



ADVENTURER CONQUEROR KING SYSTEM™

# BARBARIAN CONQUERORS OF KANAHU



Written by **OMER G. JOEL** with **ALEXANDER MACRIS**





ADVENTURER CONQUEROR KING SYSTEM™

# BARBARIAN CONQUERORS OF KANAHU

## A Pulp Fantasy Setting Sourcebook Of Swords, Sorcery, And Science

Welcome to Kanahu, a dangerous world of pulp fantasy abounding with dinosaurs, Cthulhoid creatures, giant insects, crazed sorcerers, muscled barbarians, and alien invaders. *Barbarian Conquerors of Kanahu (BCK)* presents a host of new monsters, magical items, technology, spells, and variant rules packaged together in this gonzo world. In *BCK* you get:

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- » A set of new rules for heroic adventuring, including fate points, heroic funerals, warrior codes, critical hit tables, new special maneuvers, updates to the mechanics for thief skills...
- » And much, much more!

The *Barbarian Conquerors of Kanahu* setting sourcebook is designed for use with the *Adventurer Conqueror King System™ (ACKS™)* but is readily compatible with other fantasy role-playing games built on the same core rules.



AUT1015  
Printed in the U.S.A.



ADVENTURER CONQUEROR KING SYSTEM™  
**BARBARIAN CONQUERORS OF KANAHU**

A SWORD & SORCERY, HORROR, AND SCIENCE FANTASY SETTING SOURCEBOOK

ADVENTURER CONQUEROR KING SYSTEM™

# BARBARIAN CONQUERORS OF KANAHU

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ISBN (Hardcover): 978-1-941956-20-5

ISBN (Softcover): 978-1-941956-21-2



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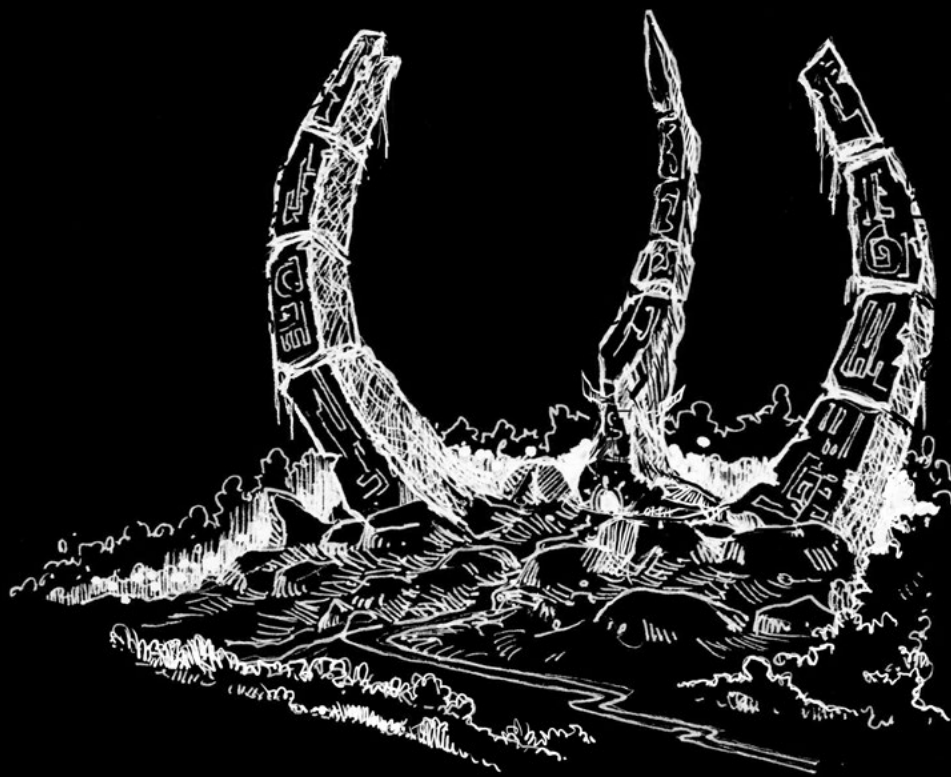


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# Chapter 1: **A Welcome To Kanahu**



***Barbarian Conquerors of Kanahu*** (BCK) is a sword & sorcery, horror, and science-fantasy setting sourcebook for the ***Adventurer Conqueror King System*** (ACKS). BCK presents new monsters, magical items, technology, spells, classes, and variant rules, all packaged together in Kanahu, a dangerous world of pulp fantasy that embraces the new material. The setting itself, the world of Kanahu, is a gonzo sword & sorcery milieu with dinosaurs, Cthulhoid creatures, giant insects, crazy sorcerers, muscled barbarians, city-states, and even some science-fantasy elements. It also draws on the myths of the Ancient Near East and pre-Columbian Mesoamerica for inspiration. The book contains material fully compatible with the ACKS core system, and almost everything from the Kanahu setting is readily transferrable to other ACKS settings.

#### ABOUT THE AUTHOR

I, Omer G. Joel, am a freelance Hebrew-English-Hebrew translator from Yavne, Israel. I live with my spouse, Einat, and our two cats Saki and Chicha – as well as an entourage of wild house geckos and even a painted dragon (*Stellagama stellio*) who grace the walls of our house in the warmer months. Besides science fiction, fantasy, and tabletop role-playing games, my interests include herpetology, cooking, history, and computer gaming. I am proud to present this book after more than two years of intermittent work, and despite the terrible burden of the Post Traumatic Stress Disorder (PTSD) I suffer from, which at times leaves me at a particular dire state. But I fight on, and write, and here is the result of my work.

#### DEDICATION

This book is dedicated to the love of my life – Einat Harari. May you eventually learn to play and love these games, which are now my domain! It is also dedicated to my regular gaming group – Avi, Shaked, Lir and Gilad – who bring light and laughter to my otherwise rough life and with whom I have play-tested much of the material in this book.

#### THE BARBARIAN SUBGENRE

***Barbarians of Kanahu*** belongs to what might be called the “Barbarian subgenre”. This genre is an amalgam of three distinct but related genres. The first is sword & sorcery literature, exemplified by the likes of Howard’s Conan and Moorcock’s Elric. This genre counterpoises corrupt, decaying cities and empires with rough-edged barbarian upstarts. It contrasts the decadence of urban life with the vigor of those untainted by it. This might have been inspired by the fall of decadent Rome to the Germanic “barbarians” who set themselves as kings of its ruins, or even by Samson’s divine-inspired exploits against the urbanized Philistines.

Furthermore, beyond sword & sorcery, as mentioned above, there are two more genres of note which are also relevant to the Barbarian sub-Genre. The first is sword & planet, exemplified by Edgar Rice Burroughs’ Barsoom, a fantastic vision of Mars.

This genre explores similar themes to those of sword & sorcery but does accept certain “science fiction” elements such as alien planets, radium pistols, flying craft, and other technological wonders. Sword & planet still follows the vision of a morally-ambiguous ‘outsider’ protagonist, archetypically an earthling on Mars, using his might to smash the decadent villainy of the local society.

The second is science fantasy proper. This book, however, presents a “science fiction” milieu closer to a fantastic setting once the outer trappings of starships, and rayguns are stripped off it. This genre is exemplified by space princesses, dashing interstellar rouges, space combat which looks suspiciously like WWII air combat, and a relative disregard of actual science when it conflicts with the plot. The same tropes of the barbarian subgenre also apply here: it is easy to envision the mighty lost-world barbarian smashing through the ranks of raygun-wielding aliens with his massive sword, answering their advanced technology with his brute strength.

A basic tenet of this genre is that the sword is trustworthy while spellcraft is not. There may be mighty sorcerers on the side of Law, but Chaos always lurks in wait for those who dabble in the arcane. The ultimate epic confrontation of this genre is that of a warrior, preferable of barbaric stock, who raises his sword against black magic, monstrosities, and the forces of Chaos. This brings us to an important feature of ***Barbarians of Kanahu***: While this setting is influenced by H.P. Lovecraft’s superb horror stories, it does not share the nihilistic tone that many of them carry. Unlike Lovecraft’s protagonists, who typically end up dead, mad or worse in the face of cosmic horror, ***Barbarians of Kanahu*** is about swordsmen who, like Conan or Elric, face such horrors with bravery, and wrath - and have a chance of putting them to the sword.

So this is a heroic genre of what is essentially the noble savage who smashes decadent urbanism with his greatsword, and then is crowned a deserving King of the city he conquered by the might of his sword arm. This is very different than the heroism seen in more classic High Fantasy, where heroes of pure, or almost pure, Good face off against the forces of absolute Evil. Here we see the anti-hero, the barbarian thief, rouge, pirate, and iconoclast, sacking civilization, and then reforming it in his own image.

The chivalry of a more civilized age has little place in such a barbarous world. Heroes of the barbarian genre, Lawful as they are, are anything but chaste knights who pursue a life of virtue. While they raise their swords against Chaos, and may put their lives on the line for Mankind (or Lizardkind), the barbarian heroes know how to enjoy life while it lasts, and take the deserving spoils of their victory – luxury, power, and lust. Many are not above thievery, piracy, deception, and revenge, but at the end of the line, they stand their ground against the monstrosities of Chaos. This conforms to the alignment descriptions in ACKS, as well as to the conventions of the genre.



## Chapter 2: **The Rules of Kanahu**



The basic **ACKS** rules have been designed with a sword & sorcery flavor in mind. That said, there are still many more opportunities to inject an even more intense sword & sorcery, sword & planet, or even science-fantasy experience into your game. This chapter will introduce several new rules and rulings to support the genre. Note that all rules provided here are optional; the Judge is encouraged to pick those rules which best fit his game.

## HEROIC ABILITY SCORES

By default, the *Adventurer Conqueror King System* assumes that adventurers are no gifted than the average person. If they become great, it is because of their achievements in play, not because of special advantages during character generation. As a result, the ability scores for **ACKS** adventurers are generated by rolling 3d6 in order. If the optional Generating Multiple Characters rule is in effect, where players roll up five characters and select the best to play with, then adventurers are perhaps among the top 20% most talented people, but still drawn from the common stock. However, the archetypical barbarian or sorcerer of pulp sword & sorcery tales is a cut above the average person. He is a mighty hero or despicable villain remarkable in his talents and ambitions, not a mere farm-boy who realizes his dreams of glory by grit and blades.

To account for this, *Barbarian Conquerors of Kanahu* offers the following optional methods for rolling up characters with better ability scores.

- **Heroic:** Roll 4d6 for each ability score in order. Drop the lowest die, tally the remaining dice, and record that result.
- **Legendary:** Roll 5d6 for each ability score in order. Drop the lowest 2 dice, tally the remaining dice, and record that result.

Heroic characters will have ability scores in approximately the same range as the top fifth of normal characters (11-14, averaging 12.24). Legendary characters will have ability scores in approximately the same range as the top fifth of heroic characters (12-16, averaging 13.43). If desired the Judge can have players roll up five characters when using either method.

EXAMPLE: Avi is creating an adventurer for use in a Kanahu campaign. The Judge has decided to use the optional “Legendary Ability Scores” and “Generating Multiple Characters” rules. Avi therefore will generate five characters; for each character, he will generate six ability scores, rolling 5d6 for each in order and dropping the lowest 2 dice. This combination of optional rules creates very powerful characters! Avi’s results are, in order for STR, INT, WIS, DEX, CON, and CHA: #1 STR 13, INT 17, WIS 11, DEX 15, CON 13, CHA 13; #2 STR 13, INT 11, WIS 15, DEX 16, CON 11, CHA 15; #3 STR 6, INT 14, WIS 16, DEX 12, CON 12, CHA 13; #4 STR 14, INT 9, WIS 16, DEX 14, CON 17, CHA 14; #5 STR 15, INT 15, WIS 16, DEX 13, CON 14, CHA 17. He decides to select character #5. He selects Dragon Incarnate as his character class, reducing CHA to 13 to increase STR and INT to 16. His final character has STR 16, INT 16, WIS 16, DEX 13, CON 14, CHA 13.

## HEROIC FUNERALS & PHARAONIC TOMBS

*The red sun sank low, bringing the relentless chill of Egyptian dusk; and as it stood poised on the world's rim like that ancient god of Heliopolis—Re-Harakhte, the Horizon-Sun—we saw silhouetted against its vermeil holocaust the black outlines of the Pyramids of Gizeh—the palaeogean tombs there were hoary with a thousand years when Tut-Ankh-Amen mounted his golden throne in distant Thebes. Then we knew that we were done with Saracen Cairo, and that we must taste the deeper mysteries of primal Egypt—the black Kem of Re and Amen, Isis and Osiris. - Imprisoned with the Pharaohs (H. P. Lovecraft)*

The god of the dead, called Mawat in Kanahu and Anubis in Sakkara, looks favorably upon a proper burial. Entombment in a proper tomb with grave goods pleases him, and for this he grants a boon to the deceased’s heirs. In game terms, the true beneficiary of a fallen adventurer’s heroic funeral is the player of the deceased character. His new character may enter the game with experience points equal to 90% of the gold piece value of money spent on the funeral and/or interred with his character (including the gp value of any magic items interred). He also gains all unspent Fate Points (if any). The new character should be a friend or relation of the deceased, and is assumed to be guided and inspired by the spirit of the slain.

A character can invest in building and furnishing a tomb during his life. This was the custom of Pharaohs in ancient Sakkara: The mighty lord would erect a magnificent pyramid during his reign in which to inter his embalmed remains after his death. Such a burial would then ensure his heir ascended the throne with the glory and might befitting a grand Pharaoh. In game terms, once the character dies and safely sleeps in his tomb, the above rules apply to his heirs as well.

Should players abuse this rule by having their characters loot the tomb of a deceased player character following his funeral (to get back the treasure they interred therein), Mawat’s wrath will know no bounds! He will immediately turn the transgressors into mummies, forever cursed to protect the tomb in restless death as the god tortures their vile souls for eternity.

## THE HAND OF FATE

The Hand of Fate guides heroes and villains alike, granting them a boon at one time and ill fortune at other. To represent the powers of fate, characters in *Barbarian Conquerors of Kanahu* campaigns may be awarded one or more Fate Points.

### STARTING FATE POINTS

Characters may begin with 1d6 Fate Points, representing the fickle Hand of Fate.

### SPENDING FATE POINTS

A Fate Point may be used in the following ways:

- A character may spend a Fate Point after making an attack throw, proficiency throw, or saving throw to re-roll the throw. Additional Fate Points can be spent to re-roll again if desired. However, a character can **never** re-roll a natural 1. (This rule ensures that save-or-die effects are always dangerous, regardless of how many Fate Points a character has.)

- A character may spend a Fate Point after making a damage roll to re-roll the damage. Additional Fate Points can be spent to re-roll again if desired.
- A character may spend a Fate Point to cleave after a successful attack throw, even if not otherwise eligible to do so (e.g. because the target of the attack was not slain, or because the character has already cleaved to the maximum amount that round). Doing so does not count against the character's maximum number of cleaves per round.
- A character may spend a Fate Point to cast a 1st level spell or perform a ceremony from the character's repertoire in lieu of expending one of his daily slots, expending spell points, or suffering stigma. Additional Fate Points can be spent for higher level spells, using the spell point progression (see *Heroic Fantasy Handbook*, p. 103).
- A character may spend a Fate Point to temporarily gain one rank in any proficiency available to his class or to temporarily gain a thief ability (excluding backstab) at one-half his class level. The effect lasts 1 turn (10 minutes).
- A character with 0 or fewer hit points may spend a Fate Point to immediately recover to 1 hp. Unless the character has **savage resilience**, he is considered to have been knocked out and will need one night's bed rest or magical healing. He must roll 1d6 on Row 21-25 of the Mortal Wounds table. If the character does have **savage resilience**, then he is considered to have been "just dazed" and does not need any bed rest. He may roll 1d6 twice on Row 26+ of the Mortal Wounds table and choose the preferred result.

Once expended, a Fate Point cannot be used again until it has been recovered. The player should record the running total of his character's Fate Points expenditures on the character's sheet.

**EXAMPLE:** Zarnor Serpent-Slayer is an 8th level barbarian with 4 Fate Points. 8 ruffians confront him. In the ensuing melee, Zarnor slays one ruffian, and makes a cleave. Unfortunately, the result of his attack throw is a natural 1 – a miss! Rather than lose the opportunity to keep cleaving, he expends a Fate Point and re-rolls the throw. This time, the result is a 16, which hits. Zarnor kills the second ruffian and keeps cleaving! Zarnor's player records the expenditure, noting that Zarnor has 3 of his 4 Fate Points remaining.

## RECOVERING FATE POINTS

Characters may recover expended Fate Points in one of two ways, through **spending** or **solace**.

### Recovering through Spending

In lieu of using the Prodigality rule (below), a character may regain any expended Fate Points by spending the monthly wage of a character of his level (*ACKS*, p. 51) to no other tangible game benefit whatsoever. This could include extravagant sacrifices to the gods; alms to the poor; anonymous tithes to churches; reckless spending on wine, women, and song; elaborate funeral pyres for deceased henchmen; and so on. Spending on goods that can be easily transported and resold (such as gems, jewelry, magic items, or trade goods) does not count.

**EXAMPLE:** Zarnor Serpent-Slayer is an 8th level barbarian. During a recent adventure to seize the hoard of a war-chief from Enyom, Zarnor expended 2 Fate Points. He wishes to recover his expended points by spending. As an 8th level character, Zarnor's monthly wage is 3,000gp so he must spend 6,000gp to no tangible game benefit. Zarnor sacrifices 100 edmontosaurs to his god Hadad (2,500gp value) then spends another 3,500gp on wine, women, and song in a manner befitting the sagas.

### Recovery through Solace

A character may recover any expended Fate Points by taking solace in an illuminated pinnacle of good (if Lawful) or a shadowed sinkhole of evil (if Chaotic) for one month. The time is reduced to two weeks in a hallowed pinnacle or blighted sinkhole, and to one week in a sacrosanct pinnacle or forsaken sinkhole. If Lawful, the time must be spent contemplating art, music, nature, poetry, and/or divinity. If Chaotic, the time must be spent in depraved and hedonistic pursuits. Neutral characters may not recover Fate Points from solace, nor may characters with a WIS of less than 9.

**EXAMPLE:** Eved-El, an 11th level Cleric in the service of El-Elyon, has recently expended 3 Fate Points in a confrontation with an arch-priest of Dagon. He wishes to recover his expended points by solace. He could take solace in his settlement's temple to El-Elyon (an illuminated pinnacle of good) and recover his points in one month. However, he knows of a holier place, a shrine to El-Elyon built on a spot where the god himself once walked (a sacrosanct pinnacle). After four days traveling to the shrine, he spends seven days in contemplation there, then returns home. In total, it has taken him (4 + 7 + 4) 15 days to recover his 3 Fate Points. (Note that Eved-El could have recovered his points much faster had he spent his monthly wage of 32,000gp to no tangible benefit.)

## ACQUIRING ADDITIONAL FATE POINTS

It is up to the Judge how Fate Points are acquired after character creation. Choose one or more of the following methods:

- **Advancement:** Characters could gain 1 Fate Point each time they advance in level. This is the default method.
- **Deeds of Renown:** Characters could increase their allocation of Fate Points by 1 or more each time they accomplish some notable task. This method allows the Judge to reward his adventurers for advancing through a story-driven arc, should that style of play be to his taste.
- **Fulfilling their Fate:** Characters could increase their allocation of Fate Points by 1 or more each time they fulfill a prophecy that has been made about them, revealed by the **fate** spell, etc. This method is similar to Deeds of Renown, but less heavy-handed in that the adventurers may find ways to fulfill their fate that surprise the Judge.
- **Sacrificing to their Gods:** Characters could increase their allocation of Fate Points by 1 or more by making a great sacrifice to their gods. A great sacrifice might be a legendary magic item, a loved one, an eye or hand, or a monetary

sacrifice equal to 75% of the character's accumulated XP. This method works well in games with the flavor of ancient myth, where the gods take an active hand in the affairs of heroes.

Unless the Judge rules otherwise, characters can never have more Fate Points than their starting Fate Points plus their level of experience.

## EXPLODING 20S

When making throws, unmodified 20s do *not* automatically succeed. Instead, when a character who throws an unmodified (natural) 20, the d20 **explodes**: The character immediately rolls another 1d20 and adds the new result to 20. Subsequent rolls of 20 continue to explode without limit.

**EXAMPLE:** An archer with a base attack throw of 11+ fires an arrow at Marcus, a high-level fighter in magical armor with an AC of 15. The archer needs to throw an (11+15) 26+ to hit the fighter. He rolls a natural 20. He immediately rolls 1d20; the result is a 7. The peasant has therefore rolled a (20 + 7) 27 against Marcus, which is a hit. Had the peasant's second d20 roll have been a 3, the peasant's result would have been a (20 + 3) 23, and he'd have missed. Had the peasant's second d20 roll have been an 18, result would have been a (20 + 18) 38 and the peasant would have dealt a critical hit (see below).



## CRITICAL HITS

If the result of an attacker's attack throw exceeds its target value by 10 or more, the attacker has dealt a **critical hit** to its target. When a critical hit is dealt, the target suffers double damage and must make an immediate saving throw vs. Paralysis. If the save fails, the target suffers a critical effect in addition to double damage. The target's saving throw should be modified by 4 points per category of size difference between the attacker and the target, as per *ACKS* p. 110.

The attacker determines the critical effect dealt by rolling 1d10 on the appropriate column on the Critical Effects table. For purposes of the Critical Effects table, "characters" are combatants equipped with arms and armor, while "monsters" are combatants relying on natural weapons and toughness.

**Brawling:** After seeing the result rolled on the Critical Effects table, the attacker may opt to inflict a Brawling critical effect in lieu of the effect rolled. For instance, an attacker who fears being carried off by a flying creature could substitute a Brawling result for a Clamber result.

**Combat Trickery:** After seeing the result rolled on the Critical Effects table, an attacker with Combat Trickery proficiency may substitute the special maneuver with which he has proficiency in lieu of the effect rolled. For instance, an attacker with Combat Trickery (Disarm) who deals a Force Back critical hit can inflict a Disarm instead.

**Shields May Be Splintered:** If the target of a critical effect is equipped with a shield, he may choose to substitute a Damage Shield result in lieu of a Damage Armor, Force Back, Injure Hide, Impair Attack, Impair Move, Knockdown, or Stun effect dealt to him. This represents the character desperately absorbing the blow on his shield.

**Swallowing Whole:** A monster capable of swallowing a target whole that deals a critical hit may choose to swallow its target rather than roll on the Critical Effects table.

Die Roll	Effect vs. Character	Effect vs. Monster
1	Brawling	Brawling
2	Damage Shield	Fatigued
3	Damage Armor	Injure Hide
4	Disarm	Impair Move
5	Force Back	Force Back
6	Knockdown	Knockdown
7	Sunder Weapon	Impair Attack
8	Stun	Stun
9	Wrestle/Clamber	Wrestle/Clamber
10	Attacker's Choice	Attacker's Choice

### Critical Effects

**Attacker's Choice:** The attacker may choose any desired critical effect from the appropriate column (Character or Monster).

**Brawling:** The target suffers an additional 1d4 damage from a strike from the attacker's gauntlet, pommel, or shield rim. If the attacker has no metal weapons, the damage is nonlethal, but otherwise the brawling damage can be lethal or nonlethal, at his discretion.



**Damage Armor:** The target's armor is damaged, reducing its effectiveness by 1 point. Armor that loses all effectiveness is ruined. Damaged armor can be repaired at a cost of 10gp per point of effectiveness. Magic armor cannot be damaged except by magic weapons or monsters of 5 HD or more.

**Damage Shield:** The target's shield is damaged, reducing its effectiveness by 1. If the shield is non-magical, this will destroy it. Damaged shields can be repaired at a cost of 10gp per point of effectiveness. Magic shields cannot be damaged except by magic weapons or monsters of 5 HD or more.

**Disarm:** The target is disarmed of its weapon (as the special maneuver). The weapon drops to a point chosen by the attacker who dealt the critical hit, up to 5' distant from the target.

**Fatigued:** The target is wearied by the flurry of blows. The target suffers a -1 penalty to attack throws and damage throws until it rests. If additional fatigue effects are rolled, the effects are cumulative.

**Force Back:** The target is forced back (as the special number). It must withdraw a number of feet equal to the attacker's damage roll. If this would push the opponent into a wall or obstacle, the opponent is knocked down, and takes 1d6 points of damage per 10' he has traveled.

**Knockdown:** The target is immediately knocked down (as the special maneuver). Once prone, the creature can move, but only to crawl at a movement rate of 5', to take an action in lieu of moving, or to end the condition by using an action in lieu of moving to stand up. If engaged, the prone creature remains subject to the movement restrictions of being engaged, so it can only crawl if using defensive movement, and cannot stand up in lieu of moving. The prone creature can attack, but suffers a -4 penalty on its attack throws. Alternatively the prone creature can stand up in lieu of attacking. The prone creature can be backstabbed by creatures capable of doing so. Attack throws against the prone creatures gain a +2 bonus, or a +4 bonus if the attacker backstabs the stunned creature. The conditions is ended immediately when the creature stands up.

**Impair Attack:** One of the target's natural attacks (determined randomly) is somehow impaired – muscles sprained, claws ripped, etc. The target suffers a -4 to attack throws with the impaired natural attack until it rests.

**Impair Move:** The movement rate of the target's primary movement is reduced by 25% or 30' (whichever is less) until the target rests. This represents a leg being wrenched, an ankle twisted, and so on.

**Injure Hide:** The target's hide is bruised, cut, or broken open such that its AC is reduced by 1 until it rests.

**Stun:** The target is stunned until the end of its next initiative. A stunned creature cannot attack, cast spells, or move. It gains no benefit to its AC from its shield (if any), and can be ambushed or backstabbed by creatures capable of doing so. All attack throws against stunned creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the stunned creature.

**Sunder Weapon:** The target's weapon is sundered (as the special maneuver). If the target's weapon is a non-magical spear, staff, or pole arm, it shatters into splinters when sundered, dealing an

additional 1d4 nonlethal damage to the target. Swords cannot be sundered by non-metal weapons or natural attacks by creatures of less than 5 HD. Magic weapons cannot be sundered except by other magic weapons or monsters of 5 HD or more.

**Wrestle/Clamber:** The results of this critical effect depend on the difference in size between the attacker and target. If the target is the same size category or smaller than the attacker, the attacker has grabbed the target in a wrestling hold (as the special maneuver). If the target is one or more size categories larger than the attacker, the attacker has clambered on top of or mounted the target (as the special maneuver, see below).

## SPECIAL MANEUVERS

### CLAMBER

Instead of making a melee attack, a combatant may attempt to clamber on top of a creature that is one or more size categories larger than him. To clamber onto a creature, a combatant must succeed on a melee attack throw with a -4 penalty. If the combatant is a thief or other class with the ability to Climb Walls, the -4 penalty may be waived if the character makes a successful proficiency throw.

The creature must then make a saving throw vs. Paralysis. The creature suffers a -2 penalty to its saving throw if of huge size, -4 if of gigantic size, and -6 if of colossal size. If the creature succeeds on its saving throw, it has shrugged off the combatant's attempt. If it fails, the combatant has clambered onto the creature, and is now mounted on its back, perched on its shoulders, etc.

A clambering combatant gains a +4 attack bonus against the creature he has clambered onto. If capable of backstabbing, the clambering combatant may do so, gaining a +6 attack bonus and extra damage. A clambering combatant also gains a measure of protection against the creature's own attacks. If the creature lack arms, tails, or other appendages capable of reaching its own back, it may not directly attack the clambering combatant. Even if the creature does have such appendages, it attacks the clambering combatant with a -4 penalty to attack throws.

In lieu of attacking, a creature with one or more combatants clambering on it may attempt to unseat the clambering combatants by bucking, rearing, colliding with walls, and similar tactics. This forces every combatant clambering on the creature to make a saving throw vs. Paralysis. Combatants who succeed on the saving throw continue clambering on the creature. Combatants who fail the saving throw slip off the creature. If the creature is more than 10' tall at the shoulder, or is flying, the unseated combatants will suffer falling damage (1d6 points of damage per 10' fallen).

**EXAMPLE:** Ermun, a 9th level thief (attack throw 6+), is fighting a purple worm (AC 3). On his initiative, he attempts to clamber onto the worm. Normally he would incur a -4 penalty to his attack throw for attempting a clamber, but Ermun makes a proficiency throw against Climb Walls and avoids this penalty. He needs a (6+3) 9+ to succeed in his clamber; his roll is an 11, so he succeeds. Now the purple worm may make a saving throw vs. Paralysis to shrug him off. As a 15 HD monster, it needs a 6+, but it suffers a -6 penalty due to its colossal size. It only rolls a 3, so Ermun



has clambered onto the purple worm! The purple worm's initiative is next. The Judge rules that the purple worm can only reach its own back with its stinger, but not with its bite. Rather than risk missing, he decides that the purple worm will attempt to unseat Ermun by rotating itself violently back and forth. Ermun must make a saving throw vs. Paralysis. As a 9th level thief, Ermun needs 9+; he rolls a 17 and succeeds easily.

In the next combat round, Ermun attacks the purple worm. Since he is clambering, the attack counts as backstabbing. He gains a +6 attack bonus, so he hits on (6+3-6) 3+. He rolls a 17 and lands a critical hit. As a 9th level thief, his backstab deals quadruple damage, increased to quintuple damage because he landed a critical hit, so Viktir deals 5d6 points of damage to the worm. Even better, the worm fails its saving throw against the critical hit. Ermun rolls a 7 on the Critical Hit table, an "Impair Attack" result; the Judge rules that Ermun has sliced off the purple worm's stinger tip, imposing a -4 penalty to its attacks with that natural weapon.

### SWEEPING ATTACK

A combatant may perform a sweeping attack in order to simultaneously attack one or more engaged opponents, up to his number of eligible cleaves. The combatant must be using a medium or large weapon (such as a battle axe, sword, or two-handed sword) or be at least one size category larger than all his engaged opponents, in order to perform a sweeping attack. Each opponent targeted by the sweeping attack may immediately withdraw 5' away from the attacking combatant if desired. The attacking combatant may then make one attack throw at a -4 penalty against each opponent who did not withdraw. If all of the opponents withdraw from or are slain by the sweeping attack, the combatant may either (i) immediately advance 5' and cleave or (ii) conduct a fighting withdrawal himself. When performing a sweeping attack and any subsequent cleaves, a combatant's total number of attacks may never exceed the usual maximum (e.g. his attack routine plus his number of cleave attacks by level).

**EXAMPLE:** Athelstan, a 6th level fighter with a two-handed sword, finds himself surrounded by six orcs. He declares a sweeping attack against all six orcs. Choosing discretion over valor, four of the orcs withdraw 5', but two boldly stand their ground. Athelstan immediately makes an attack throw against the two orcs, suffering a -4 penalty. He hits and slays both orcs. Athelstan can now choose to advance 5' and cleave against the remaining orcs, or perform a fighting withdrawal. He chooses the latter, slipping around the corner to where his friends have formed up.

## THIEVERY

One of the most common archetypes in sword & sorcery is the thief. Thieves in heroic fantasy are bold risk-takers who infiltrate impenetrable fortresses, steal the crown jewels, and kidnap the princess on the way out. Even Conan began his career as a thief before he showed the world his barbarian might.

Thieves in **ACKS** and other d20 retro-clones tend to be much less bold, because they are harshly penalized for failure, and fail quite often. For instance, a thief in **ACKS** a thief may only try to pick a particular lock, or find and remove a particular trap, once. If he fails, he may not try the same lock or trap again until he reaches a higher experience level. To allow thieves (and related classes) to better engage in impressive pulp adventures, use the following rules.

### DEXTERITY MODIFIER AND THIEVERY

Adroit and nimble thieves are more likely to succeed than their less-gifted brethren. When a character makes a proficiency throw to open locks, pick pockets, find traps, remove traps, hide in shadows, move silently, or climb walls, apply his DEX modifier to the roll. The bonuses do *not* apply to hijinks.

### ENCUMBRANCE AND THIEVERY

Thieves, and other classes which use thief skills, benefit from being light on their feet. If the character's encumbrance is 5 stones or less, he gains a +2 bonus on proficiency throws to climb walls, hide in shadows, and move silently. If the character's encumbrance is 2 stones or less, the bonus is increased to +4. The bonuses do *not* apply to hijinks.

### EQUIPMENT FOR THIEVES

The following new items, found in *Heroic Fantasy Handbook* (p. 78) are of benefit to thieves and related classes: adventurer's harness, ear trumpet, padded shoes, thieves' garb, thieves' tools companion kit, superior thieves' tools, and masterwork thieves' tools.

### REVISED THIEF SKILLS

**Open Locks:** Picking a lock requires one turn and a successful proficiency throw. Characters can pick locks in one round instead of one turn at a -10 penalty. (Characters with Lockpicking proficiency can pick locks in one round at a -4 penalty.) The thief may try again if the throw fails. However, if the thief ever fails the throw by 10 or more, or with a natural 1, he immediately breaks his thieves' tools. Broken thieves' tools are useless.

**Find Traps:** Finding a trap requires one turn (per 10 square feet searched) and a successful proficiency throw. Characters can find traps in one round instead of one turn at a -10 penalty. (Characters with Trap Finding proficiency can find traps in one round at a -4 penalty.) The thief may try again if the throw fails. If the thief ever fails the throw by 4 or less, he suspects a trap exists (if there actually is one), but does not know its exact nature. If the thief ever fails the throw by 10 or more, or with a natural 1, he has fumbled the search. If a trap exists, he sets it off. If no trap exists, he believes one does, but he thinks he does not know its exact nature.

**Remove Traps:** A thief may only remove a trap he has found, not one he just suspects to exist. Disarming a trap requires one turn and a successful proficiency throw. Characters can disarm traps in one round instead of one turn at a -10 penalty. The thief may try again if he fails to disarm a trap. However, if a thief fails a disarming throw by 10 or more, or with a roll of a natural 1, he sets off the trap.

**Pick Pockets:** A thief can try to suddenly grab a worn item without regard to being noticed – doing so grants a +4 bonus to the proficiency throw, but the intended victim automatically notices regardless of whether it succeeds or not. The item may not be an item in the target's hand (that is a disarm special maneuver).

## PRODIGALITY

The heroes of the typical sword & sorcery tale do not hoard much wealth, nor do they act like prudent and thrifty investors. Typically, such a hero, upon winning a massive treasure, will waste a significant part of it, if not all of it, on wine, companionship, and song. Larger-than-life heroes, in this genre, lead larger-than-life lives – they party as if there is no tomorrow, enjoy the day to its fullest, and usually wake up much poorer in the next morning – ready for yet another adventure in pursuit of gold and glory. To simulate this genre convention that is to encourage player characters to live large and in a prodigal manner, you may employ the following rule.

A character gains a bonus to XP earned from adventuring if, in the prior month, he prodigally consumed more than the Henchmen Monthly Wage (see *ACKS* p.51) appropriate to his class level each month. The money must be spent on buying luxuries, throwing parties, commissioning expensive jewelry and fancy clothes, and other conspicuous consumption. To calculate the XP bonus, compare the value of the character's prodigal spending with the amounts listed on the Henchmen Monthly Wage table; the bonus is 5% per level of overconsumption. Conversely, if a character spends less than his own Henchman Monthly Wage, he incurs a -5% penalty per level of underconsumption.

**EXAMPLE:** A 5th level character wastes 3,000gp in one month on larger-than-life living. Consulting the Henchmen Monthly Wage table, the Judge sees that at 5th level a character earns a monthly wage of 400gp, at 6th level 800gp, at 7th level 1,600gp, and at 8th level 3,000gp. The character has consumed the equivalent of an 8th level henchman's wage this month, so next month he gains a bonus of  $[(8 - 5) \times 5\%]$  15% bonus on XP earned from adventuring. Had the character only spent 100gp (equivalent to a 3rd level character's wage) he would have suffered a 10% penalty on XP earned from adventuring the following month. When the Prodigality rule is in play, characters are rewarded for living large and penalized for miserly living!

## NEW PROFICIENCIES

The following proficiencies may be added to a sword & sorcery, sword & planet, or science-fantasy campaign.

**Alien Intuition:** Alien blood flows through the character's veins, and this extraterrestrial heritage allows him to intuit the function and use of alien devices. The character can achieve On-the-Spot Understanding of an alien item with a proficiency throw of 11+ per item, and only suffers mishaps on a unmodified roll of 1. If the character has Alien Intuition and Alien Lore in the appropriate category for an item, he can achieve On-the-Spot

Understanding with a proficiency throw of 7+. A character gains no bonuses to conduct research into alien technology, however. This proficiency costs two proficiency slots to acquire. It should be added to the proficiency lists of clerics, mages, priestesses, Sakkaran (Zaharan) ruinguards, and other spellcasting classes. For more details, see Understanding Alien Technology on p. 94.

**EXAMPLE:** Kang, a 5th level mage, has Alien Lore 2 (chemicals, robots) and Alien Intuition. He could achieve On-the-Spot Understanding of a plasma pistol with a proficiency throw of 11+, or On-the-Spot Understanding of a robot or chemical with a proficiency throw of 7+.

**Alien Lore:** The character is well-versed in the lore of alien technology and super-science, allowing for On-the-Spot Identification of certain alien artifacts. Each time the character takes this proficiency, he picks one category of technology that he is familiar with from among Armor, Chemicals, General Devices, Robots, Vehicles, or Weapons. Thereafter, the character can achieve On the Spot Understanding of items from that category with a proficiency throw of 11+, and only suffers mishaps identifying items from that category on an unmodified roll of 1. The character also gains +1 on all proficiency throws to conduct research into alien technology. Each time the proficiency is selected thereafter, the character gains familiarity with another category of tech and gains another +1 bonus to conduct research. This proficiency should be added to the proficiency lists of clerics, mages, priestesses, Sakkaran (Zaharan) ruinguards, and other spellcasting classes. See Understanding Alien Technology on p. 94 for more details.

**EXAMPLE:** Kang is a 5th level mage with Alien Lore 2 (Chemicals, Robots). When he encounters a vat of blue, viscous fluid, he can use Alien Lore (Chemicals) to achieve On-the-Spot Understanding with a proficiency throw of 11+. When he encounters a plasma pistol, he cannot achieve On-the-Spot Understanding because he does not have Alien Lore (Weapons), but he does gain a +2 bonus to proficiency throws to research the plasma pistol.

**Destined:** The character gains one Fate Point. This proficiency does not appear on any class lists. The Judge should decide if this proficiency exists in his setting. If so, any character may select it as one of his class proficiencies.

**Farseeing:** The character can see the fates of mortals. He may determine how many Fate Points a character has after 10 minutes (1 turn) of casual interaction or observation. Once per week, the character may cast **fate** (as the spell). The casting time is 10 minutes.

**Technological Dabbling:** The character may attempt to use scanners, advanced robots, cloning vats, scanners, and other advanced alien technology only useable by mages. At level 1, the character must make a proficiency throw of 18+ to use the technology. On a failed throw, the attempt backfires (use the On-the-Spot mishap table, p.96). The proficiency throw required reduces by 2 per level, to a minimum of 3+. This proficiency should be added to the proficiency lists of thieves and bards.

## GLADIATORIAL COMBAT

A common trope in sword & sorcery and sword & planet literature is gladiatorial combat for the enjoyment of spectators and/or the glory of the participants. The Free City of Harat, which is the default setting of this book, was taken over by a slave rebellion led by gladiators, particularly of the lizardman kind. Today, this city is relatively anarchic in nature, and the gladiators' culture predominates - strength, bravado, and fighting prowess are celebrated, and shows of force revered by the populace. Instead of the slave gladiators of the old regime, however, now willing participants usually fight arena fights. This includes professional gladiators, warriors trying to prove themselves, and duelers who wish to solve their differences by the sword while a cheering crowd watches. Criminals may also elect to have trial by combat (typically against dinosaurs or other criminals) in lieu of other forms of punishment. If they survive, they are free to go - they have bought their freedom in blood, after all.

There are three kinds of gladiatorial combat. The first is **show fighting** - that is, mock-battles, typically staged by professionals, which are not intended to truly harm the participants (though accidents happen), but rather to entertain the audience. The second, and most common, type is **fighting to first blood**; the first character who draws blood wins. The third, and least common, type is **fighting to the death**, or at least to the permanent maiming of the loser.

The Lizard King Mazatel organizes five Great Tournaments per year in Harat's arena - one in each of the city's four major religious festivals and one on the anniversary of Harat's liberation from the Sorcerer King's tyranny. Such spectacles include numerous bouts of gladiatorial fighting, from show fighting to fights to the first blood. Participants who wish to fight to the death can request this - and the crowd will eagerly bet on such thrilling competitions of martial skill. At the conclusion of each Great Tournament, the Lizard King presents all of the winners with golden laurels and invites them to a royal feast held in the Hanging Gardens. In addition to these spectacles, individual Harati citizens often arrange their own informal matches in various inns and even in back alleys. Such matches may be fought for money or as duels to resolve conflicts outside the law.

Show fighting requires the Performance proficiency (see *ACKS* p. 62), and works per the rules of that proficiency, including its earnings. This is, understandably, much less profitable than any real combat (whether to first blood or to the death). The crowds might enjoy this show of skill and bravado, but rarely bet on it or award prizes, as show fighting is typically a staged affair and not a real bloodsport. Professional gladiators typically combine a good number of show fights with several bouts of actual pit-fighting to maximize their earnings.

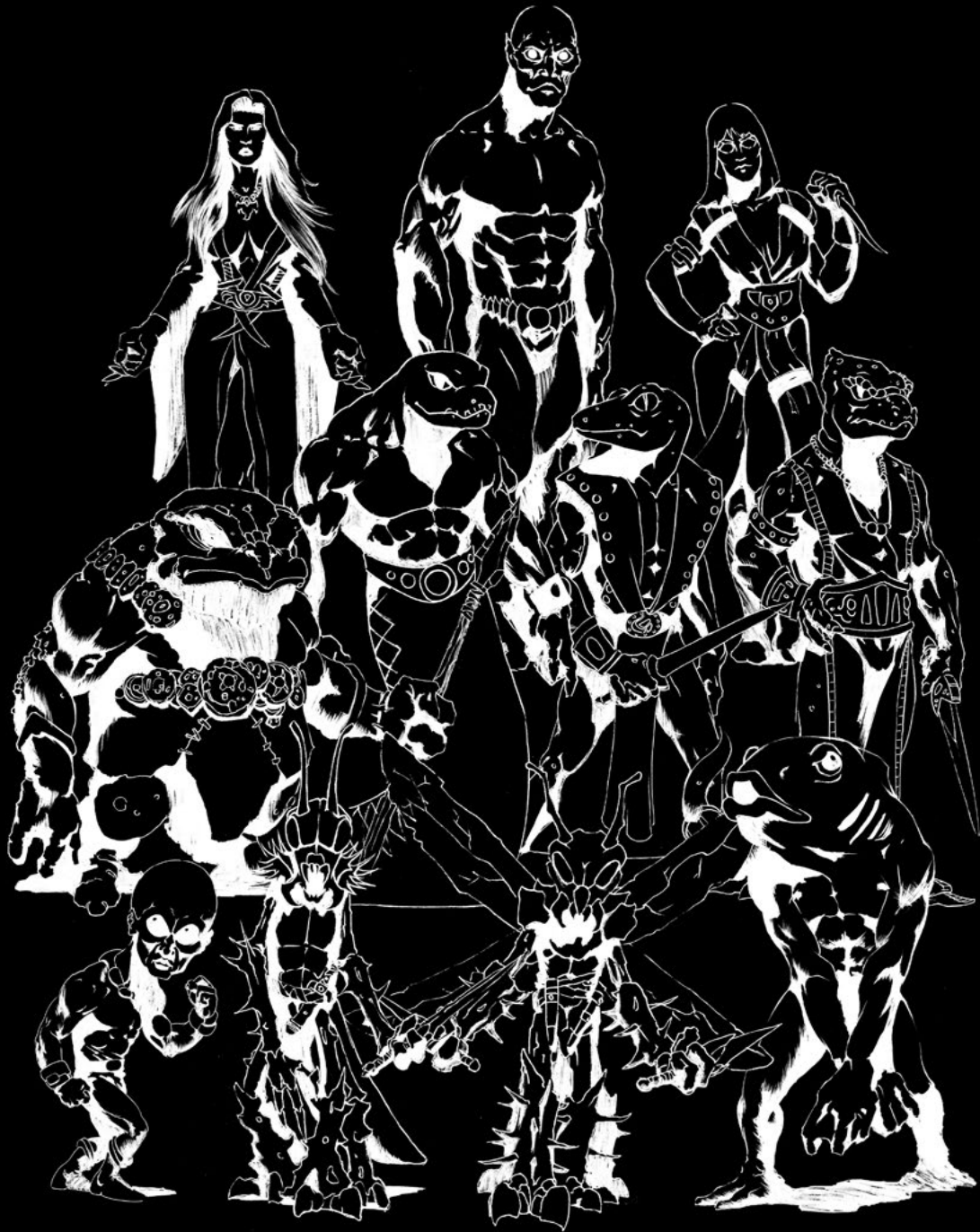
Fighting to first blood is the most common form of arena combat. These matches are resolved using the regular *ACKS* combat rules; the first gladiator to reduce his opponent's hit points to below half of their maximum value wins the match. Fighting to first blood is quite risky at low levels, as a single blow might easily kill or maim the target, but higher level combatants usually survive such matches with minimal risk. Typically, each professional gladiator fights three to five such matches a year (there is a limit to how many arena games are available to each entrant, after all). The prize for a winner of such a match is 100gp per level per match; this prize is considered as "treasure" for the sake of calculating XP, in addition to the XP earned for defeating the opponent. 0-level gladiators earn 25gp per bout, and typically become 1st level veterans after approximately four bouts in the arena.

Fighting to the death is less common in Harat, where the gladiators are all volunteers; and though in more barbarous cities it is more common, even the most callous slave-owners are loath to lose their expensive slave gladiators to death. When fighting to the death does take it place, it can include matches against other gladiators or against beasts (such as dinosaurs or giant insects). In Harat, matches to the death are usually a form of capital punishment - criminals convicted for high crimes are sent into the arena, to fight each other or monsters; if they die there, at least the crowds have enjoyed their death. If they survive, they have won their freedom with shed blood, and are thus free to go (but do not receive any monetary prizes). A victorious criminal even keeps his place in Harati society - for once the price is paid in blood, the crime is forgiven by King Hardun. In rare cases, however, some denizens of Harat may elect to fight each other to the death, either as a duel of honor, or for massive amounts of gold and glory. In such a case, the winnings from a fight to the death are 500gp per level per match (level 0 characters earn 100gp per match). Fighting to the death uses the regular *ACKS* rules for combat, and the winner is the last combatant standing with 1 or more hit points (anyone dead or mortally wounded loses the fight).

For alternative and additional rules and ideas for gladiatorial combat, see the article "Morituri Te Salutant" in *Axioms* Issue 4.



# Chapter 3: The Classes and Races of Kanahu



In this chapter, we will discuss a number of new and variant character classes, both human and from other races, who fit the sword & sorcery milieu and the Kanahu setting. In addition for brief notes and rules about slightly modifying certain *ACKS* classes to fit this milieu, this chapter presents fifteen new classes, as summarized below:

**Blessed Undertaker:** A priest of the Neutral death god Mawat, a specialist in slaying undead. Mawat is jealous of dead stolen from his halls, and sends his clerics to hunt down such abominations and send them back to where they belong. The Blessed Undertaker combines the power of faith with stealth and moderate martial prowess.

**Bugman Ovate:** A female sentient insectoid capable of arcane spellcasting, flight, interaction with insects and fungi, and, eventually, establishing a nest, and spawning a huge multitude of bugmen to populate her domain!

**Bugman Dredger:** A sneaky male sentient insectoid who builds up a network of thieves and merchants. Like the female, he is a born survivor and resistant to poison and disease, and also excels in stealth and subterfuge.

**Bugman Praetor:** An aggressive male sentient insectoid evolved for combat.

**Cultist:** A Chaos-worshipping lunatic, granted divine power by his alien gods; cultists of different gods have different special powers.

**Deep One Hybrid:** A spawn of Chaos, a crossbreed between abominable fishmen and humans, a brutal fighter capable of Chaotic divine spell power granted by Dagon and Rahab.

**Dragon Incarnate:** A human born with the soul of a great dragon, the Dragon Incarnate is born to lead, fights with a dragon's ferocity, and, at higher experience levels, becomes capable of casting arcane spells.

**Geckoman Spirit-Talker:** The 'shaman' of the geckomen, protected by an ancestral spirit and casting divine magic. He also climbs walls and ceilings very well, and may detach his tail for a hefty bonus on the Mortal Wounds table.

**Geckoman Stalker:** A sneaky, patient hunter and trapper of the geckomen. Like the spirit-talker, he climbs walls and ceilings very well, and may detach his tail for a hefty bonus on the Mortal Wounds table.

**Lizardman Gladiator:** A lizardman bred for arena combat, who fights like a real monster. (This class is a modified version of the Thrassian Gladiator from the *ACKS* Player's Companion, somewhat weaker, but with faster progress in leveling.)

**Lizardman Hunter:** A wild, stealthy hunting lizardman, with abilities geared towards ambushing prey.

**Lizardman Priestess:** A lizardman priestess of the grand goddess Ixchala, a divine spellcaster with strong healing powers.

**Lizardman Warrior:** A member of the elite fighting force of lizardman civilization. Each lizardman warrior belongs to a secret society with its own unique totem, and each totem has its own advantages.

**Lizardman Witch-Doctor:** A tribal sorcerer of the lizardmen, an arcane spellcaster who gains several additional powers by trafficking with demons and spirits.

**Mog Brute:** Bred for war by the alien Visitors, the mog has escaped to pursue his own savage course through Kanahu.

**Necromancer:** A priest of Pazuzu, the evil god of Undead and Sorcery, dedicated to the necromantic arts.

**Nephil:** Half human, half alien Visitor. Has an innate knack for alien tech, as well as locks and traps, is telepathic, and can cast arcane spells at higher experience levels.

**Terran Cosmonaut:** An elite military pilot or astronaut from our own 20th or 21st century who has crashed on Kanahu.

**Terran Starman:** A member of the 23rd century Terran Navy who finds Kanahu to be a strange new world to explore.

## BLESSED UNDERTAKER

**Prime Requisites:** DEX, WIS  
**Requirements:** Must be Neutral.  
**Hit Dice:** 1d4  
**Maximum Level:** 14

Mawat is neither a kind god nor a Lawful one; he cares little for civilization or for the affairs of the living. As Lord of the Underworld and Master of the Dead, his domain is a grim one - the eternal burial of flesh in the earth and the eternal containment of the soul in Sheol, the underworld. Mawat, however greedy, is patient - he covets the souls of all that lives for expanding his hoard of spirits beyond the grave in his deathly realm, but he can wait. And waiting always pays off for him - for everything dies. Well, almost everything.

There is one thing that enrages this God of Death: Undeath. As he sees it, Undeath is outright theft of what is rightfully his by lesser gods and impudent mortal sorcerers. The bodies and souls stolen from Mawat by means of necromancy must be returned to their rightful place - his underworld.

Towards this end, the Master of the Dead sends forth his mortal servants - his priests, as some would call them - the Blessed Undertakers. Their first task is to slay undead, as well as those who dare rebel against Mawat and create them. In more civilized places Blessed Undertakers also serve as guardians of graveyards, tombs, and catacombs, vigilantly watching the dead lest they rise in defiance of their rightful Master.

In settings other than Kanahu, this class may be used to represent any grim slayer of the undead, who is powered by divine retribution. From a Van Helsing-style monster hunter to a dedicated guardian of graveyards for a lawful or Neutral god of the dead, this class represents a priestly character tasked not with healing or blessing the living, but rather with putting the dead to their final, silent rest.





Blessed Undertaker Level Progression					Spell Progression				
Experience	Title	Level	Hit Dice	Abilities	1	2	3	4	5
0	Gravedigger	1	1d4	Backstab, hide in shadows, move silently	-	-	-	-	-
1,250	Acolyte	2	2d4	Divine spellcasting	1	-	-	-	-
2,500	Burier	3	3d4	Concealed from undead	2	-	-	-	-
5,000	Servant of Death	4	4d4		2	1	-	-	-
10,000	Undertaker	5	5d4	Righteous turning, magic research (minor)	2	2	-	-	-
20,000	Custodian	6	6d4		2	2	1	1	-
40,000	Entomber	7	7d4	Detect undead	2	2	2	1	1
80,000	Slayer	8	8d4		3	3	2	2	1
180,000	Patriarch	9	9d4	Temple, magic research	3	3	3	2	2
280,000	Patriarch, 10th Level	10	9d4+1*		4	4	3	3	2
380,000	Patriarch, 11th Level	11	9d4+2*	Magic research (advanced)	4	4	4	3	3
480,000	Patriarch, 12th Level	12	9d4+3*		5	5	4	4	3
580,000	Patriarch, 13th Level	13	9d4+4*		5	5	5	4	3
680,000	Master of the Necropoli	14	9d4+5*		6	5	5	5	4

\*Hit point modifiers from constitution are ignored

Blessed Undertaker Thief Skills			
Level	Move Silently	Hide in Shadows	Backstab Undead
1	17+	19+	x2
2	16+	18+	x2
3	15+	17+	x2
4	14+	16+	x2
5	13+	15+	x3
6	12+	14+	x3
7	10+	12+	x3
8	8+	10+	x3
9	6+	8+	x4
10	4+	6+	x4
11	2+	4+	x4
12	2+	3+	x4
13	1+	2+	x5
14	1+	1+	x5

Blessed undertakers are skilled combatants, albeit not as good as fighters. At first level, they hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience. Blessed undertakers may only use swords, daggers (including sickles, which use the stats for a short sword), bows, and crossbows, and may only wear leather armor or lighter. They may use a one-handed weapon, a two-handed weapon, or a weapon in each hand. They may not use shields. They progress in saving throws and proficiencies as clerics.

Blessed undertakers **cast divine spells** using the spell list below. They **turn undead** as clerics of two levels higher than their own level; however, unlike the regular cleric, they cannot turn infernal creatures. They may also engage in magical research and item creation as clerics. To better put the unliving to rest, they are blessed with the ability to **backstab undead** (and only undead), as a thief of their level. They may also **move silently** and **hide in shadows** as a thief of their level, as shown on the accompanying table.

At 3rd level (Burier), a blessed undertaker is **concealed from undead** by Mawat's power; when the blessed undertaker sneaks, undead are always considered to be passively watching rather than actively watching.

At 5th level (Undertaker), a blessed undertaker gains the power of **righteous turning**. When turning undead, the character adds his Wisdom bonus to both the turning throw and to the number of HD turned on a successful throw. At this level, the blessed undertaker may also begin to **research spells**, **scribe scrolls**, and **brew potions**.

At 7th level (Entomber), a blessed undertaker also gains the ability to **detect undead** at will, with a casting time of 1 turn.

When a blessed undertaker attains 9th level (Patriarch), he can establish a **necropolis**, and 2d6 blessed undertakers of 1st level will come to work with the character. Blessed undertakers' necropolises follow similar rules to thieves' hideouts, though their operations are aimed at uncovering necromantic and undead activity rather than theft. Hijinks will typically be

Blessed Undertaker Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+
13-14	7+	4+	10+	7+	9+	4+

Divine Spell List (Blessed Undertaker)					
First Level Divine Spells		Second Level Divine Spells		Third Level Divine Spells	
1	Cure Light Wounds*	1	Bless	1	Continual Light*
2	Delay Disease	2	Delay Poison	2	Cure Disease*
3	Detect Evil*	3	Find Traps	3	Detect Curse*
4	Detect Magic	4	Hold Person	4	Detect Invisible
5	Detect Undead	5	Holy Chant	5	Feign Death
6	Light*	6	Resist Fire	6	Glyph of Warding
7	Protection from Evil	7	Righteous Wrath	7	Invulnerability to Evil
8	Remove Fear	8	Silence 15' radius	8	Prayer
9	Resist Cold	9	Spiritual Weapon	9	Remove Curse
10	<b>Shield of Mawat</b>	10	Speak with Dead	10	Death Ward
Fourth Level Divine Spells		Fifth Level Divine Spells			
1	Cure Serious Wounds*	1	Atonement		
2	Dispel Magic	2	Commune		
3	Divination	3	Dispel Evil		
4	Fate	4	Fear		
5	Neutralize Poison*	5	Flame Strike		
6	Protection from Evil, sustained*	6	Quest*		
7	Smite Undead*	7	Restore Life and Limb*		
8	Sticks to Snakes	8	Strength of Mind*		
9	Vigor	9	Sword of Fire		
10	Tongues	10	True Seeing		

\* Denotes a reversible spell. Italics denotes a spell from the Player's Companion. **Bold** denotes new spell from this book.

assassinations (of suspected undead or cultists) or spying. See the **ACKS** Campaigns chapter for more information.

At 9th level, a blessed undertaker also gains the ability to **create more powerful magic items** such as weapons, rings, and staves.

At 11th level, a blessed undertaker may learn and **cast ritual divine spells** of great power (6th and 7th level), and **craft magical constructs** such as golems and animated statues. These activities are explained in the Campaign chapter of the **ACKS** core book.

**Blessed Undertaker Proficiency List:** Alertness, Alien Intuition, Alien Lore, Apostasy, Battle Magic, Blind Fighting, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Knowledge (history), Lore mastery, Martial Training, Mystic Aura, Precise Shooting, Prestidigitation, Profession (undertaker), Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Skirmishing, Skulking, Sniping, Theology, Unflappable Casting, Weapon Finesse, Weapon Focus

Template:	Slayer of the Dead
Proficiencies:	Precise Shooting, Profession (undertaker)
Starting Equipment:	Silver dagger, black leather armor, tattered backpack, rolled blanket, dark hooded cloak, shortbow, quiver with 20 arrows, 2 flasks of military oil, clove of garlic, holy symbol (iron skull of Mawat), iron rations of 1 week, 50' rope, stakes (4) and mallet, waterskin, shovel, sledgehammer, tinder box, torches (6), 4gp in a small purse.

**Slayer of the Dead template:** This pre-generated template represents a grim hunter and slayer of the undead, equipped to deal with the worst of them. The template is ready for adventure. However, if your blessed undertaker's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in **ACKS** Chapter 4).

## BUGMAN OVATE

Prime Requisites: DEX, INT  
 Requirements: DEX, CON 9.  
 Hit Dice: 1d6  
 Maximum Level: 11

A relatively rare, though influential, sentient species in Kanahu are the bugmen. These upright insectoids have little in common with the orderly hive-based social insects, instead seeming to have evolved from or be related to common household and sewage cockroaches. They are resilient, shady, anarchic, and opportunistic to the extreme.

Bugmen thrive wherever there is an opportunity for commerce, subterfuge, and infiltration. They excel in the criminal underworld, using their opportunistic nature and keen senses to strike shady deals with other sentient beings. They live in the shadows of civilization, living on its refuse. Thus, some bugmen are, ironically enough, Lawful - because, if civilization falls, so does its bounty, and so do the many opportunities for success it offers. Most are Neutral or Chaotic, however, as befitting their opportunistic nature. Bugmen usually worship the gods of humans around them, though they are rarely devout, and much more interested in striking temporary deals with the divine rather than forming long-lasting relationships.

Bugman Ovate Level Progression				Bugman Ovate Spell Progression			
Experience	Title	Level	Hit Dice	Level	1	2	3
0	Nymph	1	1d6	1	-	-	-
3,050	Bug-Aspirant	2	2d6	2	1	-	-
6,100	Bug-Postulant	3	3d6	3	2	-	-
12,200	She-Roach	4	4d6	4	2	-	-
24,400	Insect Imago	5	5d6	5	2	1	-
48,800	Insect Theurgist	6	6d6	6	2	1	-
100,000	Insect Magician	7	7d6	7	2	2	-
200,000	Brood Lady	8	8d6	8	2	2	-
375,000	Nest Mother	9	9d6	9	2	2	1
550,000	Nest Mother, 10th level	10	9d6+1*	10	2	2	1
725,000	Nest Mother, 11th level	11	9d6+2*	11	2	2	2

\* Hit point modifiers from Constitution are ignored.

Bugmen may be easily imported into any sword & sorcery setting, and, indeed, into many 'standard' fantasy worlds, wherever a hive of roguish insectoids and shady bug-merchants would be appropriate. They are extremely alien in nature, but so are many other beings in fantasy fiction. In fact, several of the less lawful fey in certain fantasy worlds may have insect-like characteristics, which may be represented by this class.

All bugmen begin play knowing their **native language** as well as the **common tongue** of the human society around them (plus any bonus languages provided by a high INT). They can speak human languages readily, though with a heavy accent interrupted by many clicks and buzzing sounds. The reverse is not true; humans find it difficult to speak the bugman language, with its many mouth-part clicks, and suffer a -2 penalty to Reaction rolls with bugmen when trying to speak to them in their own tongue rather than a human tongue.

The race's **heavy chitinous carapace** provides a +1 bonus to AC, but prevents them from wearing any significant armor heavier than Leather.

Bugmen are nocturnal creatures, able to sense minute movements of air with their long and extra-sensitive antennae, granting them **blindsight** to a range of 60'. This blindsight functions like infravision, except it is not affected by light sources, magical darkness, or other visual phenomena but rendered useless in high wind. These same antennae provide bugmen with **keen insect senses** granting a +1 bonus to avoid surprise and a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+, a bugman can notice secret doors with just casual inspection.

Bugmen are consummate scavengers and re-sellers, known to other bugmen traders, as well as human traders, all over the land. Due to this **mercantile network**, bugmen who buy and

sell equipment, hire retainer, and engage in mercantile ventures in a market they have previously visited, treat the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets).

Like the cockroaches they resemble, bugmen are **hard to kill**. When a bugman is required to consult the Mortal Wounds table, the player may roll twice, and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover.

Finally, the sturdy bugmen possess the **survivability of cockroaches**, and thus are immune to all forms of disease, including magical diseases such as those caused by spells, mummies, or lycanthropes, as well as to all forms of poison, including magical poisons.

However, bugmen are **alien beings** and thus suffer a -2 penalty to the reactions, loyalty, and morale of men, lizardmen, and gekkemen. Conversely, they get a +2 bonus to the reactions, loyalty, and morale of their own kind.

Bugmen are divided into two castes by gender, the ovates (female) and dredgers (male). Apart from mating, the sexes have little in common. The dredgers are notorious for digging in unseemly places, making dirty deals, and selling suspicious artifacts, while the ovates spend their time cultivating their magical and mundane power until they have sufficient resources to focus on reproduction en-masse. An ovate who becomes a Nest-Mother will command the respect of the many dredgers who frequent her nest, but she does not have real command over them.

Physically, a bugman ovate stands around 4' tall, with an additional 1' in antenna, but will be much wider than a male dredge of comparable height, and grow further over time; by the time an ovate settles in a nest and becomes a nest-mother, she will have reached 6' in length and gained significant mass.

Bugman Ovate Saving Throws						Ovate Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1-3	13+	13+	15+	11+	12+	1-2	10+
4-6	12+	12+	14+	10+	11+	3-4	9+
7-9	11+	11+	13+	9+	10+	5-6	8+
10-11	10+	10+	12+	8+	9+	7-8	7+
						9-10	6+
						11	5+

Bugmen ovates range from yellowish-brown to dark brown or black in color, though their eyes are always shiny black. Unlike the landlocked dredgers, ovates have four functional wings, two hard and two soft, and may **fly** at a rate of 30' per round.

Bugman ovates usually know how to defend themselves, although they are not as skilled as fighters. At first level, an ovate will hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e. the same as thieves). They may use any missile weapons and any one-handed melee weapons. They are not trained to use shields, fight two-handed, or dual wield weapons. They may perform one cleave attack per 2 levels of experience.

Bugman ovates have all the powers of ordinary bugmen, but enjoy **great longevity** with a lifespan three times longer than normal. Their physical robustness also grants them **immunity to ghoul paralysis**.

As they mature, bugman ovates also develop powerful parapsychic abilities. The first ability to manifest is a **kinship with arthropods and fungi**. Ovates can identify arthropods and fungi with a proficiency throw of 11+, and understands the subtle body language and moods of arthropods and fungal creatures (though they may not understand the character) automatically. This grants them a +2 to all reaction rolls when encountering normal and giant arthropods and fungal creatures, and allows them to take giant arthropods and fungal creatures as henchmen. They also can **speak with arthropods** at will (treat as the *speak with animals* spell but the power works with natural or giant arthropods instead of animals).

Their arcane powers allow them to develop **antennae for potions**. An ovate may make a proficiency throw of 11+ to determine the magical properties of a potion or oil based on its scent and emanations.

Starting at 2nd level (Aspirant), bugman ovates gain the ability to **cast arcane spells and perform magical research**, doing so as mages of one-half their level, and using the same spell list and the same rules for learning and casting spells. They can use any magical items available to mages. Unlike mages, bugman ovates can cast spells while wearing leather armor.

At 5th level (Imago), bugman ovates' advancing abilities allow them to **brew potions** as mages of their class level rather than half their class level.

When an ovate reaches 9th level (Nest Mother), she becomes fertile. If a Nest Mother establishes a **nest**, she will attract 2d6 bugman dredgers of 1st-3rd level who desire to breed with her. These bugmen will supervise the construction of an elaborate warren to impress her and contain their young.

When her nest is complete, the Nest Mother will lay her first brood of eggs, which will hatch 30 days later. The number of her initial brood that survive to adulthood will depend how many hexes she has secured to serve as harvesting and food sources for her brood – 3d6 x 10 family-equivalents per 6 mile hex is typical.

Unlike human domains, however, nests do not increase in population from natural growth or investment, only from egg-laying. Once per year, if a Nest Mother remains in her nest for a full season, she will produce an extra 24d10 (~140) family-equivalent of bugmen (re-roll 10s as with agricultural investment). The Nest Mother may produce more than her normal brood if she gorges herself on food during her reproductive season. The rich proteins necessary for this will cost 1,000gp per extra 1d10 family-equivalents worth of eggs she plans to lay. A Nest Mother who produces more family-equivalents than her domain can sustain must annex additional territory or lose control of the surplus family-equivalents the following season.

Apart from being produced directly by a Nest Mother, bugmen family-equivalents follow the ordinary rules for peasant or urban families, and bugmen conscripts, militia, and specialists can be recruited from these family-equivalents as per normal.

**Bugman Ovate proficiency list:** Alien Intuition, Alien Lore, Bargaining, Blind Fighting, Bribery, Caving, Climbing, Combat Trickery (disarm, incapacitate), Command, Diplomacy, Disguise, Eavesdropping, Familiar, Fighting Style, Gambling, Leadership, Loremastery, Magical Engineering, Mystic Aura, Passing Without Trace, Perform, Precise Shooting, Quiet Magic, Running, Sensing Power, Skirmishing, Swashbuckling, Trapping, Unflappable Casting, Weapon Finesse.

Template:	Aspiring Nymph
Proficiencies:	Diplomacy, Leadership
Starting Equipment:	Chitin backpack, brown leather armor, long sword fashioned from giant insect chitin, shortbow with 20 arrows in a quiver, blanket from fungal fibers, 1 week's iron rations, blank spell book, ink and writing straw, waterskin, decorative jewelry worth 30gp, 6gp and 4sp in a small purse

**Aspiring Nymph template:** This pre-generated template represents a young bugman ovate trying to establish her place in the world, and, eventually, found her own nest, using her knowledge of diplomacy and insect leadership to pave her way to glory. The template is ready for adventure. However, if your bugman ovate's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in *ACKS* Chapter 4).



### Bugman Dredger Level Progression

Experience	Title	Level	Hit Dice	Pick Pockets*	Move Silently	Climb Walls	Hide in Shadows	Backstab
0	Male Nymph	1	1d6	17+	17+	6+	19+	x2
1,750	Bugger	2	2d6	16+	16+	5+	18+	x2
3,500	Bugman	3	3d6	15+	15+	5+	17+	x2
7,000	He-Roach	4	4d6	14+	14+	4+	16+	x2
14,000	Male Imago	5	5d6	13+	13+	4+	15+	x3
28,000	Bug Scoundrel	6	6d6	12+	12+	4+	14+	x3
55,000	Bug Pilferer	7	7d6	10+	10+	3+	12+	x3
110,000	Bug Thief	8	8d6	8+	8+	3+	10+	x3
235,000	Master Bug	9	9d6	6+	6+	3+	8+	x4
360,000	Master Bug, 10th level	10	9d6+2**	4+	4+	3+	6+	x4
485,000	Master Bug, 11th level	11	9d6+4**	2+	2+	2+	4+	x4
610,000	Master Bug, 12th level	12	9d6+6**	-1+	2+	2+	3+	x4
735,000	Prince of Insects	13	9d6+8**	-3+	1+	1+	2+	X5

\* -1 penalty on the proficiency throw per each level the thief is lower than the victim.

\*\* Hit point modifiers from constitution are ignored

## BUGMAN DREDGER

Prime Requisites: DEX

Requirements: DEX, CON 9

Hit Dice: 1d6

Maximum Level: 13

Bugman males, or dredgers, are far more numerous than their female counterparts, though less impressive in their abilities. They are incapable of flight or sorcery, but instead excel in stealth, subterfuge, and similar underhanded and opportunistic tactics. Many dredgers may tend any given ovate's nest. There, they dance for the nest-mother's amusement, competing with each other in dance and feats of speed to gain preferential mating opportunities. Outside of a female's nest, they dig bug-holes in practically any kind of terrain, from the sewers under great cities to deep forests and high mountains – settling, like all members of their race, in any environment where there is opportunity for gaining wealth and influence.

Physically, a bugman dredger resembles a 4' tall, upright, slender, humanoid cockroach, walking on four legs and using two limbs for fine manipulation. It has multi-faceted eyes and a mouth with two mandibulae and two maxillae, as well as two foot-long antennae projecting from its head. Dredgers range from yellowish-brown through dark brown to black in color; their eyes are shiny black. Dredgers, unlike ovates, lack wings.

Bugman dredgers, like ovates, know how to defend themselves, although they are not as skilled at fighting. At first level, bugman dredgers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e. the same as thieves). They may use any missile weapons and any one-handed melee weapons. They are not trained to use shields, fight two-handed, or dual wield weapons. They may perform one cleave attack per two levels of experience. Their heavy carapaces provide them with some protection (see below), but prevent them from wearing any significant armor heavier than Leather.

Every bugman dredger is an accomplished opportunist and thief: he may **pick pockets**, **move silently**, **climb walls**, **hide in shadows** and **backstab** as a thief of his level.

When a bugman dredger attains 9th level (Master Bug), he can establish a **bug-hole** in an urban area, and 2d6 bugman dredger apprentices of 1st level will offer to work for him. If hired, they must be paid standard rates for ruffians. A bugman dredger's bug-hole otherwise follows the rules for hideouts detailed in the Hideouts & Hijinks section of the **ACKS** Campaigns chapter.

As bugmen, dredgers begin play knowing their **native language** as well as the **common tongue** of the human society around them (plus any bonus languages provided by a high INT). They can speak human languages readily, though with a heavy accent interrupted by many clicks and buzzing sounds. The reverse is not true; humans find it difficult to speak the bugman language, with its many mouth-part clicks, and suffer a -2 penalty to Reaction rolls with bugmen when trying to speak to them in their own tongue rather than a human tongue.

