

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™

A Role-Playing Game of Swords, Sorcery, and Weird Fantasy



REFEREE'S MANUAL



*Being a Compilation of Volumes IV, V, and VI of
Astonishing Swordsmen & Sorcerers of Hyperborea*

TALANIAN & BAGGLEY



ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA



VOLUME IV: BESTIARY

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A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

VOLUME IV: BESTIARY

Written by JEFFREY TALANIAN
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Author's Note: Players, take notice! This manual includes a substantial amount of information intended solely for the eyes of the referee. A player looking up a monster's statistics or a magic item's properties during game play is in poor taste.

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BEAST AND MONSTER STATISTICS

This volume details beasts and monsters typical of the Hyperborea campaign setting, including all relevant statistics. Each monster's entry has a list of statistics pertinent to its capabilities in combat and otherwise. Explanatory text includes a physical description, behaviour, habitat, and in some instances, historical notes.

NO. ENCOUNTERED: The suggested number of creatures that may be encountered during the course of adventure. Higher ranges (parenthesized) are intended for monsters encountered in their lair, or amongst the pack, pride, or tribe.

ALIGNMENT (AL): The typical ethos of the creature encountered; exceptions are possible. Unintelligent beasts and monsters are usually Neutral.

SIZE (SZ): Typical height or length of the creature, mature and fully grown, where Medium (M) implies a roughly man-sized example (four to eight feet tall or long and of approximately manlike mass); Small (S) and Large (L) sizes are extrapolated from this baseline.

MOVEMENT (MV): How fast the monster can move per round. As some creatures have multiple forms of locomotion, these are indicated where appropriate. Like player characters, monsters can double their movement; typically this is in short bursts, but referee discretion might allow for some monsters to maintain double movement for an extended period (see **VOL. III, COMBAT ACTIONS, movement**). When reckoning the average miles per day a creature can move, use the following formula: **(MV ÷ 10) × 6 = miles per day**. So, if a monster has 50 MV, the result is $(50 \div 10) \times 6 = 30$ miles per day.

DEXTERITY (DX): The monster's typical dexterity score (see **VOL. I, ATTRIBUTES, dexterity**). This value is used to break initiative ties; it is not intended to modify armour class, fighting ability, or saving throws. Some referees may eschew the use of DX in favour of simultaneous action (see **VOL. III, COMBAT, initiative**). Whilst this volume presents typical DX values for the included monsters, in other cases (or if atypical DX scores are desired) the referee may generate dexterity on the fly by rolling 3d6 or 4d6 (drop low); if the monster is obviously slow or plodding, 4d6 (drop high) might be rolled.

ARMOUR CLASS (AC): The monster's armour class (AC) value. It is based on the toughness of the monster's hide, its elusiveness, and other capabilities. For some humanoids, this value may be represented by armour.

HIT DICE (HD): The monster's hit dice (HD). Typically a d8 hit die type is used, though exceptions are possible. Some monsters have bonus hit points added to the base HD total; e.g., "4+2" equals the sum of 4d8, plus 2 extra hit points. Other monsters have but ½ or ¼ HD; these are hit point ranges of 1d4 and 1d2, respectively. Monsters of less than 1 HD are considered 0th-level creatures for purposes of saving throws and fighting ability. When a monster's hit points reach 0, it is dead, but humanoids may be reduced to as low as -3 and remain unconscious; anything lower results in death. **N.B.:** AS&SH fighting ability (FA) caps at 12, so creatures of 13+ HD will always attack as FA 12 monsters, though other modifiers might apply.

NO. OF ATTACKS (#A): The monster's number of physical attacks per round. Many monsters possess special attacks, too. Following the number of attacks is a parenthetical listing of the attack forms; e.g., claw / claw / bite.

DAMAGE (D): Hit points of damage rendered via standard physical attacks. These are arranged to match the attack types, so if a monster has 3 attacks (claw / claw / bite) and damage is listed as 1d4 / 1d4 / 2d4, the first two damage ranges are for claw attacks, whilst the last damage range is for the bite. For some weapon-wielding creatures (particularly those of Large size), the listed damage is an abstraction intended to convey high strength and massive weapon size. Other damage types are detailed under *Special* where applicable; e.g., a monster may have a bite that causes 1d6 hp damage, and under *Special*, a *death* (poison) save may be noted that, upon failure, results in additional damage (or death!).

SAVING THROW (SV): An inclusive saving throw value based on monster HD. Some humanoids might enjoy class bonuses; e.g., an **orc** shaman may use a cleric's class bonuses.

MORALE (ML): The monster's confidence and discipline (see **VOL. III, COMBAT, morale**). Monsters have morale scores that range from 2 to 12. Creatures of the lowest morale (2) will scarcely fight, whilst creatures of the highest morale (12) never surrender.

To make a *morale check*, roll 2d6. If the result is equal to or less than the monster's morale score, it continues fighting, pursuing, or whatever action in which it had been engaging before the check, undaunted. If the result is greater than the monster's morale score, it attempts to flee or surrender.

EXPERIENCE POINTS (XP): The base value of a killed or defeated monster. For monsters not covered in this setting, or for monsters newly created or modified by the referee, consider the following procedure in which a base value is established, then potentially modified by *minor* and/or *major abilities*. In many cases *minor* and *major abilities* will be evident, but in other cases a judgment call or modification must be made. (For example, the sting of the **giant bee** was valued at half a *major ability* because the bee dies once it stings.)

Table IV.1.: XP for Other Monsters

Creature's Hit Dice (HD)	Base XP Value	Minor Ability Addend	Major Ability Addend
¼ to ½	5	2	20
1	10	3	30
1+ to 2	20	4	40
2+ to 3	35	6	60
3+ to 4	75	15	90
4+ to 5	150	25	125
5+ to 6	300	40	200
6+ to 7	450	60	300
7+ to 8	600	80	400
8+ to 9	800	100	500
9+ to 10+	1,000	150	600
11 to 12+	1,500	200	800
13 to 14+	2,000	250	1,000
15 to 16+	3,000	300	1,200
17 to 18+	4,000	375	1,500
19 to 20+	5,000	500	2,000

XP for Other Monsters Table Defined:

Creature's Hit Dice: The monster's hit dice total, plus bonus hit points (if applicable).

Base XP Value: Experience point award for defeating a monster of the given hit dice, assuming no special ability modifiers.

Minor Ability Addend: A modifier attributed to abilities that enhance the monster: 3–5 attacks per round, flight, missile discharge ability, special attacks (blood drain, gore, hug, surprize enhancement, weapon mastery, etc.), special defences (immunity to normal weapons or certain spells, saving throw bonus), spell casting ability (levels 1–3, or equivalent spell-like abilities).

Major Ability Addend: A modifier attributed to abilities that significantly augment the power of the monster: 6+ attacks per round, breath weapon, energy (level) drain, paralysis, petrification, poison, spell casting ability (levels 4–6, or equivalent spell-like abilities), spell resistance, summoning ability, swallowing whole.

TREASURE CLASS (TC): Letter code(s) that indicates the typical treasure type(s) located (or hidden) in the monster's lair (see **VOL. V, TREASURE DETERMINATION**). In some cases treasure classes are divided by a semicolon. The value before the semicolon is for treasure found on the individual monster; values after the semicolon are for treasures in the lair. In other cases the TC includes a multiplier (x2, x3, etc.); this implies that the treasure type is checked (a d% roll), and if it is present, the total is multiplied; e.g., if treasure class "T (x2)" is noted, there is a 50% chance that 2d4 scrolls are amongst the monster's treasure (in place of the standard 1d4 scrolls normally allotted to treasure class T).

SPECIAL: Many monsters possess one or more special abilities, including breath weapons, disease, immunities, poison, spell resistance, and so forth. In some cases these abilities are akin to certain spells that the referee may need to reference. Unless otherwise stated, spell-like abilities function at a casting ability equal to the monster's HD, to a maximum of CA 12.

BEASTS AND MONSTERS: A

ABOLETH

No. Encountered:	1 (1d4)
Alignment:	Lawful Evil
Size:	L
Movement:	10 (swim 60)
Dexterity:	11
Armour Class:	4
Hit Dice:	8
No. of Attacks:	4 (lash x4)
Damage:	1d6 (x4)
Saving Throw:	13
Morale:	10
Experience Points:	1,880
Treasure Class:	F

Aboleths are massive alien beasts, up to 10 feet tall and 7–8 feet thick, their scaly, blue-green bodies coated with mucous-like slime. They have thick, fluked tails of 12-foot length and four anterior, sucker-bearing tentacles, each about 10 feet long, which they use to drag their bulk when on land. Centred amongst the tentacles is a circular mouth lined with three rows of triangular teeth; three violet eyes, narrow slits in succession, are set atop a bulky head.



This ancient race of intelligent amphibious monsters inhabits subterranean lakes and caverns. Aboleths hate other sentient life, slaying or enslaving men and humanoids. Hoarders of otherworldly knowledge, aboleths are enemies of **elder things**, the **Great Race**, and the **mi-go**, but are known to ally with **fish-men**, fellow advocates of Kthulhu. Indeed, aboleths are said to receive dreaming Kthulhu's edicts when they take their year-long slumber. Typically, few aboleths are encountered, but Atlantean sages speak of large colonies dwelling in subaqueous cities of alien architecture.

Special:

- ★ *If tentacle hits, victim must make death (poison) save or skin transforms into slimy membrane in 1d4+1 minutes, unless cure disease is cast. Once transformation is complete, victim must remain immersed, or his skin dries out, costing 2d6 hp per turn. Heal can end this affliction.*
- ★ *Thrice per day, to a range of 30 feet, the aboleth can effect a vivid illusion of sight, sound, and smell. Victims who fail sorcery saves will serve and obey the aboleth. The enslaved will not bring harm to friends or former associates, but will abide other telepathic commands, so long as the monster is never more than one mile distant. Remove curse or dispel magic can terminate this enchantment.*
- ★ *In water an aboleth can release a mucous cloud 3 feet around its bulk. A victim pulled into the cloud must make a death (poison) save or thenceforth be unable to breathe air, suffocating in 2d6 rounds. Aboleths use this cloud to grant their slaves the ability to breathe water, albeit in smaller doses so as to effect amphibious humanoid slaves.*

Abominable Snow-Man: see *snow-man*, *abominable*

AERIAL MINION

No. Encountered:	1
Alignment:	Neutral
Size:	M
Movement:	0 (fly 80)
Dexterity:	18
Armour Class:	3
Hit Dice:	12
No. of Attacks:	1 (pummel)
Damage:	4d8
Saving Throw:	11
Morale:	12
Experience Points:	2,700
Treasure Class:	—

This species of **air elemental** is a semi-intelligent creature conjured by mystic sorcerers (clerics or priests) of no small power. These creatures are naturally invisible; even if revealed (by sorcery or otherwise), they appear as dim, nebulous shapes of eight-foot height somewhat conforming to anthropoid dimensions. When bound to service they will not fight, for their function is to find and retrieve; they are very strong and quick, able to bear up to 1,000 pounds and move unencumbered. If bidden to retrieve a man or creature (Medium or smaller), they will attempt to seize their quarry with force (a grapple attempt; see **VOL. III, COMBAT ACTIONS, unarmed combat**). Typically an aerial minion attacks only when it must defend itself, or if it is bewildered by its assignment, the latter causing it to become insane and return to kill its summoner.

Special:

- ★ Can follow any trail up to two weeks old.
- ★ Surprises 5-in-6 times on a d6 roll. If the surprise roll is a 6, the hackles of the target(s) will rise, perceiving the unseen threat.
- ★ Naturally invisible: all attacks against it at -4 "to hit"; all its attacks at +4 "to hit".
- ★ Only an extraordinary feat of strength (see **VOL. I, ATTRIBUTES**, strength) can break creature's hold if grapple is established.
- ★ Goes insane and attacks summoner if unable to complete mission, typically if confused by objective or if spell's duration expires.
- ★ Destroyed by dispel magic.

ANT, GIANT

No. Encountered:	1 (3d6)
Alignment:	Neutral
Size:	M
Movement:	60
Dexterity:	12
Armour Class:	3
Hit Dice:	4
No. of Attacks:	1 (bite)
Damage:	1d8
Saving Throw:	15
Morale:	8
Experience Points:	90
Treasure Class:	Q (x3), S

These are giant black-and-red ants of six-foot length, omnivorous and insatiably hungry for organic material (plant or animal, with a preference for flesh). Typically they lair in underground nests and will emerge to attack en masse, but encountering a solitary soldier returning to the nest is not unusual.

Special:

- ★ Upon successful mandible bite, 2-in-6 chance the creature will arch its metasoma to immediately sting the target at +2 "to hit". If this attack hits, it causes 1 hp damage and delivers poison; make death (poison) save or suffer additional 2d8 hp damage.

APE, ALBINO (White Ape)

	Albino Ape	Albino Ape Superior
No. Encountered:	1d2 (1d4+6)	1
Alignment:	Neutral	Chaotic Evil
Size:	M	L
Movement:	40	30
Dexterity:	10	8
Armour Class:	5	4
Hit Dice:	4+2	8+4
No. of Attacks:	2 (claw / claw)	4 (claw x4) or 2 (weapons)
Damage:	1d6+1 / 1d6+1	1d8+2 (x4) or 4d4 / 4d4
Saving Throw:	15	13
Morale:	9	10
Experience Points:	175	1,400
Treasure Class:	C	Q

The **albino ape** is a massive white simian dwelling in caves and caverns. Adult males grow up to seven feet high and weigh up to 600 pounds; females are slightly smaller. Nocturnal and carnivorous, these gorilla-like beasts demonstrate limited intelligence through primitive tool use. Typically they live in groups of 7–10, with one alpha male, two or three females, and the remainder young; otherwise, adult males will live solitarily, though a sibling pair is possible. If approached, the apes will pound their chests and roar. A man who carefully backs away might escape (3-in-6 chance); otherwise the apes react violently. Albino apes are known to emerge in the black of night to chase Ythaqqa “The Wendigo” across the Plain of Leng, howling and frothing in bestial rapture.

The **albino ape superior** is a rare specimen, always male. Born with six limbs—two pairs of massive arms and one pair of stout legs—it grows to nine feet and weighs up to 1,100 pounds. These apes are much as their cousins, though they can manipulate weapons and are possessed of slightly elevated intelligence (and no small amount of wickedness); some have learnt to speak the Common tongue of man. They oft assume leadership of albino apes, brooding ape-kings.

Special (all):

- ★ *Acute sense of smell; surprized only on a 1-in-6 chance.*

Special (albino ape superior):

- ★ *If all four claw attacks strike one opponent, strangulation ensues the next round, causing 1d8+2 hp damage per round. An extraordinary feat of strength can break the ape’s grasp (see VOL. I, ATTRIBUTES, strength); serious damage may also compel the beast to let go. On the 3rd round of strangulation, the victim must make a death save or pass out, with a cumulative –2 penalty on each successive round (i.e., –2, –4, –6, etc.). Rare victims who survive this attack have been known to forever lose their voices.*

APE, CARNIVOROUS

<i>No. Encountered:</i>	2d4
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	40 (fly 50*)
<i>Dexterity:</i>	11
<i>Armour Class:</i>	6
<i>Hit Dice:</i>	5
<i>No. of Attacks:</i>	2 (claw / claw)
<i>Damage:</i>	1d6+1 / 1d6+1
<i>Saving Throw:</i>	14
<i>Morale:</i>	9
<i>Experience Points:</i>	200 or 225*
<i>Treasure Class:</i>	C

* Applies to winged types only.

These are massive, seven-foot-tall, flesh-eating gorillas of brutish, cunning intelligence. They have large fists with black-taloned fingers. Often carnivorous apes dwell in hidden places, such as caves, dungeons, or forests deep. They take great pleasure in eating the raw flesh of man and are keen to his scent; likewise, they hate and prey upon other ape species, though they rightly fear the four-armed **albino ape superior**. Carnivorous apes are notorious for their keen eyesight, hearing, and sense of smell; they use these enhanced senses and their shrewd cunning to stalk enemies.

A rare variation of the carnivorous ape is said to dwell in the remote peaks of the Spiral Mountain Array; these simians conform to carnivorous ape appearance, except they have hollow bones and great, membranous bat wings. Clever and intelligent, these brutes revel in cruelty. They are said to capture human females and convey them to their wicked lairs.

Special:

- ★ *Acute senses; surprized only on a 1-in-6 chance.*
- ★ *If both claw attacks hit one opponent, carnivorous ape rends its prey for additional 1d8+1 hp damage.*

APE, MOUNTAIN (Ogre)

No. Encountered:	1 (1d6)
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	8
Armour Class:	5
Hit Dice:	4+4
No. of Attacks:	1 (weapon)
Damage:	1d10+2
Saving Throw:	15
Morale:	9
Experience Points:	200
Treasure Class:	M (x10); Q, R, S

These massive, man-like brutes of repulsive countenance and abhorrent odour stand 8–10 feet tall and weigh up to 1,000 pounds. Their torsos are thick with black or red fur, but their arms and bowed legs are as those of **cave-men**; their misshapen heads are hairy of mane and beard, and their noses large and broad. Mountain apes typically wield clubs, stone axes, or stone-tipped spears, though some acquire the weapons of man. Others will hurl stones, or simply pound with their fists.

Mountain apes are incredibly greedy and oft store their wealth in cave lairs, though some fear leaving their treasure for others to plunder and so will carry it in a large sack. Most are incredibly Evil, though a simpleminded, good-natured sort is not impossible. Often they dwell alone and are wont to kidnap human children (whom they will enslave and/or eat).

Special:

- ★ *Can hurl a large stone to a range of 50 for 1d10+2 hp damage.*

APE-MAN	<i>Ape-Man</i>	<i>Ape-Man Alpha</i>
No. Encountered:	1d6 (6d6)	1:12
Alignment:	Neutral or Lawful Evil	Neutral or Lawful Evil
Size:	M	M
Movement:	30	30
Dexterity:	10	12
Armour Class:	8	7
Hit Dice:	1+2	3+4
No. of Attacks:	1 (weapon)	3/2 (weapon)
Damage:	(per weapon +1)	(per weapon +1)
Saving Throw:	16	15
Morale:	9	9
Experience Points:	24	90
Treasure:	L; C, Q (x2), S	M, Q (x2); Q (x5)

These quasi-humans walk upright as men; males are five to six feet tall, females four to five feet tall on average. Ape-men have the base countenance and body hair of an ape and a body type that presents with human and simian characteristics, including opposable thumbs. Culturally they range from utter primitivism (fire and stone tool use) to mock sophistication and reason rivalling the lowliest of men. Ape-men are able to communicate via a limited vocabulary of grunts and growls, hoots and trills.

Brutish and violent, ape-men are omnivorous, though preferring raw meat. Their warriors and hunters will wear the hides of beasts; some will don the armour of men when opportunity presents. Weapons include clubs, slings, and hand-hurled stones, unless the ape-men acquire the steel of man. Ape-man tribes dwell in caves, mountains, and forests. About 1 in 12 is an **ape-man alpha**, a physically dominant humanoid. Also, most tribes of 20 or more individuals will have a shaman of up to 5th level; these typically hallow Yug or Xathoqqua.

N.B.: An advanced group of some 5,000 ape-men populates the City-State of Kor and serves as its ruling elite. These ape-men can read and write, found weapons and tools of iron and steel, and assume the principle classes of fighter, magician, cleric, and thief. Some sages posit these elevated ape-men to be the beneficiaries of otherworldly sponsorship.

Special:

- ★ *Climb on 11-in-12 chance of success, at full movement rate (see VOL. I, CLASSES, thief).*



ARCHÆOPTERYX

<i>No. Encountered:</i>	1 (1d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	S
<i>Movement:</i>	20 (fly 60)
<i>Dexterity:</i>	10
<i>Armour Class:</i>	6
<i>Hit Dice:</i>	½
<i>No. of Attacks:</i>	3 (claw / claw / bite)
<i>Damage:</i>	1 / 1 / 1d2
<i>Saving Throw:</i>	17
<i>Morale:</i>	5
<i>Experience Points:</i>	9
<i>Treasure Class:</i>	—

This crow-sized, antediluvian bird is of rare and colourful plumage. It has a lengthy, reptilian tail with long feathers of blue, green, black, and pink. The archæopteryx's beak is lined with small, sharp teeth; also, three finger-like claws extend from the wing joints, these used to climb trees and rocks.

The archæopteryges dwell in regions of high elevation where volcanic activity occurs; also they have been observed on remote islands and ancient forests. Typically they feed on carrion and small animals (amphibians, birds, mammals, reptiles). Rare archæopteryges are attracted to sorcerers (necromancers in particular) of 7th level or greater; the creatures can be trained as familiars, these examples demonstrating an empathic understanding of their masters' wishes. Some have suggested that these rare examples are dæmonically possessed.

Special:

- ★ *If both claw attacks hit one opponent, it uses wing claws to rend, each causing an additional 1d2 hp damage.*

AUROCHS

<i>No. Encountered:</i>	1 (4d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	30
<i>Dexterity:</i>	9
<i>Armour Class:</i>	5
<i>Hit Dice:</i>	4
<i>No. of Attacks:</i>	1 (gore)
<i>Damage:</i>	1d10
<i>Saving Throw:</i>	15
<i>Morale:</i>	6
<i>Experience Points:</i>	90
<i>Treasure Class:</i>	—

This massive species of ox stands six feet at the shoulder, weighs up to 2,000 pounds, and is renowned for its wide spread of forward-turning horns. Most aurochs have black fur, which is shaggier during cold periods. Temperamental and aggressive, these bovines will charge down men, including those who attempt to avoid them. Some castrated bulls, if taken as calves, are used as draught animals. Solitary bulls might be encountered, or small herds.

Special:

- ★ *Initial gore as charge attack at +2 "to hit" and double damage dice.*
- ★ *Can gore two adjacent foes on a single attack roll.*

AUTOMATON (Golem, Living Statue)	Clay Automaton	Flesh Automaton	Iron Automaton	Stone Automaton
No. Encountered:	1	1	1	1
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	M	M	L	L
Movement:	20	20	20	20
Dexterity:	5	7	5	5
Armour Class:	7	7	3	5
Hit Dice:	11+2	9+2	16+2	14+2
No. of Attacks:	1 (pummel)	2 (pummel)	1 (weapon)	1 (weapon)
Damage:	3d10	2d8 / 2d8	4d10	6d6
Saving Throw:	11	12	9	10
Morale:	12	11	12	12
Experience Points:	2,700	1,600	6,000	3,250
Treasure Class:	—	—	—	—

Automata are humanoid constructs of mad sorcerers and their ilk, the formulæ for the creation of which trace back to a bygone age when Atlanteans, Hyperboreans, and Lemurians commingled sorcery with science. Strange wires, conduits, batteries, cells, and circuits are installed in many of these creations, though no two **manuals of automaton creation** (see **VOL. V, MAGICAL TREASURE**, *miscellaneous magic items*) are precisely identical; alternative methods of creation were engendered by the ancients, but this is a lost science in rapidly decaying Hyperborea.

A **clay automaton** is the creation of a cleric, priest, or shaman of 9th level or greater. First, the sorcerer must obtain 1,000 pounds of fine clay from the bed of a river or bottom of a pond. Next, the clay must be moulded, dried, and baked to form a statue eight feet tall. Then, by using sacred incantations found in a **manual of clay automaton creation** and making a 65,000-gp sacrifice (gold, gems, etc.), the construct is animated to life, and the **manual** is destroyed. The entire process requires six months to complete and must be undertaken on consecrated ground. Once completed, the clay automaton is under its creator's command; typically the creature is appointed a task, such as guardianship. **N.B.:** Clay automata are prone to possession by dæmons.

A **flesh automaton** is built from the corpses of at least five powerful men by either a magician or necromancer of at least 9th level. First, a **manual of flesh automaton creation** must be obtained, an artefact of great rarity. Next, the assembled creature must be charged with electricity (mundane or magical) that would otherwise inflict at least 50 hp damage over a two-minute (12-round) period. Gems and/or gold of 50,000 gp value must be sacrificed, absorbed by the eldritch sorceries of the **manual**. The entire process requires six months to complete, after which the **manual** is destroyed, and the creature animates. The flesh automaton obeys the will of its creator; commands must be simple, for the brute retains limited intelligence. Though the creature is impervious to most harm (unless magical), the creator might yet gird his golem in armour.

An **iron automaton** is the creation of a magician (only) of 11th level or greater. To create this construct, a hollow, 12-foot iron statue must be cast by a master metalsmith; most are moulded bearing a weapon, such as an enormous sword or axe. A *cloudkill* spell must be sealed within the construct as the incantations of a **manual of iron automaton creation** are executed. The entire process requires nine months and a sacrifice of 100,000 gp (gold, gems, etc.) to complete. Once finished, the **manual** is destroyed, and the iron automaton is under the command of its creator.

A **stone automaton** is a 10-foot-tall statue chiseled from granite or marble, oft with the likeness of a sword or axe in hand. The statue must be carved by an expert sculptor, and its animator must be a magician (only) of at least 11th level. The process requires nine months and a sacrifice of 80,000 gp (gold, gems, etc.), necessitating access to a **manual of stone automaton creation** and the casting of a *geas* spell. Once the automaton is

complete, the **manual** is destroyed. Stone automata are the least intelligent type, able to comprehend seven simple commands, which must be programmed during the creation process. Typical commands include “Attack!”, “Capture!”, “Follow!”, “Stop!”, and “Wait!” Ambiguous commands such as “Guard!” may be misunderstood; the monster might guard a place instead of a person, even if a person was the intent.

Special (all):

- ★ +1 or better weapon to hit.

Special (clay automaton):

- ★ Damage from its attacks cannot be healed, save by the sorcery of a cleric or priest of 9th level or greater; otherwise, damage inflicted is permanent.
- ★ Unharmed by edged or pointed weapons; only blunt magical weapons (flail, hammer, mace, etc.) are effective.
- ★ Immune to sorcery, except for disintegrate and transmute rock to mud, both of which necessitate a death save or the creature is destroyed.

Special (flesh automaton):

- ★ Immune to sleep, charm, hold, and other mind-affecting sorceries.
- ★ Electrical attacks heal the monster instead of damaging it.
- ★ 1-in-10 chance per combat round that creature loses control, attempting to kill all in sight. It attacks berserkly at +2 “to hit” and damage, then flees after 2d6 rounds. It will then wander aimlessly, avoiding civilization; rehabilitation is no simple matter. Some flesh automata are said to manifest rudimentary intelligence and emotion after this transpires.

Special (iron automaton):

- ★ Immune to sorcery, except lightning, which functions as slow spell for 3 rounds.
- ★ Fire attacks heal the monster instead of damaging it.
- ★ Every 7 rounds, can breathe poison gas cloud of 10-cubic-foot volume, as the cloudkill spell.

