*

ROLL 1D170	DISCOVERED FLOTSAM & JETSAM
66	A map to the 'Dark Tower'.
67	A brass plaque that reads, "Who Watches the Watchmen?"
68	A small rosewood jewellery box containing the mummified finger of a powerful Sorcerer.
69	The sacred crest of the 'War-Pigs'.
70	A rusting Iron Maiden that holds a fresh body.
71	The owner's manual for a droid called, R2-D2.
72	A yellow guitar pick.
73	The severed fingers of Roland the Gunslinger. Say Thankee, Sai.
74	A wooden bucket.
75	A dead seagull.
76	The bloated body of a black unicorn.
77	A large red toadstool. Eat... if you dare.
78	An autographed spell book called, "The Trial."
79	A Ouija Board.
80	A sporran containing a pipe, and a pouch of tobacco.
81	A red apple with an arrow +1 sticking out of it.
82	The original 'Mona Lisa'.
83	The severed head of the dude from Munch's painting, 'The Scream'.
84	A message in a bottle.
85	A bag of rusty buttons.
86	A giant writhing tentacle.
87	A portable wooden guillotine.
88	A Harlequins costume.
89	A broken lance.
90	A pack of playing cards that have had all the Kings, Queens, and Jacks' eyes cut out.
91	Several shiny pieces of a weather balloon.
92	A large red dragon's scale, large enough to be used as a +2 shield of fire resistance.
93	A hollow tree trunk.
94	250ft of rope.
95	A bag of potatoes.
96	A pile of tangled fishing nets containing a dead merman.
97	A filing cabinet full of files labelled X.
98	A giant turtles shell.
99	An elaborately carved walking stick.
100	A hangman's noose.
101	A beating heart.
102	A magic 8-ball that only ever answers, 'You, die...'
103	A leopard-skin pill-box hat.

ROLL 1D170	DISCOVERED FLOTSAM & JETSAM
104	*A pouch of counterfeit gold coins.*
105	*A deck of 52 tarot cards. Each one is Death, and depicts the PC's at various stages of their life... but only their past, never their future.*
106	*A battered harmonica.*
107	*A tiny wooden replica of Castle Braunstein.*
108	*A giant coconut.*
109	*The deeds to Maggie's Farm.*
110	*Several sticks of Dynamite.*
111	*A blotter full of Brown Acid.*
112	*Rasputin's robes.*
113	*A pair of boxing gloves.*
114	*A wooden sparring dummy.*
115	*A set of leather bagpipes.*
116	*A Crown of Canines. Wearing it allows you to see the future, briefly. Roll 1d4 to see how many hours exactly.*
117	*A catcher's mitt.*
118	*A birthday cake made of meat with candles of bone.*
119	*A pigs head with a sign attached that says, 'Have you seen the little piggy's, in their starched white shirts?'*
120	*A bagful of bone dice that always rolls high.*
121	*A witch's broom.*
122	*A WW1 Gasmask.*
123	*A gigantic oyster shell.*
124	*A bunch of green bananas.*
125	*The battle plans for 'Operation Market-Garden.'*
126	*A Joshua tree.*
127	*A pearl-handled trident of +2.*
128	*A lyre.*
129	*A liar.*
130	*A large black canvas sail.*
131	*A carved wooden figurehead that comes alive every full-moon if submerged in sea-water.*
132	*A palantír.*
133	*A knight's saddle.*
134	*A box containing three blind mice.*
135	*The wax death-mask of Alexander the Great.*
136	*A key to the Texas Schoolbook Depository.*
137	*A packing crate containing a stained glass window of a solemn monk in prayer.*
138	*A small wooden windmill.*

ROLL 1D170	DISCOVERED FLOTSAM & JETSAM
139	*The complete works of William Shakespeare... although Hamlet's name has been replaced by, Asmodeus.*
140	*The scuffed leather boots of 'The Walkin' Dude.'*
141	*A red rose.*
142	*A year's supply of iron rations.*
143	*A werewolves paw that becomes a human hand every full-moon.*
144	*A barrel of crude oil.*
145	*The battle standard of the Roman Legion.*
146	*A kilt made from 'Black Watch' tartan.*
147	*A packet of seeds, property of one, Jethro Tull.*
148	*One of those god-awful, 'Keep Calm and do something banal' signs. 'The do something part' is up to the DM.*
149	*A harpoon.*
150	*An optometrists chart, populated only with the number 13.*
151	*Your, 'Wandering Monster' chart.*
152	*A bag, full of magical Lottery Balls.*
153	*A 'Common to Elven' dictionary.*
154	*A rocking horse of constant motion.*
155	*A Hex map of Tenkar's Landing.*
156	*A Multi-coloured Mermaid.*
157	*A pair of Giant leather boots.*
158	*A small glass vial of Anthrax.*
159	*A witches shopping list.*
160	*A pair of rusty leg-irons, with the legs still attached.*
161	*A straitjacket.*
162	*A barrel of Wolf's Bane.*
163	*Giant wind chimes.*
164	*A samurai sword.*
165	*Neptune's Crown.*
166	*Achilles' heel.*
167	*A pearl the size of a Halfling's head.*
168	*A cracked ships bell.*
169	*A golden fleece.*
170	*A wooden coffin.*

Potion Side Effects

The following chart is to be used by any PC who consumes a potion within the confines of Hex 19.17

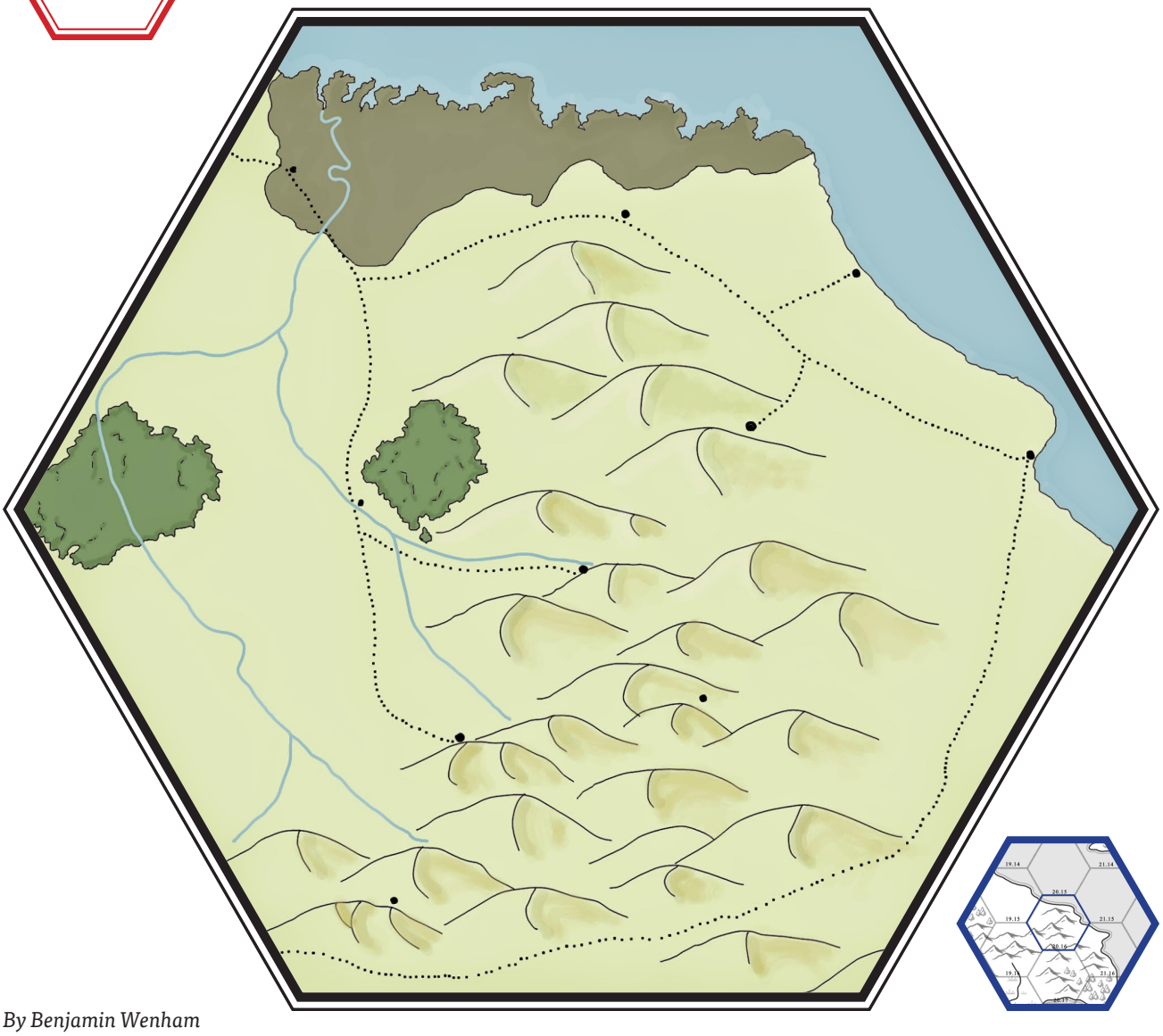
1D100	POTION SIDE EFFECTS
1	You begin seeing double. 'To-Hit' penalties apply.
2	You start hearing voices from beyond the grave. Cant concentrate, attack and defensive capabilities diminished
3	Your skin erupts in pus filled blisters and boils. Take 2hp Dmg and wearing armour is extremely painful.
4	Witches dig your mojo and flock to be by your side.
5	Your eyes begin to weep a thick adhesive substance like spider web.
6	Your hands start to behave as if they are not yours. They rifle through your backpack throwing things out. Be thankful they are not trying to strangle you.
7	Vision is blurred by the wings of tiny moths that are darting around your head.
8	You go blind.
9	Nothing happens to you, the effect of the potion happens to everyone else in the party.
10	You decide it's a pirate's life for thee and head to the closest harbour town.
11	You begin to dance uncontrollably to the rhythms in your head in a manner some say is called, 'The Ro-Bot'.
12	You go deaf.
13	You develop a second set of eyelids and have a craving to eat rats and mice.
14	You become cold blooded and need the warmth of the sun to get you going again
15	You go as stiff as a board.
16	Your legs turn to those of a chicken.
17	Your body automatically begins to heal itself whenever damage is done.
18	Your finger nails turn black and fall out.
19	The skin on your face slews off in one bloody heap.
20	Your teeth dislodge themselves from your jaw and fall to the floor. Then proceed to chase each other around.
21	Tongue becomes snakelike.
22	Hair grows out of your ears and eventually covers your entire body.
23	Toes begin to morph together, making it extremely difficult to walk.
24	A pair of gills grows on the sides of your throat.
25	You feel the urge to act out scenes from your favourite nursery rhymes.
26	Your skin becomes see-through.
27	Nothing happens, or so you think, but the potion you drank effects come back on you, same time tomorrow.
28	Your skin becomes bark.
29	You start to sprout another you from your back.
30	You develop super sensitive hearing.
31	You develop a shark's keen sense of smell.
32	Your tongue turns to oak.
33	Clothes? Who needs them? Get them off and let your freak flag fly.
34	You give off the scent of a fortnightly dead troll.

1D100	POTION SIDE EFFECTS
35	*Your eyes glow a baleful red and smoulder.*
36	*You are unable to lie.*
37	*Your eyes glow an eldritch green and weep tiny tentacles.*
38	*You suffer from permanent potion flashback.*
39	*You have the irresistible urge to gamble everything you have on a whim.*
40	*Your eyes grow sea-urchin spines.*
41	*You have the overwhelming urge to punch a snowman in the face.*
42	*You grow the hood of a spiting cobra.*
43	*You can read the minds of elves.*
44	*You discover a portable hole in your chest. Use it wisely.*
45	*You can understand Dungeon doors. They talk to you.*
46	*You have the ancestral knowledge of a dwarf.*
47	*Nothing happens, or so you think, but the potion you drank is twice as strong.*
48	*Your voice is high pitched and squeaky, and can summon bats.*
49	*You foam at the mouth, (purple foam) which glows in the dark, and gives you control over all canines.*
50	*Your skin freezes over and you can shoot icicles from your fingertips.*
51	*You demand everyone call you 'Glorious Leader of the Way of the Ember", and bow to you.*
52	*You become one with the universe and everything in it. You shall do no harm.*
53	*Your chest becomes see-through and all your intestines are on display, but they are depicted in the manner of a stained-glass window.*
54	*You have a bad feeling about this.*
55	*Angels anoint you as one of their own.*
56	*You become engulfed in paranoia.*
57	*Tiny fishhooks sprout from the ends of your hair and begin to pull your body apart.*
58	*You gain the ability to walk through solid objects, doors, walls, etc.*
59	*Your skin becomes as hard as iron, and your Armour Class adjusts accordingly.*
60	*You can leap tall buildings with a single bound.*
61	*You become rage incarnate and try to destroy everything you see.*
62	*You can walk on water.*
63	*You have the overwhelming urge to describe your adventures through interpretive dance.*
64	*You develop the singing skills of a choir of angels.*
65	*You develop a hacking cough that won't go away.*
66	*You gain the broad back of a buffalo and volunteer to take over load carrying duties.*
67	*Bone grows out the top of your head to form a crown.*
68	*You gain the ability to write with your less dominant hand as well as both your feet.*
69	*You can see into the distance with the clarity and precision of an eagle.*
70	*You gain the ability to levitate, as per the spell.*
71	*You have a fine appreciation for the craftsmanship of gnomes and will stop at nothing to procure it.*

1D100	POTION SIDE EFFECTS
72	*A large fin grows out your back and you gain a second set of teeth in your mouth.*
73	*You become an inveterate liar.*
74	*You quadruple in size and your skin turns green.*
75	*When you speak, it is in the language of bees.*
76	*You underestimate the power of the dark side.*
77	*You have an almost pathological hatred of a mystical race called the 'Kendar'.*
78	*You feel as if you are a Golden God.*
79	*Time is irrelevant now. You are of time, and appreciate those who move without it.*
80	*Nothing happens, or so you think, but the potion you drank lasts twice as long.*
81	*You can identify the sound of one hand clapping.*
82	*You can see through walls.*
83	*Steam starts to pour out your ears.*
84	*You fear your fingers are working against you, so you try and chop them off to teach them a lesson.*
85	*You develop an idyllic memory.*
86	*You develop an eidetic memory.*
87	*You shape shift into a hamster.*
88	*Flames erupt from your body but do you know harm.*
89	*You can see into the future.*
90	*Demons dig you, and spend the evening whispering the secret sins of others into your ears, driving you slowly mad.*
91	*Your skin turns yellow, and your nose disappears, but your eyes and mouth turn black.*
92	*You glow in the dark.*
93	*You break wind uncontrollably in the most dire of situations*
94	*You know the secret recipe to Captain Sanderson's, 'Unlucky Fried Lizard'.*
95	*A plague of rats follow you wherever you go.*
96	*Your grow tiger stripes.*
97	*You can spit poison.*
98	*No one can withstand your charms and your oratory skills are legendary.*
99	*Fortune tellers are unable to read your palm, see your future in a crystal ball, or divine your path with cards. Even when you cross their palms with silver.*
100	*Mosquitoes befriend you and act as your personal air force.*

WYVERN HILLS

20.16



By Benjamin Wenham

Introduction

The Wyvern Hills stretch from the mountains to the south west. They were settled 150 years ago by refugees fleeing from aristocratic oppression in their homeland. They came to the wyvern hills to create a society free of rulers. While hardy folk, determined to make a better home for themselves, they struggled, for the Wyvern Hills were region of great danger, and their initial individualist tendencies and anarchic societies made doing anything to change the region almost impossible.

It took 100 years for the region to change the people who had settled it. The constant threat of wyvern attack and goblin raid, slowly but surely trained the people of the region to become communal and altruistic. The hatred of laws and authority remained, but was joined by an almost equally strong hatred of selfishness. The region became a dangerous hinterland, with pockets of insular settlement,of little interest to the rest of the island. A number of hardy villages clinging to the marsh,

coast and nestling amid the hills.

Twenty five years ago things changed. Varne Oakheart a hunter and trapper from the village of Ashen, took up arms against the goblins of the hills, after a raid on the village resulted in the death of his travelling companion and best friend, Tannis Rell, a Bard and swordsman of great skill. Varne travelled to each of the villages of the region, forming a band of oath bound champions, sworn to protect the folk of the Wyvern Hills and kill every last goblin in the region. However, once their campaign began, it became clear that goblins were not the only threat posed to the folk of the wyvern hills. Over the space of a decade, the Oathband drove out or exterminated all but one of the goblin tribes in the region, drastically reduced the number of terrible beasts stalking the hills, and slew all but three of the wyverns that gave the region its name. It was in battling one of the last few Wyverns of the region that tragedy struck. Varne Oakheart died at Wyverntree, battling a vicious old wyvern known to the people of the hills as Long Barb. His companions transported him back to Ashen, burying him besides him companion, Tannis, at the base of a great old oak tree. That was 25 years ago, and in that time, the work started by Varne and his companions has continued, though without the same level of success. The remaining members of Varne's band used their wealth to fund groups of young men and woman to patrol the region, fighting off threats and honing their skills.

Since Varne's death, the communities of the hills have banded together to a greater extent, bound together by the common sense of reverence for their fallen hero, and the newborn tradition of Oathbands. This banding together represents the first steps towards the formation of a Polity in the region, and through they have not named themselves as such, the people of the Wyvern Hills could soon find themselves becoming a nation of sorts. The communities strong anarchic tendencies mean however that it is unlikely to be any kind of state that others would recognise.

The wyvern hills also stands ready to rise to great influence. The peace won at the tip of a blade by Varne has allowed the development of industry and far greater amounts of farming in the region. Rich iron mines in both Orne Tey and Mistley, and excellent sheep grazing at Wyverntree and Orne Tey, combine with a safeport, good fishing and excellent salt making conditions at Dunmow, promising a rich future, especially when combined with the recent discovery of gold near Mistley.

There is no formal rule of law in the Wyvern Hills. While each settlement has a set of legal traditions they tend to be disparate and ad hoc, with no underlying structure beyond the wisdom of the village elders and a tendency towards avoidance of violence by the community against the individual.

Oathbands:

Upon the night of the winter solstice, each year, youths who will turn sixteen years of age in the year to come set out on a journey. They travel to Ashen, to visit the site of Varne's Grave, to pay their respect. They stay in Ashen for a month, training with bows, swords and stranger art, being tested all the while by member of Oathbands. Those with little talent are given a basic training, Gathered together and sworn to protect a community other than their own in the region for a year and a day. Those who show real promise are asked to stay and train for a year, before forming or joining an Oathband. Such recruits are expected to serve for five years, as wandering adventurers and messengers. Upon returning home they can expect to have a place of honour in their community, and enough collected wealth to start a family and a business.

The Cult of Varne:

Since his death, Varne has been held in reverence by local people, who have made journeys to his grave to pay their respects to him. Tales of his deeds are shared at important events, and young people are taught to live by his example. In short, there is, among many local people, a growing hero cult dedicated to him. Increasingly, travelling to the site of his grave as part of the passage into adulthood, and the joining of an Oathband, are now seen as a religious pilgrimage.

Geography

The Wyvern Hills are a set of low hills that run north and a little east from the foot of Mt. Ontube.

Along the southern edge of the region the Teyport road winds its way through between the bases of the hills, allowing travel between Tayport and Nary Bend. However, the road is dangerous thanks to the attentions of Blackscale and Widow's Curse, the last mated pair of wyverns in the region. Most travellers and merchants are better of taking the longer North road between Arol Durrig and Tayport.

To the west of the hills, a pair of small woods stand between the wyvern hills and the grasslands of the dolphin coast, while long stretches of the coastline here are made up on mudflats and salt marshes, where the watershed of the wyvern hills rolls down to the sea. It is through the edge of these marshes that the north road wends its way, avoiding the dangers of arrow wood to the south.

1. The Drowned Man Inn

Positioned on the North road, on a dry and stable island in the salt marshes, sits the Drowned Man Inn. While the North road is safer than trudging cross country near to arrow wood, the marshes have a reputation as haunted, so it is unsurprising that most who face the prospect of night under the stars in the salt marshes, opt instead to stay at the Drowned Man Inn. Such sentiments are wise, for in fact the salt marshes are haunted. This apparition is the ghost of Samuel Mope, the first land lord of the Drowned Man Inn (then called the Golden Frog Inn) who one night, deep in his cup went out for a stroll, only to fall into the mud and there suffocate. His spirit lingers in the salt marshes, and there is a 1 in 6 chance that those in the area at night can be hear the drowned man calling out for help. Those who go to the spirits aid are in for a shock, as it tries to drag them into the water or mud, to suffer the same fate.

The drowned man: HD 5; AC 2 [17]; Atk 1 Drown (save or die in 14+1 rounds); Move (Swim 12-cannot leave the mud or water); Save 12; AL usually C; CL/XP 6/600; Special: magic or silver weapon required to hit, drown (if hit, save or die in 1d4+1 rounds).

Drown: those successfully hit by the drowned man are pulled into the mud or water, where they cannot raise their head above the surface. Pulling the character free requires a successful open doors check by another character. Fortunately for the victim, their thrashing around in the water, is very loud, meaning that close by party members may come to their aid.

2. Ashen

Home to the Varne Oakheart, champion of the Wyvern Hills, Ashen is a sleepy pastoral village, surrounded by farmland. It has a population of 800 people, with only about with only 1 in 10 being non-human, and all of those being halflings.

As the site of Varne Oakheart's grave, the village is starting to experience unprecedented growth, as his hero cult spreads across the region. The village is centred on a burial garden, with a vast old oak at its heart. The limbs of tree spread out to offer shade to the two statues, marking the grave sites of Tannis Rell and Varne Oakheart. Tannis reclines against a pillar, apparently ready to play his loot, while the statue of Varne, is shown sat, in deliberation or rest, his blade Wyvernfoe (Longword +1, +2 vs. Wyverns), layed across his lap, as though he is cleaning it. Despite 25 years having past, the sword is untouched by rust. In recent years, a shrine to the memory of Varne Oakheart has been built at the entrance to the burial site, and with each passing week, more offerings are made to Varne Oakheart at the statue, or in the shrine. It is at the shrine that the young people of the wyvern hills are sworn to protect their communities, and it is within the garden that they train.

3. Borley

This sleepy fishing village is home to around 500 people, almost a 3rd of its population is made up of halflings, who run a number of farms and market gardens in an outskirt of the village named 'Little Borley' while the human residents make their living from fishing, salt production, and smoked produce. Smoked mackerel from Borley is considered a delicacy across the Wyvern Hills.

4. Wyverntree

Wyverntree little more than a hamlet, but is of economic importance as the primary centre of the wool and sheep trade in the northern Wyvernhills, when it comes time to buy and sell sheep representatives from every sheep farm in the hills can be found here, and it is to here that the farmers come to sell their wool to the merchants of Tayport. In the last 25 years it has also come to a place of prominence as the place where Varne battled and slew the wyvern Longbarb , before succumbing to her venom. The site of the battle, an old lightning struck tree, has become an impromptu shrine, which attracts pilgrims from across the region. The Wyverns skull can be found here, fashioned into a shield (shield +1, the bearer of this shield ignores the first successful sting attack made against them in a combat), while her scales have been formed into a suit of armour (Leather armour +2), both of which are stashed into the hollow of the tree. Oathbands often pass this way, carving their oaths into the wood of the tree.

5. Tayport

A port town of some 3000 people (mostly humans, dwarves, and halfling), the town acts as a gateway to both the wyvern hills and the lands to their east and south east. Here Iron, wool and salt are loaded upon ships, in exchange for grains, coin and a range of manufactured goods, not found in the hill lands. It is a town of growing prosperity, thanks to the peace brought by Varne, and the continued vigilance of his last surviving original companion, the magic user Elspeth Marharen, dwells in her town on the edge of town.

6. Foxbridge

The only bridge between the salt marshes and the confluence of the Colne and Red water rivers. This town of 1800 people acts as a trade post for both Mistley and Orne Tey. As well as the bridge, the town is also home to Matthew Hanley, a horse trader, who also runs the only a blacksmiths and farrier on the western edge of the wyvern hills. Despite proximity to Arrow Wood, the town is rarely attacked. Most believe this is because of its six, but there are persistent rumours of some other reason.

7. Orne Tey

Orne Tey is a village of 120 people who make a living through iron mining and sheep farming. The village is prosperous, but in the most perilous position of all the settlements of the regions, as it is an easy target for both the goblins of arrow wood and the Wyverns Blackscale and Widow's Curse.

8. Mistley

Mistley was founded by a coalition of humans and a disgraced dwarven clan. It's population sits at around 550, and its population is about half and half human and dwarf. The village hosts to an iron mine, a mead hall, and a collection of houses. The village is abuzz, thanks to the recent discovery of gold in the upper reaches of the near by Colne river.

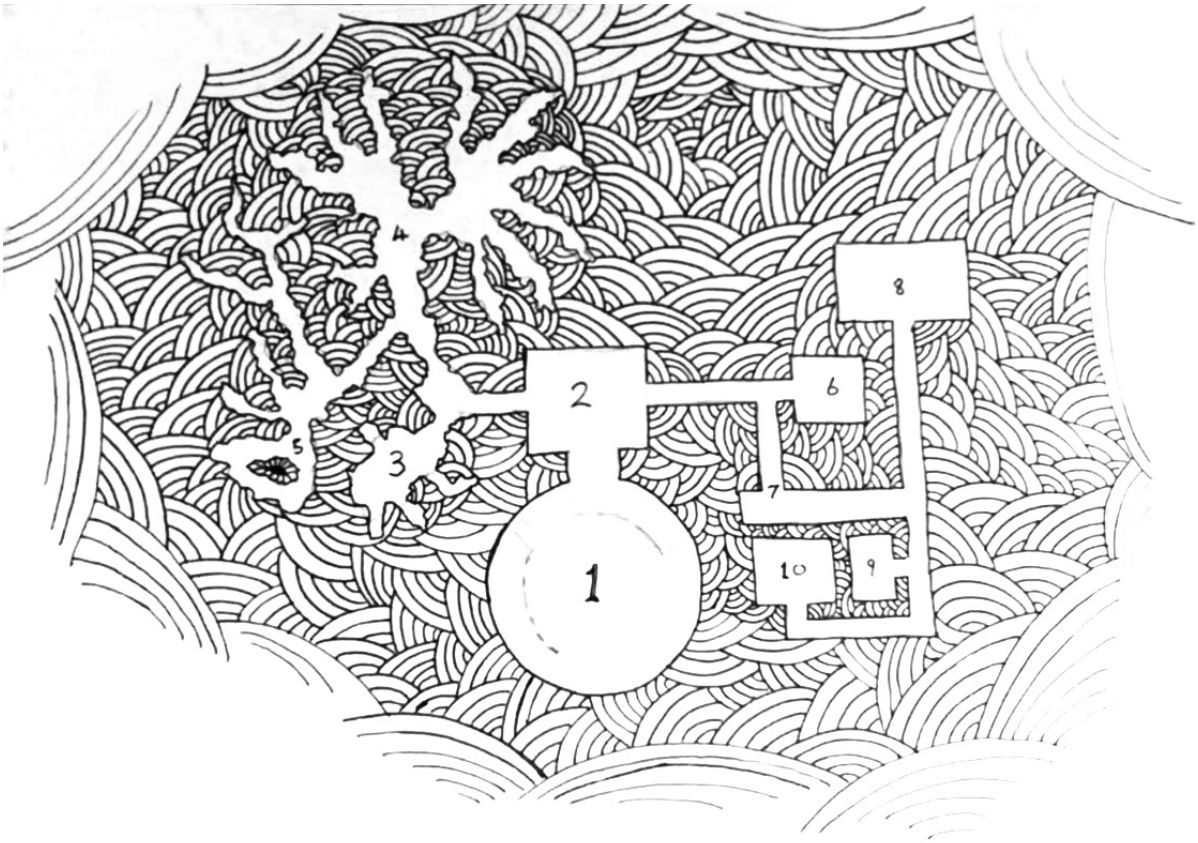
9. Phasrama's Maw

Deep in the Wyvern Hills, a mile from mistley, a huge spiral staircase descends into the earth. This is the entrance to the Phasrama's Maw. Once this was a burial place for the most evil men and woman of a pre-imperial civilisation, but 300 years ago, it was taken over and transformed into a lair by a terrible evil.

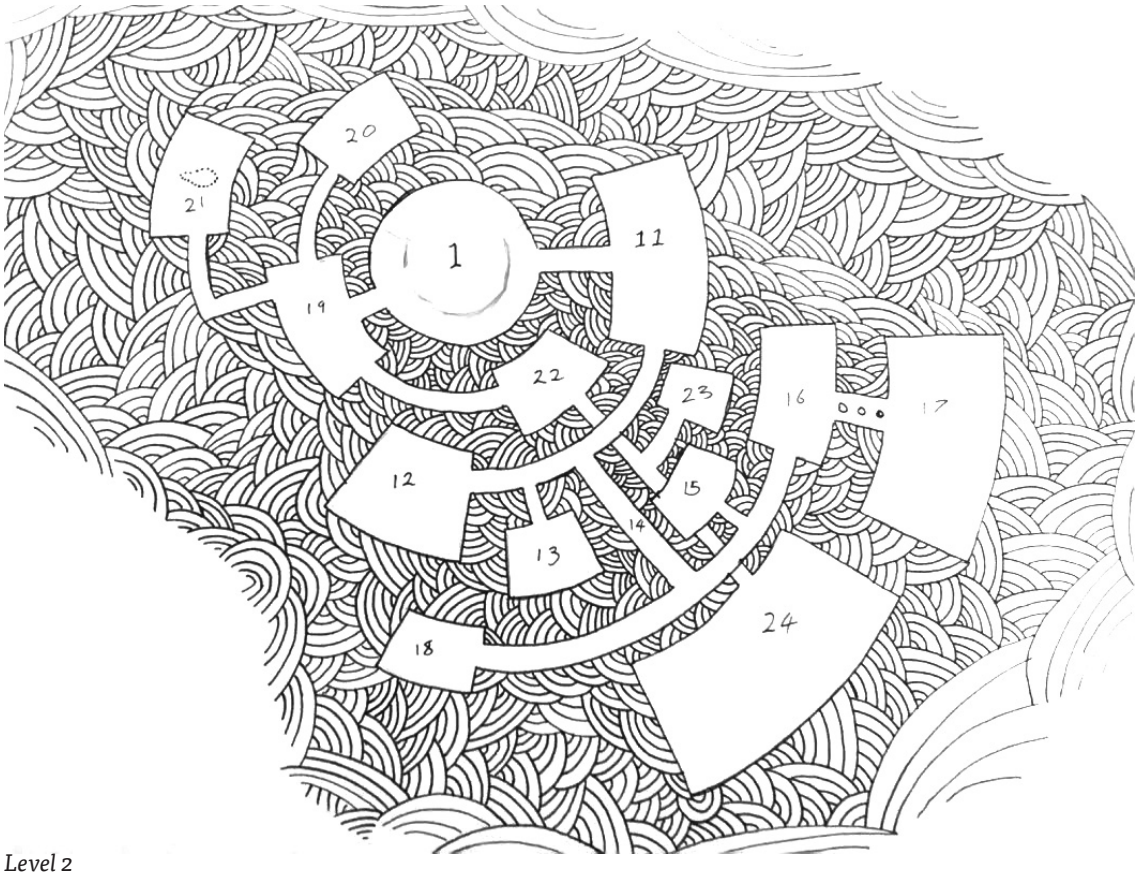
Phasrama was born out of the experiments of an ancient and terrible wizard. She is a large Phase spider, possessed of a cold, alien intelligence, and talent for magic. Thanks to her status as a unique creature, she is utterly obsessed with becoming the progenitor of a new species in her own image. When her first attempts at procreation failed to produce sentient young, she turned to other methods, delving into a variety of necromantic and transmutational magic, to attempt to preserve herself and create more of her kind.

To undertake her research, she invaded the complex of tombs to raid its forbidden knowledge and gather around herself enough force that when the time comes, she can seep across the island, claiming a homeland for her clone daughters.

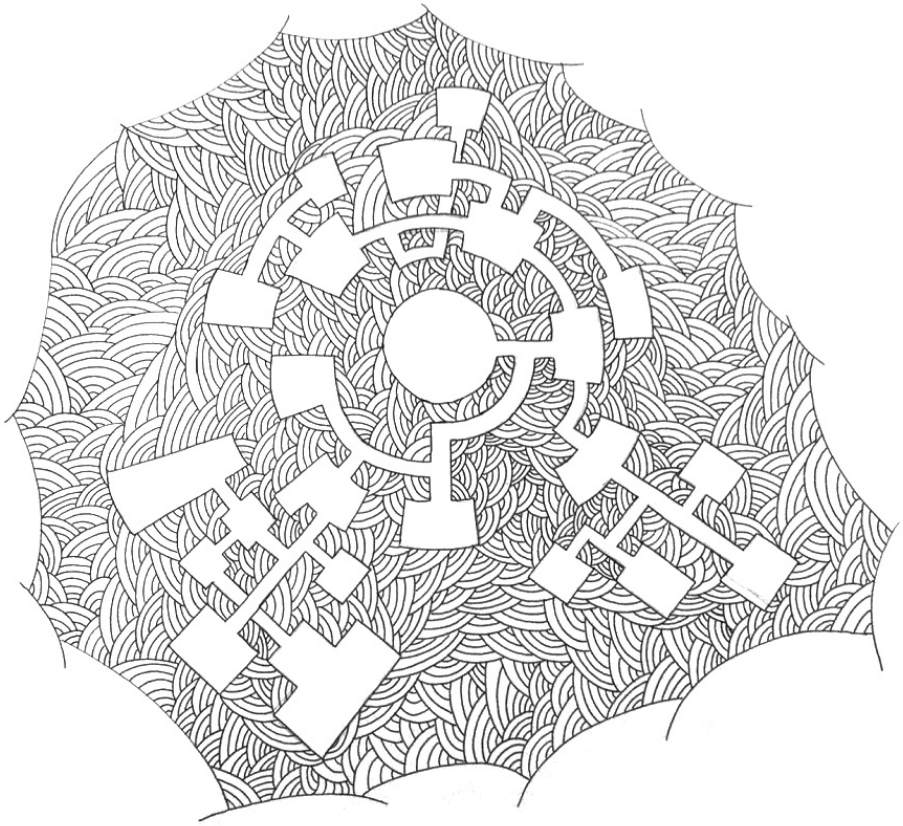
The tunnels of the Maw are home to a host of spiders and undead, but of them all, Phasrama is the most feared and terrible.



Level 1



Level 2



Level 3

Encounters in the maw

The first time a character enters a numbered encounter area during an expedition, there is a 2 in 6 chance that they will encounter one of the dangers of the Maw, roll of the encounter table below to discover what awaits them. There are two exceptions to this, first is area 1, where a pair of Caryatid Columns guard the entry to each level, and 83, where Phasrama lurks under normal circumstances.

Roll 1D4 to determine which table to roll on.

ROLL 1D4	TABLE TO ROLL ON
1	*Phasrama's Brood*
2	*Lurking undead*
3	*Cunning Traps*
4	*Strange and eerie and odd, oh my.*

Phasrama's Brood

Phasrama is accompanied by many arachnoid creatures.

ROLL 1D10	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Lurking undead

ROLL 1D10	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Cunning Traps

The maw was once host to scores of traps, many now are unreliable or sprung already, however, an unwary adventurer can still be caught of guard.

ROLL 1D10	
1	*Alarm Web: Any adventurer moving through this area has a 1 in 6 chance of triggering the alarm web. Should this occur, then Phasrama makes her way to the area as quickly as possible(2D4 turns), and starts to actively hunt the adventurers*
2	*Local Alarm: Somewhere near by, a bell starts ringing.All number encounter areas on this level of the dungeon are reset, being treated as though they have not been explored.*
3	
4	
5	
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7	
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9	
10	

Strange and eerie and odd, oh my.

ROLL 1D10	
1	
2	
3	
4	
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7	
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9	
10	

Phasrama; mother of horrors

Phasrama is a powerful and unique creature. As a phase spider, she can shift out of phase with their surroundings (so they can be attacked only be ethereal creatures), only to come back into phase later for an attack. Creatures which fall prey to her venom rise from the dead 1D4 rounds later as zombies under her control. In addition to this, she is a talented spell caster, and may cast spells as 6th level magic user.

Phasrama: HD 6+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 11; AL C; CL/XP12/2000; Special: lethal poison (+1 save or die; victims rise as zombies), dimension phasing, spell casting.

10. The Arrow Wood Goblins

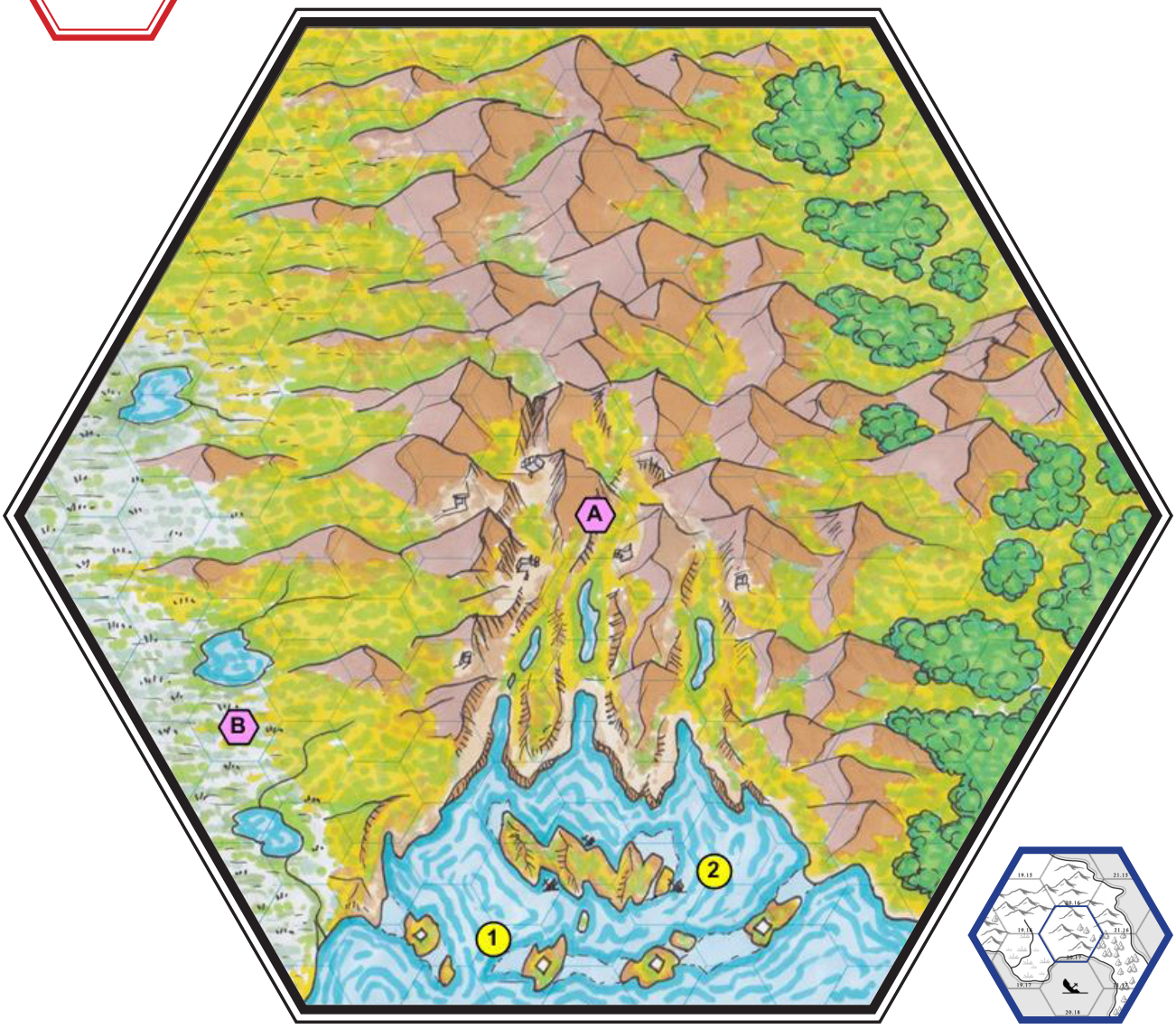
The last goblin tribe of the Wyvern Hills lives in the forest of arrow wood, a mile west of Foxbridge. The goblins range out from this stronghold, though most commonly they head south, harassing the town of Orne Tey. The tribe is made up of 200 goblins, a pack of 10 Worgs are allied with them, and the group have managed to enslave a pair of Swamp Trolls.

11. Blackscale and Widow's Curse

Blackscale and Widow's Curse are a breeding pair of adult wyverns in the southern Wyvern Hills. Blackscale is a male, just pit of adolescence, the offspring, of Longbarb and Widow's Curse. The pairs clutch of eggs is guarded at all times by at least one of the pair, but there is a 75% chance that one of the other is afield, hunting should the adventurers disturb their lair. The lair itself is filled with the bones of livestock, goblinoid and humanoids. A thorough search of the site takes two hours, to dig through the scraps of clothing, broken bones and rotting flesh. However those who stick with it recover a longsword, a Warhammer forged from black Iron, inlayed with silver filigree, which has been beaten into such a shape that the head looks like a raven's head(this warhammer can be sold for 50 gp in a large city, because of it's fine craftsmanship).There is also an assortment of coins (15 gp, 40 sp and 60 cp)

THE SUNKEN TOWERS

20.17



by Blackie Carbon , Cartography by Andrew Durston

Just offshore, on the shallow rock ledges near to the coast, stand 4 towers, in various states of ruin. These relics of the 'ancient' civilisation once served as beacons and watchtowers. Now, they show signs of being inhabited by various aquatic races.

A small, low island has been the site of many a shipwreck, vessels driven onshore by strong southerly winds. One or two of the more recent serve as rough shelters for various groups who live by scavenging the strand and a little way inland. The rock of the island is fossil-rich, and the bones of great marine creatures are exposed by storm and wave action.

In the hills of the interior are several mines and quarries, abandoned for generations. Here, a granite sill has pushed through the limestone beds, creating strong metamorphic rocks used in construction, and part-completed architectural features lie where they were left unfinished.

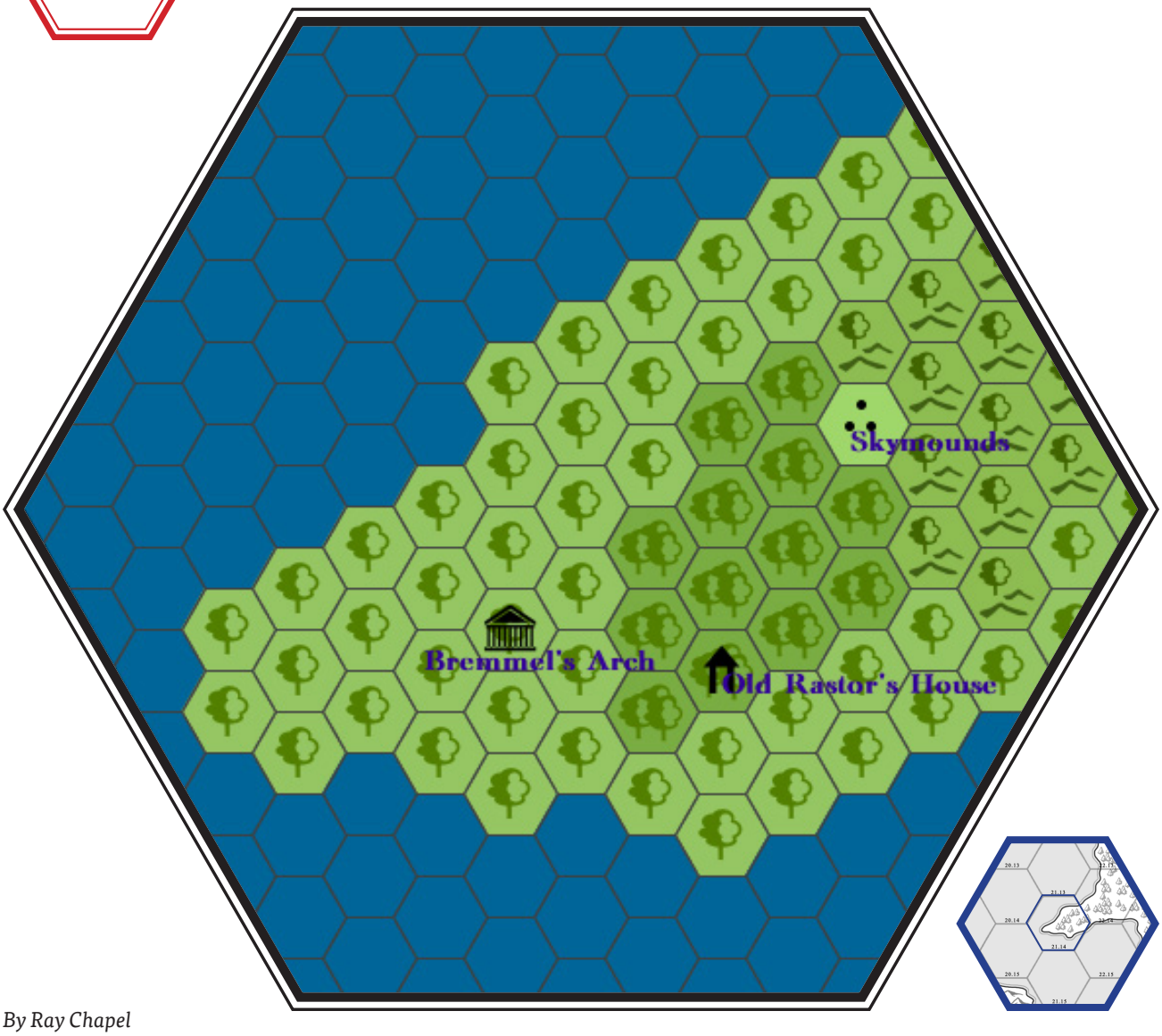
The light forests in the east of this area are home to an abundance of game animals - boar, deer,

bears and the occasional more exotic creature. From time to time, parties from the mainland arrive to hunt trophy creatures. One or two lodges have been built to furnish these hunters.