The race's **heavy chitinous carapace** provides a +1 bonus to AC, but prevents them from wearing any significant armor heavier than Leather. Their long and extra-sensitive antennae grant them **blindsight** to a range of 60'. This blindsight functions like infravision, except it is not affected by light sources, magical darkness, or other visual phenomena but rendered useless in high wind. These same antennae provide bugmen with **keen insect senses** granting a +1 bonus to avoid surprise and a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+, a bugman can notice secret doors with just casual inspection.

Due to their **mercantile network**, bugmen who buy and sell equipment, hire retainer, and engage in mercantile ventures in a market they have previously visited, treat the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets).

Like the cockroaches they resemble, bugmen are **hard to kill**. When a bugman is required to consult the Mortal Wounds table, the player may roll twice, and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover.

Finally, the sturdy bugmen possess the **survivability of cockroaches**, and thus are immune to all forms of disease,



### Bugman Dredger Attacks & Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13	7+	7+	10+	8+	9+	4+

including magical diseases such as those caused by spells, mummies, or lycanthropes, as well as to all forms of poison, including magical poisons.

However, bugmen are **alien beings** and thus suffer a -2 penalty to the reactions, loyalty, and morale of men, lizardmen, and geckomen. Conversely, they get a +2 bonus to the reactions, loyalty, and morale of their own kind.

**Bugman Dredger Proficiency List:** Alertness, Alien Intuition, Alien Lore, Ambushing, Arcane Dabbling, Bargaining, Climbing, Combat Reflexes, Combat Trickery (disarm, incapacitate), Command, Gambling, Intimidation, Language, Lip Reading, Magical Engineering, Mountaineering, Navigation, Passing Without Trace, Precise Shooting, Profession, Riding, Running, Seafaring, Signaling, Skirmishing, Swashbuckling, Technological Dabbling, Weapon Finesse.

Template:	Impudent Insect
Proficiencies:	Bargaining, Gambling
Starting Equipment:	Chitin backpack, brown leather armor, short sword fashioned from giant insect chitin, shortbow with 20 arrows in a quiver, blanket from fungal fibers, thieves' tools, 1 week's iron rations, waterskin, cheap jewelry worth 5gp, 50' rope, grappling hook, 15gp in a small purse

**Impudent Insect template:** This pre-generated template represents a typical bugman dredger merchant-thief of shady reputation, involved in somewhat honest trade and far less honest gambling. The template is ready for adventure. However, if your bugman dredger's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in *ACKS* Chapter 4).

### BUGMAN PRAETOR

Prime Requisites: DEX

Requirements: DEX, CON 10.

Hit Dice: 1d6

Maximum Level: 10

Ordinary bugmen prefer to rely on subterfuge and sorcery, rather than violence, to overcome obstacles and foes. From the sneaky drudger to the cunning ovate, they carve out their place in the world by their wits and cockroach-like resilience. However, some nests face threats greater than what stealth or magic alone can overcome. In such dire cases, the nest mother will lay different eggs: Instead of hatching dredgers and ovates, these eggs give birth to praetors – murderous, lightning-fast protectors of their nests and nest mothers. A bugman praetor is a born killer. It matures quickly and develops uncanny speed and reflexes beyond those of the ordinary man or bugman. It is fast enough to avoid most blows in combat. and then close in on its prey for the kill. Its instincts, however, are the greatest of its weapons – those of a monster, unerring in its accuracy and brutal in its outlook.

Bugman praetors are murderers from birth. At first level, praetors hit an unarmored foe (AC 0) with an attack throw of 10+. Like monsters, they advance in attack throws by one point every one level of experience. They advance in saving throws as fighters, by two points every three levels of experience. Bugman praetors increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level, and may perform one cleave attack per level. They may wear any armor, wield any weapon, fight in any style, and use any magical or technological item useable by fighters or thieves.

### Bugman Praetor Level Progression

Experience	Title	Level	Hit Dice	Move Silently	Hide in Shadows	Backstab	Damage Bonus
0	Killer Nymph	1	1d6	17+	19+	x2	+1
3,250	Blade Bug	2	2d6	16+	18+	x2	+1
6,500	Bane Bug	3	3d6	15+	17+	x2	+2
13,000	Murderer Bug	4	4d6	14+	16+	x2	+2
26,000	Insectile Death	5	5d6	13+	15+	x3	+2
52,000	Avenger	6	6d6	12+	14+	x3	+3
105,000	Lethal Arthropod	7	7d6	10+	12+	x3	+3
210,000	Praetor	8	8d6	8+	10+	x3	+3
390,000	Master Praetor	9	9d6	6+	8+	x4	+4
570,000	Grand Praetor	10	9d6+1*	4+	6+	x4	+4

\* Hit point modifiers from constitution are ignored



Praetor Fighting Styles			
Style	Base Bonus	Fighting Style Proficiency	
1 small weapon & 2 shields	+2 to armor class (from 2 shields)	Additional +1 to armor class	
1 small weapon & 3 shields	+3 to armor class (from 3 shields)	Additional +1 to armor class	
2 small weapons & 1 shield	+1 to attack throws, +1 to armor class (from shield)	Additional +1 to armor class	
2 small weapons & 2 shields	+1 to attack throws, +2 to armor class (from 2 shields)	Additional +1 to armor class	
3 small weapons	+2 to attack throws	Additional +1 to attack throws	
3 small weapons & shield	+2 to attack throws, +1 to armor class (from shield)	Additional +1 to attack throws	
4 small weapons	+2 to attack throws, +1 to damage	Additional +1 to attack throws	
1 medium/large weapon & 1 shield	+1 to armor class (from shield), deal 1d8/1d10	Additional +1 to armor class	
1 medium/large weapon & 2 shields	+2 to armor class (from 2 shields), deal 1d8/1d10	Additional +1 to damage rolls	
1 md/lg. weapon, 1 small weapon, 1 shield	+1 to attack throws, +1 to armor class, deal 1d8/1d10	Additional +1 to damage rolls	
2 medium/large weapons	+1 to attack throws, +1 to damage rolls, deal 1d8/1d10	Additional +1 to damage rolls	

Bugman praetors are nocturnal creatures that rely on extra-sensitive antennae for **blindsight** to a range of 60'. This blindsight functions like infravision, except it is not affected by light sources, magical darkness, or other visual phenomena but rendered useless in high wind. These same antennae provide bugmen with **keen insect senses** granting a +1 bonus to avoid surprise and a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+, a bugman can notice secret doors with just casual inspection. Like other bugmen, praetors are **hard to kill**. When a bugman is required to consult the Mortal Wounds table, the player may roll twice, and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover. Finally, the sturdy praetors possess the **survivability of cockroaches**, and thus are immune to all forms of disease, including magical diseases such as those caused by spells, mummies, or lycanthropes, as well as to all forms of poison, including magical poisons.

Because of their lightning reflexes, a bugman praetor can **instinctively dodge** blows in combat with inhuman speed, provided it is not encumbered. A praetor in leather armor or less has an unarmed AC 2 at 1st level. At 7th level, its unarmed AC increases to 4, and at 10th level it increases to 5. The bugman praetor may **jump** up to 20' in a round in lieu of moving. It may jump in any direction including straight up, and can leap over obstacles or combatants up to 20' high between it and its landing point.

Though only as tall as an ordinary bugman, the praetor is far more fearsomely built. It has two walking legs and **four arms**, fit for manipulating objects and wielding weapons, and can fight with all four at once! A praetor may wield as many as

four small one-handed weapons (such as hand axes and short swords), one per hand; three small-one handed weapons and possibly one shield; two small-one handed weapons and one or two shields; one two-handed medium or large weapon in one pair of hands and a shield or weapon in a third hand, or a pair of weapons or shields in the other hands; or a pair of two-handed medium or large weapons. The new fighting styles available to a praetor, and the benefits gained from Fighting Style proficiency, are shown on the accompanying table. A praetor can also of the ordinary fighting styles available to human fighters, as well (e.g. two weapon fighting). Note that the praetor only has one attack in its attack routine, regardless of how many weapons it carries.

**EXAMPLE:** Khyroz is a 1st level bugman praetor with an attack throw of 10+. His **instinctive dodge** grants him unarmored AC 2 and his class grants him +1 to damage rolls. If Khyroz arms himself a single short sword, he will attack at 10+ for 1d6+1 points of damage, but with four short swords, he will attack at 8+ for 1d6+2 points of damage. If he arms himself with a two-handed sword, he will attack at 10+ for 1d10+1 points of damage, but with a pair of two-handed swords, he will attack at 9+ for 1d10+2 points of damage. If he selects Fighting Style (4 small weapons), he will attack at 7+ for 1d6+2 points of damage when properly equipped. If he selects Fighting Style (2 two-handed weapons), he will attack at 9+ for 1d10+3 points of damage when so armed.

However he has armed himself, a bugman praetor always prefer to strike from the shadows. A praetor may **move silently**, **move silently**, and **backstab** as a thief of his level.

Bugman Praetor Saving Throws						Bugman Praetor Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1	15+	14+	16+	16+	17+	1	10+
2-3	14+	13+	15+	15+	16+	2	9+
4	13+	12+	14+	14+	15+	3	8+
5-6	12+	11+	13+	13+	14+	4	7+
7	11+	10+	12+	12+	13+	5	6+
8-9	10+	9+	11+	11+	12+	6	5+
10	9+	8+	10+	10+	11+	7	4+
						8	3+
						9-10	2+

Starting at 7th level (Lethal Arthropod), the praetor may begin to enter **killing sprees** at will. While on a killing spree, the character gains a +2 bonus to damage rolls and becomes immune to fear. However, the character cannot retreat from combat. Once it has begun, a killing spree cannot be ended until combat ends.

Bugman praetors evolved to defend nests. They cannot breed with ovates, existing instead only to protect and serve the nest-mother. At 9th level (Master Praetor), a praetor can serve as the military commander of a nest-mother's nest, granting a +1 bonus to the nest-mother's domain morale by his presence. Conversely, a praetor who establishes an independent stronghold is viewed suspiciously by both dredgers and ovates, and will not attract any followers or peasants by constructing a stronghold.

**Bugman Praetor Proficiency List:** Acrobatics, Alchemy, Alertness, Alien Intuition, Alien Lore, Blind Fighting, Cat Burglary, Climbing, Combat Reflexes, Combat Trickery (disarm, knock down, incapacitate, overrun, trip, sunder), Eavesdropping, Fighting Style, Gambling, Intimidation, Language, Lip Reading, Mimicry, Navigation, Passing Without Trace, Precise Shooting, Running, Skirmishing, Skulking, Sniping, Technological Dabbling, Weapon Finesse, Weapon Focus.

Template:	Assassin Bug
Proficiencies:	Acrobatics, Tracking
Starting Equipment:	Chitin backpack, 4 short swords fashioned from giant insect chitin, shortbow with 20 arrows in a quiver, blanket from fungal fibers, 1 week's iron rations, waterskin, 50' rope, grappling hook, 15gp in a small purse

**Assassin Bug Template:** This pre-generated template represents a bugman praetor trained in assassination and fast movement. The template is ready for adventure. However, if your bugman praetor's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in *ACKS* Chapter 4).

## CULTIST

**Prime Requisites:** WIS  
**Requirements:** WIS 9, must be Chaotic  
**Hit Dice:** 1d4  
**Maximum Level:** 14

The gods of Chaos are many, and their followers many more. The dark powers promise much, but in exchange they demand devotion, sacrifice (especially human sacrifice), and missions that spread their foul influence around the known world and beyond. The men and women who serve these monstrous gods are cultists, not clerics. It does not suit the way of Chaos to fight fairly and openly like a proper cleric of a Lawful god; instead, the cultists seep through the cracks of society, hide their mystery-worship behind veils of secrecy, and plot ever towards establishing the reign of their deities over Kanahu.

In campaigns set in Kanahu, this class covers the devotees of all Chaotic gods, save for Pazuzu (known in Sakkara as Apep), the evil god of Undead and Sorcery, whose worshippers use the necromancer class rather than the cultist one. Outside of Kanaha, cultists can be easily introduced into almost any fantasy or sword & sorcery campaign. Wherever a dread god of Chaos has influence, cultists will congregate to worship it. The various Chthonic gods of the Auran Empire, the default setting of *ACKS*, might well have cultists in their service, with e.g. Nasga replacing Lotan and Lammala replacing Rahab. The Judge should feel free to rename the Kanahu gods as befits his campaign; their portfolios, from fish to the dead to serpents, work well with most Chaotic pantheons.

Cultists know how to fight for the glory of their demonic gods, although they are not as skilled as fighters. At first level, cultists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e. the same as thieves). They may use any missile weapons and any one-handed melee weapons. They are not trained to use shields, fight two-handed, or dual wield weapons. Cultists prefer to remain light-footed, lest the forces of Law discover them, and thus cannot wear armor heavier than leather. They may perform one cleave attack per 2 levels of experience.

Cultist Level Progression					Spell Progression				
Experience	Title	Level	Hit Dice	Abilities	1	2	3	4	5
0	Dabbler	1	1d4		1	-	-	-	-
1,500	Acolyte	2	2d4	Divine spellcasting	2	-	-	-	-
3,000	Cultist	3	3d4	Concealed from undead	3	-	-	-	-
6,000	Dark Curate	4	4d4		3	1	-	-	-
12,000	Dark Vicar	5	5d4	Righteous turning, magic research (minor)	3	3	-	-	-
24,000	Dark Rector	6	6d4		3	3	1	1	-
48,000	Dark Prelate	7	7d4	Detect undead	4	3	3	1	1
96,000	Dark Bishop	8	8d4		4	4	3	3	1
196,000	Cult Leader	9	9d4	Temple, magic research	4	4	4	3	3
296,000	Cult Leader, 10th Level	10	9d4+1*		5	5	4	4	3
396,000	Cult Leader, 11th Level	11	9d4+2*	Magic research (advanced)	5	5	5	4	4
496,000	Cult Leader, 12th Level	12	9d4+3*		7	7	5	5	4
596,000	Cult Leader, 13th Level	13	9d4+4*		7	7	7	5	4
696,000	Cult Master	14	9d4+5*		8	7	7	7	5

\*Hit point modifiers from constitution are ignored

Divine Spell List (Cultist)					
First Level Divine Spells		Second Level Divine Spells		Third Level Divine Spells	
1	Cause Fear	1	Augury	1	<i>Call Lightning</i>
2	Command Word	2	Bane	2	<i>Charm Person</i>
3	Cure Light Wounds*	3	Charm Animal	3	Continual Light*
4	Detect Evil*	4	<i>Enthrall</i>	4	Glyph of Warding
5	Detect Magic	5	Hold Person	5	Levitate
6	Light*	6	Resist Fire	6	Prayer
7	Protection from Good*	7	Shimmer	7	Remove Curse*
8	Resist Cold	8	Silence 15' radius	8	Speak with Dead
9	Sanctuary	9	Snake Charm	9	<b>Summon Deep Ones</b>
10	<i>Trance</i>	10	<b>Summon Shoggoth</b>	10	Water Breathing
Fourth Level Divine Spells		Fifth Level Divine Spells			
1	Cure Serious Wounds*	1	<b>Call Leviathan</b>		
2	Dispel Magic	2	<i>Charm Monster</i>		
3	Divination	3	Command Person		
4	<i>Fate</i>	4	Contact Other Plane		
5	Neutralize Poison*	5	<i>Fear</i>		
6	<i>Nondetection</i>	6	Flame Strike		
7	Protection from Good, sustained*	7	Insect Plague		
8	Sticks to Snakes	8	Quest*		
9	Vigor	9	Strength of Mind*		
10	Tongues	10	True Seeing		

\* Denotes a reversible spell. Italics denotes a spell from the Player's Companion. **Bold** denotes new spell from this book.

Cultists **cast divine spells** using the spell list below, and may engage in magical research and item creation as clerics. Their chaotic masters imbue them with great raw power in return for their devotion, allowing them to cast more spells per day than a Lawful or Neutral cleric (or a necromancer for that matter), as noted on their spell progression table. They may use any magical items usable by clerics.

However, cultists do not turn or control undead; their gods grant them different powers instead. Each god of chaos grants his or her followers with unique powers. This is summarized in the Gods of Chaos table, and elaborated below:

Gods of Chaos			
God	Sakkaran Name	Sphere	Special Powers
Atlach-Nacha	Khepera	Spiders	Spider Climb, Ambush, Acrobatics
Bokrug	Sobek	Lizards & Amphibians	Scaly Hide, Fangs and Claws
Moloch (male)	Sekhmet (female)	Fire and Wealth	Mercantile Network, Expert Bargainer, Bribery
Rahab	Set	Oceans and Rains	Swimming
Qetesh (female)	Hathor (female)	Fertility and Nature	Speak with Animals, Bestial Fury
Lotan (male)	Amunet (female)	Serpents, Seduction	Wholeness of Body, Glam. Aura, Mastery of Charms & Illusions
Nabu	Thoth	Knowledge & Secrets	Arcane Dabbling, Lore mastery, Horrible Truths

Cultist of Atlach-Nacha, the Chaotic god of spiders, tend to be thin, spindly, and particularly long-limbed, but highly nimble. A cultist of Atlach-Nacha may activate **spider climb**, as per the spell, once per hour. He may also **ambush** his foes, as a spider does from its web: when attacking with surprise, the character gets a +4 bonus on attack throws and deals double damage on the attack. Finally, nimble as spiders, the cultist is capable of **acrobatics**: In lieu of moving during a round, the character may attempt a proficiency throw of 20+ to tumble behind an opponent in melee. The proficiency throw required for the tumble is reduced by 1 per level of experience the character possesses. If successful, the character is now behind his opponent. The opponent loses the benefit of his shield, if any, and the character can backstab his opponent if he possesses that ability. Otherwise, the character simply gains +2 to his attack throw. The character also gains a +2 bonus to saving throws where agility would help avoid the situation, such as tilting floors and pit traps. Cultists of this god

Cultists of Bokrug, the Chaotic lizard-god, develop a reptilian appearance, with forked tongues and slit pupils. Their skin turns into **scaly hide**, giving them a natural AC 1, and they also learn to use their **fangs and claws** as formidable natural weapons. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d8 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons. Cultists cannot use their fangs and claws while wielding weapons. Unlike the cultists of other foul Chaotic gods, the cultists of Bokrug cannot hide amongst the population, but



Cultist Attacks & Saving Throws							
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw	
1-2	13+	10+	16+	13+	15+	10+	
3-4	12+	9+	15+	12+	14+	9+	
5-6	11+	8+	14+	11+	13+	8+	
7-8	10+	7+	13+	10+	12+	7+	
9-10	9+	6+	12+	9+	11+	6+	
11-12	8+	5+	11+	8+	10+	5+	
13-14	7+	4+	10+	7+	9+	4+	

rather lair in the swamps and jungles of the wilderness, where they sacrifice the innocent to their dread lizard-god.

Cultists of Moloch, Chaotic god of wealth and fire, gain great mercantile potential and a glib tongue from their god. First, the cultist quickly develops a vast **mercantile network**. Whenever the character buys and sells equipment, hires retainers, and engages in mercantile ventures in a market they have previously visited, he treats the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets.) Second, the cultist becomes an **expert bargainer**, blessed by his god so that any items the character purchases cost 10% less than the listed price, and any items he sells go for 10% more than the listed price. Finally, the character is highly talented in the field of **bribery**. Offering a bribe permits an additional reaction roll during encounters, with the throw modified by the size of the bribe. As a general rule, a bribe equal to one day's pay for the target provides a +1 bonus, a week's pay provides a +2 bonus, and a month's pay provides a +3 bonus. Only one bribe can be attempted per target in any given situation. These cultists tend to be obese and gluttonous, as their greed affects their bodies.

Cultists of Rahab, the Chaotic god of oceans and rains, usually have some subtle fish-like characteristics, such as a flaky, scaly skin and wide eyes with an empty expression, partly resembling deep one hybrids (see p. 69). Like a deep one hybrid, a cultist of Rahab gains a **swimming** movement rate of 120' and can hold his breath for 1 turn (10 minutes).

Cultists of Qetesh, the chaotic goddess of fertility and nature, are in tune with nature, especially its beastly side. A cultist of Qetesh may **speak with animals**, as per the spell, at will. A cultist may also enter a **bestial fury** when in combat. While furious, the character gains a +2 bonus to damage rolls and becomes immune to fear. However, the character cannot retreat from combat. Once it has begun, a bestial fury cannot be ended until combat ends. These cultists usually have a wild look upon them, with abundant and shaggy hair, wide-open wild eyes, and slightly sharp fangs.

Cultists of Lotan, the Chaotic god of serpents and seduction, tend to have subtle serpentine characteristics, such as sharp teeth and a sibilant, hissing voice. They are highly skilled in seducing and manipulating others and notorious for poisoning their enemies. A cultist of Lotan enjoys a **natural immunity to venom**, rendering him immune to all poisons, including magical ones. Second, the cultist possess a **glamorous aura** that awes, bedazzles, and seduces those in his presence. He gains a +2 bonus to reaction rolls to impress and intimidate people he encounters. If this bonus results in a total of 12 or more, the

subjects act as if **charmed** while in his presence. Third, such cultists have a **mastery of charms and illusions**, so that when the character casts charm spells (such as **charm person**) or illusion spells (such as **phantasmal force**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. Targets of his charm spells suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions.

Finally, cultists of Nabu, the Chaotic god of knowledge and secrets, know much about the arcane and the occult, guided in their studies by their demonic lord. First, knowing forbidden secrets of dark sorcery, they are capable of **arcane dabbling** - the cultist, despite being a divine spellcaster, may attempt to use wands, staffs, and other magic Items only useable by mages. At 1st level, the character must make a proficiency throw of 18+ on 1d20 or the attempt backfires in some desultory way (Judge's discretion). The proficiency throw required reduces by 2 per level, to a minimum of 3+. Second, a cultist of Nabu possesses **loremastery**, and may decipher occult runes, remember ancient history, identify historic artifacts, and perform similar tasks. At 1st level, the character must make a proficiency throw of 18+ on 1d20 to succeed in these tasks. The proficiency throw required reduces by 1 per level. Last but not least, a cultist of Nabu know many **horrible truths** about Chaotic beings, including their true names and their innermost nature; the worshipper gains a +2 bonus to reaction rolls when encountering intelligent Chaotic monsters, and intelligent Chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by the character. Cultists of Nabu are archetypically short in stature, pale, fidgety, and constantly spying and eavesdropping on other people.

When a cultist reaches 5th level (Dark Vicar), he may begin to **research spells, scribe scrolls, and brew potions**.

At 9th level (Cult Leader), he is able to **create more powerful magic items** such as weapons, rings, and staffs. At this level, the cultist may also establish or build a **fane of Chaos** (temple). A cultist who founds a fane of Chaos will be joined by 1d2x10 1st level cultists and 1d6x30 normal men who wish to join the cult. Every year 80% of the previous year's trainees will go mad, commit suicide or run away in terror, and 1d6x20 normal men will come in to replace them. A normal man in training typically takes 2 years to become a 1st level cultist. Within six months of its establishment, a fane automatically becomes a **shadowed sinkhole of evil**. It will remain so indefinitely, even if the cultist leaves or dies, unless cleansed.

At 11th level, a Cultist may learn and **cast ritual divine spells** of great power (6th and 7th level), and **craft magical constructs**

Deep One Hybrid Level Progression					Spell Progression				
Experience	Title	Level	Hit Dice	Damage Bonus	1	2	3	4	5
0	Crossbreed	1	1d8	+1	-	-	-	-	-
2,800	Acolyte of the Deep	2	2d8	+1	1	-	-	-	-
5,600	Priest of the Deep	3	3d8	+2	2	-	-	-	-
11,200	Curate of the Deep	4	4d8	+2	2	1	-	-	-
22,400	Vicar of the Deep	5	5d8	+2	2	2	-	-	-
44,800	Rector of the Deep	6	6d8	+3	2	2	1	1	-
90,000	Prelate of the Deep	7	7d8	+3	2	2	2	1	1
180,000	Bishop of the Deep	8	8d8	+3	3	3	2	2	1
345,000	Patriarch of the Deep	9	9d8	+4	3	3	3	2	2
510,000	Patriarch of the Deep, 10th level	10	9d8+2*	+4	4	4	3	3	2
675,000	Overlord of the Deep	11	9d8+4*	+4	4	4	4	3	3

\*Hit point modifiers from constitution are ignored

such as golems and animated statues. He will also be able to **create necromantic servants** and even become undead himself. These activities are explained in the Campaign chapter of the **ACKS** core book.

**Cultist Proficiency List:** Alchemy, Alien Intuition, Alien Lore, Apostasy, Arcane Dabbling, Battle Magic, Black Lore of Sakkara, Contemplation, Diplomacy, Divine Blessing, Divine Health, Familiar, Illusion Resistance, Knowledge, Loremastersy, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Performance, Prestidigitation, Prophecy, Quiet Magic, Seduction, Sensing Good, Sensing Power, Theology, Unflappable Casting.

Template:	Scheming Chaos Worshipper
Proficiencies:	Black Lore of Sakkara, Seduction
Starting Equipment:	Black leather backpack, dark cassock, black leather armor, curved dagger, crossbow with 20 bolts, woven blanket, 10 black wax candles, unholy symbol, 1 week's iron ration, 50' rope, tinder box, wine skin, 46cp

**Scheming Chaos Worshipper template:** This pre-generated template represents a malevolent cultist of a Chaotic god, using dark magic and seductive tricks to further his foul cause. The template is ready for adventure. However, if your cultist's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see Starting Proficiencies in **ACKS** Chapter 4).

## DEEP ONE HYBRID

**Prime Requisites:** STR, WIS  
**Requirements:** STR, CON 12  
**Hit Dice:** 1d8  
**Maximum Level:** 11

"I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech,

held all the dark shades of expression which their staring faces lacked ... They were the blasphemous fish-frogs of the nameless design - living and horrible." - H.P. Lovecraft, "The Shadow Over Innsmouth"

The deep ones are a race of aquatic monstrosities, part fish, part frog, and part man, who have inhabited the oceans around Kanahu for aeons. They battled the serpentmen for dominance; vied for control with the mysterious Visitors; and were the targets of numerous holy wars by the lizardmen followers of Lawful Ixchala. And yet, they remain, dwelling under the waves in their magnificent, if terrible, reef cities, where they pay tribute to their father-god, Dagon, as well as to their over-god, Rahab.

Deep ones are inspired by the writing of H.P. Lovecraft, and may be easily used in any setting whatsoever with a Lovecraftian bent, well beyond Kanahu. Even outside the realm of Lovecraftian horror fiction, they may represent devils of the sea, or fishermen, or



## Deep One Hybrid Attacks & Saving Throws

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11	8+	7+	9+	9+	10+	3+

even demons of a watery underworld, who come to colonize the shores and corrupt the bodies and souls of men. Corruption is a major theme here, but it befits the denizens of hell as much as the creatures of gothic or cosmic horror.

The deep ones are not content with living underwater, however. They seek to infiltrate coastal communities, intermixing with the local human population and tainting the blood of men. Indeed, in Kanahu, the old deposed nobility of Harat, mostly chased from their mansions and seaside castles by Hardun's Army of the Free, are hybrids of men and deep ones. This class represents these hybrid bloodlines, who continually devolve from humanity into aquatic monstrosities.

As half-monstrous beings of great savagery and brute strength, deep one hybrids are highly skilled combatants. At first level, deep one hybrids hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every three levels of experience. Deep one hybrids increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level and may perform one cleave attack per level. They may wear any armor, wield any weapon, fight in any style, and use any magical or technological item useable by fighters or clerics.

Deep one hybrids are intimately connected to the forces of Chaos. They may **cast divine spells** from their spell list, and engage in magical research and item creation, as clerics of their level. However, they may not turn undead; instead, they gain a dark blessing from their Chaotic deities: the ability to enter a **fighting fury**. While infuriated, a deep one hybrid gains a +2 bonus to attack throws and becomes immune to fear. However, the character has a -2 penalty to AC and cannot retreat from combat. Once it has begun, the rage cannot be ended until combat ends.

Blessed by the fish god Dagon, deep one hybrids can **swim** like fish in water with a swimming movement rate of 120' per turn. A deep one hybrid can hold his breath for 1 turn (10 minutes).

Furthermore, they possess **tainted blood**. Starting in early adulthood, deep one hybrids begin to reveal a somewhat deformed visage, becoming increasingly fish-like with age. Even to those who do not know what these tell-tale signs mean, the character will look ugly and unworldly, granting him or her a -2 penalty to reaction rolls. However, sentient Chaotic monsters will recognize the character's true nature and react favorably towards him or her, granting a +2 bonus to reaction rolls.

Deep one hybrids also have the **baleful transformation** ability: If and when they complete their transformation into full deep ones, the hybrid retains his class abilities and may continue to level and grow in HD and in power. The character can then continue play as a deep one. The baleful transformation, however, requires an unholy ritual of sacrifice to the Chaotic gods Dagon and Rahab, which costs money and effort (see **Transformation into a Deep One**, below).

Finally, deep one hybrids enjoy significant **longevity**, and, apart from their progressive deformation, are ageless, and enjoy a lifespan three times longer than that of normal human. If they do not undergo a baleful transformation into a full deep one during life, a hybrid will transform into a full deep one automatically in lieu of dying of old age. However, in this case the character transforms into a deep one monster (NPC) of 2+1 HD with no class features. By virtue of their Chaotic bloodlines, deep one hybrids are immune to ghoul paralysis.

When a deep one hybrid reaches 5th level (Deep Vicar), he may begin to **research spells, scribe scrolls, and brew potions**. At 9th level (Patriarch of the Deep), he is able to create more powerful magic items such as **weapons, rings, and staffs**.

At 9th level, a deep one hybrid with sufficient wealth can build a **manor** by the sea (or any other large body of water) and become the leader of a corrupted coastal community. When he does so, up to 1d4+1x10 0th level deep one hybrids and 1d6 deep one hybrids of 1st-3rd level will come to bask in his Chaotic influence. If retained, they must be paid standard rates for mercenaries, as these treacherous Chaotic beings would like to profit from the depravity they participate in. Through force of arms, sheer terror, and Chaotic magic, the deep one hybrid may ultimately control a domain, several domains, or even entire realms. A deep one hybrid's manor otherwise functions as a fighter's castle, per the **ACKS Campaigns** rules.

At 11th level, a deep one hybrid may **learn and cast ritual divine spells of great power** (6th and 7th level), **craft magical constructs** such as golems and animated statues, and perform the rituals that **transform hybrids into deep ones**.

**Deep One Hybrid Proficiency List:** Alien Intuition, Alien Lore, Apostasy, Battle Magic, Beserkerang, Bribery, Combat Trickery (force back, overrun, sunder), Command, Contemplation, Diplomacy, Disguise, Divine Blessing, Divine Health, Endurance, Eavesdropping, Fighting Style, Intimidation, Laying on Hands, Lore mastery, Magical Engineering, Prestidigitation, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Theology, Unflappable Casting, Weapon Finesse, Weapon Focus.

Divine Spell List (Deep One Hybrid)		
First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1 Cause Fear	1 Augury	1 <i>Call Lightning</i>
2 Command Word	2 Bane	2 <i>Charm Person</i>
3 Cure Light Wounds*	3 Charm Animal	3 Continual Light*
4 Detect Evil*	4 <i>Enthrall</i>	4 <i>Detect Curse*</i>
5 Detect Magic	5 Hold Person	5 Glyph of Warding
6 Light*	6 Resist Fire	6 Prayer
7 Protection from Good*	7 Shimmer	7 Remove Curse*
8 Resist Cold	8 Silence 15' radius	8 Speak with Dead
9 Sanctuary	9 Snake Charm	9 Summon Deep Ones**
10 <i>Trance</i>	10 Spiritual Weapon	10 Water Breathing
Fourth Level Divine Spells	Fifth Level Divine Spells	
1 Create Water	1 <i>Charm Monster</i>	
2 Cure Serious Wounds*	2 <i>Command Person</i>	
3 Dispel Magic	3 Commune	
4 Divination	4 Contact Other Plane	
5 <i>Fate</i>	5 <i>Fear</i>	
6 Infravision	6 Flame Strike	
7 Neutralize Poison*	7 Insect Plague	
8 Protection from Good, sustained*	8 Quest*	
9 Vigor	9 <i>Summon Weather</i>	
10 Tongues	10 True Seeing	

\* Denotes a reversible spell. \*\*Denotes a new spell from this book. Italics denotes a spell from the Player's Companion.

Template:	Harati Noble
Proficiencies:	Diplomacy, Leadership
Starting Equipment:	Mariner's backpack, sleek greenish scale armor, helmet with fish head motif, ornate long sword, shield with blacked-out noble crest, armiger dress, woven blanket, 3 flasks of regular oil, gilded lantern, unholy fish symbol of Dagon, 1 week of iron rations, 50' rope woven from algae, large sack, water skin

**Harati Noble template:** This pre-generated template represents one of the deposed nobles of the city-state of Harat, all tainted by deep one blood, raised to nobility and court intrigue, and equipped with the dark relics of his or her family. The template is ready for adventure. However, if your deep one hybrid's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in *ACKS* Chapter 4).

### Transformation into a Deep One

Deep one hybrids who reach the maximum level of 11th level may transform themselves, or other deep one hybrids, into full deep ones through baleful rituals of sacrifice to the watery gods Dagon and Rahab. The 'full' deep one has as many HD as the character had class levels, may breathe both under and above the water indefinitely, is immune to disease and to further aging, can see in the dark (120'), and may attack with its claws for 1d4-1 damage each, and retains all class abilities and spellcasting (if any) the hybrid had in its prior form. As grotesque creatures of Chaos, full deep ones suffer a -4 reaction penalty from all Neutral or Lawful mortals, but enjoy a +4 reaction bonus from all Chaotic beings.

It requires 5,000gp per character level to transform a hybrid into a full deep one. The ritual takes one day per 1,000gp of cost. The transformation requires a magic research throw. The target value for this throw is increased by +1 for every level the character has. Failure on the throw indicates that the character is dead and cannot be raised except through a **wish** or a **miracle**.

To perform the ritual, a deep one hybrid must have access to an altar to Dagon and/or Rahab of at least equal in value to the cost of the ritual. For every 10,000gp of value that the altar is worth above the minimum required for the transformation, the deep one hybrid receives a +1 bonus on his magic research throw. By using additional precious materials, the character can gain a bonus on his magic research throw, as described on *ACKS* p. 118. Transforming into a deep one also requires special components for the ritual. These components are usually from high level human sacrifices, with a total XP value equal to the cost of the research. At least one creature sacrificed must be of a level equal to that of the deep one hybrid being transformed. The Judge will determine the specific components based on the ritual involved and local availability. If a character doesn't know the components at the outset of the ritual, he learns them when the ritual is 50% complete.

Even if the ritual is not performed, a deep one hybrid will eventually still transform into a deep one at the end of its mortal lifespan. However, if the ritual is not undertaken, the resulting deep one is the ordinary 2+1 HD monster described in the Monsters chapter of this book, with none of the class features or special abilities of the class. Most 0th level deep one hybrids transform naturally into 2+1 HD deep ones in this manner.



## DRAGON INCARNATE

Prime Requisites: STR, INT  
 Requirements: STR, INT, CON 9; CHA 12  
 Hit Dice: 1d6  
 Maximum Level: 10

The dragons of Kanahu are mighty and terrible beings, warm-blooded reptiles of great power and intellect far above dinosaurs, lizardmen, and geckomen. Not only are their bodies exemplars of majestic strength, but their souls, especially those of ancient wyrms, are remarkable. Strangely, when a dragon dies, its soul does not always re-incarnate into a new dragon hatchling; occasionally, such a soul is born in the body of a human baby. For reasons unknown, however, such souls are never (at least in known record, that is) born in the bodies of lizardman, geckomen or even bugmen hatchlings. Lizardmen priestesses claim that Ixchala watches over the re-incarnation of lizardkind and prevents the souls of such beasts from being born in lizardman bodies, though that does not explain the reason for their absence in geckomen and bugmen.

The Dragon Incarnate class is very easy to use outside of the default setting of Kanahu. In fact, any setting with dragons and reincarnation can easily sport the Dragon Incarnate, maybe as a king in the making, with the regal blood of dragons running through his veins, or as a barbarian warrior infused with the fierce soul of a wyrm.

Born with the soul of an ancient wyrm, the Dragon Incarnate has the potential for greatness, be that for great good or great evil - though whether or not he survives far enough to fulfill his potential is another matter entirely. The strength of personality and sorcerous powers brought forth by the dragon-soul make such rare men and women into natural leaders. In some cases, this has allowed one man to unite various barbarian tribes into a horde, making him a temporary king with great military might.

Imbued with draconic might, Dragons Incarnate are highly skilled combatants. At first level, Dragons Incarnate hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Dragons Incarnate increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level, and may perform one cleave attack per level. They may wear any armor, wield any weapon, fight in any style, and use any magical or technological item useable by fighters or mages.

A dragon incarnate possesses the **soul of a dragon**. This powerful spirit grants the character a forceful personality and charismatic presence. A dragon incarnate may hire one more henchman than his Charisma would otherwise permit, and the base morale score of any henchmen is increased by 1. Furthermore, the dragon incarnate's voice carries the **majesty of a dragon**, inspiring others to treat him with the respect due to a wyrm. The character gains a +2 bonus to reaction rolls with any creatures he speaks to. If this bonus results in a total of 12 or more, the subjects act as if charmed while in his presence. Creatures with a WIS greater than the character's CHA are immune to this power (and the character will know they are immune). That same powerful soul and majestic voice empower the dragon incarnate to **inspire courage** in his friends and allies. With a few moments of oration before a battle (one round), the dragon incarnate can grant his allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the dragon incarnate), and saving throws against magical fear. The bonus lasts for 10 minutes (1 turn). The dragon incarnate can inspire courage in any given character once per day per class level. The character cannot inspire courage on characters who are already engaged in combat

A dragon's soul is loath to leave its body, so every dragon incarnate is gifted with **longevity**. A dragon incarnate is ageless and enjoys a lifespan three times longer than that of normal men, and is immune to ghoulish paralysis. A dragon's soul also confers its bearer **dragon's resilience** in the face of death. When the dragon incarnate is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover. Finally, thanks to the **draconic strength of spirit**, the character is immune to all natural and magical fear effects. A **dragon's luck** smiles upon the dragon incarnate, giving him a +2 bonus to all saving throws (already factored into the class tables).

From the 4th level (Dragon Plunderer) and on, dragons incarnate **learn and cast arcane spells** as mages. The number and levels of spells the dragon incarnate can use in a single day is summarized on the Dragon Incarnate Spell Progression table. Like a mage, the dragon incarnate's spell selection is limited to the spells in his **repertoire**. A dragon incarnate's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. He also knows how to speak, read and write the language of dragons.

Dragon Incarnate Level Progression					Spell Progression			
Experience	Title	Level	Hit Dice	Damage Bonus	1	2	3	4
0	Dragoon	1	1d6	+1	-	-	-	-
3,700	Dragon Raider	2	2d6	+1	-	-	-	-
7,400	Dragon Marauder	3	3d6	+2	-	-	-	-
14,800	Dragon Plunderer	4	4d6	+2	1	-	-	-
29,600	Dragon Reaver	5	5d6	+2	2	-	-	-
60,000	Dragon Bloodletter	6	6d6	+3	2	1	-	-
120,000	Dragon Menace	7	7d6	+3	2	2	-	-
240,000	Dragon Scourge	8	8d6	+3	2	2	1	-
410,000	Dragon Lord	9	9d6	+4	2	2	2	-
580,000	Dragon Overlord	10	9d6+2*	+4	3	2	2	1

\*Hit point modifiers from constitution are ignored

Dragon Incarnate Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	13+	12+	14+	14+	15+	10+
2-3	12+	11+	13+	13+	14+	9+
4	11+	10+	12+	12+	13+	8+
5-6	10+	9+	11+	11+	12+	7+
7	9+	9+	10+	10+	11+	6+
8-9	8+	7+	9+	9+	10+	5+
10	7+	6+	8+	9+	9+	4+

At 5th level, the dragon incarnate's **greatness of soul** begins to constantly inspire those who follow him. Any henchmen and mercenaries hired by the dragon incarnate gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the dragon incarnate's Charisma or proficiencies.

When a dragon incarnate reaches 8th level (Dragon Scourge), he may begin to research spells, scribe magical scrolls, and brew potions.

At 9th level (Dragon Lord), a Dragon Incarnate can also found or capture a **fortress** and become a mighty leader of men. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 Fighters of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Dragons Incarnate's fortresses are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the **ACKS** Rulebook.

**Dragon Incarnate Proficiency List:** Alien Intuition, Alien Lore, Ambushing, Battle Magic, Berserkerang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, force back, knock down, overrun, sunder, wrestling), Command, Endurance, Familiar, Fighting Style, Manual of Arms, Martial Training, Magical Engineering, Mountaineering, Mystic Aura, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus.

Template:	Dragon Chieftain
Proficiencies:	Berserkerang, Leadership
Starting Equipment:	Leather backpack, iron rations (1 week), 50' rope, dragon-shaped gilded bracelets (worth 20gp), loincloth, heavy leather boots, large sack, tinder box, torches (6), waterskin, suit of second-hand bronze banded plate, massive great axe with dragon motif, dagger, longbow, quiver with 20 arrows, 10gp

**Dragon Chieftain template:** This pre-generated template represents an upstart barbarian chieftain gifted with a dragon's soul, an awe-inspiring aura, and a hot temper. The template is ready for adventure. However, if your dragon incarnate's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in **ACKS** Chapter 4).

## GECKOMAN SPIRIT-TALKER

**Prime Requisites:** WIS  
**Requirements:** DEX 9; CON 9  
**Hit Dice:** 1d6  
**Maximum Level:** 12

The two main civilized races of the *Barbarians of Kanahu* setting are men and lizardmen; both have built mighty civilizations and impressive works of culture and craftsmanship. At the edges of civilization, however, there are other sentient species, such as the geckomen, who hail from the desert caves and cliffs of Queddar and, in a different, more colorful variety, from the deep jungles of Mala. Both are uncommon in the countryside of Kanahu, but can be found in the city-states, though usually as a small minority compared to the vast masses of men and lizardmen.

Outside of Kanahu, it is possible to use geckomen in other setting. First and foremost, the crossbreeding rules in the **ACKS** core rulebook allow for an easy way to introduce geckomen into your setting as a cross-breed made by some mad sorcerer between a man and a gecko. But worlds leaning more towards sword & sorcery can also easily contain entire populations of these variant lizardmen, especially in deserts as well as in tropical jungles. Finally, there is the possibility of a god or idol of lizards granting his followers the shape and gifts of a geckoman as a weird, mixed blessing.

Geckomen look like upright, humanoid fan-fingered geckos, thin and nimble, with large, lidless slit-pupiled eyes dominating their faces. In Queddar, their scaly skin ranges in color from light grey, through yellow-beige, to brown, all sometimes with yellowish spots. In Mala, their skin tone ranges from greenish-grey to black, with spots ranging from fire-red to pale yellow. Unlike lizardmen, however, their scales are supple and soft, and give them little protection beyond human skin. They stand approximately 5' tall, not including the tail (which is approximately 2' long), and weigh 120 lbs on average. Though their bodies are particularly slim, their tails store body fat, growing thick and heavy if the geckoman eats well. Geckomen live as long as typical humans do. There are very little external differences between males and females (unless the female is gravid and thus visibly bloated with eggs), though a geckoman will recognize the sex of a fellow geckoman or geckowoman at a glance. (Humans who are unfamiliar with geckomen cannot recognize geckoman gender; if familiar with them, they'll correctly recognize the gender on a proficiency throw of 11+). Geckomen prefer to be active after dark, and wear very little clothing in their natural habitat, though they often wear jewelry.



Geckoman Spirit-Talker Level Progression					Spell Progression				
Experience	Title	Level	Hit Dice	Abilities	1	2	3	4	5
0	Gecko Spiritualist	1	1d6	Commune with spirits, guardian spirit, spiritual ritual	-	-	-	-	-
1,950	Gecko Healer	2	2d6	Divine spellcasting	1	-	-	-	-
3,900	Gecko Priest	3	3d6		2	-	-	-	-
7,800	Medicine-Gecko	4	4d6		2	1	-	-	-
15,600	Gecko Totemist	5	5d6	Speak with animals, magic research (minor)	2	2	-	-	-
31,200	Gecko Doctor	6	6d6		2	2	1	1	-
60,000	Gecko Spirit-Walker	7	7d6		2	2	2	1	1
120,000	Gecko Elder	8	8d6		3	3	2	2	1
245,000	Spirit-Talker	9	9d6	Spiritwalk, sacred cavern, magic research	3	3	3	2	2
370,000	Spirit-Talker, 10th level	10	9d6+2*		4	4	3	3	2
495,000	Spirit-Talker, 11th level	11	9d6+4*	Magic research (advanced)	4	4	4	3	3
620,000	Grandfather Gecko	12	9d6+6*		5	5	4	4	3

\*Hit point modifiers from constitution are ignored

Most geckomen live in the deserts of Queddar, where their tribes inhabit barren stone cliffs and deep caves in the rocky parts of that wasteland. Several tribes also live in far, tropical Mala, among the many trees. They are, first and foremost, hunters. A geckoman is content to spend countless hours motionless on a cliff wall, hanging from it by his adhesive toe-pads, lurking for prey to come - dinosaur, giant insect, or otherwise. When the prey comes near enough, however, the geckoman acts quickly, using lightning reflexes, spear, and bow to bring the animal down and secure sustenance for him and his tribe for a few more days. From this predatory nature arise the common psychological characteristics of the geckomen: A seemingly endless patience and a penchant for plotting elaborate plans, which may lay unseen for years before closing on their subject like a well-placed trap.

Spirit-talkers are the spiritual guides and leaders of the geckomen, wise geckomen who act as liaisons between their tribe and the spiritual world. They can hunt well, as this is always required in the harsh and arid Queddar, but their real specialty lies in spiritual (“divine”) magic, as well as their ability to traffick with the spirits around the tribe, win their favor, and enlist help for their people. Outside of their tribes, the spirit-talkers sometimes employ their mystical powers and significant magical ability for their own benefit, or hire out as spiritual advisors for others, even for non-geckomen.

All geckomen have several traits unique to their species, making them into efficient ambush predators. First, they possess **low-light vision**. Geckomen have eyes that are so sensitive to light that they can see twice as far as normal in dim light. A geckoman spirit-talker can read a scroll as long as even the tiniest candle flame is next to him as a source of light. Geckomen can see outdoors on a moonlit night as well as they can during the day. However, geckomen suffer a penalty of -1 to attack throws when in bright sunlight. Low-light vision is color vision.

Second, geckomen have **lizard brains** that react instinctively to danger. A geckomen gains a +1 bonus to initiative and surprise rolls. Third, geckoman have **adhesive toe pads** for climbing. A geckomen may climb on most walls or other vertical surfaces at ½ speed without need for a proficiency throw. He may climb on

any sheer surface (such as glass) or walk on ceilings at ¼ speed by succeeding on a proficiency throw to climb walls as a thief of his level.

Additionally, each geckoman has a **detachable tail**. A geckoman dealt a mortal wound may sacrifice his tail. Sacrificing the tail grants a +20 bonus on the geckoman’s subsequent roll on the Mortal Wounds table. However, a tail is important to a geckoman’s health, as well as balance, and as long as he is tail-less, he suffers a -2 penalty to his Dexterity and Constitution scores until the tail regrows. Regeneration of a geckoman’s tail takes 2d3 months.

Finally, the geckoman is **difficult to spot** and has the ability to seemingly disappear into rocky and rocky-desert surroundings with a proficiency throw of 3+ on 1d20. In dungeons, if the geckoman is motionless and quiet in cover, he can escape detection with a proficiency throw of 14+ on 1d20.

However, geckomen are clearly **inhuman**, and, unlike lizardmen, their culture and manners are rarely known to humans and are hard to fathom; they suffer a -2 penalty to the reactions, loyalty, and morale of humans and lizardmen. However, geckomen get a +2 bonus to the reactions, loyalty, and morale of fellow geckomen.

Geckoman Spirit-Talker Thief Abilities				
Level	Move Silently	Hide in Shadows	Climb Walls	Backstab
1	17+	19+	6+	x2
2	16+	18+	5+	x2
3	15+	17+	5+	x2
4	14+	16+	4+	x2
5	13+	15+	4+	x3
6	12+	14+	4+	x3
7	10+	12+	3+	x3
8	8+	10+	3+	x3
9	6+	8+	3+	x4
10	4+	6+	3+	x4
11	2+	4+	2+	x4
12	2+	3+	2+	x4

Geckoman Spirit-Talker Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+

As members of a hunting culture, all spirit-talkers are capable combatants, though not as skilled as human fighters. At first level, spirit-talkers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e. the same as clerics). They may use bows and crossbows as well as spears and polearms, and may wield shields. They may not fight two-handed, nor may they dual wield weapons. Spirit-talkers prefer to remain light-footed when on the hunt, and thus cannot wear armor heavier than leather. They may also **hide in shadows**, **move quietly** and **backstab**, and may climb as a racial ability, as shown on the adjoining table.

Starting at 1st level (Gecko Spiritualist), a geckoman spirit-talker has the ability to **commune with his ancestral spirits** once per week. The spirits will answer three yes-or-no questions to the best of their ability. They are very wise, and know the spirit-talker's tribe's history very well, but are not omniscient, and may not be able to answer all questions accurately. Such details are left to the Judge's discretion. The ritual to commune with the ancestor spirits takes one turn (10 minutes) to complete, during which time the spirit-talker is "out of body" and entirely helpless. The ritual is so taxing that it may be performed only once per week. Once a year, on the winter solstice, which is sacred to all geckomen, the spirit-talker may ask twice the normal number of questions of his ancestors without angering them.

At 1st level every geckoman spirit-talker also enjoys a **guardian spirit**, an ancestor or nature spirit who favors him. The spirit is invisible but may materialize at will. It must stay within 30' of the spirit-talker at all times. The guardian spirit can move at a rate of 120'; has AC 2, has one attack dealing 1d3 points of damage (which may harm creatures who can only be damaged by magical weapons), and can climb like a gecko. The spirit guardian is as intelligent as any geckoman. It can understand the spirit-talker's speech, and the spirit talker can understand his guardian spirit's speech, though no one else (except for other spirit-talkers) can do so without resorting to a **tongues** spell. So long as the spirit-talker upholds his tribal traditions, the guardian spirit will be utterly loyal to the spirit-talker and will fight for him, perform services, and generally respond to any reasonable request.

Because it is bound to the spirit-talker's own spirit, the guardian spirit always has a number of Hit Dice and maximum hit points equal to ½ the spirit talker's own. It makes saving throws as a cleric of ½ the spirit-talker's level. If the guardian spirit is ever killed, the character must save vs. Death or instantly take damage equal to the guardian spirit's maximum total hit points. If a spirit-talker's guardian spirit is slain, it may not be restored

to life or reincarnated. However, he may summon and bind a new guardian spirit once he reaches a new experience level.

While his guardian spirit is alive and within 30' of the spirit-talker, the spirit-talker enjoys **divine blessing** – a +2 bonus to all saving throws resulting from the spirit's protection.

Also at 1st level, the geckoman spirit-talker may **speak with animals** (as the spell) at will.

From 2nd level (Gecko Healer), geckoman spirit-talkers may **cast divine spells**, using the spell list given below, and may engage in **magical research** and **item creation** as clerics. They may use any magical items useable by thieves and clerics.

At 5th level (Gecko Totemist), the spirit-talker may perform a **spiritual ritual** to re-gain the ability to cast a spell of a level he had previously expended. Each spiritual ritual requires one hour (6 turns). In contrast to the austere contemplation of more civilized priests, spiritual rituals involve ecstatic dancing, wild drumming, chanting, and intoxicating smoke. The spirit-talker may perform a spiritual ritual as often as desired, but may not regain the same level of spell more than once per day.

Upon attaining 9th level (Spirit-Talker), the spirit-talker gains the ability to **spiritwalk**. After 1 turn (10 minutes) of chanting, the spirit-talker enters a deep trance during which his spirit walks free of his body. Once a spiritwalk begins, it continues until the spirit-talker's soul returns to his body, to a maximum duration of 1 hour per level. A spiritwalking spirit-talker's soul always has a geckoman form. While spiritwalking, the spirit-talker can see and hear normally, move around at his normal movement rate, and pass through solid objects without difficulty. However, the spiritwalking spirit-talker cannot see into, hear sounds from, or move through an area warded by an **anti-magic shell** or **protection from evil** spell or similar effect. The spiritwalking spirit-talker is incorporeal and invisible, but can be detected with **detect invisible** or **true seeing**, harmed by spells and magic weapons if detected, and forced to return to his body with **dispel magic**. If the spirit-talker's body is destroyed, the character dies at the end of the spiritwalk. If the spirit-talker's spirit is destroyed, his body falls into a catatonic slumber that can only be lifted with **restore life and limb**, **resurrection**, or **wish**. Spiritwalking is so taxing that it can be performed but once per week.

Also upon attaining 9th level, a geckoman spirit-talker may claim or excavate a **sacred cavern** underground. So long as the spirit-talker is currently in favor with the spirits, he can construct sacred cavern at half the normal price due to spiritual providence. Once a sacred cavern is established, the spirit-talker's reputation will spread, and he will attract 5d6x10 0th level geckomen armed with various weapons, plus another 1d6

Divine Spell List (Geckoman Spirit-Talker)		
First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1 Cause Fear	1 Augury	1 <i>Call Lightning</i>
2 Command Word	2 Bless	2 Cure Blindness
3 Cure Light Wounds*	3 Charm Animal	3 Cure Disease*
4 <i>Locate Animal or Plant</i>	4 Hold Person	4 <i>Detect Curse*</i>
5 <i>Pass Without Trace</i>	5 <i>Obscuring Cloud</i>	5 <i>Eyes of the Eagle</i>
6 <i>Predict Weather</i>	6 <i>Produce Fire</i>	6 Glyph of Warding
7 Protection from Evil*	7 Resist Fire	7 Prayer
8 Purify Food and Water	8 Shimmer	8 Remove Curse*
9 Sanctuary	9 Snake Charm	9 Speak with Dead
10 <i>Trance</i>	10 Spiritual Weapon	10 Water Breathing
Fourth Level Divine Spells	Fifth Level Divine Spells	
1 Create Water	1 <i>Charm Monster</i>	
2 Cure Serious Wounds*	2 Commune	
3 Dispel Magic	3 <i>Control Winds</i>	
4 Divination	4 Contact Other Plane	
5 <i>Fate</i>	5 Create Food	
6 Neutralize Poison*	6 Insect Plague	
7 Protection from Evil, sustained*	7 Quest*	
8 <i>Skinchange</i>	8 Reincarnation	
9 Summon Animals	9 <i>Summon Weather</i>	
10 <i>Water Breathing</i>	10 True Seeing	

\* Denotes a reversible spell. Italics denotes a spell from the Player's Companion.

geckoman spirit-talkers of 1st-3rd level seeking to learn from his wisdom; they will typically establish a tribal community around his cavern. They are completely loyal (morale +4). While in the spirit-talker's service, his followers must be provided food and lodging, but need not be paid wages. A sacred cavern otherwise functions as a cleric's fortified church, per the *ACKS* Campaign chapter.

**Geckoman Spirit-Talker Proficiency List:** Alien Intuition, Alien Lore, Animal Husbandry, Animal Training, Apostasy, Battle Magic, Beast Friendship, Berserkerang, Command, Diplomacy, Divine Blessing, Divine Health, Fighting Style, Healing, Laying on Hands, Leadership, Loremastery, Magical Engineering, Naturalism, Passing Without Trace, Prestidigitation, Quiet Magic, Sensing Evil, Sensing Power, Sniping, Theology, Survival, Tracking, Unflappable Casting, Weapon Focus.

Template:	Hunting Spiritualist
Proficiencies:	Sniping, Tracking
Starting Equipment:	Dinosaur-skin backpack, dinosaur-skin blanket, rough leather armor, light shield of leather-wrapped wood, spear with tribal decorations, 5 javelins, longbow, quiver with 20 arrows, iron rations for one week, 50' rope, large canvas sack, spirit-dance mask ("holy symbol"), water skin, tribal jewelry worth 20gp, loose-fitting desert cloak, 40sp in a small sack

**Hunting Spiritualist template:** This pre-generated template represents a geckoman spirit-talker well-versed in the life of desert hunting, knowing well how to stalk his prey and kill it, either with his spear and his bow, all while under the guidance and protection of the spirits. The template is ready for adventure.

However, if your geckoman spirit-talker's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see Starting Proficiencies in *ACKS* Chapter 4).

## GECKOMAN STALKER

**Prime Requisites:** DEX  
**Requirements:** DEX 9; CON 9  
**Hit Dice:** 1d6  
**Maximum Level:** 13

While the geckoman spirit-talkers represent the spiritual guides of the geckoman race, the vast majority of geckomen with a character class are not spirit-talkers, but rather stalkers. The stalker is a geckoman hunter, using his natural aptitude at ambush predation to catch prey – often prey much larger and heavier than the slender geckoman. Outside of their desert habitat, they excel as thieves and assassins, easily climbing any kind of wall and quietly lurking in the shadows in wait for their quarry, as comfortable in the alleyways and on the walls of the city-state as they are in the harsh deserts of Queddar.

All geckomen have several traits unique to their species, making them into efficient ambush predators. First, they possess **low-light vision**. Geckomen have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Geckomen can see outdoors on a moonlit night as well as they can during the day. However, geckomen suffer a penalty of -1 to attack throws when in bright sunlight. Low-light vision is color vision. Second, geckomen have **lizard brains** that react instinctively to danger. A geckomen gains a +1 bonus to initiative and surprise rolls. Third, geckoman have **adhesive toe pads** for climbing. A geckomen may climb on most walls or other vertical surfaces at ½ speed without need for a proficiency throw. He may climb on any sheer surface (such as glass) or walk on ceilings at ¼ speed

Experience	Title	Level	Hit Dice	Move Silently	Find/ Remove Traps	Hide in Shadows	Backstab	Climb Walls
0	Gecko Trapper	1	1d6	17+	18+	19+	x2	6+
1,650	Gecko Stalker	2	2d6	16+	17+	18+	x2	5+
3,300	Gecko Catcher	3	3d6	15+	16+	17+	x2	5+
6,600	Gecko Slayer	4	4d6	14+	15+	16+	x2	4+
13,200	Gecko Hunter	5	5d6	13+	14+	15+	x3	4+
26,400	Gecko Tracker	6	6d6	12+	13+	14+	x3	4+
55,000	Gecko Killer	7	7d6	10+	11+	12+	x3	3+
110,000	Gecko Ranger	8	8d6	8+	9+	10+	x3	3+
235,000	Gecko Warden	9	9d6	6+	7+	8+	x4	3+
360,000	Warden, 10th Level	10	9d6+2*	4+	5+	6+	x4	3+
485,000	Warden, 11th Level	11	9d6+4*	2+	3+	4+	x4	2+
610,000	Warden, 12th Level	12	9d6+6*	2+	2+	3+	x4	2+
735,000	Master Stalker	13	9d6+8*	1+	2+	2+	x5	1+

\* Hit point modifiers from Constitution are ignored.

by succeeding on a proficiency throw to climb walls as a thief of his level.

Additionally, each geckoman has a **detachable tail**. A geckoman dealt a mortal wound may sacrifice his tail. Sacrificing the tail grants a +20 bonus on the geckoman's subsequent roll on



the Mortal Wounds table. However, a tail is important to a geckoman's health, as well as balance, and as long as he is tailless, he suffers a -2 penalty to his Dexterity and Constitution scores until the tail regrows. Regeneration of a geckoman's tail takes 2d3 months. Finally, the geckoman is **difficult to spot** and has the ability to seemingly disappear into rocky and rocky-desert surroundings with a proficiency throw of 3+ on 1d20. In dungeons, if the geckoman is motionless and quiet in cover, he can escape detection with a proficiency throw of 14+ on 1d20.

However, geckomen are clearly **inhuman**, and, unlike lizardmen, their culture and manners are rarely known to humans and are hard to fathom; they suffer a -2 penalty to the reactions, loyalty, and morale of humans and lizardmen. However, geckomen get a +2 bonus to the reactions, loyalty, and morale of fellow geckomen.

Geckoman stalkers are skilled hunters of prey, excelling in both stealth and combat, though not as fully skilled as fighting men. At first level, stalkers hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e. the same as thieves). They may use all ranged weapons, as well as any one-handed melee weapon, and shields. They may not fight two-handed nor dual wield weapons. Stalkers prefer to remain light-footed when on the hunt, and thus cannot wear armor heavier than leather. They may also **hide in shadows**, **move quietly**, **find traps**, **remove traps**, and **backstab** as noted in the geckoman Stalker Level Progression table below, and may climb as a racial ability as noted above.

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+
13	7+	7+	10+	8+	9+	4+



When a geckoman stalker attains 9th level (Gecko Warden), he can establish a **concealed cave** in the borderlands or wilderness, and 2d6 geckoman stalker apprentices of 1st level will offer to work for him. If hired, they must be paid standard rates for ruffians. These followers would typically accompany their master in hunts, though in some cases the geckoman stalker may establish a highwayman gang or a desert raiding party, hunting the gold of unwary travelers rather than the hides of wild beasts. Except as noted, a geckoman stalker's concealed cave follows the rules for hideouts detailed in the Hideouts & Hijinks section of the *ACKS Campaigns* chapter.

**Geckoman Stalker Proficiency List:** Alertness, Beast Friendship, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, knock down, incapacitate, sunder), Endurance, Fighting Style, Land Surveying, Mapping, Mountaineering, Naturalism, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Skirmishing, Skulking, Survival, Sniping, Swashbuckling, Technological Dabbling, Trap Finding, Trapping, Weapon Finesse, Weapon Focus.

Template:	Trapper
Proficiencies:	Survival, Trapping
Starting Equipment:	Dinosaur-skin backpack, dinosaur-skin blanket, rough leather armor, light shield of leather-wrapped wood, spear with tribal decorations, 5 javelins, longbow, quiver with 20 arrows, iron rations for one week, 50' rope, large canvas sack, trapping supplies, water skin, geckoman jewelry worth 20gp, loose-fitting desert cloak, 60sp in a small sack

**Trapper template:** This pre-generated template represents a geckoman stalker adept in living off the wilderness and using traps to catch his or her prey. The template is ready for adventure. However, if your geckoman stalker's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see Starting Proficiencies in *ACKS* Chapter 4).

## LIZARDMAN GLADIATOR

Prime Requisite: STR  
 Requirements: STR 9, DEX 9, CON 9  
 Hit Dice: 1d8  
 Maximum Level: 11

A lizardman looks like an upright, anthropomorphic water monitor, with a long, thick tail, a forked tongue, and a wide brain-case worthy of its human intelligence. Lizardmen are born survivors, bred for manual labor and as cannon-fodder by the dead serpentmen eons ago. They fight very well and thrive in warm, humid, watery environments, such as their homeland of Punt. Lizardmen are warm-blooded (though they resent cold climates) and are omnivores with a taste for fresh meat and fish. Outside of Kanahu, this class may be used in any setting where lizardmen have been bred and trained for the arena, and may even serve as a somewhat weaker, though faster-advancing, alternative to the Thrassian Gladiator given in the *Player's Companion*.

The corrupt nobles of Kanahu take pride in breeding and training their choicest slaves: the lizardman gladiators, bred over centuries to produce bloodlines of unmatched martial prowess and trained from birth to be ferocious on the arena floor. These gladiators possess a level of savagery unknown even in the best human fighters, or even Punt's best-known lizardman warriors, as generations of artificial selection and a lifetime of combat have honed their senses beyond those of common fighting men and lizardmen.

Lizardman gladiators are monstrously powerful combatants. At first level, lizardman gladiators hit an unarmored foe (AC 0) with an attack throw of 10+. Thereafter they advance in attack throws by one point every level of experience up until 9th level (i.e. they fight as monsters). They advance in saving throws as normal fighters, by two points every three levels of experience. Like fighters, lizardman gladiators increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, and 9th level. They may perform one cleave attack per each level of experience.

To maximize their chances for surviving in the arena, they are trained in the use of *all* weapons and armor. They may fight wielding a weapon and shield, wielding a two-handed weapon, or wielding a weapon in each hand, as desired. Lizardman gladiators also learn to use their **fangs and claws** as formidable natural weapons. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d6-1 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons.

Lizardman gladiators are bred to have **thick, scaly hides** that give them a base unarmored AC of 3 instead of 0. If the character wears armor, this can further increase their base AC. This hide does, however, reduce their movement rate to 60' per turn. They are **excellent swimmers** with a swimming movement rate of 120' per turn, and can **hold their breath** for 1 turn (10 minutes) without harm.

When a lizardman gladiator reaches 5th level (Lizard Exemplar), his **arena reputation** begins to inspire others to follow him. Any henchmen and mercenaries hired by the gladiator gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with the modifiers from the gladiator's Charisma, proficiencies, and race.

At 9th level (Lizard Warlord), a lizardman gladiator can build a **castle** and claw his way into a position of authority. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 lizardman gladiators of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Through force of arms, the lizardman gladiator may ultimately control several castles or even entire realms, though he can expect to face ongoing challenges from humans and other sentients. Additional rules for castles are detailed in the *ACKS Campaign* chapter.



Lizardman Gladiator Level Progression				
Experience	Title	Level	Hit Dice	Damage Bonus
0	Lizard Pitfighter	1	1d8	+1
2,850	Lizard Gladiator	2	2d8	+1
5,700	Lizard Clawmaster	3	3d8	+2
11,400	Lizard Hero	4	4d8	+2
22,800	Lizard Exemplar	5	5d8	+2
45,600	Lizard Myrmidon	6	6d8	+3
91,200	Lizard Champion	7	7d8	+3
182,400	Lizard Epic Hero	8	8d8	+3
337,400	Lizard Warlord	9	9d8	+4
492,400	Lizard Warlord, 10th Level	10	9d8+2*	+4
647,400	Lizard Arena Master	11	9d8+4*	+4

\*Hit point modifiers from constitution are ignored

Lizardman Gladiator Saving Throws						Lizardman Gladiator Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1	15+	14+	16+	16+	17+	1	10+
2-3	14+	13+	15+	15+	16+	2	9+
4	13+	12+	14+	14+	15+	3	8+
5-6	12+	11+	13+	13+	14+	4	7+
7	11+	10+	12+	12+	13+	5	6+
8-9	10+	9+	11+	11+	12+	6	5+
10	9+	8+	10+	10+	11+	7	4+
11	8+	7+	9+	9+	10+	8	3+
						9-11	2+

**Lizardman Gladiator Proficiency List:** Acrobatics, Alertness, Ambushing, Berserkerang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, force back, incapacitate, knock down, overrun, sunder), Command, Dungeon Bashing, Endurance, Fighting Style, Gambling, Intimidation, Kin-Slaying (from the **ACKS** Player's Companion), Manual of Arms, Military Strategy, Performance, Precise Shooting, Running, Skirmishing, Survival, Swashbuckling, Tracking, Weapon Finesse, Weapon Focus.

Template:	Arena Veteran
Proficiencies:	Manual of Arms, Performance (Show fighting)
Starting Equipment:	Two razor-sharp curved swords, well-decorated bronze plate mail, plumed heavy helmet with visor and crest, leather cloak, loincloth, high sandals, backpack, amphora of oil (for polishing body), 2 weeks' iron rations, 15gp in arena winnings

**Arena Veteran Template:** This pre-generated template represents an arena-trained veteran well-versed in impressing the crowds with bravado and extravagant shows of martial skill. The template is ready for adventure. However, if your gladiator's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like.

## LIZARDMAN HUNTER

**Prime Requisite:** DEX  
**Requirements:** STR 9, DEX 9, CON 9  
**Hit Dice:** 1d6  
**Maximum Level:** 12

In the wild lizard-tribes of Mala, the most basic social function is that of the hunter - an agile stalker of prey who also, in times of dire need, doubles as a warrior in protection of his or her tribe. Some of the more civilized lizardmen of Punt also follow this pursuit, either as hunters for pleasure and profit or as rogues who live in the cracks of Cibola's rich, but corrupt, society. Unarmored, stealthy, and utterly deadly when attacking from ambush, the lizardman hunter is a light-footed warrior well-suited to the adventuring life. Aside from Kanahu, any setting in which lizardmen are more intelligent than brutish can use this class; this can also serve as an alternative to represent Thrassian hunters in the Auran Empire setting.

Lizardman hunters are good, albeit light and unarmored, combatants. At first level, lizardman hunter hit an unarmored foe (AC 0) with an attack throw of 10+. Like thieves, they advance in attack throws and saving throws by two points every four levels of experience. Agile and sneaky combatants as they are, they may not wear any armor at all, but do enjoy a natural armor of AC 3 due to their **thick, scaly hides**; on the other hand, the hide reduces their movement rate to 60'. They may use any one-handed melee weapon and all missile weapons, but may only fight in the one-handed weapon style. They cannot use shields, dual wield a pair of weapons, or use weapons two-handed. They may perform one cleave attack per 2 levels of experience.

### Lizardman Hunter Level Progression

Experience	Title	Level	Hit Dice	Move Silently	Climb Walls	Hide in Shadows	Hear Noises	Backstab
0	Lizard Scout	1	1d6	17+	6+	19+	10+	x2
1,750	Lizard Stalker	2	2d6	16+	5+	18+	9+	x2
3,500	Lizard Explorer	3	3d6	15+	5+	17+	8+	x2
7,000	Lizard Hunter	4	4d6	14+	4+	16+	7+	x2
14,000	Lizard Guide	5	5d6	13+	4+	15+	6+	x3
28,000	Lizard Tracker	6	6d6	12+	4+	14+	5+	x3
55,000	Lizard Pathfinder	7	7d6	10+	3+	12+	4+	x3
110,000	Lizard Ranger	8	8d6	8+	3+	10+	3+	x3
245,000	Lizard Warden	9	9d6	6+	3+	8+	2+	x4
380,000	Warden, 10th Level	10	9d6+1*	4+	3+	6+	1+	x4
515,000	Warden, 11th Level	11	9d6+2*	2+	2+	4+	0+	x4
650,000	Master Hunter	12	9d6+3*	2+	2+	3+	-1+	x4

\* Hit point modifiers from constitution are ignored

Like all lizardmen, hunters may use their **fangs and claws** in combat. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d6-1 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons. Lizardmen cannot use their fangs and claws while wielding weapons or using shields. Also, like all lizardmen, hunters are **excellent swimmers** with a swimming movement rate of 120' per turn, and can **hold their breath** for 1 turn (10 minutes) without harm.

Lizardman hunters may **move silently, climb walls, hide in shadows, hear noise** and **backstab** like a thief, as shown on the Lizardman Hunter Progression table. Lizardman hunters also enjoy keen **hunter's senses**, giving them a +4 bonus on any proficiency throws to hear noises and detect secret doors (already factored into their Hear Noise throw). With a proficiency throw of 18+ they can notice secret doors with just casual observation. They also gain a +1 bonus to avoid surprise.

As skilled trackers, they **avoid getting lost**. Parties guided by the character gain significant advantages on wilderness adventures. Any time the hunter's party is in country familiar to him, they get a +4 bonus on proficiency throws to avoid getting lost. Finally, as skilled hunters, they have the **sniping** proficiency, allowing them to inflict ranged **backstab** damage to an unaware target up to Short weapon range.