Special (stone automaton):

- ★ Immune to sorcery, except stone to flesh (renders creature AC 8 and vulnerable to normal weapons for 1d4 rounds) and transmute rock to mud (functions as slow spell for 2d6 rounds).

BEASTS AND MONSTERS: B

Bandit: see *man*, *bandit*

BASILISK

<i>No. Encountered:</i>	1 (1d2)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	20
<i>Dexterity:</i>	9
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	6+4
<i>No. of Attacks:</i>	1 (bite)
<i>Damage:</i>	2d6
<i>Saving Throw:</i>	14
<i>Morale:</i>	9
<i>Experience Points:</i>	1,050
<i>Treasure Class:</i>	F

A magical beast of legendry, this large, eight-legged reptile typically dwells in caverns or thick, tangled forests. Those who meet its gaze or touch its hide are turned to stone. The basilisk is about 10 feet long (not including tail), with dun-coloured scales and a yellow underbelly. Its jaws are lined with sharp teeth, and its eyes are large, blue-green, and somewhat lamp-like. With their eight short and powerful legs, basilisks can scale vertical surfaces to the caves within which they build their nests; oft these caves appear to be statuaries of the men and beasts that daringly (or unwittingly) entered the lair of the beast.

Special:

- ★ Meeting its gaze or touching its hide causes one to turn to stone unless a transformation save is made. Surprized combatants almost always (5-in-6 chance) look in the basilisk’s eyes. Combatants in melee combat with the creature can look away, but doing so causes their attacks to be at –2 “to hit”, whilst the beast attacks at +2 “to hit”.
- ★ The basilisk can be turned to stone if it sees its own reflection in a mirror; of course, using a mirror effectively requires sufficient lighting. The base chance of success is 2-in-6, subject to the referee’s discretion. The basilisk must make a transformation save to avoid the effect.

BAT	Normal Bat	Giant Bat
No. Encountered:	1d% (1d10×100)	1d10 (1d10×10)
Alignment:	Neutral	Neutral
Size:	S	S
Movement:	0 (fly 80)	10 (fly 70)
Dexterity:	15	12
Armour Class:	5	6
Hit Dice:	¼	2
No. of Attacks:	1 (bite)	1 (bite)
Damage:	1	1d4
Saving Throw:	17	16
Morale:	5	7
Experience Points:	9	64
Treasure Class:	—	—

A **normal bat** is the typical brown, black, red, or silver-haired variety that might be encountered in forests, caves, caverns, dungeons, and ruins. Bats are of course nocturnal creatures; during extended periods of complete light, many species will hibernate.

A **giant bat** is a bloodthirsty bat of four-foot wingspan. Continental species present copper-brown fur during high summer and white fur for the remaining calendar years; island species usually remain copper year-round. In Hyperborea, Xathoquans hold this creature in high esteem, perhaps of spiritual import.

Special (all):

- ★ *1-in-4 bats will carry a disease. A bite victim must make a death (poison) save or suffer pain and burning at the site of the infection, followed by headaches, muscle spasms, and difficulty swallowing. Death ensues in 2d6 days unless cure disease is cast.*

Special (giant bat):

- ★ *Bite causes paralysis for 1d10 rounds unless death save is made; will then drain victim of blood for 1d4 hp damage per round for 2d4 rounds before flying away. If victim survives, disease must also be checked, as above.*

BEAR	Black Bear	Brown Bear	Cave Bear	Polar Bear
No. Encountered:	1 (1d3)	1 (1d6)	1 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	M	L	L	L
Movement:	60	50	40	40
Dexterity:	13	10	9	9
Armour Class:	7	6	5	6
Hit Dice:	3+3	5+5	8+5	7+5
No. of Attacks:	3 (claw / claw / bite)	3 (claw / claw / bite)	3 (claw / claw / bite)	3 (claw / claw / bite)
Damage:	1d3 / 1d3 / 1d6	1d4 / 1d4 / 1d8	1d10 / 1d10 / 2d6	1d8 / 1d8 / 2d6
Saving Throw:	15	14	13	13
Morale:	8	8	9	8
Experience Points:	105	380	1,000	760
Treasure Class:	—	—	—	—

The **black bear** is the smallest of bear species, a swamp and woodland dweller that measures up to six feet long and weighs as much as 500 pounds. These scavengers are notorious for wandering into civilization to plunder food stores. They run quite quickly and are skilled tree climbers.

The **brown bear** is an aggressive beast that measures up to eight feet long and weighs as much as 600 pounds. Brown bears are aggressive, temperamental creatures with long claws that they use to dig out prey and to fight.

The **cave bear** is an enormous brown bear that lairs in seaside caves and dungeons. Cave bears measure up to 15 feet in length and weigh as much as 1,400 pounds. They are ferocious carnivores with a taste for man. Some have been known to exhibit rudimentary intelligence, wandering to ancient shrines of Xathoquana to howl and roar, their fur bristling.

The **polar bear** is a large white bear that inhabits glacial regions. Excellent swimmers, polar bears hunt fish and seals, but usually will not attack a man unless provoked. They measure up to 12 feet in length and weigh as much as 1,100 pounds.

Special:

- ★ If **black bear** hits same victim with both claw attacks, it hugs for 2d4 hp damage.
- ★ If **brown bear** hits same victim with both claw attacks, it hugs for 2d6 hp damage.
- ★ If **cave bear** hits same victim with both claw attacks, it hugs for 2d10 hp damage.
- ★ If **polar bear** hits same victim with both claw attacks, it hugs for 2d8 hp damage.

Beast-Man: see *vhuurmis*

BEE, GIANT

<i>No. Encountered:</i>	1d6 (5d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	S
<i>Movement:</i>	10 (fly 50)
<i>Dexterity:</i>	10
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	½
<i>No. of Attacks:</i>	1 (sting)
<i>Damage:</i>	1d3
<i>Saving Throw:</i>	17
<i>Morale:</i>	12
<i>Experience Points:</i>	17
<i>Treasure Class:</i>	—

Incredibly aggressive, one-foot-long killer bees, they attack without provocation any creature within 50 feet of their nest. The queen is a two-foot-long creature that largely remains in the nest.

Special:

- ★ *Sting victim must make death (poison) save or suffer additional 2d6 hp damage, plus 2-in-6 chance of death in 1d4 turns due to intensely painful inflammation and organ failure.*
- ★ *Giant bee dies when it stings.*

	<i>Bombardier Beetle</i>	<i>Fire Beetle</i>	<i>Stag Beetle</i>
<i>No. Encountered:</i>	1d4 (4d6)	1d6 (2d6)	1d2
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	M	S	L
<i>Movement:</i>	30	40	20
<i>Dexterity:</i>	9	9	7
<i>Armour Class:</i>	4	4	3
<i>Hit Dice:</i>	2+1	1+1	6
<i>No. of Attacks:</i>	1 (bite)	1 (bite)	3 (gore / gore / bite)
<i>Damage:</i>	1d10	2d4	1d10 / 1d10 / 2d8
<i>Saving Throw:</i>	15	16	14
<i>Morale:</i>	7	7	7
<i>Experience Points:</i>	95	20	340
<i>Treasure Class:</i>	—	—	—

The **bombardier beetle** is a five-foot-long insect that inhabits swamps and woodlands, feeding on carrion and dung; it uses the latter to build its nest: a dung tower of 30-foot height with a 30-foot-diameter base. It does not attack unless surprised or threatened; if so, it will turn to release its terrible bomb (see *Special*).

The **fire beetle** is a giant insect of 3- to 3½-foot length, with large, serrated pincers. Fire beetles are found in two distinct types: one, subterranean; the other, surface-dwelling, nocturnal bog dwellers. (The latter are oft referred

to as “jigs” due to the male’s strange mating rituals: It will stand erect on its hind legs and perform a kind of dance to attract females.) Two brightly glowing glands are located above the fire beetle’s eyes, with a third by the abdomen. For the subterranean type, these glands radiate red light in a 10-foot radius; surface-dwelling types present a fulvous phosphorescence. If a fire beetle’s glands are carefully extracted, they continue to glow for 1d6 days.

The **stag beetle** is the most enormous of giant beetles, with a body of 12-foot length and horns that project another 8–10 feet. Heavily armoured and given little cause to fear most predators, these enormous insects are the bane of crop farmers, oft consuming an entire harvest in the course of one night (though they only attack men if incited). They typically travel alone or in pairs.

Special (bombardier beetle):

- ★ *Once per day, can release a noxious vapour bomb from its posterious, 10 cubic feet in volume. The cloud is acidic and inflicts 2d6 hp damage to any creature in the area of effect. Furthermore, the release is coupled with a sonic boom that will stun any creature within 20 feet unless a transformation save is made. If the saving throw fails, the victim is stunned for 1d6 rounds and deafened for an additional 1d6 turns. A deaf creature is surprized on a 4-in-6 chance and suffers an individual initiative penalty of -2 (i.e., the deaf creature may lose initiative, despite its allies winning; see **VOL. III, COMBAT**, surprize and initiative). Other penalties may apply, at the referee's discretion.*

BEHIR

No. Encountered:	1 (1d2)
Alignment:	Chaotic Evil
Size:	L
Movement:	50 (swim 60)
Dexterity:	10
Armour Class:	4
Hit Dice:	12
No. of Attacks:	7 (claw x6 / bite)
Damage:	1d6 (x6) / 2d6
Saving Throw:	11
Morale:	9
Experience Points:	2,900
Treasure Class:	Q (x10), V

This 40-foot-long, serpentine dragon has 12 legs and a large, crocodilian head. It can fold its legs against its flanks to slither like a massive snake or to swim. The monster has thick scales of blue or blue-green, with a pale blue underbelly. When hunting, the behir will bite and then enfold its prey, constricting as a python and thrashing. When facing fighting men or other creatures capable of defending themselves, the behir will rear up and attack with six claws and its bite. It can also discharge a powerful *lightning bolt* from its open maw. Behirs are most always encountered alone, unless a mating pair is chanced upon.



Special:

- ★ *Immune to electricity and poison.*
- ★ *Once per day can discharge a 30-foot-long lightning bolt that inflicts 6d6 hp damage; avoidance save allowed for half damage.*
- ★ *If bite and at least two claw attacks hit a single target, victim is wrapped and squeezed for additional 2d4 hp damage per round. If the behir is damaged to 50% of its total hit points, it will release the victim to either fight or retreat (subject to a morale check). Otherwise, an extraordinary feat of strength or dexterity (see **VOL. I, ATTRIBUTES**, strength and dexterity) might allow one to escape.*

Berserker: see *man, wild berserker*

BIRD-MAN

<i>No. Encountered:</i>	3d4
<i>Alignment:</i>	Neutral
<i>Size:</i>	M
<i>Movement:</i>	50 (fly 120)
<i>Dexterity:</i>	15
<i>Armour Class:</i>	9
<i>Hit Dice:</i>	1
<i>No. of Attacks:</i>	1 (bite)
<i>Damage:</i>	1d4
<i>Saving Throw:</i>	16
<i>Morale:</i>	3
<i>Experience Points:</i>	13
<i>Treasure Class:</i>	J, K

This race of semi-intelligent, humanoid birds rarely lives in autonomy; primarily they exist in a state of servility to other intelligent beings. This suits them so long as they are sheltered and fed (grains and small lizards, fish, or amphibians).



Bird-men have small, featherless heads, stout yellow beaks, and inquisitive black eyes. They stand upright and average seven feet tall, two feet of which comprise their long, featherless necks; however, because their necks droop, their full height is scarcely realized. Bird-men have long, scaly legs that end in three-toed talons, narrow upper bodies feathered in black, and powerful wings that span eight or more feet; these latter are plumed in black, white, and brown (females) or red (males).

Bird-men are notorious for both their cowardice and their incessant garrulity (for they speak the Common tongue of men). They can be obstinate (oft refusing to complete tasks), lazy, argumentative, and insulting (especially to one another), but when motivated they can be trained to collectively fly a basket of cargo that weighs up to 200 pounds per bird-man. They almost always flee violence; however the threat of violence from their masters rarely inspires them to cooperation. Almost nothing can convince them to fly over a large body of water. In short, bird-men are a quirky, intractable species.

Typically a small flock (including mated pairs) will serve a master. Solitary bird-men oft refuse to eat and will die of starvation, unable to carry on without the companionship of the flock. Rumours speak of shamanic bird-men in the untamed wilds of the Spiral Mountain Array.

BLACK PUDDING

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	10
Armour Class:	6
Hit Dice:	10
No. of Attacks:	1 (touch)
Damage:	3d8
Saving Throw:	12
Morale:	12
Experience Points:	1,900
Treasure Class:	—

These large, amorphous blobs are dark grey to black in colouration. Some sages believe they are a primitive subspecies of **shoggoth**, or “failed” shoggoths discarded by their erstwhile masters, the **elder things**. Black puddings typically measure 6–30 feet in diameter, shambling through subterranean caves and caverns constantly in search of nourishment; often one will ooze through some crack in the floor of a dungeon and seek its provender. They can move across floors, walls, and ceilings, and they are able to pass through small apertures. They can eat through wood or metal and are generally corrosive to all forms of organic material, but they do not affect stone. Wisdom has it that only fire can destroy them; other attacks simply split them in twain.

Special:

- ★ *Corrodes leather on contact and metal in 2d4 rounds (including weapons and armour, though magical metal requires one extra round per “plus” before corrosion takes effect).*
- ★ *When struck by weapons or lightning, a smaller black pudding is created (e.g., a 3-HD black pudding that does 1d8 hp damage), whilst the main body quickly regenerates, its capacities not reduced.*
- ★ *Unaffected by cold magic.*
- ★ *Harmed only by fire; other spells may adversely affect it, but those that are not fire-related and that normally inflict physical harm will merely split the creature in twain as noted above.*

BLINK DOG

No. Encountered:	1d6 (1d10+10)
Alignment:	Lawful Good
Size:	S
Movement:	50
Dexterity:	17
Armour Class:	5
Hit Dice:	4
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	15
Morale:	9
Experience Points:	120
Treasure Class:	C

These large, canine-like creatures originate from realms æthereal. They thrive in cold deserts, hunting in packs and competing with other carnivores. Although not physically imposing, they compensate via their intelligence and supernatural ability to *blink* (teleport short distances).

Blink dogs stand about two to three feet at the shoulder, with furry white legs and thick golden coats, sometimes spotted brown. They do not bark; rather they communicate by means of a complex howling language, though some sages posit that they possess empathy or telepathy. Blink dogs are thought to comport to a strict moral code, this suggested by their apparent opposition to Chaotic Evil. Their packs are believed to be matriarchal.

Special:

- ★ *In combat they blink in front of their enemy, bite, and then blink away to a distance of 1d6×10 feet. Attacking a blink dog requires precise timing; one has but a 2-in-6 chance of timing a blow to possibly hit a blink dog.*
- ★ *When faced with unassailable odds, entire packs can disappear to parts unknown.*
- ★ *When combating Chaotic Evil, they gain +4 damage bonuses due to enhanced ferocity and perhaps divine or otherworldly favour.*

BOAR

<i>No. Encountered:</i>	1d6
<i>Alignment:</i>	Neutral
<i>Size:</i>	M
<i>Movement:</i>	50
<i>Dexterity:</i>	10
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	3+1
<i>No. of Attacks:</i>	1 (gore)
<i>Damage:</i>	2d4
<i>Saving Throw:</i>	15
<i>Morale:</i>	9
<i>Experience Points:</i>	90
<i>Treasure Class:</i>	—

This is a wild pig with large tusks and ferocious temperament. Omnivorous and typically nocturnal, adults stand four feet high at the shoulder and weigh up to 500 pounds. During periods of extended darkness, these creatures enjoy a population explosion, a bane to travellers and outland settlements.

Special:

- ★ *Initial gore as charge attack at +2 "to hit" and double damage dice.*

BEASTS AND MONSTERS: C

CAMEL	<i>Bactrian Camel</i>	<i>Dromedary Camel</i>	<i>Leaper Camel</i>
<i>No. Encountered:</i>	1 (5d6)	1 (5d6)	1 (6d6)
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	L	L	L
<i>Movement:</i>	40	60	60
<i>Dexterity:</i>	8	7	11
<i>Armour Class:</i>	7	7	7
<i>Hit Dice:</i>	2+2	2+1	2+1
<i>No. of Attacks:</i>	1 (kick)	1 (kick)	1 (kick)
<i>Damage:</i>	1d4	1d4	1d6
<i>Saving Throw:</i>	16	16	16
<i>Morale:</i>	6	5	5
<i>Experience Points:</i>	35	35	35
<i>Treasure Class:</i>	—	—	—

The **bactrian camel** is a two-humped pack or riding animal also used for its milk, meat, wool, and hide. Bactrians are shaggy, large-boned camels able to withstand the most unforgiving Hyperborean climates.

The **dromedary camel** is a one-humped pack or riding animal, similar to the bactrian, though faster, lighter-boned, and not as furry.



The **leaper camel** is not a true camel; this kangaroo-like marsupial has powerful hind legs that it uses to leap. It has white and grey shaggy fur and can endure the harshest of Hyperborean winters. Typically ridden by **abominable snow-men** and **men of Leng** on the frozen tundra of Hyperborea, these temperamental beasts can only be controlled by men of 16 or greater strength. They are rarely available for purchase and require special saddles that may cost twice the standard rate.

CAVE-MAN

(Neanderthal)	Cave-Man	Sub-Chief	Chieftain
No. Encountered:	1d6 (6d6)	1:10	1:30
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	M	M
Movement:	30	30	30
Dexterity:	10	10	12
Armour Class:	8 (or per armour)	8 (or per armour)	8 (or per armour)
Hit Dice:	1+1	3+3	5+5
No. of Attacks:	1 (weapon)	3/2 (weapon)	3/2 (weapon)
Damage:	(per weapon +1)	(per weapon +2)	(per weapon +3)
Saving Throw:	16	15	14
Morale:	8	9	9
Experience Points:	20	90	340
Treasure Class:	L; C, Q (x10), S	M (x5)	M (x10)

These are quasi-men of robust physicality, with squat, muscular bodies, thick bones, and ape-like countenances of receding forehead and pronounced brow ridge. Cave-men are well adapted to cold climes, but thrive in all environments. They possess rudimentary language skills (proto-Keltic), less refined than those of men, and their technology (tools and weapons) is notably inferior or even primitive by comparison.

Hunting parties may be encountered, but typically cave-men live in tribal groups, dwelling in caves, stone huts, or tents manufactured from animal skins; the latter might be nomadic groups that follow animal herds. For every 10 cave-men, there will be one **sub-chief**, and for every 30 cave-men there will be a **chieftain**. (A large tribe will likely have one dominant chieftain, so other “chieftains” will have some lesser tribal rank, or they might be considered sub-chiefs with chieftain statistics.)

Cave-men are more sophisticated than other men might regard them, with complex behavioural rules, religion, art, and social conventions. Their shamans (male or female) can advance to 6th level. Cave and nomadic tribes typically employ stone-tipped spears, stone or crude iron axes, slings, and short bows with flint-headed arrows. In recent times, cave-men less uncommonly wander into human settlements to engage in trade, but generally they are not allowed in taverns, inns, and so forth.

Special:

- ★ **Sub-chiefs** are +1 “to hit” and +2 damage due to weapon mastery and high strength.
- ★ **Chieftains** are +2 “to hit” and +3 damage due to weapon mastery and high strength; the most fearsome examples will be +3 “to hit” and +4 damage.

CENTIPEDE, GIANT	Black	Pink
	Centipede	Centipede
No. Encountered:	3d4	2d4
Alignment:	Neutral	Neutral
Size:	S	S
Movement:	20	20
Dexterity:	13	13
Armour Class:	9	9
Hit Dice:	½	½
No. of Attacks:	1 (bite)	1 (bite)
Damage:	1d2	1d2
Saving Throw:	17	17
Morale:	7	7
Experience Points:	25	45
Treasure Class:	—	—

These giant, multi-segmented insects are up to 2½ feet long and narrow, with a pair of legs projecting from each segment. They typically inhabit mild, moist environments, as well as caverns and dungeons deep. Their pincer bite inflicts minimal damage, but their poison is potentially deadly. Whilst many varieties of giant centipede exist (some of which are edible), notorious species include the **black centipede**, a glossy black insect noted for its bands of orange and yellow, and the **pink centipede**, noted for its green spots.

Special (**black centipede**):

- ★ *Bite delivers poison; make death (poison) save or suffer an additional 2d6 hp damage—a painful, blood-boiling sensation.*

Special (**pink centipede**):

- ★ *Bite delivers poison; make death (poison) save or suffer blindness and (1d6 turns later) paralysis. In 1d2 days, an additional death (poison) save must be made or the victim dies; otherwise the paralysis fades, but the blindness is permanent.*

CHIMÆRA

<i>No. Encountered:</i>	1
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	L
<i>Movement:</i>	40 (fly 60)
<i>Dexterity:</i>	13
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	9
<i>No. of Attacks:</i>	5 (claw / claw / lion bite / hydra bite / goat horns)
<i>Damage:</i>	1d6 / 1d6 / 2d6 / 1d10 / 2d4
<i>Saving Throw:</i>	12
<i>Morale:</i>	9
<i>Experience Points:</i>	1,900
<i>Treasure Class:</i>	F

These horrific, treble-headed magical beasts are four feet at the shoulder and weigh up to 700 pounds. A chimæra has the fore body of a lion, the mid- and hindquarters of a goat, the membranous wings (25-foot span) of a giant bat, and the reticulated tail of a serpent. The central head of the beast is that of a black-maned lion, with eyes reflecting wicked intelligence. The lion head is flanked by a goat's head and the serpentine head of a **hydra**. Chimæras are magical creatures that lair alone in cliff-side caves, woodland hills, and even dungeons. They speak an ancient tongue of the underworld, but also they can converse with men.

Special:

- ★ *Thrice per day, in lieu of its other attacks, a chimæra can breathe from its lion head a cone of fire, 50 feet long and 20 feet wide at the terminus, for 4d6 hp damage (avoidance save for half damage).*



CLOAKER

No. Encountered:	1 (1d10×10)
Alignment:	Chaotic Evil
Size:	M
Movement:	10 (fly 50)
Dexterity:	13
Armour Class:	3 (1)
Hit Dice:	6
No. of Attacks:	2 (lash / lash)
Damage:	1d6 / 1d6
Saving Throw:	14
Morale:	9
Experience Points:	460
Treasure Class:	C

These weird monsters dwell in deep dungeons and caverns. Possessed of alien intelligence, they speak their own sibilant tongue that some sorcerers can learn; also they communicate via telepathy. They are called “cloakers” due to their shape and appearance, resembling cowled cloaks, black on the outside and pale grey on the inside. A cloaker has two hidden, claw-like appendages edging the “cowl” and a forked tail (as a tuxedo) with barbed ends. A horizontal “seam” inside the cloak is actually a fang-filled maw, above which can open two eye slits of crimson red. On the back of the cloak are 12 black “buttons” that are in fact eyes.



In vast subterranean caverns, up to a hundred cloakers may roost like bats, but typically only one is encountered. A single cloaker may be discovered in a dungeon, *detected* as a magical cloak, and even perhaps *identified* as a **cloak of protection** (see **VOL. V, MAGICAL TREASURE, miscellaneous magic items**). Cloakers can effect symbiotic relationships with men or other humanoids. If unwittingly “donned”, they latch on, manipulating and feeding off of their hosts.

Special:

- ★ *Never surprised.*
- ★ *AC 1 when fighting in darkness, or in dim or shadowy conditions.*
- ★ *If both tail lashes hit, cloaker envelops victim and bites for 2d4 hp damage. It will continue to bite every round, hitting automatically. If the wrapped cloaker is attacked, damage is split evenly betwixt the monster and its victim (though area effect spells harm both normally). The victim can attempt to break free with a test of strength (see **VOL. I, ATTRIBUTES**, strength).*
- ★ *If a cloaker is unwittingly donned, it gently pricks its claw-like “hands” into the victim’s neck. The referee should roll a secret sorcery save for the victim. If the save is successful, the victim realizes a monster is attached to him; pulling it off causes 1d4 hp damage. If the save fails, the victim is unaware, and the cloaker will manipulate his actions (ideally via notes passed betwixt referee and player). The victim and his allies will believe the cloaker is but a fine magical cloak, conferring a +1 AC bonus. If the victim receives any sorcerous healing, the cloaker (if wounded) will always take 1 hp of healing for itself.*

COCKATRICE

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	S
Movement:	30 (fly 60)
Dexterity:	15
Armour Class:	6
Hit Dice:	5
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	14
Morale:	7
Experience Points:	300
Treasure Class:	D

These small, magical creatures appear to be nothing more than large roosters at first glance; their serpentine, reticulated tails of some two-foot length, however, betray them as something else. Too, their flight ability far outmatches that of a normal cock, their aerial speed significant. Despite their small size, their beaks are quite powerful, rending flesh as efficiently as a spear, and with deadly sorcerous consequences—for their touch (much like that of the **basilisk**) can turn one to stone.

Special:

- ★ *On a successful hit, victim must make transformation save or be turned to stone.*

COLOUR OUT OF SPACE

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	20
Dexterity:	12
Armour Class:	9
Hit Dice:	10
No. of Attacks:	1 (touch)
Damage:	1d6
Saving Throw:	12
Morale:	12
Experience Points:	2,350
Treasure Class:	—

These vampiric phenomena originate from otherworldly dimensions, typically arriving via meteorite. When the meteorite breaks open, the colour emerges, presenting as a thousand or more points of unhallowed phosphorescence, a multicoloured swarm of dancing lights exuding a palpable, nameless Evil. The colours dance like corpse-fed fireflies, touching living things and withering them, drawing their life essence.

That these creatures possess intelligence is not disputed by sages, but their motives are unfathomable to even the most learned of men. Typically they hide by day in dark, wet places and then emerge by night to feed, flowing like sickening, aurora-like clouds of 10–40 cubic feet in volume. They prefer to dwell in swamps or verdant woodlands, where organic material is abundant. Men, animals, and monsters are reduced to withered corpses at their touch, and plants wilt to brown, dry, lifeless things. The very sight of a colour out of space is reputed to effect madness in the viewer. **N.B.:** In Hyperborea, human sacrifices have been made to colours out of space, these believed to bring blessings from Aurorus, “The Shining One”.