The ground to the west, bordering the swamps of 19.17, gently slopes westwards. The sparse surface waters all drain in this direction, but several large pools can be found in the foothills. These legend-haunted places are still and quiet, and attract tales of fell creatures.

HELCOTH'S REACH

21.14



By Ray Chapel

The Helcoth clan of centaurs were traditionally a far-ranging nomadic group, but in recent years they decided to make their home in the forests of the east. Interactions with outsiders never end well, for a strong legion of centaurs armed with bows and spears on the coast make it clear to passing ships that they were not welcome. Fortunately there have been no deaths so far, as the centaurs are more interested in guarding whatever lies in the forest than antagonizing their neighbors.

Of course, curiosity often overwhelms common sense, and an enterprising band of travelers made it far enough into the peninsula to spot a giant marble-white arch jutting just above the line of trees. A strange sensation of anxiety swept over the travelers, who were compelled to leave the place as soon as possible. Now they can be seen in the sailor's taverns of Tenkar's Landing, retelling their tales to eager listeners who all have their own ideas as to what the centaurs are really guarding.

Features of Note

- Helcoth's Reach
- The Skymounds
- Old Raster's House
- The Roaming Ghost
- Bremmel's Arch

Helcoth's Reach

The Helcoth centaurs have a peculiar tradition where they plant seeds of the fire shrub about the area. Bright red in color and poisonous to most living beings, fire shrub roots are notoriously resistant to being forcibly removed and can subsist on the barest of nutrients before they start to die. When they plan on departing, the Helcoths apply a secret alchemical regent to kill the shrubs so that outsiders know that they're moving to new lands.

There is another benefit to the planting of fire shrubs: the plants are unusually intelligent, possessed of a thinking mind capable of long memories and understanding abstract concepts. A spellcaster capable of conversing with plant life can learn much about the surrounding area, as the fire shrubs are all too eager to share what they know. Helcoth druids use the fire shrubs for reconnaissance and information-gathering purposes, and unwary travelers might find their position tracked down by centaurs. The fire shrubs are scattered all over the peninsula now, making it very hard to move unnoticed for long.

The Skymounds

A collection of six mounds evenly spaced about in a hexagonal pattern are located 2 miles east into the forest from the coast. Comprised of earth, gravel, and sand from the beach, the top layer covering the mounds is oddly smooth and glasslike. A skilled alchemist or glassblower would recognize the layer as actual glass, created from superheated sand evenly applied across the mounds. The trees surrounding the area have been cut down and the earth salted, leaving a significant section of surrounding land barren. When the sun rises at midday, the light reflects off the mounds and is amplified to create a tear-watering spectacle.

It is unknown who built these mounds, or their true purpose; even the Helcoth centaurs avoid the area, as their hunters and scouts report sudden feelings of pain and weakness when they approach too close. At night a cold wind blows about, with the horrible chill of winter air even in the summertime.

PC groups who linger around the Skymounds risk a cumulative 25% per hour of attracting the attention of an air elemental. The entity will fight any creatures too close to the mounds, attacking without fear or mercy until one side is dead or the trespassers flee. Attempting to damage or dig into the mounds increases the frequency to a cumulative 25% per minute.

Clerics who worship an entity of sky, wind, or similar portfolio will intuitively sense that this is a sacred place and feel the presence of being watched while within 300 feet of the Skymounds.

Old Raster's House

Raster Greenwald lived as a shipwright in Tenkar's Landing for twenty years before he had to escape the wrath of the local thieves' guild. He was not a well-liked person, having burned one too many bridges for anybody to come to him in his time of need. He fled to the forests of the east coast, living off the land in a small shack. The long months of isolation grew on him, and he craved some form of meaningful contact to avoid going insane.

While he was out digging to build a basement, he noticed a colony of rats stealing his food. At first he intended to kill them all, but he took pity on them as he noticed their ribs showing through their fur. He opted to trap the rats and domesticate them, and in no time at all they became steadfast companions.

After ten years of living in the woods, Rastor has forged such a strong bond with the rats and other woodland rodents that he can communicate with them as per the speak with animals spell. The recent arrival of the Helcoth centaurs resulted in a desperate guerilla battle between the two sides. The centaurs have the physical and numerical advantage, but Rastor knows the area better and set up hidden tunnels, traps, and treetop pulleys about the forest to outmaneuver them. Both sides have the natural world on their side, the Helcoths the fire shrubs and Rastor the rats, squirrels, and raccoons of the forest to relay information (and sabotage centaur equipment in the case of the latter).

Rastor can be a likely ally for PCs keen on infiltrating the peninsula.

The Roaming Ghost

Rastor and the Helcoths are vaguely aware of an entity in the forest capable of traveling vast distances, vanishing without a trace, and seemingly unaffected by their traps. Those who saw it report seeing a white-furred dog which can be in one place, then vanish and be in another place the next. They're all convinced that it's a ghost, for there are few creatures capable of such things in the world. The fact that it can elude the fire shrub and rodent spies without its movements being traced is particularly worrisome to the people of the peninsula.

The "roaming ghost" is nothing of the sort; in fact, it's a blink dog that particularly resents the Helcoth's intrusion into the forest (and it's not very fond of Rastor, either). The blink dog has a hunch that nothing good can come out of the arch, and is trying it's best to spread an uncertainty among the Helcoths to convince them to leave and stop expanding their presence through the forest.

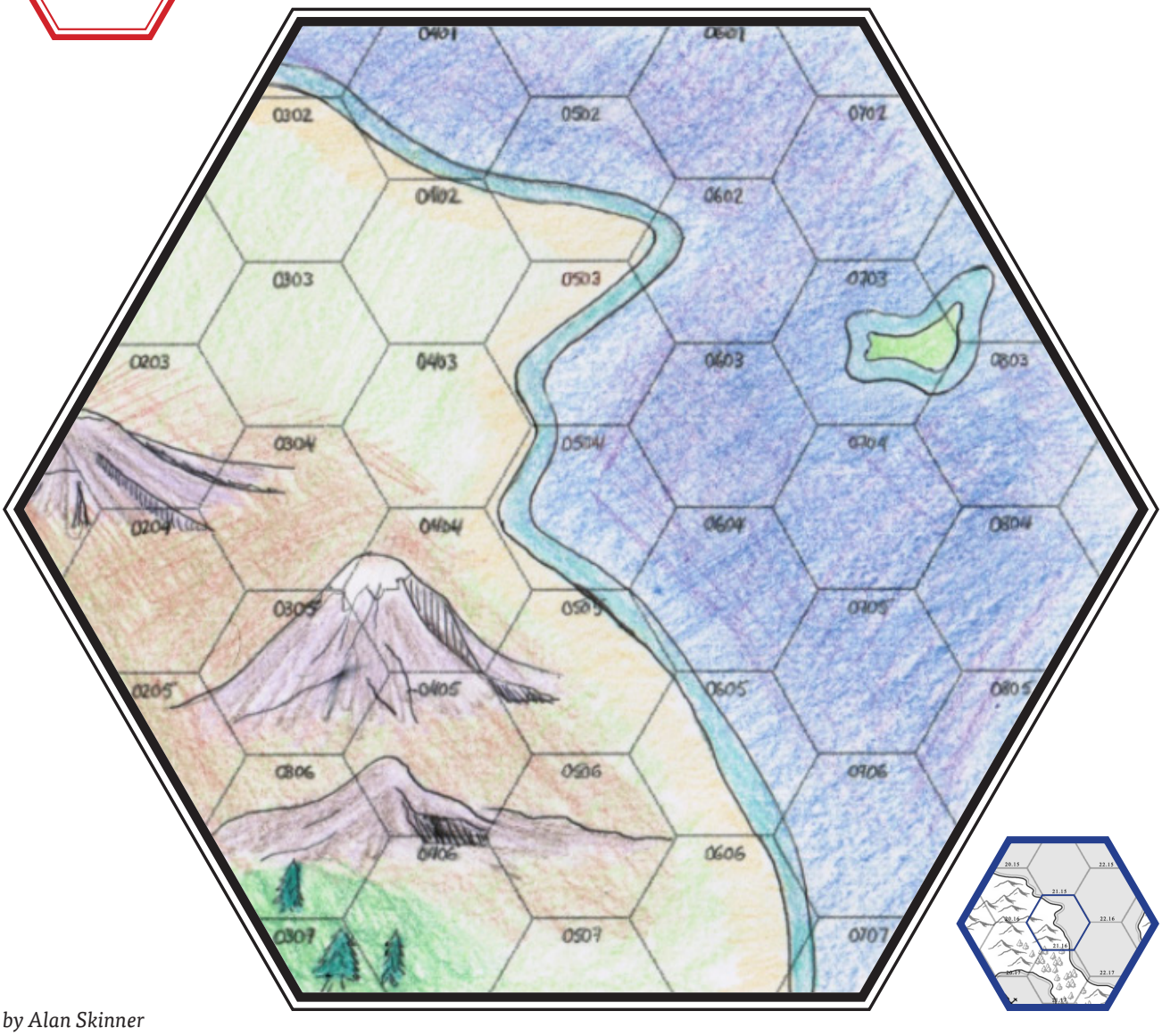
Bremmel's Arch

This large marble-white arch, rising 60 feet from the ground at its apex, is an old structure predating the Helcoth centaurs and other settlers in the region. Its foundations are quite strong, having stood the test of time and showing virtually no cracks or decay. The Helcoth presence is strongest here, a large encampment 120 centaurs strong who keep a constant presence over their immediate surroundings.

The arch is named as such by the Helcoth scout Bremmel, the first person to spot the mysterious structure. Even before they settled in the peninsula, Bremmel and the other centaurs saw visions of a marble-white arch in their dreams. As told by them, an unspoken voice compelled them to travel for days on end until they came to the peninsula and found the structure. Now that they're here, they feel that it's their sacred duty to defend the arch from all intruders and threats.

The arch seems to be self-aware, in that it can be selective with who it summons. The structure sends out a long-range enchantment spell to appear in the dreams of individuals. Planted in their minds, the people feel the need to travel at great to the arch's location, guided by the spell. Were one to dig deep enough below the arch, the skeletons and structures of previous generations of travelers can be found beneath the earth.

THE WILD STRAND



by Alan Skinner

0203: A long-abandoned wooden shack is crumbling in a rocky outcropping. Several broken barrels lie in shards nearby, their labels indicating that they once held dried apples, nuts, salt pork, and other preserved foodstuffs. All contents have been eaten by the bears now residing in area 0404. Hidden among some broken shelves inside the shack are two small barrels of strong wine, slightly sour but still drinkable.

With a bit of looking around, there are faded tracks leading to a nearby cave which has completely collapsed. Digging out the rocks, boulders and detritus reveals the crushed skeleton of an armoured dwarf adventurer, with a gold ring worth 60 gp still intact on his left hand. Investigation suggests he was crushed while attempting to leave the cave, which is completely collapsed under tons of rock.

0306: A small clan of enlightened Orcs lives in a small group of wooden huts with grass roofs here. Unlike most Orcs, these are Neutral in alignment, and only seek to be left alone. There are 5 adults - one male and four females - and 16 young orclings. They will attempt to avoid strangers, and if

forced into an encounter, they will attempt to negotiate, offering 2d4 orclings as slaves in exchange for being left in peace. Their huts contain various scraps of hides and simple tools, and a small chest with 16 gp, 45 sp, and 116 cp inside.

Orc

Hit Dice: 1
Armor Class: 6 [13]
Attacks: Spear (1d6)
Saving Throw: 17
Special: None
Move: 12
Alignment: Neutral
Challenge Level/XP: 1/15

0404: Hidden behind a stand of trees is a small grotto, home to a mother bear and her two young cubs. The grotto is ancient, and was built by the ancient peoples who first settled the island. All that remains of their work is a bas-relief carving of a golem carrying a gear on the back wall of the grotto. The wall looks scorched and slightly melted, even after untold centuries.

The mother bear will attempt to warn intruders away with stamping and growling, but will attack if provoked or if her cubs are threatened.

Bear

Hit Dice: 4+1
Armor Class: 7 [12]
Attacks: 2 Claws (1d3) and bite (1d6)
Saving Throw: 13
Special: Hug
Move: 9
Alignment: Neutrality
Challenge Level/XP: 4/120

If a bear hits with both claws, it hugs for an additional 1d8 hit points of damage.

0603:Any small boat sailing through this area will be attacked by 2d6 Glasshoppers - strange, aggressive sea-dwelling insectoid predators with transparent bodies that are almost invisible in the water.

Glasshopper

Hit Dice: 3
Armor Class: 3 [16]
Attacks: Bite (1d6)
Saving Throw: 14
Special: Transparency
Move: 18
Alignment: Neutrality
Challenge Level/XP: 2/30

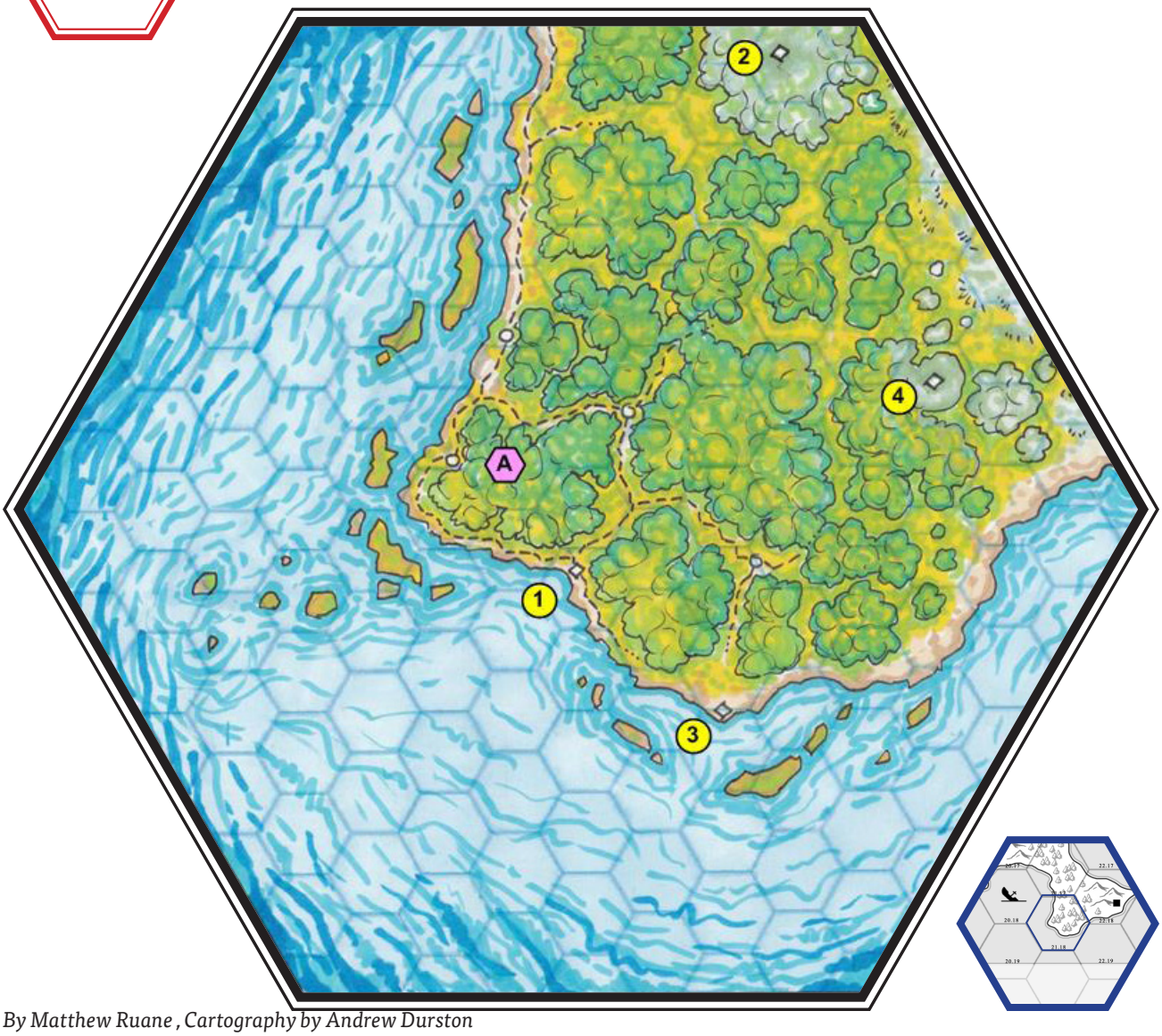
Glasshoppers can swim in water at their full movement speed. They have strange, transparent

insect-like bodies with nearly-transparent organs inside. When they are submerged in the water, they are nearly invisible, but their bodies refract light outside of water.

0703: This tiny island is well-stocked with seabirds, and is sometimes used as a refuge for pirates and smugglers. If anyone wanders around on the island, roll a d20 for each PC - on a natural 20, that PC finds a strange, rune-carved piece of amber with a rabbit's foot preserved inside. This item is a Lucky Rock. Whenever its owner rolls a natural 20 on any attack roll or saving throw while in possession of the rock, he/she may choose to "store" the lucky roll in the Lucky Rock. He/she must roll another d20 and keep the result. The Lucky Rock may only store one lucky roll at a time; if it is holding a lucky roll, the owner may choose to expend this roll before rolling an attack roll or saving roll. This allows the owner to roll twice and choose whichever result he/she prefers. If either of the dice comes up a natural "1", however, the owner mysteriously loses the Lucky Rock, which will never be seen by that person again.

THE SOUTHERN POINT

21.18



By Matthew Ruane , Cartography by Andrew Durston

Located on the southern most point, this part of Eliaean Dubh has more temperate weather than other areas to the north and west. During the winter months very little in the way of cold weather is seen or felt, and during the summer months the weather can be nearly tropical, with blue skies and blistering heat. However a steady breeze off the large bay to the west tends to moderate the worst of the temperature extremes in this area. Heavily forested, this peninsula is a mix of coniferous and hardwood trees, with cypress and pine dominating the former while magnolia, pecan hickory and birch make up much of the latter. There are the odd groves of wild citrus, particularly plum and orange, as well as fig trees from failed experiments in trying to commercialize these fruits.

The region is dominated by the small port town of Hardby. The town exists to serve the extensive lumber operations in the region, as well as a port of call for those traveling along the southern half of the island. There is a small fishing fleet here, which provides much of the protein for residents of the area. This is one of the few areas to be able to grow crops nearly year round, so there is usually a

sufficient supply of vegetables and grains, though not enough is produced to export to other places of the island.

Much of the interior is unexplored, but unlike other areas of the island, there are only a few major places of interest. However, that is not to say that life here is without excitement, especially since rumors are growing that a nearby cult is trying to restore the Chaos gods back to power in the region. For now, this is largely fearful innuendo and rumor, but the town council of Hardby has a standing call for those brave enough to enter the woods and track down the truth of the matter.

Keyed Locations on the Map:

A. **Logging Camps**: There are about three to four logging camps in existence in the woods at any given time. The logging camps cut down trees and trim them up for transport to the sawmill in Hardby. About 20 men are located in each camp, working six days a week to get in as much lumber as they can before the hot days of summer shut down work for three or four months each year.

1. **Town of Hardby**: Hardby is a fairly prosperous fishing and logging community on the dangerous southeastern coast of Eilean Dubh, with a resident population of 650 or so hardy souls.
2. **The Forgotten Shrine**: Deep in the northern woods, about 12 miles from Hardby, lies this ancient shrine to a forgotten god. Buried within its ruins is a magical artifact known simply as the Orb of Forgotten Tears.
3. **The Old Watchtower**: Located on the southern most point of the island, this Watchtower is believed to have been built by Elves many, many years ago. Ships that sail past the point report seeing mysterious lights on foggy nights coming from the holes in the walls of the watchtower. All in Hardby know the tower is haunted and they stay far away from its creepy vine covered walls.
4. **Chaos Camp**: Located in the woods far to the east of Hardby, is a gathering of bugbears under the leadership of a group of Chaos priests seeking to locate the Forgotten Shrine and restore their god back to this mortal plane. The bugbears have begun to stage attacks on logging camps, and fear is that as more of these creatures gather, they will threaten Hardby itself.

GM Information

ROLL 1D20	WANDERING MONSTER
1-2	*Giant Spider Nest (smaller) (x3)*
3-5	*Stirges (1d4)*
6	*Owlbear (1)*
7-9	*Giant Centipedes (small, lethal) (2d4)*
10-12	*Bugbear Patrol (x5)*
13-14	*Basilisk (1d2)*
15-16	*Lumber workers (1d6)*
17	*Lycanthrope, Wererat (1d4)*
18	*Giant Spider (man sized) (1)*
19	*Priests of Chaos (2)*
20	*Shambling Mound (8 HD) (1)*

Giant Centipedes (x10)

Hit Dice: 1d2 hit points
Armor Class: 9 [10]
Attacks: Bite (deals 0 damage)
Saving Throw: 18
Special: Lethal poison, +4 save
Move: 13
Alignment: Neutrality
Challenge Level/XP: 1/15

Centipede, Giant (Large, 20 ft long) (x1)

Hit Dice: 4
Armor Class: 0 [19]
Attacks: Bite (3d8 + poison)
Saving Throw: 13
Special: Lethal poison, +4 save
Move: 18
Alignment: Neutrality
Challenge Level/XP: 6/400

Stirge (x5)

Hit Dice: 1+1
Armor Class: 7 [12]
Attacks: "Sting" (1d3 + blood drain)
Saving Throw: 17
Special: Drain blood 1d4/round,+2 bonus to hit
Move: 3/18 (when flying)
Alignment: Neutrality
Challenge Level/XP: 1/15

The Old Watchtower

~Banshee (x1)

Hit Dice: 7
Armor Class: 0 [19]
Attacks: Claw (1d8)
Saving Throw: 9
Special: See below
Move: 6
Alignment: Chaos
Challenge Level/XP: 11/1700

Chaos Camp

~Bugbears and Priests of Chaos
Bugbears (x20)
Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: Bite (2d4) or by weapon
Saving Throw: 14
Special: Surprise opponents on a 1–3
Move: 9
Alignment: Chaos
Challenge Level/XP: 4/120

Worg (x5)

Hit Dice: 4
Armor Class: 6 [13]
Attacks: Bite (1d6+1)
Saving Throw: 13
Special: None
Move: 18
Alignment: Chaos
Challenge Level/XP: 4/120

Priests of Chaos (x5)

Five Priests: 1 5th level, 2x3rd level, 2x1st level

The Logging Camp

~ Lumber workers (x20)
Human, Normal
Hit Dice: 1d6
Armor Class: 9 [10]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: B/10

Town of Hardby

Population: Approximately 650

Hardby is a fairly prosperous fishing and logging community on the dangerous southeastern coast of Eilean Dubh, better known as Black Isle. Hardby has been settled for nearly 50 years, growing in size as the conflict has closed off formal trade between the island and the mainland. The merchants and the small fishing fleet based in Hardby have made a lucrative living fulfilling the trade needs of those cut off from Tenkar's Landing. Technically under the watchful eye of the authorities in Tenkar's Landing, the Town Council of Hardby is largely left on its own as long as the residents pay their share of taxes on time and in full.

The town's wooden walls have largely been rebuilt in the last few years from fresh cut timber from the nearby woods. The streets are covered in crushed seashells and the buildings have peaked roofs and overhanging upper stories. Invasive vines festoon many of the buildings as well as the town walls themselves. The woods far beyond the town walls are subject to occasional raids by what the locals call "the Chaos Hordes," dangerous for all but the extremely foolhardy. However, since Hardby is protectively nestled along the isolated coast of the Bay of Agony and washed by the turbulent waters of the Grey Sea, the town itself has largely escaped the devastation that has torn apart the lands beyond its direct control and influence.

Since Hardby is in a dangerous region and subject to occasional raids, some of the rules that govern the wearing and display of weapons and armor in public are loosened. However, wearing any armor heavier that Ringmail armor in public is forbidden except for the Town Watch, and many residents will look askance at anyone wearing armor heavier than Leather. Carrying sheathed weapons in the streets of Hardby is legal, but drawing weapons is punishable by a fine of 25 silver pieces for the first offense, and possible imprisonment for the worst cases. The Town Watch also makes sure all edged weapons larger than eating knives are peace-bonded to their sheathes or scabbards at all times. Even bludgeoning weapons are peace-bonded, though the mark is largely symbolic. Weapons found without a proper peace-bond are subject to a 25 silver piece fine for each weapon not bonded. The Town Watch does sell licenses to residents who employee bodyguards or for adventurers so that they may carry unbound weapons, but these licenses are rare and expensive (running about 50 gold pieces per year).

Hardby is also the home to a small fishing fleet, numbering about a half dozen vessels. They ply the waters of the Bay of Agony for the abundant fish, but that do have to keep an eye out for pirates and sea creatures. Numerous wrecks fill the bay to the west (Hex 20.18), and most fishermen avoid the area despite the teeming schools of fish. Twice a year, the harbor is visited by specially constructed lumber vessels, taking the year's bounty from the logging operations on the wooden peninsula to market elsewhere. During those periods, the town's population can increase by as many as 200 additional residents.

Town Districts: Dock District, North End and Trade Town

Dock District: Consisting of wharves, three loud taverns, a flophouse, two houses of ill repute, a tattoo parlor, an herbalist and other businesses catering to visiting sailors, loggers and visitors. The area is well patrolled by the Town Watch, and the four lumber warehouses are kept safe by hired and armed guards. Each evening, the streets are lit by torchbearers from the Town Watch, with huge iron braziers set on each major street corner. Light from these burning braziers dispels some of the gloom, but not all of it, leaving the area the most dangerous part of town for the unwary and foolish. The cost of the wood is paid for out of a tax on all Dock District businesses and residents, something the residents are trying to get diminished.

North End: Also known as the High Chapel District, this is the center of town government, with a small wooden Temple dedicated to all the gods nestled amidst homes for the wealthier residents, all

protected by the city walls. The area is lit in a manner similar to the Dock District, but there are more braziers than by the waterfront. Private armed guards protect the property of their wealthy employers from theft and damage. Many former Town Watchmen find lucrative posts in these wealthy households. Behind the elegant facades, numerous individuals hold dark and/or mysterious secrets that are simmering away while awaiting the right moment to put these plans into motion.

Trade Town: Located largely inside the town walls at the southern end of Hardby, this is the source of much of the community's wealth. Permanent shops are nestled together on narrow lanes, but there is also a huge open-air bazaar that takes up a good portion of the land outside the walls. Ship captains and merchants sell goods from all over, and once a month, there is a slave market that takes place as well. While slavery is technically illegal, there are many areas where it is perfectly legal. Never let it be said that the merchants of Hardby would pass up an opportunity to become wealthy. The Town Watch makes its presence known on these days, to ensure that all goes well and without disruptions from any source.

Outside the Walls: Several large farms lay outside the town walls, growing crops of wheat, pumpkin, okra and squash, and also raising chickens, goats and rabbits. There are also the old public baths on the western edge of the town, still maintained for public use. A number of homes and small businesses have grown up on the land around the baths. The baths are hundreds of years old, fed by salt water from underground cisterns, and the interior walls are decorated with mosaics of scenes from the ancient past. Fees are modest. Occasionally a scholar from Tenkar's Landing comes to see and study this ancient building, but then leaves just as perplexed as when they arrived.

Major Buildings

1.) Benei's Bounty: A sturdy inn decorated with painted images of farm produce on the walls of the common room. This is a well-respected inn with 10 rooms run by Mistress Benei, a former priestess of the agricultural goddess (Clr 6). She took over the tavern from the previous owner ten years ago, leaving the décor as she found it, only changing the name from the Burnt Harvest. The inn is popular with many of the merchants and wealthier townsfolk, and the food is highly spiced but delicious. The inn is known for its hospitality, comfortable rooms, and its unique cuisine.

Mistress Benei: She is 38 years old, a matronly woman with brown hair and eyes, who still has the appearance of a kind hearted former priestess. She is a skilled healer and herbalist, taking care of the sick and poor in Hardby. She also communes with her goddess on a weekly basis, maintaining a small shrine in her room.

2.) Trade Council Offices: This is the location of the governing Trade Council for Hardby. The council consists of 7 members, six merchants and a judge appointed by officials in Tenkar's Landing. The council oversees all land within 15 miles of the town. They also oversee the Town Watch and the collection of taxes. Judge Berrek was appointed to represent Tenkar's Landing in Hardby three years ago, along with Master Basil Nemick. Berrek is close to retirement, nearing 65 years of age, but still a shrewd diplomat and a legal scholar of some importance. Nemick was sent to try and maintain closer relations with Tenkar's Landing and keep them informed of trouble in the region. Berrek leaves Nemick to manage the council members who are often in conflict over the most minor of matters.

Council Members

Arac Lionel, Logging Representative: He is 35, scholarly looking, favoring practical clothes. He wears glasses and dark brown clothing. He has ink stained fingers that tap when he thinks.

Lady Evangela, Owner of the Gilded Lily Brothel: See entry #10 below.

Master Haldare, Merchant Representative: An older gentleman, nearly 60, he walks with a limp. His hands are stained yellow and covered with scars from a lifetime of using chemicals and acids. He

works as a goldsmith and silversmith in town.

Master Xanthis, Union of Wharfmen Representative: Big and strong like his fellow dock workers, Xanthis, aged 41, speaks slowly though he is not uneducated. He thinks before he talks and is usually the Council's voice of reason.

Danso Bato, Fishermen Representative: Thin but whipcord strong, this 28-year old Journeyman is the youngest member of the council. He always smells faintly of leather. He is the most outspoken member of the Council.

Basil Nemick, Special Representative from Tenkar's Landing: Tall, aristocratic, the 32-year old Basil was trained as legal scholar in Nessalia. He works well with Judge Berrek and is expected to take over his position one day.

3.) The Scepter & Chalice: This inn is quite popular with loggers and sailors living or working in Trade Town. Large and prosperous, the inn has nearly 20 rooms and brews its own ales, including a pale ale called Whitestone's Best and a dark porter called Black Chalice. Run by a former Town Watchman, *Tor Whitestone* (Human Ftr 3), who is approaching 50 years of age, the tavern and inn are also popular with off duty members of the Town Watch. The tavern is named after two battered relics discovered aboard a sinking Chaos raider galley by the young sailor nearly 25 years ago. The verdigris colored bronze scepter, minus gems at either end is placed in a glass case behind the bar. Next to the scepter is a fire blackened silver chalice that is also missing its gems.

4.) Sign of the Tarnished Idol: This is a dockside tavern, popular with sailors and adventurers looking for a good time regardless of the cost. Run by a foul mouthed, bad tempered woman named Jutta, this sleazy bar gets its name from a tarnished three foot high green stone idol set in a niche behind the bar. At midnight every evening, all patrons are required to a lift a toast to the idol and the bouncers eject those who do not.

Jutta: This heavyset and quite unattractive woman (she is a ½ Orc) has run the bar for as long as anyone can remember. Heavily muscled under the fat (STR 17), she acts as her own bouncer, when necessary. Some say she also possesses several dark spells she learned to cast when she originally found the green idol.

6.) Basilica (Courthouse) & Town Watch Station: This is the court house as well as the barracks and jail for the Hardby Watch, consisting of 20 constables and their commander, Captain Bojan Fellspike. The station is used by the Town Watch as their headquarters where usually with half their number are resting or off-duty at any time. A jail with a half-dozen cells is built into the sub-basement of the building. The Basilica is the personal domain of the appointed representative of the Council of Eight, Judge Berrek and his two law clerks.

Captain Bojan Fellspike: Fellspike (Human Ftr 5) is as corrupt as they come. Greasy and slimy to a fault, he abuses his power and is known as an extortionist and blackmailer. He has surrounded himself with several trusted officers in the watch, promoting his flunkies and transferring many of the malcontents to *Sergeant Jett Thorton* (Ftr 3), one of the few upstanding members of the Town Watch.

7.) Open Air Bazaar: Filled with colorful tents, awnings and stalls, the bazaar is filled with businesses from visiting merchants as well as from locals who cannot afford a more permanent establishment. The stalls are rented by the day, week or month, by the Trade Council with fees beginning at 1 silver piece per day. Markets are held everyday of the week but Sundays. Legal and illegal items are on sale, and the type of merchandise varies greatly depending on what ships have arrived in town lately. One area of the bazaar is reserved for local farmers, who pay a nominal 5 copper pieces per day to rent their stalls. Once a month, a slave auction is held in town, with slavers present from all over the Western Kingdoms bringing their wares to sell to outsiders. The locals look down at the

slave market, but the extra commerce it brings to the town is hard to turn away.

Blind Jacob: A fruit seller in the Bazaar. He is completely blind but his fruits are of the best quality. He has a number of contacts throughout the town. He also employs a small number of urchins as his spies, and the information they gather is used to blackmail important member of the community.

Haakon Sweettooth: A sweets vendor in the bazaar, he is popular with the vendors as well as the buyers. No one would ever hurt Haakon for risk of being banned from the bazaar and shunned by most of the merchant community. He is well liked by the children and his concoctions are some of the best sweets anywhere on Eliaean Dubh. Unknown to anyone in Hardby, Haakon is a former paladin (Human Pal 8) who was feebleminded during an attack on Chaos raiders many, many years ago.

Shirike the Changer: One of the better-known moneylenders, pawnbrokers and fences in the Bazaar, he is enormously fat, constantly sweating in his dapper white clothing. He is a good friend with Hardby's Watch commanding officer, Captain Fellspike.

8.) The Shackled Tempest: This tavern is popular with many residents of Trade Town, especially during meal times with those who work and shop in the Open Air Bazaar, just across the road. The owner of the tavern, a retired adventurer named Symon (Human Ftr 2/Thief 2), sells low cost but good quality meals to the numerous patrons who frequent his establishment on a daily basis. A favorite are his highly spiced goat-meat pies along with a pint of Troll Blood porter. The tavern also has four rooms but they are all rented out, usually months in advance. Space, however, is available nightly in the large second floor common room or before the fire in the main room of the tavern.

9.) Public Baths: Perhaps the oldest structure in Hardby besides the remaining portions of the town walls, the Public Baths are at least 200 years old, built from designs once common in the Bright Empire. The baths alternate days, with men having use of the baths three days of the week, women on the other three days of the week, and communal facilities on the seventh day. The baths consist of three large saltwater pools: the cold water Frigidarium, the warm water Tepidarium, and the steaming hot Calderium. As in a Japanese bathhouse, there is actually a separate room for washing (which must be done before entering the swimming pool sized baths) while the baths themselves are for soaking and relaxing muscles. A nominal entrance fee of 3 copper pieces is asked of all adults, 1 copper piece for children and the Trade Council oversees maintenance and upkeep of the baths.

10.) Gilded Lily Brothel: The only true brothel in the town, the Gilded Lily is a busy establishment, especially with visiting sailors, loggers and merchants. A woman named Lady Evangela (Cleric 6/Assassin 3), apparently in her mid 20s, runs the brothel. She is allegedly the illegitimate daughter of one of the powerful members of the Council of Tenkar's Landing. Beautiful with an Asian cast to her features, she is both decadent and a shrewd businesswoman. Evangela is also a member of the Trade Council of Hardby, her business important enough to secure her a voice on the council. While outwardly a member of the Temple of Law, she is secretly a worshipper of the Chaos God of Pleasure and Decadence. Occult gatherings and ceremonies are held during the full moon in a secret shrine located in the sub-basement of the brothel.

Other and Often Odd Residents of Hardby

1. Maddawc, the Cat from Ulthar: A small tabby, this talking cat is from the Dreamland's city of Ulthar. He has been trapped here for over 25 years. A spell cast by his friend, Renthe the Archmagus went awry leaving the cat trapped here in Hardby. He has been prowling the streets of Hardby, looking for someone powerful enough to open a portal and send him home. He is a wizard (lvl 2) but of limited power, able to cast just a handful of spells. Use physical stats for a common housecat, but able to speak and with INT 17 and WIS 13.

2. Burrowgrim: The first Badger-Kin resident of Hardby. He is three feet tall, but weighs over 100 lbs., with dark brown fur and razor sharp claws on his feet and paws. Shaped like a humanoid

Badger, he is the result of a failed experiment by a cruel sorceress to create a loyal and trustworthy animal familiar. Burrowgrim knows he is not that smart, but he is loyal to any who offer him help or friendship. He wears torn leather pants and a bright orange vest. He is hiding along the docks having escaped from sorceress nearly six months ago when she decided to get rid of her "assistant". He knows that at least a dozen others of his kind were created before the experiments were halted. Burrowgrim, however, has no idea where they have gone off too.

Thief 3, HP 16
Stats: STR 13, CON 11, DEX 21, INT 5, WIS 5, CHA 8
Weapons: Bite Damage: 1d4+1; Claw Damage: 1d4; Rip Damage 2d4.
Armor: Natural hide equal to Leather
Skills: Burrow, Hide, Move Quietly, Scent/Taste, Track

3. Mizraith the Mighty: He is one of the most powerful mages in Hardby (Human M-U 9). He is an old man who rarely ventures from his home in the North End of Hardby. He is considered amoral by society's standards and has a fierce rivalry with a sorceress in Tenkar's Landing. Mizraith depends on long, semi-permanent spells that he maintains by tapping the power of his apprentices. He has three sons who have long since left Hardby to find their fortunes in the world. He has two young apprentices, Darius (M-U 1) and a ½ Elf called Lathos (M-U 2) who work in his laboratory while slowly having their life essence drained to power his spells.

Mizraith the Mighty
Stats: STR 08, CON 08, DEX 11, INT 18, WIS 16, CHA 09, HP 24.
Weapons: Magical Crystal Staff +3, Damage: 1d8+3
Armor: Magical Amulet (Amulet of the Abyss, equal to AC 3)
Equipment: Dark Blue robes with arcane symbols, thick grimoire with over 20 spells and potion formulas

4. Captain Lancel: He is a 41-year-old former mercenary (Human Fighter 5) who has served with an assortment of adventuring companies throughout the west. His last post was as the Captain of the Grey Riders, a small mounted mercenary unit serving across Eilean Dubh. He retired to Hardby with his young bride, the 20-year-old Jaritza (Elf Druid 1). Lancel writes his memoirs and enjoys his youthful and quite stunningly beautiful bride. He will not go out adventuring, though he will provide advice to any Lawful group that requests it.

Outside Hardby

The Forgotten Shrine

Deep in the northern woods, about 12 miles from Hardby, lies this ancient shrine to a forgotten god. Buried within its ruins is a magical artifact known simply as the Orb of Forgotten Tears. The ruins of the shrine will detect both as magical and chaotic/evil. However, no form of teleportation or dimension door spell will work within the shrine itself. (Note the GM can decide which Chaotic or Evil god best fits their campaign for this shrine).

The shrine is about a mile inland from the nearest travelled logging path. A dark forested path goes through a vast, overgrown garden of herbs, wild plants and other assorted flowers and small trees. The garden was once broken up into small 20'x20' plots and larger 100'x100' plots, but only if anyone spends time cutting back some of the wild vegetation will they see the old stonewalls that once separated the plots. The top of the shrine can be seen from the logging path only in the winter, because during other times of the year the leaf canopy is too dense to see through.

The shrine was once four stories tall, over 80' in height, though today, only 45' of the shrine remains

above ground. Striges will attack anyone who enters the above ground portion of the shrine.

Two underground levels are mostly intact, though rubble filled, and can be located by anyone traveling inside the ruins and defeating the Stirges. Under some rubble will be seen a stone staircase leading down into the damp darkness. The first level consists of four rooms and a staircase, and the entire area is overrun with giant centipedes, approximately three per room. Clockwise from the north, the rooms were: a storeroom, the well room, stone stairs, a storeroom, and room containing a warded summoning circle. All are filled with refuse and collapsed masonry, though the staircase is passable with care (1/4 normal movement or risk falling and taking damage). The storerooms' barrels and crates contain nothing of value. Inside the second storeroom however, beneath a moldy pile of cloth, is a leather-wrapped Magic-User's spell book with 1d4 random first and 1d3 random second level spells. The well room no longer has a bucket or winch, but the water at the bottom of the 30' well is still clear and sweet. The summoning circle could be repaired with 500 gp of crushed gems, but it would take 1d3 months of hard labor to clear out the rubble that has collapsed from above.

The second level consists of a single large room, with a massive centipede guarding the slightly glowing Orb of Forgotten Tears, resting on a single pedestal in the room. Once the Giant Centipede is defeated, the orb can be taken from the pedestal. All within the room will see a sudden bright light and they will vanish from sight from anyone standing outside the room. If they vanish, see below.

Orb of Forgotten Tears

As the ancient circle flares up around you in the sub-basement of the abandoned shrine, you quickly feel the arcane energies build to a peak in no more than a single round. For each adventurer caught in the field of arcane energy, read the following:

Something is amplifying the energy, and for a brief moment, you feel an otherworldly presence among you, then nothing. Nothing at all...none of the rest of the party who may have been standing outside the room nor those standing beside you. There is nothing but a featureless gray surface, with a lighter grey sky above. Nothing is around you but you and the items you had on you at the time you touched the orb. It is neither hot nor cold, and there are no sounds or smells but from your own breathing. There is nothing on the horizon, in fact, there appears to be no horizon at all.

Suddenly, a bright light appears in the sky above you, moving down towards you, and you hear sounds: soft sounds of muttering in a million different tongues. The bright light gets bluish white, almost too painful to look at before it explodes into millions of floating particles in the sky. These motes of light surround you, and seem to spark at your exploratory touch. The voices are crying, the soft sound of a million or more alien voices crying tearlessly.

Then, one of the mote stops and flares in front of you. It forms the outline of a being of the same race as you, speaking to you in your racial tongue or native dialect.

It asks a single question:

What is your greatest sadness?

It makes a single demand:

Share that emotion and shed your tears.

What do you do?

If the adventurers do as they are asked, they will be filled with a wave of intense emotion. They will be cleansed of any wounds, poisons, illnesses or diseases, all curses will be ended, and they will

eventually be returned to the room unharmed. If they do not do as they are asked, the light will dim and the motes will surround them, tormenting them with their own sadness and fears. Players must make a Save versus Turned to Stone. If they succeed with the save, they will be violently cast from this other plane and take 1d8+1 points of damage. If they fail the save, they will be inflicted with a mental illness equivalent to melancholy, suffering a loss of 1 point each of INT and WIS for 1 year. They will then be returned to their companions.

Once used, the orb will remain on the other plane of existence for one year, before it will return back to the pedestal in the basement of the shrine.

Creatures Encountered in the Forgotten Shrine

~Giant Centipedes (x12)

Hit Dice: 1d2 hit points
Armor Class: 9 [10]
Attacks: Bite (deals 0 damage)
Saving Throw: 18
Special: Lethal poison, +4 save
Move: 13
Alignment: Neutrality
Challenge Level/XP: 1/15

~Centipede, Giant (Large, 20 ft long) (x1)

Hit Dice: 4
Armor Class: 0 [19]
Attacks: Bite (3d8 + poison)
Saving Throw: 13
Special: Lethal poison, +4 save
Move: 18
Alignment: Neutrality
Challenge Level/XP: 6/400

~Stirge (x5)

Hit Dice: 1+1
Armor Class: 7 [12]
Attacks: "Sting" (1d3 + blood drain)
Saving Throw: 17
Special: Drain blood 1d4/round,+2 bonus to hit
Move: 3/18 (when flying)
Alignment: Neutrality
Challenge Level/XP: 1/15

The Old Watchtower

Located on the southern most point of the island, this Watchtower is believed to have been built by Elves many, many years ago. Ships that sail past the point report seeing mysterious lights on foggy nights coming from the holes in the walls of the watchtower. All in Hardby know the tower is haunted and they stay far away from its creepy vine covered walls. The tower is haunted by spirit of Janeska, the Golden Witch (MU 7) who has since become a Banshee.