When a lizardman hunter attains 9th level (Lizard Warden), he can establish a **hunting lodge** in the Borderlands or Wilderness, and 2d6 lizardman hunter apprentices of 1st level will offer to

work for him. If hired, they must be paid standard rates for ruffians. Some lizardman hunters use these followers to start a gang of highwaymen and smugglers, expanding their wealth through mostly illegitimate channels. Others use this for hunting ferocious beasts. Except as noted, a lizardman hunter's hunting lodge follows the rules for hideouts detailed in the Hideouts & Hijinks section of the **ACKS Campaigns** chapter.

**Lizardman Hunter Proficiency List:** Ambushing, Beast Friendship, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (disarm, knock down, incapacitate, overrun, sunder), Eavesdropping, Endurance, Fighting Style, Land Surveying, Mapping, Mountaineering, Naturalism, Navigation, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Survival, Swashbuckling, Technological Dabbling, Tracking, Trapping, Weapon Focus.

Template:	Pathfinder
Proficiencies:	Trapping, Tracking
Starting Equipment:	Woven reed backpack, dark green hooded cloak, fishing rod and hooks, trapping supplies, torches (7), 2 weeks of iron rations, waterskin, 2 large sacks, 50' length of hemp rope, hand axe, composite bow, quiver with 20 arrows, bola, net, iron cooking pot, several dried fish, small bag of herbal spices, small shamanic feather fetishes, claw and teeth necklace

**Pathfinder Template:** This pre-generated template represents a professional hunter well-used to the wilderness and its dangers and well-versed in trapping prey. The template is ready for adventure. However, if your hunter's INT is 13 or greater, you may pick one or more additional general proficiencies before play.

### Lizardman Hunter Attacks & Saving Throws

Level	Petrification &					
	Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11-12	8+	8+	11+	9+	10+	5+

## LIZARDMAN PRIESTESS

**Prime Requisite:** WIS  
**Requirements:** STR 9, DEX 9, CON 9  
**Hit Dice:** 1d6  
**Maximum Level:** 12

Lawful lizardmen worship Ixchala, the monotheistic lizard-goddess of law, freedom, civilization, and agriculture. Long ago, the Grand Matriarch ruled the theocratic lizardman empire from atop the great pyramid in sacred Tollan as its highest religious authority. Today, Tollan is in ruins, and no Grand Matriarch rules the lizardmen. But from the fall of the rigid ecclesial hierarchy of Ixchala's faithful, a much more flexible priesthood came into being. The priestesses are thus the leaders of the newer lizardman city-states, providing guidance and the rule of law from atop their pyramids. Lizardman priestesses also have a connection to Ixchala herself, and are granted significant sacred power by their goddess to use in service of their people and of Law. While many a priestess serves at a pyramid with her sisters, some venture forth into the swamps and jungles, or even into the temperate human lands of Kanahu to the north, to spread their faith, tend to the faithful, and further the cause of Law against the malignant cults of Chaos.

Ixchala and her perpetual war against Chaos is a feature of the Kanahu setting. However, any lizardman, or lizard-like sentient humanoid who serves a Lawful god may use this class; perhaps even a Thrassian, in the Auran Empire setting, who has chosen to worship Ammonar rather than the Chthonic gods of Zahar.

Lizardman priestesses are skilled combatants – not as good as fighters, but good enough to slay the foes of Law with their sharp sacrificial daggers. At first level, priestesses hit an unarmored

foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience (as clerics). They may use swords, daggers, flails, and maces, and wear chainmail or lighter armor. They may fight with either a weapon and a shield or with two weapons. They may perform one cleave attack per 2 levels of experience.

Lizardman priestesses also possess **fangs and claws**, as all lizardmen do. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d6-1 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons.

Lizardman priestesses, like all lizardmen, have **thick, scaly hides** that give them a base unarmored AC of 3 instead of 0. If the character wears armor, this can further increase their base AC. This hide does, however, reduce their land movement rate to 60' per turn. They are **excellent swimmers** with a swimming movement rate of 120' per turn, and can **hold their breath** for 1 turn (10 minutes) without harm.

Because of their connection to their goddess, priestesses of Ixchala have the ability to **turn undead** as clerics of their level, beginning from 1st level (Novice). There is no limit to how often a priestess may attempt to turn undead each day, but if an attempt to turn undead fails during an encounter, the priestess may not attempt to turn undead again for the remainder of that encounter.

Lizardman Priestess Level Progression					Spell Progression				
Experience	Title	Level	Hit Dice	Abilities	1	2	3	4	5
0	Novice	1	1d6	Turn undead, fangs & claws, scaly hide, swimmer	-	-	-	-	-
1,850	Daughter of Ixchala	2	2d6	Divine spellcasting	1	-	-	-	-
3,700	Sister-Initiate	3	3d6		2	-	-	-	-
7,400	Sister	4	4d6		2	1	-	-	-
14,800	Sister-Disciple	5	5d6	Commune with Ixchala, magic research (minor)	2	2	-	-	-
29,500	Priestess of Ixchala	6	6d6		2	2	1	1	-
60,000	Mother	7	7d6		2	2	2	1	1
120,000	Revered Mother	8	8d6		3	3	2	2	1
255,000	Matriarch	9	9d6	Holy fervor, pyramid, magic research	3	3	3	2	2
390,000	Matriarch, 10th level	10	9d6+1*		4	4	3	3	2
525,000	Matriarch, 11th level	11	9d6+2*	Magic research (advanced)	4	4	4	3	3
660,000	Grand Matriarch	12	9d6+3*		5	5	4	4	3

\*Hit point modifiers from constitution are ignored

Lizardman Priestess Attacks & Saving Throws							
Level	Petrification & Paralysis			Blast & Breath	Staffs & Wands	Spells	Attack Throw
	Poison & Death						
1-2	13+	10+	16+	13+	15+	10+	
3-4	12+	9+	15+	12+	14+	9+	
5-6	11+	8+	14+	11+	13+	8+	
7-8	10+	7+	13+	10+	12+	7+	
9-10	9+	6+	12+	9+	11+	6+	
11-12	8+	5+	11+	8+	10+	5+	

**Divine Spell List (Lizardman Priestess)**

First Level Divine Spells		Second Level Divine Spells		Third Level Divine Spells	
1	<i>Angelic Choir</i>	1	Bless	1	Continual Light*
2	Command Word	2	Charm Animal	2	Cure Blindness
3	Cure Light Wounds*	3	<i>Cure Moderate Wounds</i>	3	Cure Disease*
4	<i>Delay Disease</i>	4	<i>Delay Poison</i>	4	<i>Cure Major Wounds</i>
5	Detect Evil	5	<i>Divine Grace</i>	5	<i>Detect Curse*</i>
6	Detect Magic	6	<i>Enthrall</i>	6	Glyph of Warding
7	Protection from Evil*	7	Hold Person	7	Prayer
8	Purify Food and Water	8	Holy Chant	8	<i>Protection from Normal Missiles</i>
9	<i>Salving Rest</i>	9	Silence 15' radius	9	Remove Curse*
10	Sanctuary	10	Speak with Animals	10	Speak with Dead
Fourth Level Divine Spells		Fifth Level Divine Spells			
1	Create Water	1	<i>Command Person</i>		
2	Cure Serious Wounds*	2	Commune		
3	<i>Death Ward</i>	3	<i>Cure Critical Wounds*</i>		
4	Dispel Magic	4	Create Food		
5	Divination	5	Dispel Evil		
6	<i>Fate</i>	6	Insect Plague		
7	Neutralize Poison*	7	Quest*		
8	Protection from Evil, sustained*	8	Reincarnation		
9	<i>Spirit of Healing</i>	9	Restore Life & Limb		
10	Tongues	10	True Seeing		

\* Denotes a reversible spell. Italics denotes a spell from the Player's Companion.

Starting at 2nd level (Daughter of Ixchala), lizardman priestesses may manifest their goddess' power in the form of **divine spells**, which are granted through prayer, worship, and animal sacrifice. The power and number of divine spells available to the character are determined by level according to the lizardman Priestess Spell Progression table. They have their own spell list, below.

When the lizardman priestess reaches her 5th level (Sister-Disciple), she develops a divine connection with the goddess. Thereafter she may **commune** with Ixchala herself once per week, as per the spell. It takes 1 turn (10 minutes) to commune with Ixchala.

At the 9th level (Matriarch), the lizardman priestess masters the art of sermon and deeply impressive sacrificial rites, and thus may inspire **holy fervor** in her followers - any hirelings or followers who worship Ixchala gain a +1 bonus to their morale score whenever she is present.

Also upon attaining 9th level (Matriarch), a lizardman priestess may establish or build a **pyramid**. So long as the priestess is currently in favor with Ixchala, and remains Lawful, she may buy or build her pyramid at half the normal price due to divine providence. Once a pyramid is erected, the priestess' reputation will spread and she will attract 5d6x10 0th level lizardmen armed with various weapons, plus another 1d6 lizardmen priestesses of 1st-3rd level seeking to follow her in the worship of Ixchala. They are completely loyal (morale +4). While in the priestess' service, her followers must be provided food and lodging, but need not be paid wages. A lizardman priestess's pyramid otherwise functions as a cleric's fortified church, per the **ACKS Campaign** chapter.

**Lizardman Priestess Proficiency List:** Alchemy, Alien Lore, Alien Intuition, Animal Husbandry, Apostasy, Arcane Dabbling, Beast Friendship, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Illusion Resistance, Knowledge, Laying on Hands, Lore mastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Prophecy, Quiet Magic, Righteous Turning, Sensing Evil, Sensing Power, Theology, Unflappable Casting.

Template:	Travelling Priestess
Proficiencies:	Healing, Mystic Aura
Starting Equipment:	Reed Backpack, 2 flasks of common oil, hooded lantern, polished scale armor, old but sharpened short sword, dagger, sacrificial dagger of Ixchala (holy symbol), Holy Book of Ixchala, iron rations for 1 week, mirror, tinder box, water skin, priestess' cassock, silken sash, purse with 10sp.

**Travelling Priestess Template:** This pre-generated template represents a lizardman priestess travelling the roads and countryside, preaching the faith in Ixchala and healing the sick. The template is ready for adventure. However, if your priestess's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like.



## LIZARDMAN WARRIOR

Prime Requisite:	depends on totem
Requirements:	STR 9, DEX 9, CON 9
Hit Dice:	1d8
Maximum Level:	12

While, in the eyes of most Kanahi humans, the archetypal fighting lizardman is a gladiator bred for combat, in reality the vast majority of lizardman combatants are warriors, not gladiators. These lizards-at-arms train from a young age in skirmish combat with sword, spear, bow, and shield, and enjoy the protection and guidance of their order's totem. Fully painted in war-paint and wearing masks to represent their totem, these warriors might fool the onlooker in their visage of barbarism; but, in reality, behind each mask hides a highly trained warrior on par with the best fighters of Kanahu. Such warriors, as well as their orders or secret societies, exist throughout Punt and Mala, and many lizardman warriors also venture into the searing sands of Sakkara and the fertile lands of Kanahu to the north, looking for gold and glory. Aside from Kanahu, any setting in which lizardmen have a more structured tribal society could make use of this class; in the Auran empire setting, this class could represent the elite warriors of an isolated Thrassian tribe from the Ivory Kingdoms or far west.

Lizardman warriors are highly skilled combatants. At first level, lizardman warriors hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Lizardman fighters increase their base damage roll from missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level and may perform one cleave attack per level. They may wear chainmail or lighter armor, wield any weapon, fight in any style, and use any magical or technological item usable by fighters.

Lizardman warriors also possess **fangs and claws**, as all lizardmen do. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d6-1 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons.

Lizardman warriors, like all lizardmen, also have **thick, scaly hides** that give them a base unarmored AC of 3 instead of 0. If the character wears armor, this can further increase their base AC. This hide does, however, reduce their land movement rate to 60' per turn. They are **excellent swimmers** with a swimming movement rate of 120' per turn, and can **hold their breath** for 1 turn (10 minutes) without harm.

Totem Animal	Key Ability	Benefit
Tyrannosaur	STR	Berserkerang
Raven	INT	Alertness
Python	WIS	Beast Friendship
Cobra	DEX	Combat Reflexes
Triceratops	CON	Survival
Eagle	CHA	Command

All lizardman warriors belong to orders, or secret societies. Each of these orders of warriors looks to one totem animal as its exemplar of combat prowess, and trains in the spirit of this animal. This devotion grants the warrior a **totem benefit** – a bonus proficiency related to the totem. For example, a lizardman cobra-warrior receives the Combat Reflexes proficiency for free. The totem animal should be a creature appropriate to the character's ability scores; secret societies accept neophyte warriors with traits appropriate for their totem. For example, a lizardman warrior with high STR might have a tyrannosaur totem, while a warrior with high WIS might have a python totem, and one with high CHA might choose an eagle totem. At a minimum, the warrior must possess an ability score of at least 9 in his totem animal's key ability. The totems, as well as their requirements and benefits, are listed in the accompanying Lizard Warrior Totems table.

At 9th level (Warleader), a lizardman warrior can found or capture a **fortified camp** and become a mighty leader of lizardmen. When he does so, up to 1d4+1x10th level lizardman mercenaries and 1d6 lizardman warriors of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Lizardman warriors' fortified camps are otherwise identical to fighters' castles, as detailed in the **ACKS Campaign** chapter.

Experience	Title	Level	Hit Dice	Damage Bonus
0	Lizard-at-Arms	1	1d8	+1
2,350	Lizard Warrior	2	2d8	+1
4,700	Lizard Blademaster	3	3d8	+2
9,400	Lizard First Spear	4	4d8	+2
18,800	Lizard Bandleader	5	5d8	+2
37,600	Lizard Myrmidon	6	6d8	+3
75,000	Lizard Champion	7	7d8	+3
150,000	Lizard Epic Hero	8	8d8	+3
305,000	Warleader	9	9d8	+4
460,000	Warleader, 10th level	10	9d6+2*	+4
615,000	Warleader, 11th level	11	9d6+4*	+4
770,000	Lizard Overlord	12	9d6+6*	+5

\*Hit point modifiers from constitution are ignored



Lizardman Warrior Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+

**Lizardman Warrior Proficiency List:** Alertness, Ambushing, Beast Friendship, Berserkergang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Dungeon Bashing, Endurance, Fighting Style, Intimidation, Leadership, Manual of Arms, Military Strategy, Mountaineering, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus.

Template:	Cobra Warrior
Proficiencies:	Ambushing, Manual of Arms, <i>Combat Reflexes</i>
Starting Equipment:	Reed backpack, scale mail polished to resemble snake scales, well-worn two-handed sword, 2 daggers, long bow, quiver with 20 arrows, 3 flasks of war paint, cobra totem mask, hemp blanket, 1 week of iron rations, 6 torches, tinder box, 50' hemp rope, purse with 23gp from a previous mercenary contract

**Cobra Warrior Template:** This pre-generated template represents a lizardman warrior from the Cobra Secret Society. The template is ready for adventure. However, if your warrior's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like. Also note that as a member of the Cobra Secret Society, the Cobra Warrior received the Combat Reflexes proficiency for free as a totem benefit.

## LIZARDMAN WITCH-DOCTOR

**Prime Requisite:** INT  
**Requirements:** STR 9, DEX 9, CON 9  
**Hit Dice:** 1d4  
**Maximum Level:** 12

The collegiate wizardry and scholarly sorcery of Kanahu and Sakkara are uncommon in Punt and Mala, the ancestral lands of the lizardmen. Instead, their arcane spellcasters are a much more tribal bunch – soothsayers, hedge-wizards, and dabblers in the dark arts, learning their craft according to word-of-mouth traditions whispered over generations. These lizardman witch-doctors come in many shapes and forms, from fortune-tellers in Cibola's many marketplaces, to tribal sorcerers, to wretched practitioners of necromancy in the City of the Sunken Moon. All of these wield magic which, in essence, would be highly familiar to even the most civilized mage of Kanahu – they cast arcane spells and scribe arcane scrolls (though theirs are written in the Blue Tongue of lizardman sorcery). But, though they apply the same logic to spellcasting as a human mage, the lizardman tradition has its own strange powers which make the witch-doctor stand out in comparison to the wizards of Sakkara and Kanahu. Aside from Kanahu, any setting in which lizardmen may learn arcane magic may use this witch-doctor; in the Auran Empire, this might be used to represent a the rare modern Thrassian with a gift for arcane spellcraft.

Lizardman witch-doctors fight better than the typical human sorcerer, though not as well as true warriors. At first level, witch-doctors hit an unarmored foe (AC 0) with an attack throw of

Lizardman Witch Doctor Level Progression					Spell Progression					
Experience	Title	Level	Hit Dice	Abilities	1	2	3	4	5	6
0	Hedge Wizard	1	1d4	Arcane Spellcasting	1	-	-	-	-	-
3,350	Fortune-Teller	2	2d4		2	-	-	-	-	-
6,700	Soothe-Sayer	3	3d4	Familiar	2	1	-	-	-	-
13,400	Witch-Doctor	4	4d4		2	2	-	-	-	-
26,800	Lizard Thaumaturge	5	5d4	Secrets of the dark arts, magic research (minor)	2	2	1	-	-	-
53,600	Lizard Enchanter	6	6d4		2	2	2	-	-	-
110,000	Lizard Sorcerer	7	7d4	Contact dark powers	3	2	2	1	-	-
220,000	Lizard Mage	8	8d4		3	3	2	2	-	-
405,000	Lizard Wizard	9	9d4	Abode, magic research	3	3	3	2	1	-
590,000	Lizard Wizard, 10th level	10	9d4+1*		3	3	3	3	2	-
775,000	Lizard Wizard, 11th level	11	9d4+2*	Magic research (advanced)	4	3	3	3	2	1
960,000	Witch-Lord	12	9d4+3*		4	4	3	3	3	2

\*Hit point modifiers from constitution are ignored

10+. They advance in attack throws by two points every four levels of experience (i.e. the same as thieves) but use the saving throw progression of mages. Witch-doctors may make one cleave attack per two levels of experience. They are not, however, skilled in the use of armor, and may not use any kind of it, nor can they use shields. They can, however, use any one-handed melee weapon, as well as all missile weapons.

Lizardman witch-doctors also possess **fangs and claws**, as all lizardmen do. In lieu of attacking with a normal weapon, the character can initiate an attack routine consisting of two claw attacks and one bite attack. The claws deal 1d3-1 damage each, while the bite deals 1d6-1 damage. Both the claw and bite damage will be modified by the character's STR adjustment and damage bonus. When the character reaches 5th level, these natural weapons become capable of harming creatures only harmed by magical weapons.

Lizardman witch-doctors, like all lizardmen, also have **thick, scaly hides** that give them a base unarmored AC of 3 instead of 0. This hide does, however, reduce their land movement rate to 60' per turn. They are **excellent swimmers** with a swimming movement rate of 120' per turn, and can **hold their breath** for 1 turn (10 minutes) without harm.

Lizardman witch-doctors learn and **cast arcane spells** as mages of their level. The number and levels of spells the witch-doctor can use in a single day is summarized on the Lizardman Witch-Doctor Spell Progression table. Like a mage, the witch-doctor's spell selection is limited to the spells in his repertoire. A witch-doctor's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. A witch-doctor can use any magic items usable by mages.

At 3rd level, (Soothe-Sayer), the witch-doctor attracts a **familiar**. The familiar will be a creature appropriate to the character's alignment and spell signature. The most common familiars are large insects, small dinosaurs, crows, owls, pythons, and vipers. The familiar always has a number of Hit Dice and maximum hit points equal to ½ the witch-doctor's; Intelligence equal to the witch-doctor's Intelligence; and a number of general and class proficiencies equal to the witch-doctor's, selected from the witch-doctor's class list. The familiar can always understand any languages spoken by its witch-doctor master, and the witch-doctor will be able to understand the familiar's speech, though no one else will without resorting to **speak with animals**. The familiar is utterly loyal to the witch-doctor, and will fight for him, perform services, and generally obey his commands. While the familiar is within 30', the witch-doctor will receive +1

on saving throws, but if the familiar is ever killed, the character must save vs. Death or instantly take damage equal to the familiar's maximum total hit points. If a witch-doctor's familiar is slain, he will gain a new familiar when he earns his next level of experience.

Upon reaching 5th level (Lizard Thaumaturge), a witch-doctor begins to unlock the **secrets of the dark arts**. He may control undead as a Chaotic cleric of one half his class level. If the witch-doctor casts spells that require a saving throw vs. Death, his targets suffer a -2 penalty on the save. When the witch-doctor casts necromantic spells, the spell effects are calculated as if he were two levels higher than his actual caster level.

Also at 5th level, he may begin to **research spells, scribe magical scrolls, and brew potions**.

At 7th level (Lizard Sorcerer), a witch-doctor may begin to **contact dark powers** such as spirits, demons and other beings of the Beyond. These beings possess near omniscience, but contact with them can be mind-shattering. Contacting the dark powers takes 1 turn (10 minutes) and is so taxing that the witch-doctor may only do so once per week. The effect is resolved as per the mage spell **contact other plane**.

At 9th level (Lizard Wizard), a witch-doctor is able to **create more powerful magic items** such as weapons, rings, and staves. The witch-doctor may also cast ritual spells of a necromantic nature and **create necromantic servants** as a mage of 11th level.

At this level, a witch-doctor may also build an **abode**, archetypically a crooked hut in the middle of a forest or a swamp, when he reaches 9th level. He will then attract 1d6 witch-doctor apprentices of 1st-3rd level plus 2d6 level 0 lizardmen seeking to become witch-doctors. Their intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the witch-doctor's service, apprentices must be provided food and lodging, but need not be paid wages. If the witch-doctor digs a dungeon beneath or near his abode, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them, giving the character a chance of harvesting monster parts. Witch-doctor's abodes are otherwise identical to mage's sanctums, as detailed in the **ACKS** Campaign chapter.

At 11th level, a witch-doctor may learn and **cast ritual arcane spells** of great power (7th, 8th, and 9th level), **craft magical constructs**, and **create magical cross-breeds**. These rules are in the Campaign chapter of the **ACKS** core book.

Lizardman Witch Doctor Saving Throws						Witch Doctor Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staves & Wands	Spells	Level	Attack Throw
1-3	13+	13+	15+	11+	12+	1-2	10+
4-6	12+	12+	14+	10+	11+	3-4	9+
7-9	11+	11+	13+	9+	10+	5-6	8+
10-12	10+	10+	12+	8+	9+	7-8	7+
						9-10	6+
						11-12	5+

Mog Brute's Level Progression					
Experience	Title	Level	Hit Dice	Damage Bonus	
0	Grunt	1	1d10	+1	
3,500	Brawler	2	2d10	+1	
7,000	Fist	3	3d10	+2	
14,000	Brave	4	4d10	+2	
28,000	Brute	5	5d10	+2	
56,000	Savage	6	6d10	+3	
110,000	Reaver	7	7d10	+3	
220,000	Ravager	8	8d10	+3	
390,000	Brutal Warlord	9	9d10	+4	
560,000	Brutal Warlord, 10th level	10	9d10+2*	+4	
730,000	Juggernaut	11	9d8+4*	+4	

\* Hit point modifiers from Constitution are ignored.

**Lizardman Witch-Doctor Proficiency List:** Alertness, Alchemy, Alien Lore, Alien Intuition, Battle Magic, Beast Friendship, Black Lore of Sakkara (Zahar), Contemplation, Craft, Diplomacy, Elementalism, Engineering, Familiar, Healing, Illusion Resistance, Knowledge, Language, Loremastery, Magical Engineering, Mapping, Mystic Aura, Naturalism, Quiet Magic, Performance, Prestidigitation, Profession, Sensing Power, Soothsaying, Transmogrification, Unflappable Casting.

Template:	Fortune Teller
Proficiencies:	Alchemy, Soothsaying
Starting Equipment:	Reed backpack, spear with feather markings, shortbow, quiver with 20 arrows, 5 silver-tipped arrows, carved silver dagger, woven blanket, 10 wax candles, iron rations for a week, 50' rope, spell book with the Sleep spell, tinder box, water skin, tribal leathers and decorations, pouch with 11 sp

**Fortune Teller Template:** This pre-generated template represents a lizardman witch-doctor of the kind common in the bazaars of Cibola and the markets of cities in Sakkara and Kanahu, skilled in brewing potions and telling people's fortune. The template is ready for adventure. However, if your witch-doctor's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like.

## MOG BRUTE

**Prime Requisite:** STR, CON  
**Requirements:** STR 10, CON 10, INT less than 10  
**Hit Dice:** 1d10  
**Maximum Level:** 11

Savage yet noble, brutal yet heroic, the mog hails from the forested mountains of northern Kanahu. He resembles a massive human – standing two and a half meters high – covered with fur and possessing great might. Curiously enough, he is a mammal, like men and cats, but unlike any other creature in Kanahu. The mog is a creation of the breeding vats of the Visitors. Experimenting with human abductees, they triggered dormant genetic sequences in them, recalling many of their ancestral ape traits. The Visitors' goal in this case was to produce a strong foot-soldier and bodyguard to supplement their dwindling robot armies. Some mogs do serve in this function, but many others have escaped into the mountains where they lead a primitive existence.

Mog brutes are monstrosly powerful combatants. At first level, a mog brute hits an unarmored foe (AC 0) with an attack throw of 10+. Thereafter he advances in attack throws by one point every level of experience up until 9th level (i.e. he fights as a monster). He advances in saving throws as a normal fighter, by two points every three levels of experience. Like a fighter, a mog brute increases his base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, and 9th level. He may also perform one cleave attack per each level of experience.

A mog brute, as his name suggests, is renowned for his **brutality**. An unarmed mog can perform the Wrestling, Knock Down,

Mog Brute Saving Throws						Mog Brute Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1	15+	14+	16+	16+	17+	1	10+
2-3	14+	13+	15+	15+	16+	2	9+
4	13+	12+	14+	14+	15+	3	8+
5-6	12+	11+	13+	13+	14+	4	7+
7	11+	10+	12+	12+	13+	5	6+
8-9	10+	9+	11+	11+	12+	6	5+
10	9+	8+	10+	10+	11+	7	4+
11	8+	7+	9+	9+	10+	8	3+
						9-11	2+

and Sunder special maneuvers (**ACKS** Chapter 6) at no attack penalty, representing great might and brutality in hand-to-hand combat. Furthermore, he possesses **bone-breaking strength**. The mog does 1d6-1 points of damage with his unarmed attacks, and may make two attacks per round when unarmed. When the character reaches 5th level, his natural attacks become capable of harming creatures only harmed by magical weapons. The mog can also enter a **fighting fury** at will; while furious, the character gains a +2 bonus to damage rolls and becomes immune to fear. However, the character cannot retreat from combat. Once it has begun, a fighting fury cannot be ended until combat ends. Finally, the mog is skilled in **pugilism** and thus knows how to defend himself in a brawl even when not wearing armor. When unarmored, the mog enjoys a +1 bonus to his armor class at 1st level, which increases to +2 when he reaches 7th level.

At 9th level (Brutal Warlord), a mog brute can build a **war camp** and attract fighters, both mog and human, with his sheer battle prowess. When he does so, up to 1d4+1x10 0th level human mercenaries and 1d6 mog brutes of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. A mog's war camp is otherwise identical to a fighter's castle, as detailed in the **ACKS** Campaign chapter.

**Mog Brute Proficiency List:** Acrobatics, Alertness, Ambushing, Berserkerang, Blind Fighting, Climbing, Combat Reflexes, Command, Dungeon Bashing, Endurance, Gambling, Intimidation, Kin-Slaying, Manual of Arms, Military Strategy, Performance, Precise Shooting, Running, Skirmishing, Survival, Swashbuckling, Tracking, Weapon Finesse, Weapon Focus.

Template:	Feral Savage
Proficiencies:	Combat Reflexes, Survival
Starting Equipment:	Hide armor, dagger, two-handed club, crude backpack, 5 torches, 2, leather water skin, weeks' of smoke dinosaur meat, hand-woven rope, 15gp

**Feral Savage Template:** This pre-generated template represents a savage mog brute who came from the wilds to seek his fame and fortune – and rip arms from people – in (relative) civilization. The template is ready for adventure.

## NECROMANCER

Prime Requisite:	WIS
Requirements:	WIS 9, must be Chaotic
Hit Dice:	1d4
Maximum Level:	14

In common parlance, a “necromancer” is simply a spellcaster, archetypically a mage, who specializes in spells related to the dead and death. However, a true necromancer is not a mage, but a specialized cleric of Pazuzu (known in Sakkara as Apep), the evil god of Undead and Sorcery. Such vile priests seek to transcend death, and raise mighty armies of the dead to conquer lands for the glory of their undead god. These villainous priests are typically behind all sorts of terrible events, from the theft of corpses from their graves to plagues and outbreaks of walking dead. Many a lich started its horrid journey as a lowly necromancer of Pazuzu, eventually cheating death and pursuing an unliving existence beyond the grave. More generally, a necromancer may represent the servants of any Chaotic god of the Dead and/or of Undeath.

Necromancers seek to master life and death, and thus study combat, though not as intensely as fighters. At 1st level, they hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every four levels of experience. Necromancers may only use swords, daggers (including sickles, which use the stats for a short sword), bows, and crossbows, and may only wear leather armor or lighter. They may not use shields but may either use a single one-handed weapon, two weapons, or a two-handed weapon. They gain one Cleave attack every two levels. They progress in saving throws and Proficiencies as clerics.

Necromancer Level Progression					Spell Progression				
Experience	Title	Level	Hit Dice	Abilities	1	2	3	4	5
0	Corpse Stealer	1	1d4	Climb walls, hide in shadows, move silently	-	-	-	-	-
1,250	Acolyte	2	2d4		1	-	-	-	-
2,500	Necromancer	3	3d4	Dark blessing	2	-	-	-	-
5,000	Dread Curate	4	4d4		2	1	-	-	-
10,000	Dread Vicar	5	5d4	Secrets of the dark arts, magic research (minor)	2	2	-	-	-
20,000	Dread Rector	6	6d4		2	2	1	1	-
40,000	Dread Prelate	7	7d4	After the flesh	2	2	2	1	1
80,000	Dread Bishop	8	8d4		3	3	2	2	1
180,000	Dread Necromancer	9	9d4	Necropolis, magic research	3	3	3	2	2
280,000	Dread Necromancer, 10th Level	10	9d4+1*		4	4	3	3	2
380,000	Dread Necromancer, 11th Level	11	9d4+2*	Magic research (advanced)	4	4	4	3	3
480,000	Dread Necromancer, 12th Level	12	9d4+3*		5	5	4	4	3
580,000	Dread Necromancer, 13th Level	13	9d4+4*		5	5	5	4	3
680,000	King of the Dead	14	9d4+5*		6	5	5	5	4

\*Hit point modifiers from constitution are ignored



Because of his devotion to the god of undeath and sorcery, a necromancer may **control undead** as a Chaotic cleric of his level. Starting at 2nd level, he gains the ability to **cast divine spells** using the spell list below.

At 3rd level (Necromancer), the necromancer is gifted with the **blessing of the dead** by Pazuzu. This grants him immunity to all non-magical poisons and diseases, as well as to magical diseases transmitted by undead.

At 5th level (Dread Vicar), the necromancer learns **secrets of the dark arts**. If the character casts spells that require a saving throw vs. Death, his targets suffer a -2 penalty on the save. When the character casts necromantic spells (such as **animate dead**), the spell effects are calculated as if he were two class levels higher than his actual level of experience. He may also conduct necromantic research as if he were two class levels higher than actual. When a necromancer reaches 5th level he may also begin to **research spells, scribe scrolls, and brew potions**.

When the necromancer reaches 7th level (Dread Prelate), the dark embrace of Pazuzu allows the necromancer to transcend death. He gains the **after the flesh** ability. If transformed into intelligent undead at or after this level, the necromancer retains his class abilities. Once transformed, the necromancer may continue to advance in Hit Dice without limit, even past his class's maximum level. A 1 HD undead necromancer requires 4,000 XP to advance to 2 HD, and the amount of XP required to advance as an undead doubles with each HD thereafter (round values greater than 20,000 XP to the nearest 1,000). All of the necromancer's class abilities will continue to progress to a maximum of 14th level.

Upon attaining 9th level (Dread Necromancer), a necromancer may establish or build a **necropolis**. A necromancer who founds a necropolis will be joined by 1d2x10 1st level necromancers and 1d6x30 normal men who worship Pazuzu. Every year 80% of the previous year's trainees will either run away in terror or die horribly, and 1d6x20 normal men will come in to replace them. A normal man in training typically takes 2 years to become a 1st level necromancer. A necromancer's necropolis otherwise functions as a priestess'

At 9th level, a necromancer is also able to **create more powerful magic items** such as weapons, rings, and staves. He will also be able to cast ritual spells of a necromantic nature, create necromantic servants and even become undead himself, assisted by his after the flesh ability.

Necromancer Thief Skills			
Level	Move Silently	Hide in Shadows	Climb Walls
1	17+	19+	6+
2	16+	18+	5+
3	15+	17+	5+
4	14+	16+	4+
5	13+	15+	4+
6	12+	14+	4+
7	10+	12+	3+
8	8+	10+	3+
9	6+	8+	3+
10	4+	6+	3+
11	2+	4+	2+
12	2+	3+	2+
13	1+	2+	1+
14	1+	1+	1+

A necromancer's early career typically revolves around the theft of corpses and various sorts of unsavory and proscribed research, so every necromancer knows how to move undetected and enter places he is not allowed to. A necromancer may **move silently, hide in shadows, and climb walls** as a thief of his level.

Necromancer Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staves & Wands	Spells	Attack Throw
1-2	13+	10+	16+	13+	15+	10+
3-4	10+	7+	13+	10+	12+	9+
5-6	9+	6+	12+	9+	11+	8+
7-8	8+	5+	11+	8+	10+	7+
9-10	7+	4+	10+	7+	9+	6+
11-12	6+	3+	9+	6+	8+	5+
13-14	5+	2+	8+	5+	7+	4+



Divine Spell List (Necromancer)		
First Level Divine Spells	Second Level Divine Spells	Third Level Divine Spells
1 Cause Fear	1 Bane	1 Charm Person
2 Command Word	2 Choking Grip	2 Continual Light*
3 Cure Light Wounds*	3 Deathless Minion	3 Detect Curse*
4 Detect Evil*	4 Find Traps	4 Glyph of Warding
5 Detect Magic	5 Hold Person	5 Levitate
6 Detect Undead	6 Obscuring Cloud	6 Necromantic Potence
7 Light*	7 Resist Fire	7 Prayer
8 Protection from Good*	8 Shimmer	8 Remove Curse*
9 Resist Cold	9 Silence 15' radius	9 Speak with Dead
10 Trance	10 Spiritual Weapon	10 Sphere of Invisibility
Fourth Level Divine Spells	Fifth Level Divine Spells	
1 Animate Dead	1 Charm Monster	
2 Control Undead	2 Command Person	
3 Cure Serious Wounds*	3 Commune	
4 Dispel Magic	4 Contact Other Plane	
5 Divination	5 Fear	
6 Fate	6 Flame Strike	
7 Neutralize Poison*	7 Insect Plague	
8 Nondetection	8 Quest*	
9 Protection from Good, sustained*	9 Strength of Mind*	
10 Tongues	10 True Seeing	

\* Denotes a reversible spell. Italics denotes a spell from the Player's Companion.

At 11th level, a necromancer may learn and **cast ritual divine spells** of great power (6th and 7th level), and **craft magical constructs** such as golems and animated statues. These activities are explained in the Campaign chapter of the *ACKS* core book.

**Necromancer Proficiency List:** Alchemy, Alien Lore, Alien Intuition, Apostasy, Arcane Dabbling, Battle Magic, Contemplation, Diplomacy, Divine Blessing, Divine Health, Endurance, Familiar, Illusion Resistance, Knowledge, Loremastership, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Prestidigitation, Profession, Prophecy, Quiet Magic, Sensing Good, Sensing Power, Theology, Unflappable Casting, Wakefulness.

Template:	Corpse Thief
Proficiencies:	Quiet Magic, Mapping
Starting Equipment:	Black leather backpack, dark cassock, darkened leather armor, Kris dagger, crossbow with 20 bolts, woven blanket, unholy four-winged idol of Pazuzu, 1 week's iron ration, 50' rope, tinder box, wine skin, 46cp

**Corpse Thief template:** This pre-generated template represents a necromancer out to rob tombs of their bodies in order to gain new corpses for his dark purposes, stealing, on the side, any magical treasure present in the tombs. The template is ready for adventure. However, if your necromancer's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see Starting Proficiencies in *ACKS* Chapter 4).

## NEPHIL

Prime Requisite:	INT
Requirements:	DEX 10, INT 10, CON less than 16
Hit Dice:	1d4
Maximum Level:	11

The enigmatic Visitors came from beyond the stars to pursue ends unknown on Kanahu. As part of their mysterious mission, from time to time they abduct ordinary humans (and, less frequently, lizardmen, geckomen, or even bugmen) to perform experiments on them. Males are usually dissected and disposed of, but female captives may be impregnated with hybrid fetuses, created by eldritch rituals in the Visitors' alien laboratories. These Nephilim, half human and half Visitor, grow up to be eccentric outsiders, belonging to neither the terrestrial world nor the alien realms. Some are later retrieved by their alien sires to serve an unfathomable higher purpose, but many are abandoned.

The Visitors have visited many worlds. Thus, any *ACKS* setting where science-fiction and/or science-fantasy content is appropriate may have Visitor and with them, Nephilim. The Nephilim class does, however, rely on the existence of alien artifacts in the setting, without which several of its abilities lose their usefulness. Therefore, the class is most appropriate in a setting where such technology is in use, at least as treasure.

Nephilim are usually somewhat shorter than ordinary humans, rarely standing taller than 5', slight of build, with greyish skin and oily hair, usually black but sometimes red. Their alien heritage marks all Nephilim with large, almond-shaped multi-faceted eyes, similar to those of their Visitor progenitors, and with an instinctive knack for deciphering alien technology. While sometimes shunned by superstitious humans, their alien origin is a great boon for the Nephilim, who may work wonders with their unique combination of alien tech and arcane magic.



Nephil Level Progression						Spell Progression						
Experience	Title	Level	Hit Dice	Abilities	Open Lock	Find/Remove Traps	1	2	3	4	5	6
0	Outcast	1	1d4	Arcane spellcasting	18+	18+	1	-	-	-	-	-
3,525	Mutant	2	2d4		17+	17+	2	-	-	-	-	-
7,050	Alien Spawn	3	3d4		16+	16+	2	1	-	-	-	-
14,100	Alienist	4	4d4		15+	15+	2	2	-	-	-	-
28,200	Weird	5	5d4	Magic research (minor)	14+	14+	2	2	1	-	-	-
56,400	Telepath	6	6d4		12+	13+	2	2	2	-	-	-
110,000	Psychic	7	7d4		10+	11+	3	2	2	1	-	-
220,000	Mentalist	8	8d4		8+	9+	3	3	2	2	-	-
425,000	Alien Lord	9	9d4	Alienage, magic research	6+	7+	3	3	3	2	1	-
630,000	Alien Lord, 10th level	10	9d4+1*		4+	5+	3	3	3	3	2	-
836,000	Alien Overlord	11	9d4+2*	Magic research (adv.)	3+	3+	4	3	3	3	2	1

\*Hit point modifiers from constitution are ignored

Nephilim lack the physique or temperament for heavy fighting, but given their outcast status they do learn to defend themselves against prejudiced mobs. At first level, Nephilim hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws by two points every four levels of experience (i.e. the same as thieves), but use the saving throw progression of mages. They may use leather armor, as well as all light technological armors, and may cast spells while in armor. They may fight with any one-handed melee weapon, as well as all missile weapons, and may use any magical and technological items usable by mages and thieves.

Because of their alien heritage and well-developed intellect, Nephilim have a knack for mechanical contraptions, and may **open locks, find traps, and remove traps** as thieves of their level. Nephilim are also highly tuned to their surroundings and enjoy sharp **alien senses** that grant a +1 bonus to avoid surprise and a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ a Nephil can notice secret doors with just casual observation.

Thanks to the genes inherited from their telepathic alien progenitors, Nephilim may use **ESP** (as per the spell) every 8 hours, with a casting time of 1 round. They have a telepathic ability to **perceive intentions** and always know the exact reaction result (Hostile, Unfriendly, etc.) of creatures they interact with, even if the creatures attempt to lie or conceal their intentions. Creatures with a CHA greater than the character's WIS are immune to this power, though the character will know they are immune.

Nephilim possess an instinctive knowledge – an inborn **alien lore** - of Visitor technology, and thus have the equivalent of

the Alien Lore proficiency in weapons, armor, and chemicals. Nephilim can achieve On-the-Spot Understanding of an alien artifact from these three categories on a proficiency throw of 7+, and only suffer mishaps on a natural 1 in those categories. They can rely on their **subconscious alien intuition** to achieve On-the-Spot Understanding with all other types of alien tech on a proficiency throw of 11+ (with mishaps only on a 1). Their alien intuition also grants them a +1 bonus on all research throws related to alien technology.

Nephilim have the occult running through their inhuman blood, and thus may **learn and cast arcane spells** as mages of their level. The number and levels of spells the Nephil can use in a single day is summarized on the Nephil Spell Progression table. Like a mage, the Nephil's spell selection is limited to the spells in his repertoire. A Nephil's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus.

When a Nephil reaches 5th level (Weird), he may begin to **research spells, scribe magical scrolls, and brew potions**. When a Nephil reaches 9th level (Alien Lord), he is able to **create more powerful magic items** such as weapons, rings, and staffs.

At 9th level a Nephil may also build an **alienage**, usually a well-hidden underground vault. He will then attract 1d6 Nephilim apprentices of 1st -3rd level plus 2d6 level 0 Nephilim seeking to learn how to better master their in-born alien potential. Their intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the Nephil's service, apprentices must be provided food and lodging, but need not be paid wages.

Nephil Saving Throws						Nephil Attack Throws	
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Level	Attack Throw
1-3	13+	13+	15+	11+	12+	1-2	10+
4-6	12+	12+	14+	10+	11+	3-4	9+
7-9	11+	11+	13+	9+	10+	5-6	8+
10-11	10+	10+	12+	8+	9+	7-8	7+
						9-10	6+
						11	5+

If the Nephil digs a dungeon beneath or near his alienage, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them, giving the character a chance of harvesting monster parts. A Nephilim's alienage otherwise functions as a mage's sanctum, as detailed in the *ACKS Campaigns* chapter.

At 11th level, a Nephil may learn and cast **ritual arcane** spells of great power (7th, 8th, and 9th level), **craft magical constructs**, and create magical **cross-breeds**. If chaotic, the Nephil may create **necromantic servants** and become undead.

Due to their **alien nature**, Nephilim suffer a -1 penalty to the reactions, loyalty, and morale of humans, lizardmen, bugmen, and geckomen, but gain a +1 bonus to the reactions, loyalty, and morale of Nephilim and pure-blood Visitors.

**Nephil Proficiency List:** Alchemy, Alertness, Battle Magic, Beast Friendship, Black Lore of Sakkara (Zahar), Blind Fighting, Combat Reflexes, Combat Trickery (disarm, incapacitate), Contortionism, Elementalism, Familiar, Fighting Style, Intimidation, Loremastery, Magical Engineering, Mystic Aura, Passing Without Trace, Precise Shooting, Prestidigitation, Quiet Magic, Running, Sensing Power, Skirmishing, Skulking, Swashbuckling, Unflappable Casting, Trap Finding, Wakefulness, Weapon Focus, Weapon Finesse.

Template:	Outsider
Proficiencies:	Loremastery, Disguise
Starting Equipment:	Shabby backpack, worn leather armor, short sword, round shield, shortbow, quiver with 20 arrows, rough dark cassock, long hooded cloak, patched blanket, iron rations for 1 week, spell book with Sleep spell, tinderbox, waterskin, set of Thieves' Tools, purse with 21gp

**Outsider template:** This pre-generated template represents a Nephil cast out of his or her native community, traveling the roads, picking up odd knowledge, and hiding his or her supernatural capabilities well. The template is ready for adventure. However, if your Nephil's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in *ACKS* Chapter 4).

## TERRAN COSMONAUT

**Prime Requisites:** INT and CON  
**Requirements:** INT 10, CON 10  
**Hit Dice:** 1d6  
**Maximum Level:** 12

Men and women from Terra sometimes end up trapped on Kanahu. They might have been teleported there by a freak physics experiment, or perhaps their space capsule fell through a wormhole and ended up in Kanahu orbit. Educated and enlightened believers in science and reason, Terrans are utterly alien to this barbaric world of savagery, idolatry, and superstition, and thus (for game purposes) constitute a "race" of their own.

The Terran cosmonaut class represents an elite military pilot or astronaut from the 20th or 21st century who has crashed on Kanahu. For ease of play, the Terran cosmonaut class assumes

that, while the character recently came from Terra, he learned at least the rudiments of the local language.

Terran Cosmonaut Level Progression			
Experience	Title	Level	Hit Dice
0	Spaceman	1	1d6
2,600	Spaceman, 1st class	2	2d6
4,500	Space Lieutenant	3	3d6
9,000	Space Captain	4	4d6
18,000	Space Major	5	5d6
36,000	Space Colonel	6	6d6
72,000	Space Brigadier	7	7d6
144,000	Space General	8	8d6
274,000	Star Lord	9	9d6
404,000	Star Lord, 10th level	10	9d6+2*
534,000	Star Lord, 11th level	11	9d6+4*
664,000	Director General	12	9d6+6*

\* Hit point modifiers from constitution are ignored

In the harsh environs of Kanahu, Terran cosmonauts reveal an aptitude for combat. At first level, Terran Cosmonauts hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every three levels of experience (i.e. the same as fighters). They may use any weapons and wear any armor. They can fight with a weapon in each hand, with a weapon and shield, or with a two-handed weapon. They may perform one cleave attack per level of experience.

Every cosmonaut is by nature a **daredevil** and immune to natural and magical fear. As a result of careful recruitment and specialized training, the Terran cosmonaut has **the right stuff** to succeed in dangerous situations. Anytime he is reduced to one-half his maximum hit points or less during an encounter, the cosmonaut immediately gains a +1 bonus to armor class, attack throws, proficiency throws, saving throws, and initiative rolls. The bonus lasts until the end of the encounter (10 minutes) or until he is healed, whichever comes later. Due to his **extensive firearms training**, he gains a +1 bonus to attack throws when using technological ranged weapons such as pistols, rifles, and launchers.

However, the cosmonaut's greatest strength is not his military prowess but rather his technological acumen. Because of his scientific mindset, advanced education, and familiarity with advanced technology, the cosmonaut seems almost like an alien sorcerer to a typical Kanahi savage.

As a **trained pilot**, a cosmonaut begins play with the Alien Lore (vehicles) proficiency. He is also **familiar with technology**, capable of quickly recognizing and examining devices such as weapons, tools, and machines in a scientific manner. He can achieve On the Spot Understanding with all alien technology on a proficiency throw of 11+ (with mishaps only on a 1). Because of his **scientific mindset**, he can use alien technology as if he were an arcane spellcaster. (See the New Proficiencies section on p. 17 and the Technology rules on p. 94 for more details.) Finally, he is trained in **modern thought**, with its emphasis on causal determinism, materialism, and empiricism, granting him a +3 bonus on saving throws against enchantments and illusions.



Terran Cosmonaut Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+

Terran Cosmonauts do not start the game with the standard allotment of gold. Instead, their space capsule includes advanced survival supplies, as follows:

- Flight Suit - treat as a Visitor environment suit but with double weight.
- Flashlight – as bullseye lamp but heatless. Battery provides power for up to 12 hours of operation.
- Radio – none of the natives has a radio set, but using this radio might attract the attention of Visitors.
- First-aid kit – has enough supplies for 1d6 uses. When using it, increase the character's effective Healing proficiency by 1. For example, a cosmonaut without any first aid training will function as if he has Healing 1 when using the kit.
- Emergency rations enough to feed one person for 8 days.
- Canteen with 1 liter of water. Refillable, of course.
- 10 water purification pills (see the technology chapter of this book).
- Machete – treat as Short Sword.
- Folding knife – for field use, too small for combat.
- Pistol with 3 magazines – each with 10 rounds.
- Sewing kit.
- Match box with 20 matches (start fire automatically).
- Fishing kit.
- Wire saw.
- 3 flares – used for illumination (each as torch; lasts for 1 hour) and attracting attention.

When a Terran Cosmonaut attains 9th level (Star Lord), he can establish a **forward base** on Kanahu. When he does so, up to 1d4+1x10 0th level human mercenaries and 1d6 human fighters of 1st-3rd level will come to apply for jobs and training. If hired, they must be paid standard rates for mercenaries. Forward bases camps are otherwise identical to fighters' castles, as detailed in the **Campaign** chapter of the *ACKS* Rulebook.

**Terran Cosmonaut Proficiency List:** Acrobatics, Alertness, Alien Lore, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, force back, knock down, overrun, sunder), Command, Dungeon Bashing, Endurance, Engineering, Fighting Style, Gambling, Intimidation, Knowledge (Any), Leadership, Manual of Arms, Military Strategy, Precise Shooting, Riding, Running, Siege Engineering, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus.

Template:	Capsule Pilot
Proficiencies:	Engineering, Survival
Starting Equipment:	As noted above

**Capsule Pilot template:** This pre-generated template represents a spaceman trained in science and survival who crashed on Kanahu. The template is ready for adventure. However, if your Terran Cosmonaut's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in *ACKS* Chapter 4).

## TERRAN STARMAN

**Prime Requisites:** INT and CON  
**Requirements:** INT 10, CON 10  
**Hit Dice:** 1d6  
**Maximum Level:** 11

Centuries after the Cosmonaut rode fire to the sky, Terra took to the stars with fusion rockets and transdimensional jump drives. This gave rise to Starmen – hardy explorers who piloted starships to strange new worlds to claim them in the name of Mother Terra. The Starman is familiar with the Visitors – Terra's old enemies - and their technology, as well as with the advanced science and technology of 23rd Century humanity. While he has neither the martial prowess of a born and bred barbarian warrior nor a sorcerer's eldritch might, he is incredibly educated in Kanahi standards – on par with the highest sages and often surpassing them. Trained in science and rational thought, he uses his knowledge and sharp mind to survive in this hostile land of monsters and magic.

The Terran Starman class represents characters who hail from the futuristic Terran Navy. For ease of play, the Terran cosmonaut class assumes that, while the character recently came from Terra, he learned at least the rudiments of the local language. All Terran Starmen also know the Visitor language.

Starmen know how to defend themselves, although they tend to lack the instinctive prowess of the earlier cosmonauts. At first level, starmen hit an unarmored foe (AC 0) with an attack throw



Terran Starman Level Progression							
Experience	Title	Level	Hit Dice	Find/ Remove Traps	Open Locks	Damage Bonus	
0	Starman	1	1d6	18+	18+	+1	
2,400	Able Starman	2	2d6	17+	17+	+1	
4,800	Ensign	3	3d6	16+	16+	+2	
9,600	Lieutenant	4	4d6	15+	15+	+2	
19,000	Lieutenant Commander	5	5d6	14+	14+	+2	
38,000	Commander	6	6d6	13+	12+	+3	
76,000	Captain	7	7d6	12+	10+	+3	
152,000	Commodore	8	8d6	11+	8+	+3	
272,000	Admiral	9	9d6	9+	6+	+4	
392,000	Admiral, 10th level	10	9d6+2*	7+	4+	+4	
512,000	Grand Admiral	11	9d6+4*	5+	3+	+4	

\* Hit point modifiers from constitution are ignored

Terran Starman Attacks & Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-2	13+	13+	16+	14+	15+	10+
3-4	12+	12+	15+	13+	14+	9+
5-6	11+	11+	14+	12+	13+	8+
7-8	10+	10+	13+	11+	12+	7+
9-10	9+	9+	12+	10+	11+	6+
11	8+	8+	11+	9+	10+	5+

of 10+. They advance in attack throws and saving throws by two points every four levels of experience (i.e. the same as thieves). They may use any missile weapons and any one-handed melee weapons. They are not trained in the use of shields, but may use two weapons at once or a single two-handed weapon. They may perform one cleave attack per 2 levels of experience.

However, starmen are experts in advanced science. Every starman is **familiar with technology**, capable of quickly recognizing and examining devices such as weapons, tools, and machines in a scientific manner. He can achieve On the Spot Understanding with all alien technology on a proficiency throw of 11+ (with mishaps only on a 1). He has also received **advanced technology training** in weapons, armor, and starship systems. Every starman begins play with the Alien Lore (vehicles), Alien Lore (weapons), and Alien Lore (armor) proficiencies. Because of his **scientific mindset**, he can use alien technology as if he were an arcane spellcaster. (See the New Proficiencies section on p. 17 and the Technology rules on p. 94 for more details.) Finally, a starman is trained in **modern thought**, with its emphasis on causal determinism, materialism, and empiricism, granting him a +3 bonus on saving throws against enchantments and illusions.

Prior to departing for outer space, every starman also chooses a **branch of service** that provides additional training and equipment. Each branch grants one custom power and two bonus proficiencies. There are five branches available to a starman: Command, Engineering, Medical, Science, and Tactical. The Judge can create additional branches if desired.

#### Command Branch

Command branch trains the leaders of the Terran Navy, instilling them with the confidence they need to lead the future's finest fighting force.

*Branch Power:* The starman can **inspire exceptional performance**. Inspiring exceptional performance requires a few moments of oration (one round) and grants the starman's allies within a 50' radius a +1 bonus to initiative rolls, attack throws, and proficiency throws for 10 minutes (1 turn). He can inspire exceptional performance in any given character once per day per class level.

*Branch Proficiencies:* Command, Leadership

#### Engineering Branch

This branch of service trains the resourceful technicians of the Terran Navy how to use, operate, repair, and maintain advanced technology.

*Branch Power:* The starman has **engineering aptitude**. He can repair technological devices in one-half the normal time for one-half the normal cost in spare parts. (See p. 97 for details on repairing technological devices.)

*Branch Proficiencies:* Alien Lore (robots), Engineering

#### Medical Branch

The medical branch recruits and trains empathic, diligent starmen to be doctors, nurses, and field medics.

*Branch Power:* The starman has received **broad-spectrum inoculations** against pathogens. He is immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes.

**Branch Proficiencies:** Alien Lore (chemicals), Healing (This represents a starman trained just as a field medic – for a full-fledged physician the starman will need to spend two additional proficiency slots.)

### Science Branch

This branch selects for highly intelligent starmen to receive instruction in fields such as xenobiology, hyperspace physics, and quantum communications.

**Branch Power:** The starman can **analyze data** to help determine the most favorable course of action. Analyzing data requires one turn (10 minutes) and the starman must have access to a multiscanner. Analyzing data will provide the starman with useful information regarding a question concerning a specific goal, event, or activity that is to occur within one week. The future is ever-changing, so if the starman does not act on the information, it will quickly become useless. To successfully analyze data the starman must make a proficiency throw of 8+. The proficiency throw is reduced by to 7+ at 9th level and 6+ at 12th level. Since over-analysis is never fruitful, a starman can analyze data no more than once per day.

**Branch Proficiencies:** Alien Lore (general devices), Naturalism

### Tactical Branch

Tactical branch trains intrepid starmen in the use of advanced weapon systems, security, and small unit tactics.

**Branch Power:** The starman is a **weapon systems expert**. When using technological ranged weapons, he can cleave once per level (rather than once per two levels), and achieves critical hits on an attack throw that exceeds the target value by 8 or more.

**Branch Proficiencies:** Alertness, Military Strategy

Terran Starmen do not start the game with the standard allotment of gold. Instead, their escape pod includes advanced technological tools, as follows (equivalent to Visitor equipment):

- Breather
- Environment Suit
- Multitool – an advanced multi-purpose technological tool capable of functioning as Thieves' Tools and various other small tools (such as jewelry tools).
- Multiscanner
- Plasma Pistol
- 2 Energy Crystals
- 3 Panaceas
- 5 Wonder Meals
- 3 Glow Sticks.

Terran technology generally functions like Visitor technology, albeit with cosmetic differences. For instance, a Terran plasma pistol fires a different color of plasma bolt than its Visitor counterpart.

When a Terran Starman attains 9th level (Admiral), he can establish a **research facility** on Kanahu. 2d6 thieves, eager to profit from his technical knowledge, of 1st level, will offer to work for him. If hired, they must be paid standard rates for ruffians. A Terran Starman's research facility follows the rules for hideouts detailed in the Hideouts & Hijinks section of Chapter 7 of the **ACKS** core-book.

**Terran Starman Proficiency List:** Acrobatics, Alertness, Alien Lore, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, force back, knock down, overrun, sunder), Command, Diplomacy, Dungeon Bashing, Endurance, Engineering, Fighting Style, Gambling, Intimidation, Knowledge (Any), Leadership, Manual of Arms, Military Strategy, Precise Shooting, Riding, Running, Siege Engineering, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus.

Template:	Star Hero (Command Branch)
Proficiencies:	Precise Shooting, Military Strategy
Starting Equipment:	As noted above

**Star Hero:** This pre-generated template represents a space explorer who boldly went where no man has gone before, only to find himself stranded on Kanahu. The template is ready for adventure. However, if your Terran Starman's INT is 13 or greater, you may pick one or more additional general proficiencies before play (see Starting Proficiencies in **ACKS** Chapter 4).



## USING EXISTING ACKS CLASSES FOR SWORD & SORCERY AND THE KANAHU SETTING

Most classes in the *ACKS* core book and *Player's Companion* fit very well in a sword & sorcery milieu. The only exception are the various demi-human classes, which are typically more befitting a generic fantasy milieu. For the most part Elves, Dwarves, and Gnomes, therefore, do not exist in the default Kanahu setting. That said, if desired, in another setting these classes may be 're-skinned' to fit a sword & sorcery, and even a sword & planet genre – Elves, for instance, may be recast as an ancient, sorcerous race of men, such as Moorcock's Melnibonéans, and Dwarves may be re-imagined as any technologically-inclined but durable species or group. The same goes with Nobirans (from the *Player's Companion*), who are not included in the Kanahu setting, but who will fit many other sword & sorcery settings as those with a divine or cosmic lineage, such as the various super-humans in the science fantasy works of Jack Kirby.

## THE BARBARIANS OF KANAHU

The table on p.13 of the *ACKS Player's Companion* offers three different variants of the Barbarian class, based on the various uncivilized regions of the Auran Empire campaign setting. Here we will provide three new Barbarian variants to suit the wilds of Kanahu. The first comes from **Enyom**, dry and rocky wilderness to the east of Kanahu proper, where sun-scorched but tireless herders lead a life of semi-nomadism and constant inter-tribal warfare. The second hails from **Queddar**, the harsh desert to the southeast of Kanahu and the east of Sakkara; the desert nomads, herders, traders and raiders of this sun-scorched land have by now infiltrated most of Sakkara as well, replacing the dying Sakkaran civilization with their renewed vigor. The third is from **Mala** – the steaming jungle to the south of the lizardman lands of Punt, where uncivilized men and lizardmen live together in a primitive, if vigor-filled, existence between biting insects and ferocious dinosaurs.

Region	Natural Proficiency	Weapons Permitted	Fighting Styles Permitted
Enyom	Endurance	Battleaxe, club, dagger, great axe, hand axe, shortbow, sling, spear, sword, two-handed sword	Weapon & shield, two-handed weapon
Queddar	Survival	Composite bow, club, dagger, hand axe, javelin, lance, short sword (scimitar), spear, staff, whip	Two-handed weapon, two weapons
Mala	Precise Shooting	Bola, club, dart, dagger, hand axe, javelin, net, shortbow, short sword, spear	Weapon & shield, two weapons





## Chapter 4: **The Monsters of Kanahu**



## NEW MONSTER TYPES

As noted in *ACKS* (p. 151), monsters with similar characteristics are grouped into monster types. *Barbarian Conquerors* introduces two new monster types (machines and plants). A creature can belong to multiple types.

Machines are artificial creatures similar to golems but using the strange mechanisms of the Visitors in lieu of magic. Since they are technological constructs and not living beings, machines are immune to poison or gases. However, they are vulnerable to lightning damage and take double damage from any electricity-based attack, such as the various lightning spells. Additionally, any machine hit by an electricity attack must save vs. Paralysis or have its electronics scrambled, rendering it unable to move (except to hover) or use its weapons and special abilities on its next initiative. Some machines have hardened electronics and enjoy a +2 bonus to this saving throw. Even if autonomous, machines possess a virtual intelligence that is unaffected by **hold**, **charm**, or **sleep** spells.

Plants are sentient vegetable creatures. Plants are immune to all **charm**, **sleep**, and **hold** spells, to stunning, and to poisons not designed to work on plants. They are vulnerable to spells that affect plants. Note that for game purposes, the plant type includes fungi.

Type	Monsters
Animal	Anomalocaris, Dinosaur (all), Giant Frog, Giant Constricting Viper, Monitor Lizard (all), Terror Bird
Construct	Serpentine Machine
Fantastic Creature	Aboleth, Aranea, Choker, Chuul, Coatl, Darkmantle, Deep One, Destrachan, Digester, Gloom Crawler, Grick, Leviathan, Otyugh, Roper
Humanoid	Bugman, Crayman, Deep One Hybrid, Ettercap, Geckoman, Lizardman, Scorpionman, Serpentman, Toadman, Visitor
Machine	Flying Saucer (all), Robot (all)
Plant	Fungus (all), Shambling Mound, Tendriculos
Summoned Creature	Shoggoth
Undead	Allip, Ghast, Mohrg, Undead Serpentman
Vermin	Giant Cockroach, Giant Mantis, Giant Parasitic Wasp, Giant Slug, Phase Spider

## MONSTER SPECIAL ABILITIES

Many of the monsters introduced in *Barbarian Conquerors* have special attacks and abilities that impose conditions on their targets. Conditions alter a creature's capabilities in a variety of ways. A condition lasts either until it is countered or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse unless otherwise noted. The following rules help explain the conditions that apply to a creature while it is subjected to some common special attacks. For ease of reference, these details are usually repeated in the monster listing as well. These rules are official updates and can be retroactively applied to monsters in earlier *ACKS* products.

### Grab and Restrain

Many monster have a special ability to seize hold of their targets and thereafter deal ongoing damage, restrain the target's activities, and move the target around. Monsters which completely pin their targets have the **grab** ability while those who immobilize their target have the **restrain** ability.

**Grabbed:** A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. While a creature is grabbed, the opponent which grabbed it can automatically deal damage on its initiative each round to the grabbed creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever natural weapon it has used to grab the creature. The grabbed creature still receives a saving throw against any special effects of the attack (such as poison, etc.). A grabbed creature also has the **vulnerable** condition while it is grabbed. The grabbed condition is ended immediately when the grabbed creature escapes or when the creature which grabbed it releases it.

**Restrained:** A restrained creature cannot move, but can still attack, cast spells, take actions in lieu of attacking, or attempt to escape. The opponent which restrained it can automatically deal damage on its initiative each round to the restrained creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever special natural weapon it used to restrain the creature. The restrained creature still receives a saving throw against any special effects of the attack (such as poison, etc.). A restrained creature also has the **vulnerable** condition while it is restrained. Sometimes a creature can be restrained by multiple causes (such as several tentacles); when this occurs, the restrained creature suffers an additional -1 penalty on its attack throws for each additional cause of restraint, in addition to the effects above. The restrained condition is ended immediately when the restrained creature escapes or when the creature which restrained it releases it. If restrained by multiple causes, each must be escaped separately.

**Vulnerable:** A vulnerable creature gains no benefit to its AC from its shield (if any). It can be **ambushed** or **backstabbed** by creatures capable of doing so. All attack throws against vulnerable creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the grabbed creature. The vulnerable creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **ambush** or **backstab**.

**Escaping from the Grabbed and Restrained Condition:** The grabbed and restrained conditions can be ended with a successful escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. If the creature is grabbed or restrained by a large or imposing creature, it may suffer a penalty on this throw. In either case, if the throw succeeds, the creature has escaped.

When attempting to escape from being restrained, a creature may in some cases have the option to slip free or break free, as above. Sometimes the creature may also or instead have the option to cut free by, e.g., slashing off the tentacle which is restraining it.





To cut itself free, a creature must successfully deal a particular amount of damage (noted in the monster's description) to the creature or appendage that has restrained it.

### Swallowing Whole

If the optional Critical Hit rules are in effect, then a monster capable of swallowing a target whole that deals a critical hit may choose to swallow its target rather than roll on the Critical Effects table.

## MONSTER LISTINGS

### ABOLETH

	Aboleth	Skum
<b>% in Lair:</b>	80%	25%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (1)	Brood (1d6)/Warband (3d6 Broods)
<b>Wilderness Enc:</b>	Solitary (1)/Lair (1)	Brood (1d6)/Warband (3d6 Broods)
<b>Alignment:</b>	Chaotic	Chaotic
<b>Movement:</b>	30' (10')	60' (20')
<b>Swim:</b>	180' (60')	120' (40')
<b>Armor Class:</b>	6	3
<b>Hit Dice:</b>	8+5****	2+1
<b>Attacks:</b>	4 Tentacles	Bite, 2 Claws
<b>Damage:</b>	1d6/1d6/1d6/1d6	1d6/1d4/1d4
<b>Save:</b>	F8	F2
<b>Morale:</b>	+2	+2
<b>Treasure Type:</b>	Q, N	None
<b>XP:</b>	2,600	35

The aboleths are old, unfathomable creatures, the product of eons past. They were old when the serpentmen were young; they might have been old even when this world was formed from a stellar nebula. Where they came from remains a mystery, as the aboleths themselves are tight-lipped about their ultimate origin. But as each of them is old, their knowledge is enormous. They spend entire ages in their underwater lairs, brooding and plotting with endless patience. A single aboleth, intelligent beyond the human ability to understand, is often the mastermind of a massive conspiracy, spun across centuries towards an end known only to its alien mind.

Physically, an aboleth a revolting green, pink-bellied, fish-like amphibian found primarily in subterranean lakes and rivers or abyssal ocean depths. Four pulsating blue-black orifices line the bottom of its body, and secrete gray slime smelling like rancid grease. Four long tentacles, used for grabbing, whipping, and manipulating objects, erupt from its hideous torso. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. The average aboleth weighs about 6,500 pounds, though some are vastly more corpulent.

In combat an aboleth will utilize its alien mind, as well as its watery lair, to its advantage. Aboleth have the ability to use each of the following spell-like abilities at will: **ESP**, **hypnotic pattern**, **phantasmal force**, **hallucinatory terrain**. Three times a day, an aboleth can **enslave** a living creature within 30'. The creature must succeed on a saving throw vs. Spells or become the aboleth's mental thrall. An enslaved creature obeys the aboleth's telepathic commands until freed by **remove curse**; if not freed, it can attempt a new saving throw vs. Spells each day to break itself free. The thrall immediately breaks free if the aboleth dies or travels more than 1 mile from its thrall.

A blow from an aboleth's tentacle can cause a terrible affliction. Any creature hit must succeed on a saving throw vs. Polymorph or begin to transform over the next 1d4+1 minutes, its skin gradually becoming a clear, slimy membrane. Once transformed, the creature must remain moistened with cool, fresh water or take 1d12 points of damage every turn (10 minutes). The transformation also reduces the creature's armor class by 1 (but never to less than 0). A **cure disease** spell, if cast before the transformation is complete, will restore an afflicted creature to normal. After the transformation is complete, however, only **restore life and limb** or ritual magic may cure the affliction.

While underwater, an aboleth is constantly surrounded by a viscous cloud of mucus roughly 1' thick. Any creature coming into contact with and inhaling this substance must succeed on a saving throw vs. Polymorph or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water during that time. Renewed contact with the mucus cloud and failing another saving throw continues the effect for another 3 hours. The effect may be removed by **cure disease**.

If encountered in its lair, there is a 70% chance an aboleth will be accompanied by 1d6 x 10 skum.

**Skum:** Most aboleths breed skum—revolting fish-amphibian-men hybrids—to serve as their hands, ears, and eyes outside their watery lair. These creatures possess a slimy skin, and may breath indefinitely both under and outside of water. While rarely armed with weapons, they possess a powerful bite, as well as sharp claws. Skum lack much organization or willpower of their own, and care little for treasures. Their presence usually signifies the existence of an aboleth lair in the vicinity.

### ALLIP

<b>% in Lair:</b>	50%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (1)
<b>Wilderness Enc:</b>	Solitary (1)/Lair (1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	-
<b>Fly:</b>	120' (30')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	4****
<b>Attacks:</b>	1 (touch)
<b>Damage:</b>	1d4 + WIS drain
<b>Save:</b>	F4
<b>Morale:</b>	+4
<b>Treasure Type:</b>	F
<b>XP:</b>	300

Sometimes, when a mortal commits suicide out of immense desperation and utter madness, his spirit lingers on. Such a spirit is known as an allip, and it becomes a bane upon the living, blaming all it encounters for the torments it endured in life that pushed it over the brink.

An allip appears as a distorted variant of its mortal form, swirling like mist in the air. An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60' of the allip must succeed on a saving throw vs. Spells or be affected as though by a **hypnotic pattern** spell for 2d4 rounds. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours.

Any creature targeting an allip with **ESP**, **telepathy**, or other abilities or spells that make direct contact with its tortured mind immediately loses 1d4 points of WIS. Worse, the allip's touch itself carries the taint of madness - when an allip successfully hits an opponent, the victim suffers 1d4 points of damage and loses 1 point of WIS.

Should a victim be drained to WIS 2, it lapses into absolute madness, screaming and flailing at unseen visages. Should a victim be reduced to WIS 0, it dies in gibbering horror and a newborn allip emerges from the dead victim's corpse. Otherwise, lost WIS is recovered after 8 hours.

Like other undead, allips are immune to the effects of **sleep**, **charm**, and **hold** spells. Allips are turned as mummies. An allip is incorporeal, and can only be harmed by silver or magical weapons.

### ANOMALOCARID

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	Solitary (1)/Swarm (1d4)
<b>Wilderness Enc:</b>	Solitary (1)/Swarm (4)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	
<b>Swim</b>	180' (60')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	3+2*
<b>Attacks:</b>	3 (maw, 2 appendages)
<b>Damage:</b>	2d4/1d3/1d3
<b>Save:</b>	F2
<b>Morale:</b>	+1
<b>Treasure Type:</b>	None
<b>XP:</b>	350

Mind-numbingly ancient, the anomalocarid predates even the primordial aboleth. Resembling a cross between a squid and a particularly weird insect, it was once the apex predator of antediluvian seas. Though in most worlds it has been extinct for aeons, in Kanahu, this arthropod persists, successfully competing against more sophisticated creatures such as fish and mollusks.

The monstrosity, 7' in length, is a flat, segmented creature, almost conical in shape, with propulsive fins along the length of its chitinous body. A pair of primitive eyes extrude from the front of its torso. Below the eyes, two great grasping appendages, resembling barbed and segmented trunks, protrude over a round and toothy maw.

The anomalocarid attacks its prey with its two barbed appendages and its maw. On a successful attack throw with an appendage, an anomalocarid **restrains** the creature it hit unless the creature makes a successful saving throw vs. Paralysis. The anomalocarid can automatically constrict a restrained creature on its initiative each round, dealing 1 point of damage without having to make an attack throw. Doing so counts as the anomalocarid's attack with the appendage it has used to restrain the creature. The restrained creature cannot move until it escapes, and the anomalocarid gains a +2 bonus on attack throws against the restrained creature with its maw or other appendage. The restrained creature may attempt to escape as an action in lieu of attacking. It may attempt to slip free with a saving throw versus Paralysis or it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw

succeeds, the creature has escaped. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

### ARANEA

<b>% in Lair:</b>	70%
<b>Dungeon Enc:</b>	Solitary (1)/Colony (2d6)
<b>Wilderness Enc:</b>	Solitary (1)/Colony (2d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	150' (50')
<b>Climb</b>	75' (25')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	3+3****
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d6, poison
<b>Save:</b>	F3
<b>Morale:</b>	-2
<b>Treasure Type:</b>	L
<b>XP:</b>	205

An aranea is an intelligent, shape-changing spider with sorcerous powers. It is not necessarily an evil creature, though its spidery nature, combined with its longevity, lends itself to plotting.