Special:

- ★ *Sight of this monster causes fear; make sorcery save or flee its presence, babbling, cursing, and frothing. This effect lasts for 2d6 turns, though for 0-HD creatures, it is permanent.*
- ★ *Harmed only by silver or magical weapons.*
- ★ *Touch drains 1d2 levels of experience unless a death save is made.*

CRAB, GIANT	Giant Crab	Monstrous Crab
No. Encountered:	1d4 (4d4)	1
Alignment:	Neutral	Neutral
Size:	M	L
Movement:	30	20
Dexterity:	11	6
Armour Class:	2	0
Hit Dice:	3	15
No. of Attacks:	2 (claw / claw)	2 (claw / claw)
Damage:	2d4 / 2d4	3d6 / 3d6
Saving Throw:	15	9
Morale:	9	9
Experience Points:	41	3,000
Treasure Class:	—	—

Giant crabs are crustaceans with shells spanning up to five feet in diameter. Typically they are red, green, or blue. Although aquatic, they thrive on land as well as in water (fresh or salt), digging shallow burrows. They are voracious eaters and have a taste for warm-blooded creatures, rending them with their powerful claws. Although they lack intelligence, giant crabs are sometimes trained by **crab-men** to serve as guardians and trackers. Usually they are encountered at a sandy beach, swamp, or river delta.

Monstrous crabs have been reported, these with shells that span 15–20 feet in diameter. Such monstrosities are believed to be hundreds of years old, and always they are encountered singly. They have been come upon in vast subterranean lakes, the ocean deeps, and beneath glacial ice.

Special:

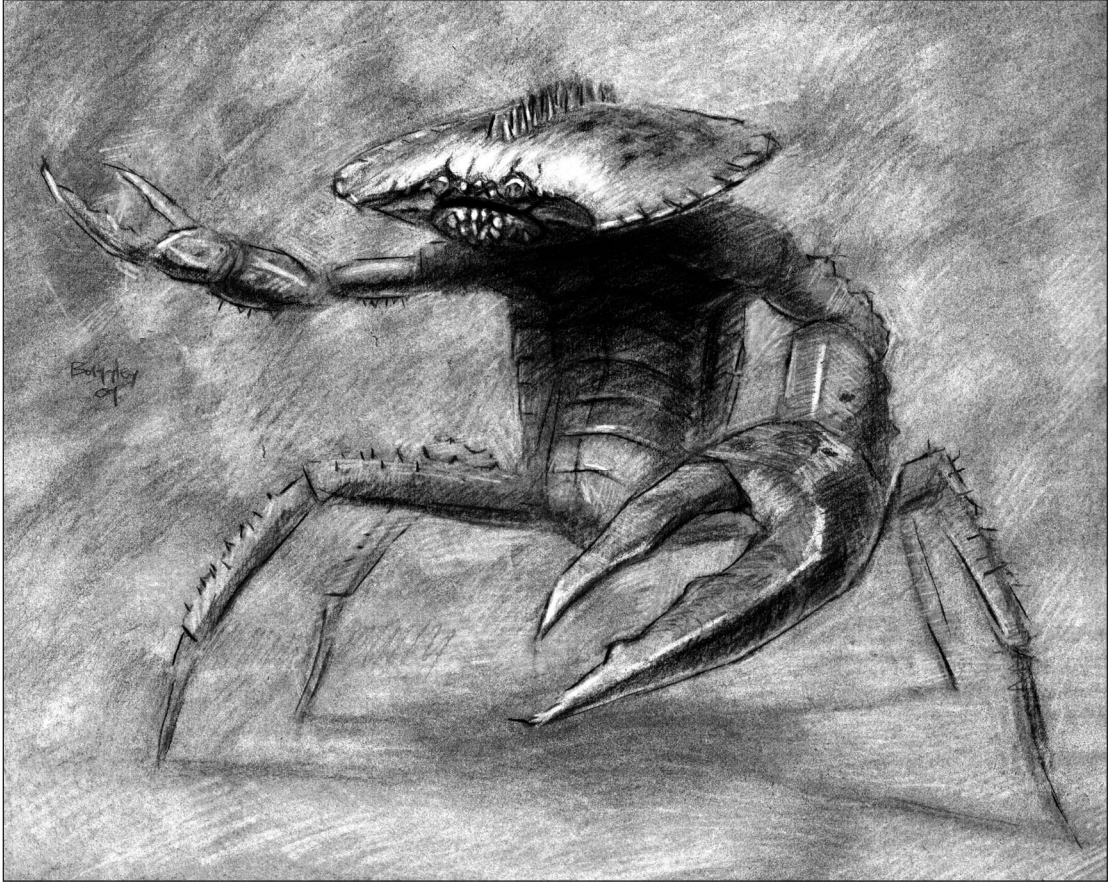
- ★ *When emerging to attack from a burrowed position, giant crabs gain surprize on a 3-in-6 chance; monstrous crabs are too slow to gain the same advantage.*

CRAB-MAN	
No. Encountered:	1d6 (3d6×10)
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	9
Armour Class:	3
Hit Dice:	3+3
No. of Attacks:	2 (claw / claw) or 3 (laser shots)
Damage:	2d4 / 2d4 or 3d6 (×3) (see below)
Saving Throw:	15
Morale:	9
Experience Points:	75 (or 165 with laser rifle)
Treasure Class:	N; I, O, P, Q (×10), X, Y

Reputed to originate from the ocean planet Poseidenos, this highly technological alien race builds cities from chitinous materials deep below the sea; likewise are their water-filled spacecraft constructed. Crab-men are aquatic, though resilient enough to thrive out of water for up to three days. At the seacoast, crab-men are typically encountered in small hunting parties, but their undersea cities are said to contain hundreds. They speak a strange, clicking tongue, enhanced by limited-range empathy.

Crab-men are vaguely humanoid in shape. The head is a carapace of three to four feet in diameter. The abdomen is perpendicular to the carapace, vertically oriented like a humanoid torso, with exoskeletal “arms” extending from shoulder joints; the arms terminate in great claws capable of rending flesh and bone. Four exoskeletal legs project from the bottom of the torso, these with three joints and tapering to points on which the creatures balance themselves and ambulate sideways.

The motives of this strange species are unknown, but they are worshipped, in a sense, by certain Picts and Esquimaux, who dye their skin red or blue and don armour and headgear to appear more like crab-men. Curiously, these crab-Picts and crab-Esquimaux despise each other, each believing that they are the chosen of the crab-men. The more privileged of these idolizers understand the basics of crab-man speech, but cannot actually speak it; hence they might be used as translators.



Special:

- ★ A crab-man warrior is fitted with a gauntlet-like laser rifle over one claw, built so that the claw is inserted, and the pincer ends manipulate the trigger mechanism (a function a man is unable to mimic). The laser rifle is shot at a +2 "to hit" bonus, causes 3d6 hp damage, and may be fired thrice per round (each at a single target) to a range of 150 (sans range penalties). A typical laser rifle cartridge has up to 144 charges.

CROCODILE	Crocodile	Giant Crocodile
No. Encountered:	1d6	1
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	30 (swim 40)	40 (swim 50)
Dexterity:	10	9
Armour Class:	3	0
Hit Dice:	5	12
No. of Attacks:	1 (bite)	1 (bite)
Damage:	2d8	3d12
Saving Throw:	14	11
Morale:	7	9
Experience Points:	275	2,300
Treasure Class:	—	—

Crocodiles are semi-aquatic, predatory reptiles with long jaws and tails, short legs, and horny, textured skin. Often they dwell in or near water (fresh or salt) and will submerge themselves in order to sneak up on prey. Typical specimens are of about 20-foot length. In Hyperborea, crocodiles are scarcely found about the main continent; they inhabit the more tropical isles at the rim of the world.

Giant crocodiles of 50-foot length lurk in the sea, though sometimes in coastal marshlands. They are notorious for tearing open the hulls of ships.

Special (crocodile):

- ★ *On any successful bite that delivers 9+ hp damage, a crocodile holds its victim and goes into a death spin, causing an additional 3d4 hp damage per round. In water waist deep or greater, the victim must make a transformation save or drown within 1d4+1 rounds. Escaping a death spin requires an extraordinary feat of strength (see **VOL. I, ATTRIBUTES**, strength).*

Special (giant crocodile):

- ★ *On a natural 19–20 attack roll, the giant crocodile swallows its victim whole, inflicting 1d6 hp damage per round thereafter. Swallowed prey can attempt to cut its way out with a WC 1–3 blade, with a “to hit” penalty equal to the weapon class. If 12 hp damage is inflicted from within, a large enough rent is cut for escape.*

CYCLOPS

No. Encountered:	1 (2d4)
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	7
Armour Class:	5
Hit Dice:	12
No. of Attacks:	1 (weapon)
Damage:	4d6
Saving Throw:	11
Morale:	9
Experience Points:	1700
Treasure Class:	C

Cyclopes are a race of giant, one-eyed humanoids, typically standing 20 feet in height. They savour the flesh of men, taking exceptional pleasure in cruelty and torment. The cyclopes’ single eye is large and centred in the middle of its forehead. Some present horned heads as well, typically with a single horn, but sometimes with two. Typically cyclopes will fight with massive clubs or spears, though they are also expert rock hurlers.

Cyclopes usually live alone or in small family groups, often in a cave or on an island. Although of low intelligence and naïve to the tricks of men, they can raise cattle and grow vegetables. Most speak a proto-Hellenic tongue and/or the Common tongue.

Special:

- ★ *Can hurl a boulder to a range of 100 (or up to 200 at –2 “to hit”) for 3d8 hp damage.*

BEASTS AND MONSTERS: D

DÆMON, CLASS I (*Undead Type 13*)

No. Encountered:	1d3
Alignment:	Chaotic Evil
Size:	L
Movement:	40 (fly 60)
Dexterity:	10
Armour Class:	0
Hit Dice:	8
No. of Attacks:	5 (claw x4 / bite)
Damage:	1d8 (x4) / 1d6
Saving Throw:	13
Morale:	9
Experience Points:	1,640
Treasure Class:	B

This eight- to nine-foot-tall dæmon has a humanoid body, with the neck and head of a vulture and charcoal grey wings that span 12 feet. Too, the dæmon's torso is a ruddy grey, girt in black feathers. Class I dæmons have large, clawed hands and enormous, taloned feet. Not the most intelligent of dæmonkind, they have a fondness for human flesh, and they are quite greedy, hoarding gold and gems. They originate from netherworldly realms such as Underborea and only dwell in the world of men because someone (or something) has summoned them forth.



Special:

- ★ *7-in-20* spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ★ Can cast the following spells at will (though only one at a time): darkness, detect invisibility, infrared vision, telekinesis, teleport (*without error*).
- ★ Once per day, can attempt to beckon another **class I dæmon** to fight alongside it (as reverse of dismissal), with 1-in-6 chance of success.

DÆMON, CLASS II (Undead Type 13)

No. Encountered:	1d3
Alignment:	Chaotic Evil
Size:	L
Movement:	20 (swim 40)
Dexterity:	11
Armour Class:	-2
Hit Dice:	9
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d8 / 1d8 / 2d6
Saving Throw:	12
Morale:	9
Experience Points:	2,100
Treasure Class:	C

These abominable dæmons are vaguely humanoid in shape, though froglike of countenance, with slimy, warty skin, bulging black eyes, distended bellies, and batrachian legs upon which they stand upright. Their webbed fingers are taloned black, and their mouths are lined with double rows of shark-like, triangular teeth. These dæmons are incredibly violent (including towards one another), and they relish the taste of human flesh. They originate from netherworldly realms such as Underborea and dwell in the world of men because someone (or something) has summoned them forth.



Special:

- ★ 8-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ★ Can cast the following spells at will (though only one at a time): cause fear (reverse of remove fear), darkness, detect invisibility, infrared vision, levitate, telekinesis, teleport (without error).
- ★ Once per day, can attempt to beckon another **class II dæmon** to fight alongside it (as reverse of dismissal), with 2-in-6 chance of success.

DÆMON, CLASS III (Undead Type 13)

No. Encountered:	1d3
Alignment:	Chaotic Evil
Size:	L
Movement:	30
Dexterity:	11
Armour Class:	-4
Hit Dice:	10
No. of Attacks:	5 (pincer / pincer / claw / claw / bite)
Damage:	2d6 / 2d6 / 1d4+1 / 1d4+1 / 1d6+1
Saving Throw:	12
Morale:	10
Experience Points:	3,100
Treasure Class:	D

Standing 9–10 feet tall, this horrific, heavily muscled dæmon has a thick, wrinkled hide and a wolfish head from which two goat horns project. Class III dæmons have four arms. Two are massive and gorilla-like, emerging from the typical shoulder area; these arms terminate in great lobster-like pincers. The secondary set of arms emerges from the pectoral area, these ending in taloned hands. Class III dæmons are more intelligent than the lesser dæmon classes. They originate from netherworldly realms such as Underborea and only dwell in the world of men because someone (or something) has summoned them forth, or because they are scheming to effect evil.



Special:

- ★ 9-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ★ Can cast the following spells at will (though only one at a time): cause fear (reverse of remove fear), darkness, detect invisibility, infrared vision, levitate, polymorph self, pyrotechnics, telekinesis, teleport (without error).
- ★ Once per day, can attempt to beckon another dæmon to fight alongside it (as reverse of dismissal), with 2-in-6 chance of success. Roll 1d3 to determine if a **class I, class II, or class III dæmon** is beckoned.

DÆMON, CLASS IV (*Undead Type 13*)

<i>No. Encountered:</i>	1 (1d3)
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	L
<i>Movement:</i>	30 (fly 40)
<i>Dexterity:</i>	8
<i>Armour Class:</i>	-1
<i>Hit Dice:</i>	11
<i>No. of Attacks:</i>	3 (claw / claw / gore)
<i>Damage:</i>	3d4 / 3d4 / 4d4
<i>Saving Throw:</i>	11
<i>Morale:</i>	10
<i>Experience Points:</i>	4,700
<i>Treasure Class:</i>	E



Massive and fearsome, these dæmons stand 10–12 feet tall and weigh up to 1,000 pounds. They are quite furry, and their body shapes are vaguely gorilla-like, though with porcine countenances. They stand upon the heavy hooves of a boar, and from their shoulder blades project a pair of small, feathered wings that appear too small to provide the power of flight, yet do nonetheless.

Class IV dæmons are highly intelligent, though they possess the same appetite for human flesh that other dæmons do. These scheming dæmons dominate their lesser kin, and in the netherworlds within which they dwell (such as Underborea), they oft dominate. Rarely do class IV dæmons dwell in the world of men unless they are summoned, they are commanded by a more powerful dæmon, or they plot on their own. **N.B.:** If one attempts to *beckon* a class IV dæmon without knowledge of the specific dæmon's true name, the beast will at once seek to slay the summoner; otherwise it will listen to the summoner, though not necessarily obey him, perhaps performing a service if the reward is substantial.

Special:

- ★ *10-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).*
- ★ *+1 or better weapon to hit.*
- ★ *Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.*
- ★ *All attacks made at +2 "to hit".*
- ★ *Can cast the following spells at will (though only one at a time): cause fear (reverse of remove fear), darkness, decipher language, detect invisibility, detect magic, improved phantasm, infrared vision, levitate, polymorph self, pyrotechnics, telekinesis, teleport (without error).*
- ★ *Once per day, can attempt to beckon another dæmon to fight alongside it (as reverse of dismissal), with 4-in-6 chance of success. Roll 1d4 to determine if a **class I, class II, class III, or class IV dæmon** is beckoned.*



DÆMON, CLASS V (Undead Type 13)

No. Encountered:	1 (1d3)
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	14
Armour Class:	-7
Hit Dice:	8
No. of Attacks:	7 (scimitar x6 / tail whip)
Damage:	1d8+2 (x6) / 2d6
Saving Throw:	13
Morale:	10
Experience Points:	2,840
Treasure Class:	U

Unspeakingly cruel and domineering, this six-armed dæmon has the lower body of a reticulated snake, surmounted by the naked, curvaceous torso of a woman with a hauntingly beautiful face. Often these dæmons adorn themselves in jewellery of no less than 2,000 gp value. Class V dæmons stand some seven to eight feet tall, though their tails can extend to a length of 15–20 feet. With their six long arms they wield steel scimitars.

Lesser dæmons, even **class IV**, rightly fear class V dæmons, for they are incredibly intelligent and manipulative. In netherworldly realms such as Underborea, they are served by hosts of **class I, II, and III dæmons**—and perhaps one or more **class IV dæmons**. Only the most powerful (or foolish) of sorcerers would dare summon a class V dæmon.

Special:

- ★ 12-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ +1 or better weapon to hit.
- ★ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ★ All attacks made at +2 “to hit”.
- ★ Can cast the following spells at will (though only one at a time): cause fear (reverse of remove fear), charm person, darkness (20-ft. radius), decipher language, detect invisibility, infrared vision, levitate, polymorph self, project image, pyrotechnics, teleport (without error).
- ★ Once per day, can attempt to beckon another dæmon to fight alongside it (as reverse of dismissal), with 3-in-6 chance of success. Roll 1d12: On a 1–3 result, a **class I dæmon** is beckoned; on a 4–6, a **class II dæmon**; on a 7–8, a **class III dæmon**; on a 9–10, a **class IV dæmon**; on an 11, a **class V dæmon**; and on a result of 12, a **class VI demon** is summoned.

DÆMON, CLASS VI (*Undead Type 13*)

<i>No. Encountered:</i>	1
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	L
<i>Movement:</i>	20 (fly 60)
<i>Dexterity:</i>	17
<i>Armour Class:</i>	-4
<i>Hit Dice:</i>	13
<i>No. of Attacks:</i>	2 (weapon)
<i>Damage:</i>	4d6 (x2)
<i>Saving Throw:</i>	10
<i>Morale:</i>	11
<i>Experience Points:</i>	5,000
<i>Treasure Class:</i>	F

When (rarely) in their true forms, each class VI dæmon stands 12 feet tall, with a wrinkled black hide, 18- to 20-foot bat wings, and a terrible visage: goat-like ears, a lion's black mane, a wolf's fangs, and dead white eyes under a ridged brow. However, these beings prefer anonymity and oft take other forms. Class VI dæmons each usually wield an Evil-aligned **+3 long sword, battle axe, or war hammer**, which may have other properties (per referee discretion). In its other hand, the dæmon carries a barbed, nine-tailed whip. When it fights, the dæmon immolates itself, flames radiating five feet around it; it will use its whip to drag opponents into this fiery radius.



Six class VI dæmons are known to exist, each reputed to dwell in such locations as Saturn (or its moons), the netherworld of Underborea, and of course Hyperborea. Each is regarded as a dæmon prince in its own right, answering only to Thaumagorga. In æons past the dæmon princes warred against one another, but at length held a conclave and forged a nonaggression pact. Although they have distinct agendas and personalities, each is prone to greed, vanity, and a thirst for power. If *beckoned*, a class VI dæmon might join an adventuring party to obtain wealth or power, but it will seek to usurp control and eliminate opposition. Men who take orders from the dæmon in no short order become Evil.

Special:

- ★ *12-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see VOL. III, SAVING THROW, spell resistance).*
- ★ *+1 or better weapon to hit.*
- ★ *Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.*
- ★ *Whip inflicts 1d6+3 hp damage; draws target into dæmon's flames for 3d6 hp fire damage.*
- ★ *Can cast the following spells at will (though only one at a time): cause fear (reverse of remove fear), darkness, decipher language, detect invisibility, detect magic, dispel magic, infrared vision, polymorph self, pyrotechnics, suggestion, telekinesis, teleport (without error).*
- ★ *Once per day, can attempt to beckon another dæmon to fight alongside it (as reverse of dismissal), with 4-in-6 chance of success. Roll 1d6: On a 1-4 result, a class IV dæmon is beckoned; on a 5-6, a class V dæmon is beckoned.*

Dæmon, Desert: see *ghul*

DÆMON, SUCCUBUS (Undead Type 13)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40 (fly 60)
Dexterity:	17
Armour Class:	0
Hit Dice:	6+6
No. of Attacks:	2 (claw / claw)
Damage:	1d6 / 1d6
Saving Throw:	14
Morale:	9
Experience Points:	1,590
Treasure Class:	I, Q

These dæmons control men through seduction. Typically they ensorcel men of greatness, as they crave power, fame, and wealth. Succubi present as beautiful women, strikingly voluptuous, with pale skin, silken hair, and eyes to melt the will of men. In their true forms they have vampiric fangs, snakelike tails, taloned fingers, and bat-like wings of eight or more feet extending from their shoulder blades.



Often succubi will infuse the dreams of their victims, tantalizing with coy and elusive glimpses of their rare beauty. When at length the enchantment takes hold, nonchalantly the succubus will appear in the waking life of the ensorcelled (the woman of his dreams, as it were). The ensorcelled will fawn over the woman and lavish upon her gifts rare, exotic, and expensive. Rarely will succubi reveal their true forms, typically when greatly offended, attacked, or uncloaked for what they are.

Special:

- ★ 11-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ +1 or better weapon to hit.
- ★ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ★ Can become æthereal at will, insubstantially traversing interstices betwixt particles of matter.
- ★ Can cast the following spells at will (though only one at a time): charm person, clairaudience, darkness, extrasensory perception, infrared vision, suggestion, teleport (without error).
- ★ Can shapechange to any humanoid form at will (see **VOL. I, CLERIC SUBCLASSES**, druid).
- ★ Once per day, can beckon a dæmonic servant (as reverse of dismissal). Roll 1d4: On a 1–3 result, a **class IV dæmon** is beckoned; a result of 4 summons a **class VI dæmon**.
- ★ When a target for beguilement is selected, the succubus must obtain a personal possession from that one. The spell is cast whilst the target slumbers. The target, who must be no more than one mile away, must make a sorcery save or come under the succubus' spell.

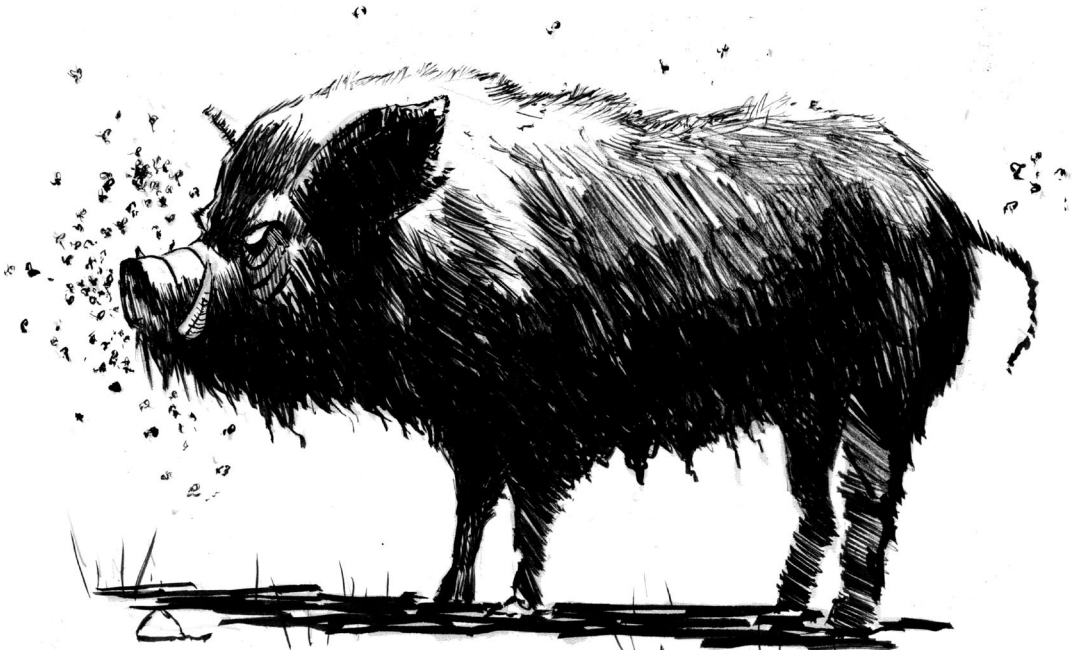
DÆMON, SWINE (Undead Type 13)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	10
Armour Class:	3
Hit Dice:	9
No. of Attacks:	1 (gore)
Damage:	2d6
Saving Throw:	12
Morale:	9
Experience Points:	1,500
Treasure Class:	E

From some frightful netherworld hail these shape-shifting dæmons that prey on man wherever he is most vulnerable. They are devourers of human flesh, able to assume the forms of giant hogs five feet long, three feet at the shoulder, and weighing up to 650 pounds; or they may take the shape of enormously fat men of ruddy porcine countenances. Their dæmonic powers allow them to shape-shift freely at night, but once dawn breaks they are cursed to maintain whichever form they last selected until dusk. In Hyperborea (and perhaps elsewhere), swine dæmons have engaged in unspeakable relations with dæmon-worshipping Picts, and so was born the **orc** race.

Special:

- ★ 7-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ Harmed only by silver or magical weapons.
- ★ Charm person (as the spell) thrice per day; sorcery save at -2 penalty.



Deep Dweller (or Deep One): see *fish-man*

DEER	<i>Red Deer</i>	<i>Reindeer</i>	<i>Giant Elk</i>
<i>No. Encountered:</i>	5d6 (2d10×10)	5d6 (2d10×10)	1d2 (2d6)
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	M	M	L
<i>Movement:</i>	70	60	60
<i>Dexterity:</i>	13	10	7
<i>Armour Class:</i>	8	7	7
<i>Hit Dice:</i>	1	2	4
<i>No. of Attacks:</i>	1 (gore)	1 (gore)	2 (antler / antler)
<i>Damage:</i>	1d4	1d6	1d8 / 1d8
<i>Saving Throw:</i>	16	16	15
<i>Morale:</i>	3	5	7
<i>Experience Points:</i>	13	24	90
<i>Treasure Class:</i>	—	—	—

Red deer have a coat of red in summer (3 years of the 13-year Hyperborean cycle) or grey in winter (10 years of the 13-year cycle). They stand three to four feet at the shoulder and weigh 250–350 pounds. They flee from most everything, though a cornered hart can butt with its antlers.

Reindeer are larger, standing four or more feet at the shoulder and weighing up to 400 pounds. Too, the spread of their antlers is much larger, and they are generally furrier, thriving in tundra regions. Reindeer are herded by Esquimaux, utilized for their meat, milk, and hides. They can be domesticated and trained in teams to pull sleds. Some nomadic Esquimaux, particularly those with strains of Lapp in their blood, are also known to saddle and ride reindeer.

Giant elk are an enormous species of deer with the largest spread of antlers in all of Hyperborea. They stand 10 feet at the shoulder, weigh as much as 3,000 pounds, and present an antler spread of up to 15 feet. In forests, plains, tundra, and wetlands, solitary stags or a sibling pair may be encountered, as well as small herds. Generally giant elk avoid conflict; they will merely bristle their fur, snort, and face down potential threats, but some bucks can be uncharacteristically violent during mating season. **N.B.:** Most giant elk are brown of fur, though the rare white stag is a prized hunting trophy; in some cultures it is venerated as a holy creature, oft associated with Yoon'Deh.