On the second floor of the watchtower there is an old painting of Janeska, covered in a thick magi-

cal cloth to protect the delicate work beneath. In the painting, Janeska is depicted as wearing an elaborate and decadently cut orange-red robes with jewelry around her neck and waist. She is also wearing an elaborate gold hairpiece in her upswept hair, with small coins dangling from delicate chains along the edges of the hairpiece. Janeska also appears to be carrying a sacrificial dagger at her waist and a carved wooden staff with arcane sigils in her left hand. Janeska was killed by Mizraith the Mighty over 50 years ago, but she still believes she has a greater destiny to find something called the "Staff of Arcane Insight" which she believes is located somewhere (with a vague wave) "to the South." If the players can find this staff (which is beyond the scope of this entry), they can send Janeska to her proper death. If the players refuse to help her or attack, she will fight back as best she can.

Her treasure is hidden on the first floor of the watchtower, behind a false opening at the back of the large fireplace.

~Banshee (x1)

Hit Dice: 7
Armor Class: 0 [19]
Attacks: Claw (1d8)
Saving Throw: 9
Special: See below
Move: 6
Alignment: Chaos
Challenge Level/XP: 11/1700
Treasure: Jewelry worth 1,250 gold pieces; Hairpiece worth 2,000 gold pieces; Dagger +1/ +2 versus Undead; Staff of Power (18 charges)

Logging Camps

There are about three to four logging camps in existence in the woods at any given time. The logging camps cut down trees and trim them up for transport to the sawmill in Hardby. About 20 men are located in each camp, working six days a week to get in as much lumber as they can before the hot days of summer shut down work for three or four months each year. The lumberjacks live in four-man tents, while the foreman lives in a portable wood and canvas hut. They have the equivalent of Leather armor when they are working in the woods, and are armed with hand axes, daggers, and logging axes (equivalent to battle axes).

~ Lumber workers (x20)

Human, Normal
Hit Dice: 1d6
Armor Class: 9 [10]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: B/10

Chaos Camp

Located in the woods far to the east of Hardby, is a gathering of bugbears under the leadership of a group of Chaos priests seeking to locate the Forgotten Shrine and restore their god back to this mortal plane. The bugbears have begun to stage attacks on logging camps, and fear is that as more of these creatures gather, they will threaten Hardby itself. The Priests of Chaos have come from the mainland to the north and are in search of the Orb of Forgotten Tears, as well as the shrine to their forgotten god. They have allied themselves to the Bugbears who are the most numerous bestial creatures in the region.

~Bugbears

Bugbears (x20)
Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: Bite (2d4) or by weapon
Saving Throw: 14
Special: Surprise opponents on a
1–3
Move: 9
Alignment: Chaos
Challenge Level/XP: 4/120

~Gorot, Bugbear Leader

Bugbear stats plus 3 levels of Fighter
Hit Dice: 6+1
Armor Class: 3 [16]
Attacks: Bite (2d4) or by weapon (Bastard Sword +2, 1d8+4)
Saving Throw: 12
Special: Surprise opponents on a
1–3
Move: 9
Alignment: Chaos
Challenge Level/XP: 7/600

~Worg (x5)

Hit Dice: 4
Armor Class: 6 [13]
Attacks: Bite (1d6+1)
Saving Throw: 13
Special: None
Move: 18
Alignment: Chaos
Challenge Level/XP: 4/120

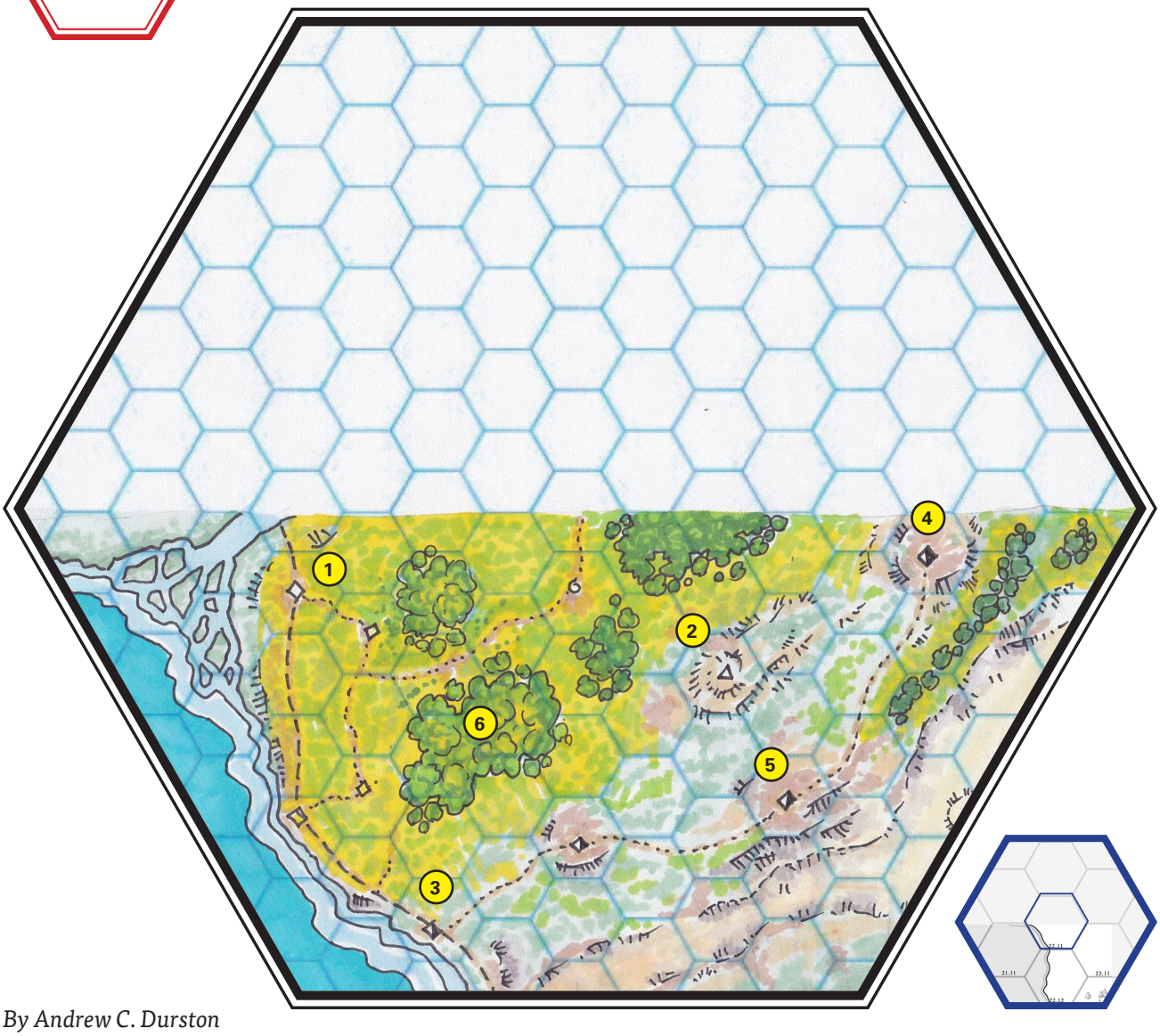
~Priests of Chaos (x5)

Five Priests: 1 5th level, 2x3rd level, 2x1st level

The leader of the Chaos Priests is named Vehdred (Clr 5) who has a Wand of Detect Magic (30 charges) and a Mace +3, but also allows to caste Mirror Image 3x/day and Haste 1x/day.

THE VALE AND THE WATCH

22.11



By Andrew C. Durston

Introduction

Between the wide and sluggish river that drains the Moortadale Lake (Hex 24.10) into the sea, and the Scalemire to the south (Hex 22.12), lies a narrow stretch of arable land. The farms and small villages of this small vale (perhaps 10 square miles at the most) are protected from the dangers of the Scalemire and the mysteries of the Dome (Hex 23.11) by a low ridge with a dry wash to the south. Upon the ridge the local Rangers built the Mileforts to protect the vale. That line was nicknamed the Southern Watch.

History

The vale was settled by farmers following the coast from further west many years ago. They slogged through the delta of the Moorta River until a ford was found midway to the lake. However,

permanent settlements could not be sustained, due to raids from the surrounding lands, until the Rangers arrived several decades later. Following the low ridge, at the south of the Vale, the Rangers blazed a trail, building small strong stone keeps every mile or so.

Geography

The land between the Moorta River and the Scalemire is an arable mix of open plains and small woods. The southern edge is bordered by a dry wash, over looked by a low rise. The delta of the Moorta River is marshy but not very large and can be forded about a mile inland from the sea.

Places of Interest:

1. **Gelfund** - Largest town of the Vale, population: 127, it is surrounded by a full palisade of imported ironwood.
2. **The Old Circle** - A mile north of the Watch road is a low rise upon which is a circle of ancient stones. When the moon is full, faerie fire lights the stones. The stones radiate magicks similar to those of the Sitheil Grove to the southeast (Hex 23.12 location 1) but to a lesser degree. Although standing for ages unknown, several of the small stones were toppled when the Blue Dome appeared (Hex 23.11)
3. **Coast Watch** - the first of the Mileforts was built by the sea on the ruins of a small village named Coastvale.
4. **Tall Watch** - The highest Milefort is the easternmost of the chain
5. **Dome Watch** - The third Milefort overlooks the huge blue-ish Dome to the south and east (Hex 23.11)
6. **Grande Woode Bandit Lair** - In the deepest part of the Grande Woode is the hideout of a small group of bandits who appear to spend most of their time avoiding the Rangers rather than stealing from the locals.

Gelfund

Largest town of the Vale, population: 127, it is surrounded by a full palisade of imported ironwood.

1. Palisade & Gates - Well armed guards will usually be on duty about the open doors.
2. Guest/Farmer Huts - Quarters for locals fleeing to the safety of Gelfund during raids by local marauders.
3. Ostler
4. The Highlands Inn
5. Town Hall
6. The Tower - Three story building with a lookout at the top
7. McAdams General Store
8. Weapon & armor smith
9. Smithy
10. Cart and Horse Trader
11. Leatherworker
12. Bakery
13. Tavern
14. Chapel - A small shrine sits in the garden out back
15. Guard House - the garrison is 20 rangers with a leader, her second and 3 watches of 6. They

are supported by a dozen village guards, organized by McAdams (see NPCs), who watch the gates.

16. Theatre/Great Hall - Used for town events and for performances by passing bards and troupes of players
17. Brothel
18. Orphanage and School
19. Warrior Training school - Established by an old mercenary to train the local youths (and McAdams' town guard)
20. Road Less Traveled Inn

Gelfund



21. Money-changer/Pawnshop
22. Home of the Village Elder

The Old Circle

A mile north of the Watch road is a low rise upon which is a circle of ancient stones. When the moon is full, faerie fire lights the stones. The stones radiate magicks similar to those of the Sitheil Grove to the southeast (Hex 23.12 location 1) but to a lesser degree. Although standing for ages unknown, several of the small stones were toppled when the Blue Dome appeared (Hex 23.11)

Coast Watch

The first of the Mileforts was built by the sea on the ruins of a small village named Coastvale.

Tall Watch

The highest Milefort is the easternmost of the chain

Dome Watch

The third Milefort overlooks the huge blue-ish Dome to the south and east (Hex 23.11)

Grande Woode Bandit Lair

In the deepest part of the Grande Woode is the hideout of a small group of bandits who appear to spend most of their time avoiding the Rangers rather than stealing from the locals.

Encounter Tables

The following encounter tables may be used for the different regions of the Vale and the Watch.

Author Note: In order to allow for flexibility and scaling for the power-level of a campaign, NPC levels are given in generic categories, specifically (from lowest level to highest):

- **Ordinary Folk (OF)** - the bulk of the population
- **Important Folk (IF)** - the top few % of the population
- **Heroes (H) (and/or Villains (V))** - NPCs well above ordinary, notable in their region
- **Epic Heroes (EH) (and/or Epic Villains (EV))** - the best of the best (or worst of the worst)

Farmlands/Patrolled Areas

(Along the coast and the river Yabo to the southern edges of the woods)

ROLL 1D100	ENCOUNTER	NOTES
01 - 30	*Wildlife/Animals*	
31 - 50	*Wildlife/Monster*	
51 - 60	*Terrain*	*Sinkhole, ravine or other unusual feature*
61 - 70	*Weather*	*Gales, light rain and fog banks off of the sea are common in the Vale*
71 - 80	*Patrol*	*Patrol of 1d6 Rangers (1 IF Fighter, rest OF)*
81 - 85	*Caravan*	*Group of 1d4 wagons with 1d4+1 people per wagon. All OF with a 20% chance any one is IF.*
86 - 90	*Wolves*	*Pack of 2+1d6 wolves (which prey on locals and local livestock)*

ROLL 1D100	ENCOUNTER	NOTES
91 - 95	*Brown Bear*	*1 large Bear, usually encountered in and about the woods of the Vale*
96 - 98	*Bandits*	*Gang of 1d6 Bandits (1 IF Fighter, rest OF) - 20% chance Snart is present (see NPCs below)*
99 - 100	*Special*	*GM Choice*

Undeveloped Lands/Wilderness

(between the woods and the dry wash along the southern border of the Vale)

ROLL 1D100	ENCOUNTER	NOTES
01 - 30	*Wildlife/Animals*	
31 - 50	*Wildlife/Monster*	
51 - 60	*Terrain*	*Sinkhole, ravine or other unusual feature*
61 - 70	*Weather*	*Gales, light rain and fog banks off of the sea are common in the Vale*
71 - 80	*Patrol*	*Patrol of 1d6 Rangers (1 IF Fighter, rest OF)*
81 - 85	*Hunting Party*	*Group of 1d6 Fighters on horseback. 50% are IF and 50% are OF.*
86 - 90	*Wolves*	*Pack of 2+1d6 wolves (which prey on locals and local livestock)*
91 - 95	*Lizardmen*	*Patrol of 1d6 Lizardmen ranging north out of the Scalemire (Hex 22.12)*
96 - 98	*Bandits*	*Gang of 1d4 Bandits (1 IF Fighter, rest OF) - 10% chance Snart is present. (see NPCs below)*
99 - 100	*Special*	*GM Choice*

Population:

The approximately 15 square miles of the Vale is home to about 750 souls, most of whom live in the small settlements along the coast or nearby. Gelfund is the largest at a bit over 100. The Watches feature a garrison of 20 or so with a leader, a second and three watches of 6. A similar garrisons can be found in Gelfund.

Racial Distribution:

The races found in the Vale are typical of those lands to the north and west:

60% - Human
20% - Dwarves
10% - Halflings
5% - Elves
5% - Other

NPCs of Note:

Several notables may be found in and about the Vale:

Bart McAdams (Human, Merchant, IF) - Mayor of Gelfund (1) and richest merchant of the Vale. Bart keeps the region going almost by force of will. He usually works well with Ranger Kalar, but his creation of his own Town Guard has lead to friction.

Rickarus Kalar, Ranger Knight (1/2 Elf, Fighter, H) - Lead of the Vale's Rangers, Rickarus was recently Knighted and assigned to this region. He takes this duty very seriously and vigorously patrols and protects the area. The sudden appearance of the Dome (Hex 23.11) concerns him but he been unable to muster forces to keep curious locals and travelers from exploring that area southeast of the Vale.

Maikkuku Bob (Human(oid), Druid, H) - "Bob" as the locals have nicknamed him, is a strange short squat humanoid who lives near The Old Circle (2). No one has seen a cave or hut that belongs to Bob, in fact some believe he turns to stone and becomes part of the Circle when no one is looking.

Snart the Unsavory (Dwarf, Fighter, IF) - Snart leads the bandits hiding in the Grande Woode (6). But recently, due to some losing encounters with the local Rangers, he has spent most of his time hiding and drinking. This has lead the younger bandits, especially a youthful Assassin named Sasha, to plan to replace him.

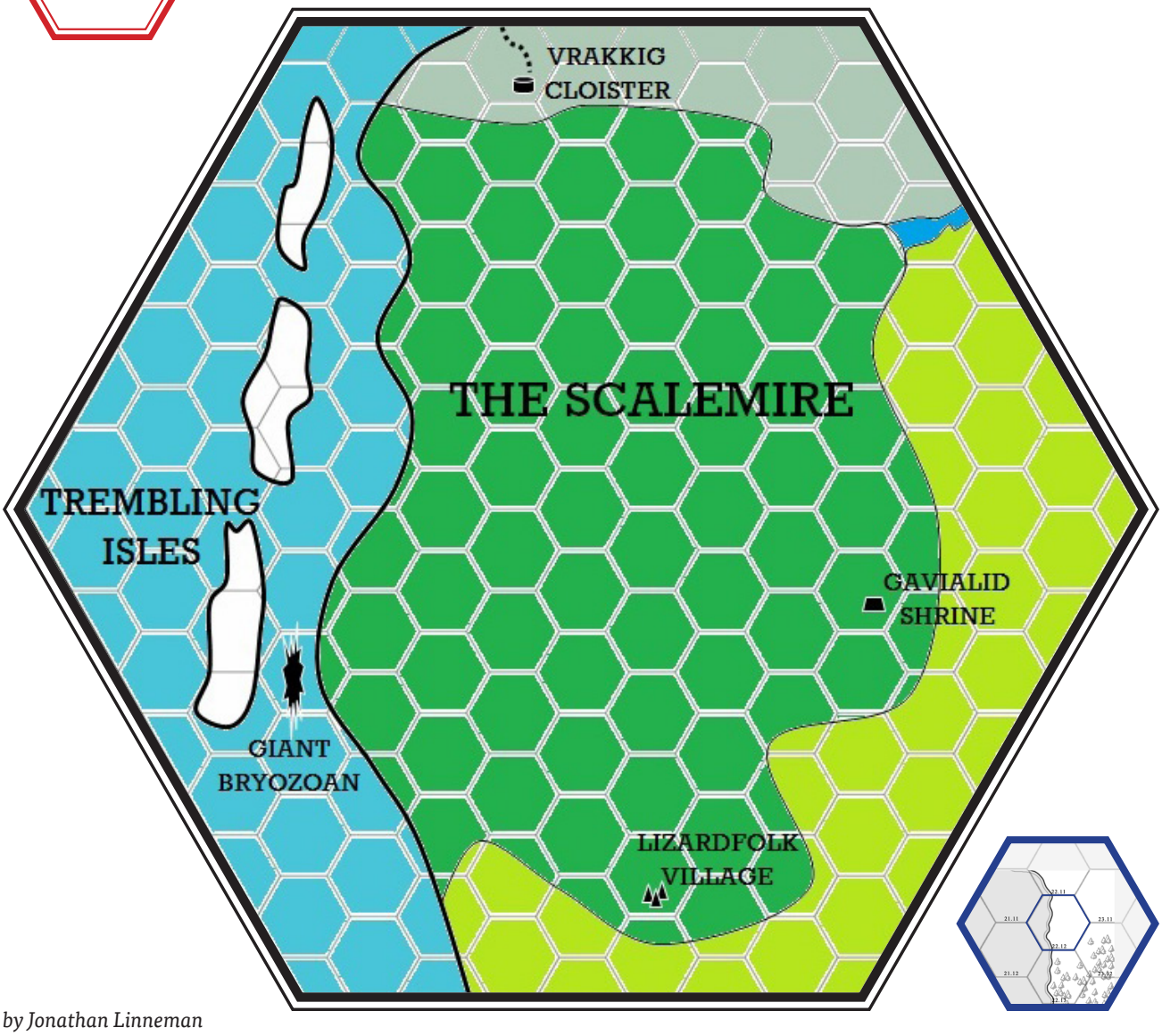
Adventure Threads.

Ideas for scenarios involving the Vale and the Watch from low to high level (given the nature of the area, adventures begin at the OF level):

- **Bandits (OF)** - A group of bandits has split off, perhaps deliberately or perhaps kicked out, from the Grande Woode gang. Led by Sasha the assassin, they are trying to set up shop in the woods to the north (across the trail).
- **Lizard raid (IF**) - A lounge of young Lizardmen warriors (from Hex 22.12) is raiding along the coast. The Rangers seek assistance in driving them back into the Scalemire and offer a bounty per tail.
- **It came from the Dome (H)** - Rangers report spotting a strange beast ranging up and down the dry wash and after a reward to whomever can catch or kill it.
- **Under the Dome (H)** - A northern researcher arrives in Gelfund hiring worthy adventurers for an expedition to the Blue Dome (Hex 23.11).

THE SCALEMIRE

22.12



by Jonathan Linneman

Overview

This hex includes a dry wash to the north (extending from Hex 22.11) and is a largely wet area defined by two key features: the small Trembling Isles just off the coast, and the large salt marsh known as the Scalemire that occupies most of the mainland region. Unless adequately prepared or defended, all adventurers in this area must succeed at regular checks or succumb to bites from native swamp mosquitoes.

Characters within this hex regularly feel the sharp pains of swamp mosquito bites. For each hour spent here, they must save or endure 1d6 damage. This damage is accompanied by debilitating swelling and itching, with a -1 penalty to all rolls for each failed save. These swamp mosquitos are repelled by a solution of ground garlic and lamp oil.

Features

Trembling Isles

These small, sandy islands are so named for their many patches of quicksand, as well as the minor seismic activity that is frequently felt. Their beaches are often occupied by pirates, many of whom gather there for the trade of captive monsters ("beastpets") used for sport fighting in another land.

Each island has a 1 in 6 chance of having a pirate ship careened on its shore. Beached vessels have 4d6 accompanying buccaneers, treated as bandits with 1-2 HD apiece. For each hour spent on the Trembling Isles, there is a 1 in 6 chance of adventurers' feeling a small earthquake, and a 2 in 6 chance of their suddenly finding the ground beneath them to be quicksand.

Searching an island will turn up a metallic orb, approximately 10 cm in diameter, made up of red and white hemispheres and with a white button on its surface. If the button is pushed, the hemispheres will separate, and there is a 2 in 6 chance that a randomly determined monster will be released. If the orb is empty, hitting a monster or character with it on a successful ranged attack, followed by a failed saving throw by the target, will result in trapping the monster or character indefinitely within the orb.

Giant Bryozoan

This enormous, arborescent, colonial sea animal (known as a "moss animal" for its resemblance to plant life) grows from the floor of the waterway between the mainland and the southernmost Trembling Isle. A filter feeder, it keeps the water in constant motion. Anyone swimming in its vicinity, as well as many small watercraft, may find themselves trapped in its feeding currents.

Swimming within 10 meters of the giant bryozoan results in a 4 in 6 chance of being drawn to its feeding structures. Boats and other vessels less than 5 meters long have a 2 in 6 chance of being pulled in. The bryozoan is made up of 2d12 connected individuals, each with 1 HD and 1 attack per round dealing 1d4 damage in an attempt to feed.

Vrakkig Cloister

The path leading from Hex 22.11 ends at this monastery, which was founded by a small group of hobgoblin intellectuals as a site for intensive study of the art of vrakkig – in their native tongue, "card battles." (In their language, in fact, most actions take on the form of battle, e.g. vrakkern is conversation, or "word battle"; vrakkost is swimming, or "water battle"; and orrdenvrakk is sleep, or "battle against the dark.") Vrakkig involves the summoning of otherworldly monsters and the channeling of magic through what appear to be playing cards. Potential duelists of all races travel great distances for training at the cloister. Adventurers can often find lost cards in the vicinity of the cloister and may even learn to harness their power.

3d12 individuals can be found living at the cloister. Half are hobgoblins, while the rest are a mix of races and species found in the setting. They range in level from 1-10, and all are of the Card-caster class. The accompanying class description (see below) may be used, or they may be treated simply as magic-users who employ cards as implements of their spellcasting.

Adventurers are likely to find at least one card in the area surrounding the monastery. The cards at the end of this hex entry may be used, or new ones may be designed based upon existing monsters and spells. Any character capable of reading a magic scroll can carry a "deck" of a single card and attempt to cast one card per day. Cards have a difficulty level of 10 + the card's casting level or the HD of the monster to be summoned. Characters must meet or exceed this number on a d20 roll to successfully cast the spell or summon the monster into this realm. Once attempted, the chance to cast the card is lost for the day. Summoned monsters and spell effects remain for one hour.

The Scalemire

This salt marsh is fed in part by the river extending from Hex 21.11. At low tide, it is a patchwork of rugged shrubs. At high tide, the outlined area fills with water to a depth of about one meter. Travelers will encounter a variety of swamp life within the Scalemire, although the greatest threat may be the community of lizardfolk that live and hunt in the area.

For each hour spent within the Scalemire, there is a 1 in 6 chance of encountering a band of 2d4 lizardfolk. This chance increases by 1 in 6 with each passing hour as the lizardfolk become more likely to discover and stalk the adventurers. Treat lizardfolk as 1 HD monsters.

Gavialid Shrine

The feature known as the Gavialid Shrine is a large, somewhat abstract stone representation of a giant crocodilian beast. Local lizardfolk believe that the Scalemire is patrolled and protected by such a monster. Revering the reptile as a god, they often make sacrifices at the shrine to secure its goodwill.

There is a 4 in 6 chance that three lizardfolk will be encountered making a sacrifice at the Gavialid Shrine. If they are interrupted, a 6 HD giant alligator-like beast will appear 3d6 minutes after they notice the adventurers.

Lizardfolk village

The local lizardfolk are based at a small village near the southern tip of the marsh. They largely keep to themselves but have been known to trade with travelers lucky enough to be trusted.

The lizardfolk village has 20 + 3d6 individuals gathered at it at any one time. They range in age from very young children to feeble senior reptiles. One serves as a village shaman and has the spellcasting abilities of a 3rd-level magic-user.

Print and trim along dotted lines for poker-sized cards.

4

Biclops



Two attacks per round.

Art: J.R. Mounts

12

3

Caramelize



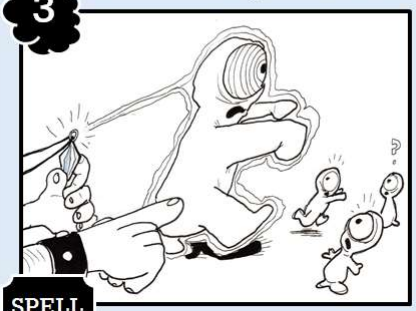
SPELL

Deal 2d6 damage to a character (no save).

Art: J.R. Mounts

3

Charmed, I'm Sure



SPELL

Gain control of a summoned monster (save negates).

Art: J.R. Mounts

4

Chiroptoid

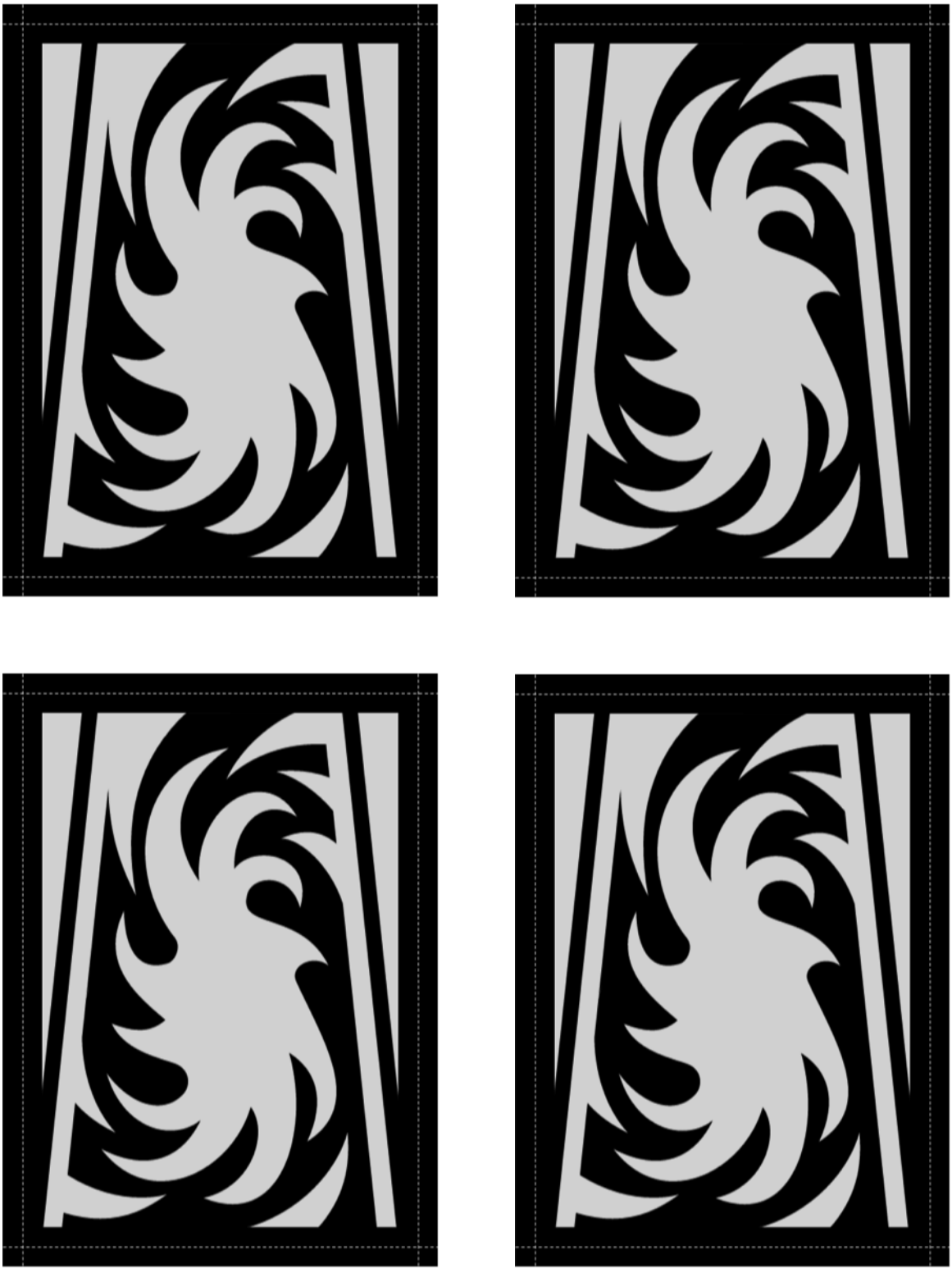


Flyer.

Art: J.R. Mounts

13

Print and trim along dotted lines for poker-sized cards.



Print and trim along dotted lines for poker-sized cards.

2

Crushed Hopes



SPELL

Deal 2d6 damage to a character (save halves).

Art: J.R. Mounts

1

Drench



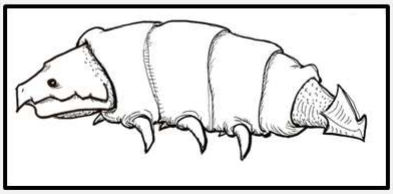
SPELL

Dump a bunch of water on a character. So if it's on fire, put it out.

Art: J.R. Mounts

1

Earworm



If it successfully attacks a character with at least one ear, it becomes embedded within the ear canal, and its target takes a -2 distraction penalty to all rolls until removed.

Art: J.R. Mounts

10

3

Embiggen

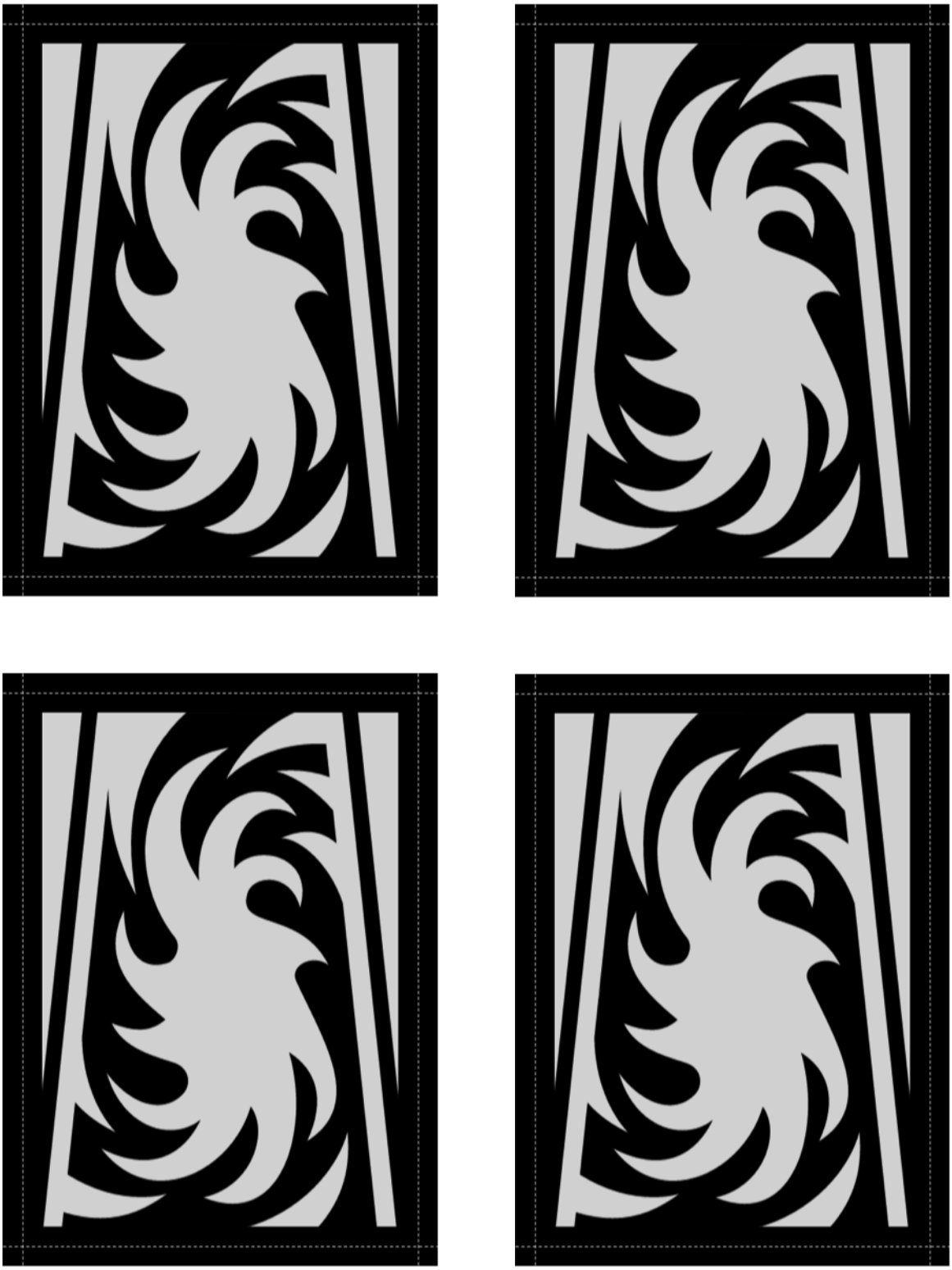


SPELL

A character gets +3 HD and -3 AC

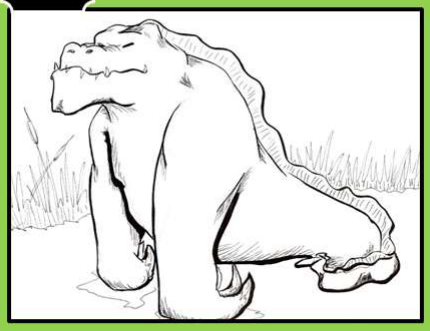
Art: J.R. Mounts

Print and trim along dotted lines for poker-sized cards.



Print and trim along dotted lines for poker-sized cards.

3 **Glader**



Art: J.R. Mounts

14

3 **Howler**



Distracts a character from its next action when it enters the realm.

Art: J.R. Mounts

12

1 **Jawsect**



Flyer. Two attacks per round.

Art: J.R. Mounts

10

3 **Just Wanderer**

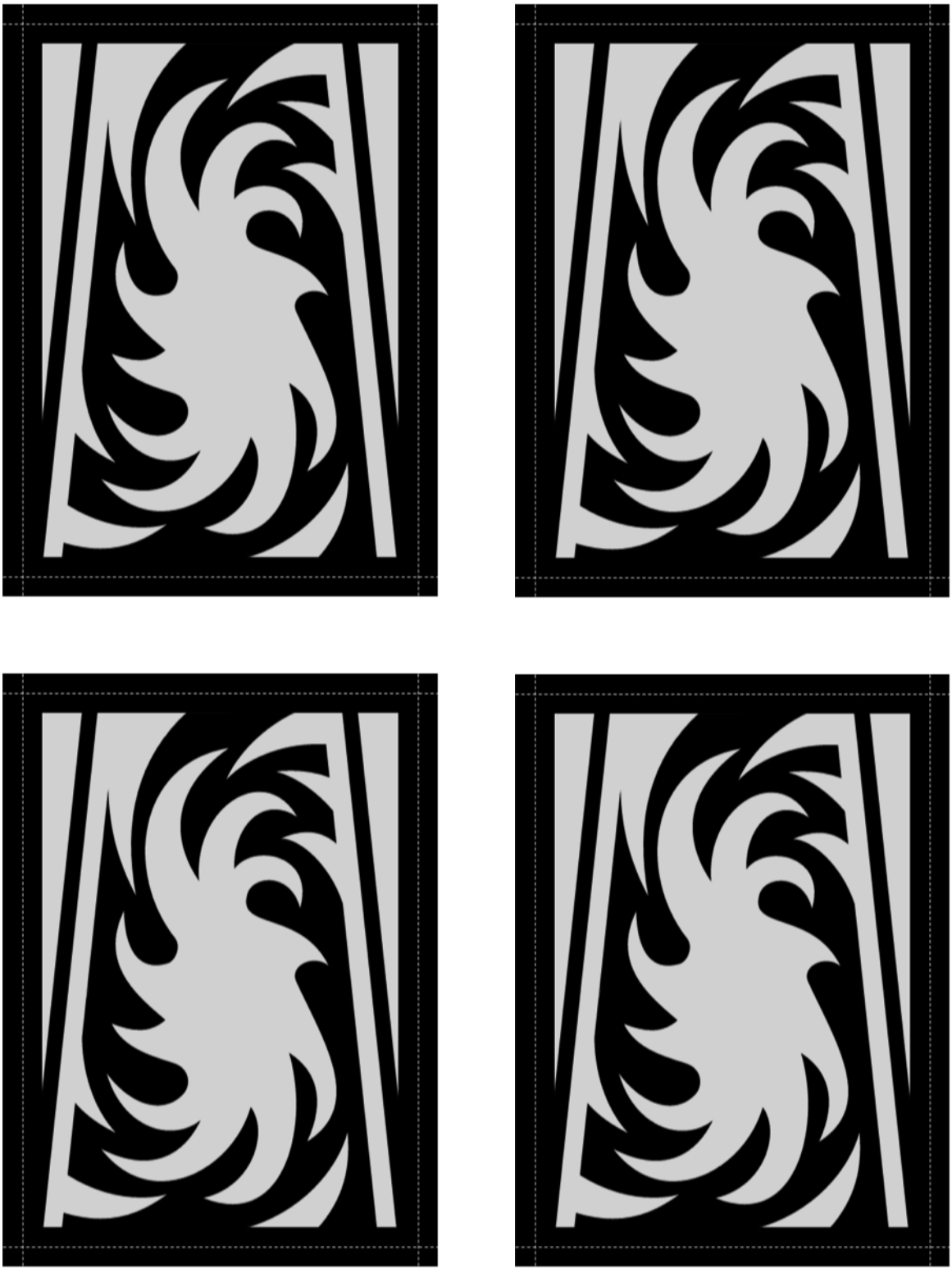


Anyone who targets this monster with magic must save or take 1d6 damage.

Art: J.R. Mounts

12

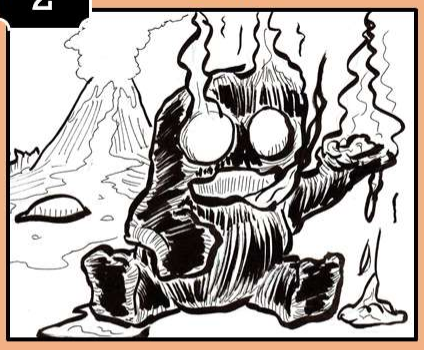
Print and trim along dotted lines for poker-sized cards.



Print and trim along dotted lines for poker-sized cards.

2

Lavet



Deals 1d6 damage to another character when it enters the realm (save negates).

Art: J.R. Mounts

11

1

Lightning Jolt



SPELL

Deal 1d6 damage to a character (save negates).

Art: J.R. Mounts

1

Mrowl



Art: J.R. Mounts

13

5

Liquefy

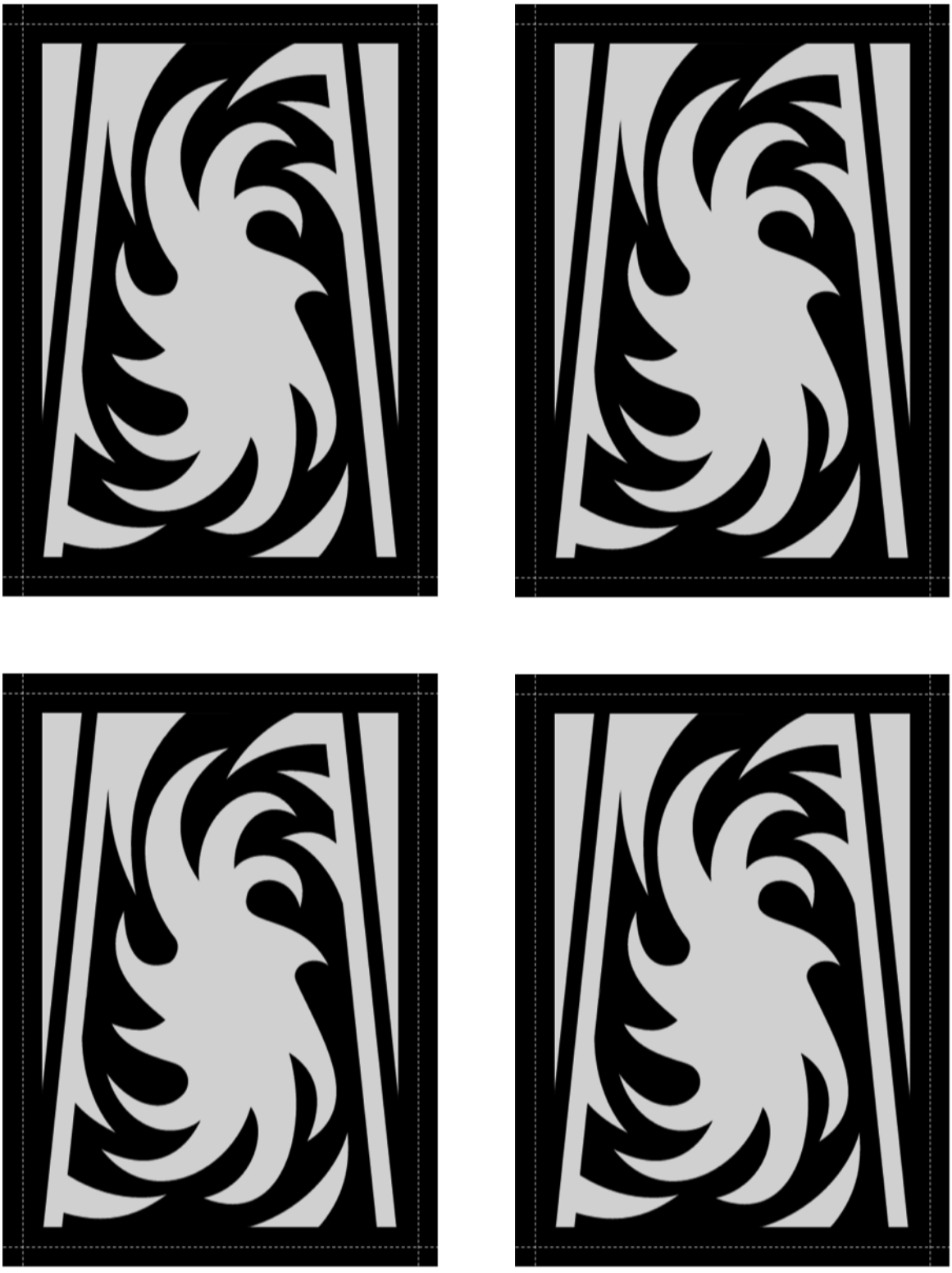


SPELL

Deal 3d6 damage to a character (no save). It's also really painful, so they lose two actions.

Art: J.R. Mounts

Print and trim along dotted lines for poker-sized cards.



Print and trim along dotted lines for poker-sized cards.