In its natural form, an aranea resembles a giant spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2' long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. The hump on its back houses its well-developed brain. An aranea weighs about 150 pounds.

An aranea may assume two other forms. The first form is a unique human-sized humanoid; an Aranea in its humanoid form always assumes the same appearance and traits. In its humanoid form, an aranea cannot use its bite attack, webs, or poison, but may cast spells, wear armor, and use any weapon useable by a human being. The second form is a man-sized spider-humanoid hybrid. In hybrid form, an aranea resembles its normal humanoid form at first glance, but any character who succeeds on a proficiency throw to detect secret doors will notice the creature's fangs and spinnerets. The hybrid form aranea retains its bite attack and webs, but may also wield weapons and wear armor. When in hybrid form, an aranea's speed is 90' (30'). An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed.

An aranea avoids physical combat, using its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents and hold them for ransom rather than poisoning or killing them; alternatively, the creature may offer its captured victim "an offer it cannot refuse" related to some ongoing plot.

Any opponent bitten by an aranea must succeed on a saving throw vs. Poison or die in one turn (10 minutes). Aranea may cast arcane spells as 3rd level mages, preferring illusions and enchantments and avoiding direct damage spells. In spider or hybrid form, an aranea may also throw a web up to six times per day (as the **web** spell).

## BUGMAN

<b>% in Lair:</b>	25%
<b>Dungeon Enc:</b>	Band (1d6)/Colony (1 Swarm)
<b>Wilderness Enc:</b>	Swarm (1d8 Bands)/Nest (1d8 Swarms)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	1+1*
<b>Attacks:</b>	1 (weapon)
<b>Damage:</b>	1d6 or weapon
<b>Save:</b>	BM1
<b>Morale:</b>	0
<b>Treasure Type:</b>	D, double Trinkets (per Swarm)
<b>XP:</b>	21

These upright insectoids seem to have evolved from or be related to common household and sewage cockroaches. They are resilient, shady, anarchic, and opportunistic to the extreme. Bugmen thrive wherever there is an opportunity for commerce, subterfuge, and infiltration. They excel in the criminal underworld, using their opportunistic nature and keen senses to strike shady deals with other sentient beings. They live in the shadows of civilization, living on its refuse.

Most bugmen encountered will be drudgers (males). Physically, a bugman dredger resembles a 4' tall, upright, slender, humanoid cockroach, walking on four legs and using two limbs for fine manipulation. It has multi-faceted eyes and a mouth with two mandibulae and two maxillae, as well as two foot-long antennae projecting from its head. Dredgers range from yellowish-brown through dark brown to black in color; their eyes are shiny black. They rarely wear clothes, except for in the colder days of the Kanahu winter, when they cover their bodies with thick cloaks and hoods, but enjoy adorning themselves with jewelry, which at times appears to be composed of scavenged refuse. Dredgers typically arm themselves with daggers, short-swords and shortbows for self-defense, though they prefer subterfuge over confrontational warfare. Bugmen can see in the dark up to a distance of 30' and are immune to all forms of poison and disease, including those of magical origin.

Each swarm of bugmen will be led by a female of their species – a bugman ovate of level 1d6+1 capable of flight at a rate of 90' as well as spellcasting (see p. 23). This leader may possess magic items in addition to those held in the swarm's treasure horde; for each category of magic item, except for miscellaneous magic, there is a 5% chance per level of the ovate that the ovate will possess one randomly chosen item from that category; for miscellaneous magic, there is a flat 50% chance that she will possess 1d3 items. In the presence of an ovate, bugmen enjoy a morale score of +2 rather than 0.

Bugman nests will be ruled by a nest mother (bugman ovate of 9th level). The nest mother will be accompanied by a harem of 2d6 bugman dredgers, each of level 1d6+1 (see p. 26). There is a 50% chance that a bugman dredger of level 6+1d2 will be in service of the nest mother as her personal attendant. Each of these bugman NPCs may possess magic items as described above. There is a 70% chance a bugman nest will be guarded by 2d6 balroaches controlled by the nest mother. There is an 8% chance that the nest mother will have laid eggs recently. If so, the bugman nest will have 3d6x10 eggs. If eggs are present, the nest mother and her dredger harem and attendants will fight to the death.

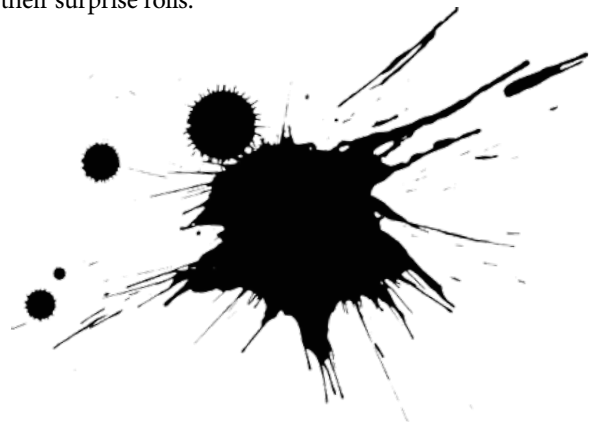
## CHOKER

<b>% in Lair:</b>	40%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (1)
<b>Wilderness Enc:</b>	Solitary (1)/Lair (1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	60' (20')
<b>Climb:</b>	30' (10')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	3+3***
<b>Attacks:</b>	2 (tentacles)
<b>Damage:</b>	1d8/1d8
<b>Save:</b>	F3
<b>Morale:</b>	+0
<b>Treasure Type:</b>	B
<b>XP:</b>	170

Dark sorcery has transformed this man-sized creature into a hunched and hideous horror. A choker's rubbery skin drips with dark muck, its eyes burn a sickening yellowish-white, and its unnaturally elongated arms display long stingers festooned with spikes, hooks, and suckers. Predators by breeding and killers by instinct, chokers lurk on the ceilings by intersections, archways, wells, staircases, and other locations from which they can reach down to seize prey. Once a choker has grabbed a victim, it will swiftly retreat into the darkness to feast upon its victim's flesh away from prying eyes.

A choker will attack creatures of almost any size, but prefers lone prey of its size or larger. If very hungry, a choker may attack a group of creatures, but it will wait to grab the last creature in line. On a successful attack throw with a tentacle, a choker automatically **grabs** the creature it hit. Thereafter the choker can automatically choke the grabbed creature on its initiative each round, dealing 1d8 points of damage without having to make an attack throw. Doing so counts as the choker's attack with the tentacle it has used to grab the creature. The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

Although not particularly dexterous, a choker is supernaturally quick. On its initiative, a choker can move, attack with each tentacle and move again; or it can move once and then attack (or choke) twice with each tentacle. Due to the creature's dim coloration, characters encountering a choker suffer a -2 penalty to their surprise rolls.



## CHUUL

<b>% in Lair:</b>	70%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (1d6)
<b>Wilderness Enc:</b>	Pack (1d2)/Lair (1d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Swim</b>	60' (20')
<b>Armor Class:</b>	9
<b>Hit Dice:</b>	11+4***
<b>Attacks:</b>	2 (claws)
<b>Damage:</b>	2d6/2d6
<b>Save:</b>	F11
<b>Morale:</b>	+1
<b>Treasure Type:</b>	P x3
<b>XP:</b>	3,400

Concocted in some eldritch laboratory of the ancient serpentmen as a living engine of war, the chuul is a horrible mix of crustacean, insect, and serpent about 8' long and weighing 650 pounds.

Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. If possible, a chuul will wait just off the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. Characters encountering chuuls that are hidden in water suffer a -2 penalty to their surprise rolls.

On a successful attack throw with a claw, a chuul automatically **restrains** the creature it hit. Thereafter the chuul can automatically crush its restrained victim with its claw, dealing 3d6 points of damage without having to make an attack throw. Doing so counts as the chuul's attack with the claw it has used to restrain the creature.

If a chuul wishes to free a claw for further attacks, it can transfer the creature restrained in that claw to its tentacles as an action in lieu of moving. A chuul's tentacles exude a paralytic secretion, and the creature transferred to the chuul's tentacles must succeed on a saving throw vs. Paralysis immediately, and each round thereafter on the chuul's initiative, or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, the creature remains restrained and it automatically takes 1d10 points of additional damage each round on the chuul's initiative from its mandibles.

The restrained creature cannot move until it escapes from the chuul's claws or tentacles. The restrained creature may attempt to escape as an action in lieu of attacking. It may attempt to slip free with a saving throw versus Paralysis or it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. A paralyzed creature cannot escape. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

Chuuls may live indefinitely on land and under water and are immune to both poison and disease.



## COATL

<b>% in Lair:</b>	70%
<b>Dungeon Enc:</b>	Solitary (1)/Flight (2d3)
<b>Wilderness Enc:</b>	Flock (1d2)/Flight (2d3)
<b>Alignment:</b>	Lawful
<b>Movement:</b>	60' (20')
<b>Fly</b>	180' (60')
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	9+2*****
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d10 + poison, constriction
<b>Save:</b>	F9
<b>Morale:</b>	+4
<b>Treasure Type:</b>	R (per coatl)
<b>XP:</b>	6,100

The mighty coatl is a servant and emissary of Ixchala, the Lawful goddess of lizardmen. The feathered serpent – actually a feathered and winged cross between a serpent and a monitor lizard – is 12' long with a wingspan of 15'. It vibrates in a rainbow of brilliant colors as it flies through the clouds. Highly intelligent and imbued with virtue, the coatl seeks to protect the innocent, promote the cause of Law, and punish the followers of Chaos. For Lawful lizardmen, the coatl is a harbinger of good luck and hope. For the serpentmen of old, however, the coatl was the harbinger of their destruction by Ixchala's righteous wrath.

Coatls are imbued by Ixchala with potent mental and magical powers. They may telepathically communicate with any sapient creature regardless of language barriers. At will, a coatl may use the following spell-like abilities: **detect evil**, **detect good**, **ESP**, **invisibility**, **dimension door**. A coatl may also **polymorph** at will into the form of any lizardman-sized humanoid. Finally, a coatl may cast divine spells as a 9th level cleric. A coatl will use its **ESP** ability on any creature that arouses its suspicions. Since it is highly intelligent, a coatl usually casts spells from a distance before closing. If more than one coatl is encountered, they will discuss their strategy before a battle.

Any creature bitten by a coatl must make a saving throw vs. Poison or die in 1d6 rounds from its potent venom. Furthermore, after a successful bite attack, the coatl may immediately **grab** the creature it has bitten and constrict it for an additional 4d8 points of damage. Thereafter the coatl can automatically constrict the grabbed creature on its initiative each round, dealing 4d8 points of damage without having to make an attack throw. The coatl may also continue to bite the creature it has grabbed with a +2 bonus, or bite other opponents, but in no case can it grab more than one creature at a time.

The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.



## COCKROACH, GIANT

	<b>Cockroach, Giant</b>	<b>Balroach</b>
<b>% in Lair:</b>	30%	50%
<b>Dungeon Enc:</b>	Scourge (1d8)/ Nest (4d6)	Solitary (1)/Lair (1d4)
<b>Wilderness Enc:</b>	Swarm (4d6)/ Nest (4d6)	Solitary (1)/Lair (1d4)
<b>Alignment:</b>	Neutral	Neutral
<b>Movement:</b>	150' (50')	120' (40')
<b>Climb</b>	60' (20')	60' (20')
<b>Armor Class:</b>	3	8
<b>Hit Dice:</b>	1	5*
<b>Attacks:</b>	1 (bite)	1 (bite)
<b>Damage:</b>	1d4	2d8
<b>Save:</b>	F1 (special)	F3
<b>Morale:</b>	-2	+2
<b>Treasure Type:</b>	C	K
<b>XP:</b>	10	350

A giant cockroach is a huge and particularly disgusting version of the common cockroach, reaching up to 2' in length (not including its foot-long antennae), and weighting about 40 pounds. The geckomen of Queddar consider these insects to be a delicacy and raise herds of them in fenced-off cave warrens, fattening them on refuse to be roasted over the campfire. Their fatty flesh has a delicate, nutty flavor and the consistency of shellfish.

Giant cockroaches are cowardly scavengers that feed on trash and other smelly substances found in sewers, but they will fight to defend their nests and territories, and may stage an opportunistic attack on weak adventurers. A giant cockroach saves as a 1st level fighter against most attacks, but it saves as a 10th level fighter against poison, and is immune to most disease-based attacks.

**Balroach:** The dreaded balroach is a horribly nauseating cockroach larger than a horse. While it is an omnivore and scavenger rather than a predator, a balroach will fiercely defend its lair, and may see weak adventurers or smaller creatures as food. Its horrid appearance and unsightly behavior make it a menace whenever it emerges from its sewery warrens. A balroach is immune to all poisons and diseases. Besides its powerful mandibulae, its disgusting appearance and horrible smell offer it protection. Any adventurer who comes within sight of a balroach must make a successful saving throw vs. Poison or suffer from a severe nausea, causing a -4 penalty on all attack, saving, and proficiency throws until the creature is slain or no longer in sight. Bugmen are immune to this nauseating effect.



## CRAYMAN

<b>% in Lair:</b>	35%
<b>Dungeon Enc:</b>	Gang (1d6)/Lair (1 Warband)
<b>Wilderness Enc:</b>	Warband (1d6 Gangs)/Village (1d4 Warbands)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Swim</b>	120' (40')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	1+1
<b>Attacks:</b>	2 (pincers)
<b>Damage:</b>	1d6/1d6
<b>Save:</b>	F1
<b>Morale:</b>	+0
<b>Treasure Type:</b>	D (per warband)
<b>XP:</b>	15

Craymen are hideous humanoid crayfish, standing 5'6" upright and sporting sharp pincers instead of hands. They have a yellowish-brown chitin exoskeleton, and two red eyes on top of long eyestalks emanate from their hammer-shaped heads. Craymen have a rudimentary intelligence and a primitive social structure, communicating with each other using series of inhuman clicks.

Completely amphibious, craymen may live indefinitely on land or underwater. They may see in the dark or underwater up to 60'. Craymen eat all kinds of aquatic life, such as crabs, fish, crayfish, squid, and algae, but above all they crave the taste of landlubber flesh. Craymen will sacrifice and devour any such captives in the name of their dread lord Rahab.

Each crayman gang will be led by a champion with AC 5, 2 HD, 9 hit points, and a +1 bonus to damage rolls from strength. Each crayman warband will be led by a shaman with AC 5, 3 HD, 13 hit points, a +1 bonus to damage rolls, and the spellcasting abilities of a cultist of level 1d6. A crayman lair or village will be led by a great shaman with AC 6, 5 HD, 21 hit points, a +2 bonus to damage rolls, and the spellcasting abilities of a cultist of level 1d6+2. Crayman lairs and villages have larvae and eggs equal to 150% and 300% of the number of craymen, respectively. Larvae fight as goblins, while eggs do not fight.

## DARKMANTLE

<b>% in Lair:</b>	80%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (1 Clutch)
<b>Wilderness Enc:</b>	Clutch (1d6+1)/Lair (1d3 Clutches)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Fly</b>	90' (30')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	1+1 ***
<b>Attacks:</b>	1 (slam)
<b>Damage:</b>	1d6 + constrict
<b>Save:</b>	F1
<b>Morale:</b>	+0
<b>Treasure Type:</b>	F
<b>XP:</b>	33

The darkmantle, or cave octopus, is a 4' long air-breathing cephalopod that hunts from ambush. It has a muscular "foot" on its top, which allows it to adhere to ceilings. Once positioned in a suitable spot, the darkmantle folds itself up to resemble a stalactite, changing its color to suit the surrounding stone. When prey passes below, it drops on it, trying to constrict and devour the walking meal. Because of these hunting tactics, characters encountering a darkmantle suffer a -2 penalty to surprise rolls.

In addition to its natural camouflage, a darkmantle has several other unique abilities that make it an effective ambush predator in a subterranean environment. After a successful slam attack, the darkmantle may immediately **grab** the creature it has slammed and constrict it for an additional 1d6 points of damage. Thereafter the darkmantle can automatically constrict the grabbed creature on its initiative each round, dealing 1d6 points of damage without having to make an attack throw. Doing so counts as the darkmantle's slam attack.

The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

Once per day, a darkmantle may cast **darkness** as a 5th level mage. A darkmantle uses high-frequency sound to locate its prey, and may "see" in pitch darkness up to 90'. However, a **silence** spell blocks its echolocation and effectively blinds the creature.

## DEEP ONE

	<b>Deep One Hybrid</b>	<b>Deep One</b>
<b>% in Lair:</b>	30%	30%
<b>Dungeon Enc:</b>	Gang (2d4)/ Lair (1 Warband)	Gang (1d6)/ Lair (1 Warband)
<b>Wilderness Enc:</b>	Warband (2d6 Gangs)/Village (1d6 Warbands)	Warband (2d6 Gangs)/ Village (1d6 Warbands)
<b>Alignment:</b>	Chaotic	Chaotic
<b>Movement:</b>	90' (30')	90' (30')
<b>Swim</b>	120' (40')	120' (40')
<b>Armor Class:</b>	3	6
<b>Hit Dice:</b>	1d6 hit points	2+1
<b>Attacks:</b>	1 (weapon)	3 (bite, 2 claws)
<b>Damage:</b>	1d3 or weapon	1d6/1d4/1d4
<b>Save:</b>	Level 0 man	F2
<b>Morale:</b>	+1	+2
<b>Treasure Type:</b>	E (per Warband)	G (per Warband)
<b>XP:</b>	5	35

The deep ones are a race of aquatic monstrosities, part fish, part frog, and part man, who have inhabited the oceans around Kanahu for aeons. They battled the serpentmen for dominance; vied for control with the mysterious Visitors; and were the targets of numerous holy wars by the lizardmen followers of Lawful Ixchala. And yet they remain, dwelling under the waves in their magnificent and terrible reef cities, paying tribute to their father-god, Dagon, as well as to their over-god, Rahab.

**Hybrids:** A deep one hybrid is a 0 level human tainted with deep one blood; in addition to its abilities noted above, it may hold its breath for up to 1 turn (10 minutes), and sometimes uses this ability to ambush unsuspecting prey who wander near murky water. Without close inspection, however, deep one hybrids may pass for normal, if ugly, humans, and they may use this fact to lure unsuspecting victims to their seaside villages, and even to stay at their inns. Such hapless outsiders

are typically captured and sacrificed to their dread god Rahab. Deep one hybrids usually wear unkempt leather armor and fight using spears, tridents, hand axes, and daggers.

Each hybrid gang is led by a ringleader with AC 4, 1 HD, and 6 hit points. Each warband is led by a war-chief with AC 5, 1+1 HD, 9 hit points, and +1 to attack throws and damage rolls due to greater strength. A deep one hybrid lair or village will be led by a headman with AC 6, 3 HD, 15 hit points, and +2 to attack throws and damage from strength. As long as he is alive, his cohorts will gain a +2 bonus to morale. Deep one hybrid lairs and villages will have young equal to 150% of the number of adults hybrids. Young do not fight, and indeed seem like innocent children, but they will inevitably grow up to become chaotic deep ones!

When deep one hybrids are encountered in a village, certain additional creatures may be present. There is a 90% chance a minor priest of Dagon will be present, with AC 5, 3 HD, 15 hit points, and spellcasting abilities as a 3rd level cultist. There is a 50% chance that 1d6 full deep ones will lurk in or near the village, either recently transformed hybrids or visiting emissaries from the deep.

**Deep One:** A full deep one is a monstrosity combining the features of a man, a frog, and a fish. It may breathe freely both under and above water, has infravision (60'), and is immune to disease and aging. Deep ones have thick scales protecting their bodies, and attack with their claws and teeth.

Each deep one gang is led by a champion with AC 8, 4 HD, 20 hit points, and +1 bonus to both attack throws and damage rolls from strength. Each warband is led by a war-chief with AC 8, 6 HD, 30 hit points, and +2 to attack throws and damage rolls from strength. A deep one lair or village will be led by a prince with AC 9, 8 HD, 40 hit points, and +2 to damage to to-hit from Strength; as long as he is alive, his cohorts will gain a +1 bonus to morale. In addition, there will be a priest of Dagon in each deep one village, with AC 8, 7 HD, 35 hit points, and spellcasting abilities as a 7th level cultist.

## DESTRACHAN

<b>% in Lair:</b>	25%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (1d6)
<b>Wilderness Enc:</b>	Pack (1d6)/Lair (1d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	8+3***
<b>Attacks:</b>	2 (claws)
<b>Damage:</b>	1d6/1d6
<b>Save:</b>	F8 (special)
<b>Morale:</b>	-1
<b>Treasure Type:</b>	P
<b>XP:</b>	2,100

The destrachan is clearly the product of some sorcerer's vile laboratory. The magician took a now-unrecognizable dinosaur and imbued it with unnatural auditory powers and a malign intelligence far beyond that of the original beast. Unlike most dinosaurs, a destrachan has external ears, similar to those of a cat, which provide it with perfect hearing keener than a human's sight.

A destrachan uses echolocation to find its way unerringly in the dark, as if it possessed perfect eyesight. Lacking real eyes, however, this beast is immune from gaze attacks or any other effects based on eyesight and furthermore saves against sonic or other auditory attacks as a 12th level fighter. However, a **silence** spell blocks its echolocation and effectively blinds the creature.

Its large, toothed mouth can emit screams capable of breaking stones – or the bones of a hapless victim. The creature may blast sonic energy in a cone up to 80' long and wide, or in a burst affecting all creatures or objects within a 30' radius of the destrachan. The sonic blast can disrupt soft tissue and rend bone, dealing 4d6 points of damage to all living beings within the affected area. Alternatively, the destrachan can focus its harmonics on knocking out foes rather than slaying them; this attack deals 6d6 points of nonlethal damage to all within the area. In either case, a successful saving throw vs. Paralysis reduces damage by half.

The destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It will attack from ambush if possible.

#### DIGESTER

<b>% in Lair:</b>	15%
<b>Dungeon Enc:</b>	Solitary (1)/Lair (2d3)
<b>Wilderness Enc:</b>	Pack (2d3)/Lair (2d3)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	180' (60')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	8+3**
<b>Attacks:</b>	1 (claw)
<b>Damage:</b>	1d8
<b>Save:</b>	F4
<b>Normal Load</b>	7
<b>Treasure Type:</b>	P
<b>XP:</b>	1,600

The digester, created from dinosaur stock by foul magics, is a monstrous creature with a powerful acid-spraying orifice where a head normally would be. It stands about 5' tall at the shoulder, stretches 7' long from snout to tail, and weighs about 350 lbs. A digester is an ambush predator, and characters encountering one suffer a -2 penalty to surprise rolls.

When a digester is not hungry (which is rarely), it lies low and avoids other creatures. When hunting, it looks about for a likely victim, then charges forth and sprays acid. A digester may choose to spray a 20' cone of acid that deals 4d8 points of damage to everything in the area of effect or a concentrated stream of acid that deals 8d8 points of damage to a single target within 5'. In either case, a successful saving throw vs. Blast reduce the damage by half. Once a digester sprays acid, it may not do so again for 1d4 rounds. If the initial attack is insufficient to kill its prey, the digester will attack with its hind feet until it can spray acid again.

#### DINOSAUR, ALAMOSAUROS

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Single (1)/Herd (3d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	8+1
<b>Attacks:</b>	1 (trample)
<b>Damage:</b>	4d8
<b>Save:</b>	F4
<b>Morale:</b>	-2
<b>Treasure Type:</b>	None
<b>XP:</b>	600

The alamosaurus is an enormous sauropod herbivore, ranging up to 80' in length, with a shoulder height of 20', and a weight of approximately 30 tons. When in a herd, virtually no predator will dare hunt this giant creature. Even tyrannosaurs will hesitate to attack an alamosaur, unless the creature is weakened with age or injury, or a youngster separated from its herd. With little to fear from predators, an alamosaur is rarely aggressive unless cornered or defending its young. When it does attack, however, it uses its sheer weight to trample any smaller aggressor; against human-sized or smaller creatures, it gains +4 to attack throws. While some tribes and city-states tame alamosaurs to serve as giant beasts of burden, their slow pace and non-aggressive nature make them ill-suited to use as war-beasts.

#### DINOSAUR, ANKYLOSAURUS

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Herd (1d20)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	9
<b>Hit Dice:</b>	8
<b>Attacks:</b>	1 (tail club)
<b>Damage:</b>	4d4
<b>Save:</b>	F4
<b>Morale:</b>	+2
<b>Treasure Type:</b>	None
<b>XP:</b>	600

Armored with bony plates and armed with a massive club of a tail capable of crushing most predators, the ankylosaurus has the abilities, as well as the necessary temper, to defend itself from any perceived threat. This herbivorous dinosaur is quick to anger, highly territorial, and views most other creatures of man-size or larger as potential predators – which is to say, targets-to-be for its crushing tail. With a length of 30' and with a weight of 6 tons, an ankylosaur is a difficult, but rewarding, challenge for hunters, whose meat may feed an entire tribe of barbarians for several days.



## DINOSAUR, CARNOTAURUS

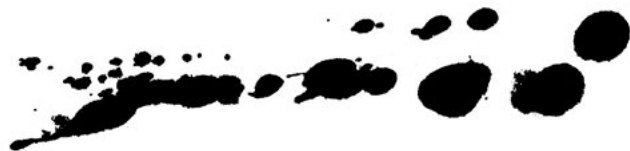
<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	150' (50')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	7+1
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	2d10
<b>Save:</b>	F4
<b>Morale:</b>	+0
<b>Treasure Type:</b>	None
<b>XP:</b>	500

The carnotaurus is a large, but lightly built, predatory theropod, specialized in ambushing its prey. With teeth like swords and a bite-force eclipsing that of a large crocodile, a carnotaur hunts dinosaurs larger than itself, tearing their flesh in bestial ferocity. While lacking the bulk of larger predatory theropods, the carnotaurus is capable of attaining impressive speed, attacking prey from oblique angles and at great speed. As an ambush predator, it imposes a -2 penalty on surprise rolls by creatures encountering it. While untamable, this dinosaur is a popular foe for gladiators to fight in the arenas of Kanahu.

## DINOSAUR, DEINONYCHUS

<b>% in Lair:</b>	10%
<b>Dungeon Enc:</b>	Pack (2d6)/Nest (3d6)
<b>Wilderness Enc:</b>	Pack (2d6)/Nest (3d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	210' (70')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	2+1
<b>Attacks:</b>	3 (bite/claw/claw)
<b>Damage:</b>	1d6/1d4/1d4
<b>Save:</b>	F1
<b>Morale:</b>	+0
<b>Treasure Type:</b>	F
<b>XP:</b>	35

Often confused with its much smaller relative the velociraptor, the deinonychus is a carnivorous pack hunter known for its persistence, cunning, and brightly-colored plumage. Deinonychi typically hunt and live in wilderness settings, but occasionally venture into caverns and dungeons to nest in their protected interiors. They are social animals, communicating with each other with loud chirps and screeches, and are capable of being tamed; some humans in Kanahu and the neighboring lands keep deinonychi as pets and guard animals, though the smaller, more easily cowed velociraptors are more common in that role. They feel confident in numbers, so in a group of 3 or less, or if 50% or more of their original number have been lost, their morale drops to -1. In a deinonychus nest there is a 25% chance of finding 1d4 eggs (worth 200gp each) and a 50% chance of finding 1d4 young (worth 215gp each), which may be captured and tamed.



## DINOSAUR, EDMONTOSAURUS

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Pack (2d6)/Den (3d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	180' (60')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	4
<b>Attacks:</b>	1 (trample)
<b>Damage:</b>	1d8
<b>Save:</b>	F2
<b>Morale:</b>	-1 or +1
<b>Treasure Type:</b>	None
<b>XP:</b>	80

A common mount and draft animal in civilized and barbaric lands alike, the edmontosaurus is a bulky quadruped dinosaur weighing up to 8,000 pounds, with a long, laterally flattened tail and a head with an expanded, duck-like beak. Edmontosaurs are quite docile and readily tamed, and have been bred as fast, strong and easy to handle beasts of burden since the time of ancient Tollan. They may also be trained for war, gaining a +2 bonus to morale; in this case they may attack with a charge, allowing their riders to do double damage with a lance.

## DINOSAUR, GIGANOTOSAURUS

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Solitary (1) or Pair (2)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	14*
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	3d8
<b>Save:</b>	F7
<b>Morale:</b>	+3
<b>Treasure Type:</b>	M
<b>XP:</b>	2,700

The largest theropod on Kanahu, and the greatest land predator other than a dragon, the gigantosaurus dwarfs even its better-known relative, the tyrannosaurus. It can reach 50' in length and a weight of 15 tons, and has a nightmarish maw with sword-sized teeth. It shares the tyrannosaurus' colorful plumage, especially on its feathered crest and tail-tip. A male's tail is a magnificent fan with brilliant colors used to attract females and intimidate rivals. It is the ultimate apex predator, a threat to all dinosaurs and even to immature dragons. Brave hunters sometimes try to go after a gigantosaurus to prove their prowess; few return.

Gigantosaurus can swallow whole creatures of up to large size on an unmodified attack throw of 20. A creature that is swallowed will suffer 1d8 points of damage per round until they die or suffocate, or until the dinosaur is killed. If the swallowed creature has a sharp weapon, it may attack the dinosaur from inside its belly with an attack penalty of -4. Should the swallowed creature die and remain in the dinosaur's belly for 6 turns, it is irrecoverably digested. Because of their propensity to swallow creatures whole, any encounter with gigantosaurus may yield treasure. The treasure (if any) is always found inside the creature's belly.

## DINOSAUR, TIMURLENGIA

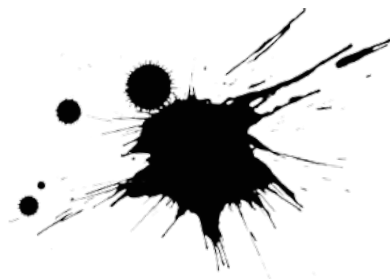
<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Solitary (1) or Pair (2)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	240' (80')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	5
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	2d6
<b>Save:</b>	F2
<b>Morale:</b>	+2
<b>Treasure Type:</b>	None
<b>XP:</b>	200

Fast and vicious, the timurlengia is a smaller, nimbler relative of the mighty tyrannosaurus. Standing on two legs like all theropods, it can outrun most prey, and certainly most men. Unlike its huge relative, which has limited plumage apart from the crest and the tail-fan, the timurlengia displays brilliant feathers all over its body. The male is more colorful than the female. Timurlengia hunt alone, or in a mating pair. Their ferocity allows them to tackle prey much larger than themselves. While too small to swallow a man whole, the timurlengia has a maw quite sufficient to rip flesh apart. Few commoners will survive an encounter with a timurlengia, and even seasoned warriors must exercise caution to avoid becoming this dinosaur's next meal.

## DINOSAUR, TITANOSAURUS

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Single (1)/Herd (3d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	12+3
<b>Attacks:</b>	1 (trample)
<b>Damage:</b>	5d8
<b>Save:</b>	F6
<b>Morale:</b>	-2
<b>Treasure Type:</b>	None
<b>XP:</b>	1,200

Weighing as much as one hundred tons, the titanosaurus is the greatest, longest, heaviest dinosaur ever to walk the plains and forests of Kanahu. A lone young titanosaurus might make a satisfying meal for a tyrannosaurus, but only a fully-developed dragon will dare to even consider taking on an adult titanosaurus walking in a herd. Like its cousin the alamosaurus, the titanosaurus is rarely aggressive unless cornered or defending its young. When it does attack, however, it uses its sheer weight to crush any smaller aggressor; against human-sized or smaller creatures, it gains +4 to attack throws. While some tribes and city-states tame titanosaurs to serve as giant beasts of burden, their slow pace and docile nature make them ill-suited to use as war-beasts.



## DINOSAUR, TRICERATOPS (VARIANT)

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Herd (1d4)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	90' (30')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	8
<b>Attacks:</b>	1 (gore or trample)
<b>Damage:</b>	2d8
<b>Save:</b>	F4
<b>Morale:</b>	+1
<b>Treasure Type:</b>	None
<b>XP:</b>	600

A massive herbivorous dinosaur weighing over 20,000 pounds, the triceratops defends itself with three massive horns on its head. Preyed upon chiefly by tyrannosaurs, it has the temperament to defend itself, and will attempt to gore any would-be predator with its horned face. Some tribes in Enyom, as well as the more experienced beast-tamers of Kanahu, domesticate these beasts for war and work, though their natural aggression makes it a feat difficult to pull off.

(Note that this entry is a variant from the default triceratops presented in *ACKS*. Dinosaurs in *BCK* have been re-balanced for a setting where such creatures are more common than in the typical *ACKS* game.)

## DINOSAUR, TYRANNOSAURUS (VARIANT)

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	None
<b>Wilderness Enc:</b>	Solitary (1) or Pair (2)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	12+1*
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	3d8
<b>Save:</b>	F6
<b>Morale:</b>	+2
<b>Size:</b>	Gigantic
<b>XP:</b>	2,100

A theropod apex predator, the mighty tyrannosaurus, or tyrant lizard, is a 40' long monstrosity weighing up to 14,000 pounds. Its head alone is 5' long, with a toothy maw to match. Its neck and tail are covered with extravagant feathers, especially on a mature male, while its body is coated by a thin plumage.

An opportunistic predator, a tyrannosaurus will eat any large source of meat it can sink its teeth into, from carrion, to other dinosaurs (including even an alamosaurus separated from its herd), to hapless men and lizardmen. This is the king of the savannah and light forest, a force to reckon with for even the mightiest hunter.

Tyrannosaurs are able to swallow whole creatures of up to man size on an unmodified attack throw of 20. A creature that is swallowed will suffer 1d6 points of damage per round until it dies or suffocates or until the tyrannosaurus is killed. If the swallowed creature has a sharp weapon, it may attack the tyrannosaurus from inside its belly with an attack penalty of -4. Should the swallowed creature die and remain in the dinosaur's belly for 6 turns, it is irrecoverably digested. Because of their propensity to swallow creatures whole, any encounter with



tyrannosaurs may yield treasure, whether wandering or in lair. The treasure (if any) is always found inside the creature's belly.

(Note that this entry is a variant from the default tyrannosaurus presented in **ACKS**. Dinosaurs in **BCK** have been re-balanced for a setting where such creatures are more common than in the typical **ACKS** game.)

## DINOSAUR, VELOCIRAPTOR

<b>% in Lair:</b>	10%
<b>Dungeon Enc:</b>	Pack (4d6)/Nest (6d6)
<b>Wilderness Enc:</b>	Pack (4d6)/Nest (6d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	240' (80')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	1d6 hp
<b>Attacks:</b>	3 (bite/claw/claw)
<b>Damage:</b>	1d4/1d2/1d2
<b>Save:</b>	As normal man
<b>Morale:</b>	+0
<b>Size:</b>	Small
<b>XP:</b>	5

Sometimes confused with its larger relative, the deinonychus, the velociraptor is a small, fast pack hunter specialized in bringing down much larger prey. Velociraptors are relatively easy to tame, being social and quite smart, and are often kept as pets and guard animals by men and lizardmen (as opposed to the geckoman habit of raising tame geckos, giant or otherwise). Velociraptors are pack hunters, so when they are 3 or less in number or after losing 50% or more of their pack, their morale drops by -2 and they often disperse. A velociraptor nest has a 25% chance of containing 2d8 eggs (worth 65gp each) as well as a 50% chance of having 1d10 hatchlings (67gp each).

## ETTERCAP

<b>% in Lair:</b>	50%
<b>Dungeon Enc:</b>	Solitary (1)/ Troupe (1d2)
<b>Wilderness Enc:</b>	Solitary (1)/ Troupe (1d2)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Climb:</b>	90' (30')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	3+1**
<b>Attacks:</b>	3 (bite/claw/claw) or 1 (web)
<b>Damage:</b>	1d8/1d3/1d3 or special
<b>Save:</b>	F3
<b>Morale:</b>	-2
<b>Treasure Type:</b>	D
<b>XP:</b>	135

A hideous cross between spider and man, the horrid ettercap is about 6' tall and weighs about 200 lbs. While generally bipedal and man-shaped, the creature's face is dotted with two large eyes and six smaller ones, as well as chelicerae where a mouth should have been. The ettercap's hands and legs end with chitinous claws and its bloated body hints at its arachnid origin. No one knows where these beings originate from, though the common held theory among scholars is that some dark sorcerer created them by crossbreeding men and giant spiders. Regardless of its origin, however, the ettercap is an aberration, a dreaded monstrosity hunting the unwary and trapping them in webs and traps to suck their innards with their spidery fangs.

Ettercaps are not brave creatures, though their cunning traps often ensure that the enemy never draws a weapon. It usually will not come within melee reach of any foe that is still able to move. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. If the bite attack successfully hits its target, the creature struck must succeed on a saving throw vs. Poison or die instantly from the ettercap's venom.

Eight times per day, an ettercap can throw a **web** at a creature within 50'. Only a creature of man size or smaller can be affected by an ettercap's web, and a successful attack throw is required to hit the creature. If struck, the creature is immediately **restrained**. A restrained creature cannot move until it escapes or cuts itself free from the ettercap's web.

The restrained creature may attempt to escape as an action in lieu of attacking. It may attempt to slip free with a saving throw versus Paralysis or it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. To cut itself free, a creature must successfully hit the web (AC 5) and deal 3 points of damage with a torch or other fire source, or 6 points of damage with an edged weapon. Severing a web deals no damage to the ettercap itself. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

With one turn (10 minutes) to prepare, ettercaps can also create **sheets of sticky webbing** from 5' to 60' feet square. They usually position near their lair or hunting range to snare flying creatures but may also try to trap prey on the ground. Approaching creatures may detect a sheet of webbing as if it were a secret door or trap. If a creature stumble into an undetected sheet of webbing, or otherwise moves into the affected area, it become immobilized as though by a successful web attack (as above). An ettercap can move across its own web-sheet at its climb speed and while on the sheet can automatically determine the exact location of any creatures touching the web-sheets.



## FLYING SAUCER

	Scout	Abductor	Battleship
<b>% in Lair:</b>	None	None	None
<b>Dungeon Enc:</b>	Solitary (1)	None	None
<b>Wilderness Enc:</b>	Squadron (1d6)	Solitary (1)	Solitary (1)
<b>Alignment:</b>	Neutral	Neutral	Neutral
<b>Movement:</b>			
<b>Fly:</b>	300' (100')	210' (70')	180' (90')
<b>Armor Class:</b>	7	5	7
<b>Hit Dice:</b>	5***	10*****	20*****
<b>Attacks:</b>	1 (plasma beam)	1 (adv. plasma beam)	3 (adv. plasma beam)
<b>Damage:</b>	2d8	4d8	4d8/4d8/4d8
<b>Save:</b>	F3	F5	F10
<b>Morale:</b>	-2	+0	+4
<b>Treasure Type:</b>	Special	Special x2	Special x3
<b>XP:</b>	650	4,600	11,800

Flying saucers are Visitor airships. A scout saucer is flat saucer-shaped vessel with a central bulging dome on top, an abductor looks like a short, vertical cylinder with multiple windows on its sides, while a battleship is a menacing triangular vehicle. All three are frightening to behold and can easily defeat seemingly powerful forces and creatures of a lower technological level. The Visitors use scout saucers to explore the world and spy on the locals, and abductors to snatch local lifeforms and residents for use in inexplicable experiments and horrid vivisections. Battleships rarely appear, but when they do they come ready for war, and can decimate whole armies of primitive mortals with unsettling ease.

Regardless of their type, all flying saucers are capable of particularly fast flight and great maneuverability, and are invariably made of a shining, silvery-gold metal. The advanced alien material renders them very difficult to damage. Technological weapons deal full damage to flying saucers, but flying saucers cannot be harmed by other man-sized weapons, nor by fire, by wood-throwing artillery, or by natural attacks from creatures of huge size or smaller. Stone-throwing artillery and gigantic creatures deal only 1/10th damage to flying saucers, while colossal creatures and magic deal only 1/5th damage. However, like other machines, flying saucers are vulnerable to lightning damage and take double damage from any electricity-based attack, such as the various lightning spells. Additionally, any saucer hit by an electricity attack must make a successful save vs. Paralysis or have its computers scrambled, rendering it unable to move except to hover in its current location, and unable to use its weapons and special abilities for the next combat round. Battleships have hardened electronics and enjoy a +4 bonus to this saving throw. Unlike robots, flying saucers are vulnerable to mind-affecting spells (which actually target their Visitors pilots), but they are still immune to disease and poison as they have environmental seals against these attacks.

Visitors fly saucers, and any saucer may land a party of Visitors using a gravity elevator projected from its bottom. A scout saucer carries a landing party of 1d4 regular Visitors, with a 50% chance of an additional scout drone. An abductor carries an abduction team of 2d8 regular Visitors as well as 1d3 scout drones and 1d4-1 workbot. A battleship carries a platoon of 2d8 Visitor soldiers as well as 2d4 warbots and 1d4 scout drones. All saucers carry loot as per the Visitor saucer loot table, p.108

**Abductor:** An abductor possesses a powerful tractor beam, usable once per combat round in addition to its plasma beam. A creature hit by the tractor beam must make a successful saving throw vs. Petrification or be captured by the beam. The beam then immediately begins lifting the captured creature towards the saucer at a rate of 30' per round. On its subsequent initiatives, the tractor beam's victim may attempt another save vs. Petrification to wrest itself free from the beam. If the save succeeds, the victim escapes the beam and falls to earth (incurring regular falling damage) if not able to fly. If the save fails, the victim continues to ascend on the flying saucer's initiative. Any victim pulled into the saucer by the beam is paralyzed and unable to act unless the saucer is captured and destroyed; if not, the victim is abducted and carried away by the mysterious Visitors for ends unknown. The abductor can only hold one victim at a time with its tractor beam, but may drop the hold on its victim at any time if a more interesting target becomes available.

In addition to its tractor beam, an abductor also carries a paralysis beam, also usable once per combat round, up to a range of 60'. Any target hit by this beam must make a successful save vs. Paralysis or be paralyzed for 2d4 turns.

**Battleship:** A battleship carries two fearsome weapons of inexplicable technology. The first weapon is a poison gas generator. Three times per day, a battleship may release a cloud of green, nauseating gas, identical to a **cloudkill** spell cast by a 10th level caster. The second weapon is a fusion charger that can fire a guided blaster bomb each round. Once fired, a blaster bomb moves at a rate of 50' in any direction desired by the ship's commander, who may detonate the bomb at his discretion on his initiative. When detonated, a blaster bomb deals 8d6 damage to all targets within 40' of the point of detonation; a successful save vs. Blast reduces this damage by half. Each battleship carries 1d8 blaster bombs.

## FROG, GIANT

<b>% in Lair:</b>	25%
<b>Dungeon Enc:</b>	Knot (1d4) / Lair (1d4)
<b>Wilderness Enc:</b>	Knot (1d4) / Lair (1d4)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40') (and see below)
<b>Swim</b>	120' (40')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	2*
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d4
<b>Save:</b>	F1
<b>Morale:</b>	-2
<b>Treasure Type:</b>	A
<b>XP:</b>	29

The giant frog is a massive amphibian growing up to 200lbs in weight. The terror of the marshlands is slightly smaller than its relative, the giant toad, and lacks its ability to swallow its victims whole. The giant frog, however, can leap to a great distance. In lieu of regular movement, it may jump up to 80' in any direction. If it lands on a creature, that creature must succeed on a saving throw vs. Paralysis or fall prone. If the creature falls prone, the frog may bite it with a +2 bonus to its attack throw and damage roll. (If the creature retains its footing, the giant frog can still attack, but without the bonus.) The giant frog, just like a giant toad, blends well into dark, damp surroundings and

thus characters encountering a giant frog suffer a -1 penalty to their surprise rolls.

## FUNGUS, ARCHER

<b>% In Lair:</b>	75%
<b>Dungeon Enc.:</b>	Copse (1d4) / Thicket (1d4+4)
<b>Wilderness Enc.:</b>	Thicket (1d4+4) / Grove (1d10+10)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	10' (3')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	2*
<b>Attacks:</b>	1 (thorns)
<b>Damage:</b>	1d4
<b>Save:</b>	F1
<b>Morale:</b>	+4
<b>Treasure Type:</b>	P
<b>XP:</b>	290

Created by sorcerers in eons unknown, the archer fungus is a mobile mushroom that gains sustenance from the blood of living creatures. An archer fungus has a thick trunk and a large dome-like cap. Under the cap are many rows of one-inch-long needle-like spores, which the fungus is able to fire like arrows at targets up to 60' away. After its target is dead, the archer fungus uproots itself and moved to root itself in the victim's body to slowly consume it with its tendrils. Archer fungi are immune to **charm**, **sleep**, and **hold** spells, to stunning, and to poisons not designed to work on fungi.

## FUNGUS, VIOLET

<b>% in Lair:</b>	None
<b>Dungeon Enc.:</b>	Patch (1d4) or mixed patch (1d4 violent fungi and 1d6 shriekers)
<b>Wilderness Enc.:</b>	None
<b>Alignment:</b>	Neutral
<b>Movement:</b>	30' (10')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	3+2**
<b>Attacks:</b>	4 (tentacle/tentacle/tentacle/tentacle)
<b>Damage:</b>	1d6/1d6/1d6/1d6
<b>Save:</b>	F2
<b>Morale:</b>	N/A
<b>Treasure Type:</b>	None
<b>XP:</b>	135

Except for their distinct color, violet fungi resemble shriekers (AKCS p. 192) and are often found growing among them. A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. Violet fungi and shriekers often work symbiotically to attract and kill prey: When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt. The violet fungus has four tentacles that secrete a lethal toxin carried in black, oily spores. Any creature damaged by a tentacle attack must succeed on a saving throw vs. Poison or die in 2d6 turns. Violet fungi are immune to **charm**, **sleep**, and **hold** spells, to stunning, and to poisons not designed to work on fungi.



## GECKOMAN

<b>% in Lair:</b>	25%
<b>Dungeon Enc.:</b>	Hunting Party (1d6)/Hideout (1 warband)
<b>Wilderness Enc.:</b>	Warband (1d8 hunting parties)/Cavern (1d8 warbands)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Climb</b>	60' (20')
<b>Armor Class:</b>	3 or by armor
<b>Hit Dice:</b>	1+1*
<b>Attacks:</b>	1 (weapon)
<b>Damage:</b>	1d6 or weapon type
<b>Save:</b>	GM1
<b>Morale:</b>	-1
<b>Treasure Type:</b>	G (per Warband)
<b>XP:</b>	21

The geckomen of Queddar are silent, patient hunters who lurk in the deep and rocky deserts in hunt for prey – typically giant insects or dinosaurs, though sometimes they do use their natural talents for banditry or assassination of sapients. In their homeland, geckomen shelter from the sun's scorching rays during the day in vast cavern systems, emerging at night to hunt. The above stats represent a typical geckoman hunter, assassin, or bandit.

Geckomen enjoy several gifts from the desert spirits who grant them protection and guidance. Geckomen are naturally talented ambushers, and if they achieve surprise they gain a +4 bonus to their attack throws and deal double damage for the duration of the surprise. Their natural camouflage and sneaky nature allow them to seemingly disappear in a desert environment at a roll of 3+ on 1d20. When inside a dungeon or an urban environment, when they stay motionless, they may evade detection on a roll of 14+ on 1d20.

Each hunting party of geckomen will be led by a hunt leader (geckoman stalker of level 1d3+1). The hunt leader commands the less skilled hunters, and can be recognized by the faint clicking sound he makes – the geckoman language’s version of a whisper. Each geckoman warband will be led by a warchief (geckoman stalker of level 1d6+1), who will be advised by a shaman (geckomen spirit-talker of level 1d4+1). The warchief and shaman may possess magic items in addition to those held in the warband’s treasure horde; for each category of magic item, except for miscellaneous magic, there is a 5% chance per level of the leader that the leader will possess one randomly chosen item from that category; for miscellaneous magic, there is a flat 50% chance that he will possess 1d3 items. In the presence of the warchief, geckomen enjoy a morale score of +1 rather than -1.

Geckomen caverns (wilderness lairs) will be ruled by a revered spirit-talker (geckoman spirit-talker of 9th level). The revered spirit-talker will be protected by an elite guard of 2d6 geckoman stalkers, each of level 1d6+1. Each of these geckoman NPCs may possess magic items as described above. There is a 70% chance a geckoman cavern will be guarded by 4d6 trained giant geckos. Geckoman caverns will have hatchlings and eggs equal to 100% and 300% the number of able-bodied adults respectively. These do not fight.

## GHAUST

<b>% in Lair:</b>	20%
<b>Dungeon Enc:</b>	Pack (1d4) / Lair (2d4 plus 2d8 ghouls)
<b>Wilderness Enc:</b>	Horde (2d8) / Lair (2d4 plus 2d8 ghouls)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	4+1 ***
<b>Attacks:</b>	3 (bite/claw/claw)
<b>Damage:</b>	1d8/1d4/1d4
<b>Save:</b>	F4
<b>Morale:</b>	+2
<b>Treasure Type:</b>	N
<b>XP:</b>	365

Cursed children of the night, ghausts are a more powerful and more disgusting version of regular ghouls afflicted with a boundless appetite for sweet human (or lizard) flesh. Like their lesser relatives, ghausts attack with both claws and a vicious bite; any successful attack requires the opponent to succeed on a saving throw vs. Paralysis, or become paralyzed for 2d4 turns. A ghaust’s paralysis may be cured with **cure light wounds** and cannot affect creatures immune to ghoul paralysis or creatures of huge size or bigger.

Unlike ordinary ghouls, ghausts emit a horrid stench reeking of unholy death and decay. Any living creature within 10’ of a ghaust must succeed on a saving throw vs. Poison or be sickened for 1d8 rounds. While sickened, a creature suffers a -2 penalty to all attack throws, damage rolls, proficiency throws, and saving throws. Any creature who succeeds on the saving throw is immune to the stench of the same pack of ghausts until the next dawn.

Worse, a ghaust’s bite carries a horrid disease. Any creature successfully bitten by a ghaust must succeed on a saving throw vs. Poison or suffer a debilitating fever that begins the next day and lasts for 2d6 days or until treated with **cure disease**. While

fevered, the creature moves at ½ its normal rate and suffers a -4 penalty to all attack throws, damage rolls, proficiency throws, and saving throws.

Any living creature slain by a ghaust rise again as a ghaust at the next sunset, unless the body is burned or **blessed**. Like all undead, ghausts are immune to **sleep**, **charm**, and **hold** spells and poison. Ghausts are turned as wights.

## GLOOM CRAWLER

<b>% in Lair:</b>	80%
<b>Dungeon Enc:</b>	Solitary (1) / Solitary (1)
<b>Wilderness Enc:</b>	None
<b>Alignment:</b>	Neutral
<b>Movement:</b>	20' (8')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	10*
<b>Attacks:</b>	11 (10 Tentacles, 1 bite)
<b>Damage:</b>	1d12 (x10)/2d8
<b>Save:</b>	F10
<b>Morale:</b>	+2
<b>Treasure Type:</b>	M
<b>XP:</b>	1,550

The gloom crawler is a solitary creature resembling a giant squid with blackened skin and a large mass of writhing tentacles. It makes its lair in underground caves, dungeons, and other subterranean complexes far away from the daylight of the surface world and spends most of its time dormant, waking every so often to eat. The gloom crawler uses the suction cups on its tentacles to pull itself around its underground world. Each tentacle ends in an eye that allow it to see in any direction. These creatures are omnivorous and sustain themselves on plants, mosses, rodents, and other subterranean fauna, but never turn down a larger meal, if it is available.

On a successful attack throw with a tentacle, a gloom crawler automatically **restrains** the creature it hit. Thereafter the gloom crawler can automatically constrict its restrained victim with its tentacle, dealing 1d12 points of damage without having to make an attack throw. Doing so counts as the gloom crawler’s attack with the tentacle it has used to restrain the creature.

A gloom crawler can restrain and constrict a different creature with each tentacle simultaneously. It can also choose to restrain and constrict a particular creature with multiple tentacles. If this occurs, the restrained creature suffers a -1 penalty on its attack throws for each additional tentacle, in addition to suffering constriction damage from each tentacle.

A restrained creature cannot move until it cuts itself free from the gloom crawler’s tentacle(s). To cut itself free, a creature must successfully deal 10 points of damage to the gloom crawler with one blow. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

Gloom crawlers are averse to sunlight and suffer a -4 penalty to all attack and saving throws if exposed to it.

## GRICK

<b>% in Lair:</b>	35%
<b>Dungeon Enc:</b>	Cluster (1d4)
<b>Wilderness Enc:</b>	Cluster (1d4)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Climb</b>	60' (20')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	2*
<b>Attacks:</b>	5 (bite/tentacle/tentacle/tentacle/tentacle)
<b>Damage:</b>	1d3/1d4/1d4/1d4/1d4
<b>Save:</b>	F1
<b>Morale:</b>	+0
<b>Treasure Type:</b>	A
<b>XP:</b>	29

A horrid worm with four writhing tentacles surrounding a sharp beak, the grick is a horror created by dark sorcery or the mad whim of chthonic deities. An adult grick is about 8' long from the tips of its tentacles to the end of its body and weighs some 200 lbs. Its body coloration is uniformly dark, save for a pale underbelly.

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. Characters encountering a grick hiding in rocky or rocky-dungeon terrain suffer a -2 penalty to surprise rolls.

A grick's rubbery body seems to shed blows of any kind, granting it AC 6. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure. Multiple gricks do not fight in concert. Each attacks the prey closest to it, and breaks off the fight as soon as it can drag dead or unconscious prey away.

## LEVIATHAN

<b>% in Lair:</b>	95%
<b>Dungeon Enc:</b>	Solitary
<b>Wilderness Enc:</b>	Solitary
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	
<b>Swim</b>	60' (20')
<b>Armor Class:</b>	9
<b>Hit Dice:</b>	40*****
<b>Attacks:</b>	11 (2 large tentacles, 8 small tentacles, beak)
<b>Damage:</b>	2d20 shp (large)/ 2d12 (small) / 3d20 (beak)
<b>Save:</b>	F20
<b>Morale:</b>	+4
<b>Treasure Type:</b>	R x 3
<b>XP:</b>	41,500

There is only one Leviathan in all of Kanahu, and maybe in the entire world. This enormous octopus-like being is said to be an avatar of Rahab himself, a dark manifestation of Chaos. With its mighty tentacles and spell-like powers, it can lay waste to entire cities and decimate whole armies of mortals. Slaying it is a feat fit for the greatest of heroes, and even they will face utmost difficulty in vanquishing this lord of the ocean depths.

The Leviathan's body and mantle is over 60' long, with cruelly-barbed tentacles (2 large and 8 smaller) doubling this length. These vicious extremities can tear apart ships, smash coastal buildings, and grab prey.

The Leviathan's large tentacles can be used to attack oceangoing ships or coastal structures (within 60' of the shoreline). On a successful attack throw with a large tentacle on a ship or structure, the Leviathan deals 2d20 structural hit points of damage (or 2d20/5 vs. stone) and automatically **restrains** the ship or structure it hit. Thereafter the ship or structure can be constricted for the same damage each round. When restraining a ship (but not a structure), the Leviathan can also attack the ship with its great beak for an extra 12 points of structural hit point damage for each round. A ship that has been grabbed by the Leviathan is held fast in the water and cannot escape; it continues to take damage until it sinks, the tentacle is cut off, or the Leviathan is killed or relinquishes its hold. Structures, being immobile, obviously cannot escape either. One of the Leviathan's large tentacles can be cut off if a total damage of 50 points or more is dealt in one blow.

The Leviathan's smaller tentacles are used against creatures on ships or near water. On a successful attack throw with a small tentacle, the Leviathan deals 2d12 points of damage and automatically **restrains** the creature it hit. Thereafter the Leviathan can automatically constrict its restrained victim with its tentacle, dealing 2d12 points of damage without having to make an attack throw. Doing so counts as the Leviathan's attack with the tentacle it has used to restrain the creature. Each time the Leviathan constricts a creature, it can move it anywhere the tentacle can reach, typically towards Leviathan's great beak, but sometimes high up in the air, underwater, and so on.

A restrained creature cannot move until it cuts itself free from the Leviathan's tentacle(s). To cut itself free, a creature must successfully deal 30 points of damage to Leviathan with one blow. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

Vessel Movement Rate	Seafaring Throw
150'/round or faster	5+
120'/round	11+
90'/round	13+
60'/round	15+
45'/round	17+
30'/round or slower	19+

In lieu of all other actions during a round, the Leviathan can create a **capsizing wave**. The wave can smash a sea vessel within 150' and is capable of sinking even the largest sailing ships. The wave is approximately 150' long, 15' high, and 4' thick.

On his initiative number, the captain of the target vessel may use his action to attempt to steer through the wave. Steering through the wave requires a Seafaring proficiency throw. The target value of the proficiency throw is based on the speed of the vessel, as shown on the accompanying table. Master mariners (characters with Seafaring rank 3) gain a +5 bonus on the throw.

If the captain does not attempt to steer the vessel through the wave, or if the captain's proficiency throw fails, the vessel is struck on its broadside by the wave. It suffers 50-80 (1d4+4 x 10) shp of damage. Each crewmember on deck must make a saving throw vs. Blast. Crewmembers that fail their saving throws suffer





1d6 points of damage and are swept overboard. If the captain's proficiency throw succeeds, the vessel suffers only 25-40 (1d4+4 x 5) shp of damage, and the crewmembers are not affected. A vessel reduced to 0 shp by may no longer move under its own power or attack with any ship-mounted weaponry, and will sink in 1d10 rounds. Any crew still on board may attack with personal weapons during this time. When the vessel sinks, or when knocked overboard, crew must begin making swimming throws each round.

The capsizing wave can also be unleashed on coastal structures in range. Structures are always broadsided by the wave. Each wooden structure in the area of effect suffers 50-80 shp of damage while each stone structure suffers 25-40 (1d4+4 x 5) shp of damage. Each creature in the area of effect must make a saving throw vs. Blast or suffer 1d6 points of damage and be knocked down.

As an avatar of Rahab, the Leviathan has been gifted dark powers by its chthonic master. It may **control weather** (as the spell) three times per day and **charm animals** (as the spell) at will once per round. The Leviathan often attacks accompanied by entire schools of **charmed** sharks, fish, eels, and other oceanic predators.

If the Leviathan feels it is losing an encounter – an unlikely occurrence – it will seek to escape by spraying an 80' radius cloud of black ink to obscure its retreat (as **darkness**). It is able to move at triple speed (60' per round) when fleeing underwater.

## LIZARD, MONITOR

	<b>Komodo Dragon</b>	<b>Megalania</b>
<b>% in Lair:</b>	25%	25%
<b>Dungeon Enc:</b>	Solitary (1)/Lounge (1d3)	Solitary (1)/Lounge (1d3)
<b>Wilderness Enc:</b>	Solitary (1)/Lounge (1d3)	Solitary (1)/Lounge (1d3)
<b>Alignment:</b>	Neutral	Neutral
<b>Movement:</b>	120' (40')	90' (30') -
<b>Swim</b>	-	-
<b>Armor Class:</b>	4	5
<b>Hit Dice:</b>	2+1*	4+1*
<b>Attacks:</b>	1 (bite)	1 (bite)
<b>Damage:</b>	1d8	2d6
<b>Save:</b>	F1	F2
<b>Morale:</b>	+2	+2
<b>Treasure Type:</b>	A	F
<b>XP:</b>	47	215

	<b>Mosasaurus</b>	<b>Water Monitor</b>
<b>% in Lair:</b>	25%	25%
<b>Dungeon Enc:</b>	Solitary (1)/Lounge (1d3)	Solitary (1)/Lounge (1d3)
<b>Wilderness Enc:</b>	Solitary (1)/Lounge (1d3)	Solitary (1)/Lounge (1d3)
<b>Alignment:</b>	Neutral	Neutral
<b>Movement:</b>	150' (50')	150' (50')
<b>Swim</b>	120' (40')	150' (50')
<b>Armor Class:</b>	5	5
<b>Hit Dice:</b>	12*	1d6 hp
<b>Attacks:</b>	1 (bite)	3 (2 claws, bite)
<b>Damage:</b>	4d8	1d3/1d3/1d4
<b>Save:</b>	F6	Normal Man
<b>Morale:</b>	+2	-2
<b>Treasure Type:</b>	P (see below)	None
<b>XP:</b>	2,100	5

Monitors are a genus of lizards containing some of the largest naturally-occurring specimens. Smart, alert, and possessing a keen sense of smell, they are quite intelligent and capable of complex hunting strategies. All of the monitor lizards presented here are predators, and most are carnivores, though some species are omnivores. All monitors possess a keen sense of smell and gain a +1 bonus on surprise rolls.

**Komodo dragon:** While not an actual dragon, this mighty monitor is a ferocious predator, equipped with powerful muscles and an even more powerful jaw. A fully grown adult may reach a length of 10' and a weight of 150 lbs. Komodo dragons stalk prey by smelling it from afar with their forked tongues, and are fearsome enough to prey on small and medium dinosaurs. In addition to possessing keen sense of smell, the komodo dragon is venomous. Any creature bitten by a komodo dragon must succeed on a saving throw vs. Poison or fall ill and die within 2d6 agonizing hours. An ill creature is not helpless, but cannot attack or cast spells, and can only move at half speed. A **cure disease** spell cast during that time can save the victim. After it bites its prey, the komodo dragon falls back and stalks it from a distance, waiting for the venom to do its work before approaching the carcass to feast on its flesh.

**Megalania:** The komodo dragon's bigger, meaner relative, the megalania is a gigantic monitor lizard, stretching 20' from head to tail, and weighing 700 lbs. This massive lizard stalks the savannahs and open forests of Kanahu, bringing down prey with its dense musculature, sword-sized teeth, and vicious venom. Any creature bitten by a megalania must succeed on a saving throw vs. poison at a -2 penalty, or fall ill and die within 1d6 painful hours (as above). A **cure disease** spell cast during that time can save the victim. A megalania will kill and eat small prey right away; but larger prey will be bitten then stalked from a safe distance until the venom does its work.

**Mosasaurus:** The mosasaurus is an aquatic giant, measuring 50' in length, and weighing around 15 tons. While often mistaken for a dinosaur, the mosasaurus is actually a true lizard, in fact a very close relative of monitors. This reptilian king of the seas is a horror to mariners, and more than one fishing boat has been overturned by a raging mosasaurus, its occupants and cargo devoured by the ravenous lizard. Mosasaurs are able to swallow whole creatures of up to man size on an unmodified attack throw of 19 or 20. A creature that is swallowed will suffer 1d6 points of damage per round until it dies or until the mosasaurus is killed. If the swallowed creature has a sharp weapon, it may attack the mosasaurus from inside its belly with an attack penalty of -4. Should the swallowed creature die and remain in the dinosaur's belly for 6 turns, it is irrecoverably digested. Because of their propensity to swallow creatures whole, any encounter with mosasaurs may yield treasure, whether wandering or in lair. The treasure (if any) is always found inside the creature's belly.

**Water monitor:** A clever and agile lizard as deft on the ground as it is inside water, the easily tamed water monitor is a common pet among the swamp-dwellers of Kanahu, Punt, and Mala. It also is often utilized as a guard or hunting animal, owing to its acute sense of smell. In the wild, a water monitor rarely attacks men or lizardmen, but will fight to defend itself from predation. An average fully grown water monitor weights 50 lbs and measures about 6', tail included.

## LIZARDMAN, CIVILIZED

<b>% in Lair:</b>	30%
<b>Dungeon Enc:</b>	Squad (2d4) / Outpost (1 troop)
<b>Wilderness Enc:</b>	Troop (1d8 squads) / Fortified Camp (1d6 troops)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Swim</b>	120' (40')
<b>Armor Class:</b>	3 or by armor
<b>Hit Dice:</b>	1+1*
<b>Attacks:</b>	3 (bite/claw/claw) or 1 (weapon type)
<b>Damage:</b>	1d6/1d3/1d3 or by weapon type
<b>Save:</b>	F1
<b>Morale:</b>	+0
<b>Treasure Type:</b>	E (per troop)
<b>XP:</b>	21

Unlike the savage lizardmen presented in *ACKS*, the more civilized lizardmen of Punt and Mala enjoy a well-developed culture, magnificent art and the benefits of organized warfare. The characteristics listed here represent level 0 civilized lizardmen, who might not be as proficient in warfare as proper gladiators, hunters or warriors, but are ferocious in battle nonetheless. Civilized lizardmen might be merchants, pilgrims, or even mercenaries (in the latter case they would typically wear scale armor and carry spears and shields).

All lizardmen are excellent swimmers and may hold their breath for up to ten minutes, a fact they sometimes use to mount effective ambushes from beneath swamp-water.

Each outpost of lizardmen will be led by a lizardman warrior of level 1d4+1. The leader may possess magic items in addition to any held by the warband. For each category of item except rods/staffs/wands and scrolls, there is a 5% chance per level of the leader that he possesses an item of that category. In the presence of their leader, lizardmen have morale of +2 rather than 0.

Lizardman fortified camps will be ruled by a warleader (lizardman warrior of 9th level). The warleader will be accompanied by an elite guard of 2d6 lizardman warriors of level 1d4+1. There is a 50% chance a 9th level lizardman priestess will be present and a 25% chance for an 8th level lizardman witch-doctor. Each of these NPCs may possess individual magic items, as described above. There is a 70% chance the fortified camp will be protected by trained dinosaurs either 5d4 velociraptors or 2d4 deinonychis. Lizardman fortified camps have adult noncombatants and eggs equal to 100% and 200% of the number of able-bodied adults respectively. These do not fight.



## MANTIS, GIANT

<b>% in Lair:</b>	25%
<b>Dungeon Enc:</b>	Solitary (1)
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Fly</b>	120' (40')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	4+2*
<b>Attacks:</b>	3 (bite/leg/leg)
<b>Damage:</b>	1d8/1d10/1d10
<b>Save:</b>	F2
<b>Morale:</b>	+3
<b>Treasure Type:</b>	C
<b>XP:</b>	215

The giant mantis is, like its smaller relative, a vicious hunter – the assassin of the insect world. Armed with two raptorial forelegs and razor-sharp mandibulae, it can brutally murder its foes. These green giant vermin patiently stalk their victims and wait for an opportunity to attack them, slay them, and devour their heads. (The female giant mantis also devours the male's head during copulation.) When a giant mantis rolls an unmodified 20 on its attack throw, and is attacking a target of 4 HD or less, the target must save vs. Death or be immediately beheaded and slain. This ability does not work against targets with 4+1 or more HD or without heads. Characters encountering a giant mantis suffer a -1 penalty to surprise rolls.

## MOHRG

<b>% in Lair:</b>	30%
<b>Dungeon Enc:</b>	Solitary (1) / Gang (1d4)
<b>Wilderness Enc:</b>	Gang (1d4) / Mob (2d3 plus 2d6 zombies)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Armor Class:</b>	9
<b>Hit Dice:</b>	7+2**
<b>Attacks:</b>	2 (slam/tongue)
<b>Damage:</b>	2d8/special
<b>Save:</b>	F4
<b>Morale:</b>	+4
<b>Treasure Type:</b>	N
<b>XP:</b>	1300

When a corrupt sorcerer, a vicious serial killer, a particularly murderous cannibal, or a warlord responsible for great atrocities dies, the forces of Chaos he served in life – unwittingly or not – may seize his rotting body and re-animate it in mockery of his former glory. The result is a mohrg: a rotting corpse imbued with dark magic.

At first glance a mohrg resembles a zombie, but characters familiar with the undead can recognize a mohrg by the unnaturally long fanged tongue protruding from its rotting mouth. In addition to slamming its victims with its bony fists, a mohrg may also lash out with this fanged tongue, up to a range of 5'. Any creature hit by the mohrg's tongue must succeed on a saving throw vs. Paralysis or be paralyzed for 1d4 rounds. Any creature slain by a mohrg rises at the next sunset as a regular zombie under the control of the mohrg who slew it. The newly-risen zombie lacks any special abilities it had in life, or, indeed, any intelligence at all.

Like other undead, mohrg are immune to the effects of **sleep**, **charm**, and **hold** spells. Mohrg are turned as vampires.

## OTYUGH

<b>% in Lair:</b>	30%
<b>Dungeon Enc:</b>	Solitary (1) / Cluster (1d6)
<b>Wilderness Enc:</b>	Solitary (1) / Cluster (1d6)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	6+2**
<b>Attacks:</b>	4 (bite/tentacle/tentacle/tentacle)
<b>Damage:</b>	1d4/1d6/1d6/1d6
<b>Save:</b>	F3
<b>Morale:</b>	-1
<b>Treasure Type:</b>	M
<b>XP:</b>	980

The disgusting otyugh is a being of Chaos spawned by the ruinous chthonic gods from particularly disgusting piles of rotting rubbish. Born of primordial chaos and rotten matter, the otyugh possesses a round body with three tentacles mounted atop it and three clawed legs underneath. It has a large gaping maw and an odd number of eyes distributed across its main body in seemingly random locations. It typically eats scavenged refuse, but will happily consume any hapless creature which finds itself in this creature's midden.

The otyugh's tentacles reach 10' in length and are studded with barbs and sharp-edged suckers. On a successful attack throw with a tentacle, an otyugh automatically **restrains** the creature it hit. Thereafter the gloom crawler can automatically constrict its restrained victim with its tentacle, dealing 1d6 points of damage without having to make an attack throw. Doing so counts as the otyugh's attack with the tentacle it has used to restrain the creature.

An otyugh can restrain and constrict a different creature with each tentacle simultaneously. It can also choose to restrain and constrict a particular creature with multiple tentacles. If this occurs, the restrained creature suffers a -1 penalty on its attack throws for each additional tentacle, in addition to suffering constriction damage from each tentacle. For instance, if three tentacles are constricting a character, the character suffers 3d6 points of damage and suffers -2 to attack throws.

A restrained creature cannot move until it cuts itself free from the otyugh's tentacle(s). To cut itself free, a creature must successfully deal 6 points of damage to the otyugh with one blow. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

The otyugh also carries a noxious mixture of infectious germs in its bowels. If bitten by an otyugh, a creature must make a successful saving throw vs. Poison or become fevered for 3d6 days. While fevered, the creature moves at ½ its normal rate and suffers a -4 penalty to all attack throws, damage rolls, proficiency throws, and saving throws.