Special (red deer and reindeer):

- ★ *Charging gore attack results in double damage dice.*

Special (giant elk):

- ★ *Can attack two adjacent opponents with a single charge attack, doubling damage dice for each victim.*

DOG	Hunting / Sled Dog	War Dog	Wild Dog
No. Encountered:	1d6	1d6	2d8
Alignment:	Neutral	Neutral	Neutral
Size:	S	M	S
Movement:	50	40	50
Dexterity:	13	13	14
Armour Class:	7	6	7
Hit Dice:	1	2	1
No. of Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	1d4	1d6	1d6
Saving Throw:	16	16	16
Morale:	7	9	7
Experience Points:	10	20	10
Treasure Class:	—	—	—

This carnivorous animal is easily domesticated, known for its acute sense of smell and its capacity to bark and howl. **Hunting dogs** include several species that can be trained to a variety of tasks, such as fetching a bird, or pursuing a rabbit from a burrow. Other hunting dogs are strictly utilized for their ability to track prey. **Sled dogs** are thick-furred animals, trained to pull sleds across the arctic and able to withstand subfreezing environments. **War dogs** are heavier, stronger dogs trained to fight and kill on command; typically they are accoutred in leather harnesses. **Wild dogs** will roam in packs, ferocious scavengers and predators.

DWARF

No. Encountered:	1d6 (1d10×10)
Alignment:	Lawful Evil
Size:	S
Movement:	20
Dexterity:	13
Armour Class:	7 (or 3 in plate mail)
Hit Dice:	3+2
No. of Attacks:	1 (weapon)
Damage:	(per weapon +1)
Saving Throw:	15
Morale:	9
Experience Points:	90
Treasure Class:	M (×10); G, Q (×20), R, X

Dwarfs are a subterranean race of degenerate humanoids, three to four feet tall with stubby legs, heavily muscled torsos, and long, thewy arms. Seeded by Ymir, they begin life as foot-long, sickly yellow maggots, worms of the earth that at length metamorphose into horribly misshapen pygmy brutes. Dwarfs are possessed of strange powers and wicked inclinations. They are cunning, evil, greedy, venal, and lecherous; equally they are tireless forgers and brilliant dweomercræfters. They lair in the deepest places of Underborea, in vast caverns where dwell nameless monsters. Dwarfs speak the Old Norse tongue and (less often) the Common tongue.

Dwarfs are dweomercræfters of nigh limitless capacity, but they are unable to utilize the weapons and devices they create; hence, dweomercræft is both their blessing and their curse. Availability of dwarfish forgings is the purview of the referee; always their demands for compensation are greedy or perverse.

Special:

- ★ AC 3 when clad in plate mail
- ★ +4 bonus to device saves.
- ★ Able to see in complete darkness.
- ★ -2 "to hit" penalty when exposed to bright light.

BEASTS AND MONSTERS: E

EAGLE, GIANT

No. Encountered:	1d6 (3d6)
Alignment:	Neutral (or Lawful Good)
Size:	L
Movement:	10 (fly 160)
Dexterity:	13
Armour Class:	6
Hit Dice:	4+2
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	15
Morale:	8 (12)
Experience Points:	325
Treasure Class:	—

A large, diurnal bird of prey with a 25-foot wingspan. Giant eagles are fast, powerful hunters seeking prey as large as a man. Captured prey might be conveyed to a nest where hatchlings the size of dogs await. The giant eagle will pin its prey whilst hatchlings peck flesh. **N.B.:** In the remote peaks of Hyperborea dwell an ancient strain of giant eagles possessed of keen intelligence, these aligned with Lawful Good and of fearless morale (12).

Special:

- ★ *On a dive attack of at least 60 feet, they make a double claw attack at a +2 "to hit" bonus that inflicts double damage. If the eagle's intent is to carry prey to its nest, an avoidance save must be made to escape its clutches.*
- ★ *Captured prey may be conveyed to the nest and pinned. Victim must make a test of strength or dexterity to escape (see **VOL. I, ATTRIBUTES**, strength and dexterity); if unable to escape, hatchlings will commence feeding, pecking the victim for 1d4 hp damage per round.*

EEL, ELECTRIC

No. Encountered:	1d4
Alignment:	Neutral
Size:	L
Movement:	0 (swim 50)
Dexterity:	15
Armour Class:	6
Hit Dice:	5
No. of Attacks:	1 (bite)
Damage:	2d6
Saving Throw:	14
Morale:	7
Experience Points:	275
Treasure Class:	—

This is a giant, snakelike fish of 30- to 60-foot length, with poorly developed fins and slimy skin of brown colouration. Electric eels inhabit freshwater lakes, ponds, rivers, streams, and wetlands. They use their ability to generate electricity so as to shock their prey, and then devour it; in Hyperborea, this prey includes men.

Special:

- ★ *Once per turn, can discharge an electric shock affecting all within a 15-foot radius for 3d8 hp damage (sorcery save for half damage); assumes victims are in water of at least ankle depth.*

ELDER THING (Elder One, Old One)

No. Encountered:	1d8
Alignment:	Chaotic Evil
Size:	L
Movement:	40 (fly / swim 60)
Dexterity:	11
Armour Class:	2
Hit Dice:	6+6
No. of Attacks:	5 (pummel x5)
Damage:	1d4+4 (x5)
Saving Throw:	14
Morale:	12
Experience Points:	870
Treasure Class:	Q (x10)

This alien being has a perpendicular, barrel-shaped body of eight-foot length. Its dark grey torso of three-foot diameter (tapering to one foot at the ends) is vertically ridged, with thick leathery skin. A pair of seven-foot, membranous wings (for flight and aquatic locomotion) extends from betwixt the vertical ridges. From amongst the ridges of the equator project five thin, flexible arms that can stretch up to three feet; each arm has five sticky tentacles of eight-inch length. From the top of the torso extends a bulbous, gilled neck. The starfish-shaped head is covered with prismatic cilia, and from each point of the star projects a yellow tube capped with a large, glassy eye. At the bottom of the torso depend five powerful, greenish tentacles, each terminating in a triangular fin or pseudo-foot.



Elder things thrive on land or water—even in the vacuum of space. They were the first otherworldly race to arrive on Old Earth when it was a steaming, volcanic husk; some sages speculate that these aliens, by accident or design, sowed its primordial seas with the first cells of life. The elder things built vast stone cities on land and in the ocean depths. At length they factionalized and warred with one another (and also with the **crab-men**, **fish-men**, **Great Race**, and **mi-go**), but their own genetically created slaves, the **shoggoths**, rebelled against the elder things and nearly obliterated them. Over millennia the remaining elder things regressed to insane savagery. Some sages posit that they became infected with a disease causing a sharply regressed mental state.

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Presently few elder things remain in Hyperborea; occasionally they thaw from ancient glacial ice, or emerge from ages-long hibernation. When they emerge they present as wrath beasts, savage and bloodthirsty, completely bereft of their previous super-intelligence. Typically they emit horrific piping sounds whilst spinning like tops and flailing with their five base tentacles.

Special:

- ★ *Immune to cold and airless vacuum.*
- ★ *Once per turn can release a terrifying piping sound that inspires a fear effect (as the spell), sorcery save to resist. Once the fear ends, a second sorcery save is required; if it fails, 1d3 forms of insanity manifest (see **VOL. III, SPECIAL DAMAGE**, madness).*

ELEMENTAL: Elementals are primal beings of spiritual or dæmonic power granted embodiment by sorcery, science, or the weird deital powers of otherworldly and netherworldly beings. Often an elemental is assigned a task, and if long bound to it, it may succumb to madness or develop a potent species of resentment.

ELEMENTAL, AIR	<i>Class I</i>	<i>Class II</i>	<i>Class III</i>
<i>No. Encountered:</i>	1	1	1
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	L	L	L
<i>Movement:</i>	40 (fly 120)	40 (fly 120)	40 (fly 120)
<i>Dexterity:</i>	11	11	11
<i>Armour Class:</i>	2	0	-2
<i>Hit Dice:</i>	8	12	16
<i>No. of Attacks:</i>	1 (slam)	1 (slam)	1 (slam)
<i>Damage:</i>	2d8	4d8	6d8
<i>Saving Throw:</i>	13	11	9
<i>Morale:</i>	10	10	10
<i>Experience Points:</i>	920	2,900	5,100
<i>Treasure Class:</i>	—	—	—

These semi-intelligent whirlwinds present as inverted cones that shew vaguely humanoid countenances as they pummel their foes with high-velocity air. Each type has a truncated bottom diameter of about two feet, a height in feet equal to its HD, and a top diameter of approximately half its HD in feet; hence an 8-HD specimen is about eight feet tall with a four-foot-diameter top. They can move across land or swirl up into the sky.

Special:

- ★ +1 or better weapon to hit.
- ★ Immune to cold.
- ★ Inflicts an extra 1d8 hp damage versus airborne foes.
- ★ **Class I** can sweep away creatures 1 HD or less; **class II**, creatures of 2 HD or less; and **class III**, creatures of 3 HD or less, unless avoidance saves are made. Victims are lifted as high as possible, then dropped (see **VOL. III, DAMAGE**, falling damage).

ELEMENTAL, EARTH	<i>Class I</i>	<i>Class II</i>	<i>Class III</i>
<i>No. Encountered:</i>	1	1	1
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	L	L	L
<i>Movement:</i>	40	40	40
<i>Dexterity:</i>	7	6	5
<i>Armour Class:</i>	2	0	-2
<i>Hit Dice:</i>	8	12	16
<i>No. of Attacks:</i>	1 (pummel)	1 (pummel)	1 (pummel)
<i>Damage:</i>	3d6	6d6	9d6
<i>Saving Throw:</i>	13	11	9
<i>Morale:</i>	10	10	10
<i>Experience Points:</i>	840	2,700	4,800
<i>Treasure Class:</i>	—	—	—

These humanoid creatures are composed of hard-packed dirt, sand, and rock. Resembling roughly hewn statues, their steps are thunderous, and they can pummel foes with their enormous fists. In general they are as tall in feet as their HD, so an 8-HD earth elemental is about eight feet tall.

Special:

- ★ +1 or better weapon to hit.
- ★ Inflicts an extra 1d8 hp damage versus opponents standing on earth or stone.
- ★ Complete water immersion dissolves an earth elemental in 1d6 turns, unless it makes a death save, in which case it loses half its current hit points.

ELEMENTAL, FIRE	<i>Class I</i>	<i>Class II</i>	<i>Class III</i>
<i>No. Encountered:</i>	1	1	1
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	L	L	L
<i>Movement:</i>	40	40	40
<i>Dexterity:</i>	11	11	11
<i>Armour Class:</i>	2	0	-2
<i>Hit Dice:</i>	8	12	16
<i>No. of Attacks:</i>	1 (touch)	1 (touch)	1 (touch)
<i>Damage:</i>	4d4	8d4	12d4
<i>Saving Throw:</i>	13	11	9
<i>Morale:</i>	10	10	10
<i>Experience Points:</i>	840	2,700	4,800
<i>Treasure Class:</i>	—	—	—

This semi-intelligent, cone-shaped pillar of roaring flames is as tall in feet as its HD, with a base of like diameter. Small goutts of blue or green flames simulate mouth and eyes, these fixed in a furious countenance. When attacking, fire elementals lash at their victims with their main bulk. They boil water to steam on contact and can move across the water's surface, not unlike a grease fire.

Special:

- ★ +1 or better weapon to hit.
- ★ Fire attacks heal a fire elemental instead of damaging it, albeit at 50% effectiveness.
- ★ Inflicts an extra 1d8 hp damage to cold-based creatures.
- ★ Complete immersion in over 10 feet of water will destroy a fire elemental in 1 turn unless a death save is made; otherwise, it emerges to the surface having lost half its current hit points.

ELEMENTAL, WATER	<i>Class I</i>	<i>Class II</i>	<i>Class III</i>
<i>No. Encountered:</i>	1	1	1
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	L	L	L
<i>Movement:</i>	20 (swim 60)	20 (swim 60)	20 (swim 60)
<i>Dexterity:</i>	11	11	11
<i>Armour Class:</i>	2	0	-2
<i>Hit Dice:</i>	8	12	16
<i>No. of Attacks:</i>	1 (slam)	1 (slam)	1 (slam)
<i>Damage:</i>	1d20	2d20	3d20
<i>Saving Throw:</i>	13	11	9
<i>Morale:</i>	10	10	10
<i>Experience Points:</i>	840	2,700	4,800
<i>Treasure Class:</i>	—	—	—

This semi-intelligent elemental manifests as a standing wave of bubbling water, with dæmonic eyes and frowning mouth at the centre of its bulk. Water elementals are as tall in feet as their HD, their width is x1.5 their HD, and their depth (or thickness) is half their HD; thus an 8-HD specimen is 8 feet tall, 12 feet wide, and 4 feet thick. They attack by slamming against their opponents. These elementals must always remain within 90 feet of a water source (pond, stream, well, etc.).

Special:

- ★ +1 or better weapon to hit.
- ★ Inflicts an extra 1d8 hp damage against foes in water at least ankle deep.
- ★ If removed from water source (90+ feet), death is instantaneous.

Elk, Giant: see deer

BEASTS AND MONSTERS: F

FALCON (Hawk)

<i>No. Encountered:</i>	1 (1d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	S
<i>Movement:</i>	0 (fly 120)
<i>Dexterity:</i>	15
<i>Armour Class:</i>	5
<i>Hit Dice:</i>	½
<i>No. of Attacks:</i>	3 (claw / claw / bite)
<i>Damage:</i>	1 / 1 / 1
<i>Saving Throw:</i>	17
<i>Morale:</i>	4
<i>Experience Points:</i>	9
<i>Treasure Class:</i>	—

All manner of falcons and hawks are found throughout Hyperborea, though when the long winter sets in they will migrate to the various islands that border the world's rim. The marsh hawk is one of the larger species, with wings that span up to five feet.

Special:

- ★ *Dive bomb attack (claws only) from 100+ feet at +2 "to hit" and +2 damage.*

FERRET, GIANT

<i>No. Encountered:</i>	1d6
<i>Alignment:</i>	Neutral
<i>Size:</i>	M
<i>Movement:</i>	30
<i>Dexterity:</i>	12
<i>Armour Class:</i>	5
<i>Hit Dice:</i>	1+1
<i>No. of Attacks:</i>	1 (bite)
<i>Damage:</i>	1d6
<i>Saving Throw:</i>	16
<i>Morale:</i>	7
<i>Experience Points:</i>	28
<i>Treasure Class:</i>	—

This is a three- to five-foot-long member of the weasel family that typically hunts small mammals. If threatened, it is capable of spraying an odious, eye-watering musk. If raised from infancy, a giant ferret can be trained, but adults are known to be temperamental, sometimes turning on their masters. The pelts of some ferrets can fetch up to 100 gp.

Special:

- ★ *Musk spray thrice per day has range of 15 feet, targeting a single victim at a +2 "to hit" bonus; make death (poison) save or eyes and throat burn, causing a -2 "to hit" penalty on all attacks and preventing sorcerers from casting spells for 1d4 rounds.*

FISH-MAN

(Deep Dweller, Deep One)	<i>Fish-Man</i>	<i>Sub-Chief</i>	<i>Chieftain</i>
<i>No. Encountered:</i>	2d6 (2d4×10)	1:10	1:50
<i>Alignment:</i>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<i>Size:</i>	M	M	L
<i>Movement:</i>	40 (swim 80)	40 (swim 80)	40 (swim 80)
<i>Dexterity:</i>	9	10	12
<i>Armour Class:</i>	5	4	2
<i>Hit Dice:</i>	2+2	4+4	7+7
<i>No. of Attacks:</i>	2 (claw / claw) or 1 (weapon)	2 (claw / claw) or 3/2 (weapon)	2 (claw / claw) or 2 (weapon)
<i>Damage:</i>	1d4+1 / 1d4+1 (or per weapon)	1d4+2 / 1d4+2 (or per weapon +1)	1d4+4 / 1d4+4 (or per weapon +3)
<i>Saving Throw:</i>	16	15	13
<i>Morale:</i>	8	9	9
<i>Experience Points:</i>	41	175	680
<i>Treasure Class:</i>	A	Q	I

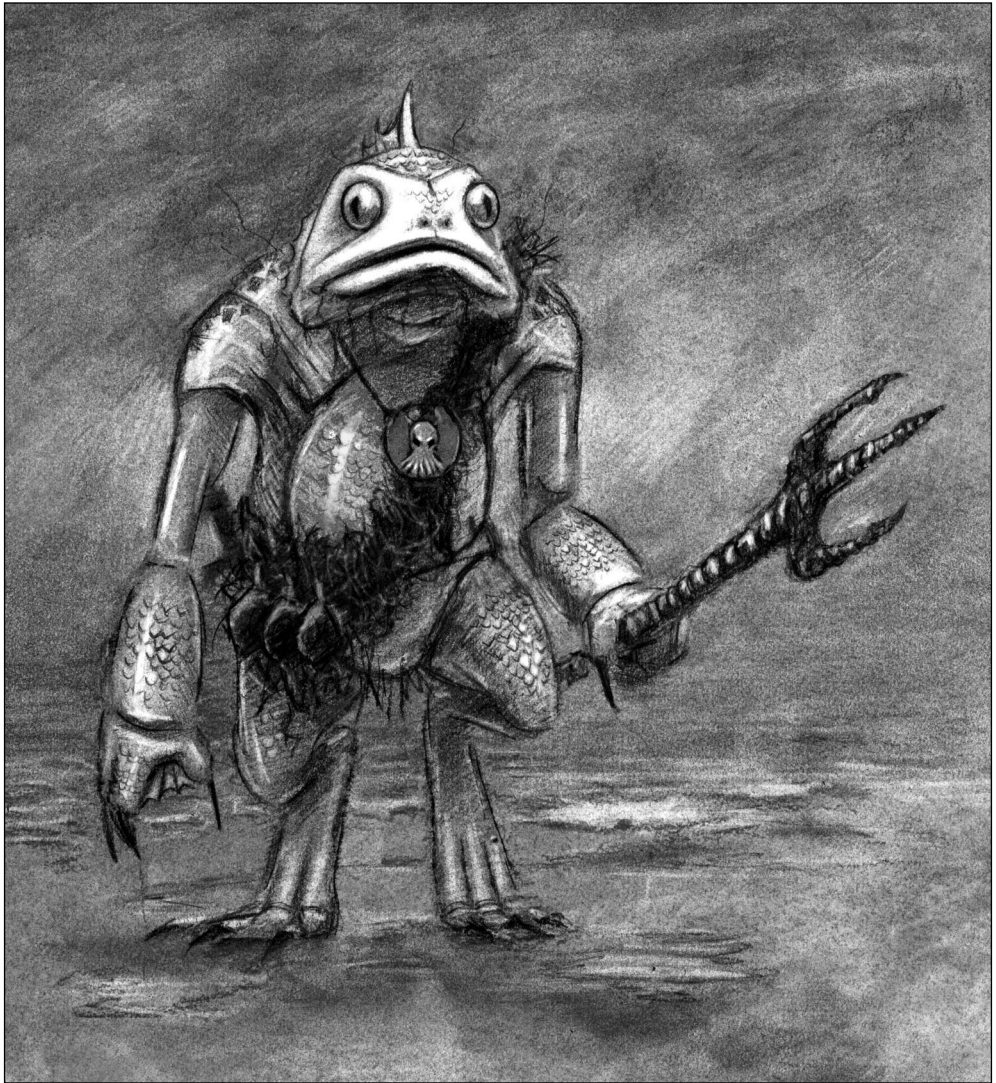
These ichthyic humanoids have oily, grey-green skin, with jaundiced underbellies and backs ridged with scales. They have anthropoid bodies and piscine heads with round, bulging eyes that never blink. Their necks are folded with gill slits, and their long, webbed paws are taloned black. Their long legs with inverted knee joints effect a hopping gait, though some ambulate on all fours. For every 10 fish-men there is 1 **sub-chief**, a superior specimen with leadership ability; for every 50 there is 1 **chieftain**, the largest of fish-men, with a thicker hide and superior fighting capacity.

Oft referred to as *deep ones* or *deep dwellers*, the species is millions of years old, having known conflict with **snake-men**, **crab-men**, and **elder things**. They inhabit subaqueous cities of alien architecture, constructed millennia ago; their Shangri-La, as it were, is lost R'lyeh. Fish-men are disciples of sleeping Kthulhu, though they will oft supplicate Mother Hydra (an otherworldly **hydra** that roams the Hyperborean Sea) or Father Dagon (her mate, a 20-foot-tall fish-man of prodigious power). **N.B.:** Fish-man **shamans** conform to **sub-chief** statistics, though of up to CA 7 ability.

Fish-men have slowly degenerated, yet struggle to persist, and in mankind have found a vessel of compatibility: When fish-men breed with humans, a hybrid is produced that appears human but will metamorphose into a fish-man at puberty. Some hybrids might never transform, but exhibit fish-man characteristics: Their heads elongate, their necks shorten, their eyes bulge, their skin moistens, and they lose their hair. To the ignorant, these traits might be viewed as the by-product of inbreeding. Seaside towns and villages are typical targets for such breeding and assimilation.

Special:

- ★ *Amphibious; can function on land or sea but must immerse in water at least once per week.*
- ★ *Can track by scent at 10-in-12 chance of success.*
- ★ *Only surprized on 1-in-6 chance.*
- ★ *Fish-men wield javelins, spears, tridents, or special underwater crossbows. **Sub-chiefs** and **chieftains** have mastery (+1 "to hit" and damage) in one or two weapons, respectively.*



FOMORIAN

(Hill Giant)	Fomorian	Chieftain
No. Encountered:	1d4 (2d6)	1:8
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	40	40
Dexterity:	8	8
Armour Class:	4	4
Hit Dice:	8	10
No. of Attacks:	1 (weapon)	1 (weapon)
Damage:	4d4	5d4
Saving Throw:	13	12
Morale:	8	12
Experience Points:	680	1,150
Treasure Class:	M (x10); D	M (x20)

A fomorian is a massive humanoid 12 feet in height and weighing up to 1,500 pounds. These brutes are misshapen and warty, with thick, hairy hides. They will oft wear thick pelts (such as the hide of a **woolly mammoth** or **woolly rhinoceros**) and wield giant clubs or spears. Fomorians are also capable of hurling massive boulders at their enemies.

Although of limited intelligence, many prove to be quite clever and resourceful; too, they speak proto-Keltic and/or the Common tongue. Typically they are cruel and quite enjoy tormenting smaller humanoids, such as men. Rare is the kindly, simpleminded brute, or the gigantic, cowardly sort.

Fomorians oft live solitary lifestyles, though sometimes a raiding group may be encountered, or a clan dwelling in a large cavern. For every 8 fomorians there will be 1 **chieftain** that stands some 15 feet in height and weighs up to 2,000 pounds. In Hyperborea, the Kelts regard fomorians as their enemies of old, notorious for raiding and pillaging their communities for slaves and livestock.

Special:

- ★ *Can hurl a boulder to a range of 100 (or up to 200 at -2 "to hit") for 2d8 hp damage.*

Formless One: see *shoggoth*

FROG, GIANT

No. Encountered:	2d6
Alignment:	Neutral
Size:	L
Movement:	10 (hop 60 / swim 30)
Dexterity:	12
Armour Class:	7
Hit Dice:	3
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	15
Morale:	7
Experience Points:	101
Treasure Class:	—

These giant amphibians are up to seven feet in length and weigh as much as 500 pounds. Each is capable of swallowing a man in a single gulp, using its 12-foot-long, sticky tongue to reel in prey. Giant frogs inhabit swamps, marshes, lakes, ponds, rivers, and rainforests, blending with their surroundings via chameleonic abilities. They can leap up to 60 feet in a single bound, pouncing upon and oft surprizing prey.

Special:

- ★ *Surprizes on a 4-in-6 chance when leaping out from water or muck.*
- ★ *On a natural 20 attack roll, the tongue reels in and swallows the victim whole, inflicting 1d6 hp damage per round thereafter. Swallowed prey can attempt to cut its way out with a WC 1-3 blade, with a "to hit" penalty equal to the weapon class. If 6 hp damage is inflicted from within, a large enough rent is cut for escape.*

FUNGUS	<i>Shrieker Fungus</i>	<i>Violet Fungus</i>
<i>No. Encountered:</i>	2d6	1
<i>Alignment:</i>	Neutral	Neutral
<i>Size:</i>	M	M
<i>Movement:</i>	10	10
<i>Dexterity:</i>	3	4
<i>Armour Class:</i>	7	7
<i>Hit Dice:</i>	3	3
<i>No. of Attacks:</i>	—	3 (lash x3)
<i>Damage:</i>	—	1d4 (x3)
<i>Saving Throw:</i>	15	15
<i>Morale:</i>	2	5
<i>Experience Points:</i>	35	101
<i>Treasure Class:</i>	—	—

Special (shrieker fungus):

- ★ *The shriek of this plant increases the probability of attracting wandering monsters.*

Special (violet fungus):

- ★ *Touch rots flesh on contact unless death (poison) save is made. If the save fails, the victim's flesh rots rapidly; unless cure disease is cast within 1 turn, a painful death is imminent.*

Fungus from Yuggoth: see *mi-go*

Shrieker fungi are unintelligent, ambulatory plants of variable size (three to five feet in height). The fungus' shape corresponds to a mushroom, though with a stem of one-foot diameter and an umbrella-like cap of three- to five-foot diameter. Exclusively they thrive in cool, lightless, subterranean environments. Shriekers are nontoxic and edible. The distinguishing feature of this species (besides its ambulation) is its ability to release an ear-piercing shriek in reaction to the proximity of light (torch, lantern, sorcery, etc.) within 30 feet. The shriek lasts for about three minutes and will begin anew if light still remains in its presence.

Violet fungi are similar in size and appearance to **shriekers**; in fact, the two species might be found together in subterranean environments. This fungus is a carrion eater, extending its three thorny branches (of three- to five-foot length, emerging from the cap) to flail approaching victims. The touch of a violet fungus rots flesh, upon which it then feeds.

BEASTS AND MONSTERS: G

GARGOYLE

<i>No. Encountered:</i>	1d4
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	30 (fly 50)
<i>Dexterity:</i>	12
<i>Armour Class:</i>	5
<i>Hit Dice:</i>	4
<i>No. of Attacks:</i>	3 (claw / claw / bite) or 1 (gore)
<i>Damage:</i>	1d4 / 1d4 / 1d6 or 1d6
<i>Saving Throw:</i>	15
<i>Morale:</i>	11
<i>Experience Points:</i>	150
<i>Treasure Class:</i>	M (x10); C

This is a stone-carved grotesque human, beast, or devil, typically positioned atop a building or within a labyrinth, as well as in mountains and hills. Often they are horned, winged, clawed, and fanged, horrific monsters of frightful countenances. Enchanted by sorcery, they can animate to life, fly, and attack, and they are impervious to mundane weaponry. Possessed of quasi-intelligence, gargoyles are shrewd and Evil creatures.