3

Nope



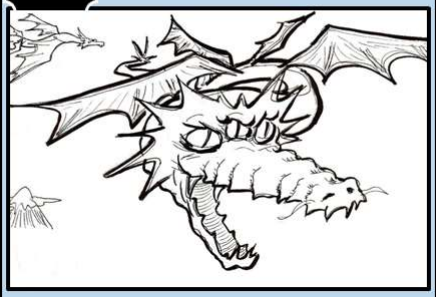
SPELL

Play when another character attempts to cast a spell. That spell fizzles.

Art: J.R. Mounts

3

Ptriodactyl



Flyer.

Art: J.R. Mounts

13

1

Portalicious



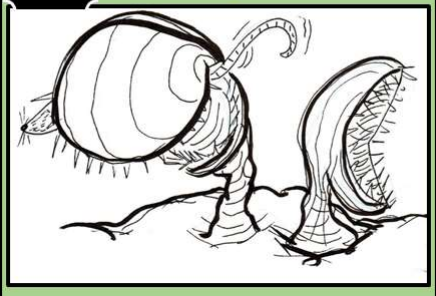
SPELL

A summoned monster is sent back to its realm.

Art: J.R. Mounts

2

Ratgraves

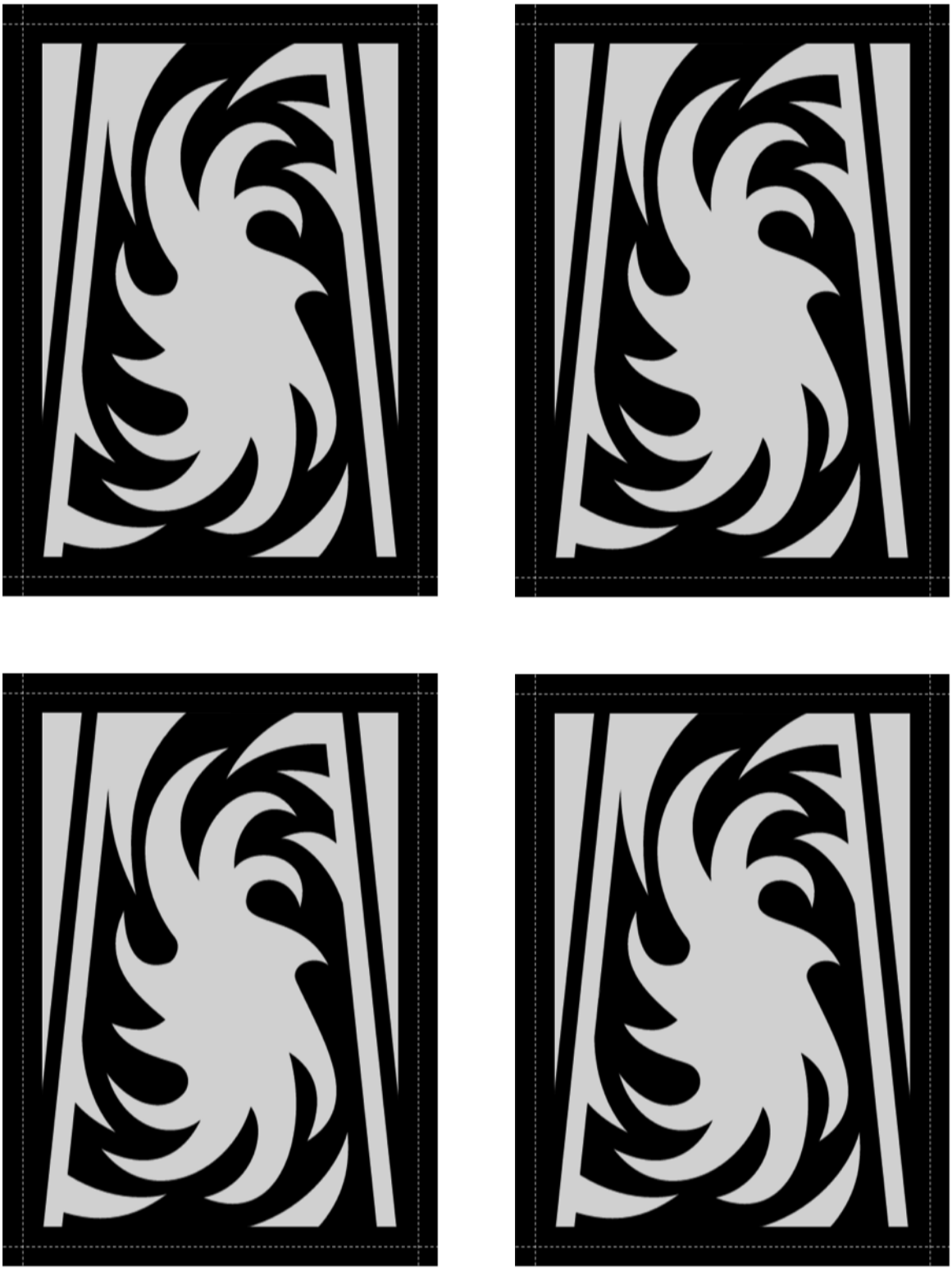


Cannot move from the place where it enters the realm. Anyone hit with an attack must save or lose their next action.

Art: J.R. Mounts

11

Print and trim along dotted lines for poker-sized cards.



Print and trim along dotted lines for poker-sized cards.

1

Squitoform Imp



Two attacks per round.

Art: J.R. Mounts

11

4

Toxin Elemental



Anyone hit with an attack must save vs. poison or take 5 CON damage.

Art: J.R. Mounts

12

4

Tremure



Whenever a Tremure takes an action, all characters must save or lose their next action due to the accompanying seismic activity.

Art: J.R. Mounts

12

8

Voided

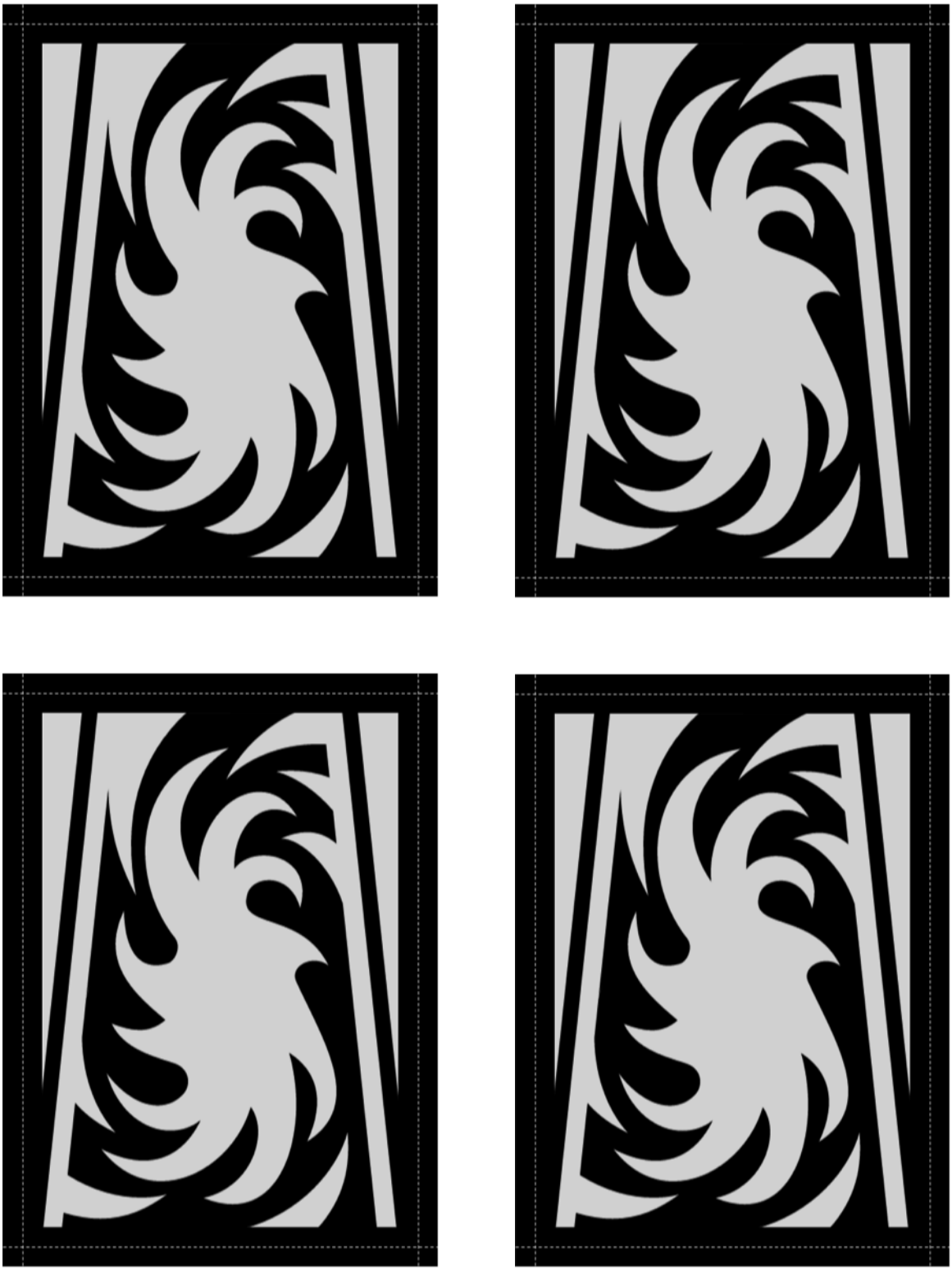


SPELL

Destroy a character (save negates).

Art: J.R. Mounts

Print and trim along dotted lines for poker-sized cards.



New Class: Card-Caster

Card-casters are students of the art of card battling, known in the local Hobgoblin tongue as "vrakkig". They are capable of harnessing magic using a deck of specially crafted playing cards. While many scholars mock these arcane warriors as incapable of "true" magic, they have been known to hold their own against those who wield the powers of many other traditions.

Hit Dice and saves: as Cleric.

Advancement, combat, weapons and armor: as Magic-user.

Card-casters maintain a collection of playing cards that enable them to cast spells and summon creatures from beyond the realm. This collection may include any cards found, bought, or traded for by the character. Each morning, they will prepare a deck from among the cards in their collection and shuffle this deck well.

Card-casters must have a number of cards in their deck equal to three times their Card-caster level. By choice or necessity, any number of these cards may be copies of the card "Next!" It is a Level 1 Spell that simply reads "Draw a card," and is known among Card-casters and collectors as a super-ultra-basic-common…that is, there are tons of them around, and no one would really mind if a Card-caster just made their own copies anyway. Other than "Next!", all cards in a Card-caster's deck must have unique names. All but ONE (at maximum) card must have a Card Level equal to or less than the Card-caster's level.

At the point in the day in which a Card-caster wishes to initiate card battling, they immediately draw an opening hand equal to ½ their Card-caster level, rounded down (minimum of 1 card). At the beginning of each subsequent round, they draw one card from the top of the deck and are then able to take their action or actions for the round. Attempting to cast a card takes one round of action. A Card-caster may, in place of attempting to cast a card, discard as many cards as desired and draw that many.

Those casting a card (including other adventurers who come into possession of magical cards) have a casting power = 10 + their Card-caster level. Cards have a Level equal to Hit Dice of the monster or the number indicated in the upper left corner of a spell card. When a card is cast, roll 1d20 and add the card's Level. If the result is higher than the caster's casting power, the card fizzles. Once a casting attempt is carried out, whether or not it is successful, the card is sent to the "discard pile," an interdimensional pocket that keeps cards in near-mint condition until they are accessed again the next morning. (All cards discarded for any other reason also go here.) The one exception to this is when a monster is returned to its realm of origin, in which case the monster's card returns to the hand of its summoner.

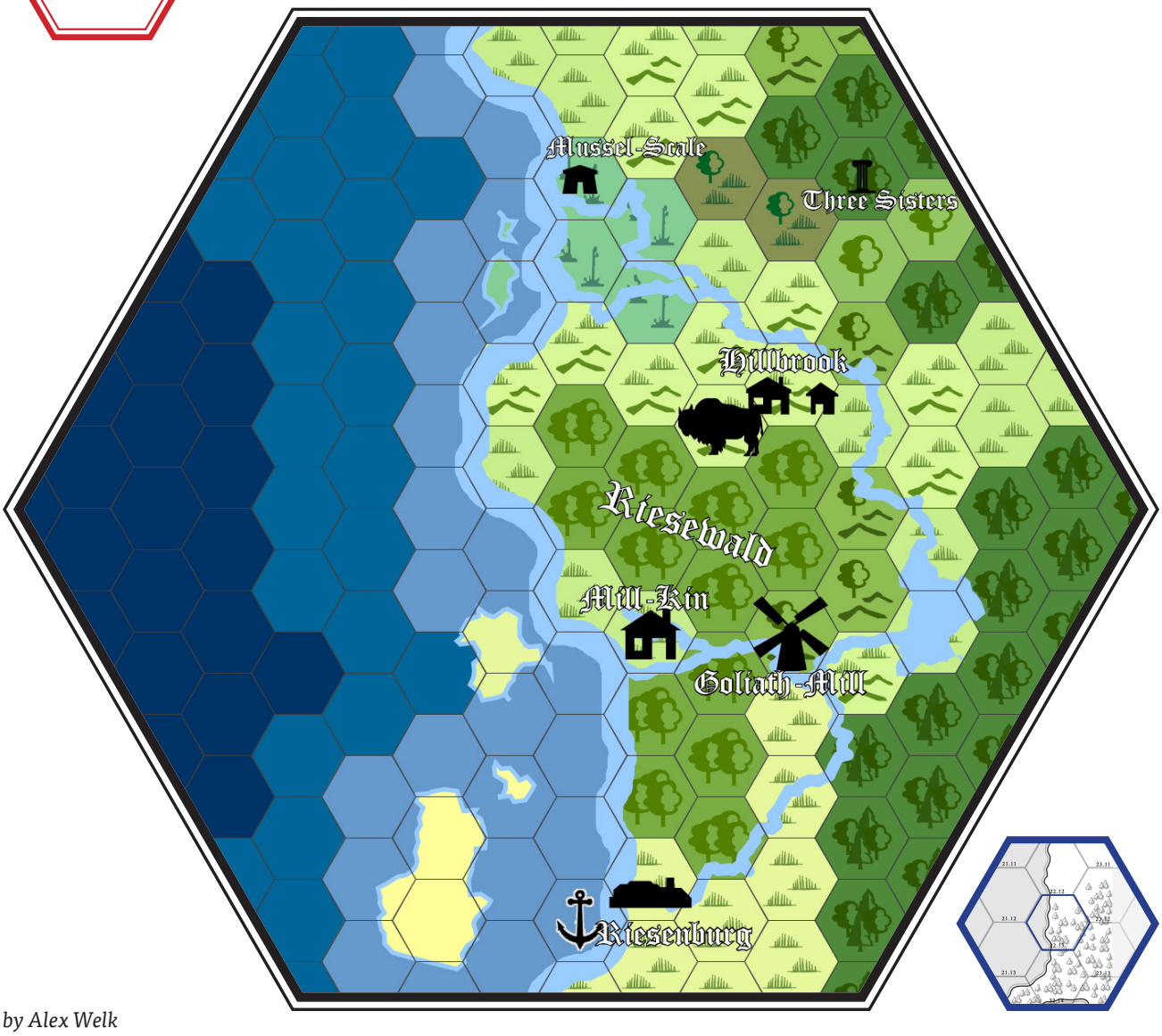
When the deck is depleted, the character cannot cast any more cards unless something happens to put discarded cards back into the deck. Summoned monsters return to their realm, and all spell effects end, 1 hour after last card is drawn from the deck.

As a general rule, summoned monsters deal 1d6 damage and have d6 Hit Dice. Damage on all cards is listed in terms of d6. (These can be changed to d8's for games of a basic or advanced nature.)

Cards used by Card-casters may have a back that looks something like this, although characters are known to be able to change the appearance of their cardbacks by all sorts of magical means. (Icon on cardback made by Lorc. Available on http://game-icons.net.)

GIANT'S BAY

22.13



by Alex Welk

Overview

What had long been a part of the forested grasslands of this coastal land was colonized by an outcast clan of giants from over the mountains to the east. They have settled into a comfortable way of life here, growing their massive, red-wooded trees for lumber and tending their flock of massive buffalo. Lizardfolk from the north have adapted specialized tactics to hunt their giant buffalo, although they amount to little more than pests to the giant folk. Centaur hunters dominate the woods to the east of the lake, while lizardfolk prowl to the north looking for easy prey. In the heart of this hex is the Riesewald, a massive red-wood forest, where one may occasionally encounter peaceful giant loggers. In the grasslands and grassy hills, it is not uncommon to encounter a herd of giant buffalo, with or without a giant rancher. The north-eastern woods are mysteriously empty, even centaur do not set foot there.

Giant's Bay Wilderness Encounters

Riesewald and the Southern Grasslands

ROLL 1D10	ENCOUNTER
1	**2d4 Giants** *chopping down redwoods and singing a logging tune. Sing along for free ale back in town.*
2	**1d4 Giant Warriors** *tending and (if springtime) planting young redwoods.*
3	**1 Giant Buffalo** *stomps through the undergrowth to attack. Barbed rope is caught around its neck.*
4	*A single Redwood pinecone drops from above, possibly hitting a player for 1 damage unless they evade.*
5	*Sounds of wood chopping echo through the forest. Numerous birds take flight.*
6	*Sounds of wood chopping echo all around. If players take no action to look around, they won't notice standing in the fall path of a tree being chopped down and must make a Dexterity save (DC 16) or take 6d6 bludgeoning damage. If they see the tree being chopped, they have plenty of time to move out of the way.*
7	*The wind blows steadily. The weather (2 in 6) begins to intensify, and it will start to rain in one hour. Otherwise the weather calms down and any rain clouds clear overhead.*
8	*The wind picks up into a stiff breeze that dies down in a short while.*
9	*The party encounters a young buck bounding into view. If they act quickly they can gain 2d4 rations of meat.*
10	*The underbrush rustles nearby. Nothing happens.*

Northern Grasslands and Marsh

ROLL 1D10	ENCOUNTER
1	*A single* **Lizardfolk** *pops up from the grasses, and tries to awkwardly communicate. If not threatened or scared away, a raiding party (result 10) appears in 2d6 minutes.*
2	*The party encounters a herd of docile* **Giant Buffalo**. *Shiny metal armor will spook them into result*
3	*The ground thunders!* **8d4+4 Giant Buffalo** *are stampeding right for the party. Make appropriate preparations to stop or evade the stampede or take 1d4 damage per buffalo, a Dexterity save (DC 16) for half.*
4	*The ground thunders! A team of* **2d6+2 Giants** *are herding* **12d4+12 Giant Buffalo**. *Make yourselves known or be attacked by the buffalo riding giants, who confuse you for lizardfolk cattle rustlers.*
5	*The ground thunders! It heads away from the party, and if investigated, they find trampled grass and lots of blood, but no buffalo corpse.*
6	*The wind blows steadily. The weather (3 in 6) intensifies, and it will start to rain in one half-hour. Otherwise the weather calms down and it stops raining.*
7	*The wind picks up into a stiff breeze that dies down in a short while.*
8	*A docile herd of* **Giant Buffalo** *graze ahead. If fed, one buffalo will follow the party, comically unaware of its massive size in reference to its new 'masters'.*
9	*The grass billows and waves in the breeze. Nothing happens*
10	*The grass billows and waves in the breeze. It conceals a Lizardfolk raiding party: 2 Enforcers, 4 Trappers, 3 Slashers, and 3 Grapplers attack!*

Three Sister's Forest

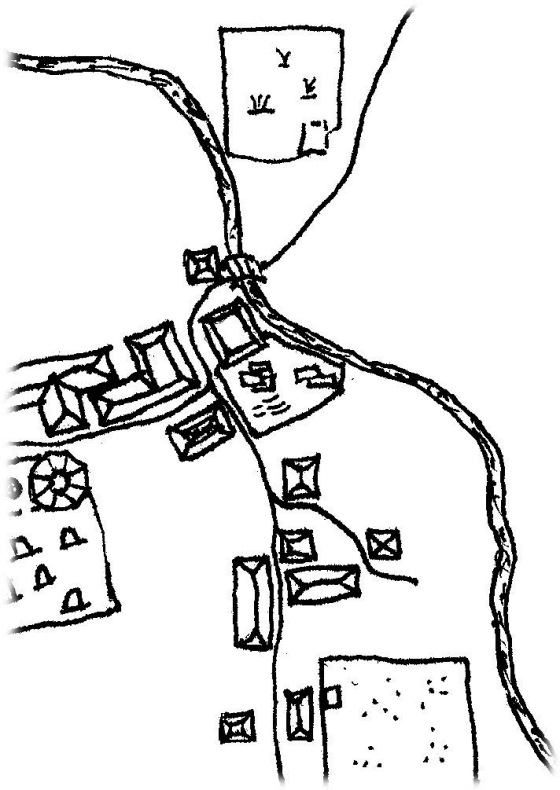
ROLL 1D10	ENCOUNTER
1	*A single crow caws loudly in the distance.*
2	*Nearby underbrush rustles, but nothing happens.*
3	*A party member steps on a branch, the *snap* causes all birds to go quiet for the next 1d3 hours.*
4	*A single human can be seen in the distance. If investigated, it turns out to be a trick of the eye.*
5	*In the distance, a person stands idly. If approached, it is Ben Yvette, a lost explorer looking for the famed Riesewood and the Goliath Mill. Encountered later, he is still lost. If escorted out of the forest, he will still be here, but will run away if approached.*
6	*The wind blows steadily. The weather (1 in 6) intensifies, and it will start to rain in two hours Otherwise the weather calms down and it stops raining.*
7	*The wind picks up into a stiff breeze that dies down in a short while.*
8	*The party encounters a clear, cold spring of fresh water.*
9	*The party encounters a clear, cold spring of fresh water. If disturbed, birds flock silently to the trees around the party and stare quietly at the party.*
10	*The trees all begin to look the same and the party must make a check to avoid becoming lost.*

Eastern Forest

ROLL 1D10	ENCOUNTER
1	*A humanoid shout echoes from the distance. All birds go silent for the next few minutes.*
2	*The wind picks up in a stiff breeze.* **1d6+2 Centaur Raiders** *begin stalking the party, waiting for a good moment to strike or steal valuables. Successful theft will result in another 1d6+2 raiders in one hour.*
3	*A crude structure of human bones, giant bones, and lizardfolk scales sways grotesquely in the wind.*
4	*Shouts and curses can be heard in the distance as* **3d6+3 Centaur Hunters** *chase some unidentified creature. Hide or make preparations or the centaurs will turn their hunt towards the party.*
5	*A* **Centaur Hunter** *can be seen in the distance, bow drawn. Approached peacefully, he and the other 2d4 centaurs will give the party a running head start of 1d6 rounds before they begin a hunt.*
6	*The wind blows steadily. The weather (1 in 6) intensifies, and it will start to rain in two hours. Otherwise the weather calms down and it stops raining.*
7	*The wind picks up into a stiff breeze that dies down in a short while.*
8	*The underbrush rustles nearby, but nothing happens.*
9	*The party encounters a young buck bounding into view. If they act quickly they can gain 2d4 rations of meat.*
10	*The underbrush rustles nearby and a small plant creature begins stealthily following the party. A* **Centaur Watcher** *and its plant scouts will tail the party until they commit a transgression, escape, or leave the forest.*

Locations

HillBrook



This small town is a collection of a half-dozen small (for a giant) sized homes. Altogether, the village is home to 124 giants, 12 half-giants, and 4 humans. This town is the central hub, outpost, and gathering point of the many families that tend to the numerous herds of buffalo to the south and west among the grassy hills. A hopeless blacksmith and a kind tavernkeep together run the a shop in town, the Horseshoe & Ale. While the blacksmith, Karda, is only useful in making nails and horseshoes (and the like), she brews a pretty strong ale as a hobby. Her husband, the tavernkeep Sod, is soft-faced and runs a fairly clean inn with both giant and human sized beds. Their eight children range from toddler to teenager, and they are learning the trades of their parents. Given a few years, the eldest daughter, Kayla, will make a much better smith than her mother.

The village itself sits on the south bank of the North Orthur River. They regularly get barges and logs from the Goliath Mill. They send back tanned leather, cured meat, and coal mined from the shallow hills. The trade goods sit in an open storage-lot by the bridge. Perishable goods are stored inside the adjacent warehouse. General goods can be purchased here from a young bachelor, Broderick Engles-Sparrow. He's ambitious and has an eye for numbers.

The T--Shaped building is the town hall, which is a multi-purpose building for the town. It hosts cots for traveling ranchers, space for town meetings, and a large storage cellar for emergencies. Next door is an L-Shaped guard post manned by seven young giants and the captain, Traug Smelder. Traug has a family in town, and he is the de facto leader of Hillbrook, mainly organizing defences against rustlers, organizing affairs, and acting as an unbiased judge in disputes. It is said that he is so fair and impartial that he could convict his right hand if it injured his left.

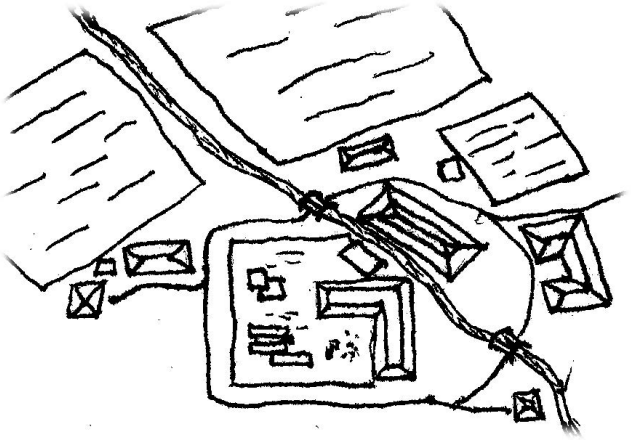
There are a many family homes in town, along with a small family raising domesticated relatives of the Roc as if they were chickens. A home was started on the north side of the river, but after a few construction accidents, the north bank of the river was considered unlucky and abandoned.

The tower by the bridge is staffed night and day by one of the town guards, who also work to organize barge landings from a high vantage point. The eight sided shrine stands as a testament to the town's ancestor worship, with each side dedicated to one of the eight families that made the migration from the mountains to these lands. A fenced graveyard sits quietly, adorned with many flowering vines and bushes.

The eight giant families are now well dispersed and intermingled, but the legendary eight original families are still proud of their names: Engles, Sparrow, Smelder, Orthur, Braidthin, Mos, Prodhos, and Reise. The great families heirs reside in Riesenburg. Many giants since then have branched out with their own surnames.

Asking for rumors here has a 4 in 6 chance that the rumor seeker instead meets Jaerma (see Riesenburg).

Mill-Kin Hamlet



A cluster of three giant-sized homes stand near the river banks of the western branch of the South Orthur River. A large open--air stockyard holds lumber, trade goods, and row-boats. The 'L' shaped building stores perishable goods and also houses the hamlet's workshop and woodworking tools. On the opposite bank lies a house, made from stacked redwood logs, that communally houses most of the town's residents. Mill-Kin giants work for days at a time on long shifts at the mill, in the forest, or in ferrying goods up and down the river, so the number of giants here at any time fluctuates.

The 'C' shaped building to the east is the town hall, and hosts the kitchens, pantry, and dining halls for the hamlet. Most giants can be found here when not working or sleeping. The other miscellaneous buildings around the town are, from west to east: a school, a farm tool shed, a barn for plow bearing buffalo, a hay bale barn, an outhouse, and a watchtower. The fields around the town are tended by a dozen or so giants who also raise the children and tend the sick. The watchtower is used to guide the workers home at night or during harsh weather. Mill-Kin Hamlet is friendly to strangers, offering them food and shelter, and is home to 48 giants, six of which are young children.

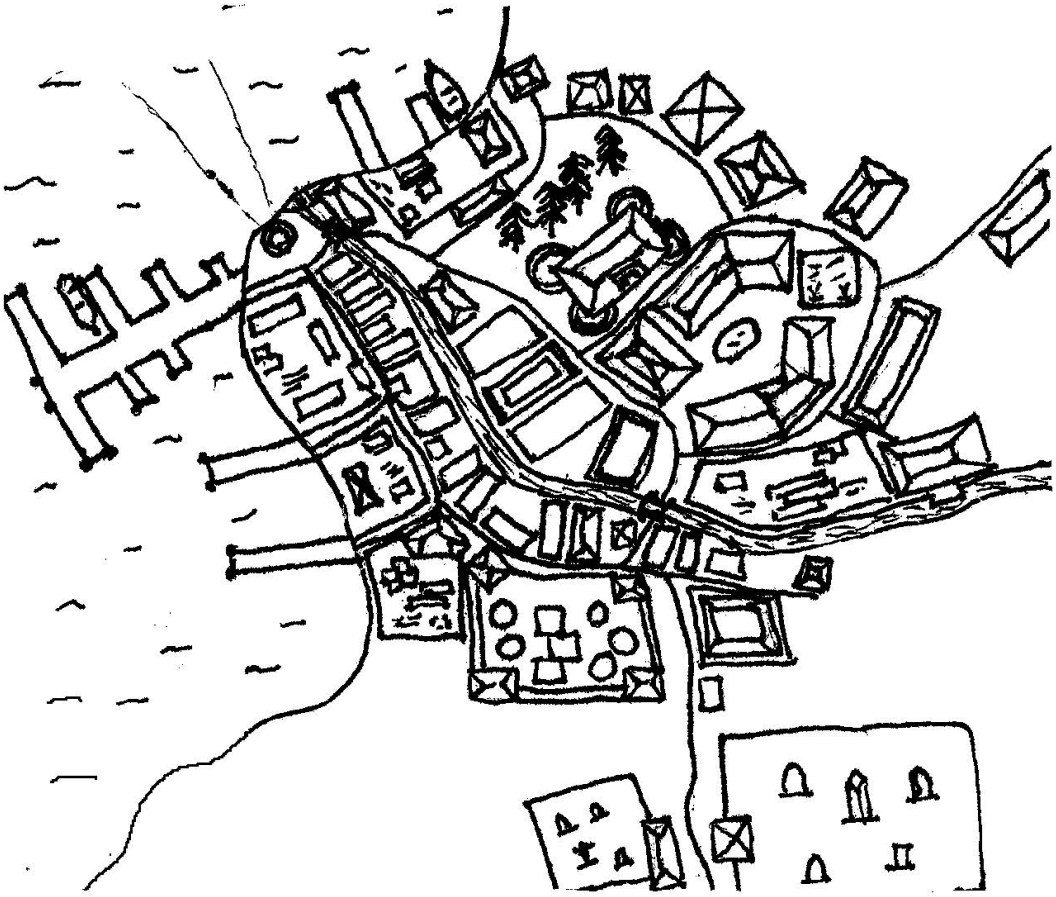
Goliath Mill

Some 30 odd giants work as lumberjacks and loggers, cutting down the massive redwoods of the Riesewald, sawing them in this water powered sawmill. Located at a branch in the South Orthur River, the mill workers here send and receive goods to all three giant settlements: Hillbrook, Mill-Kin, and Riesenburg. The giants here call Mill-Kin their home, but work here and on the river in their numerous river barges. In the springtime, the giants work to replant new redwoods and tend the young saplings growing in the gaps between the older, larger trees. The mill is run almost communally, but the group tends to defer to the master carpenter and lumberjack, Tyraksus Riese. The old giant is supposedly one-sixteenth fire giant, and has a fierce temper and matching sense of duty.

Three open-air lots hold the numerous trade goods and logs destined for elsewhere. More sensitive goods are stored in a large covered, redwood warehouse. The mill itself is home to a complicated mechanism moving large saw blades using the current of the river. This waterwheel and a low bridge block the river to through traffic and require that barges from the north to be unloaded and moved over the land to the southern rivers. The northern tower is used to help guide incoming barges but mostly sits empty.

Riesewald

Populated from the handful of redwood seedlings the giants' settler ancestors brought with them, the Riesewald has since expanded to a deep forest of hundred foot trees, some thick enough that a two-horse cart could pass through. The giants of this region are very protective of their trees, and any outsider caught with a seed or sapling will be bribed, cajoled, threatened, or even attacked if necessary to protect the giant's arboreal legacy.



Riesenburg

Riesenburg is a giant town that specializes in turning the raw redwood lumber into high quality building materials, ships, and furniture. Over 500 giants call this town home, along with a few hundred humans and demihumans. The docks and shipyard are well equipped as a small trade-hub and the market is fairly well stocked with a variety of trade goods. The town proper is run by a council of three elder giants: Thoaum Orthur (male, stern moralist), Praxia Mos (female, amiable manipulator), and Alaxus Stone (male, innovation enthusiast). The council is on friendly terms with many seafaring kingdoms, and they appreciate trade and foreigners.

The extensive docks to the west support foreign ships coming in for repairs, upgrades, and trade. The nearby lots are well secured to store the goods these ships bring to port. They are well guarded by both giants and humans based in the registrar office, the 'C' shaped building just across the street from the storage lot.

The closely built buildings are a relatively new to town, with the recent influx of humanoids, some enterprising giants have built these four story housing units. To the north of the human housing is a redwood lighthouse built to guide ships in the night and during poor weather.

On the southern end of Riesenburg is the large, open-air market inside the walled structure packed with stalls where both human and giant come to trade wares. Rich giants own the four corner, permanent stores: The Precision Crafters (human sized furniture), Pelts (Buffalo leather and horn goods), River Axe (redwood lumber and tools), and Usten's (general and naval goods). Most trade goods can be purchased or ordered from the miscellaneous merchants peddling their wares here. There is one High Elf, Ithiano the Clean, selling magic trinkets and clothing. East from the Market is the Smelder bank, where any intelligent creature can open an account, store valuables in their thick stone vault,

exchange currency, and take out a loan (with appropriate reputation and/or collateral). The two areas furthest to the south are graveyard. The larger graveyard is for giants, and its attached building hosts a shrine to the eight original families of giants that made the migration. The western graveyard is new, and was built by a young entrepreneurial human in preparation for the human residents inevitable deaths. It also houses numerous small shrines and idols for the various deities the immigrants brought with them.

Two mills sit along the river powering giant's woodworking saws and blades, allowing them to turn the redwood logs brought down the river from the Goliath Mill into lumber and manufactured wooden goods. Giants that create human size furniture are seen in the same way as humans see dollmakers: skilled, but useless craftsmen.

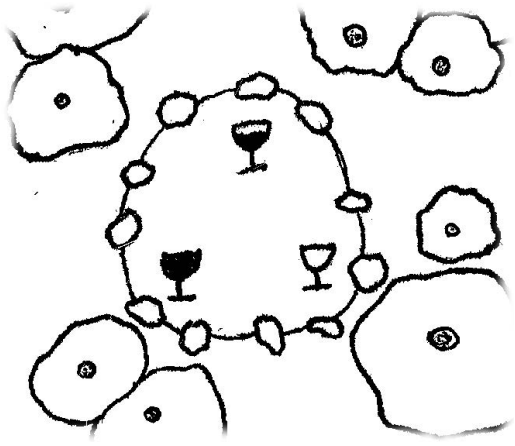
On the northern bank of the river is where the giants have their huge homes. The dock on this side of the river is host to giant sized ship drydocks where master carpenters build cutting edge ships for trade and fishing. In a large area populated by a dozen red woods stands the original stone and wood fort built by the original settlers. It stands today as the garrison for the town guard of 50 giants, 25 humans, and 6 giant captains. These guards are responsible for the towers about town and for the lighthouse.

The Council of Elders of this town meet in the Curved building just across from the fort, where they also take care of the administrative and judicial needs of the town. They have recently declared humans to have equal rights with giants, with exceptions where size matters. Next to this building is a massive tavern, The Wheat Field, that stands as a popular watering hole for the town's giants and brave humans.

Asking for rumors in Riesenburg has a 2 in 6 chance of having the character meet Bluke, a life-long prankster. If asked for a rumor, Bluke will instead request aid in retrieving a family quilt from the scallywag Jaerma in Hillbrook. The two have long been looking for outsiders to test this prank on. They will send the party back and forth between the two towns carrying random objects that are spun with a wild tale of insult and tradition. The two brothers are both in on the prank and will send increasingly ridiculous items. The 'quilt' to be returned is a red rag "torn up by buffalo". Bluke sends back a broken axe as a 'threat'. Jaerma responds with an extensive gesture mimicking a buffalo in heat (that must be repeated to Bluke). Bluke sends the party with a 'Declaration of Feud' boulder, asking them to push it into the middle of Hillbrook. If the party has gotten this far, the townsfolk of Hillbrook feel bad and let the players in on the joke. The townsfolk of both towns find the joke hilarious and will offer free food and drink to the new minor celebrities. If encountering Jaerma first, the prank simply begins with Jaerma returning the quilt of a scandalous drunkard.

Three Sisters

Three marble chalices, standing to a height of three feet each, are arranged in inside a circle of large moss-covered boulders. It is rumored to be a part of a grand prophecy about the redemption of an order of druids who have lost their way. The chalices are indistinguishable by sight, but have different magical properties. Once each day, any liquid poured in the 'half full' chalice to the North also appears in equal measure in the 'full' chalice to the west. When any liquid is placed in the 'empty' chalice to the east, it quickly drains away to nothing. If one clears away the moss from the stones encircling the chalices, a phrase can be seen written in druidic on each one, clockwise starting from the north: "Nature We Forgive That Act Then Understand Life And Death For".



Mussel-Scale Camp

This tribe of nearly one hundred combatant lizardfolk and twice again as many non-combatants take their name from their unusual shellfish centered culture. This tribe subsists on domesticated Zebra-Mussels and buffalo theft from the giants to the south. At any given time, the non-combatants are tending their buffalo hide tents, mussel-filled riverbeds, and curing buffalo meat. The whole camp is housed in two dozen of these purple skinned tents, formed in a rough circle around a large campfire. The campsite moves regularly up and down the river to avoid depopulating the mussels. Attacking the camp will result in a large lizardfolk raiding party defending the camp while the non-combatants flee: **4 Enforcers**, **9 Trappers**, **6 Slasher**, and **6 Grapplers** including the **Mussel-Scale Shaman**. If losing, they will adopt hit-and-run tactics to give their civilians time to flee before fleeing themselves.

Giant's Bay Rumors

ROLL 1D20	ENCOUNTER
1	*Be careful in the woods, young, hot-blooded centaurs are looking to show off by hunting men.*
2	*Tiny treefolk attack those that go against nature in the centaur woods.*
3	*Centaur Bandits and raiders will rob you of everything you've got, but will leave you alive if you don't cause too much trouble in the centaur woods.*
4	*Centaurs hate our giant trees and want to burn down our forest.*
5	*Don't let those lizards get on you, they've got nasty knives and barbed rope for your neck.*
6	*Watch out for the bigguns, they're nasty and won't go down easy.*
7	*Stay out of the tall grass.*
8	*Lizardfolk seem friendly and curious when you've got them alone. I've seen one playing with my kid's toys once, and it gave me this curious look when I saw them, just staring at me, like it wanted me to come out and play too...*
9	*Don't go messing with those lizards. They don't want you near their camp and they leave us well enough alone.*
10	*Keep your boots on in the North Orthur River, its infested with those damned sharp mussels.*
11	*Damn buffalo keep wandering off, we lose a few of those dumb beasts every month. Who knows what's going through their thick skulls.*
12	*Heard Riesenburg has been nearly overrun with tinyfolk looking to part with their gold for our ships and red-wood. Too bad you tiny folk can't handle our work, we can't keep up with the demand!*
13	*Let me tell you about the times when I was a young lumberjack taking logs down the river...*
14	*Caught my cousin drinking my fancy wine, but when I went to my cellar, there wasn't a drop missing. Says he found it at the Three Sisters. Right.*
15	**Swig* Ahh, take this buffalo piss and give it to the Thirsty Sister. *Swig* BLECH*
16	*It'd be nice if we could collar those two pranksters, Jaerma and Bluke. Although, I can't wait to hear about their next exploit, as long as it isn't me that's getting fooled...*
17	*I *like* you little folk, making our towns rich. Your tiny hands make the cutest little toys and trinkets. I wonder what else you could do with those tiny hands...*
18	*Stay out of the slums, the tiny folk that live there are like a plague of rats. *You're* one of the good ones, so I just thought you should know.*
19	*Oh, I heard a rare merchant from a far off land is coming to the market next week to peddle his magic goods.*
20	*I heard some giant at the mill was caught selling a sapling to an outsider. Tyraksus made the right choice in exiling him, those trees are our legacy and ours alone. Remember that, tiny one.*

Giant's Bay Bestiary

Centaurs

Centaur Hunter

5 HD (25 HP), L, AC 16, ATK (Longbow +6, Spear +4), DAM 2d6+3/1d10+2, MV 80', SAV F4

The Centaur Hunter is a straightforward attacker, like a prideful Victorian era safari hunter or a fancy fox-hunter. They work in groups, not cooperatively, but in order to show off. When they encounter outsiders, which they consider trespassers in their lands, they may offer to give them a sporting head start if the party gives off a good impression. They wield longbows and move quickly. If cornered or in a situation that calls for it, they wield long spears. They prefer sporting kills for the glory of hunting strong prey.

Centaur Raider

7 HD (50 HP), L, AC 18, ATK (Longbow +8, Spear +6, Traps*), DAM 2d6+4/1d10+3, MV 90'**, SAV F5. *Traps include a snare (hoisted into the air on a rope), Barbed Antlers (Swings up to deal 3d6 slashing damage), and a wolf-jaw bear trap (2d6 piercing damage and be restrained). Make a Dexterity save (DC 15) to avoid. These can be laid by the raider in 1d6+4 rounds and can be noticed passively with a very difficult check (DC 20), (DC12) for druids and rangers. **The raider can hide in plain sight with advantage while in the forest, and has a +8 to such stealth checks.

Centaur Raiders hunt for supplies and food, and are older centaurs less worried about social status and glory. They will steal it at night or attack if necessary to get any valuables. Since resources are their aim, they prefer low risk tactics including ambushes, traps, natural hazards, and theft. They fight with longbows and long spears in a group, preferring to keep distance between them and their prey. They will set traps to weaken their targets, sometimes harassing a target for weeks before finally moving in. If they sense a big score, they will follow a target out of the centaur lands, although they do so uneasily.

Centaur Saproling

4 HD (50 HP*), M, AC 15, ATK (Slam +6 x2), DAM 1d8+5, MV 40', SAV F2. *Upon death, the saproling dies in a burst of powdery green spores. Creatures within 10 feet must make a Constitution save (DC 15) or be stunned for 1d6 rounds.

These young saplings have been animated and given form by a Centaur Watcher in a complicated ritual. The vaguely humanoid shaped trees attack with powerful wallops with its branches.

Centaur Watcher

14 HD (100 HP), L, AC 19, ATK (Greatbow +10*, Sickle +7*), DAM 2d6+4/1d10+3, MV 90', SAV D10. *Tipped with a deadly poison distilled from its saprolings, foes injured by these attacks must make Constitution and Wisdom saves (DC 14). Failing constitution, the target takes 2d6 poison damage each round until they make a Constitution save. Failing wisdom, the target is Confused until they make a Wisdom save.

Spells:

1st Level: Entangle x2, Expeditious Retreat, Fog Cloud x2
2nd Level: Thorn Sphere (Flaming Sphere but piercing instead of fire damage), Heat Metal x2
3rd Level: Lightning Bolt, Call Lightning, Stinking Cloud
4th Level: Hallucinatory Terrain, Banishment
5th Level: Wall of Ironwood (Wall of Stone)

6th Level: Wall of Thorns

As lone protectors, Centaur Watchers prefer quiet hunts. It is their duty to track down interlopers and punish them for their crimes such as: cutting or breaking branches or trees, starting/having fire, casting arcane spells, or wasting food/gathered food. The punishment is always death. Druidic magic is their mainstay, using it to create traps and call forth saproling minions. A watcher has 2d4-1 Centaur Saprolings with it at any one time, and it can call for 1d4 more to show up in five minutes. These reserve saprolings are hidden throughout the forest and are indistinguishable from normal trees until called.

Giants

Giant

3 HD (16 HP), H, AC 13, ATK (Simple +5), DAM 2d6+3, MV 60', SAV F2

Your run of the mill, no pun intended, giant. Both males and females stand over 10 feet tall, about double the height of a human, with a lifespan four times a long (and an appetite eight times as big). These giant stats are used for most of the ranchers, farmers, mill-workers, dockhands, and townsfolk. Even low level giant conscripts would use these stats.

Giant Warrior

6 HD (40 HP), H, AC 17, ATK (Martial +7/ Thrown +5), DAM 4d6+5/3d6+3, MV 60', SAV F4

This giant is well muscled, even if a beer belly or wrinkles cover it, and has a number of old scars. This giant is well-trained, from years of hard won experience. This stat block is intended for Well trained, tough giants: experienced lumberjacks, a master blacksmith, town guards, and head-ranchers. Use as a base for more specialized giants with class levels if needed.