## ROBOT

	<b>Personal Security Drone</b>	<b>Scout Drone</b>
<b>% in Lair:</b>	None	None
<b>Dungeon Enc:</b>	Unit (1d3)	Unit (1d3)
<b>Wilderness Enc:</b>	Unit (1d3)	Unit (1d3)
<b>Alignment:</b>	Neutral	Neutral
<b>Movement:</b>	-	-
<b>Fly</b>	210' (70')	210' (70')
<b>Armor Class:</b>	6	4
<b>Hit Dice:</b>	*	1*
<b>Attacks:</b>	1 (light plasma)	1 (light plasma)
<b>Damage:</b>	2d4	2d4
<b>Save:</b>	NM	F1
<b>Morale:</b>	N/A	N/A
<b>Treasure Type:</b>	Special	Special
<b>XP:</b>	6	13

	<b>Workbot</b>	<b>Warbot</b>
<b>% in Lair:</b>	None	None
<b>Dungeon Enc:</b>	Unit (1d3)	Unit (1d3)
<b>Wilderness Enc:</b>	Unit (1d3)	Assault Unit (2d8)
<b>Alignment:</b>	Neutral	Neutral
<b>Movement:</b>	60' (20')	90' (30')
<b>Fly</b>		
<b>Armor Class:</b>	5	9
<b>Hit Dice:</b>	3*	5**
<b>Attacks:</b>	1 (plasma welder)	2 (claw/claw) or 1 (plasma cannon)
<b>Damage:</b>	1d6	1d8/1d8 or 2d10
<b>Save:</b>	F2	F3
<b>Morale:</b>	N/A	N/A
<b>Treasure Type:</b>	Special	Special x2
<b>XP:</b>	65	500

Robots are automated machines made of advanced alloys by the mysterious Visitors to assist them in their inscrutable missions. Rumor has it that the ancient humans who came from beyond the stars possessed robots as well. Whatever their origins, robots possess rudimentary virtual intelligences, but lack a capacity for higher reasoning or a truly free will.

All robots may silently communicate with each other and with any Visitor within 500' using what scholars believe to be etheric transmissions. Robots have advanced sensors and may "see" even in pitch darkness up to a range of 90', and automatically detect any invisible creatures.

The Visitors employ four types of robots – personal security drones, scout drones, workbots and warbots, each described below. Regardless of type, robots possess only virtual intelligence, and are thus unaffected by **hold**, **charm**, or **sleep** spells. Since they are machines and not living beings, they are unaffected by poison or gases. However, like all machines, robots are vulnerable to lightning damage and take double damage from any electricity-based attack, such as the various lightning spells. Additionally, any robot hit by an electricity attack must save vs. Paralysis or have its positronic brain scrambled, rendering it unable to move (scout drones may only hover in their current location) and unable to use its weapons and special abilities for the next combat round. Warbot have hardened electronics and enjoy a +2 bonus to this saving throw.

A robot encountered as a monster is active and cannot be reprogrammed (see p. 103) unless it is first incapacitated. All robots carry loot as per the Visitor robot loot table, p.108.

**Personal Security Drone:** Resembling a 1' diameter sphere with a 6" disk-shaped rim, and weighing 5 lbs, the personal security drone is used by Visitors to augment the firepower and surveillance capabilities of its landing teams. Though small, a personal security drone is both well-armored and exceptionally maneuverable, and programmed to use evasive tactics, which accounts for its relatively high AC (6). It carries a single light plasma beam with a range of 50'. Personal security drones gain a +2 bonus to avoid surprise, and share this bonus with their owner if he is within communication range.

**Scout Drone:** A small saucer-shaped machine, 2' across and weighing 20 lbs, used by Visitors for scouting and surveillance purposes. A scout drone is not as intelligent as other robots but it is autonomous enough to undertake complex surveillance tasks if appropriately programmed. A scout drone contains several onboard holographic and sound recorders, and the drone's operator may instruct it to play the holograms and sounds upon its return.

**Workbot:** Resembling an oversized mechanical spider, the workbot is 5' wide, legs included, and weighs 200 lbs. The workbot is a tireless servant and an excellent builder, programmed for all methods of construction, and excellent in repair tasks. It is generally unsuited for combat, possessing merely a short-ranged (melee) plasma welder, but once per round, in lieu of attacking, it may repair any robot, saucer or other mechanical contraption it stands next to. Such repairs restore 1d8 hit points to the target machine at a cost of one unit of spare parts. The typical workbot comes equipped with 10 such units, and these stores may be replenished with other spare parts found or scavenged by the workbot's owner. A workbot is also invaluable in construction tasks; a single workbot has a construction rate of 10gp per day, doing the job of no less than 20 primitive master craftsmen with their journeymen and apprentices in tow!

**Warbot:** A mechanical engine of war constructed of silvery metal in a vaguely humanoid form, standing 9' tall, with metal claws, no mouth, and a single rectangular "eye" on its head. A warbot weighs 1,000 lbs and walks slowly, shaking the ground as it moves its mechanical weight. The warbot is the smartest of all Visitor robots and can fight autonomously and employ complex tactics. It may attack an adjacent target with both claws, or shoot a heavy plasma beam to a range of 210'. Additionally, it may launch bombs to a range of 30'. Warbot bombs deal 6d6 points of damage to targets within 15' of the point of impact; a successful save vs. Blast halves the damage. Any given warbot carries 1d6 bombs, and once depleted, only a Visitor saucer or base can replenish their supply.

## ROPER

<b>% in Lair:</b>	30%
<b>Dungeon Enc:</b>	Solitary (1) / Cluster (2d3)
<b>Wilderness Enc:</b>	Solitary (1) / Cluster (2d3)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	30' (10')
<b>Armor Class:</b>	9
<b>Hit Dice:</b>	10***
<b>Attacks:</b>	7 (1 bite, 6 strands)
<b>Damage:</b>	2d8 / restraint
<b>Save:</b>	F5
<b>Morale:</b>	+2
<b>Treasure Type:</b>	P x 2
<b>XP:</b>	2,950

When dark and ruinous forces of Chaos flow through a dark cavern or a rotting forest, they sometimes transform a stalagmite or a rotting tree trunk into a constricting, ravenous monstrosity known as a roper. A roper weighs 2,200lbs and stands some 9' tall, tapering from 3-4' feet in diameter at the base to 1' across at the top. Its coloration and temperature change to match the features of the surrounding cave or forest.

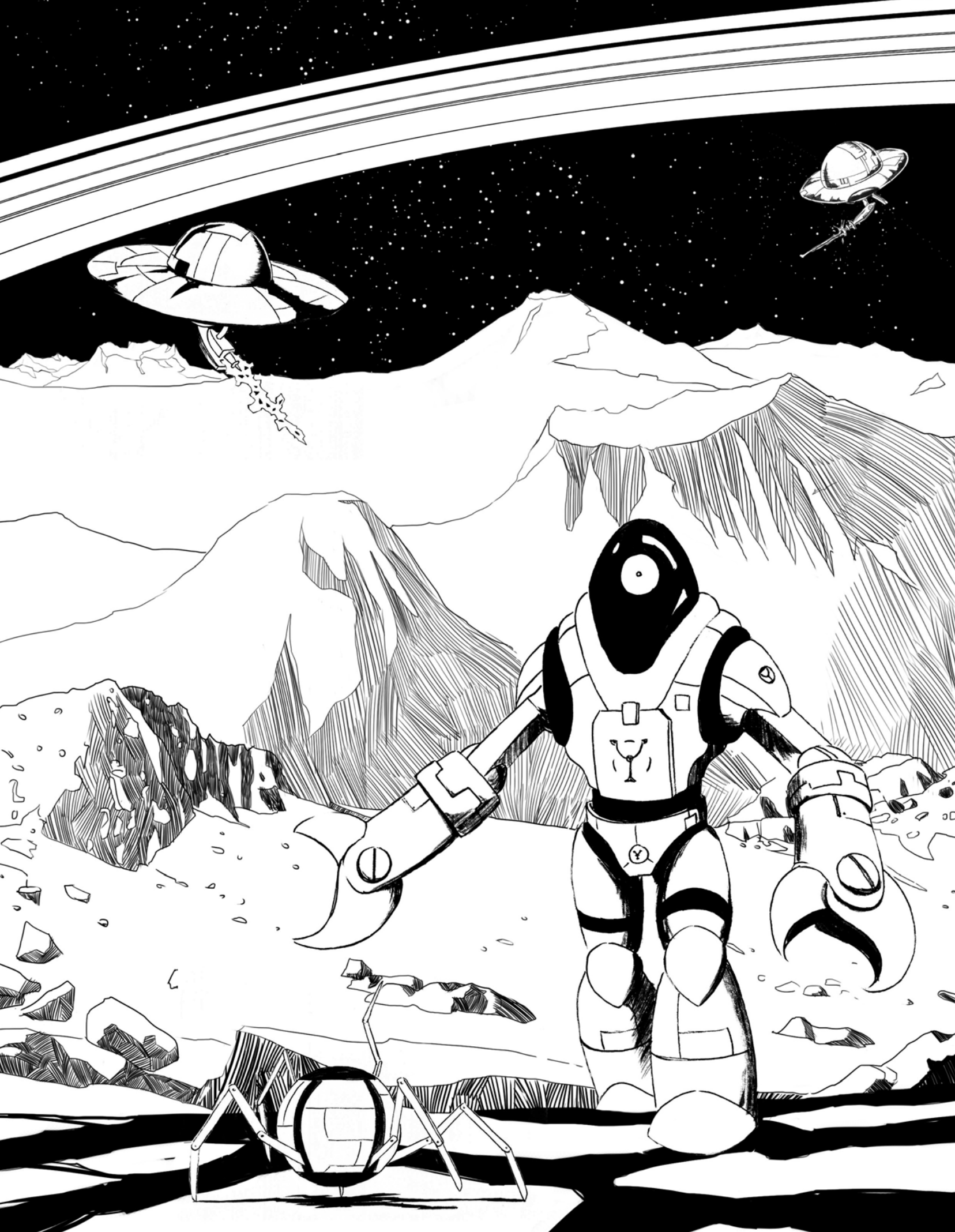
While slow to creep on the cavern or forest floor, the roper may launch six strong, sticky strands up to 50'. On a successful attack throw with a strand, a roper automatically **restrains** the creature it hit. Thereafter the roper can automatically move its restrained victim 10' per round towards itself. Doing so counts as the roper's attack with the strand it has used to restrain the creature.

A roper can restrain a different creature with each strand simultaneously. It can also choose to restrain a particular creature with multiple strands. If this occurs, the restrained creature suffers a -1 penalty on its attack throws for each additional strand, and can be moved an additional 10' per round towards the roper.

A restrained creature cannot move until it escapes or cuts itself free from the roper's strand(s). The restrained creature may attempt to escape as an action in lieu of attacking. It may attempt to slip free with a saving throw versus Paralysis or it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. To cut itself free, a creature must successfully hit the strand (AC 5) and deal 10 points of damage with one blow. Severing a strands deals no damage to the roper itself, and the roper can extrude a new strand on its next initiative. Remember that restrained creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.







## SCORPIONMAN

<b>% in Lair:</b>	25%
<b>Dungeon Enc:</b>	Gang (2d4) / Lair (1 Swarm)
<b>Wilderness Enc:</b>	Swarm (1d8 Gangs) / Warren (1d4 Swarms)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	2+1*
<b>Attacks:</b>	3 (claw/claw/sting)
<b>Damage:</b>	1d4/1d4/1d3 and poison or weapon/ weapon/1d3 and poison
<b>Save:</b>	F2
<b>Morale:</b>	+2
<b>Treasure Type:</b>	J (per swarm)
<b>XP:</b>	47

The Sorcerer King Nabu-Ram of Harat bred these horrid scorpionmen in the noxious vats under his dark castle. Horrific hybrids of man and scorpion, they were meant to serve as the Sorcerer-King's shock troopers. But Nabu-Ram was defeated and slain. Now his arthropod progeny roams the world as a dark plague of sadistic human-insectoids out for plunder and murder. A scorpionman has the lower body of a scorpion – stinger included – and the upper body of a man, albeit covered with chitinous plates. Any creature stung by a scorpionman must succeed on a saving throw vs. Poison or die in 1d6 turns.

Each scorpionman gang is led by a sergeant with AC 5 (AC 6 with shield), 3+1 HD, and 17 hit points, which deals +1 damage with natural attacks or +2 damage with weapons. Each scorpionman swarm will be led by a dark shaman with AC 6 (7 with shield), 4+1 HD, 21 hit points, and the spellcasting abilities of a 4th level cultist, dealing +2 damage with natural attacks or +3 with weapons. A scorpionman lair or warren will be led by a chieftain with AC 7 (AC 8 with shield), 6+2 HD, 30 hit points, and the spellcasting abilities of a 6th level cultist, dealing +2 damage with natural attacks or +3 with weapons. As long as the chieftain is alive, the scorpionmen will gain a +1 to morale rolls.

Scorpionman lairs and warrens will have post-molt nymphs and pre-molt nymphs equal to 100% and 500% of the number of able-bodied adults respectively. Post-molt nymphs have AC 0, 1 hit point, and attack with a venomous stinger. Creatures stung by a post-molt nymph must succeed on a saving throw vs. Poison at +4 or suffer 1d4 points in damage in 1d6 turns. Pre-molt nymphs cannot move or fight (they are typically carried on the scorpionman's backs). When encountered in a warren, there is a 70% chance that the scorpionmen will be accompanied by 1d6 giant scorpions.



## SERPENTILE MACHINE

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	Single (1)
<b>Wilderness Enc:</b>	Single (1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	120' (40')
<b>Armor Class:</b>	8
<b>Hit Dice:</b>	5***
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d10 + constriction
<b>Save:</b>	F3
<b>Morale:</b>	N/A
<b>Treasure Type:</b>	None
<b>XP:</b>	500

In the heyday of their might, the serpentmen built mighty sorcerous machines in the likeness of bronze-golden serpents to guard their temples and underground vaults. Millennia after their masters' death, these machines still roam their old haunts, seeking intruders into long-abandoned halls. A serpentile machine looks like a 15' long metal snake, of copper to golden color, with a stylized wedge-shaped head. It slithers like a serpent and produces a mechanical hissing sound. The serpentile machine has two horrid capabilities used to murder those who dare enter their masters' old homes.

First, after a successful bite attack, the serpentile machine may immediately **grab** the creature it has bitten and constrict it for an additional 1d8 points of damage. Thereafter the serpentile machine can automatically constrict the grabbed creature on its initiative each round, dealing 1d8 points of damage without having to make an attack throw. The serpentile machine may also continue to bite the creature it has grabbed with a +2 bonus, or bite other opponents, but in no case can it grab more than one creature at a time.

The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

Second, the serpentile machine can emit a noxious poison gas three times per day. The poison gas is similar to **cloudkill**, but affects only a 10' diameter and floats only at a pace of 10' per round for a duration of 1d6 rounds.

Because they are not truly alive, serpentile machines are immune to gas and poison. Further, they are unaffected by **charm**, **sleep**, or **hold** spells. They count as enchanted creatures for purposes of spells such as **dispel evil** and **protection from evil**.

## SERPENTMAN

	Serpentman	Undead Serpentman
<b>% in Lair:</b>	80%	80%
<b>Dungeon Enc:</b>	Single (1)	Single (1) or Pod (1d6)
<b>Wilderness Enc:</b>	Single (1)	Single (1) or Pod (1d6)
<b>Alignment:</b>	Chaotic	Chaotic
<b>Movement:</b>	120' (40')	120' (40')
<b>Armor Class:</b>	4	4
<b>Hit Dice:</b>	7***	5***
<b>Attacks:</b>	1 (bite) or weapon type	1 (bite)
<b>Damage:</b>	2d6 and venom or weapon type	2d6
<b>Save:</b>	F7	F5
<b>Morale:</b>	-2	+4
<b>Treasure Type:</b>	Hx2	N, D
<b>XP:</b>	1,490	650

Once, millennia ago, the mighty serpentmen ruled the known world with their dark sorcery and inscrutable technology. But in their hubris, they created their own gravediggers: The lizardmen, created as servants and common soldiers by the serpentmen rose and – under the guidance of the blessed prophetess Telina – smote their old masters in an exalted march of holy fervor. Today, the serpentmen are virtually extinct, hunted to the farthest corners of the worlds in the name of Ixchala. But a few remain behind, hidden from the lizardmen's wrath. Most are no longer living, having died in the service of their chaotic masters, and are now risen as dark undead as a gift by the gods of Chaos. A tiny handful are still alive, hiding in suspended-animation pods.

Such villains, both dead and living, are horrid in their power. A living serpentman carries a lethal venomous bite. Any creature bitten by it must succeed on a saving throw vs. Poison or die. It also possesses vast powers of sorcery, and may cast spells as a 7th level mage.

An undead serpentman's venom glands have long run dry, but he still hold a malicious intelligence and the spellcasting capabilities of a 5th level mage. Whether living or dead, serpentmen have a preference for necromantic, poisonous, and lighting spells. Undead serpentmen are immune to the effects of gas and poison and are unaffected by charm, sleep, or hold spells of any sort. They are turned as mummies.

It is said that in the days of their race's glory, more powerful serpentmen of 8, 9, or even more HD and caster ability ruled over their empire, but whether such sinister abominations yet survive remains unknown.

## SHAMBLING MOUND

<b>% in Lair:</b>	70%
<b>Dungeon Enc:</b>	Solitary (1)
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	7
<b>Hit Dice:</b>	8+2**
<b>Attacks:</b>	2 (slam/slam)
<b>Damage:</b>	3d6/3d6
<b>Save:</b>	F4
<b>Morale:</b>	+3
<b>Treasure Type:</b>	K
<b>XP:</b>	1,600

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants animated by the dark forces of Qetesh, the Chaotic fertility goddess. A shambler is about 6' tall when it stands erect, with an 8' girth and a weight of about 3,800 lbs. Its "brain" and sensory organs are located deep within its body mass.

A shambling mound attacks by slamming its opponents with two huge, arm-like appendages. If the shambler hits its target with both of its slam attacks, it may immediately **grab** the target and constrict it for an additional 4d6 points of damage. Thereafter the shambling mound can automatically constrict the grabbed creature on its initiative each round, dealing 4d6 points of damage without having to make an attack throw. Doing so counts as the shambler's full attack routine.

The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis with a -4 penalty. Second, it may attempt to break free with a proficiency throw to open doors with a -4 penalty. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

A shambling mound is completely immune to lightning and other types of electrical damage. As plants, shamblers are immune to all **charm**, **sleep**, and **hold** spells, to stunning, and to poisons not designed to work on plants. They are vulnerable to spells that affect plants.





## SHOGGOTH

<b>% in Lair:</b>	None
<b>Dungeon Enc:</b>	Solitary (1)
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	8+1*
<b>Attacks:</b>	2 (claw/claw)
<b>Damage:</b>	1d4/1d4 and special
<b>Save:</b>	F4
<b>Morale:</b>	+0
<b>Treasure Type:</b>	None
<b>XP:</b>	1,100

The horrific shoggoth is a creature of pure Chaos, a malignant tumor of ruinous entropy in our reality. It has a mutable, ever-changing form bristling with all kinds of eyes, claws and teeth. A shoggoth's dimensions vary, but it always weighs several tons. However, for all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a shoggoth does little physical harm, and regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

However, a blow from a shoggoth against a living creature can cause a terrible transformation by infectious Chaos. The creature must save vs. Petrification or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty to attack throws.) A victim may try to regain his

original form once per round in lieu of any other action in that round by making another saving throw vs. Petrification. If the save succeeds, the victim reestablishes its normal form for one minute (6 rounds). If the save fails, the victim can try again the following round until successful. Only a **restore life and limb** spell or ritual magic can permanently cure this interdimensional infection.

Any being actually slain by a shoggoth is instantly transformed into a shoggoth itself by the interdimensional infection.

## SLUG, GIANT

<b>% In Lair:</b>	None
<b>Dungeon Enc:</b>	Solitary (1)
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	1
<b>Hit Dice:</b>	12**
<b>Attacks:</b>	1 (bite or spit acid)
<b>Damage:</b>	1d12 or 5d8
<b>Save:</b>	F12
<b>Morale:</b>	+2
<b>Treasure Type:</b>	None
<b>XP:</b>	3000

Giant slugs are larger, much stronger versions of normal slugs. A typical giant slug is 20' long, but the creatures can grow to twice that length. They are pale gray in color with a dull white underbelly, and possess a single pair of long, thin tentacles or antennae which they use to sense brightness, heat, and scent. A giant slug's squishy, flexible body allows it to squeeze into relatively narrow corridors, though these may prevent it turning around. A large slime trail marks the ground wherever it moves. Giant slugs are found in moist or wet environments such as swamps, marshes, rain forests, and dungeons. They are both scavengers and predators, and feed on both plants and animals. Giant slugs are nocturnal creatures and spend the daylight hours away from the heat of the sun. In combat, giant slugs can attack with a bite, or spit acid to a range of 60'. Because of their squishy body, giant slugs are immune to attacks by non-magical blunt weapons.

## SNAKE, GIANT CONSTRICTING VIPER

<b>% In Lair:</b>	None
<b>Dungeon Enc:</b>	Solitary (1)
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	90' (30')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	15**
<b>Attacks:</b>	1 (bite, constrict)
<b>Damage:</b>	3d6, poison/5d6
<b>Save:</b>	F5
<b>Morale:</b>	+2
<b>Treasure Type:</b>	None
<b>XP:</b>	4,200

The giant constricting viper is a primeval serpent that can grow to be up to 50' long, with a head the size of a horse's skull and a girth as tall as a man. When its yawning mouth opens, fangs drip with a venom that brings madness and death.

Like other constrictor snakes, the constricting viper hunts by biting its prey, then squeezing it to death with its coils. Unlike pythons and boas, however, the bite of the constricting viper is venomous! A bitten victim must succeed in a saving throw vs.

Poison. If the save fails, the victim is immediately **maddened** (as the spell **incite madness**). If the venom is not neutralized, the victim will die 1d4+2 turns later.

After a successful bite attack, the giant constricting viper may immediately **grab** the creature it has bitten and constrict it for an additional 5d6 points of damage. Thereafter the constricting viper can automatically constrict the grabbed creature on its initiative each round, dealing 5d6 points of damage without having to make an attack throw. The constricting viper may also continue to bite the creature it has grabbed with a +2 bonus, or bite other opponents. Due to its great size, the constricting viper can simultaneously grab up to two different man-sized creatures.

The grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. Maddened characters will not attempt to escape. When attempting to escape from being grabbed, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis with a -4 penalty. Second, it may attempt to break free with a proficiency throw to open doors with a -4 penalty. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. In either case, if the throw succeeds, the creature has escaped. Remember that grabbed creatures cannot use shields and can be attacked with a +2 bonus, or can be ambushed or backstabbed for a +4 bonus. See the condition rules on p. 62 for more details.

#### SPIDER, PHASE

<b>% in Lair:</b>	50%
<b>Dungeon Enc:</b>	Solitary (1) / or Cluster (1d6)
<b>Wilderness Enc:</b>	Solitary (1) / or Cluster (1d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	120' (40')
<b>Climb</b>	60' (20')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	5+1**
<b>Attacks:</b>	1 (bite)
<b>Damage:</b>	1d8 and poison
<b>Save:</b>	F2
<b>Morale:</b>	+0
<b>Treasure Type:</b>	None
<b>XP:</b>	660

A phase spider is a 700 lbs arachnid monstrosity with a diameter of 8'; legs included. Unlike other giant spiders, it does not weave a web, except as a hideout for its eggs, preferring instead to pounces on its prey through the unique ability for which it is named: the ability to momentarily shift from this world to otherworldly dimensions.

In lieu of its normal movement, the phase spider may **teleport** itself, via dimensions unknown, up to 20' in any direction. It arrives unerringly at its desired destination facing any way it desires. It cannot reappear inside solid material but it can rematerialize on walls or ceilings or in open air if desired.

Like other giant spiders, the phase spider carries a potent venom in its fangs. Any creature bitten by the phase spider must succeed on a saving throw vs. Poison or die in agony within 1d6 turns.

#### TENDRICULOS

<b>% in Lair:</b>	100%
<b>Dungeon Enc:</b>	Solitary (1)
<b>Wilderness Enc:</b>	Solitary (1)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	60' (20')
<b>Armor Class:</b>	6
<b>Hit Dice:</b>	9+3**
<b>Attacks:</b>	3 (bite/tendrill/tendrill)
<b>Damage:</b>	2d10 + swallow /1d8/1d8
<b>Save:</b>	F4
<b>Morale:</b>	+2 (0)
<b>Treasure Type:</b>	M
<b>XP:</b>	1,900

The tendriculos is a cancerous growth of plants and plant material animated by vile Chaos. It towers to the height of 15' and masses 3,500 lbs, resembling a mound of rotting plant material overgrown with many tendrils and vines.

After a successful bite attack, a tendriculos can attempt to swallow its target. The creature must succeed on a saving throw vs. Petrification or be swallowed. A tendriculos automatically swallows the creature if its attack throw is an unmodified 20. Only creatures of man size or smaller can be swallowed by a tendriculos, but up to eight such creatures can be held in its interior. Once inside the plant's mass, the swallowed creature must succeed on a saving throw vs. Poison each round. If the saving throw succeeds, the creature suffers 1d6 points of acid damage from the creature's digestive juices. If the saving throw fails, the creature suffers 2d6 points of acid damage and is paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round.

If a swallowed creature avoids paralysis and has a sharp weapon, it may attack the tendriculos from inside its belly with an attack throw penalty of -4. A successful hit deals normal damage to the tendriculos and allows the swallowed creature to escape. However, once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out.

Should the swallowed creature die and remain in the dinosaur's belly for 6 turns, it is irrecoverably digested. Because of their propensity to swallow creatures whole, any encounter with a tendriculos may yield treasure, whether wandering or in lair. The treasure (if any) is always found inside the creature's belly.

A tendriculos regenerates 3 points of damage per round. If a tendriculos loses a tendrill, the tendrill will attempt to crawl or squirm back toward the main mass to reattach. A tendriculos can reattach a severed member instantly by holding it to the stump. If a tendriculos is reduced to 0 or fewer hit points, it will collapse, but it is not slain. It will continue to regenerate and stand again to fight when it regenerates to 1 or more hp. However, tendriculos cannot regenerate damage from fire or acid, and reducing it to 0 hp with fire or acid will kill the creature. When confronted by fire or acid, a tendriculos's morale drops to 0.



## TERROR BIRD

<b>% in Lair:</b>	25%
<b>Dungeon Enc:</b>	Solitary (1) /Nest (1d3)
<b>Wilderness Enc:</b>	Flight (1d3) /Nest (1d3)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	300' (100')
<b>Armor Class:</b>	5
<b>Hit Dice:</b>	6*
<b>Attacks:</b>	3 (bite/kick/kick)
<b>Damage:</b>	2d6/1d4/1d4
<b>Save:</b>	F2
<b>Morale:</b>	+0
<b>Treasure Type:</b>	F
<b>XP:</b>	570

Standing ten feet tall and armed with a vicious beak, the terror bird is a relative of raptor dinosaurs and shares their tenacity and appetite. The terror bird's plumage is drab gray, except for its colorful throat and head. Though flightless, it can run as quickly as the wind. Not only can it tear the flesh of its prey with its axe-like beak, but its clawed feet can deliver a murderous kick. The terror bird's attacks are so vicious that it often eviscerate its prey and tears apart its limbs. Any creature mortally wounded by a terror bird suffers a -4 penalty on its subsequent Mortal Wounds roll.

When a terror bird nest is encountered, there is a 33% chance that it will contain 1d3 eggs (worth 3gp each) or 1d2 young (worth 16gp each). Such a nest will typically be guarded by a pair of adult parents.

## TOADMAN

<b>% in Lair:</b>	30%
<b>Dungeon Enc:</b>	Gang (2d6) / Lair (1 cult)
<b>Wilderness Enc:</b>	Cult (1d6 gangs) / Village (1d8 Cults)
<b>Alignment:</b>	Chaotic
<b>Movement:</b>	90' (30')
<b>Swim</b>	120' (40')
<b>Armor Class:</b>	3
<b>Hit Dice:</b>	1+1*
<b>Attacks:</b>	1 (bite or weapon)
<b>Damage:</b>	1d3 or by weapon
<b>Save:</b>	F1
<b>Morale:</b>	+0
<b>Treasure Type:</b>	G (per cult)
<b>XP:</b>	21

The vile toadmen worship the chthonic god Bokrug, the vile god of lizards and amphibians, and pay homage to other water-related Chaotic gods, especially Rahab and Dagon. They live in primitive villages in the wilds near the waters and there they spawn and dance around their ghastly idols. What they lack in intelligence, they make up with vicious savagery. They will readily capture and eat or sacrifice any living being they can overpower. Toadmen may hold their breath up to a full turn (10 minutes) and enjoy adaptive coloration that imposes a -2 penalty to surprise rolls when encountering them.

Each toadman gang is led by a well-armed and armored champion with AC 4 (AC 5 with a shield), 2+1 hit dice, 9 hit points, and a +1 bonus to damage. Each cult is led by a curate of Bokrug, typically wearing a ritual mask, with AC 4 (AC 5 with shield), 4+1 HD, 19 hit points, a +1 bonus to damage, and the spellcasting abilities of a 4th level cultist. A toadman lair or village is led by a vicar of Bokrug, typically carrying several severed, dried heads of his sacrificial victims, with AC 5 (AC 6 with shield), 6+1 HD, 30 hit points, a +2 bonus to damage, and

the spellcasting abilities of a 6th level cultist. As long as a curate or vicar of Bokrug is alive, his toadmen underlings enjoy a +2 bonus to morale.

Toadmen keep giant toads as guards and pets. Each toadman cult has a 50% chance of being accompanied by 1d4 giant toads. A toadman village has an 80% chance of containing another 3d6 giant toads in addition to those belonging to its constituent cults.

Males and females appear identical to the typical non-toadman observer, and both fight equally well. The creatures spawn in nearby waters in springtime, giving birth to the tadpole larva that will eventually mature into toadmen. There will always be a body of water (pond or lake) within walking distance of a toadman village. There will be 2d4 swarms of flesh-eating tadpoles in the water. Treat these as insect swarms (see *ACKS* p. 197) but with swimming instead of flying movement.

## VISITOR

	<b>Visitor</b>	<b>Visitor Soldier</b>
<b>% in Lair:</b>	30%	30%
<b>Dungeon Enc:</b>	Team (2d4)/ Outpost (1 platoon)	Squad (2d4)/ Platoon (1d8 squads)
<b>Wilderness Enc:</b>	Platoon (4d6 teams)/ Colony (1d8 Platoons)	Platoon (1d6 squads)/ Company (2d3 platoons)
<b>Alignment:</b>	Neutral	Neutral
<b>Movement:</b>	90' (30')	90' (30')
<b>Armor Class:</b>	4	7
<b>Hit Dice:</b>	1*	2+1*
<b>Attacks:</b>	1 (weapon)	1 (weapon)
<b>Damage:</b>	By weapons	By weapon
<b>Save:</b>	F1	F2
<b>Morale:</b>	-1	+2
<b>Treasure Type:</b>	Special	Special
<b>XP:</b>	13	47

Whether they have come from another planet or another reality altogether, the Visitors are alien to this world. They resemble short humanoids, standing approximately 4'2" tall and weighing on average 80 lbs. They have slender builds with smooth gray-brown skin and no hair whatsoever on their bodies. Their heads are large, with very small noses, small mouths and large almond-shape eyes, black with no visible pupil. No one knows for certain what the Visitors came to accomplish on Kanahu. But they do seem interested in meticulous research on the world and its inhabitants – particularly biological research, in the form of strange and often horrifying experiments on abductees.

All Visitors are **telepathic**; while they do possess a written and spoken language of their own, they can also communicate telepathically at will with each other or with any sentient beings up to a range of 120'. At closer range (30'), they may also read surface thoughts at will, as per the **ESP** spell. However, the main combat advantage their psychic powers afford them is that of a **mind-meld**; once per day, any given group of up to eight Visitors may connect to each other psionically up to a range of 60', pool their existing hit-points, and re-distribute them among themselves as desired.

Visitors typically dress in utilitarian coveralls of various drab colors laden with various technological tools and lab implements. The coveralls are silkweave suits (see p. 101), and serve as basic armor (AC 4). Most Visitors carry a plasma pistol

with them for self-defense, though capture teams usually carry stun launchers or hand stunners as well.

A Visitor team is led by a team leader of 1d4+4 hp equipped with a force field belt (AC 6). A Visitor platoon always has a 5 HD commanding officer with an advanced force field belt (AC 7) and trained with advanced psychic powers. A Visitor commanding officer can **psychically manipulate** creatures within 60' range up to three times per day (in game terms, treat psychic manipulation as **charm person** and **charm monster** effects). A Visitor colony will be led by a Visitor commander (HD 7, AC 7) capable of psychic manipulation as well as arcane spellcasting as a mage of level 2d4. There is also a 75% chance that 3d6 Visitor warbots will be present at a colony, a 75% chance for 6d6 workbots, and a 75% chance for a platoon of Visitor soldiers. A colony also has a 50% chance at any given time of having 1d6 scout saucers at its disposal.

**Visitor Soldiers:** Visitor soldiers are better trained in combat, wear enclosed armor (AC 5), and usually carry plasma rifles and heavy plasmas, but are otherwise similar to regular Visitors. A Visitor soldier squad is led by a squad leader of 3 HD. A Visitor soldier platoon has a 5 HD commanding officer (as above). A Visitor soldier company will be led by a 7 HD Visitor commander (as above). In addition, a Visitor soldier company will have 6d6 Visitor personal security drones, a 75% chance for 6d6 scout drones, a 75% chance for 3d6 warbots, and a 75% chance for a platoon of regular Visitors ("civvies").

Visitor units carry loot as per the Visitor loot table, p.108.

#### WASP, GIANT PARASITIC

<b>% in Lair:</b>	20%
<b>Dungeon Enc:</b>	Solitary (1) / Hive (1d6)
<b>Wilderness Enc:</b>	Swarm (1d6) / Hive (1d6)
<b>Alignment:</b>	Neutral
<b>Movement:</b>	60' (20')
<b>Fly</b>	180' (60')
<b>Armor Class:</b>	4
<b>Hit Dice:</b>	5+2**
<b>Attacks:</b>	1 (sting)
<b>Damage:</b>	2d4 and paralytic poison
<b>Save:</b>	F3
<b>Morale:</b>	+2
<b>Treasure Type:</b>	M
<b>XP:</b>	660

The giant parasitic wasp is a cruel species of giant vermin with a paralytic stinger that hunts for live prey. Once it has immobilized a victim, the wasp carries the creature back to its nest, where it injects it with eggs. Thereafter, the paralyzed victim serves as an incubator for the eggs and, later, as food for the wasp's emerging larva.

Any creature stung by the giant's insect's stinger must succeed on a saving throw vs. Poison or be paralyzed indefinitely. Every 24 hours, the victim may attempt the saving throw vs. Poison again to end the effect; otherwise, only the application of a healing potion or magical healing will put an end to the paralysis. If possible, a wasp will try to grab and carry any paralyzed or dead victim to its nest once a battle is over or if it fails a morale roll. It can carry man-sized creatures of up to 25 stone.

In lieu of attacking with its stinger, the giant parasitic wasp may inject a paralyzed or dead victim with its eggs. A living victim may make a saving throw vs. Poison to avoid being implanted with giant wasp eggs. 2d4 days after they are injected into a victim, the eggs will hatch, and the emerging larvae will start chewing their way inside the victim's body, eating his or her vital organs and causing 1d6 damage per round. A **cure disease** spell can destroy the eggs and/or the larvae hatching from them. Otherwise, death is certain. When the victim finally dies, the larvae emerge and form cocoons, which hatch into adult giant parasitic wasps after 2d6+14 days.

#### ADDITIONAL MONSTER CHARACTERISTICS

The following tables are provided for the convenience of Judges who are using the advanced rules in Lairs & Encounters for taming and training monsters and harvesting monster parts.

Armored Hides		
Monster	Hide Enc. (st)	Hide Value (GP)
Cockroach, Balroach	3 4/6	140
Destrachan	10	180
Dinosaur, Alamosaurus	160	4,025
Dinosaur, Ankylosaurus	32	1,800
Dinosaur, Carnotaurus	9	105
Dinosaur, Deinonychus	0.5	4
Dinosaur, Edmontosaurus	21	535
Dinosaur, Giganotosaurus	80	2,000
Dinosaur, Timurlengia	1.5	11
Dinosaur, Titanosaurus	530	13,415
Dinosaur, Triceratops	53	2,000
Dinosaur, Tyrannosaurus	40	300
Dinosaur, Velociraptor	1/6	1
Flying Saucer Wreckage, Scout	437	16,600
Flying Saucer Wreckage, Abductor	437	25,000
Flying Saucer Wreckage, Battleship	21	800
Leviathan	30	770
Lizard, Komodo Dragon	3/6	5
Lizard, Megalania	2	30
Lizard, Mosasaurus	80	900
Robot Wreckage, Warbot	3	150
Scorpionman	4/6	7
Tyrannosaurus Rex	40	300

The first four tables provide the value of hides, plumage, horns, and venoms that can be extracted from the monsters of Kanahu. The remaining tables provide the monster's size, carrying capacity, trainability modifier, training time, typical trained role, lifespan, supply cost, and other pertinent information.

Armed with this data, the Judge can easily run scenarios devoted to hunting for dinosaur feathers, capturing and taming terror birds, and more.

Feathers and Plumage					
Monster	No. of Feathers	Feather Length	Feathers per Stone	Value (per feather)	Typical Plumage
Coatl	4d12	66" – 124"	5	5d6 gp	25 feathers, 450gp, 5 st
Dinosaur, Giganotosaur	3d10	14' – 26'	1	10d20 gp	16 feathers, 1,730gp, 16 st
Dinosaur, Timurlengia	3d10	45" – 84"	10	2d6+1gp	16 feathers, 130gp, 1 4/6 st
Dinosaur, Tyrannosaur	3d10	11' – 20'	1	6d20gp	16 feathers, 1,050gp, 16 st
Terror Bird	3d10	42" – 80"	12	2d6gp	33 feathers, 230gp, 2 4/6 st

Antlers, Horns, and Tusks				
Monster	Number	Encumbrance (st)	Value (gp)	Avg. Value (gp) and Enc. (st)
Triceratops (variant)	3 horns	1 st / 40gp	1d4x10	75gp, 1 5/6 st

Monster Venoms				
Monster Venoms	Cost / Dose	Onset Time	Save Mod.	Effect on Failed Save
Komodo Dragon Venom	50gp	2d6 hours	4	1d10 damage
Megalania Venom	150gp	1d6 hours	3	4d4 damage
Scorpionman Venom	200gp	1d10 turns	2	1d10 damage
Violet Fungus Toxin	250gp	3d6 turns	2	3d6 damage
Aranea Venom	350gp	1d6 turns	2	2d10 damage
Chuul Secretion	500gp	1d6 rounds	1	Paralysis
Serpentman Venom	700gp	1 round	1	6d6 damage
Giant Constricting Viper Venom	700gp	1 round / 1d6+3 turns	-	Madness* / death
Coatl Venom	1,000gp	1 round	-	Death

\*As the spell *incite madness*.

Beastmen & Humanoids	Diminutive	Weight (lbs)	Size	Normal Load		Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
				(st)										
Bugman	Nymph	150	M	5		E/1.05/13/17.5/32/48/64/80	N/A	90+	67	20	7.5	0.5	1	S
Crayman	Tadpole	150	M	5		0/1/12/16/30/45/60/75	N/A	350+	315	37	10.5	2.0	1	S
Geckoman	Hatchling	150	M	5		E/2/13/18/38/57/76/95	N/A	250+	215	20	3	0.5	1	S
Lizardman, Civilized	Hatchling	150	M	5		E/2/13/18/38/57/76/95	N/A	450+	415	31	10.5	0.5	1	S
Scorpionman	Hatchling	235	M	8		E/1/12/16/30/45/60/75	N/A	2,300+	2,250	685	545	2.0	1	S
Serpentman	Snakelet	285	M	6		E/3/14/28/110/165/220/275	N/A	21,750+	21,500	8,200	4,750	2.0	1	S
Skum	Skamp	170	M	6		0/1/12/16/30/45/60/75	N/A	950+	900	55	35	0.5	1	S
Toadman	Tadpole	150	M	5		0/1/12/16/30/45/60/75	N/A	240+	200	22	0.03	2.0	1	S
Visitor	Starchild	80	M	5		0/4/15/51/-/-/-/200	N/A	3,000+	3000	735	360	0.5	1	S
Visitor Soldier	Starchild	80	M	5		0/4/15/51/-/-/-/200	N/A	13,250+	13,200	735	360	0.5	1	S

Animals	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Dinosaur, Alamosaurus	Hatchling	60000	C	1200	E/0.7/10/30/100/150/200/250	D	3450	2215	615	445	240	5	-1
Dinosaur, Ankylosaurus	Hatchling	12000	G	240	E/0.5/6.5/20/66/99/132/165	H	2100	600	125	100	48	9	-1
Dinosaur, Carnotaurus	Hatchling	3500	H	40	E/0.33/5/14/48/72/96/120	H	5450	500	2300	1850	48	12	0
Dinosaur, Deinonychus	Hatchling	200	M	6	E/0.17/2.4/7/24/36/48/60	H	275	35	215	200	16	3	1
Dinosaur, Deinonychus, Guard	Hatchling	200	M	6	E/0.17/2.4/7/24/36/48/60	G	650	35	215	200	16	3	1
Dinosaur, Edmontosaurus	Hatchling	8000	H	160	E/0.5/6/18/60/90/120	D	200	80	80	65	12	2	0
Dinosaur, Edmontosaurus, War	Hatching	8000	H	160	E/0.5/6/18/60/90/120	WM	2450	80	80	80	12	2	0
Dinosaur, Giganotosaurus	Hatchling	30,0000	G	600	E/0.5/8.5/25/85/125/170/210	H	48500	5575	1415	2	192	12	0
Dinosaur, Timurlengia	Hatchling	550	L	12	E/0.17/3/9/30/45/60/75	H	1750	200	1600	1515	16	12	0
Dinosaur, Titanosaurus	Hatchling	200,0000	C	2675	E/1/13/40/135/200/270/335	D	7000	4175	1375	785	240	5	-1
Dinosaur, Triceratops	Hatchling	20000	G	400	E/0.5/7.5/25/75/115/150/190	D	2225	600	205	155	48	9	-1
Dinosaur, Triceratops, Riding	Hatchling	20000	G	400	E/0.5/7.5/25/75/115/150/190	R	3500	600	205	155	48	9	-1
Dinosaur, Tyrannosaurus	Hatchling	15000	G	300	E/0.5/7/21/70/105/140/175	H	28000	2100	900	2	192	12	0
Dinosaur, Tyrannosaurus, Riding	Hatchling	15000	G	300	E/0.5/7/21/70/105/140/175	R	35675	2100	900	2	192	12	0
Dinosaur, Velociraptor	Hatchling	30	S	1	E/0.08/1.5/4/14/21/28	H	90	48	67	65	2	1	2
Dinosaur, Velociraptor, Guard	Hatchling	30	S	1	E/0.08/1.5/4/14/21/28	G	120	21	67	65	2	1	2
Frog, Giant	Tadpole	200	M	7	E/0.33/8/16/36/54/72/90	H	565	30	130	115	0.5	5	-2
Lizard, Monitor, Komodo	Hatchling	150	M	3	E/0.75/3/9/12/18/24/30	H	865	47	140	115	2	10	-2
Lizard, Monitor, Megalania	Hatchling	700	L	14	E/1/4.5/13.5/18/27/36/45	H	1875	435	275	130	16	10	-2
Lizard, Monitor, Mosasaurus	Hatchling	30000	C	600	E/2.5/11.5/34.5/46/69/92/115	H	41250	4200	310	7.5	960	10	-2
Lizard, Monitor, Water	Hatchling	50	M	1	E/0.5/2.5/7.5/10/15/20/25	G	300	5	6	0.01	2	5	0
Snake, Giant Constricting Viper	Snakelet	2000	H	40	E/1/8/17/34/51/68/85	H	15000	8075	7015	5600	48	5	-2
Terror Bird	Scary Chick	475	L	9	E/0.17/2/4/28/42/56/70	M	1750	575	585	540	16	3	1
Terror Bird, War	Scary Chick	475	L	9	E/0.17/2/4/28/42/56/70	WM	7600	575	585	540	16	3	1

Monsters

Fantastic Creatures	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Aboleth	Unknown	6,500	H	130	E/20/50/100/ -/-/10,000	N/A	26,000	19,500	13,150	0.65	12	1	S
Aranea	Spiderling	150	M	5	E/1/18/70/112/ 168/224/280	N/A	4,700	3,525	2,000	1,665	2	1	S
Choker	Spawn	175	M	6	0/0.7/2.55/30/ 45/60/75	H	3,650	170	2,450	2,165	2	12	3
Chuul	Spawn	650	L	13	E/0.5/2/4/20/ 30/40/50	N/A	48,000	36,000	28,000	25,000	16	1	S
Coatl	Hatchling	1,800	H	36	E/2/25/50/160/ 250/330/415	N/A	100,000	75,000	43,750	30,350	48	1	S
Darkmantle	Spawn	35	M	1	0/0.5/2/4/20/ 30/40/50	H	915	33	600	550	2	6	2
Deep One	Spawn	175	M	6	-/-/75/-/-/ -/1000+	N/A	1,450	1,000	N/A	N/A	0.5	1	S
Destrachan	Hatchling	4,000	H	80	E/5/10/20/40/ 60/80/100	N/A	14,550	10,915	7,000	2,000	48	1	S
Digester	Hatchling	350	L	7	E/0.25/2.5/10/28/ 42/56/70	H	8,000	3,600	2,750	2,600	16	9	-1
Ettercap	Spiderling	200	M	7	E/1/18/75/120/1 80/240/300	N/A	3,575	2,675	1,900	1,575	2	1	S
Gloom Crawler	Spawn	1,300	H	180	E/0.5/6.5/13/30/ 45/60/74	H	25,000	21,500	12,000	10,925	48	6	2
Grick	Nymph	200	M	7	E/1.75/5/10/28/ 42/56/70	H	1,600	30	3.5	0.11	2	12	1
Leviathan	Spawn	11,500	C	600	0/2/10/20/132/ 200/265/330+	N/A	340,000	255,000	165,000	110,000	960	1	S
Otyugh	Spawn	500	L	10	-/-/1000+	N/A	10,500	7,875	-	-	16	1	S
Roper	Corder	2,200	L	45	-/-/1000+	N/A	30,000	22,500	-	-	16	1	S

Machines	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Flying Saucer, Scout	UFO-SCT	8,000	H	200	1 day per 10 energy crystals	S	125,000	19,500	N/A	N/A	Energy	N/A	N/A
Flying Saucer, Abductor	UFO-FSA	165,000	C	6000	1 day per 20 energy crystals	S	465,000	3,525	N/A	N/A	Energy	N/A	N/A
Flying Saucer, Battleship	UFO-FSB	165,000	C	3200	1 day per 40 energy crystals	S	550,000	170	N/A	N/A	Energy	N/A	N/A
Robot, Personal Security Drone	PSD	5	S	0	1 day per energy crystal	S	2,000	36,000	N/A	N/A	Energy	N/A	N/A
Robot, Scout Drone	SDR	20	S	1	1 day per energy crystal	S	3,000	75,000	N/A	N/A	Energy	N/A	N/A
Robot, Workbot	WKB	200	M	7	1 day per 2 energy crystals	S	3,350	33	N/A	N/A	Energy	N/A	N/A
Robot, Warbot	WRB	1,000	L	17	1 day per 5 energy crystals	S	45,750	1,000	N/A	N/A	Energy	N/A	N/A

Vermin	Diminutive	Weight (lbs)	Size	Normal Load (st)	Lifespan	Role	Trained Value	Adult Value	Child Value	Baby Value	Supply Cost	Training Period	TM
Anomalocarid	Anomalie	225	M	7	E/1.75/3.5/9/21/ 31/42/52	H	3,750	1,275	1,450	1,000	2	12	-3
Cockroach, Giant	Nymph	40	M	14	E/0.17/2/4/28/ 42/56/70	L	6	6	5.5	2	0.5	12	-1
Cockroach, Giant, Balroach	Nymphrog	1,400	L	150	E/1.17/1.75/6/ 9/12/15	H	3,375	350	900	525	4	12	-1
Mantis, Giant	Nymph	675	L	60	E/2/4/14.5/22/ 29/36	H	4,450	2,800	3,00	2,650	16	8	-1
Slug, Giant	Sluglet	11,850	G	240	E/0.33/4/8/16/ 25/33/42	H	27,350	5,135	3,275	2,675	48	12	-3
Spider, Phase	Spiderling	700	L	125	E/1.5/24/100/164/ 246/328/410	H	15,650	12,300	8,000	5,925	16	10	+3
Wasp, Giant Parasitic	Larva	500	L	25	E/0.33/1/2.5/8/ 12/16/20	H	10,650	7,900	7,950	7,450	16	6	+1



# Chapter 5: **The Technology of Kanahu**



The implied setting of BCK, the world of Kanahu, is not merely a fantastic land, but rather a land where extremely advanced alien technology exists side by side with primitive locals utilizing early iron age tools and atavistic sorcery. The mysterious Visitors who plague Kanahu have reached a sufficiently advanced level of scientific understanding that their technology is high sorcery to the barbaric Kanahi man. The Visitors travel by means of flying machines, carry potent weapons of high technology, and employ machine-made robots. The following rules govern the research and use of alien science-fantasy technology by mortal adventurers, who rarely even grasp the very basic principles behind these tools' and weapons' design.

## UNDERSTANDING ALIEN TECHNOLOGY

The primitive mortal residents of Kanahu have little understanding of the nature of the alien contraptions carried by the mysterious Visitors. Before they can use a piece of alien technology, they must first understand what it is. This carries risks far greater than even the identification and use of regular enchanted items. Even the most backward barbarian from the wilds of Enyom can grasp what an axe is and can use it – enchanted or not – and thus can understand its use through trial and error without risking any significant mishap. But replace that axe with a Visitor plasma pistol, and the barbarian – or even the sorcerous wise-woman from his tribal village – will soon find himself scratching his head, perplexed by the strange contraption.

There are four ways for a character to learn how to use an alien artifact – **conducting research, experimenting in the field, learning from a teacher, or using alien knowledge.** If successful, each of these methods will result in the character knowing how to operate the alien artifact. Some of the methods will also reveal how to **repair** the alien artifact.

**Research:** Researching an alien artifact is similar to regular **ACKS** magic research rules (**ACKS** p. 117). Both intact and damaged/broken artifacts can be researched. The researcher must spend the required time and pay the required cost, then make a magic research throw. The time to research any alien artifact is 2 weeks. The cost of researching any artifact except a vehicle is 1000gp, while the cost of researching a vehicle is 5000gp; this represents the costs of various laboratory supplies. The character must have access to workshop (as described on **ACKS** p. 118) to serve as a laboratory throughout the research.

If the research throw succeeds, the researcher learns how to operate the artifact, and also how to repair it – given appropriate spare parts and a proper workshop (as above). If the research throw fails, the researcher learns nothing. If the research throw fails with an unmodified roll of 1-3, the researcher has botched the research, and must roll on the appropriate Mishap table for the artifact at hand. (The Mishap tables are presented following this section.)

The Alien Lore proficiency (see p. 17) improves the chances of successful research and reduces the risk of mishap for the categories of artifacts with which the character is familiar.

**Field Experimentation:** Any character can carry out field experimentation with an alien artifact, ranging from pushing buttons, to waving the device around, to trying to wear the contraption. It requires 1 turn of field experimentation to learn

to use most simple artifacts, but up to 1d6 days for more complex ones. When conducting field experimentation, the player should describe to the Judge what his character does with the item, based on the Judge's own description of the artifact. .

If the character is of a class capable of using the item, he may learn its use from this experimentation. The risk in this case depends both on the artifact's nature and the player's description of the experimentation he or she carries out with it. The Judges assess the risk of mishap and then secretly rolls 1d20. If the character's actions were appropriate and the item is safe, then no mishap will happen regardless of the die roll. If the risk is assessed as relatively minimal, a mishap will occur on a roll of 1. If the risk is assessed as moderate, a mishap will occur on a roll of 1-3. A particularly risky attempt, such as trying to master the manual piloting of a flying saucer, warrants a mishap on a roll of 1-5. If the character's field experimentation avoids mishap, the character may use the device, but will not know how to repair it.

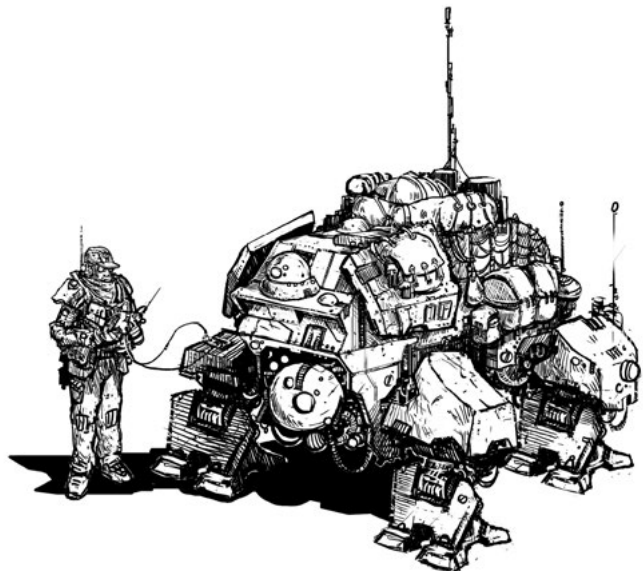
Artifacts with several different complex functions may require multiple attempts at field experimentation. Broken or damaged alien artifacts cannot be subjected to field experimentation, as they simply don't function.

**Learning:** A character may learn how to use an artifact from another character who already knows how to use it. A character's class must permit him to use the artifact in order for him to learn its use. Learning from a teacher carries no risk. It requires 1 turn to learn to use most simple artifacts, but up to 1d6 days for more complex ones.

**Alien Knowledge:** The Alien Intuition and Alien Lore proficiencies are described on p.17 and allow the character to achieve On-the-Spot understanding of an alien artifact with a simple roll. This is usually safe, but in cases of particularly dangerous devices, attempting On-the-Spot understanding can trigger a mishap on a natural roll of 1 on 1d20.

## MISHAPS

When a mishap occurs during research into alien technology, the Judge should roll 1d6 on the appropriate Alien Artifact Research Mishap.





### Alien Artifact Research Mishap Tables I

Roll (1d6)	Weapon	Armor	Chemicals
1	The weapon explodes, doing full maximum damage to the character. The weapon is damaged irreparably.	The suit collapses, causing 1d6 x 1d6 points of damage to the character. The armor is destroyed.	The chemical explodes! The explosion deals 1d6 x 1d6 points of damage to any target within a 2d6 foot radius (save vs. Blast for half damage) and the chemical is utterly destroyed.
2	The weapon discharges at the character doing regular damage. The weapon remains operable.	The character accidentally tears apart the armor, damaging it irreparably.	The character develops an allergy to the chemical, or is poisoned or burned by it, causing 1d6 x 1d6 points of damage to the character (save vs. Poison for half damage). The chemical is consumed.
3	The weapon discharges at a random character or creature within line of sight. The weapon remains operable.	The character accidentally tears apart the armor, though the tear may be repaired.	The chemical burns out! It causes no damage to the character but is fully consumed in the reaction.
4	The weapon burns out but does not cause damage to the character; it is damaged irreparably.	The character finds out that the suit is unsuitable for his or her body size and shape; he cannot use it, but other characters may attempt to do so.	The character develops a mild allergy to the chemical. Save vs. Poison or suffer a -2 -2 penalty to all attack, proficiency and saving throws for 1d8 days. The chemical is not consumed.
5	The weapon is damaged by the attempt but may be repaired.	The character finds out that the suit is unsuitable for his body size and shape; a skilled character may adjust it taking 1d6 days of work and one unit of alien parts.	The chemical causes a strange reaction on the character. This causes the character's disfigurement, imposing a -2 penalty to all reaction rolls until treated by a cure disease spell.
6	The weapon's power source is fully drained and must be replaced.	The character misadjusts the armor, causing a -2 penalty to all attack, proficiency and saving throws for any wearer. It may be re-adjusted by an appropriately skilled character, taking 3d6 turns of work and requiring appropriate alien spare parts.	The chemical causes a strange reaction on the character. The character may save vs. Poison or be temporarily disfigured, suffering a -2 penalty to all reaction rolls for 2d6 days or until treated by a cure disease spell.

### Alien Artifact Research Mishap Table II

Roll (1d6)	Vehicles	Robots	General Devices
1	The vehicle crashes and explodes! Any passengers and crew suffer 1d8 x 1d8 points of damage, plus regular falling damage if the vehicle was flying; a successful save vs. Blast halves the crash damage but not any falling damage. The vehicle is destroyed in the impact.	The robot explodes! The explosion deals 3d6 points damage from a small robot, or 6d6 points of damage from a large robot, to all creatures within a 20' radius. The robot is utterly destroyed.	The device explodes! The explosion deals 3d6 points of damage for a small device, or 6d6 points of damage for a large robot, to all creatures within a 20' radius. The device is utterly destroyed.
2	The vehicle crashes but does not explode. Any passengers and crew suffer 1d4 x 1d6 points of damage from the crash, plus regular falling damage if the vehicle was flying; a successful save vs. Blast halves the crash damage but not any falling damage. The vehicle is damaged but not destroyed, and may be repaired.	The robot registers the character and any allies as foes, and attacks them, fighting to the death.	The device burns out. This does not cause any damage to characters but damages the device irreparably.
3	The character accidentally activates a weapon on the vehicle, shooting a random target within line of sight from the vehicle for regular damage. If the vehicle lacks weapons, one of its systems such as a thruster causes 1d8 damage to a random target within line of sight.	The character accidentally activates a dormant security program inside the robot's positronic brain. At a time determined by the referee, the robot will turn on its new masters and their allies and fight to the death.	The character is somehow injured by the experimentation for 1d4 x 1d6 points damage, but the device remains operable.
4	The character accidentally discharges the vehicle's power source. If it is on the ground, it simply requires new fuel. If it is flying, it also crashes – roll normal falling damage for the characters and the vehicle. If this destroys the vehicle, any passengers and crew suffer additional 1d4 x 1d6 points of damage from the crash.	The robot discharges one of its weapons (if any) at a random target within line of sight for full damage, but is otherwise still useable.	The character mishandles the device, causing a malfunction. On each use, roll 1d20; on 1-3, the device will malfunction. This may be repaired by any appropriately skilled character
5	The character accidentally discharges most of the vehicle's power source. If it is on the ground, it simply requires new fuel. If it is flying, the pilot may land it without damage, but it still requires refueling.	The robot's energy source is drained and requires refueling.	The device emits a particularly loud sound. Roll a random encounter check immediately.
6	The character accidentally activates the vehicle's locator beacon. This alerts the vehicle's alien owners to the character's location, and they might send a war party to recover it.	The character accidentally activates the robot's communication systems, giving up its location to its alien makers, who might come to pay an unpleasant visit to its new masters.	The device's energy source is drained and requires refueling.

## VISITOR TECHNOLOGY

Visitor technology, powered by glowing orange energy crystals, is advanced beyond dreams. The Visitors possess flying machines and autonomous robots, as well as deadly energy weapons and machines capable of influencing the mortal mind. They even know how to traverse the enormous gulf between the stars -- or at least knew how to do so in the past. Below we describe a number of Visitor artifacts. Note that Visitors will readily use any useful artifact in their possession.

### ENERGY CRYSTALS

**Energy crystals** power all Visitor technology. These crystals, approximately 5" in length and 1" in diameter, are stark orange and slightly transparent; they glow with a faint ruddy light and are warm to the touch. 15 crystals count as a single item for encumbrance purposes. An unenlightened jeweler will typically pay 25gp for each of these curious-looking crystals, but to a jeweler or alchemist who knows what they are, energy crystals are worth much more - at least 100gp each. Visitor technology utilizes these crystals as an energy source, slowly draining their reservoir of power. Once depleted, energy crystals dissolve into a fine orange dust. No-one knows where they could be mined, and some scholars speculate that they may only be found off-world, among strange stars.

### ALIEN PARTS AND REPAIRING ALIEN DEVICES

Visitor technology uses manufacturing techniques far beyond the mental grasp of even the most learned and sophisticated mortal scholar on Kanahu. Thus, no local of this world can even dream of manufacturing alien devices by himself. However, a character who knows how to repair alien technology can cannibalize parts from alien machinery and use them to fix a broken or damaged alien artifact.

Repairing an alien artifact is a form of magic research. It requires two weeks and costs 1,000gp per item, or 5,000gp if the item is a vehicle. In addition, repairing a weapon, a suit of armor, or a general device requires one unit of **spare parts**, while repairing a robot or vehicle requires one unit of **spare parts** per 10 hp repaired. Chemicals, naturally enough, cannot be repaired.

Characters can sometimes find spare parts in Visitor hoards. Otherwise, they may scrap alien devices for spare parts. A weapon or general device usually provides 1 unit of spare parts if cannibalized, while armor provides 2, robots 1d10, and vehicles 3d10. In some markets, a merchant might sell alien parts at a cost of 100gp per unit.

### WEAPONS

**Dart Gun:** This long, slender weapon uses compressed gas to propel a tiny crystalline dart to long distances. The dart gun is completely silent. A dart gun can be loaded with three different types of darts - needle, tranquilizer, and poison. A needle dart, typically used for hunting small game, deals 1d4 points of damage to its target. A tranquilizer dart forces the target to save vs. Poison or be paralyzed for 1d6 rounds. A poison dart, the rarest kind, forces the target to save vs. Poison or die within one round. The darts come in a tubular magazine containing 5 darts and enough gas to propel them. When a character finds a dart gun as part of a hoard, roll 1d6: on 1-3, it comes with 1d3

magazines of needle darts; on 4-5, it comes with 1d2 magazines of tranquilizer darts; and on 6 it comes with a single magazine of poison darts. Fighters, thieves, and any other martial or thief-like class may use this weapon.

**Flamer:** A heavy man-portable weapon, the flamer is as large as a plasma cannon but possesses a wide nozzle. It can convert energy crystals into a super-heated cone of liquefied burning matter, 30' long and 10' wide. Any creature caught in the flamer's blast suffers 5d6 points of fire damage. A successful saving throw vs. Blast halves this damage. Any target damaged by the initial blast will suffer an additional 1d6 points of fire damage in the following round as the liquefied matter continues to burn. The flames will also ignite any flammable material within the blast area. Each blast consumes an entire energy crystal; the flamer can hold up to five energy crystals at any given time. Only fighters, barbarians, assassins, lizardman gladiators, lizardman warriors, or other fully-martial classes may use this weapon.

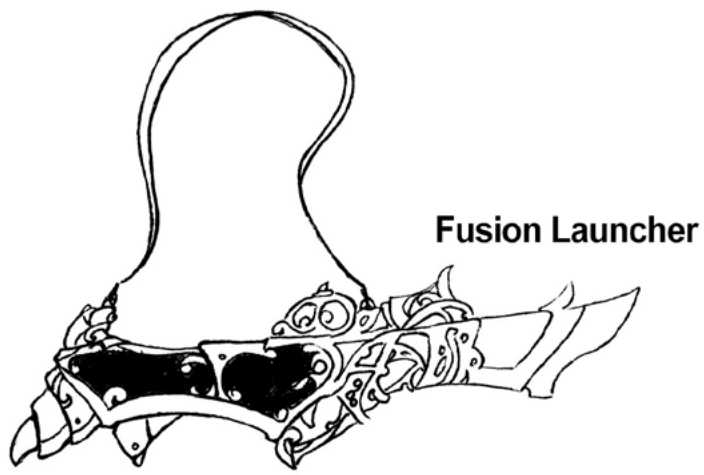
**Fusion Launcher:** A large and cumbersome device resembling an oversized rifle, the fusion launcher fires heavy guided bombs. The shooter controls the bomb's flight; a bomb flies at a rate of 50' per round and the shooter may remotely detonate it at any point along its flight. Upon detonation, the bomb causes 8d8 points of fire damage to all targets within a 30' radius of its point of detonation; a successful saving throw vs. Blast halves this damage. The bomb will ignite any flammable material within its radius of detonation. It also creates significant blast pressure and will damage structures as if it were a force attack. Only fighters, barbarians, assassins, lizardman gladiators, lizardman warriors, and other fully-martial classes may use this weapon.

**Incendiary Bomb:** This tubular artifact contains a highly flammable liquid and an ignition mechanism. The bomb causes 5d6 fire damage to all targets within 15' of its point of impact; a successful save vs. blast halves this damage. It also sets fire to any flammable material within this radius. Furthermore, any target damaged by its initial blast suffers an additional 1d6 fire damage on the next round.

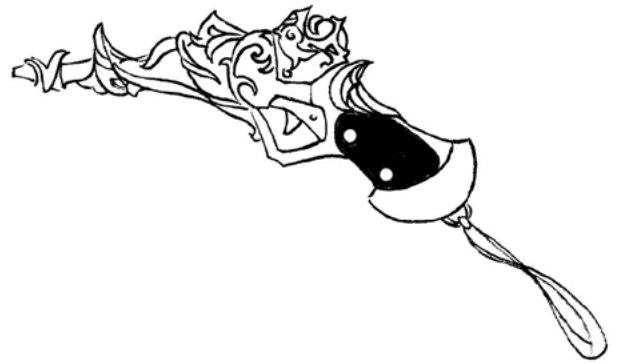
**Laser Rapier:** When inactive, this weapon looks like a cylindrical sword hilt without a blade. Upon the telepathic command of the wielder, a blue glowing laser blade springs forth from the hilt. Another telepathic command withdraws the laser blade. The activated laser rapier deals 2d6 points of damage if used one-handed or 2d8 points of damage if used two-handed. A single energy crystal, placed into its hilt, can power the laser rapier for 30 rounds (5 minutes) of activation. Any, and only, arcane spellcasting classes may wield a laser rapier, regardless of other weapon restrictions, as it seems to form a connection with their spellcasting minds.

**Plasma Cannon:** 4' long and weighing 30 lbs, the plasma cannon is the ultimate personal-scale plasma weapon. It fires a large glowing green bolt of superheated matter at its target, up to a range of 300'. The plasma bolt deals 3d10 points of damage to its primary target and 1d4 points of damage to any target within 5' of its primary target. The plasma cannon's damage is considered to be fire damage and it may ignite any flammable material in its area of effect. The weapon requires five energy crystal to fire; together they provide for 10 shots total. Only

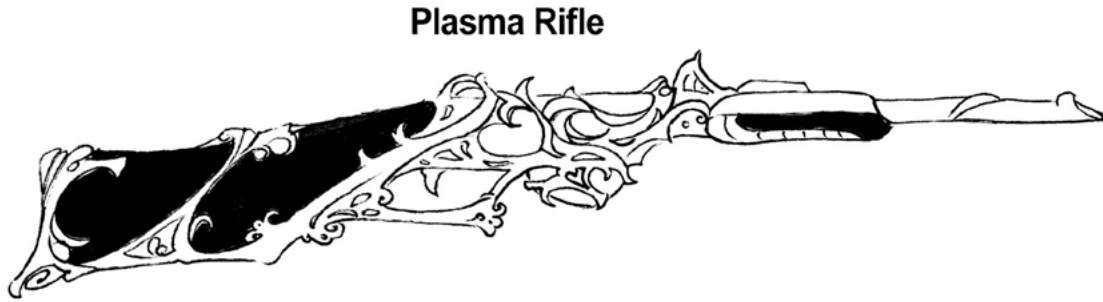




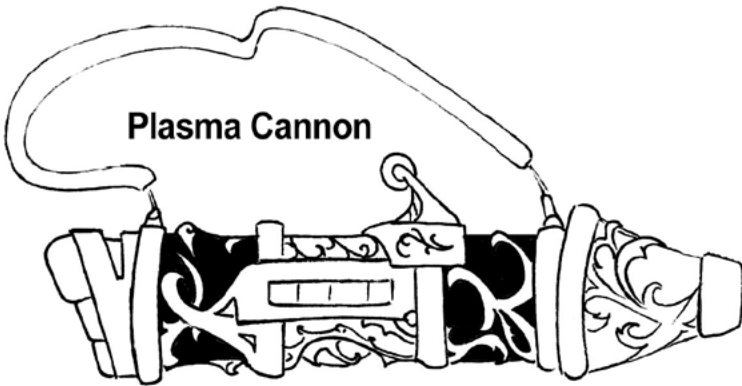
**Fusion Launcher**



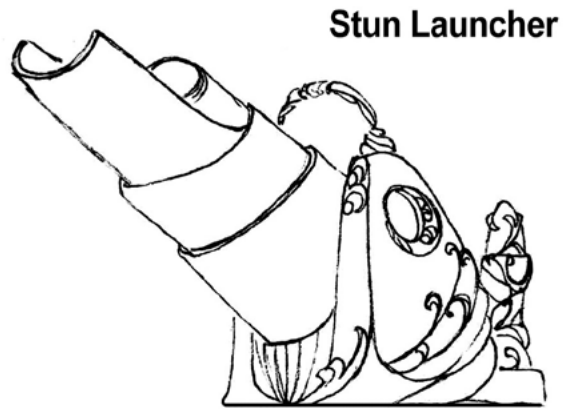
**Plasma Pistol**



**Plasma Rifle**



**Plasma Cannon**

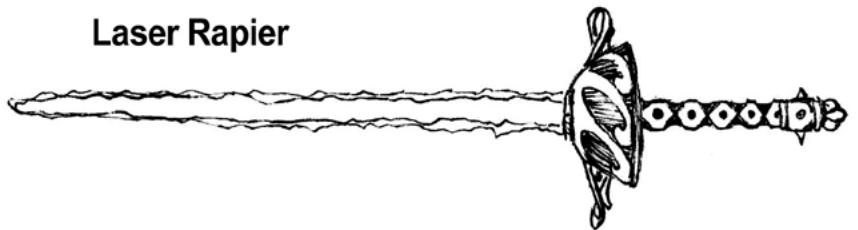


**Stun Launcher**

**Plasma Grenade**



**Laser Rapier**



**Stun Prod**



fighters, barbarians, assassins, lizardman gladiators, lizardman warriors, and other fully-martial classes may use this weapon.

**Plasma Grenade:** This egg-shaped artifact is a potent explosive. It has three control buttons near its top, which set it to either explode immediately on impact with any solid object, explode on the next combat round, or explode if any creature comes within 5' of the device (after a one-round safe period). The grenade causes 6d6 damage to any target within 15' of its point of impact; a successful saving throw vs. Blast halves the damage. The plasma grenade's damage is considered fire damage and may ignite any flammable materials in its area of effect. Plasma grenades may be used by any character who understands their operation.

**Plasma Pistol:** A small hand-held directed energy weapon, the plasma pistol fires a glowing green bolt of superheated matter at its target. It has a range of 210' and deals 2d4 points of damage. A single energy crystal placed into a groove in the rear grip allows for 20 shots before being depleted. Like other plasma weapons, it causes fire damage and its shots may ignite flammable material. A plasma pistol is as easy to conceal as a dagger, and may be used by any character who understands its operation.

**Plasma Rifle:** The bigger military version of the plasma pistol, the plasma rifle is 3' long and weighs 10 lbs. It has a range of 360' and deals 2d6 points of fire damage. It requires three energy crystals, inserted below its barrel, which collectively provide 30 shots. The rifle may also be switched into rapid fire mode, which grants two attacks per combat round, but drains three shots per round of fire. Plasma weapons cause fire damage and their shots may ignite flammable material. The plasma rifle may be used by fighters, explorers, barbarians, assassins, thieves, and other martial or thief-like classes.