Special:

- ★ *Surprises on 4-in-6 chance if characters believe it a statue.*
- ★ *+1 or better weapon to hit.*
- ★ *Immune to sleep and charm spells.*
- ★ *Using horns, can deliver a flying gore attack for double damage dice.*

GELATINOUS CUBE

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	10
Dexterity:	5
Armour Class:	8
Hit Dice:	4
No. of Attacks:	1 (touch)
Damage:	2d4
Saving Throw:	15
Morale:	12
Experience Points:	180
Treasure Class:	J, K, L, M, N, Q, S

This is a cubic monster composed of transparent jelly, typically measuring 10 feet per side. Gelatinous cubes dwell in subterranean depths, absorbing organic material; they are attracted to both carrion and living creatures. The corrosive properties of the jelly do not affect stone or metal, so coins, rocks, and even weapons exhibit, seemingly suspended within the transparent cube. At length the cube will discharge such items, as well as the bones of any creatures it absorbs.

Special:

- ★ Immune to cold and electricity.
- ★ Hit causes paralysis for 2d4 turns unless death save is made.

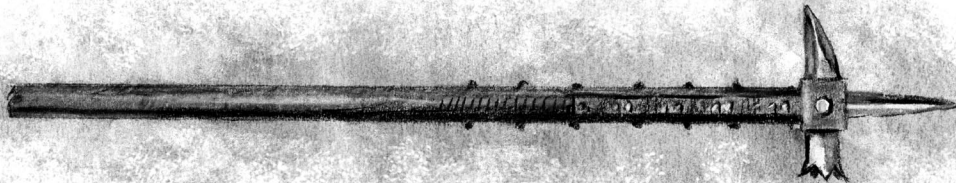
GHAST (Undead Type 6)

No. Encountered:	1 (1d4)
Alignment:	Chaotic Evil
Size:	M
Movement:	50
Dexterity:	15
Armour Class:	4
Hit Dice:	4
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d4 / 1d4 / 2d4
Saving Throw:	15
Morale:	9
Experience Points:	195
Treasure Class:	B, Q, R, S, T

A ghost is a rare and potent form of **ghoul**, an undead humanoid complexioned pale as a sheet and possessed of an insatiable hunger for human flesh. Although not immediately distinguishable from ghouls, ghosts are oft betrayed by the carrion stench they exude, which can nauseate a man to incapacity. Ghosts are stronger, faster, and smarter than ghouls, capable of cruel and calculated schemes.

Special:

- ★ Immune to poison, paralysis, fear, and cold-based attacks.
- ★ Protection from evil holds them at bay.
- ★ Any living creature within 10 feet must make death (poison) save or suffer nausea, causing -2 "to hit" penalty for 1 turn.
- ★ Hit causes paralysis for 2d6 turns unless death save is made.
- ★ Slain victims later become ghouls, though with a 2-in-6 chance of becoming ghosts.
- ★ Damage dice doubled when silver weapons used against these creatures.



GHOST (Undead Type 10)

No. Encountered:	1 (1d10)
Alignment:	Lawful Evil
Size:	M
Movement:	30 (fly 50)
Dexterity:	8
Armour Class:	0
Hit Dice:	10
No. of Attacks:	1 (touch)
Damage:	—
Saving Throw:	12
Morale:	10
Experience Points:	1,900
Treasure Class:	E, S

Many forms of ghost exist, ranging from benevolent to malign, with several degrees of nuisance and inconvenience betwixt and between. Harmful, malicious ghosts manifest as apparitions of dead men, haunting and nebulous images. Cursed with undeath, these hateful, restless beings despise living men and find perverse pleasure in draining their life essences to derive sustenance.

Special:

- ★ *Sight inspires intense fear that causes victim to flee by most expeditious means possible for 2d6 rounds, unless sorcery save is made.*
- ★ *Harmed only by silver or magical weapons.*
- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Touch attack causes victim to age 13 years (1 Hyperborean cycle) unless death save is made. Only the spell restoration can reverse this terrible effect. **N.B.:** This ageing is purely physical; if using **table I.8.** for ageing, strength, dexterity, and constitution are affected, but intelligence and wisdom are not.*

GHOST, BANSHEE (Undead Type 10)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	20 (fly 50)
Dexterity:	12
Armour Class:	0
Hit Dice:	7
No. of Attacks:	1 (touch)
Damage:	1d10
Saving Throw:	13
Morale:	10
Experience Points:	1,110
Treasure Class:	D

Two different types of banshee are known; both are manifestations of a female spirit, hazy, ghostly figures. The first is the benevolent sort (typically a Keltic ancestor spirit) that will warn of an impending death in the family; this warning made obvious by the banshee's long and frightful wail, or *keening*. The second is the one represented in the above statistics, a malevolent phantom of different purpose. These frightful apparitions loathe the living. Typically they lurk in places of ruin, or locales where misfortune has transpired. Malevolent banshees use their keening power to slay the living.

Special:

- ★ *Sight causes fear, unless sorcery save is made. Victim flees for 2d6 rounds; if fleeing not possible, victim cowers and weeps.*
- ★ *Harmed only by silver or magical weapons.*
- ★ *Immune to poison, paralysis, fear, and cold- or electricity-based attacks.*
- ★ *The spell perform exorcism destroys banshees.*
- ★ *Once per day, and only in darkness, can emit a wail that slays living creatures within 30-foot radius, unless death saves are made; victims die of heart-stopping fear, so wisdom modifier for fear-based spells applies.*
- ★ ***N.B.:** Touch attack (the above-noted 1d10 hp damage) is considered cold damage.*

GHOUL (Undead Type 3)

No. Encountered:	1d6 (2d8)
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	6
Hit Dice:	2
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d3 / 1d3 / 1d6
Saving Throw:	16
Morale:	10
Experience Points:	68
Treasure Class:	B, T

This is a repugnant humanoid, once a man, now cursed with undeath. It has ulcerous skin, pallid or tenebrous, and its hair is knotted and clumped. Its hands are gnarled and clawed, its teeth broken, jagged fangs. Ghouls have an insatiable appetite for raw human flesh and are wont to prowl graveyards, unearthing fresh corpses to take their provender. They retain wicked quasi-intelligence, exhibiting a flock mentality whilst hunting in packs.

N.B.: An aquatic form called a *lacedon* is also extant. These undead creatures conform to ghouls in all respects, save that they lurk underwater (salt or fresh). Some exhibit a more glaucous complexion.

Special:

- ★ Immune to poison, paralysis, fear, and cold-based attacks.
- ★ Protection from evil holds them at bay.
- ★ Hit causes paralysis for 2d6 turns unless death save is made.
- ★ Slain victims later become ghouls.



GHUL (Desert Dæmon) (Undead Type 13)

No. Encountered:	1
Alignment:	Lawful Evil
Size:	L
Movement:	50
Dexterity:	17
Armour Class:	2
Hit Dice:	9+6
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d4+4 / 1d4+4 / 2d6
Saving Throw:	12
Morale:	9
Experience Points:	3,400
Treasure Class:	E

In their natural state, these shape-shifting dæmons present as emaciated humanoids of seven- to nine-foot height, with cadaverously pale skin, stringy hair, and black, sunken eyes. Their long arms end in blood-red talons, and their double-rowed teeth triangulate like those of a shark. Ghuls dwell in deserts and tundra; highly intelligent and manipulative, they oft assume positions of leadership over lesser species such as **hyæna-men**, **orcs**, and **vhuurmis**.



Ghuls are loathed by most men, notorious for robbing graves from which they either take their provender or, in some cases, utilize a cadaver for baleful necromancies and other unspeakable rites. Ghuls are noted servants of Mordezzan, and when in the dead of night they arrive in charnel houses, the black priests of Mordezzan will lavish upon the dæmons all their unspeakable desires.

Special:

- ★ 4-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ Harmed only by silver or magical weapons.
- ★ Immune to death magic.
- ★ Cold, electricity, fire, and gas attacks inflict ½ damage, or ¼ damage if save is made.
- ★ Command undead at 9th-level turning ability.
- ★ Once per day, can summon **1d6 ghouls**, with 1-in-6 chance that one is a **ghast**.
- ★ Has spell-casting capabilities of a 9th-level necromancer; referee must select spells accordingly: 5 x level 1, 4 x level 2, 3 x level 3, 2 x level 4, 1 x level 5.

GIANT, FIRE	Fire Giant	Jarl
No. Encountered:	1d2 (2d10)	1:12
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	40	40
Dexterity:	7	6
Armour Class:	4	4
Hit Dice:	11	15
No. of Attacks:	1 (weapon)	1 (weapon)
Damage:	5d6	6d6
Saving Throw:	11	9
Morale:	9	10
Experience Points:	1,900	3,600
Treasure Class:	E	Q (x5)



In the unfathomable depths of Underborea dwell the sons of Muspelheim, fire giants of enormous size and girth. They stand some 16 or more feet tall and weigh up to 2,000 pounds. Their eyes are black as coals; their beards, dark and thick; and their skin, red as blood. Fire giants speak Old Norse and the Common tongue. In futility the fire giants of Underborea make offerings to Surtr, but that one no longer hears their cries; hence, many of these forsaken humanoids have found Thaumagorga, and to that underworld dæmon they pay tribute and make supplications.

Dwarfs are a slave race to fire giants, and under the whips of their dark masters they forge wonders of copper, iron, and steel; fire giants oft gird themselves in copper armour of dwarfish manufacture. They dwell in castles of iron and stone surrounded by moats of magma, served by **fire salamanders** and **pyro-hydras**. Every fire giant stronghold is ruled by a **jarl** (1 for every 12 fire giants), a 20-foot-tall, 3,000-pound fire giant of great power and horribly violent temperament.

Special:

- ★ Can hurl a boulder to a range of 150 (or up to 300 at -2 "to hit") for 3d6 hp damage.
- ★ Immune to fire-based attacks.
- ★ Vulnerable to cold-based attacks: +1 hp per die of damage.

GIANT, FROST	Frost Giant	Jarl
No. Encountered:	1d2 (2d10)	1:12
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	40	40
Dexterity:	7	6
Armour Class:	4	4
Hit Dice:	10	14
No. of Attacks:	1 (weapon)	1 (weapon)
Damage:	4d6	5d6
Saving Throw:	12	10
Morale:	9	10
Experience Points:	1,300	2,500
Treasure Class:	E	Q (x5)



Frost giants are the true sons of Ymir, with ice-blue skin and red or yellow hair. They stand some 16 or more feet in height and weigh up to 2,000 pounds. They are known to train **winter wolves** or **polar bears** to hunt or to guard their dwellings: labyrinthine ice caverns or vast, mountaintop castles.

Frost giants are cruel, hateful humanoids. In Hyperborea they are the natural enemies of Vikings, who believe Ymir spawns frost giants in his image to challenge their strength and loyalty. Frost giants work enormous forges, able to craft massive weapons of iron and steel; also they enslave **dwarfs** to forge for them. They are particularly fond of axes and hammers. Larger clans will have a prominent **jarl**, a 20-foot-tall, 3,000-pound frost giant of enormous girth and greater wickedness; for every 12 frost giants there is 1 jarl. Frost giants speak Old Norse and the Common tongue.

Special:

- ★ *Can hurl a boulder to a range of 150 (or up to 300 at -2 "to hit") for 3d6 hp damage.*
- ★ *Immune to cold-based attacks.*
- ★ *Vulnerable to fire-based attacks: +1 hp per die of damage.*

Giant, Hill: see *fomorian*

GIBBERING MOUTHER

<i>No. Encountered:</i>	1
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	10 (swim 30)
<i>Dexterity:</i>	5
<i>Armour Class:</i>	1
<i>Hit Dice:</i>	4+4
<i>No. of Attacks:</i>	1d4+4 (bites)
<i>Damage:</i>	1 (per bite)
<i>Saving Throw:</i>	15
<i>Morale:</i>	10
<i>Experience Points:</i>	475
<i>Treasure Class:</i>	Q

This six- to eight-foot-diameter protoplasmic horror is a degenerate subspecies of **shoggoth** that lairs in cold caves and subterranean depths. Tarlike in colouration, it glistens with green phosphorescence and bubbles with multitudinous eyes and mouths. The creature is of limited intelligence, but oft it will conceal its eyes and mouths as victims approach, presenting as a greenish glowing pool of soupy tar. Then it will lash out, attacking the unsuspecting, eager to take flesh and bone alike for its provender. **N.B.:** Some humanoid species, especially **ape-men** and **cave-men**, venerate gibbering mouters as creatures blessed of Yug; thus they will make unspeakable sacrifices to these horrific monsters.

Special:

- ★ *Attacks with 1d4+4 mouths, usually targeting 1–2 victims.*
- ★ *Each hit latches on, draining for an additional 1 hp damage per round.*
- ★ *If 3+ mouths bite a single victim, avoidance save must be made, or victim is pulled down and at once bitten by 1d6+6 more mouths, each of which also drains as noted above.*
- ★ *Once per day can emit a cacophonous babble, causing listeners to become subject to confusion (as the spell); sorcery save allowed to resist. Blocking ears with cotton or the like can pre-empt this ability.*
- ★ *Can eject visceral spittle with uncanny accuracy to 60-foot range. The spittle is an extremely bright, green flash, which blinds all victims within 30 feet for 1d4 rounds if eyes not shielded in advance; transformation save allowed to resist.*
- ★ *Enzyme release allows it to heat and transform stone or earth into a tarry, quicksand-like substance within which it can hide or retreat.*



Gnoll: see *hyæna-man*

Golem: see *automaton*

GORGON (Medusa)	<i>Gorgon</i>	<i>Greater Gorgon</i>
<i>No. Encountered:</i>	1 (1d2)	1
<i>Alignment:</i>	Chaotic Evil	Chaotic Evil
<i>Size:</i>	M	M
<i>Movement:</i>	30	50
<i>Dexterity:</i>	14	15
<i>Armour Class:</i>	5	3
<i>Hit Dice:</i>	4+4	6+6
<i>No. of Attacks:</i>	3 (claw / claw / bite)	3 (claw / claw / bite)
<i>Damage:</i>	1d6 / 1d6 / 1d4+1	1d8 / 1d8 / 1d6+1
<i>Saving Throw:</i>	15	14
<i>Morale:</i>	8	10
<i>Experience Points:</i>	450	1,470
<i>Treasure Class:</i>	P, Q (x10), X, Y	Z

Oft called *medusæ* on account of that most famous of gorgons, these accursed creatures have the heads and torsos of alluringly curvaceous women, with serpentine lower bodies. The gorgon's "hair" is composed of slender, writhing, venomous snakes. Its hands are of bronze, and the bat-like wings projecting from its shoulder blades are golden hued.

The sight of a gorgon turns men and other humanoids to stone. Often gorgons will robe themselves and sit so as to conceal their dæmonic attributes, tricking men with the implied beauty of their features, only to be petrified. Gorgons usually lead solitary lives, sequestered on an island or in a cave, though "sister" pairs have been reported. Most gorgons speak the Common tongue in addition to proto-Hellenic.

Greater gorgons are reputed to exist on the remotest islands and in the deepest dungeons. They are said to be faster, more powerful, more cunning, and of course more deadly. These rare gorgons can sing a **harpy's** song, tricking victims to gaze into their eyes.

Special (all):

- ★ *Sight causes petrification unless transformation save is made. Eye contact automatic unless the player specifies that his character is looking elsewhere before seeing the revealed face. A mirror can be used to view a gorgon without harm; gorgon turns to stone if tricked into seeing its own reflection. Fighting a gorgon with eyes averted is at -2 "to hit", whilst gorgon enjoys +2 "to hit" bonus.*
- ★ *Snakes on gorgon's head can extend to collectively attack a single creature within five feet, causing 1d6 hp damage and delivering deadly venom; victim must make death (poison) save or be paralyzed within 1d4 rounds and slain within 1d4 turns.*
- ★ *Gorgons gain +2 bonuses to sorcery saves.*

Special (greater gorgon):

- ★ *No saving throw allowed versus petrification.*
- ★ *Can sing a harpy's song: charms all within 60 feet who hear it, unless sorcery saves are made. Charmed individuals stand dumbly and look into the gorgon's eyes if so commanded.*



GREAT RACE (Yithian)

No. Encountered:	1d4+1
Alignment:	Lawful Evil
Size:	L
Movement:	30
Dexterity:	8
Armour Class:	2
Hit Dice:	10
No. of Attacks:	2 (claw / claw) or 1 (weapon)
Damage:	1d6+1 / 1d6+1 (or per weapon)
Saving Throw:	12
Morale:	6
Experience Points:	2,800
Treasure Class:	H, S, T (x2)

This time-travelling species present as iridescent cones, 10 feet high and 10 feet wide at the base, each with one ridged, scaly, and semi-elastic snaillike foot, expanding and contracting to allow locomotion along floors, walls, or ceilings with equal ease. From the narrow apex of the cone project four flexible, cylindrical members, each about one foot thick and ridged, which can contract or expand to a length of 10 feet. Two members terminate in great claws or nippers; the third in four trumpet-like appendages; and the fourth in a yellowish, irregular globe, two feet in diameter, with three black eyes along its equator. This globe functions as the head and is surmounted by four slender, grey stalks bearing flowerlike appendages; from its nether side dangle eight green tentacles, which the creature uses to manipulate fine objects such as writing implements. These alien beings are without garb, but will hang satchels or knapsacks from the apices of their conical trunks.

The form described above is not the original incarnation of the Great Race; rather it is one of several species they have occupied over the ages. These weird, cone-shaped aliens fled from the distant planet Yith. As time travellers, they once dwelt on primordial Earth, for they were in need of escape from their previous host species. At length the Great Race would abandon the cone-shaped beings for intelligent beetles who eventually supplant mankind, but on far-flung Hyperborea, as the red sun burns its remaining fuel, still they occupy the conical creatures.

The Great Race are scientists, assimilating knowledge from sages, sorcerers, and the like. Via mental projection they may possess men for months or even years. The method is one of transferral; consequently, the mind of the possessed occupies the weird cone body of the possessor, usually located in a hidden vault within the deeps of the Spiral Mountain Array, or amongst their hidden centres of Underborea, where they must contend with the dreaded **mi-go**. Always they select men of higher learning for possession, utilizing their hosts to further their own vast erudition. Meantime, the mind of the possessed is subject to a strange, disconcerting life amongst the Great Race, adapting to life as a cone-shaped being from another time and place.

N.B.: Glimpses of the Great Race's weird runes, curvilinear characters, and disconcerting geometric patterns are believed to match those etched upon the Great Obelisks, 500-foot pillars rising from the Rapids at the End of the World. Few sane men have made this fearful connexion.

Special:

- ★ Typically wields a crystal-tipped iridium rod, which shoots a 60-foot beam that can paralyze (1d6+6 turns) or disintegrate victims; device save allowed to resist.
- ★ Can cast blink, dimension door, passwall, and teleport at will (though only one at a time).
- ★ Can cast temporal acceleration once per day.
- ★ Can speak the language of any intelligent creature.
- ★ Can transfer mind into a host once per year. The target must be seen; typically the Great Race use technological devices that function as **crystal balls** to view a target. The target must make a sorcery save or be possessed. Possession can last up to seven years; anything longer may be permanent and cause insanity (see **VOL. III, SPECIAL DAMAGE**, madness). The mind of the possessed occupies the body of the possessor (typically confined or restricted in some way). By means of a ritual, the possessor may return to its original body; the possessed is likewise returned, but typically suffers a gap in memory, unable to recall his life amongst the Great Race. If either body dies, return is impossible, and madness inevitable.



GREEN SLIME

No. Encountered:	1
Alignment:	Neutral
Size:	S
Movement:	0
Dexterity:	—
Armour Class:	—
Hit Dice:	2
No. of Attacks:	1 (touch)
Damage:	—
Saving Throw:	16
Morale:	12
Experience Points:	100
Treasure Class:	—

This formless terror appears as a green, dripping, algal growth. In colonies it exists in subterranean dungeons and wet caverns, where it seeks warm-blooded creatures to use as hosts from which it feeds and multiplies. Often a green slime colony dwells in ceiling cracks, waiting to fall upon unsuspecting prey. Once contact with flesh is established, at once it begins to transform its host into a green slime.

The creature dissolves all material except stone. It burns through clothing in 2 rounds, through leather in 4 rounds, and through metal in 6 rounds; likewise, weapons that contact green slime are destroyed in 6 rounds. **N.B.:** These creatures are listed with movement 0 but in fact they can move about 12 inches per day, positioning themselves advantageously.

Special:

- ★ *Unharmd by all weapons and spells, except fire- and cold-related attacks. If a fire or cold spell is used against a slime that is affixed to a victim, the creature and victim share the damage of the attack. (Each is allowed a saving throw, if applicable.)*
- ★ *Cure disease destroys a green slime.*
- ★ *Once flesh is contacted, victim becomes green slime in 1d4 rounds; no saving throw allowed.*
- ★ *Effects avoided if scraped off within 1 round of contact, and if scraping tool is then cast aside.*

GREY OOZE

No. Encountered:	1
Alignment:	Neutral
Size:	M
Movement:	10
Dexterity:	11
Armour Class:	8
Hit Dice:	3+4
No. of Attacks:	1 (lash)
Damage:	2d8
Saving Throw:	15
Morale:	12
Experience Points:	195
Treasure Class:	—

This amorphous horror resembles wet stone and can be quite difficult to discern in its native environment: subterranean caverns and dungeons. The creature secretes a corrosive acid that dissolves all material save stone. When it attacks, the grey ooze will rise up, its form vaguely man-sized, and it will lash out with a rapidly formed appendage. Grey oozes can squeeze through the smallest cracks.

Special:

- ★ *Surprizes on a 3-in-6 chance when emerging from stone surroundings.*
- ★ *Once it hits, it automatically sticks to its victim, delivering an additional 2d8 hp damage per round; destroys normal armour in 1 round, but magical armour lasts 1 turn before corroding.*
- ★ *Immune to the effects of cold and fire.*
- ★ *Weapons and lightning will harm it as normal, but weapons are ruined, unless magical.*

GRIFFIN

<i>No. Encountered:</i>	1d2 (2d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40 (fly 120)
<i>Dexterity:</i>	13
<i>Armour Class:</i>	5
<i>Hit Dice:</i>	7
<i>No. of Attacks:</i>	3 (claw / claw / bite)
<i>Damage:</i>	1d6 / 1d6 / 2d6
<i>Saving Throw:</i>	13
<i>Morale:</i>	9
<i>Experience Points:</i>	570
<i>Treasure Class:</i>	C, S

This legendary beast is of 10- to 12-foot length (plus tail) and weighs up to 800 pounds. It has the head, wings, and fore claws of a giant eagle, with the body and hind legs of a large lion. Griffins are notorious predators with a taste for horse and camel. They make their nests on high cliffs and mountains, attacking any creature that approaches. Griffins might be tamed as pets or flying mounts if captured as hatchlings; their craving for horse and camel, however, is inexorable, which can have unfortunate consequences. The saddle and harness of a trained griffin cost at least 300 gp to commission.

BEASTS AND MONSTERS: H

HARPY

<i>No. Encountered:</i>	1 (1d6)
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	10 (fly 50)
<i>Dexterity:</i>	14
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	3
<i>No. of Attacks:</i>	3 (claw / claw / bite)
<i>Damage:</i>	1d4 / 1d4 / 1d6
<i>Saving Throw:</i>	15
<i>Morale:</i>	7
<i>Experience Points:</i>	113
<i>Treasure Class:</i>	C

This disturbing creature has the lower body of a large eagle and the naked upper body and head of an unsightly woman with terrible fangs. The harpy's enchanting song lures men and other creatures to it, only to be slain and devoured. Harpies build nests in trees and cliff sides. They speak proto-Hellenic and the Common tongue.



Special:

- ★ *Song charms all within 60 feet who hear it, unless sorcery saves are made. Charmed individuals stand dumbly, allowing the harpies to do as they will, even kill them.*
- ★ *Harpies gain +2 bonuses to sorcery saves.*

Hawk: see *falcon*

HELL HOUND

No. Encountered:	2d4 (4d4)
Alignment:	Lawful Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	4
Hit Dice:	5
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	14
Morale:	9
Experience Points:	300
Treasure Class:	C

These are large black hounds that stand four feet at the shoulder and weigh about 250 pounds. Typically they dwell by volcanoes or steam vents, or in the depths of a dungeon. Their teeth are black, and their baleful eyes hold a flicker of flames. When they howl, smoke emits from their muzzles. These Lawful Evil beasts are possessed of minor intelligence and said to have their own language. Often a dæmon or other netherworldly power will control a pack of hell hounds, though a wicked sorcerer might also keep one as a pet or guardian.

Special:

- ★ 5-in-6 chance of seeing invisible opponents.
- ★ Can breathe fire thrice per day in a 10-foot-long cone, 5 feet wide at the terminus, causing 3d6 hp damage (avoidance save allowed for half damage).



HIPPOGRIFF

No. Encountered:	1 (2d6)
Alignment:	Neutral
Size:	L
Movement:	60 (fly 120)
Dexterity:	9
Armour Class:	5
Hit Dice:	4+2
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d6 / 1d6 / 1d10
Saving Throw:	15
Morale:	8
Experience Points:	200
Treasure Class:	Q (x5)

Born of the union betwixt a male **griffin** and a filly, this legendary beast has the head, wings, and forequarters of a giant eagle and the hindquarters of a powerful horse. A temperamental carnivorous beast, hippogriffs are rarely tamed. They nest in the rocky crags of mountainous regions and fiercely defend their aeries.

HORSE	Donkey, Mule, or Pony	Draught Horse	Riding / Wild Horse	Warhorse, Light	Warhorse, Heavy
No. Encountered:	1	1 (5d6)	1 (5d6)	1	1
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
Size:	L	L	L	L	L
Movement:	40	40	60	60	40
Dexterity:	6	6	10	9	8
Armour Class:	7	7	7	7	7
Hit Dice:	2	3	2	2+3	3+3
No. of Attacks:	1 (hoof or bite)	1 (hoof or bite)	1 (hoof or bite)	3 (hoof / hoof / bite)	3 (hoof / hoof / bite)
Damage:	1d4 or 1d3	1d4 or 1d3	1d4 or 1d3	1d6 / 1d6 / 1d3	1d8 / 1d8 / 1d3
Saving Throw:	16	15	16	16	15
Morale:	6	6	6	9	9
Experience Points:	20	35	20	41	90
Treasure Class:	—	—	—	—	—

These solid-hoofed, plant-eating mammals are oft domesticated and trained. Typically they have long flowing tails and manes, and (in Hyperborea) thick, shaggy coats. Many breeds exist and are classified in general terms.