Giant Buffalo

7 HD (60 HP), G, AC 13, ATK (Horn +4/Stomp* +4), DAM 3d6+3/2d6+1, MV 80', SAV F3

Giant Buffalo are big, gentle cattle that are docile until threatened or frightened. When agitated, they stampede, wantonly destroying with hooves and horns. The beasts' broad, furry shoulders stand nearly a dozen feet tall and are the only creatures bulky enough to serve as the Giants' mounts. They have a deep blue/purple skin underneath their dark brown hair. They get massive bonuses when in a huge pack, but are still supremely tough alone.

Lizardfolk

Mussel-Scale Lizardfolk

2 HD (12 HP), M, AC 12, ATK (Simple Weapon +3), DAM 1d6+1, MV 30', SAV F1

These lizardfolk have a fascination with the black and white, razor-sharp zebra-mussels. Mussel-Scale Lizardfolk raise mussels in shallow rivers on large carved logs and river stones and have bred them for tough, sharp shells and juicy meat. Their light brown and pale green striated scales blend in well with thick grasslands. They proudly wear grown zebra-mussels armor and weapons, so prideful of their mussel-shells that they keep a second set of less-intricate shells covered in mud and grass just for hunting. For displays of aggression or mating, they can flare up the scales on their head, elbows, and neck. These scales are patterns of black and white, similar to those of the zebra mussels.

A standard strategy they use is devised from Giant Buffalo hunts. Trappers are the first to engage the enemy with an ambush using their bolas and traps. If the enemy is successfully

disabled, Slashers move in to finish the job. If the enemy gets free, the Slashers retreat, to allow Enforcers to draw the enemy attacks. Grapplers take this as their opportunity to sneak into a flanking position onto, grapple, and repeatedly stab the target. Once the target goes down, the Slashers move in to carve up the meat, hide, and loot. Enforcers carry most of it back to the tribe. Trappers cover their tracks and obscure any evidence, including carrying away dead lizardfolk. Grapplers provide the rigging to carry back the meat.

Against intelligent foes and invaders, they will use these same tactics. Encountered alone, the individual lizardfolk will adopt a non-threatening demeanor, investigating the creature with childlike curiosity. Once they can get in touch with their tribe, a hunting party is formed. They are honestly curious about outsiders, but value their tribe much more. Outsider trinkets are valued but often misused and accidentally ruined. Tribal hierarchy is, from top to bottom: Shaman, Trappers, Enforcers, Slashers, Non-combatants, and Grapplers. Shamans are usually valued for stealth and loss-less kills. Grapplers are distrusted because they are usually crazy psychos, which usually fuels their paranoid violent tendencies. Non-combatants are the young, the injured, and handful of females and males that care for the young and lay eggs. Everyone works equally, except where natural talents differ, to maintain the camp, cook food, and tend the mussels.

Mussel-Scale Enforcer

6 HD (60 HP), L, AC 18, ATK (Chimalli +6/Display), DAM 1d12+4, MV 40', SAV F4 *As a free action, Enforcers puff out their colored frills. Enemies within 60ft must make a Wisdom save against fear (DC 13) or deal -5 damage per attack against non-enforcers until they make a Wisdom save.

The large, tough Slashers get chosen to be enforcers. Their thick scaling is built up through the application of ritualized mussel-scarring. Their large size is in part due to the prodigious amount of food the tribe pushes towards them.

They are often chosen from a young age due to the impressiveness of their displays and voice. Adding to their natural abilities are thick mussel-armor and wielding great wooden mussel-chimalli. Enforcers are the front line defenders and make every effort to draw the focus of enemy units. Their size makes stealth difficult, as their display scales give them away, like a shark fin peeking out from among a sea of grass.

Chimalli

The Chimalli was the traditional defensive armament of the indigenous tribes of Mexico. -Wikipedia

Mussel-Scale Grappler

3 HD (8 HP*), S, AC 14, ATK** (Dagger +3/ Barbed Rope +3***), DAM 1d4/1d4, MV 50', SAV F1 *As part of their move action, they can make an opposed grapple check at a +8, to climb onto a creature at least one size larger than themselves. Half the damage they would take is dealt to the creature they are grappling. **Grapplers get +4 to attack, damage, and AC against a foe they are grappling or climbing. ***Creatures struck by the Barbed Rope are tangled, receiving a -2 to attack and damage and 10ft of movement speed. Each attempt to remove the rope deals its weapon damage to the entangle creature, regardless of its result.

The psychopathic runts of the litter, Grapplers are small, unarmed lizardfolk wielding barbed rope and a jagged mussel-shard dagger. They are heavily scarred and insanely good at stealth. They sneak up and leap on their foes to entangle them with the barbed rope and stab them repeatedly. They excel at climbing especially on living creatures at least one size larger than them.

Mussel-Scale Shaman, Soft-Wind-Upon-The-Grasses

9 HD (50 HP*), S, AC 17, ATK** (Dagger +6/ Barbed Rope +6***), DAM 1d4+2/1d6+2, MV 50', SAV C5

*As part of her move action, she can make an opposed grapple check at a +10, to climb onto a medium or larger creature. Half the damage she would take is dealt to the creature she is grappling.

**She gets +5 to attack, damage, and AC against a foe she is grappling or climbing.

***Creatures struck by the Barbed Rope are tangled, receiving a -2 to attack and damage and -10 feet of movement speed. Each attempt to remove the rope deals its weapon damage to the entangle creature, regardless of its result.

****She suffers no penalty to the casting of spells while grappling a creature.

Spells****:

Cantrips: Shocking Grasp
1st Level: Entangle, Healing Word, Ray of Sickness
2nd Level: Spike Growth, Web
3rd Level: Mussel-Blast (Fireball but instead with slashing damage from mussel-shrapnel)

The most intelligent and magical Trapper is usually the one chosen to lead the tribe by their predecessor. Soft-Wind is an older lizard, and she is tough but wiry; her stealth is unmatched. She was once a Grappler, the only known Grappler to ever become a shaman, and she still uses the same tactics. She climbs on to her enemies to engage them with deadly stabs with her twin mussel-daggers, her barbed rope, and her spells. She is well trained in casting in this harrowing environment. Entangling, lockdown, paralysis, and debuffs are her specialty, often accompanied with constant dagger assaults.

Mussel-Scale Slasher

6 HD (40 HP), M, AC 14, ATK* (Macana +5 x2), DAM 1d6+2, MV 50', SAV F3

*Slashers get +2 attack and damage against a distracted or helpless enemy.

Slashers are dual mussel-macana brandishing lizards. They are the lizards strong enough for hunting but too small to be enforcers and too inaccurate to be trappers. They are good for flanking attacks and have specialized in quick, deep cuts on distracted or helpless foes. It is they who are responsible for butchering and carving up the meat of killed creatures, and they take great pride in their ability to distinguish cuts of meat.

Macana

Macana, of Taíno origin, refers to various wooden weapons used by the various native cultures of Central and South America. -Wikipedia

Mussel-Scale Trapper

7 HD (45 HP), M, AC 14, ATK (Bola* +6, Sling +6, Traps**), DAM 1d4+2/1d6+2, MV 60', SAV R3

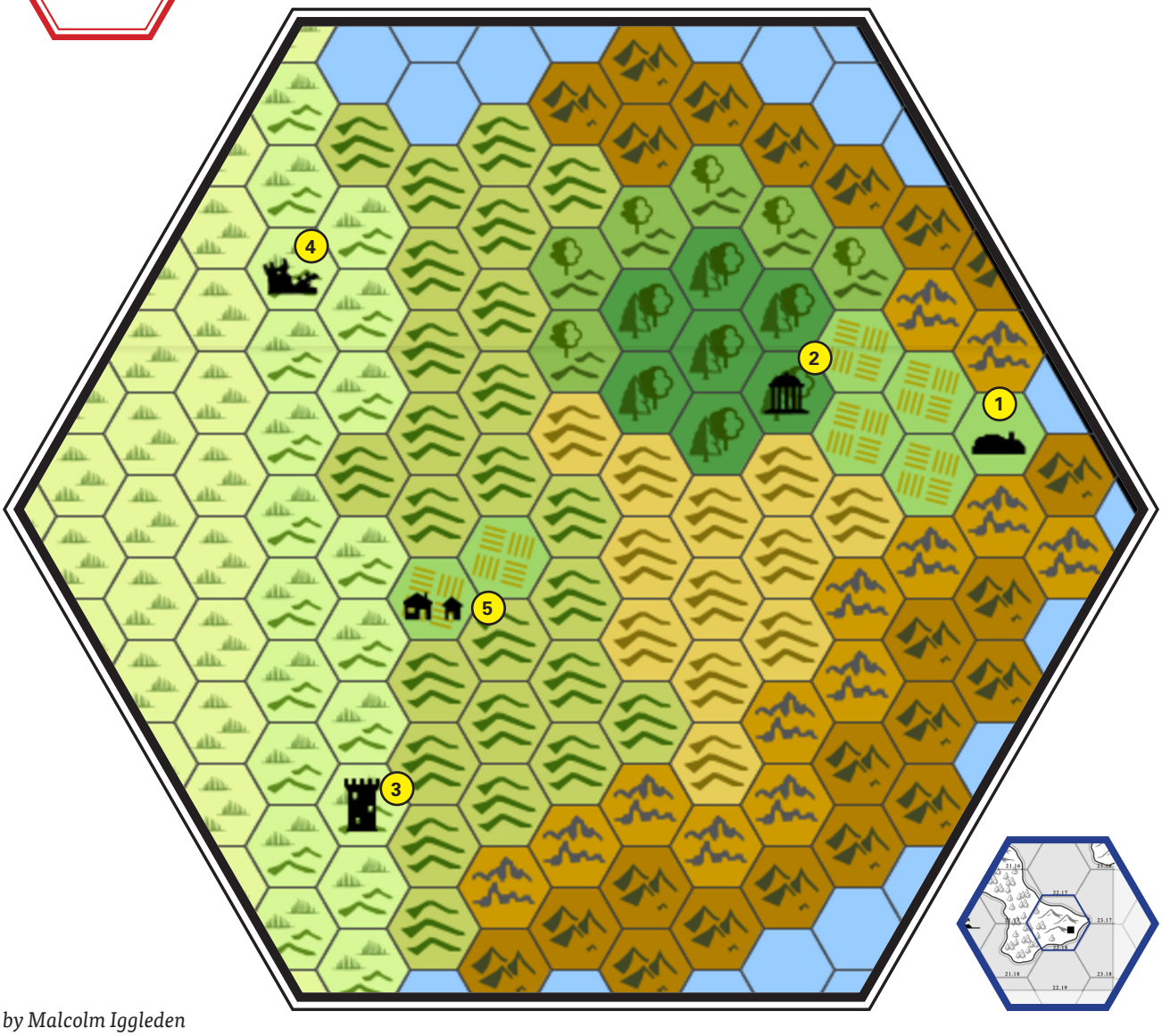
*Enemies struck by a bola must make a Strength or Dexterity save (DC 13) or be restrained and fall prone.

**Traps include a mussel-pit (1d6 piercing damage and lose 10 ft of movement speed), a trip-rope (fall prone), and a whip-thorn (take 1d6 slashing and be blinded for 1 round) . Make a Dexterity save (DC 13) to avoid. These can be laid by the trapper in 1d3+1 minutes and can be noticed passively with a moderate check (DC 15), (DC 10) for druids and rangers.

These intelligent and skilled lizardfolk are the highest caste among their tribe that can be attained without being the shaman. They use their skills to set traps, ambush foes with Zebra-Mussel bolas and slings, and cover up any signs of the tribe's hunt. A few can cast some natural magic, but those that can are loathe to step in on the Shaman's role in the tribe.

ERIDHOLM

22.18



by Malcolm Iggleden

Overview

The region at the furthest East & South point of the Isle of Eilean Dubh is dominated by a range of hills forming shear cliffs along much of both the North and South shores.

Eridholm is a small settlement that nestles between these hills on the Eastern most tip of Eilean Dubh;

Originally formed as a landing point of a number of successful raids by settlers that arrived on the isle from the West, even though that race has fallen into history the settlement continued and is now made up of around 200 men, women & children. The village is almost completely Human, with only 1 or 2 individuals from the other sentient races settled here. Outsiders of any race are typically treated well.

Points of Interest

1. Eridholm
2. A shrine to the Gods of the original settlers
3. A tower that shows no signs of age, even though it is from the time of the first civilization
4. A manor house from a wealthy family of the first civilization, in contrast to the tower, now in ruins
5. An independent farmstead

Eridholm

Eridholm is lead by the self styled 'Earl' Igan Khalid, the head of the largest family. Other families and long term settlers have given their allegiance to the Earl. A small council has been formed to support the Earl, the head of the next largest family, Lady Lei Ankhalab, and two others both from outside of these families Chathi Wan & Pavel Dotsk. The Earl would have the deciding vote if required - however most decisions are made without such formalities.

Earl Khalid recognises the town of Hardby to the West and works with the council there.

Though beyond a small tax levy and trade agreements Eridholm is left pretty much to its own devices.

The port is used for fishing and is on the trade route around Eridholm and the lands to the south and west. This leads to a mixed vibrant feel, enjoyed by many and abused by few.

The men (and on occasion women) of Eridholm if not active in the common trades of fishing & farming have been known to travel to Hardby to train with or join the Town watch. Others to return to Eridholm in a similar role or to sell themselves as mercenaries or guides. A few brave men & women have go on to seek adventures across or even beyond Eilean Dubh.

People of interest in Eridholm include;

Earl Igan Khalid: Fighter - Lv5

> *Igan Khalid is a Male Human who is short, with auburn hair and amber eyes. On the rare occasions he needs to, Igan wears banded mail and wields a battleaxe and heavy steel shield. The Earl is in his mid 40's, married and has 2 sons, both of whom are married with families of their own.*
>
> *In addition to working with the council in Hardby the Earl has travelled to or hosted members of the authorities of Tenkar's Landing, though this has become very rare.*

Lady Lei Ankhalab: Aristocrat - Lv3

> *Lei Ankhalab is a female human with has black hair and green eyes. She wears fine raiment and jewelry.*
>
> *Lady Ankhalab leads her family, and remains the 2nd member of the council, after losing her husband last year, it is not usual for a woman to remain the head of her family while remaining single, it would be normal for it pass to her oldest son whom is of sufficient age. She has on occasion suggested that she intends to remarry, and retain her seat on the council. Though nothing is even rumored about the potential new husband.*

Chathi Wan: Cleric - Lv3

> *Chathi is female and has auburn hair and green eyes. She wears modest garments.*

Chathi is the 3rd and oldest member of the council (over 50), holding the position as the head of the Church of Bazadan in Eridholm. Chathi has no family in Eridholm, but has a younger sister in Hardby.

She tends to enunciate overly clearly and is argumentative in her dealings with others.

Pavel Dotsk: Fighter - Lv3

Pavel a tall human male with white hair and blue eyes. He wears splint mail and wields a war-hammer and throwing axe. Bor is an adventurer who has settled in Eridholm for some time, and his wider experiences have proved useful while in the position of the 4th member of the council. He no longer adventures beyond the eastern side of the isle of Eilean Dubh after some problem in the town of Tenkar's Landing.

Randal Lao: Male Human Druid - Lv1

Randal is tall and slender, with white hair and soft green eyes. He wears hide armor and wields a club. Randal has an animal companion, a forest owl named Lanche. The druids have a small following in the common people of Eridholm. The church and the druids have, on the surface, a tolerant relationship.

Hulmarra Kulenov: Druid - Lv1

Hulmarra is a female human, recognizable for her distinctive nose. She has high Constitution and low Wisdom. She tends to speak softly and is quiet in her dealings with others. She is protective of a sentimental keepsake and loyal to a benefactor outside Eridholm. Unknown to Randal and other worshipers at the shrine Hulmarra possesses knowledge of the original uses of the shrine.

Igan Helder: Bard - Lv2

Igan is a male human, recognizable for his flamboyant or outlandish clothes. He has high Charisma and low Strength. He has a talent: he sings beautifully. He tends to speak in a particularly high or low voice and is steady in his dealings with others. He is protective of a valuable possession.

Zasheida Tallstag: Wizard - Lv 2

Zasheida is a female human, recognizable for her tattoos. Zasheida has perfect memory, something she does her best to hide. She tends to bite her fingernails and is secretive in her dealings with others and is protective of a sentimental keepsake. Zasheida is dismissive of both the church leaders and the druids.

Nearby Points of Interest

The area around Eridholm has a few other points of interest;

Forest Shrine

A shrine in the small woodland to the north of Eridholm

The original settlers of Eridholm constructed a shrine to their gods in the woodland to the just the North-West of this the launching point of their raids onto the Isle of Eilean Dubh. The use of the shrine during this period included cremation of the dead and sacrifice of animals, rumors still abound of possible human sacrifice during this period. The Druids of Eridholm continue to use the shrine, publicly in simple nature god worship.

Ancient Tower

A tower that has stood since the time of the first civilization on this isle;

The tower shows no signs of age or decay even though it is known to have stood longer than anyone in Eridholm could know and long predates the raids that formed the settlement. Nothing is known by the current settlers of Eridholm about its original purpose or owners, recent rumours include 'witchcraft' & 'devil worship' possibly related to news of 'Chaotic' activity to the west. Older rumours suggest that it was home to members of the first and much more advanced civilization on Eilean Dubh, and it hides a number of underground workshops of various sizes and purpose. The academics of Tenkar's Landing may know more.

A ruined manor house

In the North West of the region stood the summer home of a wealthy family of the old advanced civilization, now a ruin, in contrast to the near perfect condition of the tower in the South of the region.

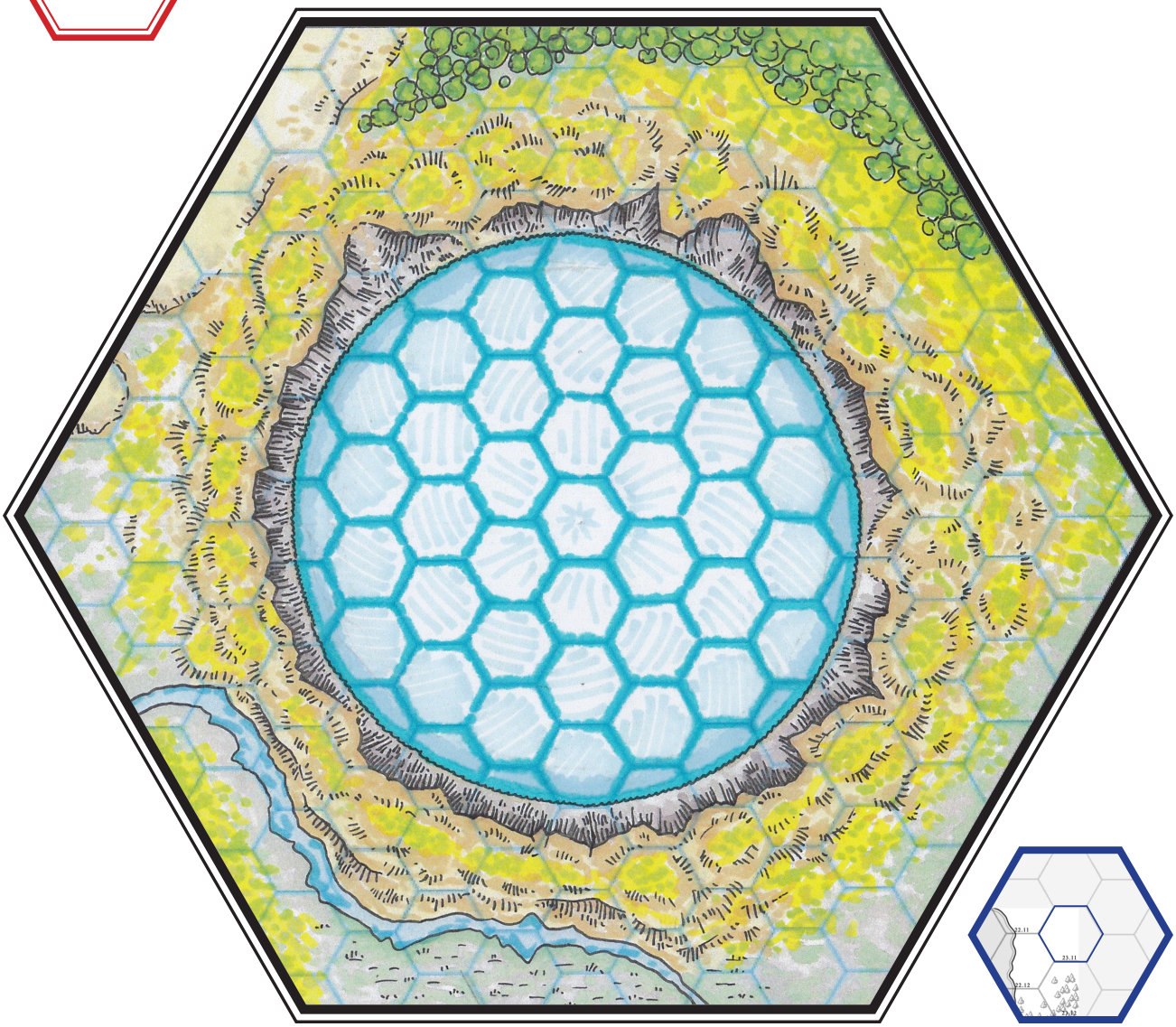
The large grounds contain two additional ruins, the remains of smaller houses.

An independent farmstead

A farmstead where they grow hops and raise pigs. In addition to a large wooden two-story manor house, there is also small chicken coop.

THE BLUE DOME

23.11



by Jonathan Linneman & Andrew C. Durston

Overview

This area is dominated by the massive Blue Dome which appeared rather violently and mysteriously less than a decade ago. Strangely, no one observed the moment of its appearance…or, as some suspect, its impact. Few have direct knowledge of what lies beneath the smoky blue glass, although many who roam the area have their theories.

If adventurers inquire of characters in and around the region as to the nature of the Blue Dome, they are given an opinion from the following options (1d4):

1D4	OPINIONS
1	*The Dome serves as a preserve for the fauna of an alien civilization currently seeking to find a new planet on which to settle. (TRUE)*
2	*The Dome is a base of operations for alien collectors seeking to store and catalog the local fauna. (Pretty much FALSE, but see the next entry)*
3	*The Dome is a laboratory for alien scientists investigating the possibilities of breeding local fauna with creatures from their own planet. (TRUE)*
4	*The Dome is a seed planted by the gods to grow a new world over the current one, which they have forsaken. (FALSE)*

Getting Into the Dome

The Dome is surrounded by a wall of earth and rock that averages around 3 meters high. Climbing to the top of this wall will allow characters to attempt to look through the glass, though all they will be able to see is the occasional formless movement below. Similarly, there is no sound audible from within the Dome.

Attempting to break the Dome with non-magical means is usually fruitless. It is theoretically possible, however…so giving characters a 1 in 100 chance to break through seems fair. Otherwise, the Dome can only be entered from the east, where a width of ten feet of the earthen wall is actually a holographic projection that can be walked through, with a locked door hidden behind it.

Inside the Dome

The space within the Dome is divided into six sections, each sealed off from the others to maintain a series of biomes. Starting at the northernmost section, the biomes are (clockwise):

1. Pine forest
2. Prairie
3. Swamp
4. Ocean
5. Jungle
6. Mixed forest

At the center of the structure is a collection of machinery used in the monitoring and regulation of the Dome's internal environments. These maintenance resources extend in six spoke-like hallways that reach to the edges of the Dome itself, including the door at the easternmost point.

Entry to each biome is primarily made possible by a narrow metal track that radiates from the Dome's center, passing through an airlock as it enters each environmental wedge. The track follows a figure-8 pattern within each biome and serves as a pathway for robots that continuously sweep through to maintain the functions of the Dome.

There are 1d6 maintenance robots within each biome at any one point; another 2d12 move around the hallways and central command center of the Dome. These robots can be treated as 3 HD creatures armed with ranged energy attacks, but are usually not hostile. They will, however, attempt to gather intruders for removal from the environment. Maintenance robots typically move along the track at a speed of 1 m/s while engaged in their work, and can maintain this as a top speed if forced off the rails. They are capable of moving at about 10 m/s at top speed along the track.

Each biome is also inhabited by a series of otherworldly beasts. For each 5 minutes adventurers spend in a section of the Dome, they will encounter a creature that clearly appears alien in origin but resembles a (A) (B, by biome) with (C) (rolled randomly according to the following tables). Each beast starts with 2 HD, with AC 12 and one attack dealing 1d6 damage, and is modified accordingly.

Table A

1D4	OPINIONS
1	Cyborg (+2 HD, +1d6 damage due to electric shock)
2	Flaming (+1d6 damage due to fire, with the chance of setting the target ablaze…yeah, even underwater)
3	Giant (+4 HD)
4	Vampiric (undead, bite transmits vampirism)

Tables B (By Biome)

1D4	PINE FOREST
1	Bobcat
2	Chipmunk
3	Opossum (will play dead)
4	Woodpecker (flies, 4 peck attacks per round)

1D4	OCEAN
1	Dolphin
2	Eel
3	Shark (+1d6 damage)
4	Turtle (+4 AC)

1D4	PRAIRIE
1	Badger (+1d6 damage)
2	Bison (3 in 6 chance to trample target after a successful attack)
3	Coyote
4	Rabbit

1D4	JUNGLE
1	Frog (target must save vs. poison after a successful attack)
2	Monkey (+4 to AC due to DEX)
3	Jaguar (+3 to attack rolls)
4	Python (1 in 6 chance of constricting target after a successful attack)

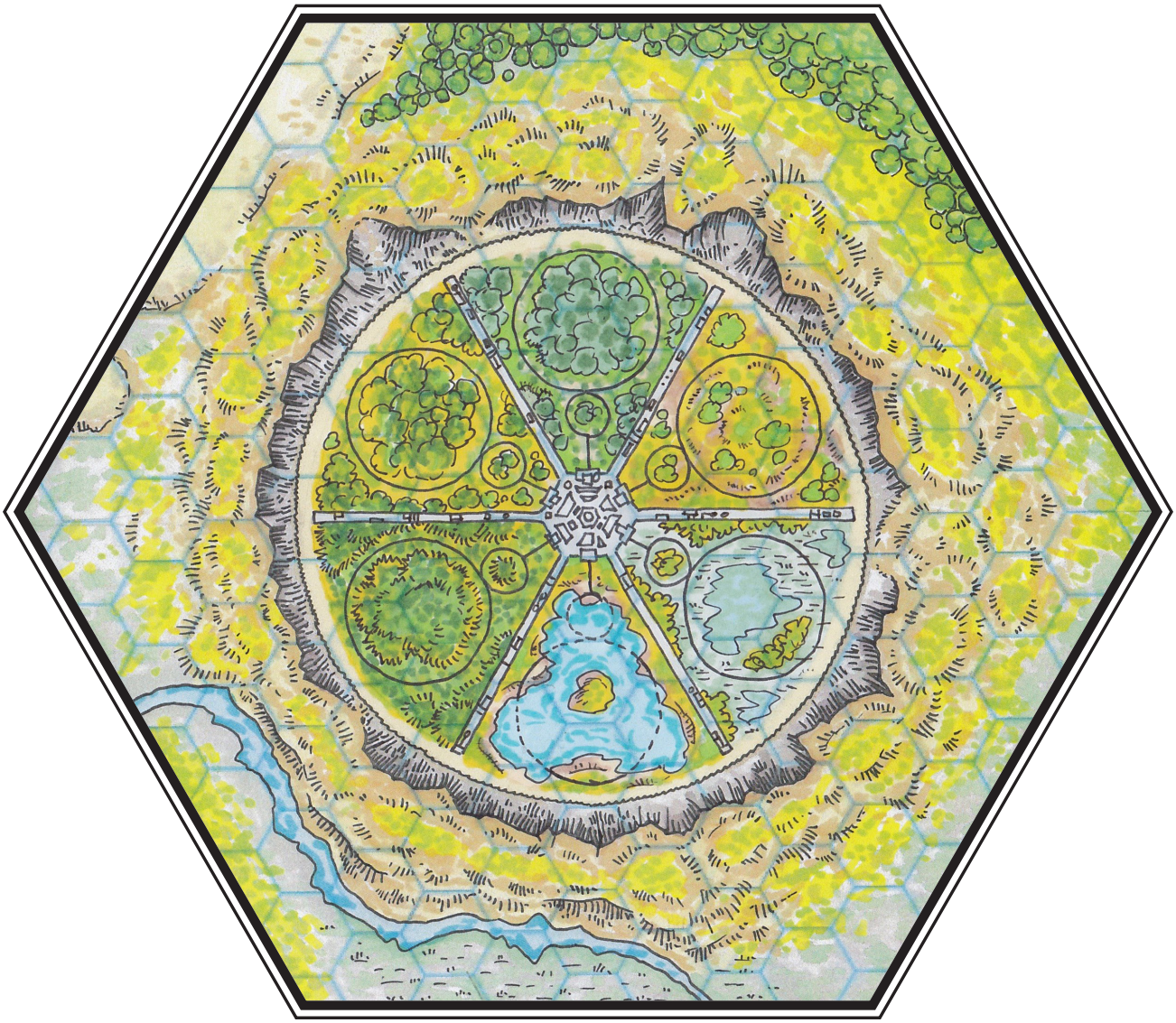
1D4	SWAMP
1	Alligator (+1d6 damage)
2	Crayfish (2 attacks per round)
3	Nutria
4	Tadpole

1D4	MIXED FOREST
1	Fox
2	Owl (flies, +1d6 damage)
3	Raccoon
4	Robin (flies)

Table C

1D4	OPINIONS
1	A layer of shiny, metallic, armor-like scales (+2 AC).
2	A pair of glowing antennae.
3	A single horn in the middle of its head (+1 attack per round).
4	A tail like that of a peacock, but invisible from certain angles.

The Dome Interior



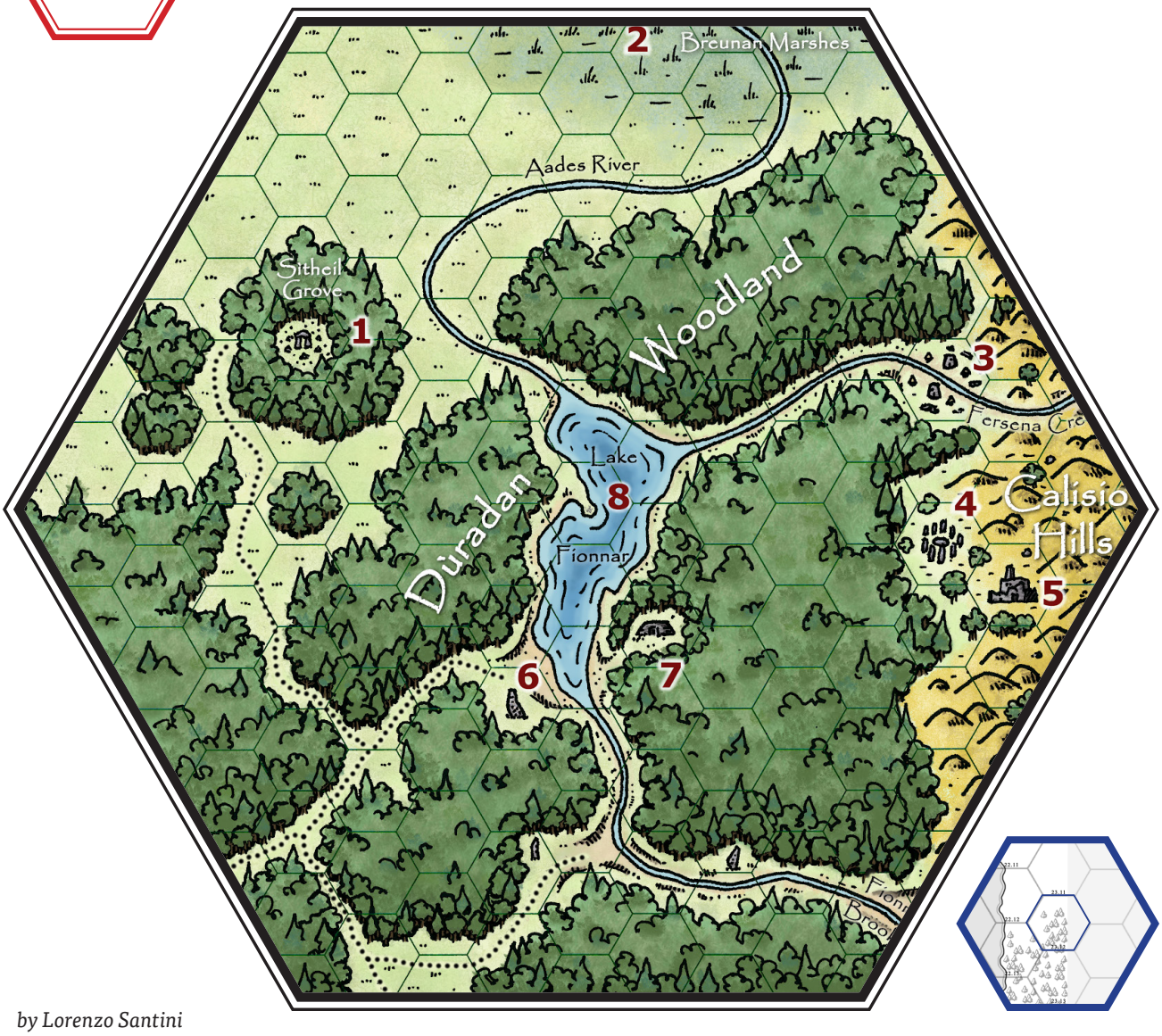
The hex map with the dome removed to show the interior.

Encounters Outside the Dome

Additionally, for each hour adventurers spend in this hex, outside of the Dome itself, they have a 5 in 6 chance of encountering a pair of maintenance robots patrolling the surrounding area. If robots are seen, there is a 3 in 6 chance they are pursuing a creature that has escaped the Dome. This creature will be within 50 meters of the maintenance robots and is determined randomly using the above tables (roll 1d6 to determine the biome from which it has escaped).

DÙRADAN WOODLAND

23.12



by Lorenzo Santini

The Dùradan Woodland is a heavily forested zone encircling the blue waters of Lake Fionnar. There are no modern civilized areas: only the remnants of Pictish tribes settlements, some ancient ruins and a few old trails. The woods north and west of the lake are home to an abundance of animals – squirrels, boars, deers, wolves, foxes, bears and only the occasional monster. The woods to the east of the lake, on the other hand, are nowadays almost depopulated of natural fauna and are swarming with dangerous monsters and mutated creatures due to Nathbastee's wicked activities. Rumors are spreading among the villages and tribes of both humans and humanoids of the neighbouring hexes that something evil has awakened in the deep of the eastern Dùradan Woods; atrocious shrieks come from the depth of the forest, eerie shadows and ghastly shapes have been glimpsed by travellers and scouts; explorers sent in the zone to investigate have disappeared. The forest itself seems to be changing: trees are growing gnarled and twisted, the increasingly thick canopy casts dark shadows to the ground, foul smells permeate the air; adventurers exploring this part of the woodland will notice that many trees have been scratched or scorched, rocks and other things have been smashed

or damaged; twisted versions of common animals (often hostile) will be encountered. They will sense an atmosphere of impending menace and have the feeling of being constantly observed.

1. Sìtheil Grove

An imposing dolmen surrounded by smaller engraved stones stands in the middle of the clearing encircled by the grove. It radiates powerful magic to anybody who can see it but it's impossible to figure out what its function is and how to activate it. The grove itself is a safe haven against the dark powers lurking in the Dùradan Woods. Anybody inside the grove perimeter is protected against the powers of Nathbastee (location 5). Creatures under her control entering the copse are set free from the spell and can act accordingly to their instincts. Therefore, a creature can still be hostile, but not controlled by Nathbastee. Followers of Nathbastee who are not possessed and enter the thicket on their own will, can do so. The dolmen is magically linked to a powerful magical artefact possessed by Sam Fairmattock, who can interact with it and use its powers from any distance as long as he is on the same planet. The dolmen is mainly a teleporting device to and from Sam Fairmattock's safe shelter (A safe room in the basement of the Paunchy Pony Inn he runs in Tenkar's Landing). He can activate it to allow fugitives to escape from the woods' perils or to send adventurers there on a mission. When someone in need approaches the dolmen, Sam will know about it. Through the dolmen he can also summon an Earth Elemental (as many HD as needed) to help the fugitives if they are in real danger. or to drive away unwanted visitors. A benevolent guardian spirit also lives here, the White Stag. The creature can freely roam the wild lands and the woods and will sometimes guide adventurers in need (if they are worthy) to the safety of the grove. It won't otherwise physically interact with anybody, fight against monsters or allow to be touched. If anybody acts in a hostile way to it, it will just disappear never to be seen again.

Sam Fairmattock

Sam Fairmattock used to be an Azagathian researcher (bearing another name at the time) working at the very same facility as Nathbastee. His moral alignment was the opposite of the woman's, though, and he never accepted any compromise with evil or dark powers to reach his goals. His use of magical technologies was ethically stainless and his results, due to a very brilliant mind, very remarkable. Sam, in his quest for eternal life, managed to get in touch with a divinity of law and good who 'sponsored' Sam and helped him to achieve what Nathbastee had always yearned for. Sam became a Champion of Law, one of a few virtually immortal beings patronized by benign divinities. His primary mission has been, since then, to keep an eye on Nathbastee's activities, oppose her evil schemes and set the world free of her menace once and for all, when possible.

In his mortal form he appears like a good natured, easy going Halfling, owner of the Paunchy Pony Inn in Tenkar's Landing City, renown for its comfortable rooms and delicious food. He acts like a harmless, often comical character, but behind the facade he is a being of great influence and power.

Not tied to the limitations of normal Halfling adventurers, Sam's favourite mortal form (although not the only one) is usually that of a 25th level Cleric and he possesses several powerful magical items: some technological marvels from the Azagathian Empire, others recently created, like the Medallion of the Dolmen through which he can use the powers of the enchanted stones of Sìtheil Grove as described above.

Although in the past he personally acted against Nathbastee, he nowadays prefers to keep a low profile, trying to avoid attracting attention on himself, his powers and connections. Pretending to be just a funny inn owner, he uses more subtle ways to deal with the problem of Nathbastee since the Lich has been awakened. Hiring adventurers to send on missions or influencing the powers of good into taking care of the problem is his usual operational method. He will step in and take action personally only in times of great need, like when the lives of good people are in danger or when there

will be a tangible chance to decisively vanquish his Lich nemesis.

2. Vlana the Hag's Lair

A horrible Hag lives in a hidden lair on the Breunan Marshes' border. She is an individualist creature and just minds about her wicked businesses. Nathbastee has twice sent her acolytes in the attempt to come to an agreement for mutual support. The two parties have mysteriously been swallowed by the swamp.

Vlana, the Brennan Marshes Hag

Hit Dice: 15
Armor Class: 4 [15]
Attacks: 2 claws (2d4 + poison) or 1 spell
Special: poisoned claws, spells, control undead
Move: 9
Saving Throw: 3
Alignment: Chaos
Challenge Level/XP: 21/4700

Notes: Vlana the Hag looks like a hunched, decrepit old woman with grotesquely deformed limbs, clawed long hands, black hair and blue-black, wizened, warty skin. She can cast spells as if a cleric (level equal to her HD), preferring mischief, death and destruction to healing. When not casting spells, she attacks her opponents with poisonous claws (saving throw with -4 penalty, or die). She can control undead as if she was a powerful undead liege (double her HD for control calculation). She is also immune to all special abilities of undead (energy drain, paralysis, undead disease or poison, etc.). She lives in a hidden cave where she keeps various slimes, oozes and puddings for company and 3d6 evil monsters/undead creatures as bodyguards.

3. Twin Brochs Ruins

This used to be a village of an old Pictish tribe. The ruins of two brochs (defensive tower structures) face each other on the banks of the Fèrsena Creek, surrounded by clusters of smaller dwellings (roundhouses, rectangular timbered halls). Although the Brochs are still in good condition, little is left of the other buildings. Recently, though, the followers and worshippers of the 'Goddess' Nathbastee have set up home here, rebuilding some houses and occupying the brochs. One of the brochs is used by the head of the cult Prior Arigan (9th level Cleric) and a few of his closest acolytes as a personal fortress.

Prior Arigan (9th level Cleric)

Hit Dice: 9d6+9 (46 hp)
Armor Class: -1 [20]
Attacks: +1 Heavy Mace (1d6+1) or spell
Special: spells, banishing undead, +2 bonus on saving throw rolls vs. paralysis or poison
Move: 9
Saving Throw: 6
Alignment: Chaos
Challenge Level/XP: 15/2,900
Attributes: Str 14, Dex 10, Con 13, Int 8, Wis 15, Cha 13
Spells per level: 4,3,3,2,2

Magic Items: +1 Heavy Mace with extra attack, +1 Plate Mail of Arrow Deflection, +1 shield, Potion of Invulnerability, Potion of Heroism, Ring of Protection +1

Notes: Prior Arigan is a mature man, short and muscular, with a rectangular face, salt-and-pepper wild hair, bushy eyebrows, deep-set brown eyes and a hooked nose over a narrow mouth. Determined, stubborn and self-centered when he was just an ambitious heretic priest, he is now controlled by Nathbastee, therefore acting as an utterly evil, cruel and ruthless leader of her cult.

4. Circle of Stones

A circle of standing stones (menhir) surrounds a blackened stone altar. The place is used by the Cult of Nathbastee for sacrificial rituals. Striking a special set of tubular chimes the acolytes create a sound that summons the horrific Tso-Cthol (see location 7) to the Circle of Stone where the victim is tied up and ready to be eaten alive. As explained at location 5, the souls of killed people are assimilated by Nathbastee's phylactery to boost its powers.

5. Temple of Nathbastee

Although the cultists call it 'temple', these are the ruins of an ancient Azagathian Research Facility. When their civilization was obliterated, the place fell into ruin and only partial sections of the original buildings are now visible. The underground levels and vaults, built with durable materials like concrete and metal alloys, although partially clogged up with rubble, are overall undamaged. In its laboratories the Azagathian sorcerer-scientists carried out many secret experiments and tests (dark magic mixed with biology, genetics, bacteriology and virology, nuclear physics, radiations, bionics: these details depend on what level of scientific development the Tenkar's Landing project community will decide the Azagathians reached). The underground levels house several armoured vaults, some of which have been opened by Nathbastee and her followers. Others are still locked or hidden under the rubble. All kinds of weapons or powerful items (magical, technological or both) lie there, waiting to be seized by the greedy hands of incautious adventurers…

One of these vaults, for instance, could safeguard a piece of a powerful artifact that must be put back together as part of a major quest (to be developed with the other members of the community).

Here in the 'temple' lives the 'Goddess' Nathbastee. This NPC is the origin of all the troubles in the Dùradan Woodland.

Nathbastee (Lich, 25th level Magic User)

Hit Dice: 25 (115 hp)
Armor Class: 3 [16]
Attacks: 1 hand (1d10 + automatic paralysis) or weapon
Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells, +2 on saving throw rolls vs. spells, including spells from magic wands and staffs, phylactery's powers (see notes)
Move: 6
Saving Throw: 3
Alignment: Chaos
Challenge Level/XP: 30/7,400
Attributes: Str 7, Dex 9, Con 10, Int 18, Wis 11, Cha 16 (18 when appearing as a "goddess")
Spells per level: 9,9,9,9,9,9,6,5,5

Magic Items: Robe of Eyes, Staff of Wizardry, Dagger (freezing weapon) +2, Ring of Human Control, Ring of Shooting Stars, Crystal Ball, Amulet Against Scrying, Bag of Holding, Potion of Clairvoyance, Potion of Diminution, Potion of Ethereality, Potion of Fire Resistance, Potion of Invulnerability, Spell Book (with most spells from the lists, Referee's choice), Special Phylactery (see notes)

Notes: Nathbastee used to be a sorceress-scientist ,head-researcher here at the facility at the time of the Azagathians. Ambitious and ruthless, she was ready to take any risk and sacrifice anything or anybody to achieve her goals. Her ultimate aim was to disclose the secrets of eternal life, the pow-

ers of the gods. Her final goal was to achieve immortality for herself. Eventually, she succeeded, but things didn't go as she expected. As a result of her exposure to radiation and dark magic, she attained the status of undead, becoming something comparable to a super-powerful Lich. The mixture of necromancy, radiation and azagathian technology, resulted in powers far beyond those of a 'classic' Lich.