**Stun Launcher:** A squat device that uses condensed gas to launch a gas-bomb to a range of up to 80'. The gas-bomb looks like a transparent ball filled with a twirling green gas. Upon impact, the gas-bomb bursts, releasing a cloud of greenish gas in a 10' radius. Any living creatures within this radius must make a successful saving throw vs. Paralysis or fall unconscious for 1d6 turns. The gas dissipates after one combat round. Reloading the launcher with a new gas-bomb takes one round. A stun launcher may be used by fighters, explorers, barbarians, assassins, thieves, and other martial or thief-like classes.

**Stun Prod:** A hand-held baton-like device used to inflict electrical damage on its targets. When turned off, it lacks the mass necessary to even serve as a proper club. When turned on, it emits a humming sound, crackles with electricity, and deals 1d3 electrical damage per hit; any living creature or robot hit must also make a successful saving throw vs. Paralysis or be paralyzed for 1d6 rounds. A single energy crystal placed into the stun prod's hilt allows for 30 rounds of activation before requiring a replacement. The stun prod may be used by fighters, explorers, barbarians, assassins, thieves, and other martial or thief-like classes.

## ARMOR

**Enclosed Armor:** A form-fitting suit of semi-rigid alien alloy with a fully enclosed helmet, providing full protection from the environment. Enclosed armor is designed to fit a Visitor's slender body but it may be adjusted by a character who understands how to repair it to fit any man-sized creature, using one unit of alien parts. It grants AC 7 and completely protects the wearer from any gas-based or liquid-based attacks, as well as from the effects of smoke. The suit also includes a life-support system; if activated, it protects the wearer from suffocation or drowning and provides him with thermographic vision (equivalent to 30' infravision). The life support system requires one energy crystal for every 24 hours of operation, though the wearer may also use the suit with its life support unit inactive. Enclosed armor may be used by fighters, explorers, barbarians, assassins, thieves, and other martial or thief-like classes. However, thief skills cannot be used while in enclosed armor.

**Environment Suit:** A relatively lightweight sealed suit of chemically-resistant, synthetic cloth covering the entire body, including breathing mask, gloves, and boots. While worn, it completely protects the character from any airborne toxin or radiation, smoke, and any liquid or acid effects or attacks. It requires no energy crystals, grants AC 2, and may be worn by any character capable of wearing leather armor.

**Force Field Belt:** A belt adorned with a large buckle which serves as a force field generator. When activated, it emits a bubble of transparent, red, shimmering energy surrounding the wearer, granting him AC 6. While this is not cumulative with any other worn armor – the armor with the better armor class determines the character's overall AC – it is cumulative with any Dexterity bonus and any enhancements to AC from magical items, spells, or powers. The force field belt requires one energy crystal per day of operation and may be used by characters of any class. These items are highly coveted by mages and other spellcasters untrained in the use of heavy armor!

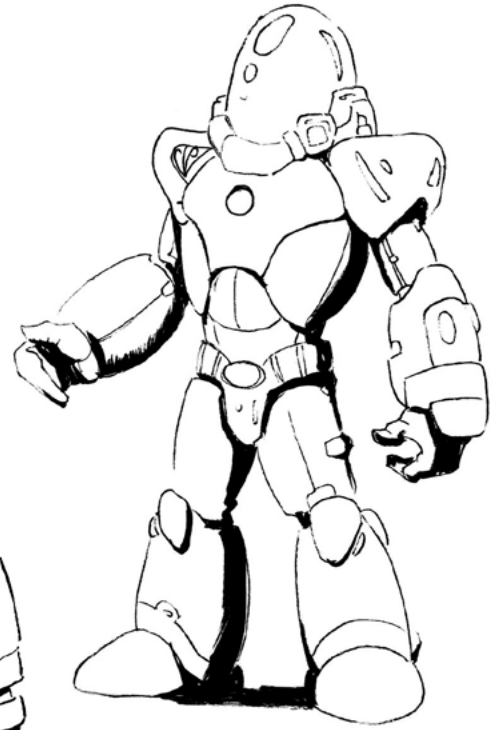
**Force Field Belt, Advanced:** A higher-quality version of the regular force field belt, the advanced device generates a transparent blue bubble of shimmering energy surrounding its wearer, granting him AC 7. It also filters out smoke or any gas-based attack. It is otherwise identical to the regular force field, and like it, requires one energy crystal per day of operation. The advanced force field may be used by characters of any class.

**Powered Suit:** A massive humanoid-shaped suit of armor larger than a human being. To don the armor, a character must open the armor from its front, strap himself into the body frame, and seal the suit. Once donned, the suit provides its wearer with AC 10 and completely protects him from any liquid- or gas-based attacks as well as from suffocation, drowning, and even the crushing pressure of the deep ocean. It also completely protects its wearer from hot or cold environments, from -80 degrees centigrade to 80 degrees centigrade, and halves any cold or fire damage dealt to the character. Because of its powered limbs, the suit grants the wearer a movement rate of 40' per round (160' per turn), a Strength score of 18. Punches with the suit's armored fists deal 1d6 points of damage. The suit's visor provides the wearer with thermographic vision up to full line of sight, even in total darkness. The suit even provides the wearer with drinkable water! The suit, however, runs on energy crystals;

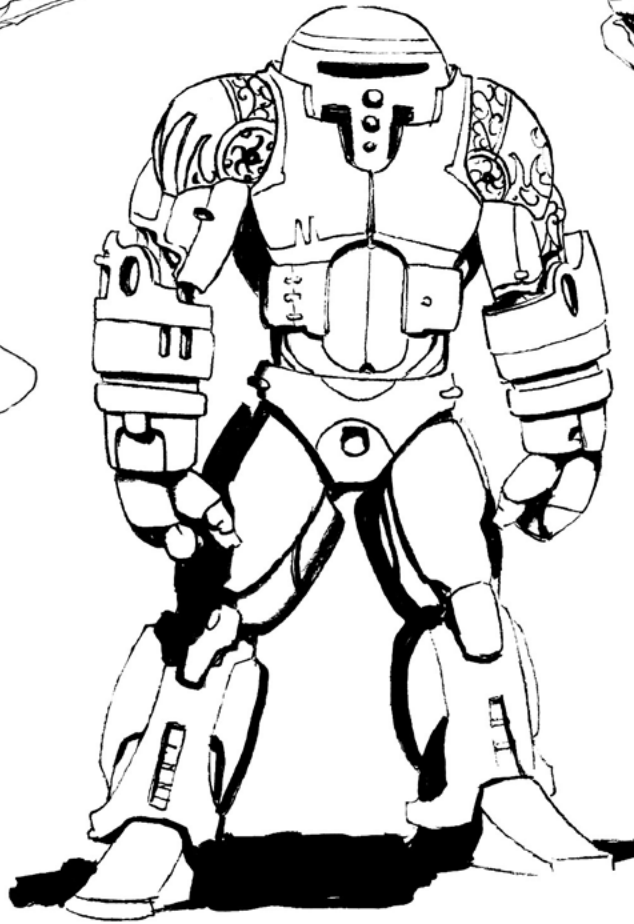
**Environment Suit**



**Enclosed Armor**



**Powered Suit**



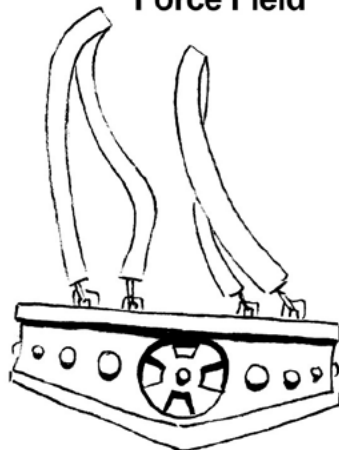
**Silkweave Suit**



**Force Field, Advanced**



**Force Field**



one crystal allows for a single hour (6 turns) of operation, and the suit's back has slots for up to 24 crystals for a full day of continuous operation. When active, the suit does not burden its wearer at all. When dormant, or if carried, it weighs 20 stone (300 pounds). Only fighters, barbarians, assassins, lizardman gladiators, lizardman warriors, or other fully-martial classes may wear a powered suit.

**Reactive Armor:** This form-fitting metal vest, woven with golden wire, covers the wearer's torso, granting AC 3. However, when a creature attacks the wearer in melee, the armor releases a painful electric discharge at the attacker. The attacker must make a successful saving throw vs. Paralysis or suffer 1d6 points of electrical damage (robots suffer double damage). The armor's reactive discharge functions only 3 times a day, after which the armor must recharge until the next day. Reactive armor does not require energy crystals, seeming to draw its power from static or biodynamic electricity.

**Silkweave suit:** A suit of extremely lightweight, air-breathing, bio-engineered fiber similar to spider silk, a silkweave suit weighs as much as regular heavy clothing, but provides the character with AC 4. It also protects the character from adverse environmental temperatures from between -20 degrees centigrade to 50 degrees centigrade. A silkweave suit may be worn by any character capable of wearing leather armor.

## CHEMICALS

Any character may use any chemical, provided that he is familiar with it.

**Acid Bomb:** An oval opaque orb, sickly yellow-green in color. When shaken, it give the impression that it contains a liquid. If thrown, an acid bomb shatters on impact, splashing a highly corrosive acid in a 15' radius. Any creature splashed with acid suffers 3d6 points of acid damage. A successful saving throw vs. Blast halves this damage. A creature who fails the saving throw suffers another 1d6 points of acid damage on each of the next three rounds, unless the acid is washed with a non-flammable liquid such as water.

**Anagathics:** A prepacked, disposable, automated syringe containing a mixture of ultratech chemicals and nano-bots. Each syringe contains enough liquid for a single application. Once injected, the anagathics allow the character to live five years without aging – that is, without these years counted towards his biological age. With repeated usage, however, there is a risk of the anagathic regimen failing, with all the years of suspended aging returning to the character and aging him immediately. The risk starts at 1% on the second dose and increases by 1% for each dose thereafter. If more than 10 years of aging accrue at once from regimen failure, the character must make a successful saving throw vs. Death or die immediately from the resulting shock. Once an anagathic regimen fails, it cannot be started again, and any additional doses of anagathics will force the character to save vs. Death or die within 1d6 rounds from system shock.

**Combat Drug:** A prepacked disposable automated syringe containing a mixture of ultra-powerful synthetic stimulants and pain-blocking chemicals. Each syringe contains enough liquid for a single application. Once injected, the combat drug will provide the character with +4 to all attack throws and damage rolls, as well as to any saving throws made to resist a painful effect. The character is also immune to any fear effects, both magical and mundane. The effect wears off within 1d6 turns and leaves the recipient exhausted, suffering from a -2 penalty to all attack throws, damage rolls, and saving throws, until he rests for at least 8 hours.

**Gas Bomb, Poison:** A round, transparent orb containing a foggy red vapor. If thrown, a poison gas-bomb shatters on impact, releasing a 10' diameter cloud of deadly poison gas. The gas has the effect of **cloudkill**. The poison gas floats at a pace of 10' per round away from the thrower for 1d6 rounds before dissipating.

**Gas Bomb, Stun:** A round, transparent orb contain a coiling green gas. If thrown, a stun gas-bomb shatters on impact, releasing a greenish cloud of incapacitating gas in a 10' radius. Any living creatures within the radius must make a successful saving throw vs. Paralysis or fall unconscious for 1d6 turns. The stun gas dissipates after one round. While similar in effect, handheld stun gas-bombs cannot be used as ammunition for **stun launchers**.

**Healing Syringe:** A prepacked disposable automated syringe containing a powerful mixture of enzymes, antiseptics, antibiotics, painkiller and advanced wound-treating medications. Each syringe contains enough liquid for a single application. Once injected, the medication will heal 3d6+3 points of damage on a living creature.

**Instant Armor:** This black viscous liquid, typically encased in a cylindrical container, may be applied to the skin and clothing of any character. Quickly drying, it functions as a suit of scaly armor that grants the character AC 3. It also makes the character resistant to fire and acid based attacks, providing a +2 bonus to saving throws against them. This armor crumbles to dust and wears off within 2d6 turns.

**Juggernaut Drug:** A disposable syringe filled with a bubbling red liquid, overloaded with powerful stimulants and painkillers. Each syringe contains enough drug for a single application, which lasts for one hour (six turns). While under the influence of juggernaut drug, a character may keep fighting without penalty past zero points until 2d6 rounds elapses or until the character suffers additional damage equal to double his Constitution score, whichever comes first. At this point, the character collapses. When treated, he suffers a -2 penalty on his Mortal Wounds Table roll – which a **resurrection serum** (see below) cannot negate.

**Learning Serum:** A prepacked disposable automated syringe containing a cellular memory agent. Each syringe contains enough liquid for a single application. Once injected, the learning serum permanently grants the subject the ability to fluently speak (but not read) a particular language. Learning serums are produced by **language oracles** (see p. 106), and the language granted by any particular serum will depend on what language(s) the language oracle has been exposed to.

**Painkiller:** A prepacked disposable automated syringe containing a powerful analgesic agent. Each syringe contains enough liquid for a single application. Once injected, the painkiller will cause any pain experienced by the character to fade away for 2d6 turns, as well as render the character immune to pain for that time period.

**Panacea:** A prepacked disposable automated syringe containing broad-spectrum antibiotics, antidotes, and antiviral pharmaceuticals. Each syringe contains enough liquid for a single application, and will cure any non-magical disease and neutralize any non-magical poison affecting character injected. The panacea requires 1d6 turns to take effect, but afterwards the character will be healed from the infection or toxin.

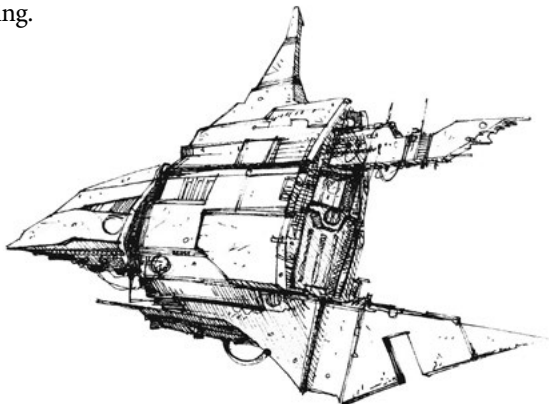
**Repair Nano-Gel:** This cylindrical container contains a semi-transparent greenish gel. The gel includes a large number of nano-bots programmed to help maintain and repair Visitor technology. When applied to any damaged Visitor artifact, it will completely repair it within 1d6 turns without requiring any spare parts.

**Resurrection Serum:** A large, automated syringe containing a glowing green liquid. The liquid is a monstrosly powerful chemical mixture with added medical nanites that facilitate a critically injured creature's recovery. Each syringe contains enough serum for a single application. When injected into a mortally wounded character, the serum grants the character a +4 bonus to his roll on the Mortal Wounds Table (as if he had been aided by 4th level magical healing).

**Stimulant:** A prepacked disposable automated syringe carrying powerful stimulants. Each syringe contains enough stimulant for a single application. If injected, the stimulant will allow the character to function without sleep for up to 72 hours with no penalty. Once the effect wears off, however, the character will become excessively sleepy. After 1d3 turns, the character will fall into a deep sleep from which he cannot be awakened (even by damage or an additional stimulant) for 1d6+6 hours.

**Truth Serum:** A prepacked disposable automated syringe carrying mind-altering drugs which will loosen the tongue of even the most close-lipped person. Each syringe contains enough liquid for a single application. If injected, a creature must make a successful saving throw vs. Poison or be affected as per a **charm person** spell for 1d8 turns. The subject will truthfully and openly answer any question to his best ability until the effect wears off.

**Wonder Meal:** This 1" diameter red pill weighs almost nothing but contains all the nutrients required to feed a human-sized being for a single day. It has no taste and offers none of the joy of eating.



## VEHICLES

Visitor vehicles are relatively small and easily controlled by a single pilot. However, they are best piloted through a telepathic interface. A Visitor vehicle piloted by an arcane spellcaster has full capabilities, but a Visitor vehicle piloted by a non-spellcaster or a divine caster can only move at half speed and suffers a -2 penalty to all its attack throws and saving throws.

Trying to pilot a vehicle on the field with no prior knowledge of its operation – represented by field experimentation (see p. 94) – is highly risky, and requires a 1d20 roll; a roll of 1-5 is a mishap. Therefore, it is highly prudent to study vehicles carefully using magic research or be taught how to use them by a skilled pilot. Note that like all technological machines, Visitor vehicles are take double damage from any electricity-based attack, such as the various lightning spells. Additionally, any vehicle hit by an electricity-based attack must save vs. Paralysis or have its computers scrambled for one round. While its computers are scrambled, a vehicle cannot move except to hover or stand in its current location, and cannot use its weapons or special abilities.

**Abductor:** A massive flying ship used by Visitors for research, exploration, and harvesting mortals for use in horrid experiments towards inscrutable ends. This giant squat cylinder, with windows on all sides, lack the speed of the much smaller scout saucer, but it has space for crew, passengers, and multiple abductees. It flies in the air at a speed of up to 210' (70') and requires 20 energy crystals for each day of operation, with five crystals fueling each of four cylindrical reactors located on the abductor's lower level. The abductor also has space for an additional 100 crystals in its fuel holds. It requires a crew of four: one pilot (typically an arcane spellcaster); one gunner (any martial class); one navigator (must have the Navigation proficiency); and one engineer (must be familiar with Visitor energy sources). An abductor may carry up to 16 passengers and 6 robots, and its cryostasis tanks may hold 20 abductees of up to Large size. The abductor is vacuum-sealed and completely protects its passengers from any gas-based attack or smoke. It may freely move underwater up to a depth of 300' (though below that its environmental seals will burst and flood the saucer) and fly in the vacuum of outer space while maintaining a breathable atmosphere and a stable temperature inside. It may reach orbit and even fly to the moons, but primitive locals will find it extremely difficult to control outside the atmosphere. The abductor contains a laboratory used for vivisections and equipped with extensive instrumentations and documentation; it may function both as a library (see **ACKS** p. 117) and as a laboratory (see **ACKS** p. 123), equivalent to 10,000gp in value in both cases, by spellcasters who fully understand how to use it – requiring either a teacher or full-scale magical research.

**Battleship:** The ultimate Visitor war-machine, this massive saucer is built for battle. Its full combat statistics are given on p. 74. It flies in the air at a speed of up to 180' (90') and requires 40 energy crystals for each day of operation, with ten crystals fueling each of four cylindrical reactors located on its lower level. It also has space for an additional 200 crystals in its fuel holds. A battleship requires a crew of four: one pilot (typically an arcane spellcaster); one gunner (any martial class); one navigator (must have the Navigation proficiency); and one engineer (must be familiar with Visitor energy sources). It



may carry up to 16 passengers and 12 robots. The battleship is vacuum-sealed and completely protects its passengers from any gas-based attack or smoke; it may freely move underwater up to a depth of 300' (below that its environmental seals will burst and flood the saucer) or fly in the vacuum of outer space while maintaining a breathable atmosphere and a stable temperature inside. It may reach orbit and fly to the moons, but as with the **abductor** primitive locals will find it extremely difficult to control outside the atmosphere.

**Hoverbike:** A hoverbike consists of a long shaft with scoop-like machines underneath, two saddle-like structures on top, and a pair of steering handles on front. Up to two man-sized characters may ride the hoverbike, and its rear trunk may hold up to 10 stone of equipment. The hoverbike flies through the air at a speed of 300' (100') regardless of the number of riders. It offers no protection to its riders, however. The hoverbike requires one energy crystal per 6 hours of operation. The vehicle's shaft is capable of holding up to eight energy crystals at once.

**Hoverboard:** A hoverboard resembles a small, flat board, 2' in length and 1' in width, with small scoop-like machines underneath. Only an arcane spellcaster may use this board, guiding it telepathically while standing on it. It floats in the air at an adjustable altitude, up to a height of 30', and moves at a speed of 150' (50'). It offers no protection to its rider. A single energy crystal placed into a small compartment underneath will power the board for up to 12 hours. The hoverboard's compartment may only contain one crystal at a time.

**Hovercar:** a floating vehicle somewhat resembling a flat-bottomed open-topped boat. It has seats for 4 people and a cargo compartment capable of carrying up to 50 stone. It can travel as high as 100' over the ground, including up mountain slopes, at a speed of up to 210' (70'). It is unarmed but has AC4 and HD3; it has the saving throws of a 1st level fighter. A small power cell powers the hovercar, requiring one energy crystal per 12 hours of travel, and having a fuel compartment for up to 4 crystals.

**Scout Saucer:** A flat disc-shaped flying machine with a central bulging dome on top, the scout saucer is a single-pilot vehicle with combat statistics described on p. 74. It may carry a pilot as well as up to four additional passengers, two robots, and 50 stones of cargo. It may fly in the air at a speed of 300' (100'). The saucer is vacuum-sealed and completely protects its passengers from any gas-based attack or smoke; it may freely move underwater up to a depth of 300' and fly in the vacuum of outer space while maintaining a breathable atmosphere and a stable temperature inside. It may reach orbit, and technically can fly to the moons, though primitive locals will find it extremely difficult to control outside the atmosphere. A large cylindrical internal reactor powers the saucer. It consumes 10 energy crystals per day of operation, and has space for a fuel load of up to 50 crystals.

**Submarine:** This curious cylinder, 50' long and 20' in diameter, resembles a giant metallic fish. It has a series of windows along its hull and a sealable airlock hatch in the fore. In water, it may sail at a speed of 200' per round or 300 miles per day, either atop the waves or underwater to almost any depth, maintaining a breathable internal atmosphere throughout. A Visitor submarine propels itself by magnetic displacement drives that require 5 energy crystals per day of underwater travel or

powered surface travel; it has a fuel compartment capable of holding up to 30 crystals at once. When sealed, the submarine's hull protects its occupants from smoke, gas, acid, and liquid attacks. The submarine has enough living space for 6 people, including cramped sleeping and eating quarters, and storage space for 500 stones of cargo. The submarine model presented in these rules is unarmed, but it possesses AC 3 and 20 HD. Like a flying saucer (p. 74), a submarine cannot be harmed by ordinary man-sized weapons, fire, wood-throwing artillery, or natural attacks from creatures of huge size or smaller. Stone-throwing artillery and gigantic creatures deal only 1/10th damage, while colossal creatures and magic deal only 1/5th damage. However, Visitor weapons deal full damage to submarines, and electricity-based attacks deal double damage.

**Tank:** An armored behemoth rolling on two mighty treads and carrying an imposing plasma cannon on its top turret, this is a machine of war, rare among the Visitors, but frightening to behold. The tank is a monster on the battle field, with AC 10 and 10 HD. Like a flying saucer (p. 74), a tank cannot be harmed by ordinary man-sized weapons, fire, wood-throwing artillery, or natural attacks from creatures of huge size or smaller. Stone-throwing artillery and gigantic creatures deal only 1/10th damage, while colossal creatures and magic deal only 1/5th damage. However, Visitor weapons deal full damage to tanks, and electricity-based attacks deal double damage. The tank is equipped with a mighty plasma cannon with a 300' range dealing 5d8 points of fire damage to anyone within a 10' radius of its point of impact (a save vs. Blast reduces this damage by half). The tank is very slow, moving at a pace of 60' (20'), but it ignores the effects of rough terrain. It carries 4 crewmen and up to 100 stone of cargo within its armored hull. Any character within the tank is completely protected from any airborne toxin, smoke, and radiation. A tank requires both a driver and a gunner. The driver, as noted above, should be an arcane spellcaster, while the gunner must be a martial class such as a fighter, barbarian or lizardman gladiator. Both the driver and the gunner must be familiar with the vehicle in order to use it properly. The driver's seat and gunner's turret both have night-vision systems, allowing the character manning them to see up to their line of sight even in total darkness. A powerful reactor powers the tank, requiring an energy crystal per hour of operation. Its fuel compartment contains enough space for up to 20 crystals.

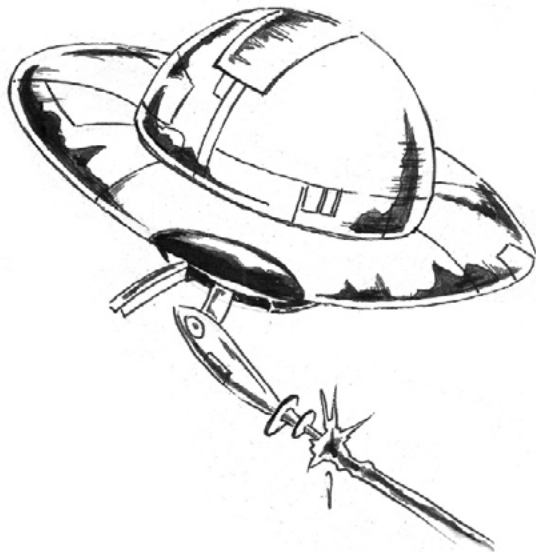
## ROBOTS

The Visitors employ four types of robots – personal security drones, scout drones, workbots and warbots. A robot found as treasure is inactive, but a successful research throw allows a character to reprogram it to obey his commands. Only arcane spellcasters may program robots, as only the intelligence and mental conditioning inherent in their occult craft allows the primitive mortal's mind to understand the rudiments of alien positronic programming. Trying to program a robot through field experimentation (see p.94) is highly risky, and requires a 1d20 roll; a roll of 1-5 triggers a mishap. Therefore, it is highly prudent to study robots carefully using magic research or be taught how to use them by a skilled programmer. The programmer may instruct the robot to obey oral commands by any character, including non-spellcasters, but an arcane spellcaster must perform the initial programming. Note that

like all technological machines, Visitor robots are vulnerable to lightning damage and take double damage from any electricity-based attack, such as the various lightning spells. Additionally, any robot hit by an electricity attack must save vs. Paralysis or have its positronic brain scrambled, rendering it unable to move except to hover or stand in its current location, and unable to use its weapons and special abilities for the next combat round.

**Personal Security Drone:** Resembling a 1' diameter sphere with a 6" disk-shaped rim, the personal security drone is used by Visitors to augment the firepower and surveillance capabilities of its landing teams. A personal security drone can fly at a speed of 210' (70') and has the combat statistics given on p.81. Though small, a personal security drone is both well-armored and exceptionally maneuverable, and programmed to use evasive tactics, which accounts for its relatively high AC (6). It carries a single light plasma beam with a range of 50'. Personal security drones gain a +2 bonus to avoid surprise, and share this bonus with their owner if he is within communication range. A single energy crystal powers a personal security drone for a day. The robot has only a single crystal slot, so the operator must replace a burned-out crystal by himself.

**Scout Drone:** A small saucer-shaped machine, 2' across and weighing 20 lbs, used by Visitors for scouting and surveillance purposes. A scout drone can fly at a speed of 210' (70') and has the combat statistics given on p.81. It is not as intelligent as other robots but it is autonomous enough to undertake complex surveillance tasks if appropriately programmed. A scout drone contains several onboard holographic and sound recorders, and the drone's operator may instruct it to play the holograms and sounds upon its return. A single energy crystal powers a scout drone for a day. The robot has only a single crystal slot, so the operator must replace a burned-out crystal by himself.



**Workbot:** Resembling an oversized mechanical spider, the workbot is 5' wide, legs included, and weighs 200 lbs. The workbot is a tireless servant and an excellent builder, programmed for all methods of construction, and excellent in repair tasks. It is generally unsuited for combat, possessing merely a short-ranged (melee) plasma welder, but once per round, in lieu of attacking, it may repair any robot, saucer or other mechanical contraption it stands next to. Such repairs restore 1d8 hit points to the target machine at a cost of one unit of spare parts. The typical workbot comes equipped with 10 such units, and these stores may be replenished with other spare parts found or scavenged by the workbot's owner. A workbot is also invaluable in construction tasks; a single workbot has a construction rate of 10gp per day, doing the job of no less than 20 primitive master craftsmen with their journeymen and apprentices in tow! A workbot requires 2 energy crystals per day of operation and has space for 10 total crystals.

**Warbot:** A mechanical engine of war constructed of silvery metal in a vaguely humanoid form, standing 9' tall, with metal claws, no mouth, and a single rectangular "eye" on its head. Its combat statistics appear on p.81. A warbot weighs 1,000 lbs and walks slowly, shaking the ground as it moves its mechanical weight. The warbot is the smartest of all Visitor robots and can fight autonomously and employ complex tactics. A warbot requires 5 energy crystals per day of operation and has space for 25 total crystals.

#### GENERAL DEVICES

The following are general devices made by the Visitors and used by them, which are not weapons, armor, chemicals, vehicles or robots. This has a very wide range, from sensors to telepathic devices to cloning vats and cryostasis tubes.

**Breather:** This small, flexible, semi-opaque mask is designed to fit over the nose and mouth of man-sized humanoids. Any character wearing a breather is immune to any airborne poison or smoke. Any character may use a breather, and it requires no energy crystals to operate.

**Cloning Vat:** A cloning vat resembles an 8' tall 4' diameter canister standing on a 1' high, 5' wide square base, with a flat rectangle projecting weird arcane symbols mounted on its side. Only an arcane spellcaster with a full spell progression can understand this alien interface and use the cloning vat. The vat can be used to collect a tissue sample and perform a neural scan on any living creature that enters the canister. This takes one turn (10 minutes). Thereafter, if supplied with sufficient organic materials (costing 10,000gp) and 10 energy crystals, the vat can begin the cloning process. The cloning process requires 1d6 days and consumes all of the organic materials and energy crystals. When it is complete, the vat will contain a perfect copy of the cloned subject. The clone will have the same ability scores and appearance the original subject had (or in the case of a child subject, will have) at age 18. The clone has no memory of his, her, or its past, but the neural scan does grant the clone the ability to speak the original subject's native tongue and use all of the original subject's racial abilities and some of its acquired skills. The neural imprint, however, is far from perfect. If the original subject was a level 0 character, the resulting clone will also be level 0, but will have only half (rounded up) the number

of proficiencies the original subject had. If the original subject was a classed character, the resulting clone will be of the same class, with one-third the original subject's level at the time of the neural scan, rounded up. A cloning vat can indefinitely store the genetic material and neural imprint of up to five subjects at a time, allowing the subject to be cloned at a later date or cloned multiple times. A wealthy mage with access to a stockpile of energy crystals and high-level characters to clone might use a cloning vat to create a band of skilled henchmen, though expenses tend to discourage most mages from doing so. The vat weighs 400 lbs, not including the weight of any subject within.

**EXAMPLE:** Bin-Zoran, a great mage, uses a cloning vat to take a tissue sample and neural scan of his friend and lover, Bint-Nirar, a 6th level fighter. Three years later, Bint-Nirar, now a 9th level fighter, falls in combat, and Bin-Zoran desires to create a clone of his dead lover based on the data stored in the cloning vat. 10,000gp, 10 energy crystals and 5 days later, a clone of Bint-Nirar steps out of the vat. She looks exactly as Bint-Nirar looked in her youth and can generally function, think, and speak as a perfectly normal young person, but she is merely a 2nd level fighter with no memories of her "past". Note that if Bin-Zoran had re-scanned Bint-Nirar just prior to her death, her clone would have been 3rd level (9/3) instead of 2nd level (6/3).

**Control Helmet:** This silvery skullcap carries extensive etheric filigree on its interior surface. It will fit any man-sized humanoid. The control helmet was designed by the Visitors to create highly-skilled, easily-controlled servants. The control helmet has two effects if worn. First, it renders the wearer highly pliable to the commands and influence of the Visitors; he will act as if **charmed** by any Visitors he encounters, and will suffer a -4 penalty on saving throws against enchantments by Nephilim. Second, it grants the wearer On-the-Spot understanding of any and all Visitor technology he encounters. However, the hypnotic programming of the control helmet forbids the wearer from writing down, teaching, or otherwise transmitting this newfound knowledge, and when the helmet is removed, the On-the-Spot understanding is wiped from his memory. A single energy crystal will power the control helmet for one day of use.

**Cryostasis Tube:** This 7' long, 3' wide metallic tube, set horizontally in a rectangular under-carriage, has a small window on its top face. The tube can be opened to allow one man-sized creature to enter or be placed within. When re-sealed, the tube will put the subject into a cryogenic stasis, freezing him indefinitely. At any time, a character familiar with the device may manipulate the controls to thaw the subject, returning him to life. While frozen, time does not pass for the character, so mortally wounded or poisoned characters can be left alive until better treatment becomes available (see *ACKS* 106). Theoretically, a character may be frozen for decades, centuries, or even millennia inside this alien device. The cryostasis tube includes its own micro-fusion battery with a lifetime of 5,000 years, and requires no external power. Any character familiar with the cryostasis tube may use it. A character familiar with the tube may even activate it from inside and thus put himself into a cryogenic torpor if desired. The tube weighs 300 lbs, not including the subject's weight.



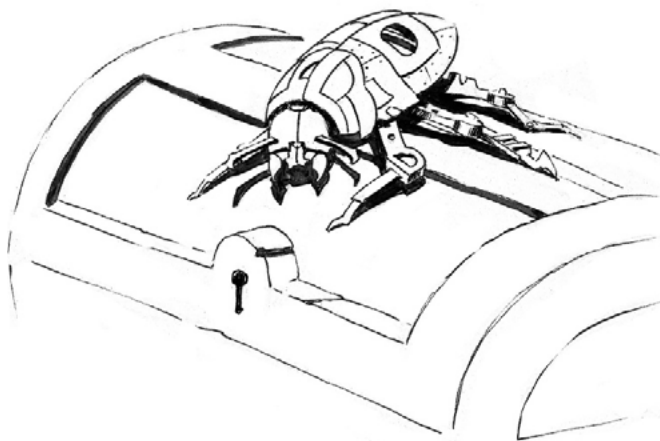
**EXAMPLE:** Talitha was reduced to 0 hp in a battle with warbots in an abandoned Visitor outpost. Her friend Ayana, who is familiar with cryostasis tubes, places Talitha into a tube in the outpost immediately after the battle. 5 days later, when the party manages to bring a proper cleric to the outpost, Talitha is thawed and healed with magic. She rolls on the mortal wounds table as if she was treated immediately after combat, and not more than one day later, so she suffers only a -3 penalty to the roll rather than the usual -10 penalty.

**Electronic Scope:** The electronic scope can be attached to any ranged weapon, whether an advanced alien plasma gun or a simple crossbow. The scope magnifies distant targets, reducing the penalty to hit targets at medium range from -2 to 0, and at long range from -5 to -3. The scope can also allow the user to view remote objects at a x24 magnification, though its field of view is very narrow. Finally, the electronic scope provides the equivalent of infravision when looking or aiming through it, negating any darkness penalties. An energy crystal inserted into a receptacle at the top of the scope provides enough power for up to 30 rounds (5 minutes) of use.

**Glowstick:** A glowstick is a sealed, flexible tube, about 1' long and 3" diameter, made of translucent material and filled with a light greenish liquid. If bent, the glowstick will begin glowing with a strong green light (radiance as a torch). It glows continually for 6 hours (36 turns), and then is irrecoverably depleted. Any character familiar with a glowstick may use one.

**Holographic Library:** This 3" high, 5" radius, flat silver cylinder has a curious slot open on one of its sides and a smaller cylinder on its top. Its user may install a **memory crystal** (p. 107) into

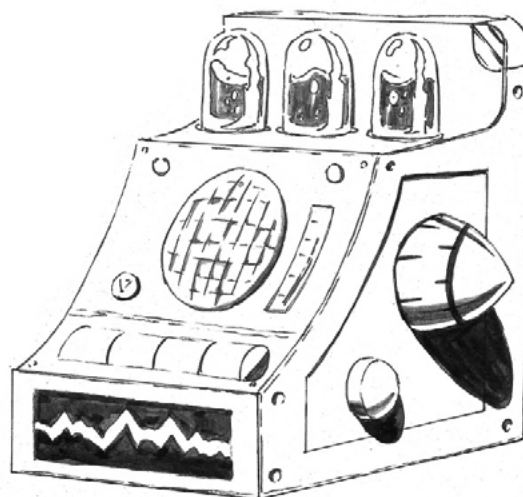
the side slot, thereafter accessing the memory crystal's contents via a holographic projection of text, images and sounds emitted from the top cylinder. A single energy crystal provides sufficient power to run the holographic library for one week. Only a spellcaster may use the holographic library, as its operation requires complex mental calculations. Using the library effectively usually requires knowledge of the Visitor language, as most holographic texts are written in that tongue. There are many kinds of memory crystals but the most common are database, metaphysical, and scientific crystals. See the individual memory crystal descriptions for further details.



**Khepri Scarab Beetle:** This metallic figurine is fashioned in the shape of a mechanical scarab beetle. If placed on a lock or mechanical trap, and the command word spoken, the scarab beetle will quietly burrow into the mechanism and, over the course of one turn, attempt to pick the lock or disarm the trap as if it were an 11th level thief. If placed on a living creature (either through subterfuge or through a successful touch in combat), and the command word spoken, the scarab beetle will burrow into the creature's body, seeking its heart or brain. If not halted, the scarab beetle will kill the creature in 1d4 rounds. Either **dispel evil** or **dispel magic** will halt the scarab beetle's progress, as will any of the various **disable machine** spells. Otherwise, the scarab beetle can be physically torn from the creature's body with a successful attack throw. Tearing the scarab beetle out of the creature's body deals 3d6 points of damage. While the Visitors make use of this item, they did not create it, and it relies on an internal power source (sufficient for 1d10+10 uses) rather than energy crystals.

**Language Oracle:** This device, measuring 18" high and 12" wide, has a finely gridded disk mounted on its front and an array of several crystal canisters mounted on its top. When activated, the language oracle begins to record and analyze the language(s) spoken in its presence. After it has recorded and analyzed eight hours of a given language, the language oracle will prepare a **learning serum** (p. 101) that grants knowledge of the language. The language oracle relies on the universal principles of grammar and the historical relationships between known languages in order to quickly analyze new tongues, so very obscure, esoteric, or alien languages may take longer to analyze. A single energy crystal provides sufficient power to run

language oracle for one week. When found, a language oracle will typically contain 1d6 language serums already formulated.



**Mind Probe:** These opaque bluish balls, 10" in diameter, have grooves on one side designed to accommodate the humanoid hand. They serve the Visitors as communication relays, allowing for long-range silent communications. For most characters, a mind probe is of little use, but when an arcane spellcaster who knows how to use this device puts his hand into the grooves, he enjoys two very useful functions. First, the mind probe allows the user to read the thought of any sapient living creature within 90' once per round, as per the **ESP** spell (see **ACKS 76**), with two-way communications up to that range if desired by the user of the mind probe. Second, it allows silent, two-way communications up to a range of 1,000' between parties that both have operational mind probes. A single energy crystal allows for up to 20 uses of the mind probe; a round of communications consumes 1 use, while a round of brain probing consumes 2 uses.

**Mind Shield:** A light helmet with a wide translucent visor set in a golden frame, the mind shield grants its wearer immunity to all mind-affecting powers and spells, including psionic or other monster powers. However, the wearer himself may not cast any spell or use any power which affects other creatures' minds, voluntarily or not, while wearing the mind shield.

**Multiscanner:** This hand-held device resembles a flat rectangle, 5" from corner to corner, with a handle or grip on one side. When activated, it allows the character wielding it to perform various sensor scans and access various remote sensors. Once per round, the wielder can perform one of three types of sensor scans. A motion scan detects all moving creatures or objects within a 30' radius except those hidden by walls 5' or more in thickness. A scan for heat signatures locates any significant sources of heat within a 30' radius. Significant sources of heat include living creatures as well as burning fires of torch size or larger. A diagnostic scan examines the body of one living creature within 3' and detects any injury, poison, or illness. Conducting a diagnostic scan grants a +4 bonus on any subsequent Healing proficiency throws to treat the creature. Furthermore, any character operating a multiscanner may interface with any **tracking implant** (p.107), **scout drone** (p.104), or other remote



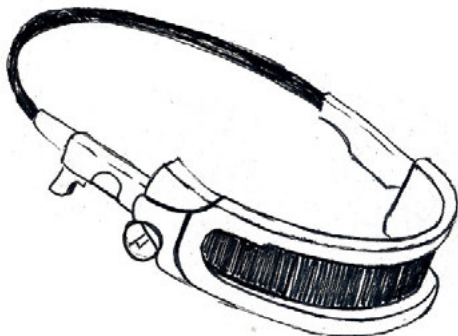
sensor to pinpoint the implant's location or to see a holographic display of objects around the scout drone or remote sensor. Only an arcane spellcaster may use this device. A single energy crystal provides sufficient power to conduct 25 sensor scans before it is drained.

**Mutation Vat:** The mutation vat resembles a **cloning vat** (p. 104); only characters who understand how to operate at least one of the two devices can distinguish them. A mutation vat is equivalent to a crossbreeding laboratory (*ACKS* p. 123) worth 20,000gp. A mutation vat requires 10 energy crystals each time it is used for crossbreeding, in addition to the usual costs of crossbreeding.

**Memory Crystal, Database:** This 1'-long transparent red crystal contains a massive number of volumes covering a single field of study in meticulous detail. If installed into an operating holographic library, this memory crystal allows its user to access knowledge on its specific subject as if he had three ranks of Knowledge proficiency in that subject, as long as the holographic library is in operation. Because of its complex structure, only clerics and mages (or other characters capable of using cleric or mage items) who know the Visitor language may use this memory crystal.

**Memory Crystal, Metaphysical:** This 1'-long transparent red crystal contains a massive number of volumes dealing with metaphysics, mythology, and theology. If installed into an operating holographic library, this memory crystal is equivalent to a 10,000gp library for the purpose of divine magical research (*ACKS* p. 117). The character must have enough energy crystals to keep the holographic library running for the entire duration of magical research or the benefit of the library is lost. Only a cleric (or other character capable of using cleric items, such as a cultist or priestess) who knows the Visitor language can understand the deep divine philosophy in this memory crystal.

**Memory Crystal, Scientific:** This 1'-long transparent red crystal contains a massive number of volumes dealing with weird science and alien technology. If installed into an operating holographic library, this memory crystal is equivalent to a 10,000gp library for the purpose of arcane magical research (*ACKS* p. 117). The character must have enough energy crystals to keep the holographic library running for the entire duration of magical research or the benefit of the library is lost. Only a mage (or other character capable of mage items) who knows the Visitor language can understand the complex patterns and formulae in this memory crystal.



**Portable Stasis Device:** A silver circlet, traced with etheric filigree, designed to fit atop the head of a man-sized humanoid. When placed on a living creature and activated, the creature appears to die (as per **feign death**). The portable stasis device actually pauses the subject's metabolic activity. While under the device's influence, the subject does not age or heal, nor does time advance for any other time-dependent effects such as poison or mortal wounds. The subject's metabolic activity can be restarted by removing the device from his head or by deactivating it. A single energy crystal will power a portable stasis device indefinitely.

**Psychic Amplifier:** A semi-transparent oval filled with a weird, glowing orange liquid, the psychic amplifier can only be used by a mage (or other character capable of using mage items). It has three potential effects, all with a range of 30'; the target may resist any of them with a successful save vs. Spells. First, it may evoke psychic **fear** within the target, forcing him to flee as far away as he could from the user for 1d6 rounds, dropping anything he or she was carrying. Second, it may disrupt the target's thoughts, as per the **confusion** spell (*ACKS* p. 73). Third, it can subject the target to temporary hypnosis and mind control, as per the **charm person** spell (*ACKS* p. 72). A single energy crystal inserted into the rear of the psychic amplifier allows for ten uses.

**Regeneration Vat:** Similar to, but simpler than, the cloning vat, the regeneration vat uses a specialized gel and robotic surgical equipment to help characters heal their wounds. Only a spellcaster – whether arcane or divine – can understand the alien interface required to operate the regeneration vat. The vat can heal a single living creature of all wounds, whether ordinary or mortal. The subject must be inserted into the vat, whereupon it enters a healing coma until removed. In the case of a mortally wounded creature, immersing it in the vat triggers an immediate roll on the Mortal Wounds table with a +5 bonus (not cumulative with that granted by a resurrection serum). Thereafter each day in the vat counts as three days of recovery. In the case of a creature with ordinary injuries (hit point loss), it will recover 2d6 hit points per day of immersion in the vat. It costs 1,000gp worth of organic materials and 5 energy crystals to use the vat on a single creature for up to 5 days. A creature can be kept in the vat longer than 5 days, but the cost must be paid again.

**Tracking Implant:** This cylindrical device, 1" in length, emits etheric emissions which can be picked up by a **multiscanner** from up to 10 miles away or by a saucer's sensors from up to 100 miles away, allowing the scanner to pinpoint the implant's exact location. Inactive implants are stored inside disposable injectors. The implant is typically injected into a subject's nose (or equivalent orifice), allowing him to be tracked as described above. The implant is powered by a tiny fragment of energy crystal built into its cylindrical body and will function for a full year after injection. Any character with the Healing proficiency may implant a tracking implant into a subject, but using the multiscanner requires an arcane spellcaster.

**Visor of Sight:** A box with a seemingly opaque window on its front designed to fit over the eyes of any humanoid creature. The visor of sight may be used by any character that understands its operation. Once worn and activated, it allows the user to engage three different modes. The first is thermographic vision,



granting the user to see heat up to his line of sight even in pitch darkness. The second is distant viewing, allowing the character to magnify distant objects up to a 24x magnification, reducing the penalty to hit targets at medium range from -2 to 0, and at long range from -5 to -3. The third is short-range magnification, revealing the fine details of an object at hand. This provides a +2 bonus to any task requiring close attention to details, such as the Healing proficiency. A single energy crystal powers the visor of sight for up to 6 hours before requiring a replacement.

### VISITOR HOARDS

The alien Visitors bring their own technology with them and rarely take interest in the worldly treasures so coveted by mortals. Their treasure comes in two ways. First, most Visitors usually carry weapons and some wear armor or forcefield belts. These items can be salvaged from their corpses as per the scavenging rules (*ACKS* p. 209-210). Second, any Visitor party, saucer, robot or outpost will contain a hoard of useful technology, as given in the following tables. Roll once for a small party, saucer or outpost or a small number of robots, twice for a medium one and three times for a large one. Note that Visitors are sophisticated aliens from another world and will readily use any and all available technology to their best advantage.

Roll (1d10)	Hoard Type			
	Party	Saucer	Robot	Outpost
1	2d6 Spare Parts	4d6 Spare Parts	1d4 Spare Parts	6d6 Energy Crystals
2	3d6 Energy Crystals	4d10 Energy Crystals	1d8 Spare Parts	1d6 weapons
3	1d3 (additional) weapons	1d6 Weapons	1d6 Energy Crystals	1d4 crates of 50 Spare Parts each
4	1d3 Suits of Armor	1d6 Suits of Armor	2d6 Energy Crystals	1d8 Suits of Armor
5	Chemicals	Chemicals	1 Weapon	2d6 Weapons
6	Chemicals	Chemicals	Chemicals	General Device
7	Chemicals	Box of 25 Energy Crystals	General Device	Chemicals
8	4d6 Spare Parts	Crate of 50 Spare Parts	3d6 Energy Crystals	Crate of 1d6 x 20 Energy Crystals
9	General Device	Robot	Chemicals	1d4 Robots
10	Robot	Robot	2d6 Spare Parts	1d3 Vehicles

Weapon Table	
Roll (1d100)	Weapon
1-25	2d6 Energy Crystals
26-50	Plasma Pistol
51-60	Dart Gun
61-70	Plasma Rifle
71-75	1d4 Incendiary Bombs
76-80	1d4 Plasma Grenades
81-85	Flamer
86-90	Stun Prod
91-94	Stun launcher
95-97	Plasma Cannon
98-99	Laser Rapier
00	Fusion Launcher

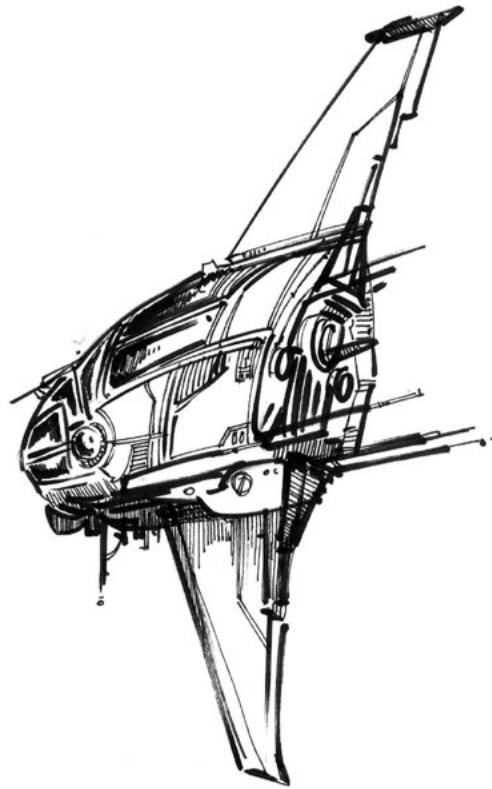
Armor Table	
Roll (1d100)	Armor
1-20	2d6 Spare Parts
21-50	Force Field Belt
51-60	Force Field Belt, Advanced
61-75	Silkweave Suit
76-85	Environment Suit
86-90	Reactive Armor
91-98	Enclosed Armor
99-00	Powered Suit

Robot Table	
Roll (1d100)	Robot
1-15	3d6 Spare Parts
16-30	Personal Security Drone
30-60	Scout Drone
61-90	Workbot
91-00	Warbot

Vehicles Table	
Roll (1d100)	Vehicle
01-25	Hoverboard
26-50	Hovercar
51-85	Hoverbike
86-90	Scout Saucer
91-95	Submarine
96-97	Abductor
98-99	Tank
00	Battleship

Chemical Table	
Roll (1d100)	Chemicals
1-12	2d6 Wonder Meals
11-24	1d6 Water Purification Pills
25-36	1d3 Healing Syringes
37-40	Language Serum
41-50	Instant Armor
51-60	1d3 Painkillers
61-63	Juggernaut Drug
64-70	1d6 Panaceas
71-80	1d3 Stimulants
81-83	Acid Bomb
83-86	Truth Serum
87-88	1d3 Combat Drugs
89-90	1d2 Resurrection Serums
91-92	Repair Nano-Gel
93-95	Gas Bomb, Stun
96-97	Gas Bomb, Poison
98-00	Anagathics

General Devices Table	
Roll (1d100)	General Device
1-10	4d6 Energy Crystals
11-15	Portable Stasis Device
16-20	Control Helmet
21-35	Glowstick
36-38	Language Oracle
39-40	Kepru Scarab Beetle
41-50	Breather
51-55	Mind Probe
56-59	Holographic Library
60-65	Tracking Implant
66-70	Multiscanner
71-72	Electronic Scope
73-75	Visor of Sight
76-80	Memory Crystal, Database
81-84	Memory Crystal, Metaphysical
85-90	Memory Crystal, Scientific
91-92	Psychic Amplifier
93-94	Regeneration Vat
95-96	Cryostasis Tube
97-98	Cloning Vat
99-00	Mutation Vat





## Chapter 6: **The Spells of Kanahu**



## NEW SPELLS

### Acid Arrow

Arcane 1

Range: 240'

Duration: 2 rounds

A magical arrow of acid springs forth from the caster's hand and speeds towards its target. The caster must succeed on an attack throw to hit the target. Because armor provides no protection against the **arrow's** acid, the attack throw ignores the target's AC bonus from armor or shield (but not from Dexterity, displacement, etc.). If the **acid arrow** hits, it immediately deals 2d4 points of acid damage with no saving throw. If not neutralized, the acid continues to burn for one round, dealing an additional 2d4 points of damage on the caster's next initiative. For every two caster levels above 1st, the caster may fire an additional arrow (two arrows at 3rd level, three arrows at 5th level 3, four arrows at 7th level, and so on). The caster may fire all of his acid arrows at one target or distribute them across multiple targets, as desired.

### Animate Statue

Arcane 3, Divine 3

Range: touch

Duration: 1 turn per level

The caster touches one ordinary nonmagical statue and grants it a semblance of life. Animated statues have the monster characteristics provided for by the monster entry in **ACKS** (Statue, Animated on p. 196) based on the material of the original statue (treat any metal as "iron" for this purpose). The animated statue's alignment is always that of the caster. Once the spell duration expires, the statue returns to an inanimate state in the position and stance it had in its last action. **Animate statue** lasts for one turn per caster level or until the statue is destroyed or **dispelled**. If the caster dies or becomes unconscious before the spell expires, the statue becomes uncontrolled and attacks the nearest target until the spell ends.

### Blink

Arcane 2

Range: self

Duration: instantaneous

Upon casting this spell, the caster immediately teleports from his current location to any spot he chooses within a 360' range. However, this spell is subject to errors as per the **teleport** spell (see **ACKS** p. 88).

### Bygone

Arcane 3

Range: touch

Duration: instantaneous

The caster can teleport the creature touched up to 360' in any direction chosen by the caster. Teleporting an unwilling target requires a successful attack throw to touch it, and the target may avoid the effect by succeeding on a saving throw vs. Spells. The spell cannot teleport the target into solid matter, but can teleport it high in the air. The spell teleports the target's worn and carried possessions along with the target.

### Blob of Goo

Arcane 1

Range: 60'

Duration: instantaneous

The caster conjures a blob of utterly disgusting goo from the nether-realms of chaos and decay, then magically hurls it to a designated spot within 60' range, where it explodes into a 15' diameter sphere of stomach-retching awfulness. Any creatures within the area of effect suffer 1d4 points of damage per caster level, to a maximum of 3d4 damage at level 3. A successful saving throw vs. Blast avoids all damage. In addition, creatures

caught within the area of effect are rendered nauseous for 1d4+1 rounds. A successful saving throw vs. Poison avoids the nausea. A nauseated creature cannot attack, cast spells, or speak. A nauseated creature can move away from the source of nausea (or take actions in lieu of moving to relieve themselves of whatever is inducing the nausea), but cannot otherwise move. Nauseated creatures are still able to defend themselves.

### Call Leviathan

Divine (Cultist) 5

Range: 10'

Duration: 1 hour

The cultist calls forth the Leviathan – the Chaotic horror of the seas, avatar of Rahab – from the depth of the ocean to bring destruction to his foes. The cultist may cast this spell only while in or within 10' of open ocean. It requires one full turn (10 minutes) to **call Leviathan** and the spell is so taxing that it can be performed but once per week. The Leviathan serves the cultist for up to one hour, provided that the cultist concentrates on nothing but controlling the creature. Spell casting, combat, or movement over half the normal rate results in loss of concentration. The cultist, while in control of the Leviathan, can dismiss it back to the watery abyss at will (doing so on his Initiative if in combat). If the cultist loses concentration, control of the Leviathan is lost and cannot be regained. The Leviathan then seeks to bring utter destruction the conjurer and all others in its path. Only **dispel magic** or **dispel evil** will force the leviathan back into the depth once control has been lost. An uncontrolled leviathan may, of course, choose to retreat to the depth once again, after laying waste to the area.

### Detect Technology

Arcane 2

Range: 60'

Duration: concentration

The spellcaster is able to detect technological objects, machines, or creatures within the given range by sight, seeing them surrounded by a pale glowing yellow light. Only the caster sees the glow. Invisible machines, objects, and creatures are not detected by this spell. However, if the invisibility is due to technology, the emanations of the invisibility-inducing technology will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible object, machine, or creature at an attack penalty of only -2.

### Disable Machine

Arcane 2

Range: 60'

Duration: 1 round

per caster level

A barrage of etheric pulses and transmissions leap from the caster's mind and into a machine within range, potentially scrambling its electronics. The target can be a robot, a vehicle, or any other machine up to 10' x 10' x 10' in size. The target is disabled for one round per caster level unless it succeeds on a saving throw vs. Paralysis. A disabled robot or machine cannot attack, cast spells, move, speak, or otherwise function. All attack throws against a disabled machine gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs it. The disabled machine is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. (Unlike helpless creatures, disabled machines cannot be automatically "slain".)



**Dragon's Breath** Range: 0'  
Arcane 5 Duration: instantaneous

The caster breathes forth a cone of fire 60' long and 30' wide. Any creatures within the area of effect will suffer 1d6 points of damage per level of the caster, or half that with a successful saving throw vs. Blast.

**Ghost Walk** Range: touch  
Arcane 3 Duration: 1 turn

This spell renders the creature touched both **invisible** and **inaudible**. The spell lasts for one turn or until the **ghost walking** creature attacks or casts a spell, whichever comes first.

**Heart of Gold** Range: touch  
Arcane 3 Duration: instantaneous

The caster transforms the heart of the creature touched into pure gold, instantly slaying the creature. Touching an unwilling target requires a successful attack throw, and the target may avoid the effect with a successful saving throw vs. Death. The heart, if extracted from the target's corpse, is worth 1 GP per XP the target was worth - the bigger and more ferocious the creature is, the more valuable its golden heart!

**Magnetic Pulse** Range: 30'  
Arcane 5 Duration: instantaneous

This spell generates a magnetic pulse emanating from the caster capable of shorting the circuits of robots and other technological machines in the area. Up to 4D8 HD of robots or other machines within 30' of the caster can be affected. Each affected robot or other machine must succeed on a saving throw vs. Death or be destroyed by a critical electronic meltdown. The spell works on any machine of up to 10' x 10' x 10' in size, including robots, vehicles, and non-sentient machines (such as generators), but is harmless to living and undead creatures.

**Mage Fingers** Range: 10'  
Arcane 1 Duration: 1 round

This spell allows the caster to telekinetically move a single inanimate object within range up to 20' in any direction desired for one round. The object must weigh no more than 2 stone per caster level. This spells allows the caster to pull distant levers, grab treasures at a safe distance from any traps which may be involved in their manipulation, and so on.

**Meteor** Range: 150'  
Arcane 3 Duration: instantaneous

The caster conjures a star of pure fire in his hands and hurls it towards any point of space he desires within 150'. On a successful attack throw against AC 0, the **meteor** explodes at the designated point. On a failed attack throw, the **meteor** deviates, exploding at a point 2d6x10' away from the designated point in a random direction (roll 1d12 for the clock direction of scatter). On an unmodified attack throw of 1, the **meteor** detonates in the caster's hands. When the **meteor** explodes, it deals 1d6 points of damage per caster level, to a maximum of 6d6 points of damage, to everything within a 20' diameter sphere; furthermore, the spell generates a significant amount of overpressure, knocking

down all targets within the area of effect. A successful saving throw vs. Blast reduces damage suffered by half and allows the creature to keep its feet.

**Mind Blast** Range: 0'  
Arcane 3 Duration: instantaneous

The caster emits a psychic "scream" in all directions that dazes friend and foe alike. The caster himself is immune to the effect, but each other creature within 20' of the caster must make a successful saving throw vs. Paralysis or be incapacitated by the **mind blast** for 1d4+1 rounds. Incapacitated creatures are knocked out and helpless, unable to see, hear, speak, or act until the effect expires. All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs. Melee attack throws against helpless creatures automatically hit if the If the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab.

**Nova** Range: 0'  
Divine 3 Duration: instantaneous

The caster glows like a burning star, flooding his surroundings with brilliant starlight for a brief second. Any living creature within 20' of the caster are blinded for 1 round. Undead within 20' of the caster are blinded for 1 round and dealt 1d8 damage per caster level. A successful save vs. Spells avoids blindness and reduces any damage by half. A blinded creature suffers a -2 penalty to surprise rolls and a -4 penalty to all attack throws and has its movement rate reduced to ¼ its normal rate. The light of a **nova** spell counts as sunlight for purposes of monster vulnerabilities.

**Network Shutdown** Range: 60'  
Arcane 6 Duration: 1 round per level

This spell blasts the positronic brains of robots and other machines within 60' with erratic etheric signals and magnetic fluctuations. The caster can affect his choice of 4D8 HD of robots or other machines of up to 10' x 10' x 10' in size. Each affected robot or other machine must succeed on a saving throw vs. Paralysis or be disabled for one round per caster level. A disabled robot or machine cannot attack, cast spells, move, speak, or otherwise function. All attack throws against a disabled machine gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs it. The disabled machine is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. (Unlike helpless creatures, disabled machines cannot be automatically "slain".)



**Plague of Shadows**

Arcane 3

Range: 10'

Duration: 1 turn per level

From a deep well of shadow, the caster calls forth a plague of 2d4 **shadows** to serve him (see the Monsters chapter of **ACKS**, p. 192, for details). The summoned shadows are hostile to the caster, but as long as he concentrates on controlling them, they will be forced to do his bidding. The shadows remain for one turn per caster level, and then blend back into the surrounding shadows. If the caster's concentration is broken before the end of the spell's duration, the shadows will attack the caster out of spite, or, if he is not alive, the nearest living target. This spell may only be cast in the dark or underground, where shadows are deep enough to draw shadow-monsters out of them; it will not work in the wilderness by day nor even in bright moonlight.

**Psychic Assault**

Arcane 3

Range: 90'

Duration: instantaneous

The caster lashes out at with his mind at a target creature within 90', slashing and burning the target's psyche and scarring its brain tissue. The target suffers 1d6 points of damage per caster level unless it succeeds on a saving throw vs. Spells to resist the **psychic assault**.

**Scorching Ray**

Arcane 2

Range: 30'

Duration: instantaneous

A searing ray of fire erupts from the tip of the caster's finger towards a target creature. The caster must succeed on an attack throw to hit the target. If the **scorching ray** hits, it deals 1d6 damage per caster level, to a maximum of 4d6. No saving throw is allowed to avoid this damage. For every two caster levels above 1st, the caster may fire an additional **scorching ray** (two arrows at 3rd level, three arrows at 5th level 3, four arrows at 7th level, and so on). The caster may fire all of his **scorching rays** at one target or distribute them across multiple targets, as desired.

**Shield of Mawat**

Divine (Blessed Undertaker) 1

Range: self

Duration: 1 turn per level

Mawat, the Neutral god of the dead, shields his blessed undertaker from the undead – those animated by souls stolen from his halls. The **shield of Mawat** grants the caster AC 7 against melee attacks and AC 5 against ranged attacks by undead creatures for one turn per level.

**Short Circuit**

Arcane 3

Range: 60'

Duration: instantaneous

The spell can cause a critical short circuit in a target machine. If the target fails a saving throw vs. Death, its circuits fry beyond repair, rendering it inoperative. The spell works on any machine of up to 10' x 10' x 10' in size, including robots, vehicles, and non-sentient machines (such as generators), but is harmless to living and undead creatures.

**Stream of Sludge**

Arcane 3

Range: 0'

Duration: instantaneous

A stream of steaming acidic sludge, glowing a sickly shade of green, gushes from the caster's outstretched finger. The stream covers a 60' by 5' line emanating from the caster and causing 1d6 damage per caster level to any creature caught within it. Creatures who successfully save vs. Blast suffer half damage. In addition, creatures caught within the blast are rendered nauseous for 1d4+1 rounds unless they succeed on a saving throw vs. Poison. A nauseated creature cannot attack, cast spells, or speak. A nauseated creature can move away from the source of nausea (or take actions in lieu of moving to relieve themselves of whatever is inducing the nausea), but cannot otherwise move. Nauseated creatures are still able to defend themselves.

**Summon Deep Ones**

Arcane 3, Divine (Cultist) 3

Range: 10'

Duration: 1 turn per level

To **summon deep ones**, the caster must be standing next to a body of water at least 3' across and 1' deep. The spell calls forth 2d4 Deep Ones from the body of water to serve him (see p. 69 of the Monsters of Kanahu chapter for details). The Deep Ones will obey the caster's every command for one turn per caster level. The Deep Ones vanish instantly if destroyed or **dispelled**. Otherwise, once the duration is over, any surviving Deep Ones walk back to the water and disappear into it.

**Summon Shoggoth**

Arcane 2, Divine (Cultist) 2

Range: 10'

Duration: 1 day

From the darkness between the stars, the caster calls forth an embodiment of raw Chaos – the shoggoth (see p. 86 of the Monsters of Kanahu chapter for details). This amorphous blob seeps from cracks in reality and obeys the summoner's will. However, this requires concentration, lest the shoggoth turn on the sorcerer and his friends. The summoner, while in control of a shoggoth, can dismiss it to the Outer Darkness at will (doing so on his Initiative if in combat). If the spellcaster loses concentration, control of the summoned shoggoth is lost and cannot be regained. The creature then seeks to attack and consume the summoner and all others in its path. Only **dispel magic** or **dispel evil** will banish the shoggoth once control has been lost. An uncontrolled shoggoth may, of course, choose to return to the realms of Chaos on its own; such creatures will never choose to remain on the Material Plane for long.

**Toad**

Arcane 1

Range: 60'

Duration: 6 turns

The caster points at one living corporeal target within range and utters a terrible curse that can transform the target into a filthy toad. A save vs. spells negates this effect. While in toad form, the subject is nothing but a slimy amphibian, and also has the physical and mental characteristics of one; once the duration ends, he returns to his normal self.



**Torrent of Sewage**

Arcane 3

Range: 0'

Duration: instantaneous

A torrent of filthy sewage water erupts from the caster's open hand in a 60' long, 10' wide cone, knocking down creatures in its path and surrounding them with an unbearable odor. The effect on any creature caught in the **torrent** depends on the creature's size. Tiny creatures (the size of a house pet or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying, a tiny or smaller creature is blown back 2d6x10' feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures, such as halflings or goblins, are knocked prone by the force of gushing sewage, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unaffected by the torrent's pressure if standing on firm ground, but if they are flying, they are knocked back 1d6x5' feet. In addition, creatures caught within the **torrent of sewage** are rendered nauseated for 1d4+1 rounds unless they succeed on a saving throw vs. Poison. A nauseated creature cannot attack, cast spells, or speak. A nauseated creature can move away from the source of nausea (or take actions in lieu of moving to relieve themselves of whatever is inducing the nausea), but cannot otherwise move. Nauseated creatures are still able to defend themselves.

**Town Portal**

Arcane 3

Range: self

Duration: instantaneous

The caster instantly teleports himself, along with his carried and worn equipment, to the nearest town (Market class V or higher) within 10 miles, without error or risk. If there are no towns within 10 miles, the spell has no effect.

**Ward Against the Dead**

Arcane 1, Divine 1

Range: self

Duration: 1 turn per level

This spell creates a holy barrier that protects the caster and any non-undead creatures within 5' of him from the foul touch of undead creatures. The **ward against the dead** prevents bodily contact by undead. The **ward** causes the natural weapon attacks of undead to automatically fail, and causes the creatures to recoil if such attacks require touching a warded creature. The spell's protection against contact by undead ends if the caster or any protected creature makes an attack against, casts a spell on, or tries to force the barrier against, a blocked undead.



# Chapter 7: The World of Kanahu





## WELCOME TO KANAHU

Kanahu is a lush land of vast jungles, deep swamps, and searing deserts, where small city-states of lizardmen stand as isolated beacons of civilization while dinosaurs, giant insects, and bloodthirsty barbarians rampage in the untamed wilds outside these pockets of Law. Ancient ruins of dead Sakkara and even older, fouler, empires lie ready for plunder, glistening with gold and artifacts, but guarded by monstrosities from beyond the grave, wild beasts, and the horrid minions of Chaos. Law-abiding men and lizardmen huddle behind cyclopean walls and pray to their gods, while in the shadows of civilization and in the barbarity of the Wilds, degenerate cultists make sacrifices to the Chaotic powers Urban civilization is often corrupt and weak, ripe for conquest by vigorous barbarians untainted by the sins of civilization, ready to forge new kingdoms out of the ruins of the old.

This is a sword and sorcery setting with a Mediterranean to Tropical climate (Punt and Mala, specifically, are tropical), and with a strong focus on reptiles (dinosaurs, lizardmen, and serpentmen are prime examples), insects, utterly alien – and tentacled - "Outer Gods", city-states, and strange monstrosities. The setting's technology is that of the Late Bronze Age and Early Iron Age – more primitive than the *ACKS* defaults, though there have been a few advances towards the Early Medieval, and wondrous relics of the forgotten human past are hidden in deep tombs under dead Sakkara. Dinosaurs and their kin replace all mammals (except for men, and the cats who came with men) both as wild beasts and as domesticated animals.

The civilizations of Kanahu resembles those of the Late Bronze Age or Early Iron Age as well. This is a time of tribes, petty city-state tyrants, greedy merchant houses, and barbarian hordes forever threatening the crumbling borders of civilization. Most people live in small villages surrounded by yawning wilderness or in walled city-states rife with corruption and bursting with decadent wealth. Beyond the walls of these cities lies wilderness, raw and untamed; much of it never settled, many of its grasslands never plowed and forests never felled. There are, however, ruins scattered about these otherwise-unsettled lands – those of civilizations long dead, be that the Serpentmen, ancient Humanity, or the alien Visitors. There, aspiring warriors from primitive lands test their mettle and the bronze edge of their swords against the creations of ancient Science, hoping to return to the teeming bazaars laden with ill-gotten technical wonders. More often than not, they never return.

When running Kanahu as a game setting, run it fast and loose. Think in "gonzo" terms – big muscled loin-clothed barbarians with oversized axes and swords battle terrible, monstrous sorcerers and the tentacle monsters they summon; flashy alien technology finds its way to the hands of backwards tribespeople; cities are big, dazzling in color, and rotten to the core with corruption; wealth is extreme, and so is poverty. Think in big terms, those of paperback sword & sorcery tales rather than of the more laid back stories of 'proper' high fantasy. Similarly, describe morality and motivation in shades of grey rather than in black and white; while "black" cosmic evil is not unheard of in these tales, heroes rarely are knights in shiny armor, and instead are typically mercenaries, rogues, petty thugs, and barbarian warriors out to prove themselves to the world and win gold

and glory. With the exception of particularly corrupt Chaos worshippers and dark sorcerers, most people have motivations to their action other than "doing good" or "doing evil" – usually they are motivated by normal human vices such as greed, lust for power, or the thirst for vengeance.

## ADAPTATION NOTES

The lands of Kanahu constitute a complete sword & sorcery setting in their own right. However, much of this content could be easily ported and converted to other sword & sorcery settings, including that of the Auran Empire, the default setting of *ACKS*. If you like any of the lands, city-states, factions or other parts of the Kanahu setting, feel free to lift it and insert them into any other sword & sorcery or fantasy setting. The main points you should pay attention to when converting such material are that Kanahu lacks mammals except for humans and cats, and thus if converting them to a more conventional setting, you might want to add in some mammal life. More importantly, some of the Kanahu locations possess advanced alien technology above and beyond that of the typical fantasy setting, which should be handled with care. The Auran Empire includes an advanced alien race, the Khepri, that can easily stand in for the Visitors and explain the presence of high tech, but if your setting does not have such creatures, technological items may need to be re-skinned as magic.

Apart from those two issues, most of the locations given in this chapter can be easily inserted into any warm-temperate or subtropical, or tropical region in your favorite campaign settings. The locations will fit best relatively lawless areas devoid of a strong central government, and typically work particularly well with the backwards, barbarous regions in your setting. In the Auran Empire setting, for instance, the Harat Coast might be placed below the Waste, adjacent to the Ivory Kingdoms.

The alien Visitors and the ancient serpentmen (and human ancestors) can be replaced, if required, by more standard fantasy species. The Visitors may become Khepri, dark elves, or even deep gnomes and their technology replaced, if desired, by magic (or by clockwork technology in case of gnomes). In the Auran Empire campaign setting, the serpentmen can be replaced by the ancient Argolléans, Thrassians, Zaharans, or by any undead Chaotic force of an ancient fallen empire.

If desired, one may add more standard fantasy races to areas depicted in this setting, or even replace them altogether with more familiar species. Generally speaking, dwarves would do well in Khishrom and the mountains around it, and elves in the cedar forests to the north of Kanahu. Punt and Mala might become Eleven kingdoms and the Chaotic lizardmen can become dark elves if desired, though the lizardmen do fit as they are in most fantasy worlds – indeed this may be a chance to change the pace from the barbaric lizardmen of more standard settings to let the players explore the theme of civilized lizardmen and their rich, mysterious civilization.