A **donkey** is a domesticated ass that stands about four feet at the shoulder and has thick, shaggy fur. Donkeys are renowned for their loud braying. A **mule** is a cross betwixt a male donkey and a mare (female horse); these creatures are similar to donkeys, though generally hardier. A **pony** is a diminutive horse of approximately 12 hands height (about four feet at the shoulder), covered with shaggy fur. Ponies are of even temperament and can be led through cramped tunnels.

A **draught horse** is the largest, bred for power and endurance to pull a plough or wagon. Horses of draught-quality breed run wild on the Hyperborean plains; 1:10 might be suited to become a warhorse, if raised from a foal.

A **riding horse** is smaller and lighter-boned than a draught horse, but capable of bearing a rider for great distances. **Wild horses** of riding horse quality run free on the Hyperborean plains; wild foals may be tamed, though the older the horse, the less likely this becomes.

A **warhorse** is bred for strength, power, and the ability to charge into battle. Non-warhorses must make morale (ML) checks each round they are urged to take part in combat; if they fail, they try to flee and possibly throw their riders.

Special (all horses):

- ★ **Horses** (not donkeys, mules, or ponies) can treble their movement rates in short bursts.

HYÆNA	<i>Common Hyæna</i>	<i>Giant Hyæna (Hyænodon)</i>
<i>No. Encountered:</i>	2d4 (5d10)	2d6 (or 3d10)
<i>Alignment:</i>	Neutral	Neutral
<i>Size:</i>	S	L
<i>Movement:</i>	50	40
<i>Dexterity:</i>	13	10
<i>Armour Class:</i>	7	5
<i>Hit Dice:</i>	3	5
<i>No. of Attacks:</i>	1 (bite)	1 (bite)
<i>Damage:</i>	1d8	1d12
<i>Saving Throw:</i>	15	14
<i>Morale:</i>	7	8
<i>Experience Points:</i>	35	150
<i>Treasure Class:</i>	—	—

The **common hyæna** is a carnivorous, doglike animal noted for its coarse, spotted fur and powerful jaws, but most famous for its weird and haunting howl, which resembles the hysterical laughter of a man. Hyænas are notorious scavengers, able to sniff out carrion from several miles away. Typically they will not attack men unless desperate.

The **giant hyæna** (*hyænodon*) is five feet at the shoulder and weighs up to 1,000 pounds. Giant hyænas have coarse, spotted fur; long, narrow skulls; and massive teeth for crushing bones. As their smaller cousins, they can emit disconcerting howls, not unlike the bawling of a man suffering. These creatures are oft at odds with **sabre-teeths**, competing for the same prey. Accounts speak of giant hyænas guarding ruined shrines of Xathoqqa.

HYÆNA-MAN (Gnoll)	<i>Hyæna-Man</i>	<i>Leader</i>
<i>No. Encountered:</i>	1d6 (6d6)	1:20
<i>Alignment:</i>	Chaotic Evil	Chaotic Evil
<i>Size:</i>	M	M
<i>Movement:</i>	30	30
<i>Dexterity:</i>	9	12
<i>Armour Class:</i>	5	5
<i>Hit Dice:</i>	2+2	4+4
<i>No. of Attacks:</i>	1 (bite or weapon)	1 (bite) or 3/2 (weapon)
<i>Damage:</i>	1d4+1 (or per weapon +1)	1d4+1 (or per weapon +2)
<i>Saving Throw:</i>	16	15
<i>Morale:</i>	8	9
<i>Experience Points:</i>	35	150
<i>Treasure Class:</i>	L, M; D, Q (x5), S	L (x2), M (x2)

Hyæna-men are seven-foot-tall humanoid creatures of low to moderate intelligence. They are covered in thick brown or white fur (depending on environment) and have the heads of hyænas. They carry the weapons of men and gird themselves in armour, though they are poor manufacturers of armaments.

Hyæna-men are wild carnivores, sadistic in their pleasures, excited by fear, and unhesitating cannibals. When incited, they emit terrifyingly hysterical laughter. Their language (a combination of barks and yips) is unintelligible to most men.

A hunting group of 1d6 hyæna-men might be encountered, or a tribe of 6d6. Typically they venerate Mordezzan, though tundra-dwelling tribes will offer sacrifices to Ythaaqqa. For every 20 hyæna-men there will be 1 dominant **hyæna-man leader** that stands up to eight feet in height, a paragon of ferocity and madness.

HYDRA	<i>Aqua-Hydra</i>	<i>Pyro-Hydra</i>
No. Encountered:	1 (1d2)	1 (1d2)
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	40 (swim 80)	40
Dexterity:	9	9
Armour Class:	5	5
Hit Dice:	5–9	5–9
No. of Attacks:	5–9 (bite)	5–9 (bite)
Damage:	1d10 per head	1d10 per head
Saving Throw:	5-headed = 14	5-headed = 14
	7-headed = 13	7-headed = 13
	9-headed = 12	9-headed = 12
Morale:	9	9
	5-headed = 525	5-headed = 525
Experience Points:	7-headed = 1,350	7-headed = 1,350
	9-headed = 2,300	9-headed = 2,300
Treasure Class:	B	B

Special (*aqua-hydra*):

- ★ Each head has its own 7 hp; if destroyed, it regenerates to full health in 3 rounds.
- ★ Venomous bite: make death (poison) save or suffer 2d6 hp damage. Wound infected unless cure disease cast, causing fever and nausea (for 1d8 days), then coma (for 2d8 days) and death (multiple bites not cumulative). Each head can deliver venom once per combat.

Special (*pyro-hydra*):

- ★ Each head has its own 7 hp; if destroyed, it regenerates to full health in 3 rounds.
- ★ Each head can breathe fire once per day in a cone 25 feet long and 10 feet wide at its terminus, delivering 2d6 hp damage (per head); avoidance save allowed for half damage.
- ★ Immune to fire-based attacks.
- ★ Vulnerable to cold-based attacks: +2 hp per die of damage.

A hydra is the scaly serpent of legendry, with five, seven, or nine snakelike heads (1 per HD) of 8- to 10-foot length—heads that regenerate if severed—at one end of its 30-foot, serpentine body. These beasts are solitary and found in any environment, the colour of their scales corresponding thusly.

Aqua-hydras are the aquatic species found in lakes, swamps, marsh, or the sea. These have two great flippers and fluked tails. The most impressive deep-sea specimens are venerated by **fish-men**; indeed, sages posit the legendary *Mother Hydra* is an aqua-hydra of prodigious size.

Pyro-hydras are legless terrestrial beasts, with scales of orange to reddish colour banded in pink and yellow. These mythic beasts breathe fire and are oft considered sacred by religiously inclined pyromancer cults. They lair in deserts and mountains and oft breed in volcanoes.

BEASTS AND MONSTERS: I

INVISIBLE STALKER

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	14
Armour Class:	3
Hit Dice:	8
No. of Attacks:	1 (pummel)
Damage:	2d8
Saving Throw:	13
Morale:	12
Experience Points:	1,000
Treasure Class:	—

These invisible, eight-foot-tall, extra-dimensional beings of quasi-humanoid form are typically conjured by a sorcerer (see **VOL. II, SPELLS: S**, *summon invisible stalker*). Whether they are a form of **air elemental** or some other netherworldly spirit is a matter of conjecture. Once bound to service they are fearless combatants and flawless trackers, albeit resentful.

Special:

- ★ Can follow any trail up to two weeks old.
- ★ Surprises 5-in-6 times on a d6 roll. If the surprise roll is a 6, the hackles of the target(s) will rise, perceiving the unseen threat.
- ★ Naturally invisible: all attacks against it at –4 “to hit”; all its attacks at +4 “to hit”.
- ★ Destroyed by dispel magic.

BEASTS AND MONSTERS: L

LAMIA (Undead Type 13)

No. Encountered:	1d2
Alignment:	Chaotic Evil
Size:	M
Movement:	50
Dexterity:	14
Armour Class:	3
Hit Dice:	9
No. of Attacks:	3 (dagger / dagger / bite)
Damage:	1d4 / 1d4 / 1d3
Saving Throw:	12
Morale:	9
Experience Points:	2,100
Treasure Class:	D

In deserts and other places of isolation dwell the lamiaë, mythic dæmon witches that present as beautiful, curvaceous women with vacuous eyes. They wear loose-fitting gossamer gowns, through which the astute might observe their round thighs sheathed in snake skin; furthermore, some conceal thin, snakelike tails that emerge from the bases of their spines. Lamiaë prefer to prey on men, seducing them and then drinking their blood for sustenance. Lamiaë arm themselves with curved daggers of exceptional quality (forged of diamond-hard glass). They are cruel, sadistic, evil creatures who delight in the pain and suffering of their victims.

Special:

- ★ Can cast hallucinatory terrain thrice per day.
- ★ Voice charms all within 60 feet who hear it, unless sorcery saves are made. Charmed individuals stand dumbly, allowing the lamiaë to do as they will, even kill them.
- ★ Bite victim must make death (poison) save or die in 1d4 rounds; if save is successful, 3d6 hp damage sustained (a terrible blood-burning sensation).
- ★ Lamiaë gain +2 bonuses to sorcery saves.

LEECH, GIANT

No. Encountered:	1d4
Alignment:	Neutral
Size:	M
Movement:	0 (10 swim)
Dexterity:	8
Armour Class:	7
Hit Dice:	5
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	14
Morale:	11
Experience Points:	225
Treasure Class:	—

These are aquatic, bloodsucking worms of large size, up to five feet in length. They are equipped with sucker mouths at both ends, attaching to their victims and draining blood. They are insatiable, drinking the blood of a man until his death, thenceforth dropping away. They are encountered in swamp, marsh, pond, lake, and wet cavern environments; typically they are the bane of giant herbivores such as **aurochs**, **mammoths**, and **sloths**.

Special:

- ★ Surprises 4-in-6 times when target traverses water.
- ★ Following a hit, drains 1d6 hp per round; must be killed to be removed.
- ★ Anticoagulant causes 1 hp damage per round for 2d4 rounds after leech removed; if tightly bandaged, blood loss reduced to 1d4 rounds.

LICH (Undead Type 12)

No. Encountered:	1
Alignment:	Lawful Evil
Size:	M
Movement:	20
Dexterity:	7
Armour Class:	0
Hit Dice:	12
No. of Attacks:	1 (claw)
Damage:	1d10
Saving Throw:	11
Morale:	11
Experience Points:	4,300
Treasure Class:	U

A lich is the mummy of a powerful sorcerer, knight, overlord, or king who chose a path to (or was made to suffer) unspeakable atrocities. Imbued with the power of dæmonkind, liches are gaunt, fleshless undead who wear tattered robes or sere cloth gowns, oft with golden crowns set with such gems as sapphires and orange rubies. Too, their taloned fingers are laden with glimmering gems, and their eyes burn like coals of hellfire. These dread souls know nothing but burning malevolence. They are possessed of high intelligence, and through their dogged machinations they have been known to control the fates of cities and nations from their seats of power in castles or towers of stone.



Liches crave power and delight in cruelty of a most sadistic species. However, some liches are shells of their former selves, walking the most open and deserted lands seemingly without purpose until at length they chance upon prey; others still are of epochs so long past, their memories so faded, that they are disconnected even from their own evilness and will approach and then pass potential victims. Liches are always encountered alone, but one may ride a **nightmare** as a mount. **N.B.:** The riches held by a lich (crown, rings, etc.) typically amount to no less than 5,000 gp in value, but may be cursed in some fashion as the referee might imagine.

Special:

- ★ *At the sight of a lich, any creature under 6 HD must make a sorcery save or flee in panic (d6, 1–3) or become paralyzed with fear (d6, 4–6).*
- ★ *+1 or better weapon to hit.*
- ★ *Immune to poison, paralysis, fear, polymorph spells, and cold-, electricity-, or death-based magic; also unaffected by the spells of any sorcerer of CA 5 or lower.*
- ★ *Any victim struck by a lich must make a death save or become paralyzed for 2d6 turns.*
- ★ *Whether or not they functioned as sorcerers in life, liches are imbued with the spell-casting capacity of a 12th-level magician or necromancer; referee must select spells accordingly:
5 x level 1, 5 x level 2, 4 x level 3, 4 x level 4, 3 x level 5, 2 x level 6.*

LION	<i>Lion</i>	<i>Mountain Lion</i>
No. Encountered:	1d6 (6d4)	1 (2d4)
Alignment:	Neutral	Neutral
Size:	L	M
Movement:	50	60
Dexterity:	12	18
Armour Class:	6	6
Hit Dice:	5	3
No. of Attacks:	3 (claw / claw / bite)	3 (claw / claw / bite)
Damage:	1d4+1 / 1d4+1 / 1d8+1	1d4 / 1d4 / 1d6
Saving Throw:	14	15
Morale:	9	8
Experience Points:	200	47
Treasure Class:	—	—

A **lion** is a large, powerful, carnivorous cat able to thrive in most environments. An adult male typically measures up to nine feet long and four feet at the shoulder, weighing up to 500 pounds; an adult female is about one-half to three-quarters this size. A lion is capable of releasing a powerful roar. They generally avoid men, but some develop a taste for human flesh. Typically they hunt in small groups, and prides are larger. **N.B.:** A pride might contain 25% cubs.

A **mountain lion** is a sleek feline long of body and limbs. This great cat thrives in many regions, not just mountains; in non-mountain habitats they might be referred to as *pumas* or *cougars*. Adults are up to six feet long and weigh up to 250 pounds. They are protective of their domain; otherwise they are not likely to attack men. Typically a solitary hunter, a mountain lion will hide under brush and foliage to stalk prey. They are adept climbers and can leap up to 18 feet.

Special:

- ★ If a **lion** hits with both claw attacks, rear claws automatically rake for 1d6+1 hp damage each.
- ★ If a **mountain lion** hits with both claw attacks, rear claws automatically rake for 1d4+1 hp damage each.

LIZARD, GIANT	<i>Giant Chameleon</i>	<i>Giant Draco</i>	<i>Giant Komodo Dragon</i>	<i>Giant Tuatara</i>
No. Encountered:	1 (2d4)	1d4+1	1 (1d4)	1 (1d6)
Alignment:	Neutral	Neutral	Neutral	Neutral
Size:	L	L	L	L
Movement:	40	50 (glide 70)	50	40 (swim 30)
Dexterity:	10	15	9	8
Armour Class:	5	5	5	4
Hit Dice:	5	4+2	7	6
No. of Attacks:	1 (bite or tail)	1 (bite)	3 (claw / claw / bite)	3 (claw / claw / bite)
Damage:	1d10 or 1d6	1d10	1d6 / 1d6 / 2d6	1d4 / 1d4 / 1d10
Saving Throw:	14	15	13	14
Morale:	7	7	10	7
Experience Points:	200	175	1,110	380
Treasure Class:	—	—	—	—

A **giant chameleon** is a carnivorous lizard of six-foot length (plus tail), able to blend with its surroundings. It attacks by striking with its long, sticky tongue, then biting. It can also use its 10-foot-long tail to batter targets. The giant chameleon dwells in all environments save extreme cold.

A **giant draco** is a rusty-orange lizard of seven-foot length (plus tail). Folds of skin stretch from its ribs in a fanlike shape, enabling it to glide hundreds of yards. Draco lizards attack in groups, sweeping down to bite their prey. **N.B.:** **Lizard-men** are known to ride these flying reptiles.

A **giant Komodo dragon** is a fire-breathing lizard of 20-foot length (plus tail) and 1,200-pound weight, with a green-brown scaly body, great claws, and saw-like teeth. It dwells in forests and grasslands, scenting carrion and driving off other predators; too, this giant lizard hunts live prey.

A **giant tuatara** is a carnivorous lizard of eight-foot length (plus tail), its scales a mottled grey-green. A nocturnal beast that dwells in its burrow by day, the giant tuatara rends prey with its claws and powerful bite, though it oftst feeds on carrion. A subspecies of skilled swimmers also thrives.

Special (giant chameleon):

- ★ *Blending allows it to surprize on a 4-in-6 chance.*
- ★ *If tail sweep hits, target must make avoidance save or be knocked down (prone) for 1 round.*

Special (giant draco):

- ★ *Initial attack is a swooping bite at a +2 "to hit" bonus.*

Special (giant Komodo dragon):

- ★ *Breathes fire 3x/day in 20-foot cone, 10 feet wide, for 3d6 hp damage; avoidance save for half.*
- ★ *Saliva carries deadly bacteria; bite victim must make death (poison) save or die in 1d4 days.*

Special (giant tuatara):

- ★ *Infrared vision (as the spell) to 120-foot range.*
- ★ *Saliva carries deadly bacteria; unless cure disease cast, bite victims suffer infection, fever, and weakness. After 2d4+1 days, they must make death (poison) saves to recover, or die.*

LIZARD-MAN	Lizard-Man	Sub-Chief	Chieftain
<i>No. Encountered:</i>	1d6 (1d6x10)	1:12	1:50
<i>Alignment:</i>	Neutral	Neutral	Neutral
<i>Size:</i>	M	M	M
<i>Movement:</i>	30	30	30
<i>Dexterity:</i>	9	10	10
<i>Armour Class:</i>	5	5	5
<i>Hit Dice:</i>	2+1	4+2	6+2
<i>No. of Attacks:</i>	1 (bite or weapon)	1 (bite) or 3/2 (weapon)	1 (bite or weapon)
<i>Damage:</i>	1d6+1 (or per weapon +1)	1d6+1 (or per weapon +1)	1d6+1(or per weapon +1)
<i>Saving Throw:</i>	16	15	14
<i>Morale:</i>	10	11	11
<i>Experience Points:</i>	35	150	810
<i>Treasure Class:</i>	D	L	S, T

A lizard-man is a water-dwelling, reptilian biped, with an iguana-like head, a pronounced spine ridge, and a long tail. Its scaly skin ranges from brown to green. Lizard-men are herbivorous, egg-bearing creatures that typically thrive along the seacoast, in swamps or marsh, or by rivers and lakes.

Lizard-men are possessed of primitive intelligence, utilizing spears and clubs of their own manufacture, or the weapons of men when they can acquire them. Some lizard-man tribes have developed crude archery techniques. They speak their own sibilant tongue, but some can speak a crude form of the Common tongue of man, and others still understand an antiquated form of Thracian. Advanced tribes have developed a method for riding **giant draco lizards**, affixing these massive creatures with riding harnesses. Lizard-men are reclusive by nature; when intruded upon, often they capture and execute the trespassers as part of some clandestine ritual. For every 12 lizard-men there will be 1 **sub-chief**, a commander of superior fighting skills; for every 50 lizard-men there will be 1 **chieftain**, a reptilian shaman who venerates ancestral spirits.

Special (chieftain)

- ★ *Has the spell-casting abilities of a 7th-level shaman; referee must select spells accordingly: (druid) 2 x level 1, 1 x level 2, 1 x level 3, 1 x level 4; (magician) 1 x level 1, 1 x level 2, 1 x level 3.*
- ★ *+2 bonus to sorcery saves.*

LOTUS WOMAN

No. Encountered:	3d4
Alignment:	Neutral
Size:	M
Movement:	20
Dexterity:	12
Armour Class:	6
Hit Dice:	6
No. of Attacks:	2 (lash / lash)
Damage:	1d4 / 1d4
Saving Throw:	14
Morale:	8
Experience Points:	700
Treasure Class:	I

In remote corners of Hyperborea, at the outskirts of swamps and marshlands, dwell the lotus women, plant-like vampires whose lamenting siren songs beguile men and other intelligent humanoids. Lotus women present as beautiful, voluptuous women whose skin tone is a subtle purple, light pink, or pearl white with speckles of purple and/or pink. Their hair is composed of thin rubbery stalks, green and somewhat bulbous where it meets the scalp, and their pale, fibrous fingers can unfurl ribbons, extending up to three feet, with which they lash their prey.

Lotus women ensconce themselves in enormous, bowl-shaped lotuses, six to eight feet in diameter, of hues that match their skin. Whether these giant flowers are extensions of the lotus women or a separate species with which the lotus women share symbiotic relationships is a matter of conjecture. Lotus women can leave their host flowers, but never do they stray more than 50 feet, and at night they always return to their respective blossoms, which enclose them until sunup. When a lotus woman beguiles prey, she will take him into her blossom to feed. Often when one lotus woman reels in prey, others will surround her, licking their lips, begging and pleading for a taste.

Special:

- ★ *Each lotus woman's voice can charm one creature within 60 feet who hears it, unless a sorcery save is made. A charmed individual is compelled to approach the lotus woman, who extends her fingers, enwraps the victim, and reels it in for feeding. Slowly the victim is drained of 1 hp per turn.*
- N.B.:** *Multiple lotus women might target one victim, vying for the same lunch.*
- ★ *Subject to plant-affecting spells.*
- ★ *Fire inflicts ×1.5 damage.*
- ★ *If host flower is destroyed, lotus woman suffers 3d6 hp damage; subsequently she must establish a new host flower, or die within 48 hours.*

LYCANTHROPE	Wererat	Werewolf	Werewolf Superior
No. Encountered:	2d6	1 (2d4)	1
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	M	M	L
Movement:	40	60	60
Dexterity:	15	14	15
Armour Class:	6	5	5
Hit Dice:	3	4	6
No. of Attacks:	1 (bite or weapon)	3 (claw / claw / bite)	3 (claw / claw / bite)
Damage:	1d4 (or per weapon)	1d4 / 1d4 / 2d4	1d6 / 1d6 / 2d6
Saving Throw:	15	15	14
Morale:	7	8	10
Experience Points:	161	285	780
Treasure Class:	C	B	I

Wererats are cunning lycanthropes that lair in dungeons, abandoned buildings, sewers, and basements. They are able to assume three different forms: that of a *human*, a *rat-man*, and a *giant rat*; however, on the three nights of the full moon, they transform into *rat-man* form, regardless of their wishes. Typically they use *human* form to dupe the ignorant into

entering their lair. Their *rat-man* form is a four- to five-foot humanoid with a rat's head, a human body (albeit coated in rat fur), and a rat's long tail; the above statistics reflect this form. In their *giant rat* form they have the statistics of a **giant rat**, but retain their current hit points and the special ability noted hereafter.

A **werewolf** is a cursed man who transforms into a *wolf-man* at will, except during the three nights of the full moon, when the change occurs regardless of the werewolf's wishes. Werewolves are bipedal, standing five or more feet in height, with the fur of wolves. They have elongated snouts and large fangs, clawed hands, and powerful legs. Even as beasts they retain semi-intelligence, albeit violent and temperamental. The **werewolf superior** is perhaps the most potent lycanthrope—larger, more ferocious, and wickedly cunning. Often they lead other werewolves.

Special (all):

- ★ *Horses are keen to the presence of lycanthropes and will snort with fear when they approach.*
- ★ *Harmed only by silver or magical weapons.*
- ★ *If wolfsbane is wrapped about the point of a spear or spear-like weapon, and a lycanthrope is struck, it must make a death (poison) save or flee in panic (or possibly cower and surrender).*
- ★ *Bite confers lycanthropy unless a death (poison) save is made.*
- ★ *If killed, lycanthrope reverts to human form.*

Special (wererat):

- ★ *Can summon **3d4 giant rats** once per day, these arriving 1d4 rounds later.*

Special (werewolf):

- ★ *Can summon **1d4 wolves** thrice per day, these arriving 1d4 rounds later.*

Special (werewolf superior):

- ★ *Can summon **1d4 dire wolves** thrice per day, these arriving 1d4 rounds later.*

BEASTS AND MONSTERS: M

	<i>Woolly Mammoth</i>	<i>Woolly Mammoth Superior</i>
MAMMOTH, WOOLLY	<i>Woolly Mammoth</i>	<i>Woolly Mammoth Superior</i>
<i>No. Encountered:</i>	1 (1d6+6)	1
<i>Alignment:</i>	Neutral	Neutral
<i>Size:</i>	L	L
<i>Movement:</i>	40	40
<i>Dexterity:</i>	7	7
<i>Armour Class:</i>	3	2
<i>Hit Dice:</i>	12	16
<i>No. of Attacks:</i>	2 (gore / trample)	2 (gore / trample)
<i>Damage:</i>	2d6 / 4d6	2d8 / 4d8
<i>Saving Throw:</i>	11	9
<i>Morale:</i>	8	9
<i>Experience Points:</i>	1,700	3,300
<i>Treasure Class:</i>	—	—



The **woolly mammoth** is the only member of the elephant family known to thrive in Hyperborea. Woolly mammoths are massive, lumbering beasts up to 15 feet at the shoulder and weighing as much as 14,000 pounds. They have thick, shaggy fur and enormous, yellow tusks up to 15 feet long. If raised from a calf, a mammoth can be used as a beast of burden. (In Hyperborea, mammoths pull great wagons with wheels eight feet high.) They can also be used in war, driven by trained riders to trample enemy troops. When encountered in the wild, woolly mammoths are either solitary or in family groups, but when the great herds gather, hundreds will assemble.

In Hyperborea's most remote regions dwells the **woolly mammoth superior**. It stands some 18 feet at the shoulder and has four great tusks. These intractable beasts cannot be tamed and will chase down men on sight.

N.B.: Mammoth ivory is prized by some cultures, and tusks can fetch 100–600 gp apiece.

Special:

- ★ *Every time mammoths are struck for damage they have a 2-in-6 of going berserk, attacking at +2 "to hit" and +2 damage for the remainder of the fight, and equally dangerous to their human masters (if applicable).*
- ★ *A bull in musth requires no d6 berserk roll (see above), as the berserk state is automatic; furthermore, a bull in musth has 12 morale and will relentlessly pursue its target(s).*

MAN, BANDIT	<i>Bandit</i>	<i>Lieutenant</i>	<i>Captain</i>
<i>No. Encountered:</i>	2d6 (1d10×10)	1:10	1:25
<i>Alignment:</i>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<i>Size:</i>	M	M	M
<i>Movement:</i>	40	30	30
<i>Dexterity:</i>	9	11	13
<i>Armour Class:</i>	7 (leather)	5 (chain mail)	4 (banded mail)
<i>Hit Dice:</i>	1	3	5
<i>No. of Attacks:</i>	1 (weapon)	3/2 (weapon)	3/2 (weapon)
<i>Damage:</i>	(per weapon)	(per weapon)	(per weapon)
<i>Saving Throw:</i>	16	15	14
<i>Morale:</i>	6	7	8
<i>Experience Points:</i>	10	41	175
<i>Treasure Class:</i>	L; A	M (x2)	M (x3)

Bandits are outlaws, robbers, or pirates who have banded together in order to kill and rob the innocent. Vaguely their statistics conform to fighters, though perhaps with some thievish skills, too. Pirates, for example, might speak a form of thieves' cant unique to seafarers. Some bandits might have a cleric or magician under their employ. For every 10 bandits there will be 1 **lieutenant**, and for every 25 bandits there will be 1 **captain**.