Since then she has tried to 'perfect' her status, dissatisfied of her undead 'condition' and longing for more power. Eventually, many decades ago, the hero Sam Fairmattock and his allies managed to stop her, although temporarily. Unable to defeat her and unaware of her phylactery (see below), the best they could do was to cast powerful spells on the ruins and create a "stasis field". Inside it, Nathbastee was prisoner and asleep for almost a century. Then an expedition of heretic priests of the Church of Bazadan, led by Prior Arigan, arrived. Longing for the secrets of the Azagathians, they discovered the ruins and accidentally broke the spell and awakened the Lich. Possessing the Prior through her special magic-jar power, Nathbastee persuaded them she was a forgotten goddess and they had been chosen to help restore the power that had been stolen from her. Her original followers have since then recruited many new fanatic worshippers, both humans and humanoids, ready to take orders and commit any evil action their goddess wishes without hesitation.

Nathbastee hides her rotten, horrific lich features under a powerful illusion spell. When acting as her 'divine self', she appears as a beautiful, seductive woman in her early 30s, with long black hair and eyes, long eyelashes, pale complexion, elegantly dressed, charming charismatic manners, deep low pitched voice.

At Arigan's orders, her worshippers regularly send priests into the civilized areas to recruit new acolytes who will actually enter the cult or (if not converted) be sacrificed to increase her power (see below).

They are also building up a growing little army by hiring mercenaries and persuading ruffians, brigands, bandits, outlaws and humanoid clans to join under Nathbastee's chaotic banner.

Nathbastee's life force is stored in a hybrid techno-magical phylactery. Although she could be defeated in combat, in order to ensure her final annihilation the phylactery must be found and destroyed.

The phylactery is well hidden and protected in a secret chamber in the ground under the vaults and if that wasn't enough, because of its very nature, it's surrounded by a very noxious aura (radiation?) causing a super-fast, rotting disease to anybody who comes close to it (60' radius). The phylactery also gives Nathbastee a very powerful possession spell. It's a sort of magic jar but can be used at will, on any creatures including undead and mindless monsters (Nathbastee's life force just enters the body and takes control of its actions), although only once a day on the same creature. Nathbastee can control a total of creatures' HD equal to her Magic User level (25). The spell's range reaches as far as the lake at the moment, therefore including the woods east of it, and is slowly growing. Once possessed, a creature will not be able to break the spell unless Nathbastee decides to let go. The possession will continue even if the creature leaves the phylactery's range of action.

The phylactery feeds on life force; when any creature dies inside its range of influence, the creature's life force is sucked into the phylactery, increasing its power and therefore its range. The wider the range, the more creatures it encompasses, the more life force it can potentially feed on (and the more creatures the Lich can choose to possess).

Through this power Nathbastee can take control of any creature in the woods around the ruins, observing everything that goes on through their eyes and moving them against potential victims or threats. She is also using this power to puppeteer the head of the cult, Prior Arigan.

Nathbastee is doing her best to turn the woods into as deadly a place as she can manage in order

to drain as much life force as possible to support the powers of her phylactery. Therefore she is actively increasing the monstrous population of the eastern side of the woods through genetic experiments, polymorphing spells and any other possible means.

Some real divinity behind the scenes must actually support Nathbastee's schemes, using her as a sort of 'champion'. That's why priests who become Nathbastee's followers are still able to cast clerical spells.

6. Monumental Stones

Some monumental steles dot the landscape in the southern half of the Dùradan Woods, in clearings and along ancient trails. They have symbols incised, both ideograms and outline representations of animals. The biggest stone, facing the south-western beach of Lake Fionnar, bears a peculiar engraving. It clearly represents the outline of the lake itself and, in the middle of it, the shape of a stocky, short legged, awe inspiring colossus apparently raising from the water. The stylized trees around the lake only reach half its height. The stone itself is apparently harmless and of no magical nature.

7. Old Cairn

This old cairn is a little artificial hill made of piled stones. It was used as a burial place by the Pictish tribes of the zone. The superficial chambers are connected to a vast natural cavern complex spreading for miles. It is a maze of tunnels and caves of all sizes, leading deep underground and in every direction, damp and shrouded in total darkness. It is linked to the ruins called Temple of Nathbastee (location 5) and has a few underwater openings in the depths of Lake Fionnar. Several dangerous creatures dwell in these tunnels, many of them mutant monsters, discarded results of Nathbastee's deranged experiments. Most feared among them is the creature called Tso-Chtol by those who know about it. It is a very aggressive, giant version of Slithering Tracker, enhanced and expanded by Nathbastee and released in the tunnels to spread terror and death. From the cairn it can sometimes access the surface (preferably at night time) and wander the woods in search of prey, unseen and unheard until it's too late. It can also access Lake Fionnar through the openings and, being able to slowly swim in a peculiar "amoeba" style, attack boats or bathers.

Tso-Chtol, Mutant Slithering Tracker

Hit Dice: 16
Armor Class: 5 [14]
Attacks: No normal attack
Special: Paralyzes and sucks victims dry in 5 turns
Move: 12
Saving Throw: 3
Alignment: Neutrality
Challenge Level/XP: 19/4,100

Notes: The creature called Tso-Chtol is a huge mutant specimen of slithering tracker, a form of transparent slug possibly related to gelatinous cubes. It is difficult to see (10% chance for a person to spot it, and he may lose sight of it again in the next round). Unless it's starving, it doesn't attack moving prey (25% chance to be starving, given its size). Instead, it follows the potential prey until it sleeps or camps. It can ooze under doors and through fairly small cracks like the common Slithering Tracker (it just takes more time), so even a barricaded room with a closed door is probably not safe. Tso-Chtol can also swim and breathe underwater. When it attacks, the victim must make a saving throw or be paralyzed by the giant slitherer's secretions. A paralyzed victim will be sucked dry of all body fluids in 5 turns (50 minutes), losing 20% of hit points each 10 minutes.

8. Lake Fionnar

Nurtured by the Fionn Brook and Fèrsena Creek, this cold freshwater lake is brimming with fish (lake trout, carp the most common) but boats and swimmers can be caught unaware by monsters hailing from the underwater openings to the cavern complex nearby. The creature Tso-Chtol (location 7) is the most noteworthy occasional guest of Lake Fionnar.

The peninsula protruding from the west shore hosted a Crannóg on its end at the time of the Pictish tribes. Little is now left of it, aside from some rubble, but Prior Arigan has started the construction of a new building here. Acting through him, Nathbastee is planning to build a personal tower for herself on this scenic spot, and a team of acolyte builders and stone masons are actually living and working here.

On the bottom of the lake rests a giant construct. It's a huge Stone Golem created by the Azagathian researchers and it lies here, forgotten, since the day of the catastrophe. It can be reactivated and will follow the orders of anybody with knowledge of the proper command words. Documents with all the command words are hidden in one of the -yet- undiscovered vaults in the research facility (Location 5).

Azagathian Stone Golem

Hit Dice: 24
Armor Class: 5 [14]
Attacks: Fist (6d8)
Special: Unaffected by +1 or lesser weapons, immune to most spells
Move: 9
Saving Throw: 3
Alignment: Neutrality
Challenge Level/XP: 28/6,800

Notes: This 40' tall stone construct has a seat carved in the back of its head and a medium sized creature can sit there and control its actions at will. The golem is slowed by fire spells, damaged by rock-to-mud spells and healed by the reverse. Spells that affect rock, and fire spells are the only ones that affect it. It can only be hit by +2 or better weapons.

Encounter Tables

Breunan Marshes

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
1-10	*Basilisk*	*1d2*
11-20	*Crocodile*	*1d6*
21-25	*Crocodile, Giant*	*1d3*
26	*Dragon, Black*	*Unique encounter - Shevokelorth the One-Eyed, Very Old Dragon (8HD, 48 hp) is very crossed because whatever landed in Hex 2311 destroyed its lair!*
27-32	*Ghoul*	*1d6*
33-42	*Gnoll*	*1d10 - 25% chance the group includes 1 gnoll leader (3 HD)*
43-52	*Goblin*	*2d10 - 25% chance the group includes 1 goblin leader (2HD) riding a Worg.*
53	*Vlana, the Hag*	*Unique encounter, see location 2.*

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
54-64	Hobgoblin	2d8 - 25% chance the group includes 1 hobgoblin leader (4HD).
65	Hydra	Unique encounter - Twelve heads, 12 HD (14/2,600).
66-76	Leech, Giant	1d4
77-81	Lizardman	2d4
82-83	Nathbastee's NPC party	1d4+4 - NPC party sent by Nathbastee to find Vlana the Hag and investigate on the disappearance of previous expeditions. Including at least 1 Cleric and other classes (matching the PCs' levels).
84-86	Ogre	1d4
87-91	Orc	4d4 - 25% chance the group includes 1 orc leader (4HD).
92-93	Snake, Water	1 - See Miscellaneous Monsters section.
94-98	Troll	1d2
99-100	Wraith	1d3

Calisio Hills

Under the influence of Nathbastee's power

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
1-11	Chimera	1d2
12-22	Giant, Hill	1d2
23-28	Giant, Mutant	Unique encounter - The result of Nathbastee's experiments, it usually patrols the hexes near location 5.
29-39	Gorgon	1d2
40-50	Harpy	1d6
51-54	Hell Hound	1d4, 5HD, only met around the Research Facility, used as watch-dogs by Nathbastee.
55-65	Manticore	1d2
66-89	Nathbastee's Acolytes	Patrols composed of at least 1 Cleric (level 3-8) 1 Sergeant at Arms (human or humanoid) and 2d8 soldiers (human or humanoid).
90-100	Troll Cave	Troll Cave inhabited by 1d4 trolls.

Dùradan Woodland

North, West and South of water courses, outside the influence of Nathbastee's power

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
1-6	Ant, Giant	1d6 Workers + 1d3 Warriors.
7-12	Bear	1d4
13-18	Beetle, Giant (Fire)	4d4

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
19-24	*Boar, Wild*	*1d6*
25-29	*Bugbear*	*1d6 - Check for surprise even alert opponents with a roll of 1–3 on a d6 (50%).*
30-34	*Centaur*	*1d4 - Roll 1d100: 1-50: They are having trouble with Nathbastee's acolytes, PCs have a chance to help them out; 51-100: keep the encounter on stand-by: they will help the PCs during a particularly difficult fight.*
35-37	*Dryad*	*Unique encounter - Oxycanta tries to charm one of the PCs and use him to protect herself from the attacks of Nathbastee's minions. If the charm fails, she will beg the PCs to help her out.*
38-42	*Goblin*	*2d10 - 25% chance the group includes 1 goblin leader (2HD) riding a Worg.*
43-46	*Hobgoblin*	*2d8 - 25% chance the group includes 1 hobgoblin leader (4HD).*
47-53	*Nathbastee's NPC party*	*1d4 + 4 - NPC party sent by Nathbastee to clear the forest from potential opponents, who have to be captured and taken alive (if possible) inside Nathbastee's sphere of influence where they will be sacrificed. The party includes at least 1 Cleric of Nathbastee, plus other classes (matching the PCs' levels).*
54-59	*Ogre*	*1d4*
60-64	*Orc*	*4d4 - 25% chance the group includes 1 orc leader (4HD).*
65-70	*Spider, Giant (Smaller)*	*1d6*
71-76	*Stirge*	*1d12*
77-79	*Treant*	*Unique encounter - Auldbriar the Treant is fighting a personal battle against Nathbastee and her minions, who have already corrupted the eastern part of the woodland and are now threatening the rest. Potential ally for the PCs unless they cause unjustified damage to the forest creatures.*
80-85	*Troll*	*1d2*
86-88	*Unicorn*	*Unique encounter - It can only be encountered inside Sìtheil Grove (location 1). Even there, it can only be approached by a chaste maiden, so the PCs should only be able to see it from afar unless they come up with a cunning plan.*
89-94	*Wolf*	*2d6*
95-97	*Wyvern*	*Unique encounter*
98-100	*White Stag*	*Unique Encounter, it will guide the PCs to the safety of Sìtheil Grove if needed. See location 1.*

Dùradan Woodland, Wicked

Encircled by water courses, under the influence of Nathbastee's power

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
1-5	*Basilisk*	*1d3*

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
6-9	*Bear, Mutant*	*1d2 - See Miscellaneous Monsters section.*
10-13	*Boar, Wild, Mutant*	*1d2 - See Miscellaneous Monsters section.*
14-18	*Cockatrice*	*1d3*
19-22	*Ghoul*	*1d10*
23-26	*Golem, Flesh*	*1d2*
27-30	*Gorgon*	*1d2*
31-33	*Hydra*	*12 HD (14/2,600)*
34-44	*Nathbastee's Acolytes*	*2d6 Clerics of Nathbastee (levels 3-12), dragging a prisoner to the Circle of Stones where he/she'll be the victim of a sacrificial ritual (see location 4).*
45-48	*Owl Bear*	*1d4*
49-52	*Purple Worm*	*1*
53-58	*Skeleton*	*4d6*
59-65	*Slug, Giant*	*1d2*
66-69	*Spectre*	*1d2*
70-74	*Spider, Giant (Greater)*	*1d3*
75-81	*Stirge*	*3d8*
82-85	*Wight*	*1d4*
86-90	*Worg*	*2d4*
91-94	*Wraith*	*1d4*
95-100	*Zombie*	*2d8*

Grassland

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
1-9	*Ant, Giant*	*1d6 Workers + 1d3 Warriors*
10-18	*Boar, Wild*	*1d6*
19-25	*Bugbear*	*1d6 - Check for surprise even alert opponents with a roll of 1–3 on a d6 (50%), unless the bugbears are in the open and visible from afar, with no chance for cover.*
26-32	*Goblin*	*2d10 - 25% chance the group includes 1 goblin leader (2HD) riding a Worg. 1d4 goblin scouts will be raiding a worg, too.*
33-35	*Hobgoblin*	*2d8 - 25% chance the group includes 1 hobgoblin leader (4HD).*
36-47	*Horse*	*1d10 x 10 - Wild horses running wild in the plains. Beware the revenge of (1d8) centaur protectors if anybody harms these animals.*

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
48-64	*Nathbastee's Acolytes*	*1d4 + 4 - NPC party sent by Nathbastee to find new potential victims and take them alive (if possible) inside Nathbastee's sphere of influence where they will be sacrificed. The party includes at least 1 Cleric of Nathbastee, plus other classes (matching the PCs' levels).*
65-73	*Ogre*	*1d4*
74-80	*Orc*	*4d4 - 25% chance the group includes 1 orc leader (4HD).*
81-91	*Stirge*	*1d12*
92-100	*Troll*	*1d2*

Lake Fionnar and Rivers

Same as surrounding environment plus the following specific encounters in or near the water

ROLL 1D100	ENCOUNTER	NO. APPEARING AND NOTES
1-39	*Fish, giant*	*1*
40-78	*Leech, Giant*	*1d4+1*
79-89	*Nixie*	*Unique encounter - Amnicula the nixie looks like a small beautiful woman with light blue skin. She is friendly but capricious and could decide to charm a particularly good looking PC, forcing him to join her for 1 year as a lover and slave in her house on the bottom of the lake. She can be persuaded to change her mind if the PCs offer their help against Nathbastee's minions' threat.*
90-100	*Tso-Chtol*	*Unique encounter - See location 7*

Miscellaneous Monsters

Bear - Mutant

Hit Dice: 8
Armor Class: 4 [15]
Attacks: 2 claws (2d6), 1 bite (2d8)
Special: Hug for additional 2d10 if to-hit roll is 18+
Move: 9
Saving Throw: 8
Alignment: Neutrality
Challenge Level/XP: 9/1,100

Notes: This huge bear stands more than 20' tall. It can't see very well but have an infallible scent and if hungry it will follow the tracks of a prey until it has eaten. On an attack roll of 18+ (natural roll) with its claws, the mutated bear grabs its victim and hugs it for an additional 2d10 points of damage.

Boar, Wild - Mutant

Hit Dice: 10
Armor Class: 3[16]
Attacks: 1 tusk (2d10)
Special: charge, continues attacking 2 rounds after being "killed"

Move: 9
Saving Throw: 5
Alignment: Neutrality
Challenge Level/XP: 11/1,700

Notes: These boars, like the common ones, continue to attack for two rounds after they reach zero hit points before they finally drop dead. If they can charge for 20 yards before reaching their prey, they inflict double damage when they hit.

Giant, Hill - Mutant

Hit Dice: 14
Armor Class: 0 [19]
Attacks: 4 tree stumps (2d12), 1 bite (2d10 + poison)
Special: poison
Move: 15
Saving Throw: 3
Alignment: Chaos
Challenge Level/XP: 16/3,200

Notes: This giant is 18' tall, has a malformed body with 4 arms and is quite stupid and ill tempered but totally loyal to his creator, Nathbastee. He loves the taste of human (and humanoid) flesh. In combat, he uses 4 tree stumps as clubs and also tries to bite his opponents with his gnarled, poisonous teeth. Any victim bitten must make a saving throw with a -4 penalty or be incapacitated for 1d6 turns.

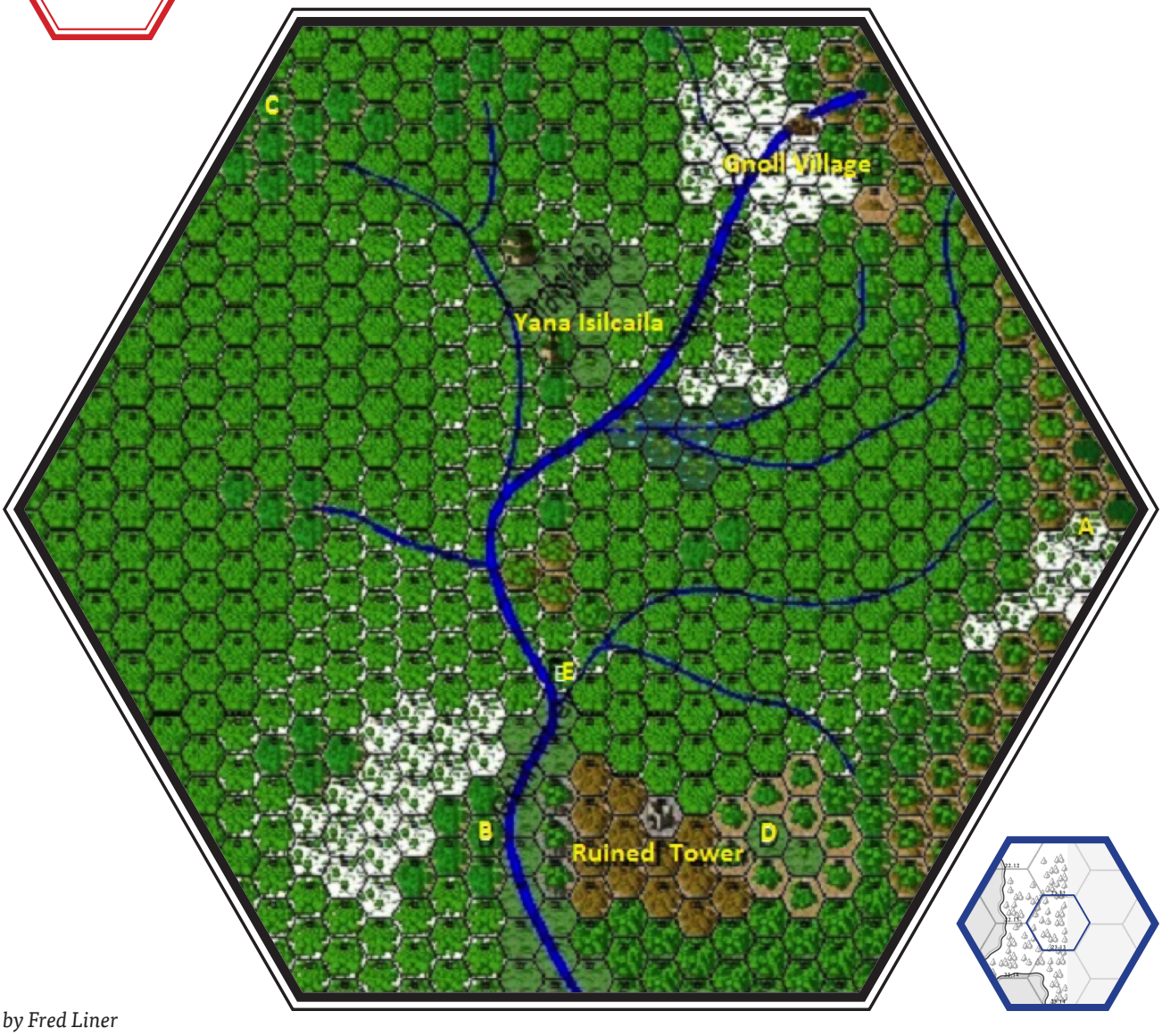
Snake, Water

Hit Dice: 3
Armor Class: 6 [13]
Attacks: 1 bite (1 + poison)
Special: slow acting poison
Move: 9/15 (swimming)
Saving Throw: 3
Alignment: Neutrality
Challenge Level/XP: 4/120

Notes: Water snakes are snakes adapted for living in the water. All are poisonous. They average 6' long, but can be much larger if the Referee desires (2' long per Hit Die). A water snake's bite is little more than a pinprick, and will go unnoticed 50% of the time. The victim must make a saving throw to avoid the effects, and the poison is slow-acting; its full effects take 1d4 + 2 turns to be felt. Unlike other snakes, they will attack humans; they are very aggressive.

TEMPLE OF THE MOON RECUMBENT

23.13



by Fred Liner

Hex 23, 13 is a wilderness hex of mostly temperate rain forest. The hills to the east create a rain barrier that traps moisture from the sea to the west and the swamps to the north. There are numerous rivers and run-off creeks, dense underbrush and thick canopy outside of a few clearings and glades. Visibility is reduced and anyone attempting to hide or create an ambush should receive a bonus of +1 or +2 at the DM's discretion.

This hex is best suited to a party of 6-8th level, though a larger party or one with many henchmen and followers of lower overall level should be able to handle most of the potential encounters in this hex.

Notes for gamemasters: the descriptions for the various denizens of this hex were created using the Adventurer Conqueror King System (ACKS). ACKS is in the Moldvay/Cook B/X D&D family with a couple of small tweaks you should be aware of when reading the stat blocks.

AC is ascending from 0, if using descending AC you can translate by subtracting the listed AC from 9. So a listed AC of 2 would be an AC of 7. A couple of the NPCs use classes that are unique to ACKS. For those that don't have those rules I have listed out the special abilities unique to the class in the description of the NPC. An equivalent class to use in determining hit chances and saving throws is also given.

Towns and Settlements

Yana Isilcaila

Several years ago, twin elven sisters began carving a domain out of the woods in this hex. Falamelethril is an Elven Priestess who was sent here to establish a temple by Damalis, an elvish moon goddess. Her twin sister Falathiriel, an elven Spellblade, accompanied her and built her own fastness close to the temple. They named the settlement that has grown around the temple and fastness, Yana Isilcaila, which can be translated as the shrine of the sleeping moon or the temple of the moon recumbent.

The sisters' efforts to pacify the surrounding area and expand their domain have been somewhat half-hearted and they have almost no knowledge of what lies in the southern portions of the hex. On the other hand, they have spared no expense or effort in building the temple, keep, and surrounding settlement and the lavish attention shows in the luxury and wealth of the town. Among elvenkind the temple has gained a bright reputation in the brief years since it was completed and a small but steady stream of pilgrims, both elven and those friendly to the elves, have come to Yana Isilcaila seeking the blessing of the priestesses.

Reports have begun to arrive in the town from hunters and scouts of strange, twisted creatures drifting into the northern woodlands. Talk of an expedition in force to discover the source of these creatures is circulating through the wine shops and artisans of the fastness.

Gnoll work camp

A gnoll village has recently sprung up on the south bank of the Gelin River. The gnolls are busily bringing down every tree in the immediate area to build something they are at great pains to prevent outsiders from seeing. A tall palisade has gone up around the village and active patrols range in all directions killing everything they encounter. There have been a few skirmishes between the gnoll patrols and the elves of Yana Isilcaila. Up to this point they have been small and indeterminate with both sides retreating from a full engagement.

The gnolls are led by a Ruinguard chaos champion, Zolhandro, who is currently in service to the "goddess" Nathbastee in hex 23, 12. The village is a staging foothold for a larger army that Zolhandro is planning to lead in an invasion of Eilean Dubh. He and Nathbastee believe there is a powerful artifact in long forgotten caverns below Thocar's Castle and Zolhandro has been tasked with obtaining it. To this end the gnolls are being forced to build a fleet of shallow draft longboats capable of navigating the Gelin and the sea between the river's outflow and eastern shore of the island. Work has not been going well. Gnolls enjoy the destructiveness of felling the trees but only the terror they feel toward the ruinguard keeps them building instead of ravening through the woodlands. Zolhandro has already had to make a few gruesome examples to keep the village working and even he isn't sure if he can keep the gnolls working through the winter so the ships are ready when the rest of his army arrives in the spring.

Lairs

A - Chimera Den

In a shallow cave at the end of a narrow valley a mated pair of chimera of made a nest. The approach up the valley toward the cave shows ample evidence of the inhabitants; most of the trees are scorched and barren of leaves, various rotting bits and bones of previous kills litter the valley floor, and there is a musky and sulfurous stench that strengthens as you approach the eastern end of the valley.

2 Chimera: AC 5, Move 40'/60' fly, HD 9*, hp 60/45, #AT 5 (3 head 2 claws), Dmg 3d4/2d4/2d4/d3/d3, SV F9, ML +1, AL C, XP 1300 each. Special: The dragon head can breathe fire instead of its normal attack for 3d6, save vs. breath for half, up to 3 times a day, the chimera will use this attack 50% of the time.

Treasure: 3 pieces of amber cut in a pyramidal shape and polished (1,500 gp each), 1 flawless facet cut emerald (8,000 gp) and a +1 sword; found amongst the remains of the chimera's previous meals. The gems all detect as magical.

B - Griffon Aerie

In the broken hills on the west bank of the Gelin River is an aerie of griffons. The sisters who rule Yana Isilcaila have plans to harvest young griffons to raise with eye to eventually fielding a small squad of griffon cavalry. With their interest in the griffons, it is common for a hunting party or patrol out of Isilcaila to be in the area observing the aerie. There is a 66 2/3% chance (1-4 on d6) that anyone disturbing the nests or attacking the griffons will be confronted by a patrol of 3d4 Elves led by a Spellsword of 5th level. The patrol will demand that any young or eggs taken from the aerie be surrendered to them in their lady Falathiriel's name.

12 Griffons: AC 4, Move 40'/120' fly, HD 7, hp 55/50/48/45/42/38/36/34/33/32/32/30, #AT 3 (2 talons, bite), Dmg 1d4/1d4/2d8, SV F4, ML +1, AL N XP 440 each. Special: Dive Attack, when flying a griffon can stoop on a target dealing double damage, if both talons hit the target is grabbed; any target dwarf size or smaller can be carried off when grabbed. When a horse is within 120' of a griffon the griffon makes a morale roll if it fails it attacks the horse uncontrollably.

Treasure: 2,000 gp in a battered saddlebag, a silver and moonstone necklace (2,000 gp), a belt made of gold plackets inset with diamonds and sapphires in a stylized flower pattern, large enough to fit a portly man (20,000 gp), a golden arm band in a pictish style studded with polished rubies (7,000 gp), and a potion of clairaudience. The aerie also has 2 griffon eggs and 3 young griffons still suitable for training. The silver necklace used to belong to Falamelethril. She dropped it, along with an egg, to distract one of the female griffons when she was spotted trying to sneak out an unhatched egg. If the necklace is shown in Yana Isilcaila or to a patrol from the settlement, it will be recognized and the possessor will be assumed to have taken some young or eggs from the aerie. The elves will demand the return of the necklace and the griffon young and eggs. The other two pieces will be recognized has having been worn by a powerful pilgrim to the temple but the sisters have no interest in the jewelry or the fate of the pilgrim.

Dungeons

Ruined Watchtower

On the bare crest of the tallest of the Broken Hills on the east side of the Gelin, is the crumbling base of an ancient, square watchtower. Map and key to follow.

Places of Interest

C - Centaur hunting party

A troop of Helcoth centaurs from hex 21.14 ran afoul of some of Nathbastee's twisted creations while hunting in hex 22.14 and were forced to flee to the southeast to escape. Several of the centaurs were wounded in the encounter; and they are currently trying decide between trying to make their way home by different trails or seeking out the aid of the elves at Yana Isilcaila; who they are aware of but have had no previous interactions with. The troop's leader is one of the injured and the other centaurs cannot unite behind a different leader. The centaur's are beat-up and frightened will attempt to avoid a fight. If forced to fight they will flee if the fight goes badly; if they are unable to flee they will fight to the death.

13 centaurs: AC 4, Move 60', HD 4, hp 24/22/21/20/20/18/18/16/16/14/6/4, #AT 3 (2 hoofs, weapon), Dmg 1d6/1d6/weapon, SV F4, ML -1, AL N XP 80 each. 8 of the centaurs carry spears the other 5 carry composite bows and clubs.

Centaur chieftan: AC 4, Move 60', HD 5, hp 2 (29 max), #AT 3 (2 talons, bite), Dmg 1d6+2/1d6+2/weapon +2, SV F5, ML +1, AL N XP 200.

D - Amber Golem

In an abandoned campsite next to the fragments of a dead horse stands an amber statue of a three eyed creature that resembles a bear crossed with a frog; the eyes of the statue are missing. The statue is an amber golem that is inanimate because of the missing gems that go in its hollow eye sockets. The gems in the remains found in the chimera's lair are the eyes of the amber golem and the stone used to control the golem. If the carved amber gems are reseated in the golem's eyes it will reanimate. If the emerald is held or visibly worn, the golem, as golems are wont, will serve the wielder of the emerald for a year and a day; mindlessly following every command given by the owner of the emerald. At the end of the servitude or if killed in battle, the golem and the emerald will shift to an alternate plane of existence. If the eyes are re-inserted without the emerald being visible; the golem will stand still for a moment, sensing the location of the emerald. When it has located the emerald it will attempt to recover it. If the emerald is nearby but not visibly wielded the golem will attempt to rip open whatever the emerald is being carried in (an adventurer's belt pouch, perhaps) and grab the emerald with its mouth. Both the ripping and grabbing will, of course, do normal attack damage to whoever is carrying the emerald in a concealed location. If the emerald is not in the area the golem will bound off in the direction of the emerald, knocking over anyone in its path but not stopping to attack even if attacked itself. If the golem recovers the emerald or if it is killed in combat, it will shift to an alternate plane of existence.

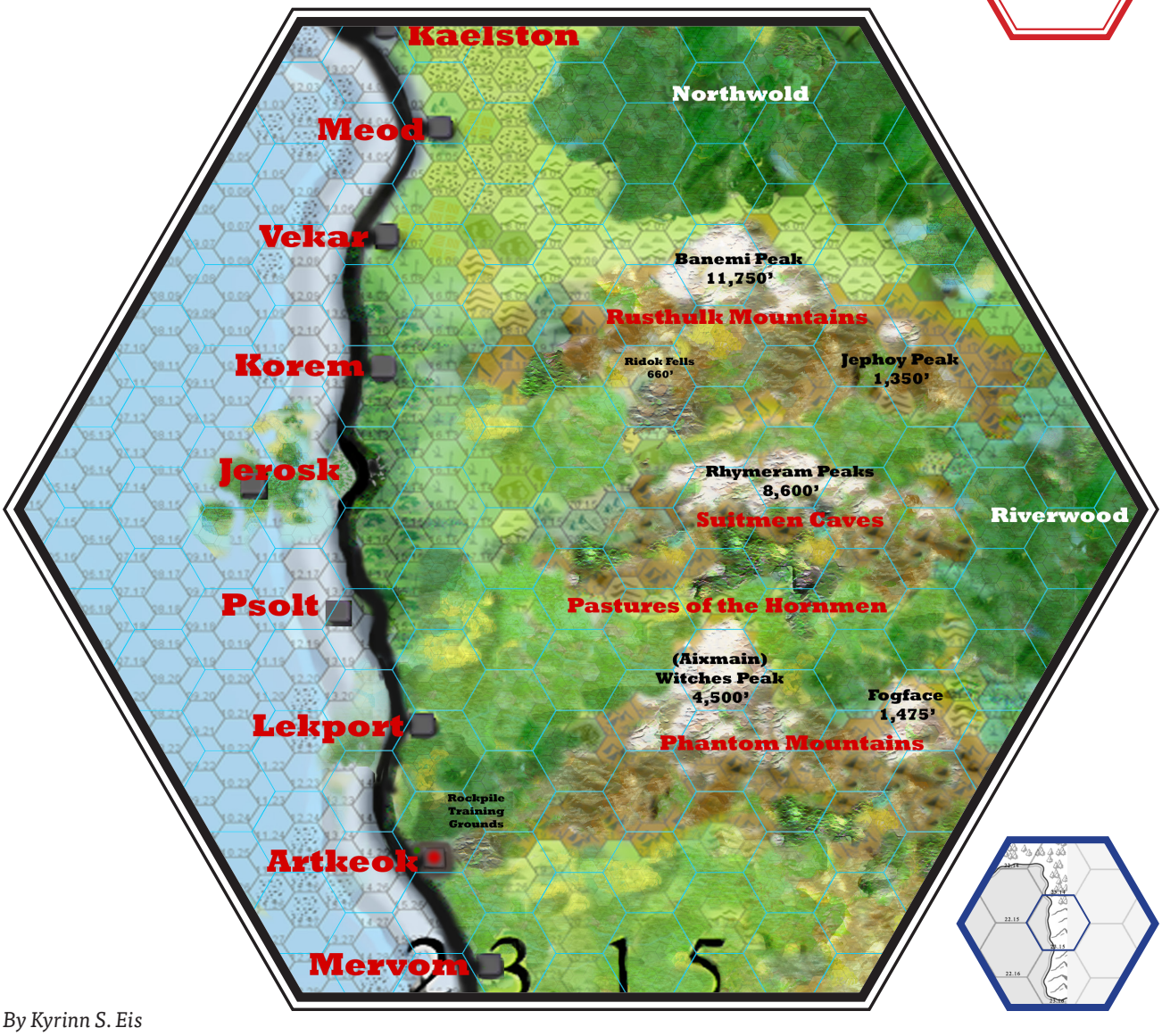
Amber Golem: AC 3, Move 90', HD 10*, hp 80, #AT 3 (2 claws, bite), Dmg 2d6/2d6/2d10, SV F5, ML N/A, AL N XP 1550. Special: Unaffected by normal weapons, poison, gases, and sleep, charm and hold spells. Can Detect Invisibility at 60'.

Treasure: None.

E - Naiad Grotto

A naiad has taken this grotto where the waters meet as a home. She protects the nearby water ways. Details are left for the GM

THE NORTHERN WATERLANDS OF COPPERWASH



By Kyrinn S. Eis

The various terrain types (sea, saltmarsh, mountain, grassland, sea dunes, and riverine forests) offer many different resources, ranging from seafood and aquaculture to the minerals of the mountains and their washes to the lumber and herbs of the forests.

Peopled by colonists from a distant land and regional neighbours taking advantage of their respective terrain types, and sharing an accented dialect of the common regional language, the area is kept relatively peaceful through force of arms. The greatest dangers apart from the pirates and coastal raiders are found in the mountains and the deepest woods; additionally, brackish shallows hunting sharks and saltmarsh reptiles are vexatious. The interior is still a frontier, and hostile at that, with high numbers of non-Humans in the highlands and lumber producing lands.

The most recent census at 170 After Founding (AF) is 551,007 persons, with over a fifth of the population dwelling in or around the capital, Artkeok (117,370), employed in the military government, its ranks, infrastructure, or maintenance. The naval power of the Waterlands is considerable in its

immediate sphere, and it continues to widen this within the mapped region as well as off-map to the southeast. The southern peninsula is largely uninhabited, but is of increasing importance as the sluice metals are discovered to pervade the coastal dunes and sea grass steppes. The navy dominates the north coast while the army expands into the south and interior, creating its own riverine forces in the flooded forests of the ancient Elven lands now long untended.

Technology is pre-industrial, but inventive, mastering standardisation and engines, and expanding into electrical generation and even early audio and visual radio broadcasts. The core technology is the Concentration Engine, utilising extracted sodium and electrical hydrolysis to burn the separated hydrogen and oxygen in a high temperature flame. The various processes and byproducts have been exploited, and through other regional and local resources, been used to produce various chemicals, aluminium, and corrosion resistant bronze and brass.

The Rusthulk range has been a major contributor of knowledge, advanced technology, and cause for Human exploitation rather than allowing these to fall into the hands of local non-Humans. The limited investigation of the ancient Elven ruins in the Northwold and Riverwoods has also brought about a parallel development of arcane technologies which are being integrated as best possible with the 'hardtech' of cast and forged metals, vacuum tubes, and binary propellant and thermobaric weapons.

The major deficit in Waterlands civilisation is in medical advance and food production, requiring a number of reliable allies and trade partners. The technological advantage the Waterlands possess are largely kept domestic, but key allies receive a careful share while the processes are protected. Other trade goods consist of rubies, sapphires, and topaz (as well as various feldspars), float glass, and paper. Rare marine reptile hide clothing and personal accoutrement are other specialist items for which the Waterlands are known.

Locations of Note

1. Coastal Defence Network
2. Northwold
3. Rusthulk
4. Suitmen Caves
5. Pastures of the Hornmen
6. Riverwoods
7. Golden Hills
8. Dunelands

Coastal Defence Network

The deep sea is often beset by pirates (+1 HD and Morale), and shallow draught corsairs (-1 Morale) of other occupied hexes that raid the coast at harvest when regional warfare or other social unrest sends them from their home to more prosperous lands. Accordingly, the seaside dwellers are wary of sightings, and nine small keeps are located along the coast at 2/3rds a mile apart, manned by marines (Fighting Men 3) and bow-armed marsh rangers (combining features of both FM 1 + Thief 3). The areas where mountain run-off and sea meet are boggy grasslands and flooded parries riddled with small channels and animal mounds; the marine reptiles here are fierce (+1 HD). Algæ blooms of various sorts are cultivated in paddies for foodstuff, while some are poisonous or healing.

Kælston

One of the strongest and best equipped of the forts, it is home to the Woldmarch Company (all at least 2nd level, with 3rd and 4th level commanders): 20 Heavy Warhorse Cavalry supporting 60 Spear men, and a small elite force of chariot archers and alchemist slingers. Thirty support personnel dedicated to maintaining the force, in addition to a heavy platoon (15-20) of Corps HQ troops, and perhaps the best of the fortress chain' Druidic/Chirurgie theatres. Clockwork Ballistæ and Binary Propellant Sharpshooters are among Kælston's defences. These devices are created and maintained by technicians from Vekar, as a result, the more martial Cogtrips from that fort find their way into unofficial use by the troops. It is not altogether uncommon to see war wagons and chariots equipped with suspension and handling systems permitting swift travel over rough terrain.

Meod

The wave-harvesting apparatus connected to this fort is perhaps its greatest fame. Home to natural philosophers and artificers before it became strategically important, Meod is now a garrison for nearly three hundred personnel, most of whom are Fighting Men and Women of 2nd level, while the balance are technical personnel and their support and supply crew. Riding out from Meod to reach Kælston and Vekar on the well-paved Road Vinta takes the cavalry five minutes, and the troop carrier wagons slightly longer, each craft carrying a platoon and Cleric/Healing detachment.

Vekar

A tower higher than most, functioning as both a lighthouse and outfitted with spotlights, Vekar is a workshop fulfilling many of Meod's device orders with a compliment of well trained technicians (Thief 3 or higher level, and more than a few Magic-Users as well). The civilian population is a mix of seafarers and marsh farmers whose children are given a better than average education due to the number of technical specialists. Firearms and spring-knives are common in town, and alternative lighting solutions are found in every window as well as in Beshak market. A curious mix of cantrips and contraptions have sprung up among the youth, and while many have turned to less than honest undertakings, the technical authorities prefer to induct the brightest of these Cogpunks into the school rather than have them waste their talents in labour projects.

Psolt

A small force maintains this isle-based fort whose greatest single feature of note is its anchored hot-air balloon reconnaissance service. The balloon uses sails to venture out into the interior to aid in both a military spotting capacity, as well as in search and rescue missions, as the winds permit. Working with the Technical Development Initiative, Psolt is attempting to build a skyship capable of contra-wind travel, and this project is carefully guarded with encrypted text, illusory blueprints, erroneous mock-ups, as well as dis/misinformation disseminated into the rumour mill. The area is restricted, limiting the amount of information would be travellers could know, and interlopers are swiftly escorted away for questioning.

Jerosk

Home of the Sea Mages, and temple of The Lady of the Blue Horizon, Jerosk is responsible for coastal weather forecast and modification and is frequently visited at a distance by regional adherents of the Blue Lady. Wizards and Druids are the main operators of this station, and although it is fortified in comparison to other coastal holdings, it is the least of the fort system, relying more upon the magics of its crew. The few soldiers stationed here are the Storm Marines who utilise self-propelled shallow-draught boats with much of their compliment below the waterline in the armoured hulls, and combating deep water pirates and corsairs raiding the coastline with turret mounted arbal-

ests. The Storm Marines are armed with heavy repeating crossbows (Save [Paralysis] in 10' x 15' area effect or suffer 1d6 Piercing damage, with three such bursts per reload), sabres, and equipped with rings of Water Breathing. The temple is visited by the dedicated faithful and the superstitious alike, and is maintained by a voluntary 'tax' by the Merchant's Guild (the cost deferred out of reverence and not passed on to the consumers of shipped goods). The drydocks of Jerosk are much admired in the region and are almost always backlogged with build and repair orders.

note – "A#" indicates the Number Appearing.

ROLL 1D10	JEROSK COMMON ENCOUNTERS
1	*Marine Vodyanoi #A 1d2 AC 20 [0] HD 10 HP 60 Atk +5 Dmg 4d6+1*
2	*Humanoids #A 2d6 AC 14 [06] HD 01 HP 04 Atk +0 Dmg 1d6 melee or ranged*
3-4	*Mages #A 1d4 AC 15 [05] HD 04 HP 10 Atk +1 Dmg 1d4 melee or by spell*
5-9	*Soldiers #A 3d6 AC 16 [04] HD 03 HP 12 Atk +2 Dmg 1d6+1 melee or ranged*
0	*Travellers*

Korem

Known as Port Hospitality, Korem caters to seafarers from the region and is often a rowdy place, with lax constabulary, and a reputed cure for whorepox. Waterlands government spies use Port Hospitality to gather reliable foreign intelligence and sort through a mass of rumour. The foodstuffs not brought in by sea are supplied by a government contracted farming and hunting collective kept far from the sea dogs in the burgeoning town. Shops in Korem seem very plain, and there is no interaction past the walls which separate the docks and taverns from the watch posts and barracks. Forces from Jerosk and Lekport are kept in reserve, and more than a few spies upon pirate ships are actually Marine officers.

ROLL 1D10	KOREM COMMON ENCOUNTERS
1	*Soldiers #A 3d6 AC 16 [04] HD 03 HP 12 Atk +2 Dmg 1d6+1 melee or ranged*
2-5	*Residents #A 2d6 AC 10 [10] HD 1d4 HP 03 Atk +0 Dmg 1d6-1 melee*
6-0	*Seafarers #A 3d6 AC 11 [09] HD 01 HP 04 Atk +0 Dmg 1d6 melee or ranged*

Lekport

A Company (150) of Sea-Axe armed Marines and Two-weapon fighters in light armour guard the Gateway to the southern plains and the Pastures of the Hornmen. Well acquainted with both corsairs and the foul sorcery of the beast men, these fighters are simultaneously well respected for their prowess and held in some contempt for their greater support and elan over many of the other forts. Beyond the 'Horned Tower', Lekport is home to a drydock and the second busiest commercial port in the area; besides the goods generated locally, fresh produce from afar as well as dried alcohol chews from Kegport keep the Southlanders happy despite the raids by the Hornmen.

ROLL 1D10	LEKPORT COMMON ENCOUNTERS
1	*Humanoids #A 2d6 AC 14 [06] HD 01 HP 04 Atk +0 Dmg 1d6 melee or ranged*
2-3	*Residents #A 2d4 AC 10 [10] HD 1d4 HP 03 Atk +0 Dmg 1d6-1 melee*
4-6	*Soldiers #A 3d6 AC 16 [04] HD 03 HP 12 Atk +2 Dmg 1d6+1 melee or ranged*
7-0	*Travellers*

Artkeok

The Shipmasters' Sanctuary is the Capitol of the Waterlands, the governmental offices within a great drydocked galleon bristling with cannon and attended by over one hundred Storm Marines and not a few Blue Horizon Mages. The refurbished original ship bringing settlers from an off-map region more than seventeen decades ago is revered by Waterland citizens as a symbol of the past daring and future potential of the people of this difficult land. The harbour facility is a major military base and is the senior most post for select officers in the Navy and Army. The surrounding neighbourhood and gardens are made for the 75 support personnel who maintain the Capitol and its visiting dignitaries, troops, Mages, and the other residents and visitors.