The easiest way to add this setting to your campaign world could be by setting it on a new, undiscovered (or barely explored) continent. The players, coming by ship, flying monster and/or transportation magic to these distant shores, will discover the opulent cities of the lizardmen and the city-states of humanity,



World



and may bring back weird alien artifacts to their homelands, or attempt to conquer these lands for the glory of kings far to the west overseas.

## THE KNOWN WORLD

The default setting of this book is the region encompassing Kanahu, Sakkara, and Punt, as well as several additional uncivilized areas, on the coast of the Sea of Sunset (also simply called "the great sea"). This region is 960 miles long from north to south, and 720 miles wide from east to west. Climate overall is warm; it ranges from highly humid tropical heat in Mala and Punt, through a searing desert dry heat in Sakkara and Queddar, to what would be called a Mediterranean climate in Kanahu itself. Snow is almost unheard of, except for on the peaks of great mountains. This known part of the world is bound, from the west, by the sea; from the south, by the dense jungles of Mala; from the southeast, by more jungle; from the northeast, by desert and steppe; and from the north by wild, untamed cedar forests. There may be other settled lands on the planet, but contact with them is irregular at best due to these geographical obstacles, and is done mostly by the sea. Thus, for most people in the campaign, the known part of the world is limited to what's depicted in the map on p.119.

To the northwest lies Kanahu. This land, once a province of old Sakkara, is relatively lush, enjoying good winter rains but suffering from a hot summer. Light to moderate woods dominate northern Kanahu, while southern Kanahu is mostly grasslands. In any case, both the climate and the land lend themselves very well to agriculture, and, indeed, the land is bountiful. There are four major city-states in Kanahu – dusty Irem at the edge of the Sakkaran Desert; industrious Khishrom with its many mines and forges; rich and opulent Yimara; and Harat, where two decades ago, the corrupt Sorcerer King was overthrown by a slave rebellion.

To the northeast is Enyom, a dry, craggy land nestled in the rain-shadow of the Crescent Mountains. Enyom is cold in the winter, and hot in the summer, but rains are sparse and far between, allowing only for a dry steppe. This is a barbaric region, devoid of any proper cities, and sparsely inhabited by semi-nomadic tribal herders. The Enyomi lack a king, so each tribe is a nation of its own, moving of its own free will to find good grazing lands to feed its Protoceratops herds – the lifeblood providing the Enyom people with meat and eggs. The people of Enyom are hardy and, for the most part, savage, but respected as mighty warriors.

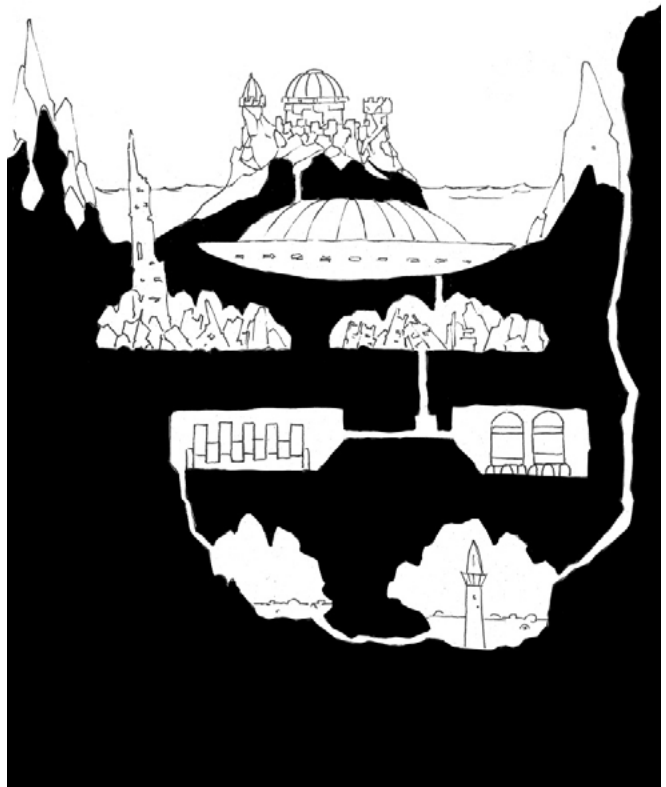
South of Kanahu lies old, dying Sakkara. Once the Great River fed a high civilization ruled with an iron fist by the Pharaoh. But, today, little remains of Sakkara but the decaying city of Zarnas and its outlying agricultural lands, over which the Last Pharaoh, Pilsar IV, rules - though the king is rarely seen outside of his pyramid tomb-palace. The deserts have swallowed everything else, and sandy winds slowly but surely grind down many of Sakkara's once-magnificent monuments. Many of the old, now abandoned, agricultural regions have decayed into little more than mosquito-infested swamps.

To the south of Enyom and to the east of Sakkara stretches the harsh desert of Queddar. This land of sand and rock harbors

little vegetation, except for in the few oases, and is very sparsely populated by nomadic human tribes and secluded geckoman communities. In Queddar it is almost always horribly hot by day and freezing cold by night. This barbarian land, however, gives rise to strong warriors adept at surviving the desert, tracking in the wilderness, and performing great feats of dinosaur-riding.

South of Sakkara and Queddar, beyond the Great Mountains, lies the rich and tropical Punt, homeland of the lizardmen. Once a mighty empire ruled by a single Grand Matriarch of Tollan, today it is split into a number of independent city-states. Chief among these is Cibola, the City of Gold, which is rich beyond imagination – the destination of many a trader from far-away Kanahu. North of it is the smaller City of the Crescent Sun, and to the east is the vile City of the Sunken Moon, under the tyranny of the Chaotic lizard-sorceress Manatxu. Punt enjoys a tropical climate, and is mostly composed of rainforests and swamps; rainfall is bountiful year round, and agriculture is likewise rich. Insects of all sizes are very common, breeding in massive amounts in the watery marshes of Punt. Many lizardman farmers take advantage of this fact, and shrimps, shellfish, and giant insects are common on the dining tables of the lizardmen.

Finally, to the far south lies Mala, an untamed land of jungles inhabited by tribal men and lizardmen. Mala is a massive rainforest, impenetrable to armies and undisturbed by any axe, teeming with dinosaurs of all sizes - as well as worse things. But Mala's humanoid denizens know how to make the best of their savage homeland, and are able to enjoy a precarious life among the many trees. This land is rich in vegetation and natural resources, but rarely exploited due to the many difficulties and dangers of harvesting the jungle.



## SETTING HISTORY

First were the serpentmen, who worshipped terrible Chaotic gods. Their empire was forged eons before the dawn of history and lasted for millennia. Ever in search of slaves, they bred themselves with water monitors to produce the sturdy lizardmen, and, for ages, lorded over the lizardmen masses while constantly honing their blasphemous sorcery. But then, millennia before our time, the great goddess Ixchala revealed herself to a lizardwoman called Tellina, now known as the Prophetess. With her Lawful divine inspiration, the Prophetess roused the lizardmen masses in rebellion, shattering their chains of old and casting their erstwhile masters into oblivion. Freedom was won; and with freedom, a great Lizard Empire arose in the jungles, with the Grand Matriarch ruling from the top of the Great Pyramid in fabled Tollan.

But then came men, arriving upon a shooting star from across the sky. The earthquakes and shockwaves of the star's fall shattered the Lizard Empire. Men, too, were cast into disarray, and regressed into primitive nomadism, soon to be used as slaves or sword-fodder by the lizardmen city-states which arose from the ashes of the Great Cataclysm. In its aftermath, some lizardmen and many men, without the guidance of the old Lizard Empire's Grand Matriarch, turned back to the dead gods of the serpentmen, and once their bloody rituals darkened the souls of Kanahu.

Out of that chaos rose Sakkara, the great Empire of Man. It grew upon the River of the Desert, worshipping Chaotic gods from beyond the grave, and investing its resources into its immortal dead kings much more than in its living subjects. But even great Sakkara, after fifteen centuries, eventually stagnated and fell back into barbarism, leaving behind only ruined temple-yards and ancient tombs filled with gold and peril - and the dying city of Zarnas, where the immortal Last Pharaoh claims titular rule over his ruined empire.

When Sakkara fell, its former vassals to the North, beyond the Great Desert and its River, won their freedom, establishing the new City-States, each a mere shadow of Sakkara's old glory. Some City-States worship the Lawful Gods of Man, while others pay homage to the blood-soaked idols of the long-dead serpentmen. Meanwhile, the ancient lizardmen cities of the tropical South squabble and scheme, some still worshipping the Lawful Ixchala, others now following the dark Chaotic path of the serpentmen gods of old.

## RELIGION AND MAGIC IN KANAHU

Kanahu has its own pantheon, composed of ten Lawful human gods, two neutral human gods, nine Chaotic gods, and one Lawful lizardman goddess. The following table lists all these deities, as well as the divine classes which follow each of them. While divine casters typically worship a single deity, laymen (including classed characters without a divine element in their class) tend to worship any and all of the Lawful or Neutral gods as needed, for example sacrificing to Haddad for bountiful rains, paying homage to Innana after success in battle or praying to Ishtar to win the heart of their true love. Lizardmen, in most cases, worship Ixchala exclusively, as a monotheistic deity, though some lizardmen in Kanahu do worship or acknowledge

God	Alignment	Domain	Divine Classes
El-Elyon	Lawful	Father god; chief god of mankind and civilization	Cleric, paladin
Ashera	Lawful	Mother goddess; goddess of nature, birth and fertility	Priestess
Nikkal	Lawful	Goddess of agriculture	Priestess
Eshmun	Lawful	God of medicine, herbs and healing	Cleric
Khasis	Lawful	God of craftsmen and craftsmanship	Cleric
Ishtar	Lawful	Goddess of love	Priestess
Shapashu	Lawful	Sun goddess	Cleric, priestess, paladin
Innana	Lawful	Goddess of war and love	Bladedancer, priestess
Yarkhibol	Lawful	Moon god	Cleric
Haddad	Lawful	God of rains, storms and lightning	Cleric, paladin
Ixchala	Lawful	Lizardman goddess of lizards, birth, death and rebirth	Lizardman priestess
Yammu	Neutral	God of rivers and oceans; patron god of judges	Cleric
Mawat	Neutral	God of death	Blessed undertaker
Atlach-Nacha	Chaotic	God of spiders	Cultist
Bokrug	Chaotic	God of lizards and amphibians	Cultist
Moloch	Chaotic	God of fire and wealth	Cleric, cultist, anti-paladin
Rahab	Chaotic	God of oceans, rains, octopi and maddening chaos	Cleric, cultist, anti-paladin
Qetesh	Chaotic	Dark goddess of fertility, nature and bestiality	Cultist
Lotan	Chaotic	God of serpents	Cultist
Nabu	Chaotic	God of forbidden knowledge and secrets	Cultist
Dagon	Chaotic	God of fish and deep ones	Deep one hybrid
Pazuzu	Chaotic	God of sorcery and undeath	Necromancer

the various human gods alongside her. The gods of Chaos, however, tend to have mystery cults dedicated to them, which congregate in secret to perform vile rituals in hope of winning favor and great power from whatever "one true god" the cult worships.

Divine power does not go unchallenged, for Kanahu is a land flush with arcane magic. Sorcerers are respected and feared for their knowledge and power, which they often abuse. It is not unknown for even petty sorcerers, not to mention the more powerful ones, to become rulers or even cult-leaders, often claiming that their arcane powers come from whatever Chaotic god they pay homage to. Arcane spellcasters tend to have shady reputations at best, as even the most uneducated peasant knows well enough that the words, gestures and dark thoughts

of a sorcerer – even a petty one – can bring untold death and destruction. Some mages dislike this reputation and wish to be remembered as scholarly sages rather than raving madmen, while others utilize this as a tool to extort power and money from the uninitiated.

### CALENDAR AND TIME

The world upon which Kanahu exists has two moons: the larger, Yarkhibol, resembles our own Earth's moon, while its far smaller sister, Innana, is a small, reddish asteroid on a higher orbit. The world's rotation around its sun, Shapashu, is 336 days long, equal to approximately twelve rotations of Yarkhibol around the world, each 28 days long. Therefore, there are twelve 28-day months in the year. Each month is dedicated to a Lawful deity according to Kanahi custom. The year, according to Humans, is 3,341 AS (After Starfall, commemorating the impact of the shooting star upon which the Humans came). According to the lizardmen, it is the 4,009th year since their rebellion against the dreaded serpentmen.

Season	No.	Month	Presiding Deity
Spring	1	Nisanu	El-Elyon
	2	Aru	Ashera
	3	Simanu	Nikkal
Summer	4	Dumuzu	Eshmun
	5	Abu	Khasis
	6	Ululu	Ishtar
Autumn	7	Tisritum	Shapashu
	8	Samna	Innana
	9	Kislimu	Yarkhibol
Winter	10	Tebetum	Yammu
	11	Sabatu	Haddad
	12	Adaru	Mawat

### LANGUAGES IN KANAHU AND THE SURROUNDING LANDS

Most people in Kanahu speak Kinhan, which serves as the equivalent of “Common” in this setting. It has a written alphabetic system, an innovation which has been adopted by both the neighboring lands of Enyom and Queddar and even by the commoners of old Sakkara, as it is far easier to learn and use than the High Sakkaran hieroglyph system. In real world terms, this language is similar to Semitic languages, so most place (and person) names should sound Semitic (or at least fit into the Bronze Age Levant).

The people of Enyom speak the Enyomi tongue, which is closely related to Kinhan; anyone who knows Kanahi can understand simple sentences said in Enyomi, and vice versa, on a proficiency throw of 11+ (Intelligence bonus applies) and the other way around. Enyomi uses the Kinhan alphabet. In real world terms, Enyomi names should also be vaguely Mesopotamic.

The humans of Quedar speak Quedari, which is more distantly related to Kinhan and Enyomi and uses the Kinhan alphabet. Anyone who knows Kinhan or Enyomi can understand simple sentences said in Quedari, and vice versa, with a proficiency throw of 18+ (Intelligence bonus applies). In real world terms, Quedari names should sound vaguely Arabic.

The geckomen of Queddar speak their own language, which sounds like a combination of chirps and clicks. It uses a strange variant of Sakkaran hieroglyphs for its religious texts, and a variant of the Kinhan alphabet for secular writings.

Sakkara has two languages - High Sakkaran and Low Sakkaran. High Sakkaran is the language of priests, royalty and sorcerers, and many sorcerers in other human lands use High Sakkaran as well, due to the many ancient texts written in this tongue. High Sakkaran is written with a very complex system of hieroglyphs, which makes it difficult to master. Low Sakkaran is spoken by most Sakkaran commoners, and uses the Kinhan alphabet. In real world terms, names in both tongues should sound vaguely Egyptian.

The lizardmen of Punt, as well as its small Human population, use three languages - the Red Tongue (spoken by priestesses), the Green Tongue (used by most lizardmen) and the Blue Tongue (spoken by sorcerers). All three share the same hieroglyph system. In real world terms, lizardmen names should sound vaguely Mesoamerican.

The men and lizardmen of Mala speak Malan, a language distantly related to the Green Tongue. This language has no written equivalent, so the few literate Malans speak and write in the Green Tongue of their neighbors.

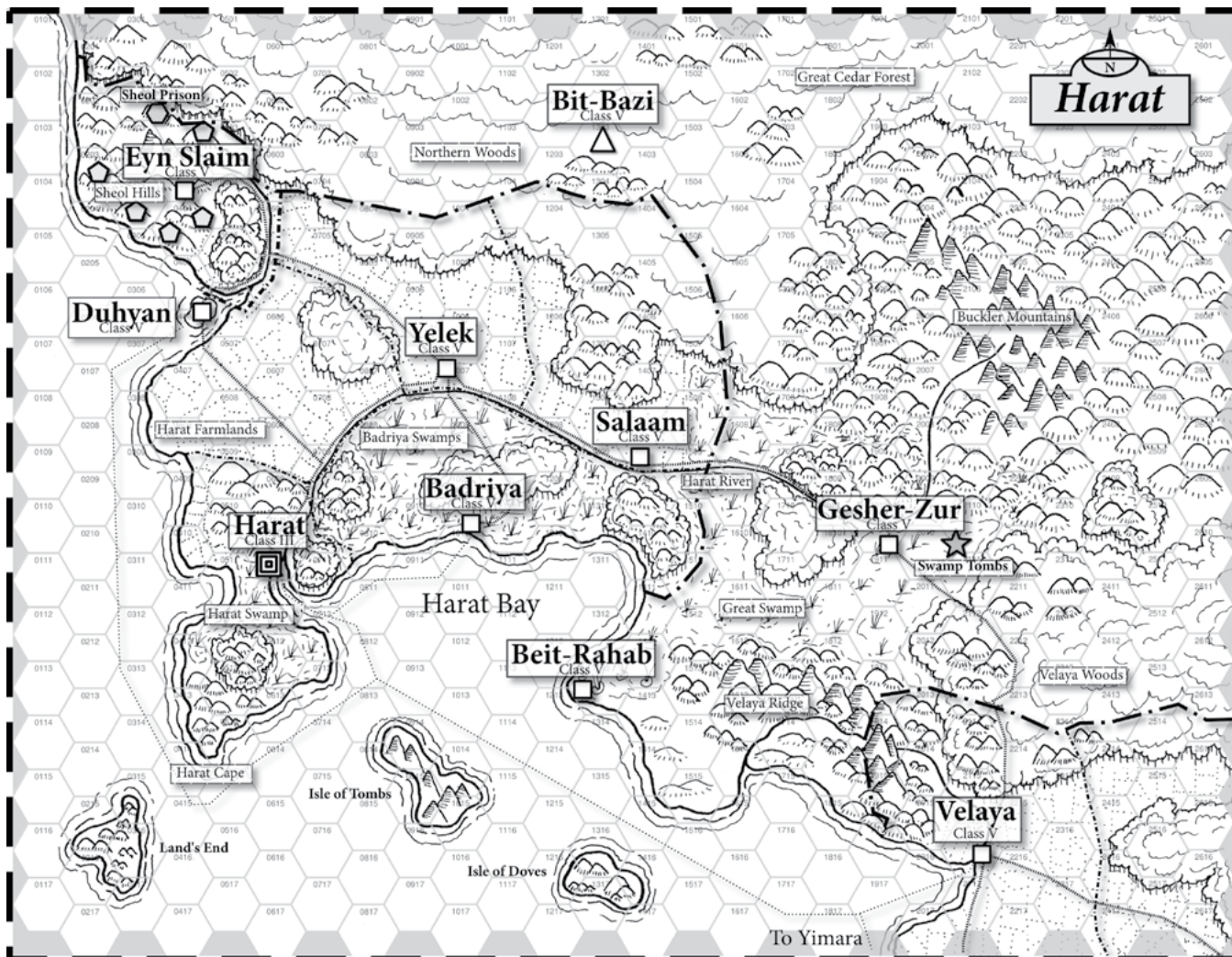
There are two more languages in this setting: Serpentine, which was once used by the serpentmen but is now quite rare; and its impoverished descendant, Chaos-Tongue, which is used by various beastmen & cultists. Serpentine used cuneiform figures for its writing, while Chaos-Tongue has no written form.

### THE HARAT COAST – BASTION OF FREEDOM

Harat is the northernmost city-state of Kanahu, situated in an area blessed by relatively bountiful rains, high humidity, and ample water. Of course, this is a mixed blessing, as one third of the area under Harat's rule is covered by swamps teeming with mosquitos and infested with swamp fever. Regardless of this, Harat controls a wealth of fertile agricultural lands yielding a bountiful harvest of grain and legumes. Many of the farmers also raise birds and dinosaurs for their eggs and meat. Winter is cool and rainy and summer is searing and humid. This area is situated on the coast of the Sea of the Setting Sun and also enjoys a bountiful crop of fish.

Harat and its lands have been ruled for a decade by Mazatel of Sitali, a Lawful 10th level lizardman gladiator who led a successful slave rebellion and guerrilla war against Harat's old despot, Nabu-Ram. That sorcerer-king was dethroned and his palace razed to the ground, though rumors persist about massive dungeons deep under its ruin which were not yet cleansed when Mazatel's Army of the Free liberated Harat from the old mage's dread reign. Mazatel now rules from a makeshift palace in Harat's fabled Hanging Gardens, while a new pyramid-temple to the Lizard-goddess Ixchala is being built on the ruins of the old tyrant's palace. The current king has proven himself to be an even-handed, level-headed ruler who has abolished slavery in Harat – a feat unheard of elsewhere in Kanahu – and replaced the old gladiatorial games fought by slaves with new games





fought by freemen willing to risk their life and limb for gold and glory in the arena.

Outside Harat's area of control, barbarism abounds. The wild, uninhabited lands are home to wild predatory dinosaurs, giant insects, and other horrors driven out of the settled area, and only a few isolated villages and nomadic hunter-gatherer tribes dwell there. A long road to the southeast through the dangerous swamps and the independent village of Gesher-Zur leads to Yimara, a wealthy neighboring city-state which enjoys a love-hate relationship with Mazatel's new regime in Harat. Yimara backed Mazatel against the old sorcerer-king Nabu-Ram, but now old rivalries have surfaced and Yimara's King Belrazar dislikes Mazatel's strong commitment to Harat's independence, not to mention his abolition of slavery.

Harat's domain of influence has a population of 40,000 families (200,000 people). The urban population stands at 8,000 families, of whom 4,000 live in Harat itself. In game terms, consider the Harat domain to be a Duchy-equivalent, and its Districts to be County-equivalents.

## HARAT COAST GEOGRAPHY

### **Badriya County** (population 5,500 families, urban 703 families)

Badriya County is the poorest district controlled by Harat, and suffers from periodic outbreaks of swamp fever. This land of swamps and occasional low hill or small wood is unsuitable for agriculture, and most its residents are fishermen and peat miners – the people who prefer to live in such an area. Mazatel's reign brought some relief to this stricken region, with several swamp drainage projects, paid out of the King's coffers, reducing the fetid flow to the various hamlets of this region. However, it is still poor, and the swamp itself still holds a bad reputation as the abode of dark spirits and the unliving. This reputation is partially based on fact, as there are numerous Sakkaran tombs still buried in the swamp, many containing curses or restless undead. Badriya County is ruled by Selira (Neutral lizardman witch doctor 6), an old ally of King Mazatel. She conquered this region from the Sorcerer King using her undead servitors and thus has a partially-deserved bad reputation. Badriya is ruled by Atl of Chiphua (Lawful lizardman hunter 9), a male lizardman veteran of the slave revolt, whom Lizard King Mazatel of Sitali sent to try and bring order to this poor, lawless town. So far, Atl has had little success in lifting the "Curse of Badriya".

Harat Coast Rumors	
1d20 roll	Rumor
1	King Mazatel of Sitali was unable to slay the old Sorcerer King Nabu-Ram, instead wounding him gravely – and forcing the old tyrant to turn himself into an undead monster in order to " survive" . He now haunts the halls below his old palace in Harat. <i>False.</i>
2	Horrid, lobster-like humanoids raided a caravan a few hours' walk to the northeast from Duhyan. One of the survivors from that caravan spoke of an idol to the dread god Rahab worshipped by these beastmen. <i>True.</i>
3	The village Beit-Rahab is a great place for smugglers – a place with no law where you can get your hands on all the mind-affecting 'shrooms that that darn Lizard-King we now have on the Harati throne does not allow to import into his lands. Also a great place to hire a discreet boat to get you around the coast far from prying eyes... <i>False.</i>
4	King Belazar of Yimara is preparing for war on us! I just saw his troops massing next to the border, next to Velaya. I bet that ol' Mazatel has several aces up his tail ready to face him, though... <i>False.</i>
5	Something horrible steers in the water next to the Isle of Tombs. A huge ship – I say – once shipwrecked and now haunted by her dead, drowned crew! Out to eat the flesh of any seaman foolish enough to sail near that desolate shore. <i>Partially true – there is no ghost ship there, but in reality that place is the hiding place of the Leviathan – the horror of the seas!</i>
6	Construction of the new Pyramid of Ixchala over the ruins of the old Sorcerer King's palace in Harat is delayed by multiple uncanny incidents – and undead rising from the ruins. There must be something particularly dark and vile down there in the old dungeons... <i>True.</i>
7	Batt-Amon, that old hag ruling Duhyan, used to be a pirate back in the day! I bet she has a huge treasure hoard under the Duhyan Fort. <i>Partially true – while Batt-Amon was never a pirate, she used to be a prosperous merchant, and she does have a vault under the fort full of her gold...</i>
8	A few hours walk to the south-east of Salaam one may find a great statue for Bokrug – the Chaotic god of lizards and amphibians! A whole cult of Chaotic lizardmen worship it, sacrificing the hearts of their victims to their horrid god atop a small pyramid. <i>Partially true – the statue exists, but there is no pyramid, and rather than Chaotic lizardmen, this is the haunt of degenerate toadmen.</i>
9	Bad things happen to people who venture deep into the Buckler Mountains. Several hunters who dared climb their slopes spoke of old tombs filled with unimaginable treasures – and nightmarish horrors. <i>True.</i>
10	Prospectors who search the Buckler Mountains for gold came across a curious cave. Inside lives a monstrous giant octopus, worshipped as a god by a cult of toadmen, who are guarding an unimaginably large treasure. <i>Partially true – such cave and treasure exist, but they are guarded by an Aboleth and its Skum servants.</i>
11	A great skyship of the mysterious Visitors is buried under the Swamp Tombs a day's walk to the east of Gesher-Zur. People foolish enough to explore that place get abducted by the Visitors! <i>False.</i>
12	The Demon Reef right outside the Harat harbor is a bad omen – fishing boats who get too close to it tend to disappear. One fisherman even saw curious, fish-like men emerging from the water to walk on the small islands on top of the reef. Steer clear of this place! It is bad luck! <i>True.</i>
13	The Sorcerer-King once summoned an avatar of Rahab to serve as the chief warden of Sheol Prison. That's why Mazatel of Sitali, with all his lizardly might, did not cleanse the prison of its filth and did not liberate most of its prisoners. <i>False.</i>
14	A friendly, wise dragon inhabits the Blessed Gecko Forest to the northeast of Salaam. He will only appear to the virtuous, but will agree to teach them a few of his arcane secrets if he sees that their hearts are true. <i>False.</i>
15	A bit north of Gesher-Zur you will find the hut of a curious witch. She has a relation with some spider-goddess, or spider-spirit, and entraps unsuspecting men in her webs, to suck away their sweet blood. <i>Partially true. The witch is an Aranea – a spider-like entity shapeshifted into a woman – but she does not pose any threat to travelers and worships no vile god or spirit.</i>
16	A day's walk north of Yelek there stands an old, dark fort once serving the armies of the Sorcerer King Nabu-Ram. A large gang of bandits – former soldiers of the old king – now live there, raiding the outlying villages. <i>Partially true – this rumor fails to mention that these bandits are scorpionmen...</i>
17	Mazatel of Sitali is a rare being – a dragon's soul reincarnated in a lizardman. Blessed Ixchala usually protects her reptilian children from such things, but he is her chosen – a messiah of all the reptile kind. <i>False.</i>
18	A crab as large as a house died near the Land's End island. The locals dragged him ashore and built their village inside his empty shell, after eating its sweet flesh. <i>False.</i>
19	There is something fishy – so to speak – going on in the old, ruined Temple of Rahab and Dagon near the Harat docks. The new cult is trying to reestablish itself and kidnaps unsuspecting citizens to sacrifice them to their vile gods. <i>True.</i>
20	Atl of Chiphua, the lizardman in charge of Badriya, is in fact a shapeshifting serpentman covertly in service of Chaos! I hope that Mazatel will expose this traitor and have him burned for his sins! <i>False.</i>

**Buckler Mountains**

The Buckler Mountains are a round mountainous area rising to the east of Harat and the north of Yimara. They are uninhabited and not under the control of any significant faction. Water from their peaks feeds the large Harat River. This tough country is said to hold much mineral wealth, which was mined – so the folk-tale goes – in Old Sakkara's days. But now the mines are long abandoned, and their wealth long forgotten. Monsters of all sorts lurk here, from various dinosaurs capable of climbing mountainous terrain to preternatural horrors. Worse, many Chaos cultists worship the mountain chain itself as a god, and more than one explorer has found himself the victim of a blood sacrifice to feed the mountains.

**Duhyan County**

**(population 7,500 families, urban 820 families)**

Duhyan County (together with Yelek County) is Harat's breadbasket – a flat, fertile area watered by the slow-flowing Sheol River coming down from the nearby hills alongside the much larger Harat River. Most people here are farmers, raising wheat, barley, and various legumes and vegetables, as well as poultry and dinosaurs for eggs and meat. Additionally, this country also enjoys a western shore as well as the wide Sheol Delta, which is ideal for fishing and rice cultivation. Lacking any major swamps, Duhyan County is mostly safe from the seasonal swamp fever outbreaks so typical of Harat and Baryia, and is generally a wealthy, safe area, especially now that the horrid Sorcerer King is long gone. The county is ruled by Batt-Amon (Neutral explorer 9), an aging woman who was once a merchant captain prowling the northern coast between Yimara, Harat and the smaller towns between them.

**Ein Slaim County**

**(population 5,930 families, urban 773 families)**

To the southwest of Harat and to the north of Duhyan lies the hilly, rocky country of Ein Slaim. While this is a hard land, it is also rich in minerals, particularly gold, copper, tin, and, allegedly, energy crystals. The county is home to hardy people, mostly dinosaur shepherds and miners, and has a tough reputation. Ein Slaim is also where old king Nabu-Ram's notorious Sheol Prison stood, beneath the barren Sheol Hills, where many of the opponents of that tyrannical regime were sent. The prison itself, its doors smashed by The Army of the Free, now lies as a festering wound on the hillside, inhabited only by crazed former inmates, Chaos cultists, and monsters. Ein Slaim is ruled by Amon-Aram (Lawful fighter 9), a man released two decades ago from servitude in the mines by Mazatel's rebel army. He bears an understandable grudge against Harat's old nobility and invests significant resources in hunting them.

**Great Cedar Forest**

To the north lies a sea of mighty cedar trees, spreading as far as the eye can see. This trackless forest has never been felled by the hands of man or lizardman, though it is said that the mysterious Visitors do explore this area, often setting up bases deep in the forests. This is the wildest of the wildernesses of Kanahu – home to dinosaurs of all sorts, giant insects, barbaric tribes, and worse. Only the strongest warriors, most cunning rogues, and most powerful sorcerers dare venture deep into the Great Cedar Forest.

**Great Swamp**

Where the Harat River first flows down from the Buckler Mountains it feeds a deep, wide marsh of dank and shallow water. In the summer, almost anyone moving through this region will contract swamp fever unless care is taken to prevent mosquito bites. The swamp is a foreboding place reeking with the odor of decay, swarming with biting insects, and hiding monstrosities beneath its murky water. To its east lie the Swamp Tombs, a large area decorated by multiple burial mounds from days gone by, where the dead are said to still walk the earth. Most sane people shun the Swamp Tombs and stick to the King's Road through Gesher-Zur.

**Harat Bay**

The sheltered waters of Harat Bay are well-protected from the stormy oceans by the Harat Peninsula to the West, the Beit-Rahab peninsula to the east, and the Isle of Tombs to the south. These waters are quiet, safe from storms and rich with nutrients brought by the Harat River, leading to a sizable population of fish and shellfish. Harat Bay is also part of the main trade route from Harat to Yimara (with Badriya on the way), and many a ship passes through these waters. The bay is frequently patrolled by the Harati Navy to curb piracy. There are, however, dark rumors surrounding the eastern part of the bay, between Badriya and Beit-Rahab, where dark things are said to happen on moonless, rainy nights in the winter – related to colonies of Deep Ones and Rahab cultists operating under the cover of dark...

**Harat County**

**(population 9,500 families, urban 4,078 families)**

Harat itself – the city-state – controls its own county, for the most part a low-lying, marshy land punctuated here and there with some low hills, especially next to the rocky Harat Cape. Harat itself enjoys a natural harbor and abundant seafood, but is plagued by insect clouds and swamp fever in summertime. Nevertheless, this is a rich area, its fields yielding rice, legumes, and vegetables, and its fisheries teeming with shellfish and shallow water catches. Most common people here, apart from the craftsmen, soldiers, and merchants of the city itself, are fishermen, both in the swamps and out on the sea. Farmlands, on the other hand, are rarer and more common to the northwest of this county.

**Isle of Doves**

The tiny Isle of Doves is approximately eight miles long and five miles wide. This island of rolling hills is home to a wide variety of birds, including a stunning number of doves and pigeons. It is unsettled, but occasionally trappers and hunters set sail here to hunt fowl and catch attractive songbirds and beautiful doves to sell in the Harat and Yimara markets. It is said that a shrine to a local bird-spirit rests here, undisturbed since primordial days, but still brimming with ancient potency.

**Isle of Tombs**

This barren island rises from the waters of Harat Bay like a pale yellowish-brown ghost of decaying sandstone. Once, in the far bygone days of the Sakkaran Empire, local nobles were buried in underground tombs on this island, and legend has it that it served as a cemetery even prior to those ancient dead. This rocky island has a foreboding atmosphere about it, and a



fearsome reputation, as not all Sakkaran dead rest well in their tombs. On the other hand, rumor has it that many of the graves do hold magnificent grave goods fitting the stature of those buried there...

#### **Land's End**

This small island, hardly over ten miles in length, is largely covered with rolling, grassy hills. This is the westernmost point known to the people of Kanahu, and few dare venture further westward into the open ocean. However, this island also overlooks the shipping routes of the Harat Bay and the route to Duhyan, and therefore it is a favorite hideout for pirates of all sorts, at least those who dare lurk as close as this to Mazatel's throne and the Harati naval patrols.

#### **Northern Woods**

To the north of the region controlled by Harat lie the wide Northern Woods, uninhabited save for nomadic hunter-gatherers and the occasional trapper, Qetesh cultist, or necromancer looking for a secluded place to practice his nefarious arts. The Northern Woods are primordial wilderness, inhabited by all sorts of wild animals, especially dinosaurs. The mighty Tyrannosaurus, king of all reptiles, can be found here, devouring the unwary traveler and hapless hunter alike. The Bit-Bazi tribe once lived in this region, following its ancient, barbarous ways of life, but they were butchered by Nabu Ram's scorpionmen, and rumor has it that their vengeful spirits will waylay any civilized man foolhardy enough to venture into these woods.

#### **Salaam County**

**(population families, urban 782 families)**

The hill-country of Salaam County is mostly forested, with some lower-lying plains allowing for fertile agriculture. The county's main export is timber, as well as dinosaur skins. Such skins are never in short supply, as Salaam county sees more wild predatory dinosaurs than any other county of Harat due to the difficulty of protecting its woods from incursions from the Great Cedar Forest to the north. The town of Salaam itself is situated on flat farmland surrounded by swamps and suffers from the occasional outbreak of swamp fever. Salaam is ruled by Norlar (Neutral fighter 10), who was once an elite swordsman serving Mazatel of Sitali as a mercenary. Norlar is still a master of swordplay and possesses a fabled magic sword (+2), but his drinking (and womanizing!) have made him the subject of local gossip and a rather inattentive ruler.

#### **Sea of the Setting Sun**

To the east and to the south of Harat stretches the seemingly endless Sea of the Setting Sun. This vast ocean dwarfs any other body of water known to the people of Kanahu. It is an excellent source for fish and shellfish, but also the home of various sea monsters, ever-lurking in its deep blue water for the unwary mariner who dares venture far beyond the coast. Kanahi biremes and lizardman junks can travel this sea and reach far shores beyond it. Cibola currently trades with three Spice Islands located some two weeks' travel to the west, and Kanahi traders occasionally reach a colder shore to the northwest, though the cost of such expeditions is so prohibitive that they are rare at best.

#### **Velaya County**

**(population 8,300 families, urban 933 families)**

Velaya County is the northernmost county controlled by Yimara, the city-state to the southeast of Harat. This fertile land is seasonally flooded each spring, offering its residents an ample living from agriculture and fishing, but the county is still only considered moderately wealthy when compared to other lands controlled by rich Yimara, the Pearl of Kanahu. This is the first civilized stop for merchant caravans coming from Harat, a welcome point of rest after nerve-wracking days spent in swamps where every mosquito carries disease and where monstrosities and ravenous beasts and crocodiles lurk underneath the murky waters. Velaya is ruled by Olrag (Neutral venturer 9), an ambitious merchant appointed by Yimara's King Belrazar to rule this northernmost outpost on the King's Road to Harat, mostly so that he will not threaten Belrazar's gilded throne.

#### **Velaya Ridge**

The Velaya Ridge juts westward from Velaya County towards Beit-Rahab. These are relatively low mountains, but the frequent rains on their peaks feed two rivers going east and west, respectively. For the most part, the ridge lies in the wilderness, though some of its eastern peaks lie within Yimara's grasp. The mountains are said to hold at least some mineral wealth, but so far it is not widely exploited by Yimara or any other city-state. Many of the Yimaran nobility see this mountain range as a hunting preserve to test their mettle against the wild reptiles and giant insects. However, rumors also persist of a dragon nesting on the range's highest peaks.

#### **Velaya Woods**

The woods south of the Buckler Mountains and north of Velaya County are a welcome respite for the weary traveler who crosses the Great Swamp on the King's Road, offering shade and rest from the biting insects of the swamps. These woods, however, are for the most part uncivilized and unpatrolled, and wild beasts abound. Banditry is also common on the nearby Badriya Swamps and Hart River, but most of the rest of this country is safe from the disease of biting mosquitos. Yelek is ruled by Umm-Dahak (Lawful fighter 9), a grizzled veteran of the Slave Revolt given command of this town by her old commander, Mazatel of Sitali; she is a relatively fair ruler, though even she admits that her talents are in the domain of war and not of civil administration.

## **THE HARAT COAST GAZETTEER**

**0401 Sheol Prison.** The old Sorcerer King Nabu-Ram had many enemies. Many of them he butchered or sacrificed to his chthonic idols. Many others were too politically uncomfortable to execute, and were locked up and imprisoned rather than hung, stoned or sacrificed. For that end, Nabu-Ram sent prisoners to dig their own prison up in the northern mountain of his domain. Over time they reached a great depth. The king's men only guarded the entrance, preventing escape. They occasionally shipped in food and other basic supplies needed by the prisoners, but otherwise did not intervene in the life of prisoners cast into that hole in the ground. The prison developed its own deprived society, with some of the prisoners

descending into madness in the darkness below, and others resorting to cannibalism when food was scarce. The Army of the Free smashed the prison's gates and executed its wardens soon after it deposed the sorcerous tyrant. A few traumatized survivors emerged from the old prison to resume their lives in newfound freedom. However, many more remained in the utter madness below. A few rescue missions met with a gruesome end. Soon enough the place was abandoned, forsaking the former prisoners to their fate. Today the old prison is a deep pit of depravity, a hellish underworld beneath the stones.

**0409** While sailing along the Kanahi coast, the characters' ship rocks violently despite the apparently calm weather. It is attacked by a **mosasaurus** (AC5, swim 40', HD 12, hp 67, #AT 1 (bite), Dmg 4d8, Save F6, ML +2, AL N) out for a meal of seamen and ship supplies. If the mosasaurus is slain and dissected, the beast's belly will be found to contain the remains of its previous lizardman victims, along with their possessions - 4 amethyst cylinder seals depicting religious scenes of the lizardman faith (1,200gp each), 4 platinum reliquaries with crystal panes of the lizardman faith (8,000gp each), 6 alabaster game pieces with jeweled eyes (1,000gp each), 17 jet game pieces with jeweled eyes (1,200gp each), an aquamarine (500 gp), a gold crown with topaz inserts (9,000 gp), and a **ring of command plants**.

**0503 Ein-Slaim**, small town, class V market. mostly Lawful, 598 families (2,990 people), predominantly humans. Ruled by **Ben-Yarikh** (Lawful cleric of Yarkhibol 9), a moon-priest. Perched upon the harsh mountains of the Ein-Slaim district, this small town is a hub of mining and metalworking. It serves as the central trading post for all the iron, copper, and tin mines in the surrounding mountains. A second industry is processing dinosaur products such as skins and sun-dried meat. Once, not so long ago, this was a foreboding place through which long columns of chained prisoners were marched to the nearby Sheol Prison. Today it serves as a home base for the few brave souls who wish to plumb the depth of Sheol Prison. There they seek the fabulous treasures rumored to be buried there, among the death and decay of that old pit of evil.

**0506 Duhyan**, small town, class V market. Mostly neutral, 601 families (3,005 people) of many species, predominantly humans. Duhyan is the richest of the county towns and enjoys bountiful fishing and rich outlying farmland. This small town is home to many fishermen, several merchants, as well as an entirely new administrative apparatus installed by Mazatel of Sitali. Under the Sorcerer King, Duhyan was governed by a petty sorcerer in pact with Deep Ones below the far waves. After the Sorcerer King was overthrown, Mazatel installed **Batt-Amon (Neutral explorer 9)**, a merchant captain with good ties to the freed slaves, as the town's administrator and mayor. The town also includes a keep manned by Army of the Free soldiers, and several small naval warships use Duhyan as their home port.

**0604** A seldom-used, weed-choked trail snakes uphill in deep, dark foliage. Eventually, it enters a darker part of the woods where little sunshine can penetrate. There, in the forest's heart of darkness, an **ettercap** (AC4, move 30', climb 30', HD 3+1, hp 17, #AT 3 (bite/claw/claw), Dmg 1d8/1d3/1d3, Save F3, ML -2, AL C) has set up its webs in wait for prey - small dinosaurs, large insects or hapless travelers. Deep within its webs, it has hoarded quite a rich hoard of plunder from its many victims: 1,000sp

in recent Kanahi coinage, 4 pouches of saffron (15gp each), 3 silver unholy symbols of Atlach-Nacha (90gp each), 4 silver holy symbols of Yamu (80gp each), 8 bundles of dinosaur scale pelts (15gp each), 2 bronze trinkets shaped like oversized bees (80 gp each), a bloodstone (50 gp), a crystal (50 gp), a jasper (50 gp), a lapis lazuli (25 gp each), a malachite (10 gp), a moonstone (50 gp), an onyx (50 gp), and 3 turquoise (25 gp each).

**0606** A dark cave entry on a small, calm lake's shore is obscured from regular view by a natural screen of reeds. Inside, a half-flooded cavern branches out and serves as the lair for a warband of **18 craymen** (AC4, move 30', swim 40', HD 1+1, hp 8, 2, 5, 2, 8, 3, 5, 3, 7, 9, 4, 9, 6, 7, 7, 4, 4, 3, #AT 2 (pincers), Dmg 1d6/1d6, Save F1, ML +0, AL C). Next to a squat obelisk dedicated to their dread god Rahab stands their shaman (AC5, move 30', swim 40', HD 5, hp 12, #AT 2 (claws), Dmg 1d6/1d6, Save F2, ML +0, AL C) with clerical abilities akin to a 6th level cultist. When encountered, the shaman will be in the process of sacrificing some poor peasant to his chthonic god. In the cave's treasure vault, the craymen have amassed 1,000ep in ancient Sakkaran currency, 1,000sp in much newer Kanahi coins, 2 silver unholy talismans of Rahab (100gp each), 6 urns of sacrificed monster parts (300gp each), 3 jars of lamp oil (20gp, 6 st each), 4 silver unholy idols of Rahab (130gp each), an agate (25 gp), 2 bloodstones (50gp each), a brass trinket shaped like a tentacle (70 gp), a citrine (50 gp), a crystal (50 gp), a fine wood statuette (300 gp), a lapis lazuli (25 gp), a malachite (10 gp), 4 turquoise (25 gp each), a **ring of invisibility**, and a **shield +1**.

**0710** The characters are moving through the bush among these low, rolling hills. Roll for surprise (with a +2 bonus for the dinosaur) as a **carnotaurus** (AC6, move 50', HD 7+1, hp 50, #AT 1 (bite), Dmg 2d10, Save F4, ML +0, AL N) attempts to ambush them and eat their sweet flesh! This reptile lacks any treasure - as it is nothing but a natural predator out for a quick meal - but if defeated, its own meat may sustain the adventurers for quite a long time, especially if properly cured and preserved.

**0712 The Free City of Harat.** Once held in thrall by the dread Sorcerer King Nabu-Ram, today the city is ruled over by the Lizard King Mazatel of Sitali and his coalition of former slaves rule. Mazatel maintains a loose, but even, hand. This is the largest city in this region and its dominant city-state. See p.133 for a detailed description of the Free City of Harat.

**0810** In these dry hills, not far from Harat, a gang of geckoman highwaymen ("highway geckos") lurks on a steep rocky hill-face above the marshes. They are waiting for merchants to pass through the King's Road. The band consists of **20 geckomen** (AC3, move 40', climb 20', HD 1+1, hp 8, 3, 9, 7, 2, 6, 8, 7, 8, 5, 8, 2, 6, 9, 5, 7, 6, 1, 7, 3, #AT 1 (shortbow or spear), Dmg 1d6 or 1d6/1d8, Save GM1, ML -1, AL N) led by a **ringleader** (AC3, move 40', climb 20', HD 2+1, hp 12, #AT 1 (shortbow sword), Dmg 1d6 or 1d6/1d8, Save GM2, ML +1, AL N). In a craggy cave above the cliff the geckomen have made a home, and there they keep the loot they have stolen from travelers and merchants: 1,000 electrum pieces dating back to Nabu-Ram's reign, 1,000 new silver coins bearing Mazatel of Sitali's face, a crate of assorted stolen armor and weapons (225gp, 10 st), 3 jars of dyes and pigments (50gp, 5 st each), 4 crates of expensive glassware from Yimara (200gp, 5 st each),



6 bundles of deinonychus skins (15gp, 3 st each), and 7 jars of lamp oil (20gp, 6 st each).

**1004** A cave mouth opens on the backside of a hill overlooking a well-worn path through the forest. Inside this cave lair 5 **destracahns** (AC8, move 30', HD 8+3, hp 23, 39, 29, 47, 24, #AT 2 (claws), Dmg 1d6/1d6, Save F8, ML -1, AL C) who have been preying on nearby villages and road traffic. Among the dead, half-eaten bodies of their recent victims, there is no treasure – naught but the stench of death. Slaying the destracahns might, however, elicit reward from the local villagers who are very eager to see these monsters removed.

**1016** Deep beneath the desolate shores of the Isle of Tombs, the horrid **Leviathan** (AC9, Swim 20', HD 20, hp 160, #AT 8 (2x tentacle and 6x arms), Dmg 4d8/4d8/2d10/2d10/2d10/2d10/2d10/2d10, Save F10, ML +4, AL C) lairs in a deep sea cavern. It sleeps most of its time and dreams dark dreams of abyssal empire. On rare occasions it surfaces to prey upon passing ships. When a massive storm brews, Leviathan rises to terrorize coastal cities. In his watery lair, the relics of the long-forgotten dark past lie guarded by this monstrosity - 1,000 incredibly ancient, octagonal electrum pieces, 1,000 ancient gold pieces, 1,000 platinum pieces apparently dating to the long bygone days of the serpentmen, 2 crates of rare glassware (200gp, 5 st each), 2 Sakkaran ornamental jars (2,500gp, 4 st each), a golden statue of Rahab (7,500gp), 5 amethyst cylinder seals depicting the horrid visage of Rahab himself (1,200gp each), 14 alabaster and jet game pieces with jeweled eyes depicting monsters from beyond this world (1,100gp each), an opal crown of unknown origin (1,000 gp); and a vast assortment of magic items, including a **potion of clairvoyance**, **potion of giant strength**, 2 **potions of speed**, **potion of sweet water**, **potion of water breathing**, **ring of delusion**, **rod of cancellation**, **wand of cold**, **crystal ball**, **rope of climbing**, a pair of **swords +1, +2 vs. spellcasters**; **sword +1**, **light 30' radius**, **bow +1**, **war hammer +1**, **bronze plate armor +1**, and **shield -1 (cursed)**.

**1104** Among these trees stands an old fort, once manned by Nabu-Ram's army. Years ago it was besieged by the rebelling slaves, its towers laid law and its walls battered. Now it serves as a refuge for a remnant of the Sorcerer-King's army – 22 **scorpionmen** (AC4, Move 40' HD 2+1, hp 8, 4, 8, 11, 3, 10, 9, 8, 12, 6, 11, 13, 11, 9, 13, 9, 10, 13, 8, 9, 7, 17, #AT 3 (claw/claw/sting), Dmg 1d4/1d4/1d3 and poison, Save F1, ML +2, AL C) as well as 5 **sergeants** (AC6, Move 40' HD 3+1, hp 10, 17, 16, 18, 17, #AT 2 (spear/sting), Dmg 1d6/1d3 and poison, Save F2, ML +2, AL C) with spears and shields and one **dark shaman** (AC6, Move 40' HD 5+1, hp 27, #AT 2 (claw/claw/sting), Dmg 1d4/1d4/1d3 and poison, Save F3, ML +2, AL C). Among the ruins, the scorpionmen keep the spoils of their many raids on the outlying villages - 1,000 Harati electrum coins bearing Mazatel of Sitali's face, 1,000 Yimaran silver coins, 6 bags of loose tea (75gp, 5 st each), 2 crates of new armor and weapons (225gp, 10 st each), 5 crates of terra-cotta pottery (100gp, 5 st each), 7 jars of lamp oil (20gp, 6 st each), 3 barrels of fine spirits (200gp, 16 st each), 15 rolls of garishly-dyed cloth (10gp, 4 st each), 15 bundles of tanned dinosaur hide (15gp, 3 st each), 7 glass eyes (10gp each), and 34 bottles of fine Kanahi wine (5gp, 1/5 st each).

**1107** Yelek, small town, class V market. Mostly Lawful, 581 families (2,905 people), predominantly humans. Yelek is almost as rich as Duhyan. It is the woodworking capital of the Harat region, processing the wood carried to it by draft dinosaurs from the logging camps in the northern forests. Grain is also abundant in this district, and Yelek itself is known for its microceratops egg omelets. The locals are mostly prosperous and are typically of peasant origin.

**1200** A particularly dense and unnaturally thick copse of trees stands at the heart of this ancient forest. In its middle is a small clearing with a strange leafy mass in its middle. This is a **tendriculos** (AC6, Move 20', HD 9+3, hp 21, #AT 3 (bite/tendril/tendril), Dmg 2d10/1d8/1d8, Save F4, ML +2 (0), AL C) awaiting prey, be that dinosaur, giant insect, or an unwary mortal. Its roots grow over the bones of its many victims. Once burned, its mass may be removed, revealing gemstones once possessed by one of its hapless victims, a travelling explorer back from a rich mine in the far north – a black pearl (2,000 gp), 2 facet cut imperial topazes (4,000 gp each), and a ruby (1,000 gp).

**1210** **Badriya**, small town, class V market. Mostly Lawful, 610 families (3050 people), predominantly humans. This town looks dilapidated and reek of swamp-rot. Poverty is rampant, and so is crime, especially banditry on the high road and petty piracy along the coast. Warm winds from the northeast bring stench and swamp fever-carrying mosquitos from the surrounding swamps. The land itself is not very fertile. The locals make their living out of the peat trade, fishing in the sea and in the marshland, and some bamboo harvesting from the bog.

**1303** Walking alongside a forest trail, the characters are startled by the rustling noise of something large moving through the foliage. Then a massive and deranged **ankylosaurus** (AC9, move 20'; HD 8, hp 36, #AT 1 (tail club), Dmg 4d4, Save F4, ML +2, AL N) erupts from the bush ready to trample them! A pack of deinonychus wounded and enraged this animal; calming it with any proficiency throws will be at a penalty of -4. Otherwise it will attack the players on sight.

**1309** Rotten logs float idly in the murky water of this swamp, choked with reeds and a few gaunt, half-rotten trees. Among the reeds – gribbit! - 3 **giant frogs** (AC3, move 40'; HD 2, hp 5, 7, 12, #AT 1 (bite), Dmg 1d4, Save F1, ML -2, AL N) lurk and opportunistically await passing prey. At the bottom of this shallow swamp lie the remains of several skeletons – the remains of several of the frogs' satiating meals. Among the bones are 5 glass prisms (30gp each); a bronze necklace shaped like a lizard's head (140gp), and the bronze statue of a coiled serpent (180gp, 1/6 st).

**1405** An old stone bridge, crumbling at its edges, stands over a stream in this remote rural area. Its underside is choked with foul-looking reeds. Within the reeds lurk two **chuuls** (AC9, Move 30', swim 20'; HD 11+4, hp 45, 53, #AT 2 (claws), Dmg 2d6/2d6, Save F11, ML +1, AL C), who emerge at night to prey on the local villagers and eat their sweet flesh. Under the bridge they have amassed the treasures of their many victims over the past several decades: 2,000gp, 5 bundles of rare dinosaur leather pelts (500gp, 5 st each), 3 opal intaglio erotic tableaux (800gp

each), a crystal geode (2,000 gp), an emerald (8,000 gp), a facet-cut imperial topaz (4,000 gp), a whorled nephrite jade (1,500 gp), a **potion of diminution**, a **potion of heroism**, a **bag of holding**, a **sword +1, +3 vs. undead**, a suit of **plate armor +2**, and a **shield +2**.

**1409** An old tomb, probably built by Kanahi kings shortly after Sakkarā's fall, stands on a hill overlooking a particularly stagnant stretch of marshland near the shoreline. This sepulcher is flooded up to knee-level with water seeping from its cavernous, moss-covered roof. Mosquitos abound during summertime. Inside, amongst desecrated sarcophagi, lurk 3 **mohrgs** (AC9, move 30', HD 7+2, hp 25, 31, 38, #AT 2 (slam/tongue), Dmg 2d8/special, Save F4, ML N/A, AL C) and their rotting entourage of 9 **zombies** (AC1, move 20', HD 2, hp 5, 9, 10, 7, 4, 8, 11, 12, 3, #AT 1 (slam), Dmg 1d8, Save F1, ML +1, AL C). Scattered among the desecrated graves are the remnants of old grave goods - 1,520 old Kanahi electrum coins, 1,333 ancient Sakkarā silver coins, 2 jars of old but preserved dyes and pigments (50gp, 5 st each), a **potion of invulnerability**, a **scroll of ward against magic**, a **wand of magic missiles**, and a **battle axe +1**.

**1503 Bit-Bazi**, stronghold, class V market. Mostly Neutral, 502 families (2,510 people), almost all humans. It is ruled by Aolamesh (Neutral barbarian 10), a scion of the once-decimated Bit-Bazi tribe. The Sorcerer King Nabu-Ram once put most of the Bit-Bazi tribe to the sword. After Nabu-Ram's defeat, Aolamesh, who helped Mazatel of Sitali defeat the Sorcerer King, returned to his old, devastated home and founded a fort to protect his remaining people. Dozens of additional peasant families have since moved in to live under his protection. Bit-Bazi is a frontier settlement frequented by barbarians, explorers, shamans, and other people who detest the constricting limits imposed by civilization and who hear the call of the wild. It is also the haunt of trappers looking for fresh skins and bones to bring back and sell in Yelek or Harat for a handsome profit.

**1514 Beit-Rahab**, large village, class V market. Chaotic, 333 families (1,666 people), all deep one hybrids. It is ruled by Daganimelech (Chaotic deep one hybrid 4), a degenerate spawn of the deep. All the families in this run-down, waterlogged village worship the dread fish god Dagon and have long intermarried with the deep ones living along the reefs at its coast, sealing dark pacts with these despicable creatures in order to gain abundant fish. A casual visitor to Beit-Rahab will notice that the locals are surly and have a certain fish-like quality to their skin and to their eyes. The mutant villagers will try to capture anyone staying at the crumbling Swimming Mermaid inn for the night and sacrifice him to dread Dagon, or perhaps even to the terrible lord of chaos and the raging seas – the many-tentacled Rahab.

**1601** A cave mouth in a sheer rocky cliff serves as the den of a mating pair of **tyrannosaurs** (AC6, move 40', HD 12+1, hp 59, 62, #AT 1 (bite), Dmg 3d8, Save F6, ML +2, AL N), who are now nesting with their three eggs. Rotting carrion and broken corpses litter the cavern interior, remains of the two predators' many meals. Among them, in addition to three unhatched tyrannosaurus eggs, are scattered two gemstones once held by one of their latest victims (a traveling gemstone merchant): a black sapphire (1,000 gp) and a flawless diamond (4,000 gp).

**1606** A small ruined fort stands along the side of an infrequently-travelled road. The mostly-intact building looks quite inviting for wayfarers to stop and rest, especially in the rainy Kanahi winter. This ruin, however, serves as the perfect hunting ground for a swarm of **12 darkmantles** (AC7, move 20', fly 30', HD 1+1, hp 6, 4, 9, 7, 3, 5, 6, 3, 7,3, 3, 3, #AT 1 (slam), Dmg 1d6, Save F1, ML +0, AL N), who prey on passing travelers and wandering animals. Among the rotting remains of their half-digested victims are 4 glass eyes (40gp each), 6 sticks of rare incense (9gp each), a brass trinket shaped like a small dinosaur (40 gp), a porcelain trinket in the shape of a scarab (500 gp), a scrimshaw skull trinket (28 gp), and a shell trinket – an old but beautiful seashell (80 gp).

**1608 Salaam**, small town, class V market. Neutral, 607 families (3,035 people), mostly humans. Salaam was burned to the ground during the war. It is now partially rebuilt and settled by refugees from the fighting. It is still a rough place and the wounds of the old war have never completely healed. The charred bones of the past still stick out from the fields.

**1705** Several bushes stand close to each other, seemingly woven together out of the brush. Between them stands a velociraptor nest, containing **20 adult velociraptors** (AC4, move 80', HD 1d6 hp, hp 1, 3, 4, 3, 5, 5, 3, 6, 4, 5, 5, 6, 2, 4, 1, 1,2, 6, 6, 1 #AT 3 (bite/claw/claw), Dmg 1d4/1d2/1d2, Save as normal man, ML +0, AL N), 13 eggs (65gp each), and 7 hatchlings (67gp each). While this nest contains no treasure, the hatchlings are readily tamable.

**1709** Well-hidden in the rural landscape, in a seemingly natural cavern, is a Visitor outpost. Several metallic doors open into its technological interior and many inner chambers, all encased in walls of the Visitors' usual blue-grey metal alloy. Inside, **37 Visitors** (AC3, move 30', HD 1, hp 7, 6, 8, 5, 3, 1, 1, 2, 2, 3, 7, 8, 8, 7, 1, 2, 1, 4, 8, 3, 4, 6, 2, 6, 1, 6, 4, 1, 7, 7, 7, 1, 6,3, 7, 2, 8, #AT 1 (plasma pistol), Dmg 1d8, Save F1, ML -1, AL N) work and do their research. Leading them are **4 team leaders** (AC6, move 30', HD 1, hp 8, 5, 8, 7, #AT 1 (plasma pistol), Dmg 1d8, Save F1, ML -1, AL N) and a **commanding officer** (AC8, move 30', swim 40', HD 4, hp 26, #AT 3 (bite/claw/claw), Dmg 1d6+2/1d4+2/1d4+2, Save F2, ML +2, AL N). In addition to the high-tech weapons and armor carried by the Visitors themselves, the outpost stores contain 54 energy crystals, 2 stun launchers with 30 stun bombs, 5 mind probes and varied high-tech salvage worth 3,000gp when sold to an appropriate trader or scholar.

**1710** A clearing in the swamp contains a squat, roughly-hewn 9' tall statue of Bokrug, the chthonic god of lizards and amphibians. Around it, several crude huts stand in an uneven circle, and below its feet an altar is erected, stained by the blood of innocents. This is the hideout of a cult of **26 toadmen** armed with crude spears and dinosaur skin shields (AC4, Move 30', swim 40', HD 1+1, hp 5, 9, 7, 6, 3, 7, 4, 7, 5, 3, 2, 5, 7, 3, 6, 3, 4, 7, 3, 7, 6, 5, 6, 4, 9, 9, #AT 1 (spear), Dmg 1d6, Save F1, ML 0 (+2), AL C), led by **4 champions** (AC5, Move 30', swim 40', HD 2+1, hp 13, 8, 14, 7, #AT 1 (spear), Dmg 1d6+1, Save F1, ML 0 (+2), AL C), a spellcasting **curate of Bokrug** (AC5, Move 30', swim 40', HD 4+1, hp 23, #AT 1 (spear), Dmg 1d6, Save F2, ML 0 (+2), AL C) and **3 giant toads** (AC2, Move 30', HD 2+2, hp 8, 10, 15, #AT 1 (bite), Dmg 1d4+1, Save F1, ML +2, AL N). The cult's treasure

is hidden in several wicker baskets in the curate's bloated hut. It includes 1,000 Yimaran copper coins, 1,000 Harati electrum coins bearing Mazatel of Sitali's face, a barrel of preserved fish (5gp, 8 st), a crate of armor and weapons (225gp, 10 st), a pouch of saffron (15gp), a tapestry showing Bokrug in his full ghastly glory (5gp, 5 st), 10 cords of hardwood log (5gp, 8 st each), 11 gallons of lamp oil (2gp, ½ st each), 2 silver unholy symbols of Bokrug (25gp each), 6 rolls of cloth (10gp, 4 st each), 48 copper ingots (1gp, ½ st each), 9 bone fetishes of Bokrug (27gp each), a bloodstone (50 gp), a citrine (50 gp), a crystal (50 gp), a hematite (10 gp), a jasper (50 gp), a lapis lazuli (25 gp), an obsidian (10 gp), an onyx (50 gp), a tiger eye (25 gp), and 3 turquoises (25 gp each).

**1711 Givat Giram**, small village, class VI market. Lawful, 81 families (405 people), humans. De-facto ruled by the venerable Mother Raya (Lawful cleric of El-Elyon 3). While Givat Giram is too small to appear on most maps, it is both the site of an early victory by Mazatel of Sitali's rebel forces against Nabu-Ram's royal army and the rumored gateway to an ancient, half-collapsed temple of El-Elyon. The village itself is an unremarkable collection of huts surrounding a small stone shrine, a smithy, a communal granary, and a tiny general store.

**1806 The Blessed Gecko Forest.** In these woods next to the border of Harat's sphere of influence, the wind carries a gentle chirping sound echoing between the many shrubs and trees. This is not the sound of birds or small dinosaurs. This is the chirping of geckos, who frolic in the forest in their thousands. Geckos of all kinds, shapes, and sizes chirp to each other from tree to tree, some at day and some at night. The forest is rich in colorful moths and butterflies of all sizes, whose wings shine like the rainbow in the sun. These insects serve as a constant and abundant feast for the geckos. Any who enters the forest will feel a sense of serenity and comfort, but – unless he is a geckoman – he will also feel some strange feeling of otherworldliness, as if he has set foot upon a different planet. This forest is the eternal resting place of three of the geckomen's mightiest heroes – Agkalan the Yellow, Black-Clawed Ninhub, and Sharp-Blade Sipisu. Their spirits carefully guard this forest. It is a sacred place for the geckomen, who make the long trek from their desert homeland to the rain-blessed Kanahu to pay homage to their revered heroes. Geckoman spirit-talkers in this blessed wood cast spells as if they are two levels higher than their actual caster level.

**1815** In the low grass plains of this area, next to a small copse of tall trees, a herd of **9 alamosaurs** stands grazing (AC5, move 20', HD 8+1, hp 30, 36, 43, 38, 31, 36, 47, 26, 36 #AT 1 (trample), Dmg 4d8, Save F4, ML -2, AL N), slowly eating its way through the upper tree branches. As unintelligent herbivores they lack any treasure whatsoever, though their flesh, bones and skin may be valuable to a successful hunter.

**1903** A dark copse of trees choked by vegetation emits a dark, foreboding atmosphere. Inside hides a **shambling mound** (AC7, move 20', HD 8+2, hp, #AT 2 (slam/slam), Dmg 3d6/3d6, Save F4, ML +3, AL C) lurking over the dry bones of its many victims. Among their remains are the remnants of their possessions - a statuette (800gp, 1 st), a porcelain amulet with gold inserts (600 gp), and a **scroll of ward against undead**.

**1905** Within a dark copse of trees, obscured from sunlight by dense foliage, lurk **6 phase spiders** (AC5, Speed 40', Climb 20', HD 5+1, hp 26, 23, 24, 18, 17, #AT 1 (bite), Dmg 1d8 and poison, Save F2, ML +0, AL N). The ground inside this wooded copse is strewn with bones of hapless victims, mostly dinosaurs, and the desiccated shells of giant insects, but there is nothing of value among the bones and carapaces.

**1906** An old lizardman temple to Ixchala stands out in the swamps. The steps of its pyramid are covered with gentle weeds and its circumference surrounded by green reeds. To the casual observer, it seems as if a single elderly lizardman priestess still resides within this temple, spending her waning years in devout service to her goddess. This "priestess" is actually a polymorphed **coatl** (AC8, Move 20', fly 60', HD 9+2, hp 41, #AT 1 (bite), Dmg 1d10, Save F9, ML +4, AL L) who has taken up stewardship of the surrounding villages. She will use her potent magical powers to assist Lawful adventurers in need. Woe be to the Chaotic lout who dares defile her temple! The pyramid's treasure room contains 1,000ep, 1,000gp, 1,000pp, 2 jars of spices (800gp, 1 st each), 4 barrels of fine spirits (200gp, 16 st each), 5 carved ivory figurines (3,000gp each), a ruby scepter of an ancient Sorcerer King (9,000 gp), a wrought orichalcum crown from the fallen Lizard Empire (3,000 gp), a **potion of ESP**, **2 potions of flying**, a **potion of healing**, a **potion of speed**, a **ring of spell turning**, a **wand of device negation**, a **brooch of shielding**, a **flying carpet**, **gauntlets of lizard-brute (ogre) power**, a **sword +1**, an **axe +2**, a **war hammer +1**, a suit of **leather armor +2**, a **shield +2**, and a **shield +1**.

**1911** An ancient Sakkaran tomb rises from the murky swamp water, eerily leaning to one side. Inside, torches burn in crimson light despite the fact that no living soul has visited the tomb for decades. When intruders enter and disturb the tomb, a warm wind carrying a sickening stench quenches the torches, leaving the visitors in utter darkness save for a few rays of light passing through the doorway. Then the tomb's residents awake and try to feast upon the flesh of the hapless intruders – **6 ghaists** (AC6, move 30', swim 40', HD 4+1, hp 19, 10, 25, 14, 19, 22, #AT 3 (bite/claw/claw), Dmg 1d8/1d4/1d4, Save F4, ML +2, AL C) and **8 ghouls** (AC3, move 30', swim 40', HD 2, hp 9, 10, 6, 9, 8, 8, 13,6, #AT 3 (bite/claw/claw), Dmg 1d3/1d3/1d3, Save F1, ML +1, AL C). Among the grave goods are 1,000 Sakkaran electrum coins, 2,000 Sakkaran silver coins, 3 lacquered chests of ancient terra-cotta pottery (100gp, 5 st each), 2 crates of ancient but useable armor and weapons (225gp, 10 st each), 4 pouches of preserved saffron (15gp each), 5 pouches of belladonna (10gp each), 2 agates (25 gp each), a bloodstone (50 gp), a black crystal (50 gp), a jasper (50 gp), 2 lapis lazuli (25 gp each), 2 moonstones (50 gp each), 3 tiger eyes (25 gp each), 2 turquoise (25 gp each), a wrought copper scarab (180 gp), 3 statuettes of dead Sakkaran gods (900gp, 2/6 st each), a **potion of flying**, a **potion of growth**, a **potion of longevity**, a **potion of speed**, a **scroll of ward against magic**, a **scroll of ward against undead**, and a **sword +1**, **locates objects**.

**2005** An old sorcerer's tower stands in the middle of a forest clearing. It bears old scorch marks from ancient magicks of untold power. Below this tower lies the old sorcerer's laboratory. It was ransacked long ago and stripped of anything of value, but still holds the sorcerer's experimental subjects – **4 digesters**

(AC7, move 60', HD 8+3, hp 44, 35, 34, 32, #AT 1 (claw), Dmg 1d8, Save F4, ML +0, AL N). They have been preying on the local population and wildlife. Very little of value remains in this abode of death, save for the digesters' body parts, which may be valuable for magical research.

**2102** In the thick heart of a rotting part of the forest, a bare, rotten tree trunk stands in a tiny clearing. The "tree" is in fact a **roper** (AC9, move 10', HD 10, hp 55, #AT 1 (bite), Dmg 2d8, Save F5, ML +2, AL C) lying in wait for passing prey. Around it lie the many rotting corpses and gnawed-upon bones of its numberless victims. Among these are the remains of cultists who tried to pay homage to the "unholy forest clearing" and were devoured for their troubles. They have left behind 26 jade carvings of vile chthonic gods (200gp each), a **potion of sweet water**, a **wand of device negation**, and a **sword +1, +3 vs. dragons**.

**2110** Along the King's Road from Velaya to Harat, a mercenary warband of **20 lizardman troopers** with spears and shields (AC4, move 40', swim 40', HD 1+1, hp 2, 8, 5, 2, 4, 9, 9, 2, 7, 2, 8, 2, 6, 5, 4, 2, 4, #AT 1 (spear), Dmg 1d6, Save F1, ML +0, AL N) travels at a casual pace. They search for employment, eventually wishing to reach Harat and try to be hired by the Lizard King Mazatel of Sitali. The troopers are supervised by **three sergeants** (AC5, move 40', swim 40', HD 2+1, hp 7, 8, 9, #AT 1 (sword), Dmg 1d6, Save F2, ML +2, AL N) and commanded by a **lizardman warrior warchief** (Lizardman Warrior 5, AC5, move 40', swim 40', HD 5, hp 33, #AT 1 (spear +1), Dmg 1d6+1, Save LW5, ML +2, AL N). A **lizardman shaman** (Lizardman Shaman 4, AC5, move 40', swim 40', HD 4, hp 10, #AT 1 (spear), Dmg 1d6, Save LS4, ML +2, AL N) serves as the warchief's trusted adviser.

**2114** The sharpest peaks of the Velaya Range are home to **Jakka the Bearded**, a **very old female dragon** of a bluish-black hue (AC16, move 30', fly 80', HD 16, hp 73, #AT 3 (claw/claw/bite), Dmg 1d10/1d10/4d8, Save F16, ML +2, AL N). In her youth she exacted tribute from Gesher-Zur, Beit-Rahab, and sometimes even Velaya. In her advanced age, however, she spends far more time enjoying her massive hoard than traveling beyond the mountains. In fact, she has not ventured outside the Range and its foothills for two human generations, and is nowadays nearly forgotten by everyone except for the occasional trappers and prospectors who still speak in hushed tones of the Dragon of the Mountains with its shiny scales, magnificent black beard, and thundering voice, shooting lightning at those foolish enough to scale the highest peaks. Her wondrous hoard includes 1,000ep, 1,000gp, 1,000pp, a crate of old Sakkaran swords in excellent condition (225gp, 10 st), 4 ornamental jars of myrrh (2,500gp, 4 st each), a roll of spider silk (400gp, 4st each), 6 crates of ancient greenish-blue glassware (200gp, 5 st each), 25 pieces of triceratops ivory (8gp each), 27 rare books written in High Sakkaran (150gp, ½ st each), a gold tiara adorned with five large topaz stones (5,000 gp), a **potion of clairvoyance**, a **potion of climbing**, a **potion of growth**, an **oil of sharpness**, a **scroll of ward against elementals**, 3 **scrolls of ward against undead**, a **treasure map** (to 17,000gp, 20 gems), a **ring of commanding plant**, a **wand of fear**, a **wand of fireballs**, a **flask of dust of disappearance**, an **efreeti bottle**, one set of **eyes of petrification**, a **short sword +2**, 6 **arrows +2**, an **axe**

+2, a **war hammer +1**, a suit of **leather armor +2**, and a pair of **shields +1**.