Special:

- ★ **Lieutenants** might have weapon mastery (+1/+1) with one weapon, **captains** possibly two (see **VOL. I, WEAPON SKILL**, weapon mastery).

MAN, WILD BERSERKER	<i>Wild Berserker</i>	<i>Sub-Chief</i>	<i>Chieftain</i>
<i>No. Encountered:</i>	1d6 (4d10)	1:25	1:50
<i>Alignment:</i>	Chaotic (usually Evil)	Chaotic (usually Evil)	Chaotic (usually Evil)
<i>Size:</i>	M	M	M
<i>Movement:</i>	40	40	40
<i>Dexterity:</i>	10	12	14
<i>Armour Class:</i>	8	7	6
<i>Hit Dice:</i>	1+4	3+6	5+8
<i>No. of Attacks:</i>	2 (weapon)	2 (weapon)	2 (weapon)
<i>Damage:</i>	(per weapon +2)	(per weapon +2)	(per weapon +2)
<i>Saving Throw:</i>	14	13	12
<i>Morale:</i>	12	12	12
<i>Experience Points:</i>	24	90	340
<i>Treasure Class:</i>	K; B	M	M (x2)

Not to be confused with the berserker class, wild berserkers are fighting men who have succumbed to utter savagery and Chaos, and so are considered “monsters” by all accounts—and quite feral, too. They are more beast than man, and they comprehend little other than violence and bloodshed; many even cannibalize their own weak and infirm. Some sages posit that this is due to a species of lotus they chew. Regardless, most wild berserkers are a wroth lot, vicious and cruel, and they respect nothing save power, intimidation, and domination.

Wild berserkers do not wear armour—their thick skin provides adequate defence—and they shun missile weapons (though one might hurl an axe). They never yield when fighting, frothing at the mouth and howling like beasts. For every 25 wild berserkers there will be 1 **sub-chief**; for every 50 there will be 1 **chieftain**.

Special:

- ★ +2 “to hit” bonus, +2 damage bonus on all attacks.

MAN OF LENG (Satyr)

No. Encountered:	3d6
Alignment:	Neutral
Size:	M
Movement:	60
Dexterity:	15
Armour Class:	5
Hit Dice:	5
No. of Attacks:	1 (gore or weapon)
Damage:	2d6+2 (or per weapon)
Saving Throw:	14
Morale:	10
Experience Points:	525
Treasure Class:	S, T, U



These enigmatic creatures thrive in harsh and unforgiving tundra. They stand six to seven feet tall, with the naked torsos of men, the hooved legs of goats, and the spiral horns of rams. Their legs and forearms are thick with grey-white fur, and so too do their long manes and beards grow. Their eyes are sky-blue, their ruddy faces folded with many wrinkles. If men of Leng speak, they have never revealed this to mankind. Instead they convey emotions with panpipes, their haunting melodies perhaps serving as some species of empathic language, but also they communicate much with their body language and facial expressions.

Men of Leng ride **leaper camels**, typically bearing spears and composite short bows, and when they cross the tundra, beasts and men alike are driven with fear. Notwithstanding, the sorcery of certain bards is believed to derive from these strange creatures, who are reputed to take precocious young humans under their tutelage for a year or more; such individuals ofttest fail to remember their time with the men of Leng after returning to civilization. Men of Leng are held to venerate Aurorus, “The Shining One”, but their pipings are believed to tap vibrations associated with Azathoth.

Special:

- ★ *7-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).*
- ★ *Mastery in one weapon as selected by the referee; this imparts the typical bonuses and rate of attack (see **VOL. I, WEAPON SKILL**, weapon mastery).*
- ★ *With panpipes, can produce any of the following spell-like effects in a 60-foot radius: cause fear (reverse of remove fear), charm person, inflict madness, sleep, suggestion. Each functions as the respective spell and is negated by a successful sorcery save.*
- ★ *Each man of Leng has spell-casting abilities of an 8th-level bard; referee must select spells accordingly (1 each of druid and illusionist spells levels 1–4).*



MANTICORE

<i>No. Encountered:</i>	1d2
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40 (fly 60)
<i>Dexterity:</i>	14
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	6
<i>No. of Attacks:</i>	4 (claw / claw / bite / sting)
<i>Damage:</i>	1d4 / 1d4 / 1d8 / 1d4
<i>Saving Throw:</i>	14
<i>Morale:</i>	9
<i>Experience Points:</i>	580
<i>Treasure Class:</i>	E

This horrific beast of legendry has the goat-horned head of a man whose face betrays madness; the body of a robust lion; great, bat-like wings; and the tail stinger of a giant scorpion. Manticores are sadistic creatures with tastes for human flesh. Typically they dwell in mountains, deserts, or abandoned places, such as castle ruins. Manticores are known to follow the scent of travelling men, seeking ambush.

Special:

- ★ *If stinger hits, victim must make death (poison) save or suffer paralysis in 1d4 rounds, frothing terribly and gagging; death follows in 1d3 turns.*

Medusa: see gorgon

MI-GO (Fungus from Yuggoth)

<i>No. Encountered:</i>	2d6 (2d10×10)
<i>Alignment:</i>	Lawful Evil
<i>Size:</i>	M
<i>Movement:</i>	40
<i>Dexterity:</i>	11
<i>Armour Class:</i>	-1
<i>Hit Dice:</i>	6+6
<i>No. of Attacks:</i>	4 (claw ×4) or weapon
<i>Damage:</i>	1d4+4 (×4) (or per weapon)
<i>Saving Throw:</i>	14
<i>Morale:</i>	10
<i>Experience Points:</i>	990 (or 1,290 with laser pistol)
<i>Treasure Class:</i>	H, S, T, W

These crustacean otherworldly beings are of pale pink colouration and measure five to seven feet long. Their innards are not organ-based; compact layers of brown fungi comprise their viscera. They have several sets of articulated limbs, each terminating in three-digit pincers, which they manipulate with uncanny precision. They have horned, membranous wings, which they use to sail the gelid winds of the Black Gulf (oft from Yuggoth to Hyperborea); these wings, however, are not suited to atmospheric flight and are reserved solely for space travel.

A mi-go's head is a corrugated ellipsoid from which multitudinous antennæ project; when the mi-go telepathically communicate with one another, their heads glimmer green, indigo, or violet. Also, they can effect quasi-vocal communication: a buzzing, hauntingly waspish whisper that apes human speech. In combat, mi-go attack with their four foremost pincers; however they prefer the use of laser pistols, strange crystalline wands that emit disintegration beams. Other mi-go will wield paired scimitars of crystal.

In the vast depths of Underborea the mi-go harvest crystals; also they maintain vast tunnel vaults, research centres, and libraries, the latter of which collect alien and domestic knowledge in vast tomes of crystalline “paper”. They monitor mankind from command centres lined with display terminals. In labyrinthine megadungeons the mi-go are masters of the **oon**, a sub-race of humanity bred *in vitro* to emotionless servility; these are maintained through a regular diet of synthetic potions that suppress individuality and sexual development. Often the mi-go will send oon bounty hunters to the surface world to abduct men whose minds and talents are of particular interest; the mi-go are reputed to extract the brains of sages, sorcerers, poets, madmen, and the like, placing them in metal cylinders and conveying them to Yuggoth for reasons unclear. Their rituals are said to invoke a (possible) deity known as *Shub-Niggurath*, “The Black Goat of the Woods with a Thousand Young”.

Special:

- ★ Immune to cold and airless vacuum.
- ★ Fly vast distances across Black Gulf via space-folding, dimensional travel.
- ★ Through buzzing whispers, can effect sleep in all living creatures of 6 or fewer HD in a 30-foot radius, who must make sorcery saves or fall asleep for 4d6 turns. The minds of 1d4 sleepers can be implanted with a suggestion (as the spell) that takes effect upon waking.
- ★ Through a buzzing cry, can effect a hold monster spell once per day on any single creature.
- ★ Can cast extrasensory perception thrice per day.
- ★ Can wield two crystal scimitars at a 2/1 attack rate with no “to hit” penalty, delivering 1d4+8 hp damage (1d8+1 hp damage in the hands of men, if the hilt is modified for human use).
- ★ Some mi-go wield crystal laser pistols with 12-inch barrels, 1 inch in diameter. The beam is quite narrow, requiring a normal d20 ranged attack roll. If the beam hits, the target must make a death save or be disintegrated to a smoking pile of ash; if the save is successful, damage is 3d6 (a grazing shot). A typical mi-go laser pistol holds a 28-charge clip.
- ★ If killed, their fungous innards rapidly break down to a corrosive acid that dissolves the deceased mi-go within 1d12+12 hours.



MINOTAUR	<i>Minotaur</i>	<i>Minotaur Superior</i>
<i>No. Encountered:</i>	1 (2d4 or (1d4+1)×10)	1d2
<i>Alignment:</i>	Evil (Lawful or Chaotic)	Evil (Lawful or Chaotic)
<i>Size:</i>	M	L
<i>Movement:</i>	40	30
<i>Dexterity:</i>	12	14
<i>Armour Class:</i>	6	0
<i>Hit Dice:</i>	6+6	10+6
<i>No. of Attacks:</i>	1 (gore) or 3/2 (weapon)	1 (gore) or 2 (weapon)
<i>Damage:</i>	1d6+2 (or per weapon +2)	1d10+3 (or per weapon +3)
<i>Saving Throw:</i>	14	12
<i>Morale:</i>	11	12
<i>Experience Points:</i>	450	1,000
<i>Treasure Class:</i>	C	X, Y

This is the seven-foot-tall beast of legendry. It has the body of a powerfully muscled man, with the massive shoulders and horned head of a bull. Minotaurs have a taste for human flesh and will typically kill and eat men raw, unless it profits them to do otherwise, for they are intelligent and greedy. They are fearless combatants and prefer to fight with spears, clubs, great clubs, battle axes, or great axes, though

they will employ almost any melee weapon. Most minotaurs speak the Common tongue of man, whilst others speak a form of proto-Hellenic.

Minotaurs dwell in any environment, but most prefer labyrinthine dungeon dwellings. In the wilderness, minotaur tribes base much of their culture on the chase and hunt, finding particular delight in the resourcefulness of hunted men. In the deepest dungeon depths dwells the **minotaur superior**, a robust, eight-foot, 900-pound brute of tremendous power and ferocity, with doubled horns. **N.B.:** On the islands of Minotaurios, settlements of up to 50 minotaurs may be encountered.

MINOTRON

<i>No. Encountered:</i>	1
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	30
<i>Dexterity:</i>	9
<i>Armour Class:</i>	2
<i>Hit Dice:</i>	10+2
<i>No. of Attacks:</i>	1 (gore or weapon)
<i>Damage:</i>	2d8 (gore) or 4d6 (weapon)
<i>Saving Throw:</i>	12
<i>Morale:</i>	12
<i>Experience Points:</i>	2,200
<i>Treasure Class:</i>	—

Special:

- ★ *Charging gore attack at +2 “to hit” and double damage.*
- ★ *+1 or better weapon to hit.*
- ★ *Immune to sorcery, except lightning, which functions as slow spell for 3 rounds.*
- ★ *Fire attacks heal the monster instead of damaging it.*

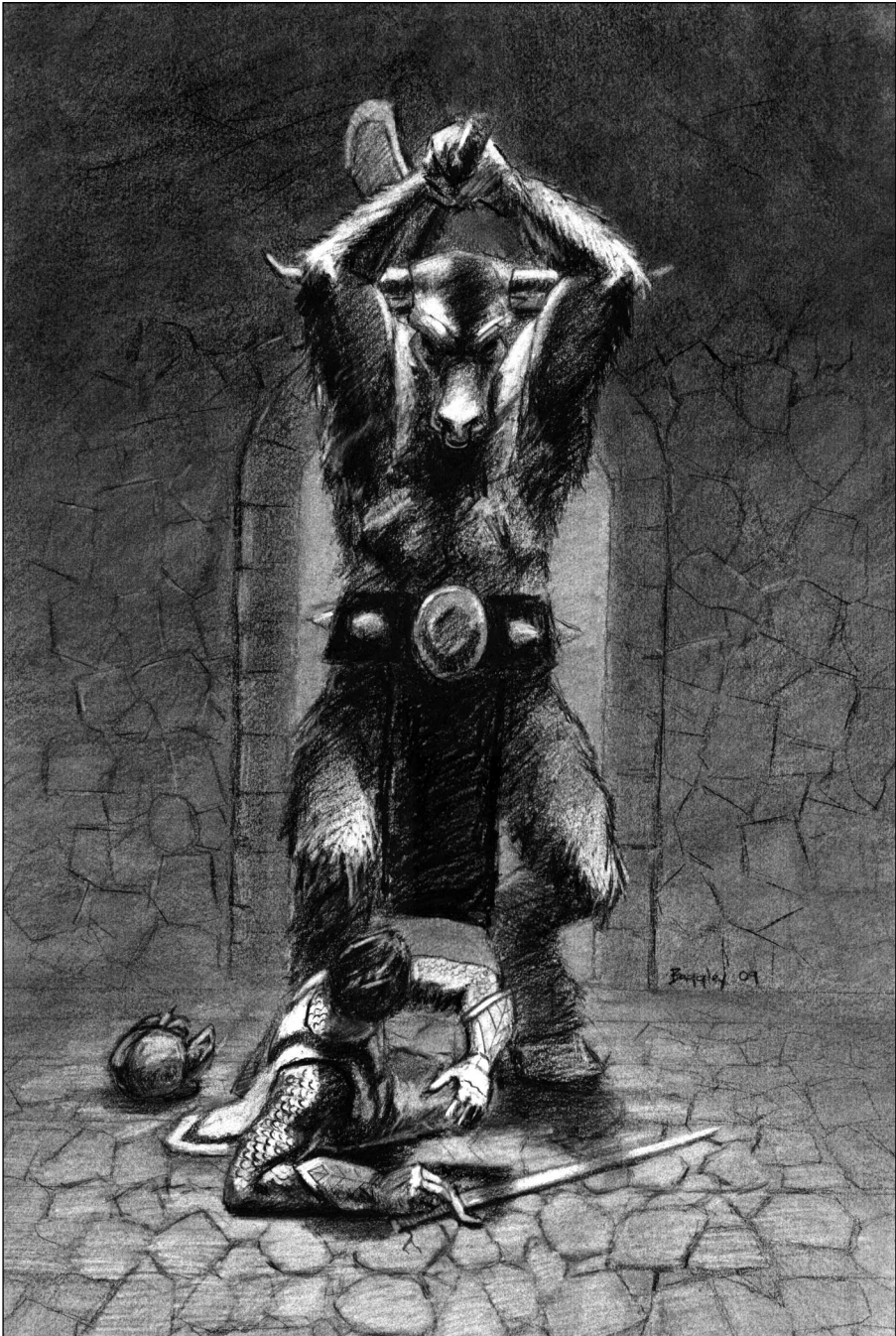
A minotron is a massive construct of bronze built to resemble a **minotaur**, the creation of a 10th-level or greater magician, necromancer, pyromancer, or witch. First, a hollow, 10-foot minotaur statue and a massive weapon must be cast by a master metalsmith; also, a mechanical clockwork heart of gold must be fashioned and sealed within the chest cavity. A ritual sacrifice of 85,000 gp (gold, gems, etc.) must be made in order to complete the process, which requires nine months to accomplish.

Once the golden heart is placed, it must be infused with a *geas* spell. However, the heart might not prove compatible with the minotron; indeed, it is the heart that animates the beast to life. The chance of the heart functioning is 3% per point of the sorcerer’s intelligence; otherwise, it melts and corrodes. If the heart fails, a new heart may be fashioned at a cost of 10,000 gp, requiring no less than three months to complete. This time the heart has a 4% chance of functioning per point of intelligence; if this one does not take, the entire construct melts to sludge. The minotron is ever obedient and under the command of its creator, though it only responds to clear and loudly vocalized commands. A typical minotron is fashioned to wield a massive spear, halberd, or trident, these composed entirely of bronze. **N.B.:** The golden heart of a felled minotron, if extracted, has a 12,000-gp value.

Mould, Mustard: see *mustard mould*

Mould, Russet: see *spore-man*

Mountain Lion: see *lion*



MUMMY (Undead Type 8)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	40
Dexterity:	11
Armour Class:	3
Hit Dice:	6+4
No. of Attacks:	1 (pummel)
Damage:	2d6
Saving Throw:	14
Morale:	12
Experience Points:	1,050
Treasure Class:	D

A mummy is an undead monster born of maleficent necromancy using the prepared corpse of a man. In general the corpse is dehydrated and wrapped in resin-coated linen strips that prevent the introduction of moisture. The rites and incantations then performed by the sorcerer are forbidden and rightly damning to one's soul; these oft require the use of sacred mystery tomes. Some mummies are born of a pact agreed upon by the would-be mummy (whilst mortal) and a dæmon or other netherworldly agent.

Regardless, once animated, mummies are renowned for haunting ancient tombs and crypts, serving as death guardians of incredible power. Even the most noble of Lawful Good men raised to mummies become beasts of Chaotic Evil, hell-bent on the destruction of living creatures (particularly men) when their crypts are violated. The mere sight of a mummy can paralyze a man with fear, and its touch serves death. **N.B.:** Rare is the mummy able to retain its former will and intelligence; termed the *Sons of Nyarlathothep*, these mummies crave power and domination.

Special:

- ★ *Sight of a mummy within 60 feet paralyzes men with fear for 2d4 turns unless sorcery saves are made.*
- ★ *Touch infects victim with horrible rotting disease, unless death (poison) save is made. This disease prevents the function of sorcerous healing (spells, scrolls, and potions); furthermore any wounds suffered require ten times as long to heal naturally. This disease is deadly within 2d6 weeks; only cure disease can end the affliction.*
- ★ *Unharmed by non-magical weapons; magical weapons inflict half damage.*
- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Vulnerable to fire-based attacks: +2 hp per die of damage.*

MUSK OX

No. Encountered:	2d10x10
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	7
Armour Class:	7
Hit Dice:	3
No. of Attacks:	1 (gore)
Damage:	1d6
Saving Throw:	15
Morale:	5
Experience Points:	35
Treasure Class:	—

This is a large, furry, wild ox that roams arctic plains. Its long, shaggy coat and soft undercoat provide warmth in the coldest of regions, and its great hooves are used to scrape and clear away ice so as to access the grass underneath. Bulls stand five feet at the shoulder and weigh up to 800 pounds; cows are smaller. Bulls have prominent horns that they use to fight one another or make ostentatious mating displays. Rarely are musk oxen encountered in small numbers; typically they roam in large herds. When predators are inescapable they will form defensive circles, protecting their young and ready to gore with their horns if approached.

MUSTARD MOULD

No. Encountered:	1
Alignment:	Neutral
Size:	M
Movement:	0
Dexterity:	—
Armour Class:	—
Hit Dice:	2
No. of Attacks:	1 (spore blast)
Damage:	1d6
Saving Throw:	16
Morale:	12
Experience Points:	100
Treasure Class:	—

This deadly, subterranean fungus of dark yellow colouration grows in furry patches of about eight square feet, though larger colonies are not unusual. Mustard mould grows in dark, moist places and is known to favour tapestries and other heavy cloths, though is just as likely to be found on wood. Through these media the mustard mould eats, but not metal or stone. The mustard mould does not attack, per se, but reacts to being handled by releasing a deadly cloud of spores.

Special:

- ★ *When handled, struck, or burned, 3-in-6 chance it releases a 10 × 10 × 10-foot cloud of spores. The cloud burns the eyes, nose, and throat, and those within must make death (poison) saves or choke to death in 6 rounds.*
- ★ *Harmed only by fire, a torch inflicting 1d6 hp damage per round.*

BEASTS AND MONSTERS: N

NAGA

No. Encountered:	1d2
Alignment:	Lawful Evil
Size:	L
Movement:	50
Dexterity:	15
Armour Class:	3
Hit Dice:	12
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	11
Morale:	11
Experience Points:	2,900
Treasure Class:	H

This monster has the 20-foot-long body of a python, surmounted by the head of a disturbingly ugly woman with fangs for teeth and a shock of tangled, white-streaked hair. Nagas are the servants of otherworldly powers, typically assigned to guard some place of religious significance. Some sages posit that these guardians were originally created by the weird science of **snake-men**. Nagas are cruel and relentless creatures, possessed of keen intelligence and cunning trickery. In their sibilant tongue they sing haunting melodies to raise the hackles of any man.

Special:

- ★ *Bite delivers venom: make death (poison) save or suffer paralysis for 1d6+6 turns.*
- ★ *On successful bite attack (whether or not paralysis results), monster automatically enwraps and constricts its victim for additional 2d4 hp damage per round. The naga can squeeze one victim to death whilst continuing to bite other targets. To escape constriction, victim must make an extraordinary feat of strength or dexterity (see **VOL. I, ATTRIBUTES**, strength and dexterity). Otherwise, allies whose strength totals at least 60 may pull the victim free.*
- ★ *Singing voice once per day can charm 1d6 victims of 6 or fewer HD, unless sorcery saves are made. Charmed individuals stand dumbly, allowing naga to do as it will, even kill them.*
- ★ *A naga has the spell-casting abilities of a 6th-level cleric. The referee can select spells accordingly (3 × level 1, 2 × level 2, 2 × level 3), or use the following default selections:
level 1—command, cure light wounds, protection from good
level 2—darkness, hold person
level 3—dispel magic, inflict blindness*
N.B.: *As the naga is frequently charged with the protection of a place, often it will place a glyph of warding thereabouts.*



Neanderthal: see *cave-man*

NIGHT-GAUNT

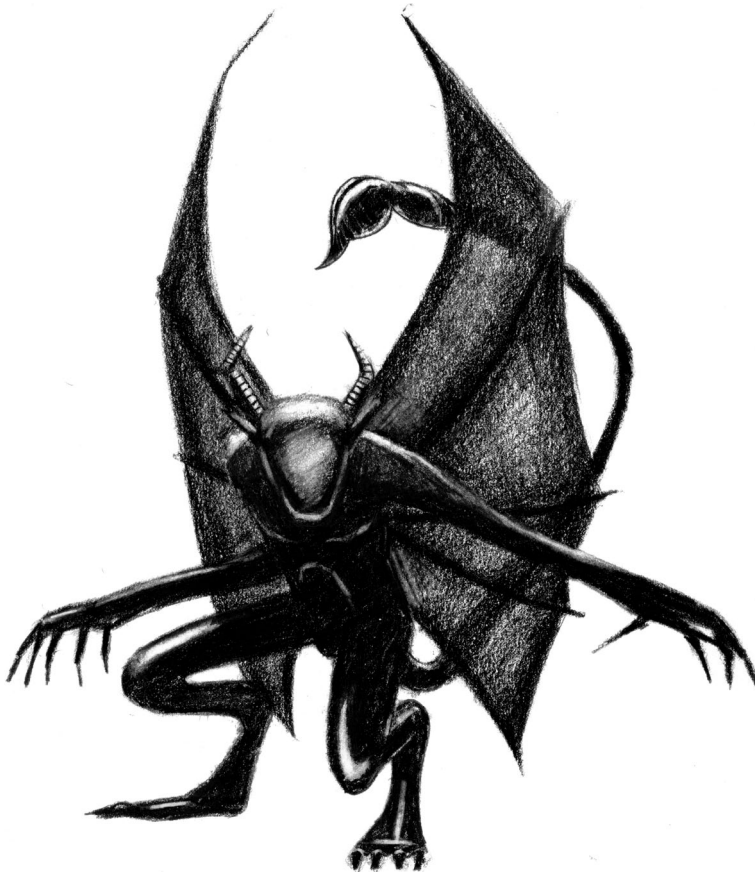
No. Encountered:	1d6
Alignment:	Chaotic Evil
Size:	M
Movement:	30 (fly 60)
Dexterity:	16
Armour Class:	5
Hit Dice:	4
No. of Attacks:	3 (claw / claw / sting)
Damage:	1d4 / 1d4 / 1d6
Saving Throw:	15
Morale:	8
Experience Points:	120
Treasure Class:	X

Special:

- ★ Tail sting delivers venom: make death (poison) save or suffer slow effect (as the spell) for 2d6 turns.

These uncouth monsters, sometimes called “Dwellers in the Boreas”, are vaguely humanoid of shape, tall (seven or more feet), and incredibly thin and rubbery. Their skin is jet black and glistens like oil, and from their foreheads project two inward-curving horns. They have membranous wings projecting from their shoulder blades and barbed, prehensile tails of seven-foot length. Each of their fingers terminates in a black talon. Perhaps the most disturbing quality of this horror is its countenance, for where a face should be there is naught.

These creatures dwell in the illimitable Black Gulf, just beyond the rim of Hyperborea’s spilling seas. By legion they ride the *boreas* (North Wind), and from there they have the capacity to haunt the dreams of the most precocious children. On occasion, however, they escape, bringing terror and misfortune and engaging in unspeakable acts.



NIGHTMARE

No. Encountered:	1
Alignment:	Lawful Evil
Size:	L
Movement:	80 (fly 120)
Dexterity:	13
Armour Class:	-3
Hit Dice:	6+6
No. of Attacks:	3 (hoof / hoof / bite)
Damage:	2d4+2 / 2d4+2 / 2d4
Saving Throw:	14
Morale:	10
Experience Points:	630
Treasure Class:	—

This is the steed of the underworld, a *dæmon* horse possessed of great power, ridden by **dæmons**, **liches**, **spectres**, **vampires**, and other horrors. Nightmares resemble lichens: gaunt, fleshless horses, the eye sockets containing coals of hellfire. Too, their hooves burn with black-violet flames as they gallop over land or air, and when they snort, flames gush from their nostrils. Clinging to the bones of these fleshless abominations are rotting coats of black fur, tattered manes, and tails of black. The teeth of these *dæmonic* equines are dagger-like fangs.

Special:

- ★ *Can exhale billowing smoke from nostrils that clouds vision in a 15-foot radius, causing opponents to attack at -2 "to hit".*

BEASTS AND MONSTERS: O

OCHRE JELLY

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	10
Dexterity:	5
Armour Class:	8
Hit Dice:	5
No. of Attacks:	1 (touch)
Damage:	2d6
Saving Throw:	14
Morale:	12
Experience Points:	275
Treasure Class:	—

This large, yellow-brown *amœba* oozes through caverns and dungeons seeking flesh and cellulose, which it devours by way of corrosive enzyme secretions. Ochre jellies can be up to 1,000 cubic feet in size, though gelatinously stretched out over 20 or more feet. Although they are not believed to possess intelligence, they exhibit tactical prowess, cornering prey at dead ends, or surrounding prey by forming a circle or U-shape. Ochre jellies can squeeze through cracks or under doors. They can burn through cloth, wood, and plant material, but do not affect rock or metal.