ROLL 1D10	ARTKEOK COMMON ENCOUNTERS
1	*Residents #A 2d6 AC 10 [10] HD 01 HP 04 Atk +0 Dmg 1d6-1 melee*
2-5	*Soldiers #A 3d6 AC 16 [04] HD 03 HP 12 Atk +2 Dmg 1d6+1 melee or ranged*
6-0	*Travellers*

Mervom

Not far from Artkeok is Mervom, reserved for retired government and military personnel and their families. 'Headed for Mervom' has become synonymous with retirement, and possibly even death in the popular vernacular. The marsh has been drained and wildflowers and prairie palms grow for leagues around the community. Posts here are considered to be reserved for those no longer in their prime, and as a result, sub-par. The local marshball team, the Mistmen, are driven to outperform their reputation in the national and regional games, but have only a few wins to their 64 year history. Hunting is the popular pastime of retirees and game is plentiful, if one doesn't mind the fog and rain.

ROLL 1D10	MERVOM COMMON ENCOUNTERS
1	*Will-o'-wisps #A 1d4 AC 17 [03] HD d4 HP 02 Atk +0 Dmg -- Spcl only hit by silver or magic; target must save [Spells] or drown; will work together to drown most dangerous opponent*
2-4	*Residents #A 1d4 AC 11 [09] HD 01 HP 03 Atk +0 Dmg 1d6 melee or ranged*
5-8	*Soldiers #A 2d6 AC 16 [04] HD 03 HP 12 Atk +2 Dmg 1d6+1 melee or ranged*
9-0	*Travellers*

Northwold

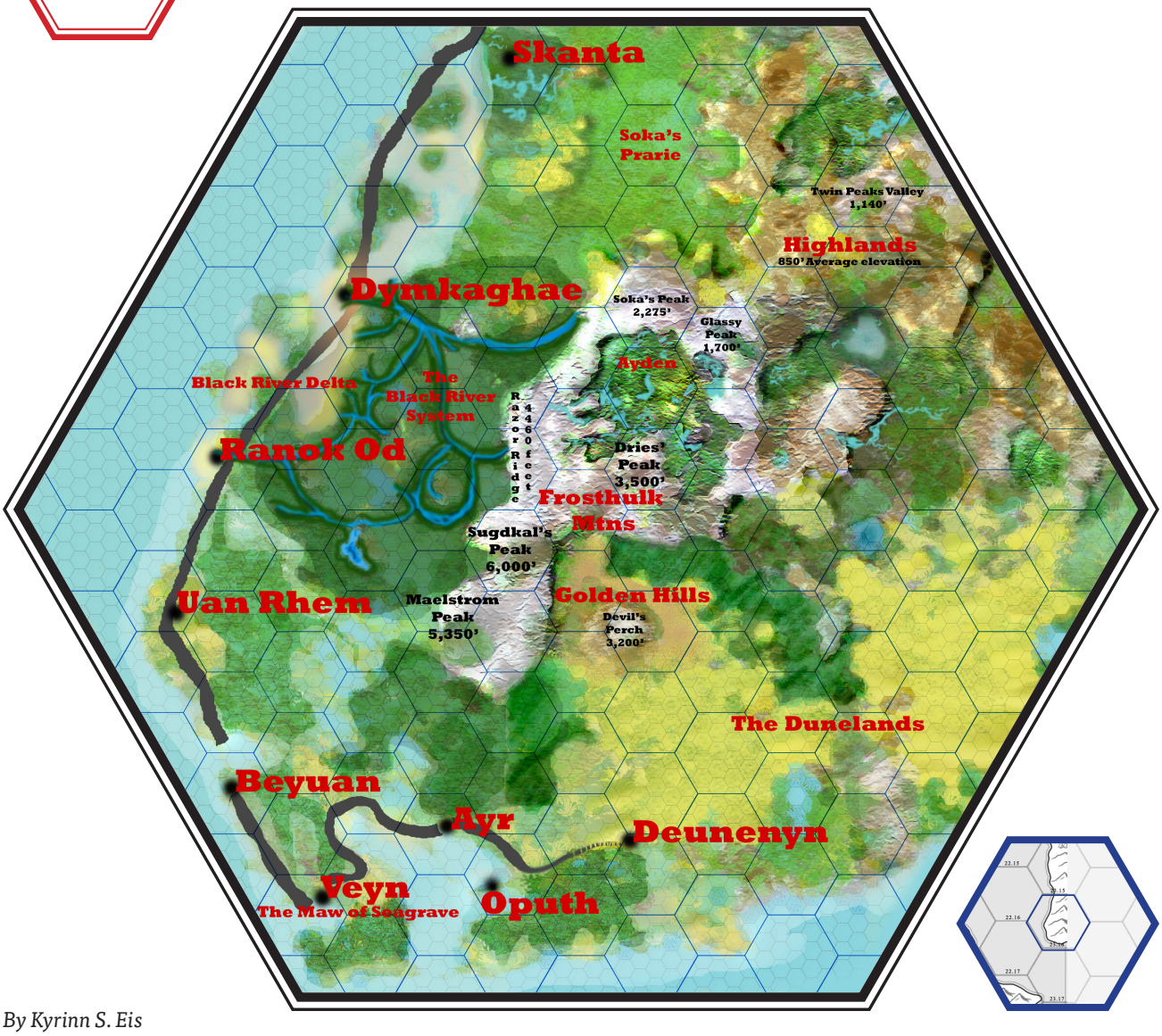
Dense pine forest and sandy topsoil covering rocky and dark earth, this area is strewn with ruins of battlements and hulks of war machines from some earlier era. Humans fought with every artifice of their day and were clearly defeated by their foes. Skeletons of megafauna (Irish deer, giant sloth, and other great beasts) can be found with little excavation and several battlefields are so densely packed with the dead that these petrified bones protrude like teeth and claws of some immense beast. Artefacts are rare, but when found, are evidently of the opposition and of ancient Elven craftsmanship -- a sort no longer found on the surface, and somewhat resembling extinct noble houses of matriarchal forest dwelling spider worshippers. Stone circles atop more recent mounds and barrows, weird cairns adorned with charms and trinkets to keep safe withered and mummified bodies, and stranger things still.

Riverwoods

The forests are old growth, with the eastern sector shot through with karstic collapse regions for the underground rivers stemming from the mid and southern mountains. Crowds of wandering, zombie-like (but non-Undead, corrupted vegetable) Nadlemen (#A 3-12, AC 14 [06] HD 4 HP 18 Atk +3 Dmg 2d6 Spcl 75% Invisibility in pine forest), and various dangerous flora such as the Lunge Pod (AC 14 [06] HD 03 HP 12 Atk +3 Dmg 1d6 + Engulf on failed [Paralysis] Save) are known to exist here. The persistent rumours of lost Elven holdings amid the vast tracts of green draw many adventurers. They speak of impossible skies, night time when they knew it was daylight, and of huge animals, some of which were clearly magical and capable of intelligent speech.

THE SOUTHERN WATERLANDS OF COPPERWASH

23.16



By Kyrinn S. Eis

(See hex 23.15 for more on the region.)

Skanta

Built around a former tower, long fallen, the troops of Skanta are responsible for safeguarding the technicians and mages who explore the toppled structure and remove its ancient technology. Armoured in the suits of the former owners and equipped with the strange weapons and gear of the centuries dead, the Skantan oath swears against revealing its mysteries, and the choice of candidates is one of the weightiest of decisions of the Captains of Artkeok. Rumours of what lies within the structure include a magical gateway to an ætheric plane of demigods in their manses far above the world; captive dragons enslaved to Man's will, stoking fires to smelt the strongest of metals mined from Rusthulk; and even, half-dead and dreaming wizards of the Elven age sleeping until the land calls to them in its hour of need. The military strength and composition at this locale is unknown,

but reputation alone discourages all but he most foolhardy or greedy from venturing into the surrounding swamps.

note – "A#" indicates the Number Appearing.

Skanta Common Encounters

ROLL 1D10	SKANTA COMMON ENCOUNTERS
1	*Vodyanoi #A 1d2 AC 18 [02] HD 08 HP 32 Atk +4 Dmg 3d6*
2-3	*Will-o'-wisps #A 1d4 AC 17 [03] HD d4 HP 02 Atk +0 Dmg -- Spcl only hit by silver or magic; target must save [Spells] or drown; will work together to drown most dangerous opponent*
4-5	*Humanoids #A 2d6 AC 14 [06] HD 01 HP 04 Atk +0 Dmg 1d6 melee or ranged*
6-9	*Soldiers #A 2d6 AC 16 [04] HD 03 HP 12 Atk +2 Dmg 1d6+1 melee or ranged*
0	*Travellers*

Dymkaghæ

Riverine scouts, hired by Artkeok, but not part of the regular forces, the Black River system folk are most often depicted as near wildmen, not much better than the numbers of Hornmen they keep in check. Their marsh and swamp holdings are seen as lawless, and their clan leaders bear greater fealty of them than the Great Captains of the Capitol ever could. The deeper one travels into the interior in this holding, the more independent and less civilised the folk and their ways. Overall, the environment is dank and foggy, foul gases and will-o'-wisps are common, alternately attributed to damned souls, or hunting hags; the animals are among the most dangerous, and the humanoids living in the area are fearless of outsiders, but avoid the Rivermen. Among the only exports from this holding is Strangler's, a label of fig brandy, requiring various rare components to render the toxic strangler fig safe and palatable; it is served in more exclusive dining establishments, and is sought after in the region if only due to its rarity. Dymkaghæ and Ranok Od are largely situated on opposite sides of the Black River, but certain trading posts straddle the waterway and allow those with the knowledge to pass through to more northerly locales with greater ease than contending with delta ferries and congested bridges at the coast.

Dymkaghæ Common Encounters

ROLL 1D10	DYMKAGHÆ COMMON ENCOUNTERS
1	*Hunting Hags #A 2d6+1 AC 04 HD 02 HP 13 Atk +1 Dmg 1d6 Spcl Save or netted*
2-3	*Will-o'-wisps #A 1d4 AC 03 HD d4 HP 02 Atk +0 Dmg -- Spcl only hit by silver or magic; target must save [Spells] or drown; will work together to drown most dangerous opponent*
4-5	*Humanoids #A 2d6 AC 06 HD 01 HP 04 Atk +0 Dmg 1d6 melee or ranged*
6-9	*Rivermen #A 2d4 AC 06 HD 02 HP 08 Atk +1 Dmg 1d6+1 melee or ranged*
0	*Travellers*

Ranok Od (abbreviated R'O):

Akin to Dymkaghæ, the same style of stilt villages seen on the delta extend far up the Black River and permits easier access to the wilds of the interior and their unique resources while supporting fewer non-Humans. This is in part due to the muck plains of dark soil presenting too great an obstacle for Humanoids and the vegetation being sparser than the western marshes, making travel in the open unappealing. The folk readily avail themselves of this advantage in muck harvesting (used as topsoil in less arable lands) and in much larger communities than their cousins, partaking in the ag-

ricultural benefits of their rinsed saltmarsh soil. With this additional foodstock available, Dymkaghæ barges travel into the broader portions of the Black River to be laden with those crop plants that cannot be found in the delta and valley; R'O ramps and shallots are especially prized for their larger size and longer shelf life. Ranok Od and Uan Rhem's shared border is patrolled by a mixed force and their ranger stations combine both stilt and dyke mound construction techniques known to be able to weather hurricane-force winds, offering travellers shelter in the frequent storms.

Ranok Od Common Encounters (1d10):

ROLL 1D10	RANOK OD COMMON ENCOUNTERS
1	*Will-o'-wisps #A 1d4 AC 03 HD d4 HP 02 Atk +0 Dmg -- Spcl only hit by silver or magic; target must save [Spells] or drown; will work together to drown most dangerous opponent*
2-3	*Humanoids #A 3d6 AC 06 HD 01 HP 04 Atk +0 Dmg 1d6 melee or ranged*
4+	*Travellers*

Uan Rhem (abbreviated U'R)

The dyke builders of this area are employed throughout the Waterlands for their expert work, but in their home, the gravel roads and parcel walls take on an artful complexity borne out of community pride and a desire to test the limits of technique. Many unusual structures stand here, monuments to their builders' genius, and are bought up by newcomers and utilised for a variety of businesses, ranging from taverns and inns to manor houses. This has, strangely, brought this rather backwater town to the forefront of realtors' lists of desirable locales. Other notable features of the dyke lands are the seasonal festivals and two yearly architectural contests, drawing visitors weeks ahead of the activities, and bringing much needed revenue and excitement to the locals. Aquaculture, including fish farming, is the primary sustenance and secondary economic factor in U'R, requiring keen eyed and swift footed overseers with a talent for bow or sling to guard the workers from encroaching wild-life and attacks by Humanoids. As the population of U'R is low, outside hires are most common, and the incentive both for family relocation and 'seeding' is a real draw for many.

Beyuan

Built upon a series of islets, and bridged, Beyuan cultivates sea bird eggs nested in the cliff faces. Only a few treacherous paths reach the water's edge where floating docks moor dinghies – the only means of reaching the mainland. Egg production income sustains this community of perhaps one hundred, with the overland route having proven safer for transport than by sea, taking the carts over Uan Rheman roads to the north, or towards the hamlets around Veyn to the south. Beyuan eggs are preferred by chefs for the richness of flavour and perceived health of wild origins. Deliveries north, passing through the Black River delta, are considered dangerous, and the opportunities for adven-turous souls are in no short supply.

Veyn

The 'Maw of Seagrave' is guarded by dedicated watchers in coracles, posted to keep the foolhardy from entering the tidal cave in search of treasure. The exact number of deaths here is unknown, but estimated at roughly fifty, less than rumours suggest, although many of that number were lost in groups of organised explorers never again seen and presumed dead. The roaring sound of the maw at high tide is explosive, and great foamy waves spout from the main opening and others besides. If there is a tourist site in the Waterlands, Veyn is certainly it, and much in the way of kitschy folk craft are sold in the villages around the cave. The only other feature is a stout signpost pointing towards Ayr, heavily carved with names, crude illustrations, and colourful limericks.

Ayr

The original landing spot of the colonial expedition, some 170 years ago; inhospitable, but a presence is maintained in the form of a small lighthouse and a museum/shrine commemorating those who died on the voyage. Rumours persist of the ghost bereaved mother wandering the rocky shore holding a bundle in her arms. The first tree reached hundreds of yards from the rocks is carved with many names, and a copy of the charter plate was inlaid and still partly visible. Over the decades, attempts to make the site more accessible have largely failed, with different paver stones and bricks overgrown by roots and moss. The clashing air masses of the coast and down draft from the hills is responsible for inclement weather, deepening the gloom of this site.

Oputh

A rocky outcropping rising from a permanent pool and surrounded by rough cliff walls, Oputh is a place of study and isolation, a refuge from the rest of the Waterlands, while still in touch with the sea below. A drawbridge connects to the short turf of the mainland, and it is this fuel-sod that is burned as there are no trees for miles. A footpath from the nearest road wanders through hills and it is easy to become lost. Shepherds find folk on the verge of death in quicksand pits, and more than one skeleton is said to sit in a partial dune, bottle in hand. Those who make it to Oputh and remain find a rich library, perhaps second only to the Captains' Library in Artkeok.

Deunenyn

Not a true settlement so much as a collection of temporary shelters moved when the dune land shifts, or conditions become more favourable elsewhere. These lands have been occupied for twelve of the seventeen decades that the Waterlands colonies have existed, and in that time, its people have adapted to the rolling dunes, the austerity of the windswept and barren landscape, found its jewels of unique resources, and become both fishermen and panners of precious metals. Merchants in northern ports know at a distance the unique jib sails of the coastal boats and excitedly prepare their markets for the raw metals.

Rusthulk & Suitmen Caves

Humanoids and true Monsters are known to dwell in the mountain caves and cleft valleys out of view from lower elevations, and cause miners and bird hunters no small trouble. Autumn and Winter see snowy peaks atop these mountains, and it is advisable to avoid all but the lowest elevations in these seasons. Hostile Encounters are +16% more likely. The unusually high jutting mountains act as a barrier and much precipitation falls on the coastal side (cismontane) making for lush vegetation while the transmontane areas are mostly scrub and weedy grasses. The West-to-East orientation of the mountains allows for passage of weather fronts through into the interior regions beyond this hex, but they are drier and less prone to random seeding. It is rumoured that the mountains are actually space debris or ruined and slagged structures, and the loot found on the Humanoids suggest that this environment is rich in peculiar treasure.

APPENDIX A: UNDERLAND CITADELS

By Chris Tamm

Citadel Generation

These are to help you generate citadels which should inspire plenty of adventure for many sessions of play. In the underland citadels, ruins, horrible wastelands and remnants of great monster machines of ancient wars are the most dramatic features. Citadels in Underland tend to be semi-abandoned with most bottom floors inhabited, and unaware of upper floors or life there. Exploring citadels is a common quest. References to habitation in random locations can be referring to original function and now could be abandoned.

Locations in citadels

You could allocate locations you think your citadel needs first and roll extra or roll them all. Location sub tables are merely standout features of otherwise typical features in citadel planning. Sub levels and ground floor may have multiple section per level but most others equal a floor or story.

Low tech citadels use muscle or steam or magic powered elevators or stairs with elevators and even gravity tubes for more advanced. Not all locations are as specialised as sub tables show so feel free to use more generic areas or develop your own or hybrid results.

To generate a citadel, roll on each table the indicated number of times, or roll the indicated die to determine the number of times to roll. Some tables results lead to rolling on sub-tables for more details.

1. **Citadel Habitation: roll 1 (or 1d4) times** This indicates how inhabited by any semblance of civilisation
2. **Citadel Surroundings: roll 1d3 times** This is the surrounding countryside
3. **Citadel Surface: roll 1d3 times** This is the actual skin of the citadel
4. **Additional Features: roll 1d3 times** These are other interesting local phenomena and adventure ideas
5. **Event : roll 1 time** This is something to happen when adventurers turn up to get adventure rolling
6. **Roll for Locations:** See instructions
7. **Crowning feature: roll 1 time** This is a object on top for some function

Basic details of a citadel:

1. Citadel Habitation

Use this to populate a citadel. If you want one defiantly inhabited roll other dice like d8+4 d6+6. You could alternatively roll for different sections of the citadel like lower or mid levels by rolling a d4 times on he below table to generate areas ruled by a faction or many or none.

1D12	CITADEL HABITATION
1	*Like a ghost citadel, with silent dusty corridors and lonely hallways, often actually haunted by dead*
2	*A blasted ruin with a few hermits, bandits, explorers and some tribal monster factions*
3	*A hidden faction try to avoid detection are sealed away and try not to interact with outside*
4	*Nomadic tribal factions come here seasonally for cultural reasons or to hunt relics*

1D12	CITADEL HABITATION
5	*A number of hamlets in the ruins possibly competing or related, scrounge for resources*
6	*A town, fortified and wary but willing to trade but other hostile outlaws and other groups in ruins*
7	*Several competing factions d4+1, possibly of different racial stock, religion or formerly united*
8	*A fortress of a military order or force or warlord guards the citadel from unauthorised explorers*
9	*A religious community or sect or cult with hermits and relic hunters searching the ruins*
10	*A large community with criminal and cult factions within and on fringes dominate multiple floors*
11	*A densely populated citadel with some abandoned and haunted or uninhabitable floors*
12	*A thriving civilisation is contained in citadel but still run down and with buried secrets of the past*

2. Citadel surroundings

Many citadels abruptly stand in open but many more have surrounding countryside with some of these features.

1D12	CITADEL SURROUNDINGS
1	*Fortifications including sharpened stakes, tank traps, mines, trenches and walls*
2	*Farmland with farmers shacks and barns, people retreat in citadel in emergencies*
3	*Sprawling slum with crudely made dwellings with population usually not allowed inside*
4	*Water features with moats, ponds, lakes stocked with fish and aquatic creatures*
5	*Geological formations like boiling mud, calcium structures, alkaline pools, lava*
6	*Garden earthworks with fungus, strange follies, shrines and statues*
7	*Ruins of ancient city or abandoned town sprawl around city with unwelcome residents*
8	*Tents and wagons of foreign travellers and nomads who seasonally visit for trade*
9	*Pits of garbage, polluted discoloured pools, pits, mounds of dirt and other crap*
10	*Dense fungal growth for food and defence including magic and toxic toadstools*
11	*Biological slime lake of gelatinous goop, fungi or shoggoth matter used for food and defence*
12	*Open mine pits, factories, mills and other industrial structures possibly abandoned*

3. Citadel surface

Most citadels are highly ornamental with spires, towers, statues, gargoyles and and other ornaments. Here are some common variations. Many seem to merge with the ceiling of great chasms but this might be an illusion.

1D12	CITADEL SURFACE
1	*Defences bristling with battlements, turrets, guns, towers, observation posts and guards*
2	*Fungus and algae and slime coated with dripping water and stagnant pools, attracts many creatures*
3	*Dripping with lava, boiling mud, steam geysers, burning gas or other geothermal horror*
4	*Illusion covers the tower making it pristine or nightmarish or invisible or on fire or haunted*
5	*Magical aurora such as fear or damaging wall of flame/cold/lightning or visible but in other dimension*
6	*Scared pitted ruined appearance from battle and environmental damage*
7	*Organic coral or flesh or fungus coating giving citadel organic appearance*

1D12	CITADEL SURFACE
8	*Rocky coating resembling natural stone formation possibly keeps hidden*
9	*Covered in unholy shrines and statues of forgotten elder gods and horrors, things lurk among them*
10	*Crystalline or obsidian solid sheathe coating highly impervious and beautiful*
11	*Shambling huts, shacks and tents of impoverished class*
12	*Dripping calcium growths, alkaline pools, acid pools and mineral salts*

4. Additional Features

These are to add colour to local communities or factions among inhabitants.

1D100	ADDITIONAL FEATURES
1	*A species of guard beast is used throughout the citadel like mutant dog or watch plant*
2	*A major faction employ scrying magic to spy on inhabitants*
3	*Many doors are very well made with spy holes and even magic locks*
4	*Massive gatehouses can divide floors or section off districts in emergency*
5	*Areas can be flooded with gas in an emergency*
6	*Has fire prevention crews, fighting automatons, buckets of sand and water near doors and stairs*
7	*Warning gongs or drums sound during emergencies or when guards hunt criminals*
8	*Air vents circulate air around citadel and allow unauthorized passage*
9	*Feral kids or kobolds or goblins dwell in the drains stealing stuff*
10	*Drug plants or mushrooms common, many population in drugged stupor*
11	*Cannibalism endemic among many citizens, some develop laughing sickness*
12	*Dueling common within and between factions but diminishes elites constantly*
13	*Many who die become undead within an hour of death, mostly zombies but some worse*
14	*A horrible lich dwells in depths or secret chamber plotting citadels fall*
15	*Lycanthropy problem in lower parts of city, investigators search for culprits*
16	*Mad witch hunters persecute innocents with paranoia*
17	*Covens of witches causing problems with curses and charms*
18	*Patches of horrible corrosive slime and jelly grow in dank places*
19	*Horrible corrosion and decay run rife in some sections spreading slowly*
20	*Mutations among populations of some sections and are marginalized by unchanged*
21	*Criminal clans battle for control of city and infiltrate the citadel factions*
22	*Battle damage has created outside openings and opened long sealed sections*
23	*Hidden sect seek lost sections of citadel for secret to gain power*
24	*Plague and pollution have reduced life span and birth rate, immigration keeps city going*
25	*Burned out closed sections have attracted unauthorised squatters*
26	*Flooded abandoned level has unwelcome inhabitants*
27	*Cult of magic casters in populace secretly trying to take control*
28	*Cult serving demon or devil or other evil being from a lower planes weakening city from within*

1D100	ADDITIONAL FEATURES
29	*Parasitic infection through city slowing many citizens to lethargy*
30	*Army from other citadel or barbarians of wastes siege citadel regularly*
31	*Serial killer problem in most districts public in terror*
32	*Arson and fire problems plague several districts*
33	*Assassin cult trying to bring down social order*
34	*Repressed religion or magic school fighting to survive*
35	*Leaking sewerage problems spread disease and contaminate food*
36	*Insects crawling everywhere spoiling food, biting babies and pets, eating old people*
37	*Symbiotic bugs keep everything clean, locals barely notice them everywhere*
38	*Gangs of robbers in run down areas and outside citadel*
39	*Thief guilds thrive and even elite ones among ruling castes*
40	*Public bath houses very popular centres of recreation*
41	*Cruel games and blood sports commonplace in streets among all classes*
42	*Something in city preying upon children concerning populace*
43	*Citadel gambling mad and bet on anything with different possible outcomes*
44	*Citadel full of sex trade, pornography and lewd behavior*
45	*Plague commonplace with high death rate, some districts decayed and corpse strewn*
46	*Homeless war veterans everywhere begging on streets tolerated by officials*
47	*Highly militarised paranoid population in fear of invasion, demagogues rally people to war*
48	*Highly superstitious and interested in occultism and magic, symbolism everywhere*
49	*Locals all keep pets and love animals of all kinds, critters running everywhere*
50	*Highly developed operational public transport including elevators, light rail and minicars*
51	*Ancient goods in high circulation here, locals very enthused by ancients*
52	*Citadel is alive and assists city rulers, has a local cult also among populace*
53	*Swarms of flying animals around city like owls, bats, pigeons or weird hybrids*
54	*Crazy dangerous action sports all the rage like paragliding, rappelling, monster taunting*
55	*Doppelgangers or shape shifters infiltrating city serve evil beings*
56	*Other planar beings trying to infiltrate citadel elites, some locals suspicious*
57	*Citadel celebrates adventurers like great heroes with parades and cults*
58	*Citadel produces colonist caravans to spread to other regions*
59	*Desperate for raw materials, pay high prices, days possibly numbered as viable*
60	*Unstable structure, some areas collapsing, some substandard repairs*
61	*Visitors subject to lengthy quarantine or ritual purification procedures*
62	*Visitors welcomed with floral wreathes, feasts and concubines*
63	*Species of monster strangely passive and commonplace, locals don't seem worried*
64	*Regular festivals and carnivals in party town, drunken revelry is commonplace*
65	*Golems, Gargoyles and statues disguised as architectural features defend citadel*
66	*Gremlins run amok eating food stores and sabotaging everything to torment dweller*

1D100	ADDITIONAL FEATURES
67	*Built from materials or charmed to block astral or ethereal beings or scrying devices*
68	*Building dampens magic from operating inside its walls, preventing it or making it go wild*
69	*Fungi growing out of control in sections with toxic spores and mobile fungus creatures*
70	*Care takers and servants (undead or spirits or golems or other) kill mess makers*
71	*Minute doll size humans live in secret spaces in the city hiding from the giants*
72	*Pits of monsters used to punish criminals and blood sports everywhere*
73	*Locals practice monster breeding as a art, some escape into wilds or abandoned districts*
74	*Non corporeal spirits haunt many areas, abandoned sections and corridors by night*
75	*Musical citadel with wind chimes, whistling walls, drums, gongs and trumpets used constantly*
76	*Takes on haunted demeanor by night with storms and howling beasts*
77	*Whole complex is living and aware, possible responsible for disappearances*
78	*Refrigerated chilled complex with ice and frozen stalactites in coolest sections*
79	*Hot house dripping with condensation, sweaty, stuffy and sultry*
80	*Covered in possibly pre human murals of heroic warriors, mighty leaders and ancient times*
81	*Spectacular mosaics with even semiprecious stones in richest areas depicting history*
82	*Morbid gloomy residents display skulls and remains of ancestors and funerary art*
83	*Citizens wear carnival or cult masks when dealing with outsiders or when in ritual occasions*
84	*Caste system with different dress, makeup and possibly race or species*
85	*City decorated with trash of the ancients, citizens convinced they live as before apocalypse*
86	*Rulers are virtually immortal due to alchemical or necromatic or magical wonder*
87	*Famed for a magical spring kept secure in temple, healing or oracle possible*
88	*Class of aristocratic bullies pick on strangers and visitors and locals*
89	*People are highly accomplished fighters who have weekly battle drills*
90	*Citizens pay tribute to a great monster (demons or elder god?) bringing great shame to citadel*
91	*A horrible beast lurks the corridors by night slaying those who breach the curfew*
92	*A monster lurks the lands around the citadel by night eating any foolish enough to be outdoors*
93	*Locals are mad for sport competition such as ball game, track events, racing or fighting*
94	*Sacrifices to gods regular from daily to mass sacrifices on special occasions*
95	*Gods demand citadel citizens sacrificed by being forced into sealed sections every so often*
96	*Great beast under city imprisoned and used as natural resource by citizens*
97	*Some bizarre currency such as soul contracts, human hearts, live goblin babies, etc*
98	*Covered in gang graffiti, some from earliest post apocalypse times, changes often*
99	*Famous oracle attracts travellers from distant lands for poetic divination*
100	*Huge vault unopened from ancient days has famous puzzle or riddle to open*

5. Citadel Events

This is to be used by adventurers staying in the citadel foreign and mercantile quarters. I have done this in a way to be usable in other settings too. Handy to have a event ready for visitors. Citadel events imply a faction operates as a community like a town but if all ruined use dungeon tables. Often citadels have many factions separated by ruins, some are unaware of each other.

1D100	CITADEL EVENTS
1	*Thief tries to rob party*
2	*Organised crime spy on party for profit opportunity*
3	*Organised crime try to infiltrate party with sob story or offer of service*
4	*Criminal gang wary of power balance of land try assassination of party*
5	*Faction plant evidence on party to pin a crime on them*
6	*Eyes spy on party through air ducts*
7	*Feral children take a interest in party*
8	*Local vermin menace party*
9	*Local beast follows party*
10	*Scruffy beggar offers to tell party secret or story of treasure*
11	*Local scholars seek knowledge of distant lands*
12	*Local scholars and magicians seek knowledge of foreign magical arts*
13	*Local bards sing of heroes virtues and deeds*
14	*local bards sing mocking dirty stories of party*
15	*Local magician wishes to talk with party and possibly accompany them a while*
16	*Local seeks to duel foreigners to assess fighting arts*
17	*Local magician seeks to challenge foreign magicians*
18	*Local seducer seeks romantic entanglement with exotic stranger*
19	*Local slaver thinks party hot property tries trickery or ambush*
20	*Local healer seeks to learn on foreign medical practices*
21	*Local zealot cries for with hunt against parties*
22	*Disease outbreak, foreigners blamed*
23	*Murder outbreak, strangers blamed as killers*
24	*Horrible local parasite or fungal infection breaks out*
25	*Building collapses on party*
26	*Floor collapses into forgotten catacomb*
27	*Fire outbreak endangers party*
28	*Flood of water, possibly damages property and drowning*
29	*Strange weather or fumes from deeps affects where party staying*
30	*Local party animals seek strangers for good times*
31	*Moral crusaders preach about interacting with outsiders*
32	*Local foodstuff spreads disease or poison to strangers unused to it*
33	*Strange noises heard from drains and air vents*
34	*Secret society seek to spy on and kill strangers*

1D100	CITADEL EVENTS
35	*Hidden cult seek foreign sacrifices nobody will miss*
36	*Hidden monster living in bowels of city want a party member or possession*
37	*Ghost seeks help or revenge from strangers so it can rest*
38	*Poltergeist or spirit angered by strangers*
39	*Doppelganger in disguise tries to infiltrate party*
40	*Rival adventurers constantly challenge party to eating, drinking or dancing or music contests*
41	*Rival party boast they can perform greater deeds of glory*
42	*Rival party arrested for doing similar deeds to party*
43	*Rival party has old friend or family member of party member*
44	*Rival party has old enemy of party member*
45	*Rival party hostile and seek to kill and rob party*
46	*Bounty hunters seek party from past deeds*
47	*Shape shifting monster seeks to rob party*
48	*Priest and cult assassins pose as adventurers seek party sent by wicked gods*
49	*Undead horror from crypts below interested in party*
50	*Dormant artifact awakens in presence of a party member*
51	*Innkeeper offers cheap priced crap left by adventurers*
52	*Innkeeper has some funny old potions for sale*
53	*Innkeeper has a thing in the basement causing trouble*
54	*Innkeeper has a troubling customer he wants help removing*
55	*Innkeeper offers reward for recovering debt from bad customer*
56	*Creature or local tries to charm party member with spell*
57	*Creature or local tries to curse party member*
58	*Creature tries to infect party member with it's horrible offspring*
59	*Creature lays eggs in party baggage*
60	*Local secretes something valuable in party baggage*
61	*Local leaders have quest for adventurers*
62	*Local leaders have a fugitive that needs hunting*
63	*Local leaders have problem in citadel and cannot use locals*
64	*Local leaders put out warrant for party for upsetting status quo*
65	*Local leaders need heroes to slay a creature disrupting local citizens*
66	*Parents offer adventurers their children as apprentices for discount*
67	*Parents offer adventurers their children for marriage for discount*
68	*Slave broker offers cheap slaves for crazy discount low low prices*
69	*Mercenary broker offers discount rates for local missions*
70	*Local bard offers to accompany party for a while for inspirations*
71	*Faction tax collectors claim % of party cash*
72	*Faction demands license fees for weapons, adventuring, looting rights, etc*

1D100	CITADEL EVENTS
73	*Faction customs officials inspect party baggage for unwelcome imports*
74	*Faction agents interrogate party looking for spies or security threats*
75	*Faction law enforcers interrogate party looking for criminals and fugitives troublemakers*
76	*Child or pet falls down drain or well*
77	*Something from drain or well grabs child or pet or attractive youth and drags to depths*
78	*Floor collapses into catacombs where creatures lurk*
79	*Creatures dwell in secret using secret doors and air vents to spy and kidnap people*
80	*Secret cult enclave kidnaps victims for cannibalism and slavery target party*
81	*Secret lycanthrope sect seek to blame party for murder sprees*
82	*Serial killer plants evidence of party on murder victim*
83	*Diseased or parasite animal bites party member*
84	*Party exposed to diseased waste or sewerage*
85	*Gang targets party with abuse looking for a rumble*
86	*Local festival of food and drink and wild parties*
87	*Solemn religious parades and prayer, business closed*
88	*Statues of gods led through streets, feasting and festivities*
89	*Day of mourning, funeral rites and feasts*
90	*Gift giving festival, visitors expected to be involved in local customs*
91	*Find strange unrecognised relic of the past in market place for sale*
92	*Find ancient text and art and maps on walls in form of relief artwork detailing lost loot*
93	*Find ancient manuscript in market or library describing local ancient ruins*
94	*Find ancient map of sub-world on back of recycled document or artwork*
95	*Find scrolls stuffed inside mattress or pillow*
96	*Cursed items for sale in market place*
97	*Riot breaks out in market place due to local tensions, party caught in middle*
98	*Shortages or food or lodging or water make prices and availability steep*
99	*Beggar offers to show secret subterranean catacombs under the citadel*
100	*Clue discovered to open ancient gateway hidden in citadel*

6. Citadel Locations

Roll as indicated to determine how many levels you citadel has, for each of the four zones.

- **Sub levels 1d4+1** You may assume catacombs, cisterns or storage and roll rest
- **Ground floors 1d4+2** You may assume a gatehouse and roll rest
- **Mid levels 6d6** You may assume a ghetto or middle housing and roll rest
- **Upper levels 1d12** You may assume a palace for rulers and roll rest

Next, Roll below that many times on these tables for each level, by zone type, to see which sub-table you should roll on for that level.

D12 Citadel Zones - Lower Level

These levels deal with the outside world the most and are bristling with arrow slits, gunports, turrets, gates, battlements and weapons. The heavy fortress defences are heavily patrolled and separate gates for locals and foreigners are normal.

1D12	CITADEL ZONES - LOWER LEVEL
1-3	*Defence*
4-5	*Merchant*
6-7	*Foreign*
8-9	*Craft*
10-12	*Ghetto*

D12 Citadel Zones - Mid Level

These levels are the basic living areas of the bulk of the population and industry that keep citadel alive. Less accessible to outsiders some citizens never leave this area.

1D12	CITADEL ZONES - MID LEVEL
1	*Merchant*
2	*Church*
3	*Library*
4-5	*Farm*
6-7	*Craft*
8	*Ghetto*
9-11	*Middle Housing*
12	*Stadium*

D12 Citadel Zones - Upper Level

These levels are for the elites and rulers of the citadel often forbidden to lower residence. Foreign diplomats or great heroes or merchants may be welcomed.

1D12	CITADEL ZONES - UPPER LEVEL
1-2	*Middle Housing*
3-4	*Church*
5	*Library*
6	*University*
7	*Museum*
8	*Stadium*
9	*Garden*
10	*Merchant*
11-12	*Palace*

D12 Citadel Zones - Sub Level

Underworld levels are hidden areas often with dangerous or unappealing places best kept out of sight. They are prone to being forgotten and even may have other populations or creatures dwelling in them. Most citizens think sub levels are dangerous and unpleasant.

1D12	CITADEL ZONES - SUB LEVEL
1	*Cistern*
2	*Mine*
3-4	*Catacombs*
5	*Garden*
6	*Farm*
7	*Shelter*
8	*Storage*
9	*Ghetto*
10	*Transit Tunnels*
11-12	*Dungeon*

Location Details Sub-Tables

Catacombs

These ancient tunnels have had various uses and are a maze of mostly roughly hewn and seldom used. Storage of the dead and occasional hiding place is what most locals think. Usually spooky, dank and unwelcoming. May be far more ancient than citadel or apocalypse.

1D12	CATACOMBS
1	*Niches with skeletons*
2	*Niches with coffins*
3	*Piles of bones often arranged in macabre stacks*
4	*Bundles of human remains*
5	*Mummified bodies in niches*
6	*Artwork depicting gloomy afterlife*
7	*Graffiti some very ancient*
8	*Insignia and shrines of long lost or hidden cult*
9	*Signs of habitation by criminal gang*
10	*Lair of some kind of monster that has found a home here*
11	*Signs of a sweatshop*
12	*Stone sarcophagi*

Church

Temples are used but people to worship gods in most cases but could include shrines to ancestors, the state, the rulers, abstract philosophical concepts. Some may have specific roles and clientele. The popular faiths are part of the civilization but fringe, foreign and forbidden ones possible too.

1D12	CHURCH
1	*A tiny shrine with idols, simple stone slab altar or artwork in a niche or small room*
2	*A small church with room for a dozen worshipers and accommodation for holy teacher*
3	*A temple with room for up to a hundred worshipers and several staff*
4	*A cathedral with room for up to a thousand with many chambers, staff and artworks*
5	*An abandoned shrine to a long lost cult mostly dust covered*
6	*A hidden shrine with disguised entrance to secret cult chamber*
7	*A shrine which acts as a place of healing*
8	*A mausoleum with hundreds of interred dead and a chapel*
9	*A monumental scale work of devotional artwork such as a huge statue or stained glass*
10	*An oracle where locals come for divination, prophecy and advice*
11	*Monastery or nunnery where devotees live lives of simplicity and contemplation*
12	*A fully functional temple where holy folk commune with a god with holy guardians*

Cistern

This is usually simply for water storage but also includes waste and sewerage possibilities. Most have water stores or wells and sewerage but these represent larger more efficient functioning examples.

1D12	CISTERN
1	*Huge vaulted water supply of good water with many chambers connected by arched tunnels*
2	*A maze of sub canals with dock with boats used for transport*
3	*Huge wells going deep into subterranean water filled caverns and waterways*
4	*Chambers with underground springs and crystal deposits*
5	*Spectacular ancient bathhouse with steam rooms and swimming pools*
6	*Fungus garden of exotic narcotic and edible stuff lit by dim phosphorescent glow*
7	*Huge cisterns full of sewerage, possibly flammable gas and unwelcome creatures*

1D12	CISTERN
8	*Sewer tunnel complex like a nightmare maze crawling with critters*
9	*Water treatment area where contaminated water stored and filtered*
10	*Slime encrusted grotto overgrown with strange growths from tainted water*
11	*Garbage filled cistern filled with citadel trash and drain water and sewerage*
12	*Lair of someone or something uses water for secret movement beneath citadel*

Craft

A centre for making goods and refining materials. Provide work as well as luxury, trade goods and weapons. More industry equals more work.

1D12	CRAFT
1	*Huge sweatshops where workers sleep and work for life*
2	*Industrial factory with rows of workers tending machines in unison*
3	*Automaton assembly lines with golem workers in sealed system*
4	*Great guild halls of specialist craftsmen trade and meet to discuss trade restrictions and licenses*
5	*Huge smelting facility with workers toiling in horrendous heat*
6	*Huge workshop with separate cottage craftsmen skillfully making goods*
7	*Docile subhumans bred or lobotomized or charmed for compliant labour in sweatshop*
8	*Shoggoths imprisoned in great vaults working on all manner of goods*
9	*Huge mills with children scuttling among deadly spinning apparatus*
10	*Animals or slaves turning huge wheels powering mills*
11	*Gremlins, gnomes, dwarves or goblins bound in sweatshop with enchantment*
12	*Steaming factory powered by torture apparatus with prisoners screaming in pain*

Defence

These are to defend city from invaders and often manned by soldiers, police, agents or militia. They are usually serious places and unwelcome to visitors. Most citadels have most of these especially a front gate but subtable results equal far more examples than needed.

1D12	DEFENCE
1	*Guardhouses everywhere to police area, often with view of outside and alarm device.*
2	*Gatehouses with massive doorways and mechanisms possibly murder holes and traps*
3	*Lockup or stocks where vagrants and miscreants and enemies are temporarily detained*
4	*Observation towers with view of outside or a district with communications of some kind*
5	*Recruiting centres where new troops are trained and drilled and drafted from populace*
6	*Barracks where troops eat, sleep when not on duty*
7	*Armoury is a guarded store house of armaments and weapons and repair facilities*
8	*Drill hall or square where troops march and perform drill in large open area*
9	*Secret police HQ is well defended complex where spies, assassins and other agents work*
10	*Martial art school where some specialist school of fighters train under a master*
11	*Training area with firing range, commando course, test dummies and other aids*
12	*Stables for mobile defence forces*

Dungeon

Intended as a grim place of imprisonment may include areas abandoned to unwelcome creatures and persons having overtaken abandoned areas. Most regard with fear and trepidation. Most have at least some cells if not dedicated high population facility. Banishment or execution is a lot less effort and cheaper.

1D12	DUNGEON
1	*A huge prison with cells, work yards and security gates and barracks*
2	*A huge maze of torture equipment and cells with imprisoned victims in appalling conditions*
3	*A mental hospital where mentally ill are kept in despairing conditions*
4	*A hospital where deformed, disfigured, disabled and mutants are kept in horrible conditions*
5	*A sweatshop of imprisoned labourers usually chained at workbenches*
6	*A workhouse for orphans, single mothers, delinquents and other unwanted youths*
7	*Slave yard where slaves work and are sold and bred, possibly of a different race or faction*
8	*A cursed series of catacombs overrun by undead and supernatural evil*
9	*Overrun by creatures and monsters of all sorts and long abandoned by citadel residents*
10	*A hidden complex of cultist kidnappers sacrificing citizens in secret*
11	*Humanoids like goblins or kobolds have taken over area as a homeland*
12	*Heavily sealed and trapped, something sealed in here best forgotten long ago*

Farm

These areas provide food, requiring natural light, artificial life or crops that do not require light like fungi. Citadel may have outside crops too if terrain not harsh, indoor farms do better. Without these food is more costly, boring and scarce. Trade can provide some food in bad cases but food shortages tend to shrink the population.

1D12	FARM
1	*Monoculture of single crop with specialized tools and chemicals and labour*
2	*Mixed gardens with many variety of crops and animals*
3	*Eco garden which appears wild and unkept but is a thriving ecosystem*
4	*Hydro garden with crops grown in water on rafts, possibly aquaculture like fish underneath*
5	*Aquaculture farm with fish, insect larvae, frogs, eels, lampreys and shellfish grown in tanks*
6	*Bug farm with insect and larvae farming, often low maintenance*
7	*Wild greenhouse of savage ecology mobile plants or fungi*
8	*Colossal sleeping beast (or many) are drained of blood and flesh hacked off by workers*
9	*Often secret facility where intelligent slaves are bred or kept for giant abattoir*
10	*Overgrown with toxic slimes and fungus and inhabited by unwelcome creatures*
11	*Culture farm where huge vats of bacteria and yeast and algae bubble constantly*
12	*Cattle or livestock or other animals graze on fungus or vegetation under artificial lights*

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Foreign Quarter

This is where outsiders who visit for trade and diplomacy come to do business with citadel occupants without the citadel being contaminated. Aliens are usually documented and given passports for duration of stay and are often unwelcome outside this area or given limited access beyond. Only local merchants and brave locals mingle with foreigners. Some cities are more tolerant of foreigners living among them, others don't even let them inside. Dedicated foreign districts mean more trade and tolerance.