**2203** A cave near a shallow stream smells of recently butchered meat and dinosaur droppings. Inside, a pack of 8 **deinonychi** (AC3, move 70', HD 2+1, hp 13, 11, 9, 7, 6, 16, 8, 13, #AT 3 (bite/claw/claw), Dmg 1d6/1d4/1d4, Save F1, ML +0, AL N) nest with 3 eggs (200gp each) and a single hatchling (215gp). No treasure is to be found there apart from the hatchling and the unhatched eggs, which may be incubated to give birth to more hatchlings, all tamable.

**2209** Within a thick copse of dead and dying woods, inside a shallow cave covered by dead roots and vines, stands a mixed patch of vile fungi – 3 **violet fungi** (AC3, Move 10', HD 3+2, hp 13, 11, 15, #AT 4 (tentacle, tentacle, tentacle), Dmg 1d6/1d6/1d6/1d6, Save F2, ML none, AL N) and 5 **shriekers** (AC2, Move 3', HD 3, hp 5, 13, 12, 16, 17, #AT special (scream), Dmg special, Save F1, none, AL N). Amongst them are the bones of their latest victims, mostly dinosaurs but also a few men and lizardmen, but no remarkable treasure.

**2310** In a ramshackle hut in the woods here, not far from Gesher-Zur's wooden palisade, lives a "woman" who the locals say, in hushed voices, is a witch. The alleged witch trades often with the locals, offering them charms, minor magical help and alchemical concoctions in return for fresh dinosaur meat. She is, in fact, an **aranea** (AC5, Move 50', climb 25', HD 3+3, hp 17, #AT 1 (bite), Dmg 1d6 and poison, Save F3, ML -2, AL N) who conducts weird magical research in her hut's basement. In her humanoid form, she enjoys adorning herself with expensive jewelry: an alabaster necklace (800gp), bone earrings (15gp); a carved jade ring (600gp), and a moonstone brooch (3,000gp). In an old, locked trunk she also keeps 1,000sp and a tiger eye gem (25gp). On her person she carries a **potion of extra healing**.

**2311 Gesher-Zur**, large village, class V market. Neutral, 311 families (1,555 people), humans and lizardmen. Ruled by Nirban (neutral fighter 5), a descendant of a long line of petty headmen who have ruled this small, independent village for centuries. Gesher-Zur offers a very welcome respite for caravans travelling the King's Road from Yimara to Harat. This village is fiercely independent and perennially neutral in political matters. The local population prefers to focus on swamp agriculture, fishing, and caravan supply rather than get involved in wars between kings and lords. Gesher-Zur is also a good home base for those wishing to explore the accursed swamp tombs a day's walk from the village. The village holds both a proper temple to Eshmun and a small shrine to Yammu, the latter of which was established when a passing cleric – rumor has it that it was Prelate Lagratha of Harat in her youth – showed the villagers Yammu's might, and the impressed locals quickly built a shrine to appease the magnificent god.

**2404** An unremarkable-seeming cave winds downward. It eventually arrives at a roughly-hewn temple to Qetesh, the vile goddess of unrestrained bestial fertility. The temple is festooned with symbols of chaos and madness. Among its tall columns lurk a pair of **gricks** (AC6, speed 30', climb 20', HD 2, hp 8, 9, #AT 5 (bite/tentacle/tentacle/tentacle/tentacle), Dmg 1d3/1d4/1d4/1d4/1d4, Save F1, ML +0, AL C), feeding on the long-abandoned temple's dark energies. The gricks will certainly



seek to consume the flesh of any hapless explorers who stumble upon the lost temple. Within the temple, a single gold-and-copper statuette of Qetesh stands, worth 200 gold and weighing 1 stone.

**2415** On top of a hill overlooking a seldom-used road stands an old fort from Sakkarā's long-gone imperial days. When the empire crumbled and abandoned Kanahu to barbarism, the fort's commander took his own life in despair. Now his spirit haunts this lonely, crooked tower-fort as an **allip** (AC5, Fly 30', HD 4, hp 22, #AT 1 (touch), Dmg special, Save F4, ML +4, AL C). It will attack any who dares enter these ruins. Among the rubble one can find the old fort's strongbox, still locked and in good shape (the key may be found among the commander's bones). It contains 1,000 Sakkarān electrum coins from the late Imperial period, 2 vials of rare and ancient perfume (150gp each), a glass trinket (100gp each), a chunk of malachite (10gp), a wrought silver military medal (600gp), a **potion of treasure finding**, an **arcane spell scroll of light** (written in High Sakkarān), a **scroll of ward against undead**, a **ring of spell turning**, and a **brooch of shielding**. The tower's basement holds 2 crates of armor and weapons in serviceable condition (225gp, 10 st each) and 2 barrels of ancient Sakkarān wine (200gp, 16 st each).

**2504** Among the dry, rolling hills, an old cavern gaps its mouth as some ancient, fossilized monstrosity. Deep within its bowels, a crumbling passage leads to a tomb extruding a dark feeling of unimaginable antiquity, where a worn status of Lotan, the dark god of serpents, reigns supreme over a burial chamber with old serpentman bones. Among them, **3 serpentine machines** (AC8, Speed 40', HD 5, hp 22, 17, 26, #AT 1 (bite or constrict), Dmg 1d10 or special, Save F3, ML N/A, AL C) slither as they have had for numberless millennia. The tomb is devoid of treasure other than a single golden statue of Lotan (500gp, 1 st) hidden in a concealed compartment behind a small secret door on the back of the burial chamber.

**2508** A crumbling temple from eons unknown squats in the mountain valley not far from a small, clear lake. Worn stone stairs descend deep below its ruined exterior to a deep cistern, connected to the lake by an underground river. In that cistern lairs an ancient **aboleth** (AC6, Move 10' Swim 60', HD 8+5, hp 47, #AT 4 (tentacles), Dmg 1d6/1d6/1d6/1d6, Save F8, ML +2, AL C). The ruins above his watery den are guarded by **8 skum** (AC3, Move 20' Swim 40', HD 2+1, hp 10, 15, 12, 10, 17, 17, 12, 12 #AT 3 (bite, claw, claw), Dmg 1d6/1d4/1d4, Save F2, ML +2, AL C) who worship the monstrosity as a god. Among the ruins, the aboleth has managed to accumulate much treasure from sacrificial victims and tributes brought to it by neighboring villages afraid of its wrath. It now owns 1,000 gold in old Sakkarān coins, a bundle of rare, high-quality dinosaur skins (500gp), a master quality dinosaur scale-leather cape (1,600gp), a master quality dinosaur scale-leather cape (1,700gp), 2 crates of fine porcelain (500gp, 2 st each), 2 jars of rare Malan spices (800gp, 1 st each), 3 golden statuettes of coiled serpents (100gp each), an aquamarine (500 gp), a flawless diamond (4,000gp), a porcelain locket (600gp), a **potion of dragon control**, an **oil of slipperiness**, an **arcane spell scroll of knock** (written in High Sakkarān), and a **scroll of ward against magic**. It keeps its hoard hidden in sealed urns standing near the water line in its lair.

**2511 The Swamp Tombs.** Out of the murky water and muddy earth a large number of long-fallen monuments and burial mounds jut in eerie angles, as if shifted from their place over the eons. Unhealthy mists slowly float through the air between the old tombs. Silence reigns, save for the occasional croaking of a toad. The swamp tombs have a horrible reputation – some say they are haunted by long-buried dead, other say that even worse things lie dormant there, beneath the dark moor. From time to time, foolhardy adventurers make the day-long hike through the swamps from Gesher-Zur to try and pry out the tombs' buried secrets. A few return, bearing stories of vast treasures and unspeakable abominations defying death deep underground.

**2518 Velaya**, small town, class V market. Neutral, 609 families (3,045 people), mostly humans. Velaya is a bustling market-town and an important resting point for caravans before they leave Yimara's area of influence to traverse the treacherous swamps to Harat. It is somewhat richer than most Harati cities, as Yimara's immense wealth does filter to a certain degree to the outlying countryside. However, it is nothing compared to the shining magnificence of Yimara itself, the marvelous pearl of Kanahu.

**2606 Ur-Marak**, an adult dragon of reddish-orange color (AC7, move 30', fly 80', HD 10, hp 41, #AT 3 (claw/claw/bite), Dmg 2d3/2d3/2d10, Save F10, ML +1, AL C) lords over this mountain and flies over the nearby peaks. A small cult of **20 degenerates** (AC7, move 30', HD 1-1, hp 5, 7, 2, 1, 1, 6, 2, 5, 2, 1, 1, 4, 2, 4, 6, 6, 7, 5, 1, 2 #AT 1 (spear), Dmg 1d6, Save F0, ML +2, AL C) worships him, led by their deranged sorcerous leader **Nazad-Muk** (Mage 6, AC5, move 30', HD 6, hp 26, #AT 1 (spear+1), Dmg 1d6+1, Save M6, ML +3, AL C). Ur-Marak's hoard includes 1,000ep, 1,000gp, 1,000pp, a platinum reliquary showing harrowing images of Dagon worship with crystal panes (8,000gp), 6 barrels of dark Kanahi liquor (200gp, 16 st each), 2 silvered Kanahi swords (225gp each), 3 jars of the extremely rare dried Malan Pepper (800gp, 1 st each), 6 opal cameo portraits and intaglio erotic tableaux (800gp each), 34 silver ingots (300gp, 2 st each), 28 rare books written in the lizardman Blue Tongue (150gp each), a platinum crown studded with diamonds (3,000gp), a star ruby (750gp), a wrought orichalcum crown (2,000gp), 2 **potions of clairaudience**, a **potion of delusion**, a **potion of dragon control**, 2 **potions of ESP**, a **potion of invulnerability**, a **potion of super-heroism**, a **treasure map** (to 2 magic items), a **treasure map** (to 19 gems, 2 magic items), a **ring of wishes**, a **staff of the serpent**, a **sword +1, +3 vs. regenerating monsters**, 8 **crossbow bolts +1**, a **spear +2**, a suit of **chain mail +1**, and a **shield +1**.

**2613** The characters come across the remains of a trade caravan on the king's road. While the bandits who have ambushed it are long gone, one of the caravan's beasts of burden, a massive **triceratops** (AC7, move 30', HD 8, hp 45, #AT 1 (gore or trample), Dmg 2d8, Save F4, ML +1, AL N), is still around and was driven to rage by the attack. The eviscerated bodies of three bandits lie not far from where the beast lurks, disemboweled by its massive horns in a fit of bestial rage. No treasure is to be found among the remains, though, as the bandits have stripped them clean and walked away.

**2615** On the king's road between Harat and Velaya, the characters find the wreckage of another trade caravan, attacked by bandits and stripped bare of its valuable cargo. Three **edmontosaurs** (AC3, move 60', HD 4, hp 14, 23, 18 #AT 1 (trample), Dmg 1d8, Save F2, ML -1, AL N) evaded capture by the highwaymen, but are now beset by 5 hungry **deinonychis** (AC3, move 70', HD 2+1, hp 10, 14, 16 #AT 3 (bite/claw/claw), Dmg 1d6/1d4/1d4, Save F1, ML +0, AL N). If saved from the predators and calmed down, they may be reclaimed as mounts.

**2801** Among forested wooden hills, a curious dolmen stands, its rocks inscribed in the long-dead serpentman language. If an adventurer digs near the dolmen, he will unearth an old stone door covering a winding staircase choked by the odor of death and decay. Below is an old serpentman tomb. A single **cryostasis tube** stands in its middle, containing the skeleton of a dead serpentman, whose power source failed eons ago. The skeleton's undead comrades still guard the tomb – a duo of **undead serpentmen** (AC4, Move 40', HD 7, hp 20, 34, #AT 1 (bite), Dmg 2d6, Save F7, ML +4, AL C) slithering on its moldy stone-tile floor. The serpentmen's many grave goods still litter this room: 2,000 incredibly ancient electrum coins, 3 boxes of ancient armor and weapons (225gp, 10 st each), a crates of glassware (200gp, 5 st), 3 crates of mummified monster parts (300gp, 5 st each), 2 vials of ancient perfume (50gp each), 6 bone serpentine torcs (12gp each), 4 silver unholy symbols of Lotan (70gp each), 7 glass snake-eyes (50gp each), 2 amber pieces (100 gp each), a garnet (250 gp), a vile bone trinket in Lotan's likeness (25 gp), a fine ancient dried wood idol of Lotan (500 gp), a jade (100 gp), a jet (100 gp), 2 porcelain idols of Lotan (500 gp each), 2 zircons (75 gp), a **potion of flying**, a **potion of sweet water**, 2 **scrolls of ward against undead** (written in Serpentine), a **divine spell scroll of light** (written in Serpentine), a **sword +1, +2 vs. undead**, and a **sword +1, flame tongue**.

**2806** A curious cavern pierces a tall mountain wall, and opens onto a hewn underground temple to Qetesh, the Chaotic goddess of fertility and bestiality. Among its crumbling idols and broken amphorae, a single maddening **shoggoth** (AC6, move 20', HD 8+1, hp 33, #AT 2 (claw/claw), Dmg 1d4/1d4, Save F4, ML +0, AL C) hides. Other than the horrid monster and dark idols of Chaos, there is little of interest in that temple.

**2910** Among the wooded hills, a small creek serves as home for a **giant mantis** (AC4, Move 20', fly 40', HD 4+2, hp 19, #AT 3 (bite/leg/leg)), Dmg 1d8/1d10/1d10, Save F2, ML +3, AL N). It is a solitary hunting female who guards her freshly-laid egg case while looking for suitable prey - adventurers included. The bones and carapaces of her many victims dot the creek, but there is no treasure to be found among these grim remnants.

**3004** A hillside cave-mouth leads into a shallow cavern strewn with rotting bodies looking as if they were torn from inside out. They were the victims of 3 **giant parasitic wasps** (AC4, Move 20' Fly 60', HD 5+2, hp 22, 27, 23, #AT 1 (sting), Dmg 2d4 and poison, Save F3, ML +2, AL N). Among their victims body are several of the personal effects of the dead - 2 fine small dinosaur-bone idols of Innana (900gp, 1 st each), a chryselephantine amulet (400 gp), a wrought gold ring (800 gp), and a wrought silver bracelet (800 gp).

## THE FREE CITY OF HARAT

City, Class III market. Mostly lawful and neutral, 4,000 families (20,000 people) of many species, predominantly human and lizardman. Ruled by the Lizard King, Mazatel of Sitali (Lawful lizardman gladiator 10).

The Free City of Harat is one of the city-states of Kanahu. It is a large and well-developed urban center, at least in comparison to its rural surroundings. For decades, the Chaotic Sorcerer King Nabu-Ram ruled Harat. Several years ago, the city was liberated by a massive slave rebellion led by the lizardman gladiator, Mazatel of Sitali. This mighty reptilian now rules the city as the Lizard King. Harat is moderately wealthy and enjoys naval trade and fishing along the coast and relatively bountiful harvests from the outlying villages, as well as mining in the mountains to its north.

**1 The Hanging Gardens** – the great Wonder of Harat. Water pumped from the Harat River by an elaborate system of dams and bucket wheels feeds these magnificent terraced gardens. The terraces are brimming with lush greenery and splendid blossom at spring time. With a constant supply of water they stay verdant even at the sun-scorched height of the Kanahi summer. The Lizard King of Harat **Mazatel of Sitali** (Lawful lizardman gladiator 10) uses these gardens as his outdoor palace from the first warmth of spring to the beginning of the autumn rains. He sits, not upon a throne, but on several comfortable pillows next to a constantly warmed water-pipe, granting audiences and managing his realm. He also throws many feasts for his countless underlings in these gardens, where wine and fish flow in abundance. The king and his entourage enjoy exotic and spicy food made by the royal cook, **Henna Carrot-Tail** (level 0 gecko-woman). She was once a personal slave of a corrupt Harati noble, but now serves her liberator, the Lizard King, as a proud freewoman. She boasts a magnificently fat tail, wonderful orange coloration, and the best cooking skills in Harat, if not in all of Kanahu. She occasionally hires various adventurous types to seek exotic ingredients for her fabulous dishes served at the king's table.

**2 Citadel of Harat.** This imposing fortress is the military heart of Harat, enjoying its own walls of cyclopean stones and iron-bound wooden gates. It was badly damaged and partially burned when Mazatel of Sitali took the city from the clutches of the Sorcerer King. Following Mazatel's victory, the fortress was quickly rebuilt under the conqueror's dragon standard to stand as a symbol of the new king and serve as the headquarters of the Army of the Free. As the highest point in the city, the citadel commands a breathtaking view of its surroundings. Night and day, the citadel is a bustling hub of military activity, as the leaders of the Army of the Free address the many problems that beset Harat. The Army's generals are not always able to use their regular troops to deal with each and every military problem in their territory; sometimes they prefer to hire deniable - and expendable - mercenaries to deal with delicate problems that massed troops cannot. The Citadel is thus a frequent destination for adventurers searching for mercenary jobs.

**3 Accursed Ruins of the Old Palace.** Nabu-Ram, the terrible Sorcerer-King of Harat, once lorded over the city and its environs with an iron fist from this once-imposing palace of death and chaos. Then came Mazatel of Sitali with an elite



# FREE CITY OF HARAT



1. The Hanging Gardens
2. Citadel of Harat
3. Accursed Ruins of the Old Palace
4. Deepest, smelliest cistern
5. Baths of Harat
6. Temple of Ixchala
7. Ruined Temple of Rahab and Dagon
8. Grand Bazaar of Harat
9. Harat Arena
10. Inner Quarter
11. Temple of Innana
12. Outer Quarter
13. Gecko Quarter
14. Bugmen Colony
15. Temple of Yammu
16. Port of Harat
17. Lizard Quarter
18. Netti's Sweet Emporium
19. Ancient sewer
20. Wide cistern
21. Demon Reef (not on map)



squad of heroic adventurers and smote down this sorcerer's abode. Now the old palace lies in ruins and the citizens of Harat whisper about its accursed nature. Rumor has it that deep underneath the old palace, the Sorcerer King's dark dungeons still sprawl, flowing with untold horrors and unimaginable marvels of high sorcery. King Mazatel has commissioned a large pyramid temple of Ixchala to be built over these ruins, but the old palace's reputation drives away the workers save the most devout followers of Ixchala. Thus construction moves forward at a snail's pace.

**4** In one of the deepest and smelliest cisterns of the Harati sewer, rubbish brought by the slow flow of sewage slowly aggregates. This cistern is not far from the old Sorcerer King's dungeon, and the forces of chaos have long seeped into it, spawning **5 otyughs** (AC7, Speed 20', HD 6+2, hp 23, 32, 29, 31, 39, #AT 4 (bite/tentacle/tentacle/tentacle), Dmg 1d4/1d6/1d6/1d6, Save F3, ML -1, AL C). Among the detritus are the remains of the otyughs' victims, some of whom were thieves carrying precious loot who foolishly thought that the cistern a safe hideaway. Their bones and rotting flesh conceal a flawless facet-cut diamond (8,000 gp), an **arcane spell scroll of hold portal** (written in High Sakkaran) inside a watertight case, a **sword +1, flame tongue**, and a suit of **plate armor +1**.

**5 Baths of Harat.** Water pumped from the Harat River is heated in huge furnaces burning underground to provide the citizens of Harat with year-round hot and cold baths. The Baths of Harat are a marvel of engineering that were once reserved for the Harati nobility. One of King Mazatel's first decrees when he took control of the city was to open the Baths to all citizens. The Lizard King also ordered the expansion of the Baths, a project that was completed several years ago. In the cold and rainy winter months, King Mazatel sets his throne here, half-submerged in warm water in traditional lizardman fashion. From there, he governs the city and the outlying countryside. Harat's citizenry has broadly welcomed the opening of Baths, and their availability has doubtless contributed much to King Mazatel's enormous popularity among his subjects.

**6 Temple of Ixchala.** When Mazatel of Sitali took Harat by storm he immediately ordered the construction of this small pyramid in honor and thanks to the lizardman goddess, Ixchala. The temple is administered by **High Priestess Xihuaten** (Lawful lizardman priestess 9), Mazatel's spiritual advisor, a mighty wielder of divine magic. She makes her residence in the temple and oversees the sacrifice of dinosaurs, serpents, and giant insects to her goddess on its top terrace. She has brought many of her old acolytes with her. Most acolytes are lizardwomen, but in the years since Harat's liberation she has also taken in several local human women to serve the mighty goddess and bring the blessings of Law to this once-shadowed city. The temple is a citadel of order and goodness, a spiritual bulwark against the howling chaos of the eternal night. The temple may be a *physical* bulwark as well: Harati legend holds that the old entrance to the former Sorcerer King's dungeons sits beneath the temple, and that Ixchala's pyramid was built on this spot to serve as guard and ward against the evil beneath.

**7 Ruined Temple of Rahab and Dagon.** During Nabu-Ram's dark reign, corrupt priests of Chaos worshipped the twin vile gods of the sea and its fish under the dark, vine-choked pillars of this harbor-side temple. Many mortals lost their lives on its unholy altar, sacrificed to the demonic gods of Chaos and fed to the despicable monsters who swam up the channels from the reefs at the cultists' call. Then came Mazatel and Xihuaten, who smote this font of darkness. Now it lies in ruins, its pillars charred by holy fire and its altar shattered by Ixchala's holy wrath. No Harati citizen dares worship the old Chaotic gods in the open, but by night cultists dedicated to Rahab and Dagon still sneak into their ruined temple to pay homage to their fallen gods and sacrifice the innocent to the monstrous deep ones from the accursed reef outside of Harat. Leading this clandestine cult is Dark Bishop Eklon (Chaotic cultist 8), who masquerades during the day as an "honest" fishmonger managing a store next to the shoreline.

**8 Grand Bazaar of Harat.** This market bustles with trade, both in goods and in favors. Once the Grand Bazaar was the forlorn place where slaves were bought and sold for gold and silver, but the Lizard King abolished slavery and shattered the chains of the thralls. Now the slave trade is strictly outlawed and punishable by a quick death. The bazaar, however, still offers a dazzling variety of other goods, licit and illicit (Harat is a Class III market). The Grand Bazaar is also where the Brotherhood – Harat's criminal underworld – maintains its headquarters, in a run-down watering-hole called "The Drunk Cockroach". The ringleader is "**King of Thieves**" **Ermun** (Neutral thief 7), an old criminal who had his left arm cut off at Nabu-ram's order as punishment for grand theft. Visitors to the Bazaar should be wary lest their wallets be picked by Ermun's underlings.

**9 Harat Arena.** When Nabu-Ram and his corrupt nobles ruled Harat, men and women were forced to fight each other and various beasts of prey for the entertainment of their vile overlords. Mazatel fought here in his youth, and it was in the Arena's gladiatorial pens that he began his violent revolt. Today, gladiators compete in the Arena only out of their free will (see gladiatorial combat rules, p.18). Fights to the death are mostly reserved to criminals convicted in heinous crimes who choose the glory of the arena over the gallows of the Grand Bazaar. Arena dueling is also a favorite way of the Harati population to resolve various disputes. With so much foot traffic, the Arena is a favorite haunt for Brotherhood pickpockets.

**10 Inner Quarter.** Once the old nobility resided in the splendid mansions and small palaces of this rich quarter. The Slave Rebellion led by Mazatel of Sitali slew old slave-driving nobles. Now, this part of town serves as the perfect residence for wealthy merchants and master craftsmen who paid handsome fees to the new Lizard King's coffers for the purchase of their new homes. Well-patrolled by the private household guards of the affluent residents and cleaned spotlessly by their paid servants, the Inner Quarter shines in splendor and enjoys much safety and little crime – except for the occasional burglary of a merchant who thought that he could do business in the city without paying the Brotherhood its dues.



**11 Temple of Innana.** This newly-erected temple of many pillars venerates Innana – the lawful goddess of love and war – whose disciples, the Daughters of the Harvest, were instrumental in bringing down Nabu-Ram’s bloody reign. Innana’s statue dominates the inner yard, surrounded by pillars adored with paintings of warfare and of amorous love. The chief cleric in charge is **Blade-Priestess Yael** (lawful blade-dancer 8). She built a convent to train new disciples in service of her goddess. The Daughters of the Harvest are still active and they hunt for chaotic cultists with great zeal and fervor. They are feared by the heretic and the heathen as their sickles are ready to reap the goddess a harvest of chaos-worshipper heads.

**12 Outer Quarter.** Surrounding the city’s Inner Quarter is a blight of urban decay reaching from the walls to the outlying fields. Once the residents of the Outer Quarter lived under brutal oppression by Nabu-Ram, constantly at risk of being snatched up as sacrificial victims to the twin gods Rahab and Dagon. The Lizard King broke this oppression and put a sharp and bloody end to the practice of human sacrifices. A slow and painful process of renovation paid out of the King’s coffers continues to this day in an attempt to improve life in the Outer Quarter. Crime, however, is a persistent disease and its treatment is difficult. The Brotherhood rules an army of beggars who serve simultaneously as pickpockets, protection-racket enforcers, and spies for the “King of Thieves”. For now, life in the Outer Quarter remains a matter of poverty and suffering.

**13 Gecko Quarter.** This small walled compound serves as the residence of geckomen traders and travelers from the deserts of Queddar, who carry with them the skins and preserved flesh of the exotic beasts of the scorched deserts, as well as riches brought from far Punt through the wastes. Tall facades and narrow streets dominate this quarter, and a number of small inns serve desert wines and water-pipes loaded with narcotic spices. It is not uncommon for geckomen to lurk on the high walls and idly observe the city below them. The Gecko Quarter is an excellent place to purchase various mind-affecting herbs and fungi from the desert, as well as to hire assassins – as geckomen are among the finest hired killers in Kanahu.

**14** Behind a noisy and filthy market-stall façade of in the poor Outer Quarter of Harat lies an old, dilapidated building seemingly on the verge of collapse. Several bugman drudges loiter around its ground floor with no apparent purpose. In fact, the drudges are guarding a secret, but thriving, bugman colony. Past the drudges a set of crumbling stairs, covered with several decades’ worth of trash, descend from the half-ruin to a cellar which has been expanded into a labyrinth of tunnels and hidden chambers. The colony includes **20 bugmen drudges** (AC1, move 40’, HD 1+1, hp 8, 7,, 5, 6, 3, 3, 5, 6, 7, 5, 3, 7, 3, 2, 5, 9, 9, 6, 4, 8, #AT 1 (short sword or shortbow), Dmg by weapon, Save BM1, ML +2, AL N) and one **bugman ovate** (Bugman Ovate 4, AC1, move 40’, fly 30’, HD 4+4, hp 22, #AT 1 (short sword +1), Dmg by weapon, Save BM4, ML +2, AL N). The female possesses a **short sword +1**, a **ring of fire resistance** and a **brooch of shielding**. In the colony’s coffers are 3 pouches of saffron (15gp each), 4 glass eyes (60gp each), 2 agate (25gp each), an azurite (10 gp), 2 bloodstones (50 gp each), a brass trinket (150gp), a citrine (50 gp), 2 hematite stones (10 gp each), a jasper (50 gp), and 3 lapis lazuli (25 gp each).

**15 Temple of Yammu.** This ancient, crumbling edifice of the neutral sea-god Yammu overlooks the wharfs. Countless generations of seamen, fishermen, and kings have worn down its many stairs to pay homage to this god. Even Nabu-Ram’s dark reign did not dare deface this holy place, as Yammu is famous for his boundless wrath; even the mighty Sorcerer-King did not dare to enrage the Lord of the Seas. Presiding over the ancient ceremonies is **Prelatess Lagratha** (Lawful cleric 7), a middle-aged woman who once accompanied Mazatel of Sitali in his struggle against the dark Sorcerer-King. She is powerful cleric known for her ability to invoke Yammu’s wrath at her foes.

**16 Port of Harat.** Harat is a busy port on the Sea of Sunset, serving ships sailing to, and from, far-off Punt and wild Mala. Here lie the old wharfs of Harat, where many a ship is moored, constantly loading and unloading cedar from north Kanahu, rich spices from Punt, gold from Queddar, and countless other goods. This is also a port of call for pirates and smugglers. Even Mazatel’s fierce campaign against these raptors of the high seas met only with partial success and merely made the buccaneers more careful when in dock. For people looking for bulk goods for trade, or to purchase a ship, this is the place to go rather than the bazaars selling more refined articles.

**17 Lizard Quarter.** This small but well-shaded quarter is where House Qualli – a wealthy merchant-house from Cibola – maintains its offices and conducts its trading business in Harat. House Qualli is infamous for its complete neutrality in Harati politics. It enjoyed good trade relations with Harat under Nabu-Ram’s reign and it maintains good relations with Mazatel of Sitali as well. An important member of this house, **Elwia of Qualli** (level 0 lizardwoman), actually served as an economic adviser to Nabu-Ram and now fills the same post in Mazatel’s court. House Qualli’s massive wealth and its ability to bring forth untold luxuries from far-away shores makes it an indispensable ally of any ruler of Harat, no matter if Chaotic or Lawful. The Lizard Quarter is an excellent place to purchase exotic goods and beasts from far Punt and Malam, and House Qualli is known to hire adventurers to further its ends as a significant lizardman merchant house.

**18 Netti’s Sweet Emporium.** This shop is located at the outskirts of the Lizard Quarter. It is home to **Netti** (level 0 lizardwoman), a plump, cheerful lizardwoman who sells all sorts of sweet delicacies. This includes both local Kanahi sweets as well as more exotic goods imported from her tropical homeland of Punt. Netti’s well-organized store offers anything from various cookies to rahat lokum and baklava to the wondrous black delicacy of Punt – and its related drink – the fabled *chocolate*. Netti’s Emporium is an excellent place to meet with various lizardmen and lizardwomen, including senior traders, in a relaxed atmosphere.

**19** A deep shaft slowly slopes downward in the ancient sewer of a Harat. Eventually, it reaches a damp chamber with a vaulted ceiling, so high that its reach cannot be seen with mere torchlight from the bottom. A **choker** (AC7, Move 20’, climb 10’, HD 3+3, hp 21, #AT 2 (tentacles), Dmg 1d8/1d8, Save F3, ML +0, AL C) makes his abode there, emerging at night to prey on the human detritus of society in the dark streets above. When adventurers enter this lair, the choker will hide near the ceiling. The deep recesses of its humid lair contain the remains of many

victims grabbed from the streets above, as well as valuables hoarded by the choker: 1,000sp, 3 silver holy symbols of Innana (20gp each), 8 glass prisms (30gp each), 9 bone trinkets (24gp each), a bloodstone (50 gp), a shell trinket (150 gp), an **arcane spell scroll of lower water** (written in High Sakkaran), and a **scroll of ward against undead**.

**20** A wide cistern deep within the sewers of a Harat is filled with muck and effluent up to knee level, thickened with piles of decaying trash. Among this sewage lurk a **balroach** (AC8, Move 40', climb 20', HD 5, hp 21, #AT 1 (bite), Dmg 1d8 and poison, Save F3, ML +2, AL N) and **12 giant cockroaches** (AC3, Move 50', climb 20', HD 1, hp 5, 1, 1, 2, 4, 1, 4, 2, 4, 8, 1, #AT 1 (bite), Dmg 1d4, Save special, ML -2, AL N). Searching the detritus will reveal small treasures which drifted here on the slowly streaming sewage among the flotsam and the jetsam and incidental trinkets left by victims of these giant insects: 1,000ep in old Sakkaran coins, a bone trinket (19 gp), a shell trinket (30 gp), a wrought silver trinket (500 gp), a large wrought silver trinket (600 gp), and a **potion of growth**.



**21** To the side of the Port of Harat stands this dark coral reef, renowned by sailors as a bad omen and rarely approached for the fear of bad luck and risk of shipwreck. Far below the waters, in dark caverns between the reefs, lurks a warband of **32 deep ones** (AC6, move 30', swim 40', HD 2+1, hp 10, 5, 10, 11, 12, 9, 10, 7, 7, 17, 12, 9, 14, 7, 8, 5, 9, 16, 4, 11, 12, 11, 12, 8, 8, 8, 10, 5, 9, 11, 9, 12 #AT 3 (bite/claw/claw), Dmg 1d6/1d4/1d4, Save F2, ML +2, AL C). Leading them is a **war-chief** (AC8, move 30', swim 40', HD 4, hp 26, #AT 3 (bite/claw/claw), Dmg 1d6+2/1d4+2/1d4+2, Save F2, ML +2, AL C) who enjoys a +2 bonus to attack throws due to his massive strength. In the deeper caverns, inside a large pocket of air connected to the Harati sewers by a series of dark passages, the deep ones have amassed much treasure. They looted it in raids against coastal communities and gathered through sacrifices and tributes when Nabu-Ram was still in power in Harat: 1,000cp, 1,000sp, 5 barrels of preserved fish (5gp, 8 st each), a crate of terra-cotta pottery (100gp, 5 st), 5 rolls of cloth (10gp, 4st each), 11 rugs (5gp, 7 st each), 2 barrels of Sakkaran beer (10gp, 8 st each), 12 gallons of lamp oil (2gp, 6 st each), 4 pouches of saffron (15gp each), 4 silver unholy idols of Dagon (70gp each), 23 iron ingots (1gp, ½ st each), a brass trinket (190 gp), an onyx (50 gp), a shell trinket (130 gp), 2 tiger eyes (25 gp each), a suit of **chain mail armor +1**, and a **shield +3**.

## APPENDIX A: RECOMMENDED MEDIA

One way to gain inspiration when planning and running a *Barbarians of Kanahu* campaign is by reading fantasy and sword & planet literature, watching related television shows and films, and playing fantasy computer games. Any good sword & sorcery story will surely provide much inspiration for your *Barbarians of Kanahu* campaign, as it fits this genre very well. More generic fantasy, as well as science-fantasy and science-fiction, will also help here as well. Regardless of medium, acquainting yourself with existing fiction will greatly expand your store of ideas to use for (and against!) your players.

### RECOMMENDED BOOKS

Sir Arthur Conan Doyle – The Lost World

Robert E. Howard – Conan the Barbarian series of short stories and novels; a major inspiration for this setting

Edgar Rice Burroughs – Barsoom series – a sword & Planet classic

Clark Ashton Smith's Zothique and Hyperborean stories

Michael Moorcock – Elric of Melniboné series; a major inspiration for this setting

H.P. Lovecraft – any of his horror stories can highly inspirational for the forces of Chaos in this setting

Fritz Leiber – Lankhmar series

Robert Asprin – Thieves' World anthologies

### RECOMMENDED FILMS AND TELEVISION SHOWS

Conan the Barbarian (1982) (obviously) and Conan the Destroyer (1984)

Gladiator (2000)

Dagon (2001)

Rome (TV series) (2005-2007)

Red Sonja (1985)

Hercules: The Legendary Journeys (1995-1999)

Alien (1979) – while this is a pure sci-fi film, its horror themes work very well when transported into sword & planet

The Lost World (1998)

Spartacus (1960)

Spartacus (2010-2013)

### RECOMMENDED VIDEO AND COMPUTER GAMES

Arx Fatalis (2002)

The Elder Scrolls III – Morrowind (2002) – the weirdest and most creative game in its series

The Elder Scrolls V – Skyrim (2011) – while this is a more or less standard fantasy setting, it has a certain sword and sorcery vibe

X-Com: UFO Defense (1994), X-Com: Terror from the Deep (1995) and XCOM: Enemy Unknown (2012) – inspirational for the Visitors

Diablo (1996) and Diablo II (2000) – standard hack n' slash fare but with a great dark sword & sorcery atmosphere

Avernum: Escape from the Pit (2011) and Avernum 2: Crystal Souls (2015) – dark fantasy/sword & sorcery subterranean RPGs

Legend of Grimrock (2012)

Chrono Trigger (SNES, 1995, Android and iOS, 2011)

Might and Magic III (1991) to Might and Magic VIII (2000) - an interesting mix of sci-fi and fantasy

Dungeon Crawl Stone Soup (continually developed from 2006 and on)

Thief: Dark Project (1997), Thief 2: The Metal Age (2000), and Thief: Deadly Shadows (2004)

## APPENDIX B: RACIAL VALUES

All of the new classes in this supplement were built using rules in the *ACKS Player's Companion* with new or modified class categories. The following rules modify and supplement the Custom Class rules in Chapter 4 of *ACKS Player's Companion*.

### BUGMAN CUSTOM CLASSES

The bugmen are a relatively rare, though influential, sentient species in Kanahu. These upright insectoids have little in common with the orderly hive-based social insects, instead seeming to have evolved from or be related to common household and sewage cockroaches. They are resilient, shady, anarchic, and opportunistic to the extreme.

Bugmen are divided into three castes by gender, the ovates (female), dredgers (male), and the praetors (neuter). Apart from mating, the sexes have little in common. The dredgers are notorious for digging in unseemly places, making dirty deals, and selling suspicious artifacts, while the ovates spend their time cultivating their magical and mundane power until they have sufficient resources to focus on reproduction en-masse. An ovate who becomes a Nest-Mother will command the respect of the many dredgers who frequent her nest, but she does not have real command over them. The praetors are a specialized warrior caste and are so different from ordinary bugmen that they are treated as a separate race (see below).

Physically, a bugman dredger resembles a 4' tall upright, slender, humanoid cockroach, walking on four legs and using two limbs for fine manipulation. It has multi-faceted eyes and a mouth with two mandibulae and two maxillae, as well as two antennae each 1' long projecting from its head. A bugman ovate starts its adult life around the height of a dredger (though much wider) but, eventually, when she settles in a nest and becomes a Nest-Mother, reaches 6' in length and much mass. Bugmen range from yellowish-brown through dark brown to black in color; their eyes are shiny black. Males lack wings; female have four wings and may fly, as described below.

Bugmen thrive wherever there is an opportunity for commerce, subterfuge, and infiltration. They excel in the criminal underworld, using their opportunistic nature and keen senses to strike shady deals with other sentient beings. They dwell in the shadows of civilization, living on its refuse. Thus, some bugmen are, ironically enough, Lawful - because, if civilization falls, so does its bounty, and so do the many opportunities for success it offers. Most are Neutral or Chaotic, however, as befitting their opportunistic nature. Bugmen usually worship the gods of humans around them, though they are rarely devout, and much more interested in striking temporary deals with the divine rather than forming long-lasting relationships.

#### Requirements

All bugmen require a minimum Dexterity and Constitution of 9 or better.

### Class category Values

**Fighting:** Due to their short stature, bugmen can never use two handed swords or longbows, regardless of their Fighting Value.

**Divine:** Bugmen are rarely devout, and thus may not have a Divine Value higher than 1.

### Bugman Value

Value	Bugman	XP Cost
4	Bugman 4	1,200
3	Bugman 3	1,000
2	Bugman 2	800
1	Bugman 1	550
0	Bugman 0	350

When building a bugman custom class, assign between 0 and 4 build points to the class's Bugman Value. Note that bugman classes in this book were built with either bugman 0 (dredgers) or bugman 2 (ovates), Bugman 1, 3 and 4 are included for the sake of completeness but do not exist in the game world.

**Bugman 0 (XP Cost 350):** at Bugman 0, the class represents a bugman dredger of some sort. It will have the following custom powers:

- **Blindsight:** Bugmen are nocturnal creatures, able to sense minute movements of air with their long and extra-sensitive antennae, granting them blindsight to a range of 60'. This blindsight functions like infravision, except it is not affected by light sources, magical darkness, or other visual phenomena but rendered useless in high wind. Blindsight counts as 2 custom powers.
- **Hard to Kill:** Like cockroaches, bugmen are hard to kill. When a bugman is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover.
- **Heavy Chitinous Carapace:** The bugman has a rigid chitinous carapace which increases his unarmored AC to 1 (renamed Scaly Hide) but prevents them from wearing armor heavier than leather.
- **Insect Senses:** The bugman, owing to his acutely-sensitive antenna, gains a +1 bonus to avoid surprise and a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ he can notice secret doors with just casual observation. This is effectively the Alertness proficiency selected as a custom power.
- **Inhumanity:** bugmen are alien beings and thus suffers a -2 penalty to the reactions, loyalty, and morale of humans, lizardmen and geckomen. The character gets a +2 bonus to the reactions, loyalty, and morale with bugmen.
- **Mercantile Network:** Every bugman know other bugmen traders, as well as Human traders, all over the land. Whenever the character buys and sells equipment, hires retainers, and engages in mercantile ventures in a market they have previously visited, he treats the market as if it were one market class larger than its actual size. (Class I markets remain Class I markets).



- **Survivability:** The hardy bugman possesses the survivability of a cockroach, and thus is immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes, as well as to all forms of poison, including magical poisons. This is effectively the Divine Health proficiency selected as a custom power combined with a renamed Wholeness of Body. It costs 2 custom powers.

**Bugman 1:** At Bugman 1, the class represents an intermediate stage between ovate and dredger. It will have the following custom powers in addition to all of those listed above:

- **Antennae for Potions:** The bugman can make a proficiency throw of 11+ to determine the magical properties of a potion or oil on taste. Starting at 5th level, the character may brew potions as if mages of their class level. Antenna for Potions counts as 2½ custom powers if selected.
- **Kinship with Arthropods and Fungi:** The bugman can identify arthropods and fungi with a proficiency throw of 11+, and understands the subtle body language and moods of arthropods and fungal creatures (though they may not understand the character) automatically. This grants him a +2 to all reaction rolls when encountering normal and giant arthropods and fungal creatures, and allows him to take giant arthropods and fungal creatures as henchmen. This is effectively the Beast Friendship proficiency, reskinned and selected as a custom power.
- **Longevity:** The bugman becomes ageless and enjoys a lifespan three times longer than normal. He also becomes immune to ghoulish paralysis. This is effectively the Elven Bloodline proficiency, selected as a custom power.

**Bugman 2:** At Bugman 2, the class represents a fully female bugman ovate. It will have the following four custom powers in addition to the above:

- **Speak with Arthropods:** The bugman has an innate knack of communicating with insects of all kinds, at an almost magical level. The character can speak with insects as per the **Speak with Animal** spell at will, though, of course, the power works with insects (natural, giant or otherwise) rather than animals.
- **Flying:** The female bugman gains a flying movement rate of 30' per turn. Flying counts as 5 custom powers.

**Bugman 3:** At Bugman 3, the class represents an advanced or mutated form of ovate. The class gains all the custom powers of Bugman 2. In addition, its Thievery value is increased by 1, to a maximum of 4.

**Bugman 4:** At Bugman 4, the class represents a highly evolved or radically mutated form of ovate. The class gains all the custom powers of Bugman 2. In addition, its Thievery value is increased by 2, to a maximum of 4.

#### Experience Point Progression After 8th level

Bugman increase the amount of experience required to gain each level after 8th by 25,000XP.

## BUGMAN PRAETOR CUSTOM CLASSES

Ordinary bugmen prefer to rely on subterfuge and sorcery, rather than violence, to overcome obstacles and foes. From the sneaky drudger to the cunning ovate, they carve out their place in the world by their wits and cockroach-like resilience. However, some nests face threats greater than what stealth or magic alone can overcome. In such dire cases, the nest mother will lay different eggs: Instead of hatching dredgers and ovates, these eggs give birth to praetors – murderous, lightning-fast protectors of their nests and nest mothers. A bugman praetor is a born killer. It matures quickly and develops uncanny speed and reflexes beyond those of the ordinary man or bugman. It is fast enough to avoid most blows in combat. and then close in on its prey for the kill. Its instincts, however, are the greatest of its weapons – those of a monster, unerring in its accuracy and brutal in its outlook.

### Requirements

A bugman praetor must have Dexterity and Constitution of at least 10 each.

### Class category Values

**Fighting:** Bugman praetors have a bonus to their fighting value for higher race levels, as shown below.

**Divine:** Bugmen praetors are rarely devout, and thus may not have a Divine Value higher than 1.

**Arcane:** Bugman praetors have little patience for sorcery, and may not have an Arcane value above 2.

### Bugman Praetor Value

Value	Bugman	XP Cost
4	Bugman 4	2,350
3	Bugman 3	1,850
2	Bugman 2	1,250
1	Bugman 1	1,100
0	Bugman 0	600

**Bugman Praetor 0:** At Bugman Praetor 0, the class will have the following custom powers:

- **Blindsight:** Bugmen are nocturnal creatures, able to sense minute movements of air with their long and extra-sensitive antennae, granting them blindsight to a range of 60'. This blindsight functions like infravision, except it is not affected by light sources, magical darkness, or other visual phenomena but rendered useless in high wind. Blindsight counts as 2 custom powers.
- **Four Arms:** The bugman praetor may fight with up to four weapons (see the class description). Four Arms counts as 2 custom powers.
- **Hard to Kill:** Like cockroaches, bugmen are hard to kill. When a bugman praetor is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. The character also subtracts his class level from the number of days of bed rest required to recover.

- **Inhumanity:** Bugman praetors are alien beings and thus suffers a -2 penalty to the reactions, loyalty, and morale of humans, lizardmen and geckomen and. The character gets a +2 bonus to the reactions, loyalty, and morale with bugmen (costs 0 custom powers).
- **Insect Senses:** The bugman praetor, owing to his acutely-sensitive antenna, gains a +1 bonus to avoid surprise and a +4 bonus on any proficiency throws to hear noises and detect secret doors. With a proficiency throw of 18+ he can notice secret doors with just casual observation. This is effectively the Alertness proficiency selected as a custom power.
- **Instinctive Dodging:** The bugman praetor can instinctively avoid blows in combat with inhuman speed. A praetor in leather armor or less has an unarmored AC 2 at 1st level. At 7th level, its unarmored AC increases to 4, and at 10th level it increases to 5. Instinctive dodging counts as 2 custom powers.
- **Jumping:** The bugman praetor may jump 20' in a combat round in any direction, ignoring obstacles or combatants between it and its target. Jumping counts as 4 custom powers.
- **Survivability:** The hardy bugman possesses the survivability of a cockroach, and thus is immune to all forms of disease, including magical diseases caused by spells, mummies, or lycanthropes, as well as to all forms of poison, including magical poisons. This is effectively the Divine Health proficiency selected as a custom power combined with a renamed Wholeness of Body. It costs 2 custom powers.

**Bugman Praetor 1:** The class gains all the custom powers of Bugman Praetor 0 as well as the power listed below.

- **Superior Fighting:** The class's Fighting Value is effectively increased by 1 for all purposes.

**Bugman Praetor 2:** The class gains all the custom powers of Bugman Praetor 0 as well as the power listed below.

- **Bug Sense:** The bugman praetor gains his DEX bonus, shield bonus, and Instinctive Dodge bonus to AC even when ambushed, backstabbed, or otherwise attacked with surprise.
- **Improved Multiple Attacks:** The bugman praetor gains a +1 bonus to attack throws and damage rolls when attacking with both pair of arms. Improved Multiple Attacks counts as 2 custom powers.
- **Superior Fighting:** The class's Fighting Value is effectively increased by 1 for all purposes.

**Bugman Praetor 3:** The class gains all the custom powers of Bugman Praetor 0 as well as the powers listed below

- **Bug Sense:** The bugman praetor gains his DEX bonus, shield bonus, and Instinctive Dodge bonus to AC even when ambushed, backstabbed, or otherwise attacked with surprise.

- **Improved Multiple Attacks:** The praetor gains a +2 bonus to attack throws and damage rolls when attacking with both pair of arms. Improved Multiple Attacks counts as 4 custom powers.
- **Superior Fighting:** The class's Fighting Value is effectively increased by 2 for all purposes.

**Bugman Praetor 4:** The class gains all the custom powers of Bugman Praetor 0 as well as the powers listed below.

- **Bug Sense:** The bugman praetor gains his DEX bonus, shield bonus, and Instinctive Dodge bonus to AC even when ambushed, backstabbed, or otherwise attacked with surprise.
- **Superior Fighting:** The class's Fighting Value is effectively increased by 2 for all purposes.
- **Improved Multiple Attacks:** The praetor gains a +2 bonus to attack throws and damage rolls when attacking with both pair of arms. Improved Multiple Attacks counts as 4 custom powers.
- **Superior Frame:** The class's HD Value is effectively increased by 1 for all purposes.

#### Experience Point Progression After 8th level

Bugman praetors increase the amount of experience required to gain each level after the 8th by 60,000XP.

#### GECKOMAN CUSTOM CLASSES

Geckomen look like upright, humanoid Fan-Fingered Geckos, thin and nimble, with large, lidless eyes (with slit pupils) dominating their faces. Their scaly skin ranges in color from light grey, through yellowish-beige to brown, sometime spotted with yellowish spots. Unlike a lizardman, however, their scales are gentle and soft, and thus give them little protection beyond what a Human skin can provide. There are very little external differences between males and females (unless the female is gravid and thus bloated), though a geckoman will recognize the sex of a fellow geckoman or Gecko-Woman at a glance (humans who are unfamiliar with geckomen cannot recognize geckoman gender; if familiar with them, they'll correctly recognize the gender on a roll of 11+). Geckomen prefer to be active after dark, and, in their natural habitat, wear very little clothes, but a good amount of jewellery.

Most geckomen live in the deserts of Queddar, where their tribes inhabit barren stone cliffs and deep caves in the rocky parts of that wasteland. They are, first and foremost, hunters. A geckoman (or, indeed, geckowoman!) is content to spend countless hours motionless on a cliff wall, hanging from it with his or her adhesive toe-pads, lurking for prey to come - dinosaur, giant insect, or otherwise. When the prey comes near enough, however, the geckoman acts quickly, with lightning reflexes, and with spear or bow it will bring the animal down and secure sustenance for him and his tribe for a few more days. From this predatory nature, arise the common psychological characteristics of the Gecko-men, and, first among them, seemingly endless patience, and the penchant for plotting elaborate plans, which may lay dormant for years, then close on their subject like a well-placed trap.

Geckoman character classes are created using the geckoman racial category and experience points. Requirements, class category values, hit points per level after 9th, and experience point progressions are modified as noted below.

**Requirements**

All geckoman classes require a minimum Dexterity of 12 or better and Constitution of 9 or better.

**Class Category Values**

**Divine:** Geckomen may not have a Divine Value higher than 2.

**Arcane:** Geckomen may not have an Arcane Value higher than 2.

**Geckoman Value**

Value	Geckoman	XP Cost
4	Geckoman 4	1,350
3	Geckoman 3	950
2	Geckoman 2	650
1	Geckoman 1	450
0	Geckoman 0	250

**Geckoman 0 (XP Cost 250):** at geckoman 0, the character is a fully-fledge Gecko-man (or Gecko-Woman). At geckoman 0, the class will have the following four custom powers:

- **Adhesive Toe Pads:** A geckomen may climb on most walls or other vertical surfaces at ½ speed without need for a proficiency throw. He may climb on any sheer surface (such as glass) or walk on ceilings at ¼ speed by succeeding on a proficiency throw to climb walls as a thief of his level. Adhesive Toe Pads counts as 2 custom powers.
- **Detachable Tail:** A geckoman dealt a mortal wound may sacrifice his tail. Sacrificing the tail grants a +20 bonus on the geckoman's subsequent roll on the Mortal Wounds table. However, a tail is important to a geckoman's health, as well as balance, and as long as he is tail-less, he suffers a -2 penalty to his Dexterity and Constitution scores until the tail regrows. Regeneration of a geckoman's tail takes 2d3 months.
- **Lizard Brain:** Geckomen react instinctively to danger. A geckomen gains a +1 bonus to initiative and surprise rolls.
- **Low-Light Vision:** Geckomen have eyes that are so sensitive to light that they can see twice as far as normal in dim light. A geckoman can read a scroll as long as even the tiniest candle flame is next to him as a source of light. Geckomen can see outdoors on a moonlit night as well as they can during the day. However, geckomen suffer a penalty of -1 to attack throws when in bright sunlight. Low-light vision is color vision.
- **Difficult to Spot:** The geckoman has the ability to seemingly disappear into rocky and rocky-desert surroundings with a proficiency throw of 3+ on 1d20. In dungeons, if the geckoman is motionless and quiet in cover, he can escape detection with a proficiency throw of 14+ on 1d20.

- **Inhumanity:** The character suffers a -2 penalty to the reactions, loyalty, and morale of humans. The character gets a +2 bonus to the reactions, loyalty, and morale of geckomen.

Additional points allocated to the Geckoman Value stack with points allocated to the Thievery Value. Add the two values to find the class's effective thievery abilities, up to a maximum value of 4.

**Experience Point Progression After 8th Level**

Geckomen increase the amount of experience required to gain each level after 8th by 25,000XP.

**MOG CUSTOM CLASSES**

Savage yet noble, brutal yet heroic, the mog hails from the forested mountains of northern Kanahu. He resembles a massive human – standing two and a half meters high – covered with fur and possessing great might. Curiously enough, he is a mammal, like men and cats, but unlike any other creature in Kanahu. The mog is a creation of the breeding vats of the Visitors. Experimenting with human abductees, they triggered dormant genetic sequences in them, recalling many of their ancestral ape traits. The Visitors' goal in this case was to produce a strong foot-soldier and bodyguard to supplement their dwindling robot armies. Some mogs do serve in this function, but many others have escaped into the mountains where they lead a primitive existence.

**Requirements**

A mog must have Strength and Constitution of at least 10 each. A mog cannot have Intelligence above 10.

**Class category Values**

**Hit Dice:** The build points allocated to the class's Hit Dice Value may be increased by 1 or 2 points by the Mog Value (see below). Use the effective values to find the class's HD, up to a maximum of 4 points.

**Fighting:** The build points allocated to the class's Fighting Value may be increased by 1 or 2 points by the Mog Value (see below). Use the effective values to find the class's fighting abilities, up to a maximum of 4 points.

**Arcane:** A mog cannot have an Arcane level above 2.

**Mog Value**

Value	Mog	XP Cost
4	Mog 4	2,525
3	Mog 3	2,025
2	Mog 2	1,500
1	Mog 1	950
0	Mog 0	400

**Mog 0:** At mog 0, the class will have the following custom powers:

- **Brutality:** Because of his great might and brutality in hand-to-hand combat, an unarmed mog can perform the Wrestling, Knock Down, and Sunder special maneuvers (ACKS Chapter 6) at no attack penalty. Brutality counts as 5 custom powers.
- **Bone-Breaking Strength:** The mog does 1d3-1 points of damage with his unarmed attacks, and may make two attacks per round when unarmed. Bone-Breaking Strength counts as 2 custom powers.
- **Fighting Fury:** At will, the mog can enter a fighting fury. While furious, the character gains a +2 bonus to damage rolls and becomes immune to fear. However, the character cannot retreat from combat. Once it has begun, a fighting fury cannot be ended until combat ends. Fighting Fury counts as 2 custom powers.
- **Pugilism:** The mog knows how to defend himself in a brawl even when not wearing armor. When unarmored, the mog enjoys a +1 bonus to his armor class on level 1, +2 on level 7, and +3 on level 13 (1 power, as Swashbuckling).
- **Inhumanity:** Mogs are inhuman beings and thus suffers a -2 penalty to the reactions, loyalty, and morale of Humans, Lizardmen and Gecko-Men and. The character gets a +2 bonus to the reactions, loyalty, and morale with other mogs.

**Mog 1:** The class gains all the custom powers of Mog 0 as well as the power listed below.

- **Bone-Breaking Strength Improvement:** The mog's unarmed attack damage is increased to 1d4-1 points.
- **Superior Frame:** The class's HD Value is effectively increased by 1 for all purposes.

**Mog 2:** The class gains all the custom powers of Mog 0 as well as the power listed below.

- **Bone-Breaking Strength Improvement:** The mog's unarmed attack damage is increased to 1d6-1 points.
- **Superior Frame:** The class's HD Value is effectively increased by 1 for all purposes.
- **Superior Fighting:** The class's Fighting Value is effectively increased by 1 for all purposes.

**Mog 3:** The class gains all the custom powers of Mog 0 as well as the power listed below.

- **Bone-Breaking Strength Improvement:** The mog's unarmed attack damage is increased to 1d8-1 points.
- **Superior Frame:** The class's HD Value is effectively increased by 2 for all purposes.
- **Superior Fighting:** The class's Fighting Value is effectively increased by 1 for all purposes.

**Mog 4:** The class gains all the custom powers of Mog 0 as well as the power listed below.

- **Bone-Breaking Strength Improvement:** The mog's unarmed attack damage is increased to 1d8-1 points.
- **Superior Frame:** The class's HD Value is effectively increased by 2 for all purposes.
- **Superior Fighting:** The class's Fighting Value is effectively increased by 2 for all purposes.

#### **Additional XP per level above 8:**

Mogs increase the amount of experience required to gain each level after the 8th by 50,000XP.

#### TERRAN CUSTOM CLASSES

Men and women from 20th and 21st century Terra sometimes end up trapped on Kanahu. They might have been teleported there by a freak physics experiment, or perhaps their space capsule fell through a wormhole and ended up in Kanahu orbit. In such a barbaric world of savagery, idolatry, and superstition, these educated people are utterly alien and thus are a "race" of their own.

Modern Terra is a world of Science and Reason. This is, of course, an abstraction, as superstition still subsists. However, the Terrans discussed here are those of an archetypal modern mindset and education. Familiar with advanced technology, they might seem indistinguishable from (actual) sorcerers to the typical Kanahi savage.

This "race" represents characters who recently came from Terra, but have learned at least the rudiments of the local language.

(In terms of inspiration – think of A Connecticut Yankee in King Arthur's Court rather than John Carter; archetypically an 1960's Cosmonaut or Astronaut who crashes on Kanahu).

#### **Requirements**

All Terrans require a minimum Intelligence of 10 or better. Terra, of course, has its fair share of less intelligent people, but the archetype we represent here is that of men of learning. Also, modern education will make even the less bright Terran look very clever in comparison to the majority of Kanahu's population, which is for the most part illiterate and atavistic.

#### **Class category Values**

**Divine:** Terrans may not have any Divine value on Kanahu. Though many Terrans hold faith in one of their world's traditional religions, these serve only as a source of comfort and moral guidance, not power.

**Arcane:** Terrans are of rational mind and thought. Furthermore, actual magic, as present on Kanahu, does not manifest on modern Terra. Therefore, they may not have any Arcane value.



## Terran Value

Value	Terran	XP Cost
4	Terran 4	1,350
3	Terran 3	950
2	Terran 2	650
1	Terran 1	450
0	Terran 0	250

**Terran 0:** The class represents a soldier, pilot, explorer, or similar adventurer from Terra's 20th, 21st, or 25th centuries. At Terran 0, the class will have the following custom powers:

- **Rational Thought:** Modern-day Terran education emphasizes rational thought and scientific reasoning. Therefore, a Terran is skeptical about his surroundings and enjoys a +3 bonus on saving throws against charms and illusions.
- **Scientific Mindedness:** Terrans can use alien technology as if they are arcane casters. Scientific Mindedness counts as 2 custom powers.
- **Technological Familiarity:** Terrans are familiar with technological concepts. While they may lack knowledge of typical Visitor artifacts, they still tend to quickly recognize them as tools and machines and examine them in a scientific manner. Therefore, they can achieve On the Spot Understanding with all alien tech on a roll of 11+ (with mishaps only on a 1). This is essentially Alien Intuition reskinned as a custom power. It counts as 2 custom powers.
- **Heroic Spirit:** Because of the character's courageous spirit, the maximum class level for the character's class is increased by 1.

**Terran 1:** The class represents a highly educated military professional from the 20th to 25th centuries. The Terran has years of advanced training and some surviving Terran equipment. The class gains all the custom powers of Terran 0 as well as the power listed below.

- **Special Equipment:** Instead of the standard allotment of gold, the Terran begins play with special equipment from



his crashed space capsule, time-warped lab, or so on. The Terran Cosmonaut's advanced survival supplies list is an example. Special Equipment counts as 3 custom powers.

- **Advanced Technology Training:** The Terran begins play trained in one specialty of Alien Lore (as the proficiency).

**Terran 2:** The class represents an elite professional from the 25th century with exceptional training and abundant equipment surviving from whatever calamity brought him to Kanahu. The class gains all the custom powers of Terran 0 as well as the power listed below.

- **Advanced Equipment:** Instead of the standard allotment of gold, the Terran begins play with advanced equipment from his crashed space capsule, time-warped lab, or so on. The Terran Starman's list of advanced technological tools is an example. Advanced Equipment counts as 5 custom powers.
- **Advanced Technology Training 2:** The Terran begins play trained in three specialties of Alien Lore (as the proficiency). This counts as 3 custom powers.

**Terran 3:** The class represents an augmented human from the late 25th century, during the period when the Terrans began to lose the war with the Visitors. The class gains all the custom powers of Terran 0 as well as the power listed below.

- **Advanced Equipment:** Instead of the standard allotment of gold, the Terran begins play with advanced equipment from his crashed space capsule, time-warped lab, or so on. The Terran Starman's list of advanced technological tools is an example. Advanced Equipment counts as 5 custom powers.
- **Advanced Technology Training 3:** The Terran begins play trained in all six specialties of Alien Lore (as the proficiency). This counts as 6 custom powers.
- **Physical Augmentation:** The Terran has improved reflexes and strength. He gains a +1 bonus to initiative rolls, a +1 bonus to damage rolls in melee, and a +4 bonus to proficiency throws to open doors or other feats of strength. Physical Augmentation counts as 3 custom powers.

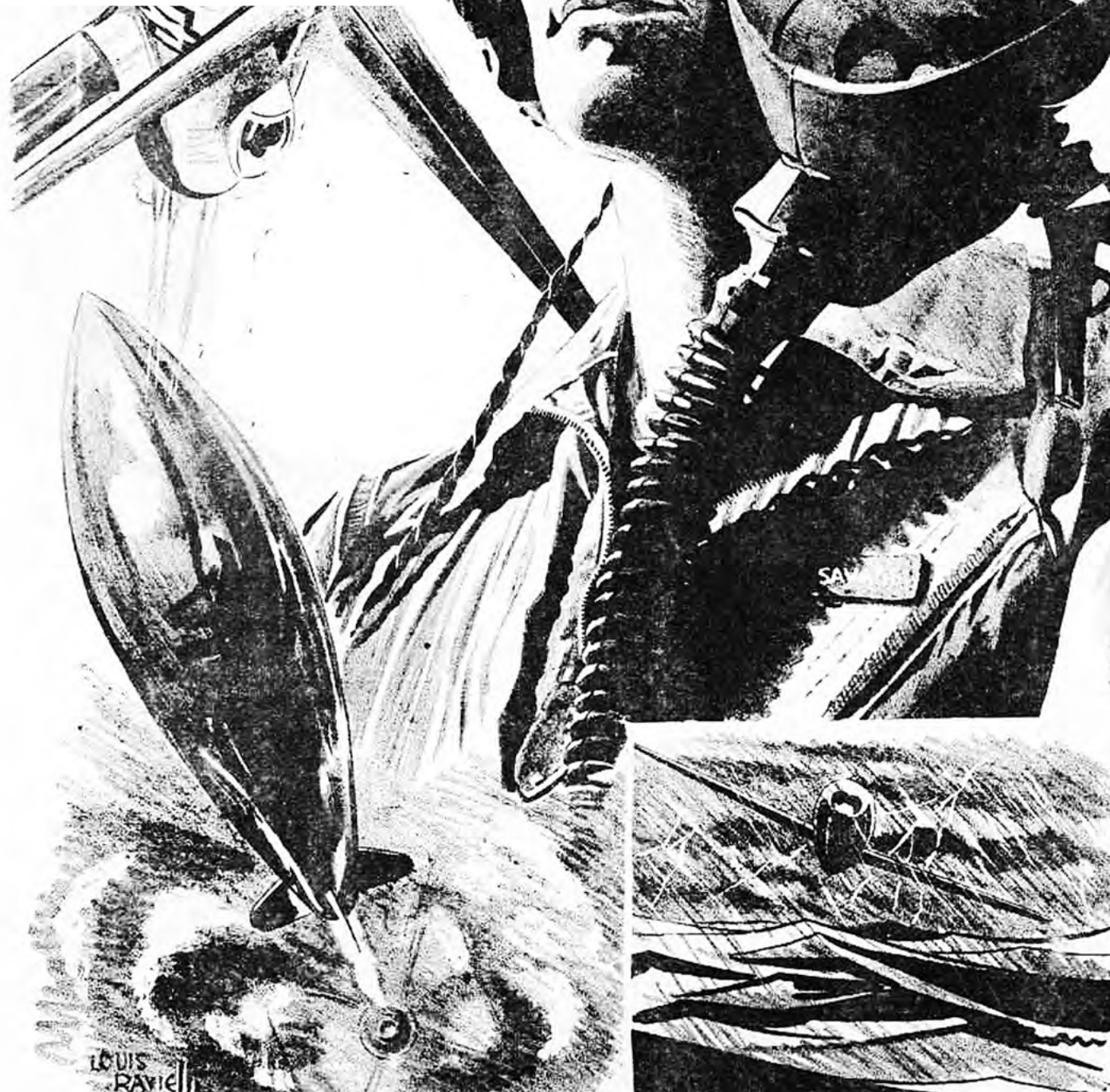
**Terran 4:** The class represents a genetically-engineered Terran super-soldier from the early 26th century. The class gains all the custom powers of Terran 0 as well as the power listed below.

- **Advanced Equipment:** Instead of the standard allotment of gold, the Terran begins play with advanced equipment from his crashed space capsule, time-warped lab, or so on. The Terran Starman's list of advanced technological tools is an example. Advanced Equipment counts as 5 custom powers.
- **Advanced Technology Training 3:** The Terran begins play trained in all six specialties of Alien Lore (as the proficiency). This counts as 6 custom powers.
- **Jumping:** The Terran's musculature permits superhuman leaping in the comparatively low gravity of Kanahu. The character may jump 20' in a combat round in any direction, ignoring obstacles or combatants between him and his target. Jumping counts as 5 custom powers.

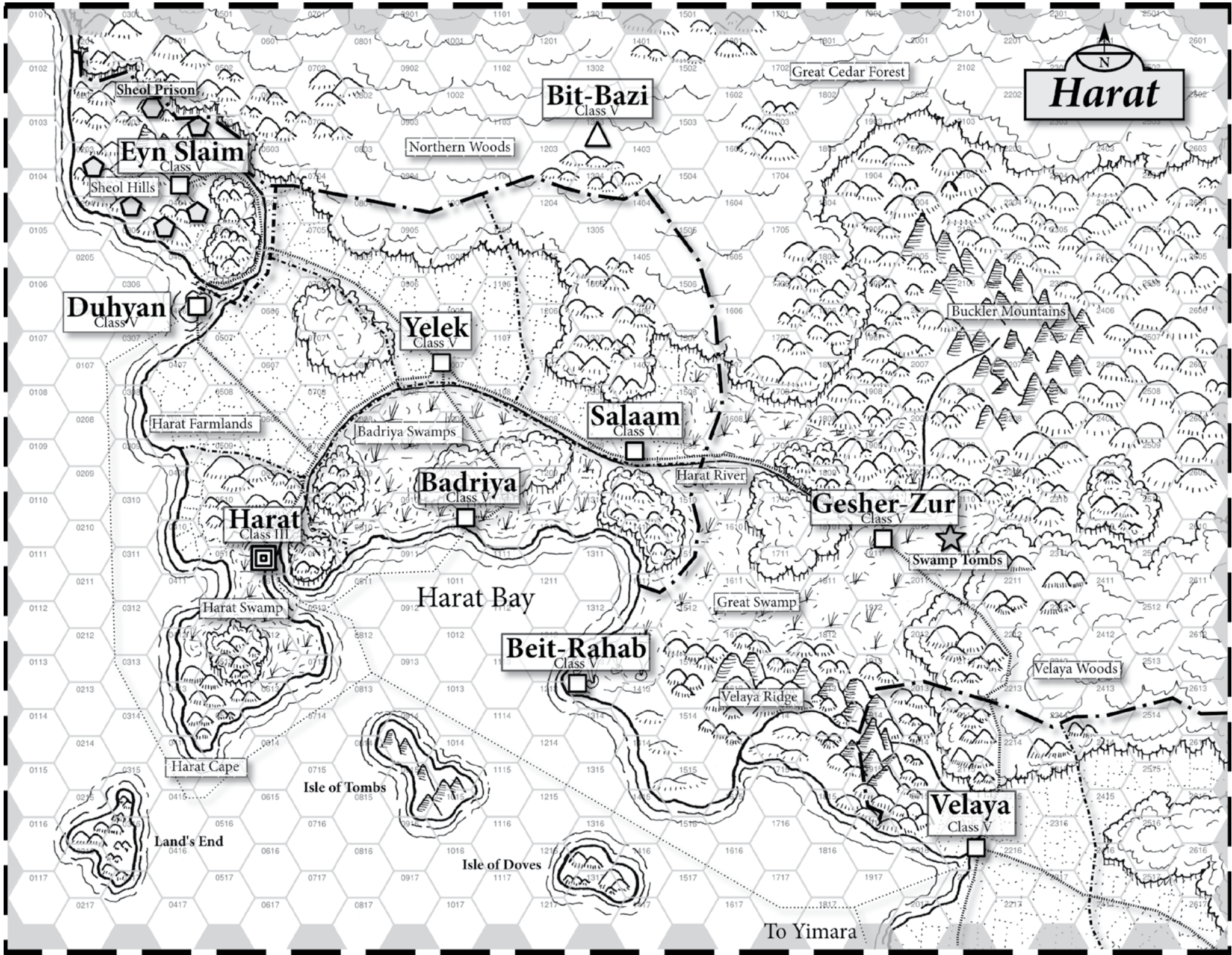
- **Superior Physical Augmentation:** The Terran has been rebuilt genetically or cybernetically to be stronger, faster, and better than a baseline human. He gains a +1 bonus to initiative rolls, a +1 bonus to armor class, a +1 bonus to damage rolls with melee weapons, a +2 bonus to all saving throws, and a +4 bonus to proficiency throws to open doors or other feats of strength. His movement speed is increased by 30' and his carrying capacity is increased to 6/9/12/24 stone. Superior Physical Augmentation counts as 7 custom powers.
- **Super Item:** The super-soldier begins play with his choice of a fully-charged piece of equipment, either Enclosed Armor, Force Field Belt, Hoverbike, Laser Rapier, Plasma Rifle, or Scout Drone. Super Item counts as 4 custom powers.

**Experience Point Progression After 8th Level:**

Terrans may only follow the Fighter or Thief progression (i.e. HP, Fighting, and Thievery values) and increase the amount of experience required to gain each level after the 8th by 10,000XP.







N  
**Harat**

Sheol Prison  
**Eyn Slaim**  
Class V  
Sheol Hills

**Bit-Bazi**  
Class V

Great Cedar Forest

Northern Woods

**Duhyan**  
Class V

**Yelek**  
Class V

Buckler Mountains

Harat Farmlands

Badriya Swamps

**Salaam**  
Class V

Harat River

**Badriya**  
Class V

**Gesher-Zur**  
Class V

Swamp Tombs

Harat Bay

**Beit-Rahab**  
Class V

Great Swamp

Harat Swamp

Velaya Ridge

Velaya Woods

Harat Cape

Isle of Tombs

Isle of Doves

**Velaya**  
Class V

To Yimara

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