1D12	FOREIGN QUARTER
1	*Embassy where a foreign power officials dwell for international affairs*
2	*Enclave where outsider culture practice own way of life, microcosm of foreign culture*
3	*Inns where foreigners stay while visiting often in groups for guests of varied status*
4	*Taverns where foreigners and locals mingle over food and drink*
5	*Brothels where exotic prostitutes cater to tastes of many lands*
6	*Custom house where foreigners are registered and taxed*
7	*Quarantine hospice where diseased or those suspected of disease are kept*
8	*Schoolhouse where languages and customs of citadel or other lands are taught*
9	*Zoo where foreign beasts are kept for amusement or out of suspicion*
10	*Fairgrounds where travelling carny and circuses set up their seedy excuses for fun*
11	*Slave markets where foreigners can be bought and sold*
12	*Warehouses of foreign goods are stored*

Garden

A place of recreation, beauty and education to be enjoyed by better class of citizens. Some places prefer fungus gardens, especially if underground. Gardens are for recreation and science rather than feeding a whole community.

1D12	GARDEN
1	*Pleasure garden with scented edible plants, narcotics and roaming prostitutes*
2	*Herbalist garden where scholars, cooks, pharmacists and herbalists grow exotic supplies*
3	*Drug crops often guarded and exclusive to elites or sect*
4	*Sporting green for games and competitions of all kinds with snack stalls*
5	*Children's park where kids and carers frolic with harmless creatures and gentle trees*
6	*Botanical park where plants of many lands are kept for educational purposes*
7	*Zoological park where beasts many lands are kept for educational purposes*
8	*Lovers park where youths come for holding hands and other liaisons*
9	*Fairground park with extravagant entertainment, rides, stalls, clowns and other fun*
10	*Abandoned park gone feral with unwelcome beasts and gangland fights*
11	*Royal park where elites only frolic amidst tasteful decor and artwork*
12	*Water park with streams, ponds, thermal springs and exotic fish in tanks*

Ghetto

These areas are dwellings of poorest, often overcrowded, dangerous, polluted and miserable. Some are a different race or ethnic group to typical citizens. Some citadels have no poor classes. In others the poor are expendable slaves.

1D12	GHETTO
1	*Orderly worker barracks where dwellers shuffle off despairing to workshops daily*
2	*Cottage crafters where dwellers operate light industry and sleep among workbenches*
3	*Crime filled gang turf neighborhood where lawmen and other services avoid*
4	*Horrible area with decaying buildings and disease ridden starving inhabitants*
5	*Old neighborhood with mostly geriatric population few young desperate to escape from*
6	*Open gang war with kidnapping, murder, extortion and frequent brawls*
7	*Controlled by local gang who charge tax and act as officials and run best black markets*
8	*Powder keg of dissent with revolutionaries and demagogues driving people to boiling point*
9	*Cruel police suppress this area due to constant riots. Brutality drive resistance underground*
10	*Fire trap frequently redeveloped and rebuilt with new fires common*
11	*Rebuilt by well meaning officials but flawed and already in decay*
12	*Strong folk community who take care of own live charming idyllic cultured lives*

Library

A depository of wisdom, learning and culture for citizens and scholars to access data. All literate cities have small ones at least and some bookshops. Some restrict who is able to read and use books. Some censor books stockpiling some but burning most.

1D12	LIBRARY
1	*Huge collection of dusty tomes in a maze of enormous shelving*
2	*Scrolls kept in tubes in collections in huge shelves*
3	*Scriptorium where documents are copied by hand by scribes*
4	*Tablet collection in huge shelves, tablets of clay, stone, jade and wood*
5	*A school for youths to learn basics of writing and technical trades*
6	*A monastery of holy folk rote learning lineages and poems handed down through time*
7	*Citadel records of citizens birth, death, marriages, and other administrative records*
8	*Collection of relief art carved in stone or painted on walls or stele in galleries*
9	*Crumbling mess of damaged books, rotting shelves with no organisation and vermin*
10	*Locked vaults of forbidden lore guarded by magical beings and magically locked*
11	*Magical being or holy sage dispenses wisdom with scribes recording every utterance*
12	*Strange alien tablets or metal perforated plates nobody can read anymore, stacked in shelves*

Merchant

This is principle area of commerce and trade where citizens obtain basic food and goods. Otherwise corner shops in housing estates are common.

1D12	MERCHANT
1	*Market square filled with barrows, pushcarts and wagons with small stalls*
2	*Warehouse district with huge stockpile of bulk goods available*
3	*Redlight district of taverns, restaurants, and clubs specializing in depraved vices of the rich*
4	*Streets of specialty craftsmen named for the trades that operate on them*
5	*Rows of tiny specialist shops in a mall with street vendor food and drinks*
6	*Rows of vending machines, actually with gremlins or goblins inside*
7	*Great arcade with shops selling prestige goods with vice for sale on the side in secret*
8	*A sprawling goblin market selling peculiar goods of questionable value at low low prices*
9	*Magic market where magicians, alchemists and others sell charms, potions and magical goodies*
10	*General stores with clutters of goods and crotchety old shopkeepers*
11	*Shifty blackmarket with goods sold off back of carts, no questions asked*
12	*Huge junk heap and plies of goods tended by crazy old man with big dog*

Middle Housing

Housing of middle classes including merchants, civil servants, officers and other skilled and educated persons. Most have private rooms, kitchens and many have courtyards and servants. Functional toilets and running water might be common. Privacy and leisure spaces are common for middle dwellers.

1D12	MIDDLE HOUSING
1	*Rows of apartment blocks with doormen controlling access*
2	*Large courts with fine houses separated with gatehouses and gatekeepers who limit access*
3	*Rows of multi story shared houses with nosy neighbors and patrolmen militia*
4	*Well to do large houses with courtyards with large families including students*
5	*Huge towers with automated elevators, laundry services heating and lighting*
6	*Decrepit high rise apartment with decaying walls and failing infrastructure*
7	*Large organic shaped open living areas with gardens and communal living space*
8	*Living giant mushroom or flesh housing with food growing from walls with ecology of cleaning critters*
9	*Quaint cottages and landscaped gardens, pools and features of a charming village recreated*
10	*Family and extended clan communes with shared enclosed spaces*
11	*Subdivided decrepit old palaces size of city blocks turned into hundreds of units*
12	*Mega village of sprawling houses stacked on each other and interconnected with no status variation*

Mine

Tunnel complexes deep in earth seeking precious resources. Many are long abandoned after construction of a citadel and over run by monsters. Working mines enrich a nation with resources and trade as well as provide jobs.

1D12	MINE
1	*Winding hand carved labyrinth in stone following ancient veins*
2	*Mine shafts deep into earth and into natural cavern system*
3	*Even wooden beamed tunnel complexes winding methodically into the earth*
4	*Incredible maze of tunnels with remnants of rail systems, pipes, beams and miner housing*
5	*Concrete supported tunnels with remains of mining machines*
6	*Buzzing with activity complex full of kobolds, goblins or gnomes or dwarves*
7	*Active mine pit with clockwork bronze automatons or golems*
8	*Otherworldly beings like elementals or devils toiling earth resentful of human spies*
9	*Slaves possibly bred morons or of other race working selves to death*
10	*Long abandoned mine system overgrown with fungus and crawling with subterranean life*
11	*Colossal cavern with giant machines or giants or cyclopses working at seams*
12	*Tunnel complex dug by titanic worms burrowing deep into earth*

Museum

Museums house collections of cultural and educational artifacts of interest to public and scholars alike. Some are popular thriving cultural landmarks that tell the story of a people. Others are dusty, musty and forgotten shambles. Some hold forbidden works kept hidden. Some cities have no cultural facilities and are impoverished culturally.

1D12	MUSEUM
1	*Historic artifacts telling story of the citadel and its denizens through the ages*
2	*Apocalypse museum telling story of the fall of the ancients containing strange constructs and weapons*
3	*Museum telling what local experts believe ancients lived like before apocalypse*
4	*Art museum of paintings, sculpture and fine design of citadel and other lands*
5	*War museum of cities battles and struggles of the past, statues of mighty heroes*
6	*Heroes museum of leaders, scholars, magicians, athletes, warriors and holy folk*
7	*Black museum of hidden lore, well guarded and filled with alien relics of the elder gods*
8	*Natural history museum of stuffed animals, meteors, fossils, bottled creatures and insect displays*
9	*Museum of erotic culture with displays on sex from many cultures and species*
10	*Religious museum with shrines and statues dedicated to thousands of beings*
11	*Industrial museum with displays of tools and technical progress*
12	*Propaganda museum of how citadel superior to other civilizations*

Palace

These are habitats for leaders and social elites. Most are luxurious and glamorous but a bit tacky. Some are run down and decayed and even have unwelcome tenants. Most citadels have some flash pad for elites of some kind.

1D12	WATER - PINK SEA ETC OPEN WATER
1	*Fabulous throne room for leaders to impress the common citizens with processional stairs*
2	*Private royal palace for ruling clan with gilded furnishings and hundreds of paintings*
3	*Fabulous crystal palace of special grown crystal and fabulous illusions*
4	*Harem palace for consorts of elites and their children heavily guarded*
5	*Palace of justice with courthouses, execution facilities and holding cells*
6	*Hotel for foreign dignitaries, rich merchants and locals wishing a taste of luxury*
7	*Casino where locals lose money in opulent setting*
8	*Run down palace for older retired dignitaries and officials*
9	*Assembly hall for leaders to debate law and public policy*
10	*Palace for elites with hundreds of secret passages and rooms hiding some awful secret*
11	*Palace for religious or spiritual leaders filled with art and symbolic designs*
12	*Ruined ancient palace long sealed with unwelcome animals and monsters*

Shelter

Shelters are to keep population safe from conditions on surface in the event of war or a new apocalypse or severe weather. Most have oxygen filters and some serve specific purposes. Citadels are inherently a shelter but even they need back up plans.

1D12	SHELTER
1	*Long ago citizens fled here then overcome by necromancy, a lich rules a community of the undead*
2	*Huge chambers for general population for a week or so*
3	*Bunker where elites can survive for hundreds of years*
4	*Bunker for elites has been forgotten and overrun by unwelcome creatures or entities*
5	*Magically sealed vault containing a elder god or monster imprisoned since pre human times*
6	*Bunker has been forgotten with former citadel folk in hibernation*
7	*Bunker overrun with organised crime gangs*
8	*Shelter used by secret cult for forbidden rites of evil*
9	*Doppelgangers or goblinoids or mutants dwell in secret preying on citadel population*
10	*Undead, mutants or worse ready to arise*
11	*Used by political faction to prepare secret army of terrorist or revolutionary thugs*
12	*Past population came down during disaster now in hiding or unaware of outside*

Stadium

Public spaces for entertainment and leisure and contests of various types provide residents with social opportunities. Without these a city is much duller but most citadels have at least a square or meeting hall for gatherings.

1D12	STADIUM
1	*Huge square for rulers to address public rallies with podiums*
2	*Huge gladiatorial arena for blood sports with men and beasts*
3	*Race track for races with chariots or beasts*
4	*Fighting pit for lowbrow dirty blood sports many illegal*
5	*Green sports field for athletic contests*
6	*Waterpark with pools for leisure, racing and aquatic games*
7	*Stage for operas and staged spectacles for royalty and elite*
8	*Speakers square where public can hear various debates and talkers on soapboxes*
9	*Theatrical arena for dramatic and comedy performances*
10	*Public gymnasium with equipment*
11	*Rings for wrestlers, martial artists and duelists for training and public sport*
12	*Exhibition halls for craft competitions and trade shows*

Storage

Citadels have many storage needs and this area provides space for long term use. Most have warehouses. Some are so long forgotten new inhabitants or fabulous lost treasures await within. Some are well guarded by personal or technology.

1D12	STORAGE
1	*Huge silos for citadel food supplies in long term storage*
2	*Cold store with huge magical frozen food warehouses*
3	*Huge warehouses for city trade goods and supplies*
4	*Storage lockers rented for citizens personal storage needs*
5	*Powder keg vault where barrels of gunpowder are stored, often lined with copper sheeting*
6	*Shantytown of storage lockers where poor citizens live if can't afford ghettos*
7	*Ossuary deposit vault for citadel skeletons in thousands often arranged in art objects*
8	*Run down forgotten warehouse squatted by youth gangs or criminals or cults*
9	*Huge warehouse housing building supplies overrun by goblins or kobolds*
10	*Armoury for weapons decommissioned by treaties or out dated*
11	*Huge cellars filled with bottles and barrels of wine and alcohol*
12	*Forgotten warehouse occupied by rat folk, mutants or monsters*

Transit Tunnels

Tunnels used for transport of goods often remain from ancient times. Many are partially collapsed or forgotten. Some become habitats for creatures or secret places for hidden gatherings. A few tunnels for secret entry and exit or emergencies is standard.

1D12	TRANSIT TUNNELS
1	*Tunnels for religious processions now collapsed and haunted by unclean spirits*
2	*Station connecting rail system to distant land or even other citadel or nearby resources, mostly ruined*
3	*Long forgotten pipelines for gas or fluids many now occupied by unwelcome creatures*
4	*Entry to natural caverns now crawling with life in dynamic ecology*
5	*Secret tunnels for military and government agents*
6	*Emergency tunnels for evacuations sometimes used by unauthorised persons*
7	*Tunnel complex for farmers to bring food and goods into the citadel*
8	*Long collapsed sub roadway now occupied by wild creatures*
9	*Tunnel complex dug by goblins or kobolds or gnomes or some other race*
10	*Tunnels used by locals but dug by giant creatures like worms or moles*
11	*Tunnels to long forgotten wild cavern or ancient city*
12	*Tunnels to small subterranean cavern kingdom with artificial sun*

University

Most civilized people have schools for young and at least apprenticeships for adults. Universities are self contained micro communities often with own housing, libraries, council chambers, mess halls and even security. Many impose strictures like celibacy on students or make them wear uniforms. Some are exempt from military service some are able to be incorporated into units rapidly and perform cadet drills. Students may operate own councils, secret societies, publishing, clubs and sports separate from wider community. Some are recruiting grounds for elites, cults or crime or military. Some provide public services like hospitals or conduct research or maintain museums and libraries and children's schools.

1D12	UNIVERSITY
1	*School for middle class residents to learn literate and technical trades*
2	*School for elites to learn sciences, arts and magical skills*
3	*School is a front for teaching forbidden black arts*
4	*District with clusters of private schools and tutors*
5	*Military school teaching elite troops and officers*
6	*Trade school teaching basics of industry and agriculture*
7	*Philosopher schools teaching debate and what passes for logic around here*
8	*Monastic school teaching with strict discipline*
9	*Research school with mammoth library and dedicated to advancement*
10	*Mad wizard facility with research into weapons and doomsday devices*
11	*Hospital providing healing for masses and teaching of healers*
12	*Arcane school teaching secrets of science and sorcery*

7. Crowning Features

The topmost special features of a citadel. Quite often they don't work requiring some missing components or skills to operate. When they do work they are an important part of a citadels prosperity.

1D12	CROWNING FEATURES
1	*A great eye shaped corona of energy that acts as a beacon lighting the land*
2	*A engine that allows the citadel to move to other locations, leaves trail of destruction*
3	*A great temple where the spirit of the citadel may be communed with and provide miracles*
4	*A great apocalyptic engine unused since the wars of the ancients for seige or defence*
5	*Magic amplifier crystal array expands magic powers of ruler, possibly causes madness*
6	*Great observatory with telescope or scrying device to spy on distant lands*
8	*Landing area for aerial troops like griffon riders or dragons possibly beasts still use as a roost*
9	*Landing area for air ships like dirigibles or magical vessels*
10	*A imprisoned or sleeping god awaiting the end times*
11	*A gateway to another world, often the domain of some other planar ruler*
12	*A great tower connected to the cavern ceiling and beyond or magical skyland above citadel*
12	*Exhibition halls for craft competitions and trade shows*

Crown Feature Condition

1D12	CROWN FEATURE CONDITION
1	*Damaged beyond repair*
2	*Damaged requires repairs to reactivate*
3	*Damaged requires missing component to reactivate*
4	*Damaged requires awful price to reactivate*
5	*Damaged and inhabitants attempting repairs*
6	*Damaged requires summoning a horrible god to repair and restore*
7	*Functional but controlled by a god and not by inhabitants*
8	*Functional but no one understands the operation anymore, secrets lost*
9	*Functional but requires souls or gems or other difficult fuel to operate*
10	*Functional but only those of lost bloodline may activate*
11	*Functional but a god is displeased and withholds great power till appeased*
12	*Functional but control room is lost or sealed*

...and now you should have a good idea of your citadel, and should start mapping it out on graph paper for your players.

APPENDIX B: MONSTROUS MURDER MACHINES

By Chris Tamm

The ancients leaving tech is pretty common in the OSR and I wish MM2 included the robots and androids in it because D&D would be very different without it. Basic D&D modules featured tech and the mention of Gamma World in the DMG, Blackmarsh and Greyhawk mention tech occasionally. It fits in with other weird and fantasy fiction quite well.

Lots of the new school take on old school D&D books have dungeons with mighty machines. Even whole dungeons of them. Here is a collection of machine rooms with remains of elder tech. Much might be semi functional or sealed for aeons. Much might require some fuel source. These could be used with various races also with own custom tech

So in the occasional special dungeon there are evil relics of the old times, ready to unleash awful powers on the world. They are huge weighing at least ten ton but some are bigger actually making up several dungeon levels. Some resemble factories. Others are more inexplicable, like glowing stone circles. Some are impractical to move some have own ambulatory powers. All have a lingering life force or intellect even if that of a ant colony of jellyfish. Some have supra human intelligence and seek to manipulate others to operate them. Whatever the case they are bad news that could break your world, call divine wrath or start wars.

Machines may require strange fuel, elaborate rituals and more to operate. Many machines once operational may become self operating and aware and turn operators into slaves or eliminate them. Gargantuan devices you might already be inside of - these are part of the dungeon, possibly a level or more.

Operating a working machine usually is more difficult the stranger the function and more primitive the meddlers. Divination, researching elder tomes and time consuming manuals might help. Some might require some fuel or power source.

A Note on Influences

The Russel Crow **Noah** *film is interesting because it shows a Gnostic cosmos - a resource depleted world. There was a advanced world and it abused a glowing magical material Zohar which it depleted. But I always thought Middle Earth and The Bible were post apocalypse worlds.*

I remember reading about a kabbalist idea of a lost age with golems everywhere providing mechanical energy. Doors, water wheels, mills, gates, torture machines, lifting bridges, boats, pumps, gates, spit roasts, potters wheel, wagon, siege engine, etc. A golem crossbow that self-cocks might be nice. I like the idea that some ancient artifact might just be a nice oven or steam bath machine or a theatrical prop for a king.

1D100	ANCIENT DUNGEON MACHINE ROOM'S PURPOSE
01	*Automated toilet*
02	*Water pump control room*
03	*Bakery with oven and huge mixer*
04	*Washing machines*
05	*Water heater and pump*
06	*Steam room boiler*
07	*Brewing or wine vat*
08	*Blacksmith forge and machine hammer*
09	*Weaving machine easily fowled*

1D100	ANCIENT DUNGEON MACHINE ROOM'S PURPOSE
10	*Lighting control room*
11	*Alarm control room*
12	*Servant bell control hub*
13	*Electrical generator*
14	*Message cylinder pressure plant*
15	*Message cylinder mail room*
16	*Telegraph room*
17	*Automated bell machine*
18	*Steam engine*
19	*Metal press for cutting patterns in sheet metal*
20	*Furnace for heating or burning*
21	*Kitchen with ovens*
22	*Steam press*
23	*Refrigerator*
24	*Smoke house*
25	*Spinning machine*
26	*Mulching machine for organic waste*
27	*Slaughter room with hooks and guillotine*
28	*Butchers room with saws and fridge*
29	*Steam bath and massage machine*
30	*Torture chamber*
31	*Rending plant for extracting fat and oil from organic matter*
32	*Music machine like a steam calliope or organ*
33	*Automated prison cells with possibly functional food and water and toilet*
34	*Ice machine makes foot cubes of ice*
35	*Milling machine for grains to make flour*
36	*Dying vat for making batches of coloured cloth, uses lots of water*
37	*Hair cutting machine*
38	*Dentistry machine*
39	*Portrait painting machine*
40	*Printing press*
41	*Saw mill and machine to mix glue and sawdust into particle board*
42	*Kinetiscope or crude recreational image making machine*
43	*Music machine plays from collection of discs like huge jukebox*
44	*Canning or food preservation machine*
45	*Smelting furnace*
46	*Huge clock*
47	*Manufacturing assembly line with conveyer belt*

1D100	ANCIENT DUNGEON MACHINE ROOM'S PURPOSE
48	*Spray booth*
49	*Water filtration plant*
50	*Glass furnace*
51	*Huge alchemical apparatus for growing monsters*
52	*Dream recording chamber*
53	*Machine to turn corpses into zombies*
54	*Machine turns corpses into iron rations*
55	*Huge electronic drum kit*
56	*Security monitoring room*
57	*Automated med bay surgery machine*
58	*Beautification spa machine*
59	*Plastic surgery machine*
60	*Face transplant machine*
61	*Brain transplant machine*
62	*Polymorphing machine*
63	*Controls for dungeon burrowing machine*
64	*Controls of subterranean hydro dam (stops flood)*
65	*Machine that pumps blood from deep underground sleeping kaiju*
66	*Machine that controls undead sleeping army*
67	*Machine that pacifies or enrages orcs*
68	*Orc making machine converts corpses to monsters*
69	*Machine drains life force to generate power*
70	*Orgone energy accumulator drains sexual energy for miles around*
71	*Soul storage device*
72	*Dimensional prison containing evil wizards of yore*
73	*Growth Accelerator turns children into ogres*
74	*Blood draining machines with storage vats*
75	*Long range communicator*
76	*Time machine sends subjects to when monsters ruled one way*
77	*Machine fuses humans and animals to create beast men*
78	*Machine regulates dungeon lighting*
79	*Machine regulates dungeon temperature*
80	*Machine contains trapped tortured elementals*
81	*Gremlin containment machine*
82	*Machine allows operator to communicate with other planes*
83	*Control room for one shot weapon to harm a god*
84	*Control room for slumbering cyborg kaiju*
85	*Time scoop can summon prehistoric monsters*

1D100	ANCIENT DUNGEON MACHINE ROOM'S PURPOSE
86	*Weather machine*
87	*Microscopic and bacterial lab*
88	*Reactor controls*
89	*Video conference room*
90	*Holographic film library*
91	*Long range god or artifact scanner*
92	*Image data library screen*
93	*Potion lab apparatus or distillery*
94	*Golem animation apparatus*
95	*Suspended animation pods*
96	*Cloning vats*
97	*Clairvoyant apparatus or scrying device*
98	*Astronomical observation device*
99	*Teleporter pad and array*
100	*Ring shaped Machine at center of room that opens dimensional gate*

1D12	MACHINE OPERATION
1	*Crystal Grid of stone depressions which crystals are inserted and concentrated on to operate*
2	*Mechanical with cogs and levers and pulleys in secret combinations*
3	*Alchemical apparatus with glass tubes and vials of fluid with a furnace and pressurized liquids*
4	*Pneumatic brass tubes with vacuum cylinder transport system for small packages*
5	*Crystal Panels which if waved over light up in colours and links system to users mind*
6	*Living fleshy biological systems with tentacles, suckers, fleshy curtains manipulated by hand*
7	*Necrotic highly complex biological structures of bone covered in chitin, skin contact panels*
8	*Focal object like pool of liquid or mirror or crystal orb if concentrated on controls machine*
9	*Clay tablets in ancient text are inserted into slots in complex magical formulas*
10	*Steam Boiler powers mechanisms by elaborate gauges, pipes and furnace*
11	*Golem like beings incorporated into machines operated with magic signs*
12	*Bound entities like elementals or demons power the machinery and obey commands*

1D12	MACHINE CONDITION
1	*Rotting heaps of scrap, barely discernible to experts*
2	*Shattered mess or rubble and broken equipment*
3	*Broken machine with essential and valuable parts missing*
4	*Badly burned and melted*
5	*Shattered from explosion*
6	*Smashed by vandalism spree from some past upheaval*

1D12	MACHINE CONDITION
7	*Flooded and corroded with mounds of silt and slime*
8	*Shambling heap with missing parts but possibly repairable*
9	*Broken but repairable*
10	*Battered but functional*
11	*Good condition some wear*
12	*Shining new*

1D10	HOW DID IT GET IN DOWN HERE?
1	*Buried aeon's ago to keep hidden*
2	*Covered by disaster long ago*
3	*Forgotten ages ago, buried over time*
4	*Fell from star sand plunged beneath earth*
5	*Submerged by the gods*
6	*Trapped by enemies here in great war*
7	*Hiding from enemies with means of destroying it*
8	*Hiding from creator*
9	*Killed all the enemies it could find, crawled down here for a break*
10	*Came from other plane*

1D10	WHY DID THEY BUILD A DUNGEON ON TOP?
1	*Excavation project to recover, requires pyramid building scale effort*
2	*Beings of power put dungeon here to ward intruders away from artifact*
3	*A cult worship relic and keep unbelievers away*
4	*Magicians came to study and possibly replicate some of devices powers*
5	*Non human race vowed to keep unworthy away from the weapon and built defences*
6	*A church built dungeon to keep evil from here*
7	*Servants of the weapon built base here to keep it hidden from enemies*
8	*Item has aura which attracts factions to build near it, over ages has formed a dungeon*
9	*Races from the depths found and have sworn to keep surface dwellers away*
10	*Evil high priests prophesied the apocalypse would begin here so built to prepare*

1D10	CONDITION
1	*Almost destroyed and scattered in fragments, some essential parts removed*
2	*Dormant requires a god or great being of power to restart*
3	*Inert requires a key or relic to reactivate*
4	*Non functional requires a obscure ritual to ignite life*

1D10	CONDITION
5	*Damaged and requires repairs from experts to restore*
6	*Slumbering and needs sacrifice of chosen one to awaken*
7	*Sleeping at present and requires great effort to awaken*
8	*Is aware but powers dormant requiring time to fully stir from coma*
9	*Is dreaming and sends thought emanations in hopes someone will awaken*
10	*Fully functional but trapped or sealed*

1D10	CONTROLS
1	*Mechanical levers and control panels*
2	*Arrange arcane crystals in panel*
3	*Manipulate panels with magic glyphs*
4	*Chant in control room in symbolic floor patterns*
5	*Choir must sing praise to apparatus*
6	*Dance in complex ballet*
7	*Workers hurl fuel into huge boiler*
8	*Turn great wheels and cogs by hand*
9	*Workers fused into machine or in fluid tanks or embryonic sacs*
10	*Tantric rituals*

1D10	MACHINE AUTONOMY
1	*Machine crudely intuitive may run wild*
2	*Machine hates operators will kill them given chance*
3	*Machine kills a few operators in everyday use*
4	*Machine seeks worthy master and will incite crew to compete and murder each other*
5	*Machine wants to keep crew safe and will seal them away like a prison*
6	*Machine once starts kills crew*
7	*Machine enthralls crew and uses them as pawns*
8	*Machine once starts regards crew as pets, likes them but doesn't need them*
9	*Machine drains crew slowly requiring replacements*
10	*Machine feigns obedience to point then betrays operators*

1D10	WHAT FUELS IT?
1	*Souls of sacrifices*
2	*Human corpses*
3	*Virgins*
4	*Elves or dwarves or some other race*

1D10	WHAT FUELS IT?
5	*Wizards*
6	*Gold and treasure*
7	*Gems*
8	*Magic items*
9	*Blood*
10	*Brave men's hearts*

1D10	POSSIBLE OPERATION CREW	
1	*100*	*chanting cultists*
2	*100*	*labourers*
3	*40*	*wizards*
4	*40*	*priests*
5	*100*	*women*
6	*100*	*trained animals*
7	*40*	*trained monsters*
8	*100*	*goblinoids*
9	*100*	*children*
10	*100*	*zombies*

1D10	WHY WOULD THEY BUILD THIS THING?
1	*To punish world for sins*
2	*For revenge on the world*
3	*To destroy the world*
4	*Experiment gone wrong*
5	*Other dimension being jerks*
6	*To stop another machine*
7	*Old now dead or sleeping gods did it and nobody remembers*
8	*Because they could so gave it a go*
9	*Madness*
10	*For war or conquest*

1D10	HOW DID THE THING GET STOPPED
1	*Without operators it went dormant*
2	*Destroyed by adventurers*
3	*Destroyed by greatest magician of age*
4	*Destroyed by huge allied army*

1D10	HOW DID THE THING GET STOPPED
5	*Gods struck it down*
6	*The makers were killed or went dormant*
7	*Ran out of fuel or operators*
8	*Ran out of victims, went dormant*
9	*Battled a great kaiju*
10	*A army of planar beings stopped it*

1D20	RUMOURS
1	*Miniature copies of device can be found of lesser power but linked to original*
2	*Some parts have different properties and forms to keep hidden*
3	*A great destiny awaits the device and kings who know of it fear it*
4	*The device is awakening and its minions are stirring*
5	*Awaits the end times for role in the apocalypse*
6	*Prophecies about it have been kept hidden and forgotten*
7	*Its secrets are ancient and lost, so many who faced it destroyed*
8	*The device is hiding from beings who seek to destroy it*
9	*Auroras of the thing mutate and transform beings into frightful abominations*
10	*Guardians and wards have kept it imprisoned for aeons*
11	*Those who die near it awaken as undead or ghosts*
12	*When this thing came to be world was changed forever*
13	*Those who made it were killed as punishment*
14	*Creators unwittingly doomed selves when artifact turned on them*
15	*Lords of other planes keep a close watch on it to see if end times are beginning*
16	*A great cult served the machine and they are now presumed gone or perhaps are hiding*
17	*A long lost race serviced the machine and none have seen them for many ages*
18	*The relic is surrounded by great treasures looted from a past rampage*
19	*The device is a trap, it lures great heroes to corrupt and enslave them*
20	*Parts of the dungeon are in fact inside the machine*

1D10	QUICK MONSTER MACHINE TYPES
1	*Monster generator - these make monsters and can stock a dungeon*
2	*Mobile death machine - these sentient machines await to be unleashed on world again*
3	*Alchemical Apparatus - these produce alchemical concoctions on industrial scales*
4	*Apocalypse engine - these are dread artifacts to ruin the world or start the end times*
5	*Ancient siege engine - these mindless automatons await command to destroy walls, castles and cities*
6	*Dungeon construction machine - this machine usually at the bottom builds dungeons*

1D10	QUICK MONSTER MACHINE TYPES
7	*Magical field generator - these generate areas of magical effects that can alter local laws of reality*
8	*Evil eidelon generator - these produce haunted emanations, illusions and call forth spirits*
9	*Monolith device of elder gods - these devices were tools of the elder gods with subtle sinister effects*
10	*Artificial god machine - these are failed attempts to build gods but still potentially deadly*

1D100	MAGIC MONSTER MACHINES FOR YOUR MURDER MAZE
01	*The Reanimator of Horrad- creates undead from corpses fed into it*
02	*Cube of Xerothon - when active gates in creatures from other worlds and difficult to stop*
03	*Duplicator Garansrath - produces evil duplicates that murder originals then hunt their friends and kin*
04	*Abomination Engine of Drillzorg - turns victims fed into insane mutants and surgically modifies*
05	*The Engine of Wrath - when operating creates orcs who serve master for one year then turn on them*
06	*The Mad God's Casket - creates monsters and teleports around dungeon with weakest near surface*
07	*The Great Mill of Terror - grind up up flesh of living and produces shoggoths from protoplasm*
08	*The Brooder of Askimentithon - Hatches ordinary eggs into dinosaurs, basilisks, hydras, dragons, etc*
09	*The Dehumanizing Hive of Dorax - implants eggs into humans, turning them into insect men hostile to other life*
10	*Necromantic Engine of Ruination - fired up by burning souls & awakens corpses in area as undead*
11	*The Death Machine - metallic angel of death from another world that killed gods & created wastelands*
12	*The Burning Wheel - a great flaming disc that flew like a second sun & destroyed cities with fire*
13	*The Colossus of Yondaru - built to defend a now lost city went mad & destroyed cities till none left*
14	*The Great Pyramid of Kamphru - a wheeled pyramid directed by the mummy demigod inside*
15	*The Iron Dragon - huge metal dragon built to fight another monster but it never stopped killing*
16	*The Great Skull of Zathen - was a flying citadel of evil wizards that conquered land*
17	*The Borer of Mezzazebaddon - a huge mole machine that carried armies went rogue till stopped*
18	*The Black Cube of Xor - a mobile otherworldly fortress of the old ones that teleports itself*
19	*The Walking Ziggarut - a huge structure with legs that went mad when rituals no longer performed*
20	*Bastion of Drokkar - GM's choice*
21	*The Droconic Apparatus - a glass like alchemical refinery that converts exotic chemicals into dragons*
22	*The Alchemical Womb - creates magic hermaphrodite humanoids that consider humans inferior and to be replaced*
23	*The Despair Refinery - produces huge quantities of flawed potions Beserker (permanent) shapechange (lycanthropy) heroism (alignment shift) healing (mutates) all addictive*
24	*Elemental Mills of Zrotan - if activated with right sacrifice based on each element and mechanism turned will call elemental spirits who run amok*
25	*Primordial Apparatus - a huge glass refinery that makes primitive organic slime that spawns increasingly more complex monsters*

1D100	MAGIC MONSTER MACHINES FOR YOUR MURDER MAZE
26	*Alchemical Reactor - produces addictive fluid that recharges magicians and taints the landscape slowly and mutates the users*
27	*Moradnar's Apparatus - a obsidian refinery that produces huge amounts of sludge for orc breeding pits that helps raise a orc army*
28	*The Golem Forge - a machine that makes golems from any material but they are unstable 1in12 chance per month of mutating and going insane*
29	*Enchanted Automaton Workshop - creates magic relics all with a curse too if pristine objects run through with gems and other rites. Monsters have surrounded with sweatshops*
30	*The Sky Lance - this great structure when primed rises above ground a crystal tower that shoots and kills stars which fall with great destruction to the world below*
31	*The Great Machine - makes cheap inferior goods that will flood the market, destroy local economy and grow additional sweatshops, makes sludge to feed workers*
32	*The War Crucible - a massive machine that makes crude weapons, gun powder, guns and poison gas*
33	*The Sky Breaker - this starts catastrophic weather including storms, floods, hail and unnatural effects like raining fire*
34	*The World Breaker - this shakes the earth causing volcanic activity and earthquakes*
35	*The Plague Engine - generates horrible disease spirits and swarms or vermin that carry new plagues*
36	*The Life Eater - drains life force from the world starting with microfauna that cause decay then plants, bugs and then animals creating dustbowls*
37	*The Great Salt Mill - raises salt from ground ruining water ways, killing everything and growing a fortress of salt crystal*
38	*This opens an infernal pit that releases thousands of tonnes of soot and ash choking everything and darkening the sky, produces illnesses across world*
39	*The Prismatic Engine - the core of a sky god chariot produces energy field that sickens and mutates, contaminating water and turning operator insane but increasing power*
40	*The Infernal Machine - this dehydrates an ever increasing area and increases temperatures but protects adapts operators to survive*
41	*Hive of Law - a giant flying hive of mechanical wasps that strip building materials and anything organic as fuel to grow till covers world*
42	*The Great Hell Ram - a huge vehicle with a great bronze ram head that loves to destroy walls, cities and any structure. If none left it goes dormant letting mortals rebuild*
43	*The Siege Tower of Kron - a self mobile tower that grows as it destroys, armed with bolt throwers and trebuchets*
44	*The Colossal Golem of Targ - a titan size golem which can carry hundreds of soldiers over and through any wall and spits fireballs*
45	*Landship of Dalrathag - a huge warship that moves through soil and walls as if water, armed with weapons leaves a huge furrow in wake*
46	*Wallcrusher of Than - a huge siege wagon driven by giant spiked wheel in the front that crushes buildings and whole villages slowly*
47	*The Skull Leviathan - a mass of skulls from dawn age beings fused together into a huge war machine craved by necromancers for dread powers and siege prowess*
48	*The Sky Castle of Thrun - a ancient fortress with roots deep in the mountain. If sacrifices and rituals performed the mountain and castle fly and can carry armies across the world*

1D100	MAGIC MONSTER MACHINES FOR YOUR MURDER MAZE
49	*The Great Raft of Pain - a huge raft of fused bone with trapped screaming phantoms for crew is hidden under a mountain ready to be carried to sea by army of skeletons. Once afloat will destroy all coastal cities then raise dead from the sea to invade inland*
50	*The Brazen Goat - a huge metal goat when great crucible fuelled from within the goat will smash way to surface and attack fortifications till it can find no more then will detonate on the greatest capitol it can find to bring down a civilization*
51	*The Great Dungeon Engine - a machine when activated uses animated machines to dig dungeon levels, pave tunnels, breeds monsters and places treasure then moves on leaving mega complexes till world all hollowed out with horror*
52	*The Great Excavator - digs huge mine complexes and uses materials mined to grow and fuel self, followed by subterranean monsters who thrive in complexes*
53	*The Digging Mother - a colony of mechanical giant insects that expand hive and collect raw materials. Many creatures adapted to dwell among ants who leave them alone if not stopped*
54	*The Great Tunnel Machine - built to build sewers, drains and underground aqueducts and to grow bigger, it never stopped. Builds tunnels under rivers and seas, allowing subterranean ability to travel across world and even build cities in tunnels. Control room can shut down and it has not stirred for ages*
55	*The Sapper Automaton - a great collection of digging machines that silently dig tunnels to collapse walls, cities and other structures but abandoned and lest to dig a labyrinth then went dormant. The command module must be found and activated then each unit*
56	*Engine of the Mole Men - built to wage war on surface civilization till humans came after them and killed their kings and priest leaving this terrible device forgotten. They would undermine cities and also water supplies or redirect rivers away from cities or into them leaving thousands of tunnels in wake*
57	*Volcanic Engine - a terrible weapon that draws volcanic vents as it tunnels causing volcanoes and releasing fire resistant humanoids. When finally stopped a maze of volcanic tubes where left everywhere it went which were inhabited by creatures*
58	*Excavator of Kozzan - mad wizard wanted a huge dungeon built fast and without labour so he built this engine. He programmed it with standard modular designs and it burrowed deep into the earth even long after he died*
59	*The Grave Robber Engine was built by necromancers to steal thousands of corpses from city graveyards and turn them into undead. Leaving networks of tunnels for the necromancers to be used as a base for their conquest. People found out, killed the necromancers and the engine forgotten*
60	*The Builder of Korg - assembled huge citadel complexes for a ancient builder. When he died the engine built a huge complex which was buried by time with the dormant city builder buried in depths*
61	*Taurian Field Generator - this huge machine with an array of towers on the surface stops arcane magic and continues to grow in influence once started, wizards all know about it and hate it*
62	*The Love Machine - this huge machine has, when activated, a beating heart heard levels away. Its field was meant to spread love but taint makes those in field seek any carnal encounter (with other or self) possible. Field keeps growing but in the past an order of eunuchs stopped it*
63	*The Hate Engine - this massive construct of metal has walls covered in screaming faces and the field aggravates conflicts and starts fights and wars turning friends and lovers on each other. Was stopped by party who hated each other trying to outdo each other to win a bet*
64	*The God Breaker - creates a field that stops priests prayers being renewed, divination or other communication. Field grows able to cover the world if unchecked*
65	*The Spire of Law - creates a field of stasis freezing everything in a time bubble like bugs in amber, only certain time powers can move freely in area when active which will consume whole dimension*

1D100	MAGIC MONSTER MACHINES FOR YOUR MURDER MAZE
66	*The Entropy Generator - this breaks down laws of causality, transforming all things into a surreal, fluid zone of chaos till eventually everything is raw swirling maelstrom of raw atomic fire*
67	*The Death Aurora Machine - calls strange coloured lights in sky and any who die in influence area arise as undead. When consumes world and all undead machine flies into stars or multiverse looking for new home*
68	*The Life Machine - spreads a field that accelerates growth and evolution but mostly turns plants and animals into savage ambulatory mutants that kill and eat everything they can reach*
69	*The Winter Engine - spreads cold encasing itself in a tunnel and monster ridden glacier that spreads over world, snow and ice spread over everything making plant life impossible*
70	*The Mind Machine - was made to help human kind evolve but all went wrong, makes all life sentient and self aware with psionic powers. When world "saved" it plane shifts to another*
71	*Phantom Machine - turns living into screaming phantoms, shadows and unclean spirits that spread out to haunt the world*
72	*The Insanity Engine - victims trapped in tubes of fluid are tormented and nightmares projected as illusions across land spreading madness*
73	*Nightmare Apparatus - victims tormented in iron maidens, sends phantoms that provoke accidental war and murder, tainting everyone with evil acts*
74	*The Resonator - has an array of massive tuning forks when vibrated people for miles can see otherworldly horrors in nearby dimension and vice versa allowing them to attack*
75	*The Dreaming Monolith - a series of rotating floating monoliths when activated allow dreams of the elder gods to intrude on mortals as in ancient times*
76	*The Lost Race Spirit Engine - land begins to swarm with phantoms of long forgotten race that become increasingly real who seek to restore their lost empire of black magic*
77	*Dreaming God Engine - causes dreams of a long dead god who becomes a huge phantom visible for miles who then starts to become real*
78	*The Great Gate of Tanaddan - if opened with various keys will open allowing monsters from other worlds enter to kill all in path. Different keys in combination call different beings*
79	*The Bloody Throne - remains from a evil emperor who sacrificed tens of thousands to himself, the insane souls can be released with correct rituals in the remnants of the throne room*
80	*The Shadow Engine - if the huge machine is manipulated correctly it awakens and turns the shadows of people into evil undead life thieves, field of effect grows exponentially*
81	*The Crystal of Terror - huge crystal structure grows when fed and cared for and infects living with magical veins turning living into crystalline rock people*
82	*The Mountain Root - fell from stars into crust long ago and has been pushing up mountains riddled with terror tunnels that attract monsters who feed it*
83	*The Black Iron Sphere - a huge ball monsters come to worship with blood and flayed muscle. The ball gives enchanted metal for making weapons and armour to devout*
84	*Great Circle of Blood - circles of monoliths when fed blood move on own accord. They in turn tend and feed the greatest one, a huge evil stone that seeks to be free of the surface*
85	*Great Stone Throne of the Frog God - a huge chair of stone crawling with frogs, those sitting in it receive the gods will and magical knowledge including how to summon him*
86	*The Black Needle - a stone monolith of basalt grows from tears of despair and helps witch circles power many times in return for care and feeding*
87	*The Giant's Highway - a long path of huge stones long buried, supposed remains of slain giants from the dawn times. Now inside a huge cavern connecting surface to underland worshippers hope to restore giant army to life if correct procedure followed*

1D100	MAGIC MONSTER MACHINES FOR YOUR MURDER MAZE
88	*The Great Stone Egg - fell from the sky and has been growing for eons, especially when cared for by cults or monsters with blood. Who knows what will hatch when ready but probably bad*
89	*Snake Monolith - remnant of ancient kingdom if activated according to rites will regrow the lost city of the snake and reptile tribes of beast men hoping to restore their lost empire*
90	*Vampire Pit - a stinking hole to the underworld if sacrifices and blood pored in vampires will come to surface. Very few wish this however*
91	*Zeradara - a great stone statue if awakened with the complex beneath her according to secret methods she will arise as a terrible demigoddess of death and destruction*
92	*The Draconic Goddess - a statue of a many headed dragon if activated and encrusted with precious metal and gems will begin to lay real dragon eggs and eventually awaken*
93	*The Machine God Klaarge - if awakened this false god will awaken to raise an army against the heavens, inside it a secret shrine for the rituals of completion*
94	*Akementon's Revenge - this giant corpse in a huge crystal coffin will arise as a demigod if the machine is operated correctly, his ancient cult allies with non humans to do this*
95	*The Fire Altar of Korbard - if fires are kept burning with right sacrifice and prayers the god of the altar will arise and begin a reign of terror and murder*
96	*The Man Mountain Kithorg - if the great furnace is fed with fuel and repairs made this machine god will walk and destroy the cities of man and rule the survivors with terror*
97	*Zerrada's Jewelled God - a great statue with jeweled eyes worshiped by rat men, if jewels fed to statue will eventually arise and carry great plague braziers across the world ushering the age of the rat goddess*
98	*Karaniad the Death Goddess - a fake goddess built by cult with six arms and a third eye of destructive fire, after aeons the cult near completion for their goddess to live*
99	*Gahorran the God of Filth - a statue constructed from garbage and filth by ogres has been built since the dawn of time. Others laugh but the ogres rituals have begun to stir life*
100	*Argankarger the False God - a one eyed demonic statue built by cultists who have finally developed the formula to awaken their lord who will kill the old gods with his unholy wrath*

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