Special:

- ★ *Will opt to attack opponents with the most exposed flesh first.*
- ★ *Corrodes cloth and leather on contact; plant and wood material is corroded in 1d4 rounds.*
- ★ *Harmed only by fire or cold; when struck by weapons or lightning, a smaller ochre jelly is created (e.g., a 2-HD ochre jelly that does 1d6 hp damage), whilst the main body quickly regenerates, its capacities not reduced.*

OCTOPUS, GIANT

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	0 (40 swim)
Dexterity:	14
Armour Class:	7
Hit Dice:	8
No. of Attacks:	8 (lash x8)
Damage:	1d4 (x8)
Saving Throw:	13
Morale:	7
Experience Points:	1,000
Treasure Class:	—

- ★ One arm is severed or otherwise rendered useless for every 8 hp damage the monster sustains.
- ★ When morale fails or if four arms are destroyed, the monster releases a massive cloud of ink whilst jetting away at treble movement.

In the depths of the ocean dwell giant octopuses, which men of Hyperborea oft refer to as the “Spawn of Kraken, the Dimensional Dweller”. They lair in undersea caves and feed nocturnally. Octopuses are of limited alien intelligence and sinister disposition, notorious for dragging men from ships or even wharfs to devour them. These great leviathans of the deep weigh up to 1,000 pounds and have eight suckered arms of 50-foot length.

Special:

- ★ Against underwater foes they will use their full allotment of attacks; against land-borne enemies they will use two arms to brace themselves on something solid whilst reaching up with one to six remaining arms to snag prey.
- ★ Each arm delivers 1d6 hp constriction damage per round after a hit is scored. If two or more arms strike a single target, the victim is in 2 rounds pulled to the beaked mouth of the beast, which will bite automatically for 2d4 hp damage per round (in addition to constriction damage). To escape the grasp of a giant octopus, an extraordinary feat of strength or dexterity can be used to break or slip free (see **VOL. I, ATTRIBUTES**, strength and dexterity). Allies can wrest a victim free if their strength totals at least 60.

Ogre: see ape, mountain

OON (Ghost-Man)

No. Encountered:	1 (3d8x10)
Alignment:	Neutral
Size:	M
Movement:	40
Dexterity:	9
Armour Class:	9
Hit Dice:	1
No. of Attacks:	1 (weapon)
Damage:	(per weapon)
Saving Throw:	16
Morale:	12
Experience Points:	10
Treasure Class:	J

The oon are a subterranean race of enthralled humans, servants of the otherworldly **mi-go**. They are extremely pale of skin (to the point of transparency), with grey, sunken eyes and straight, black tresses (but lacking facial and bodily hair). Discerning the differences betwixt two oon is difficult—even the males and females resemble one another uncannily. Through an alien form of synthetic fertilization, they are genetically reproduced in subterranean laboratories and raised outside the womb with no maternal connexion. The oon speak their own language, Oonat; rare exceptions speak the Common tongue.

Throughout their lives, oon are fed an addictive concoction (laced in their food and drink) that suppresses sexuality, hormonal development, ambition, and individuality. Thus the oon are rendered perfect slaves, of unquestioning obedience to their alien masters. If oon are denied this concoction for more than two weeks, they at first will go mad, but at length will begin to develop hormonally: Females swell of hip and breast; males grow facial hair, and their voices deepen.

Lessons are begun at an early age, and the mi-go will assign oon to appointments that suit their natural talents. Some oon are tasked as bounty hunters or assassins, venturing to the surface to effect outcomes desired by the mi-go. These trusted slaves are usually sent in threes, garbed in long, black cloaks and tall, broad-brimmed hats that conceal their ghostly features. They will assassinate, abduct, or infiltrate as ordered; if captured, an oon will commit suicide by rupturing a false tooth that releases a disintegration toxin. As the oon abhor the light, surface venturers are only seen at night. These are amongst the few oon with knowledge of upperworld tongues.

Special:

- ★ Infrared vision (as the spell) to 120-foot range.
- ★ –2 “to hit” when exposed to bright light.
- ★ NPC oon are typically assassins or scouts, to be developed by the referee. PC oon might be freed slaves whose skin and eyes will slowly adjust to sunlight (negating their special abilities).

ORC (Dæmon-Pict)	Common Orc	Lieutenant	Captain	Chieftain
No. Encountered:	1d6 (1d8×10 or 5d10×10)	1:10	1:20	1:30
Alignment:	Lawful Evil	Lawful Evil	Lawful Evil	Lawful Evil
Size:	M	M	M	M
Movement:	40	40	40	40
Dexterity:	10	10	11	12
Armour Class:	6	6	6	6
Hit Dice:	1	2	3	5
No. of Attacks:	1 (weapon)	1 (weapon)	3/2 (weapon)	3/2 (weapon)
Damage:	(per weapon)	(per weapon +1)	(per weapon +1)	(per weapon +2)
Saving Throw:	16	16	15	14
Morale:	8	8	8	9
Experience Points:	10	20	35	150
Treasure Class:	L; C, O, Q (×10), S	L (×2)	M	M (×3)

These despicable humanoids are the unhallowed progeny of **swine dæmons** and an abominable tribe of Picts. They are stocky, short-legged, thick-boned, and heavily muscled, but their features are horribly disfigured and oft porcine, with pronounced lower canine teeth. In the wilderness they are largely nocturnal, but in subterranean lairs not necessarily so. Orcs are temperamental and prone to infighting, but under a strong leader they are capable of exceptional obedience. They are a violent species, killing for pleasure, and they relish in torturing and burning their victims; too, they are notorious slavers.

Orcs are intelligent enough to manufacture their own weapons and armour and perform other feats of simple engineering, but their craftsmanship is generally inferior to human standards; hence, a suit of orcish plate mail might provide AC 4 instead of AC 3 (otherwise orcs have natural AC 6 from their thick hides). Orcs speak their own language (Orcish) and oft a crude form of the Common tongue of man; some are able to speak a smattering of Pictish.

Hunting parties and patrols usually number 1–6 orcs. Typical tribes number 10–80, whilst large tribes might comprise 50–500 orcs; in the City-State of Orcust, orcs number in the thousands. There will be 1 **lieutenant** for every 10 orcs, 1 **captain** for every 20 orcs, and 1 **chieftain** for every 30 orcs. Chieftains are seven-foot-tall humanoids, intelligent and cruel. **N.B.:** Tribes of 100+ orcs have a 2-in-6 chance of including a **shaman**. The shaman can advance as high as 5th level and must be developed by the referee.



Special (all):

- ★ Infrared vision (as the spell) to 60-foot range.
- ★ -1 “to hit” when exposed to bright light.

Special (chieftains):

- ★ Weapon mastery (+1/+1) in one or two weapons (see **VOL. I, WEAPON SKILL**, weapon mastery).

OTYUGH

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	7
Armour Class:	3
Hit Dice:	7
No. of Attacks:	3 (lash / lash / bite)
Damage:	1d8 / 1d8 / 1d10
Saving Throw:	13
Morale:	8
Experience Points:	810
Treasure Class:	—

These appalling monsters dwell in lairs subterranean. Their bodies are somewhat round and of six-foot diameter, from which three pillar-like legs emerge, the feet of which are round and padded like those of an elephant. Radiating from the top of the body are three appendages: two tentacles of five- to eight-foot length and one central sensory organ of five-foot length. The former are lined with sharp talons for rending flesh, whilst the latter is lined with a dozen eyes and hundreds of tube-like bristles that sense offal, carrion, and waste from hundreds of yards away. At the front of the beast gapes a sucker-like maw lined with three rows of fangs. Otyughs are notorious dungeon dwellers, feeding on the dung of other monsters, though they take particular delight in devouring the raw flesh of men. They almost always lurk alone and are believed to be asexual.

Special:

- ★ *Bite transmits terminal disease unless death (poison) save is made. The disease is similar to typhus, marked by the eruption of a purple rash within 1d4 days, followed by headaches, fever, and delirium. Strength and constitution are each reduced by 1d6 whilst disease persists. The victim dies if con reaches 0, or after 2d6 weeks in any event.*

OWL BEAR

No. Encountered:	1 (1d4+1)
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	10
Armour Class:	5
Hit Dice:	5
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	14
Morale:	10
Experience Points:	200
Treasure Class:	C

This enormous, ursine beast has the head of a giant owl, the body of an upright bear, and enormous, lobster-like claws. Owl bears typically stand 8–10 feet tall and weigh up to 1,700 pounds. The progeny of sorcerous experimentation, these unnatural, egg-bearing beasts are extremely aggressive and may be found in hills, woodlands, or cave lairs. Typically they are encountered singly (rogue males) or in small family groups. Often they will emit terrible shrieks whilst attacking.

Special:

- ★ *If owl bear hits same victim with both claw attacks, it hugs for 2d4 hp damage.*

BEASTS AND MONSTERS: P

PEGASUS

<i>No. Encountered:</i>	1 (1d6)
<i>Alignment:</i>	Chaotic Good
<i>Size:</i>	L
<i>Movement:</i>	80 (fly 120)
<i>Dexterity:</i>	15
<i>Armour Class:</i>	6
<i>Hit Dice:</i>	3+3
<i>No. of Attacks:</i>	2 (hoof / hoof)
<i>Damage:</i>	1d6 / 1d6
<i>Saving Throw:</i>	15
<i>Morale:</i>	9
<i>Experience Points:</i>	90
<i>Treasure Class:</i>	—

This is the wild and pure-hearted beast of legendry, the winged horse. Originally birthed from the spilled blood of a beheaded **gorgon** (*medusa*), these bashful creatures typically avoid contact. Pegasuses are wise, compassionate creatures scarcely found in the cruel reaches of Hyperborea. They cannot be tamed by mortal men, and nearly all attempts have been met by disaster—the exception being veteran paladins pure of heart who quest for the beasts as sacred mounts.

PTERODACTYL

<i>No. Encountered:</i>	1 (2d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	10 (fly 80)
<i>Dexterity:</i>	15
<i>Armour Class:</i>	6
<i>Hit Dice:</i>	3+3
<i>No. of Attacks:</i>	1 (bite)
<i>Damage:</i>	2d4
<i>Saving Throw:</i>	15
<i>Morale:</i>	7
<i>Experience Points:</i>	90
<i>Treasure Class:</i>	—

These pterosaurs have long, slender heads and necks, with short tails. Their bat-like, membranous wings span 20–30 feet, and their beaks are lined with sharp teeth. Hyperborean pterodactyls are thick with downy feathers, which can range from white to grey to dun.

Pterodactyls are agile and skilled fliers and will swarm to prey, though they are not averse to scavenging. These beasts typically build their aeries near active volcanoes and also the Rim of the World where volcanic islands present a more hospitable climate. Rare are the pterodactyls seen above the cold wastes of mainland Hyperborea, but they will hunt the forests, grasslands, and swamps.

Purple Spider of Leng: see *spider, giant phase*

PURPLE WORM

<i>No. Encountered:</i>	1 (3d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	30
<i>Dexterity:</i>	4
<i>Armour Class:</i>	6
<i>Hit Dice:</i>	14
<i>No. of Attacks:</i>	1 (bite or sting)
<i>Damage:</i>	2d8 (bite) or 2d6 (sting)
<i>Saving Throw:</i>	10
<i>Morale:</i>	10
<i>Experience Points:</i>	4,000
<i>Treasure Class:</i>	B, Q (x5), X

This enormous, segmented worm is up to 100 feet in length and 10 feet in diameter, its great, round maw lined with three rows of fangs. Each body segment is ring-like and projects two pairs of bristles that are about three feet in length. These give the monster locomotion as it burrows through the earth, creating “tubes” by means of a sticky, purple secretion that coats its body. Purple worms are omnivorous, though they prefer flesh. They will emerge from their subterranean tunnels to feed on surface dwellers, these betrayed by the subtle vibrations of their movement. Purple worms are typically solitary, though they will migrate hundreds of miles to congregate and mate.

Special:

- ★ *If bite attack hits by a margin of 4 or more (or on a natural 20 in any case), victim is swallowed whole. Swallowed prey can attempt to cut its way out with a WC 1–3 blade, with a “to hit” penalty equal to the weapon class. If 10 hp damage is inflicted from within, a large enough rent is cut for escape.*
- ★ *Tail sting used when confronted from rear, or if space allows the beast to curl its posterior. Sting delivers venom that is immediately deadly unless a death (poison) save is made.*

BEASTS AND MONSTERS: R

RAT	Normal Rat	Giant Rat
No. Encountered:	2d10 (5d10)	3d6
Alignment:	Neutral	Neutral
Size:	S	S
Movement:	30 (swim 20)	40 (swim 20)
Dexterity:	9	8
Armour Class:	9	7
Hit Dice:	¼	½
No. of Attacks:	1 (bite)	1 (bite)
Damage:	1	1d4
Saving Throw:	17	17
Morale:	5	8
Experience Points:	7	9
Treasure Class:	R	C

A **normal rat** is a large rodent with a pointed snout and a long, hairless tail. Two varieties are extant in Hyperborea: one with brown fur, the other black. Normal rats are about one to two feet long (plus tail), are capable of aggression when hungry, and will attack men if desperate.

A **giant rat** measures about three feet long (plus tail) and weighs up to 60 pounds. These vermin are often found in dungeons, though they might plague cities.

Special:

- ★ *1-in-6 chance of infecting victim with disease upon successful hit, unless death (poison) save is made. If save fails, victim either dies in 1d6 days after suffering fevers and delusion, or is bedridden for a month with pain and fever. Roll a d6: On a score of 1–2 (**normal rats**) or 1–3 (**giant rats**), the disease is terminal; otherwise the non-deadly strain is contracted.*

Rat-Man: see *lycanthrope*, *wererat*



REMORHAZ

No. Encountered:	1 (1d2)
Alignment:	Neutral
Size:	L
Movement:	40
Dexterity:	17
Armour Class:	0
Hit Dice:	10
No. of Attacks:	1 (bite)
Damage:	5d6
Saving Throw:	12
Morale:	11
Experience Points:	2,350
Treasure:	F

The remorhaz are reputed to be the progeny of Yikkorth, "The Ashen Worm". A typical specimen ranges from 25 to 40 feet in length. Its ridged scales are ice blue in colour, with a pale blue spine ridge and a putrid yellow underbelly. Most remorhaz have eight pairs of stout, clawed legs, though longer specimens have as many as twelve pairs. The front third of the monster's body is legless, this portion able to

rear up like a cobra and unfold large, wing-like frills that surround its frightening head, remarkable for large, bulbous eyes of black and a gaping, fang-toothed maw.

These serpentine monsters dwell in the vast tundra of Hyperborea, where they feed on **bears, deer, giant elk, lions, mammoths**, and other animals—not excluding men, of course. The remorhaz is an aggressive creature, solitary and territorial, though sometimes (rarely) encountered in mating pairs. Often these will make their lairs in icy caves, where the female will lay a single, brown-spotted blue egg valued at 5,000 gp.

Special:

- ★ *7-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see VOL. III, SAVING THROW, spell resistance).*
- ★ *When incited, the spine ridge becomes white-hot: Any non-magical weapon striking the remorhaz has a 3-in-6 chance of melting immediately. Touching the spine ridge causes 3d10 hp damage.*
- ★ *On a natural 20 “to hit” roll, a Medium or smaller victim is swallowed whole, the heat inside the beast causing immediate death.*



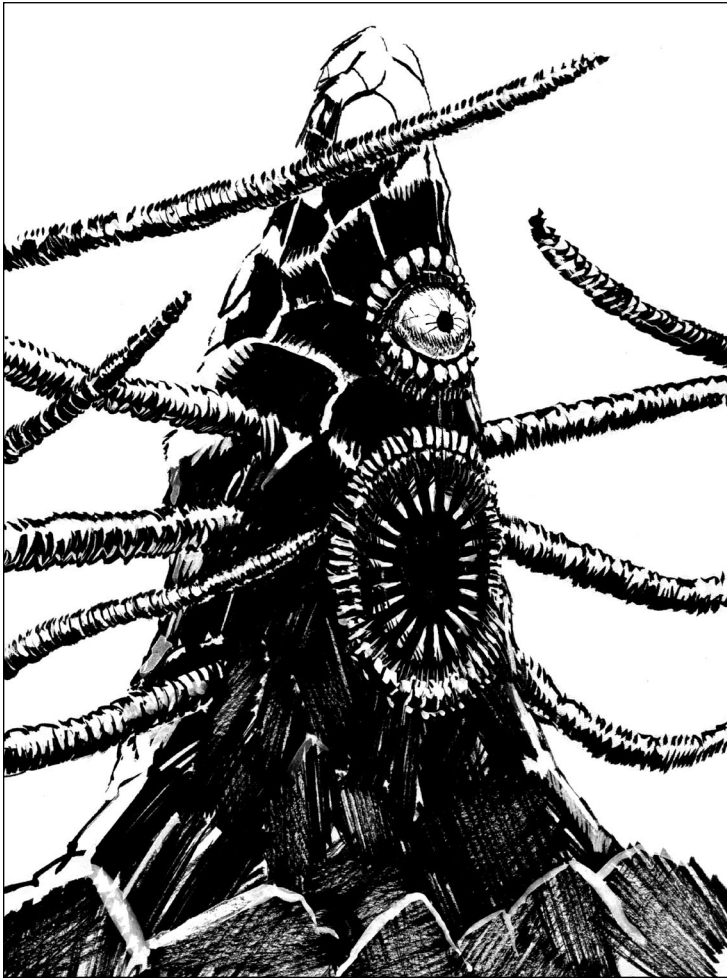
RHINOCEROS, WOOLLY

<i>No. Encountered:</i>	1 (3d4)
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	40
<i>Dexterity:</i>	6
<i>Armour Class:</i>	3
<i>Hit Dice:</i>	10
<i>No. of Attacks:</i>	2 (gore / trample)
<i>Damage:</i>	2d8 / 4d6
<i>Saving Throw:</i>	12
<i>Morale:</i>	10
<i>Experience Points:</i>	1,300
<i>Treasure Class:</i>	—

These massive animals grow up to 15 feet long, stand up to 8 feet at the shoulder, and weigh as much as 7,500 pounds. Their enormous heads are adorned with pairs of massive horns that project from the anterior of their skulls. Woolly rhinos are covered with plates, from which grows dense, shaggy fur, usually white. They thrive in the most inhospitable of Hyperborean climates, using their massive horns to dig out vegetation from under the snow and ice. Woolly rhinos are temperamental and aggressive; when they see men, they charge to kill, for they are savvy to his spears and arrows.

Special:

- ★ *Initial attack is charging gore and trample, so long as rhino has at least 50-foot running start. It can trample up to four enemies (assuming each is within five feet of one another), whilst goring one with its horn. Charging gore inflicts double damage dice; trample damage is standard.*



ROPER

<i>No. Encountered:</i>	1d2
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	L
<i>Movement:</i>	10
<i>Dexterity:</i>	11
<i>Armour Class:</i>	0
<i>Hit Dice:</i>	10
<i>No. of Attacks:</i>	6 (lash x6)
<i>Damage:</i>	—
<i>Saving Throw:</i>	12
<i>Morale:</i>	9
<i>Experience Points:</i>	2,500
<i>Treasure Class:</i>	Q, R

These sinuous, pale-yellow monsters are pillar-like in shape, up to nine feet tall and three feet in diameter, with four-foot-diameter bases. Radiating from their bodies are six sticky tentacles of five-foot length, though capable of stretching to 50 feet. Ropers strictly dwell in lairs subterranean where they prey upon most animals, including men. Often they hide in limestone caverns, able to hang like stalactites or protrude like stalagmites. From such a concealed position a roper will extend its rope-like tentacles, which are coated in a poisonous secretion, and draw prey to its fang-toothed, circular maw, above which stares its single, cyclopean eye.

Special:

- ★ 13-in-20 spell resistance versus CA 12 casters. For every CA level less than 12, the chance-in-twenty increases by one (+1) (see **VOL. III, SAVING THROW**, spell resistance).
- ★ Surprizes on a 3-in-6 chance.
- ★ Immune to electrical attacks; sustains ½ damage from cold attacks, though vulnerable to fire attacks (−4 on saves).
- ★ A tentacle hit causes no damage, but secretion requires death (poison) save or victim is weakened, losing 1d4 points of strength for 1d6 turns. Victims ensnared by at least two tentacles are dragged to the maw of the monster at 10 MV, which then bites for 5d4 hp damage (though it can only bite one victim per round). Escaping the roper's grasp requires an extraordinary feat of strength (see **VOL. I, ATTRIBUTES**, strength), success indicating the tentacle is broken; alternatively, one may sever a tentacle with a blade, but it must suffer 10 hp damage to break. A held victim is at a disadvantage, suffering a −4 "to hit" penalty.
- ★ For every 8 hp damage sustained, the roper loses the function of one tentacle.
- ★ **N.B.:** A roper oft contains gems in its gizzard; hence treasure class Q, if scored, will be within the beast, not in its lair.

Russet Mould: see *spore-man*

RUST MONSTER

No. Encountered:	1 (1d4)
Alignment:	Neutral
Size:	M
Movement:	40
Dexterity:	12
Armour Class:	2
Hit Dice:	5
No. of Attacks:	1
Damage:	—
Saving Throw:	14
Morale:	7
Experience Points:	175
Treasure Class:	Q (x10)

These large, armadillo-like creatures consume rust, which they cause by way of rapid, magically induced oxidization. The creatures average three to four feet in length and weigh up to 165 pounds. They each have a pair of long antennæ that radiate up to three feet from their heads. These “feelers” seek out iron or steel, which they infect with rust on contact. Rust monsters then attempt to consume that which they rust. If attacked, they defend themselves by ramming their heavy, plated bodies against their opponents (see **VOL. III, COMBAT ACTIONS, overbear**), but prefer to steal away with their provender when possible.

Special:

- ★ *When contact with metal is made, rust effect is immediate. Metal armour and weapons are at once oxidized to complete disrepair. Magical armour and weapons have a 1-in-6 chance per “plus” to not be affected; e.g., a +2 short sword has a 2-in-6 chance of resisting the effect. Such magic items are not immediately rusted if the resistance fails; rather they lose one “plus” per successful hit that is not resisted.*

BEASTS AND MONSTERS: S

Sabre-Toothed Tiger: see *tiger, sabre-tooth*

	Fire Salamander	Ice Salamander
SALAMANDER		
No. Encountered:	1d6	1d4
Alignment:	Chaotic Evil	Neutral
Size:	L	L
Movement:	40	40
Dexterity:	11	11
Armour Class:	2	3
Hit Dice:	8	9
No. of Attacks:	3 (claw / claw / bite)	5 (claw x4 / bite)
Damage:	1d6 / 1d6 / 2d6	1d6 (x4) / 2d6
Saving Throw:	12	12
Morale:	8	8
Experience Points:	840	1,100
Treasure Class:	F	F

The **fire salamander** is a species of **fire elemental**, serpentine in form, though four-legged, and with the head and limbs of a lizard. The beast is up to 15 feet long and has bright red scales banded orange, black, and yellow. Fire salamanders typically dwell by or near volcanoes, though sometimes in deserts. They are semi-intelligent, malicious creatures, capable of great cruelty, and they attack **ice salamanders** on sight.

The **ice salamander** is a species of **water elemental**, serpentine in form, though six-legged, and with the head and limbs of a lizard. The beast is up to 18 feet long and has bright blue scales banded yellow and white. Ice salamanders typically dwell in

arctic regions, carving their lairs out from ice. They are semi-intelligent, and when they fight they rear up on their hind legs so as to attack with four claws and one bite. Ice salamanders attack **fire salamanders** on sight.

Special (**fire salamander**):

- ★ *Emits intense heat; any creature within 20 feet suffers 1d8 hp damage per round.*
- ★ *Immune to fire attacks.*

Special (**ice salamander**):

- ★ *Emits intense, permeating cold; any creature within 20 feet suffers 1d8 hp damage per round.*
- ★ *Immune to cold attacks.*

Satyr: see *man of Leng*

SCORPION, GIANT

No. Encountered:	1d6
Alignment:	Neutral
Size:	L
Movement:	50
Dexterity:	17
Armour Class:	2
Hit Dice:	4
No. of Attacks:	3 (claw / claw / sting)
Damage:	1d6 / 1d6 / 1d4
Saving Throw:	15
Morale:	7
Experience Points:	180
Treasure Class:	D

This arachnidan monstrosity is about five feet long (not including tail) with massive pincers, four pairs of taloned legs, and a great tail that is barbed with a deadly stinger. These nocturnal creatures are black or yellow in colour and dwell in caves, dungeons, deserts, steppes, and old ruins. The mother giant scorpion bears a dozen live young that cling to her for up to two weeks.

Special:

- ★ *Stinger delivers deadly venom unless death (poison) save is made, causing immediate loss of speech, paralysis 1 round later, and death in 2d4 rounds.*
- ★ *If both claw attacks hit, stinger attack is made at +2 "to hit" bonus.*
- ★ *When sorcerous ultraviolet vision is in effect, a giant scorpion takes on a phosphorescent glow; all attacks versus the monster are then at +1 "to hit".*

SEA SERPENT

No. Encountered:	1 (1d4)
Alignment:	Neutral
Size:	L
Movement:	0 (50 swim)
Dexterity:	8
Armour Class:	5
Hit Dice:	16
No. of Attacks:	1 (bite)
Damage:	3d12
Saving Throw:	9
Morale:	9
Experience Points:	5,400
Treasure Class:	—

This snakelike leviathan of the sea is up to 100 feet in length and massive. Sea serpents are of blue-green, shimmering scales, and their bodies project several spiny fins. They are notorious for taking down small craft, wrapping their bodies around them and capsizing them to devour the men overboard. At other times they will simply lunge and snatch prey from the deck of a vessel. These leviathans are held to congregate at the Rim of the World where the seas spill eternal.

Special:

- ★ *Can wrap around a small- to medium-sized ship and constrict for 3d4 points of hull damage per round.*
- ★ *If the monster scores a natural 19–20 on a bite, it swallows whole its victim. Prey thereafter suffers 2d6 hp of crushing / suffocation damage per round, though it can attempt to cut its way out with a WC 1–3 blade, with a "to hit" penalty equal to the weapon class. If 18 hp damage is inflicted from within, a large enough rent is cut for escape.*

SHADOW (*Undead Type 4*)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	M
Movement:	30
Dexterity:	10
Armour Class:	7
Hit Dice:	3+2
No. of Attacks:	1 (touch)
Damage:	1d4
Saving Throw:	15
Morale:	12
Experience Points:	135
Treasure Class:	F

These intelligent, incorporeal undead creatures dwell in the illimitable depths of the Black Gulf, though are known to enter Hyperborea; sometimes they are conjured. They appear as humanoid shadows (such as that which might be cast behind a man under a gibbous moon), though they can alter their shapes. Hateful and malicious, these creatures enjoy draining men of their vitality, transforming their victims into fellow shadows.

Special:

- ★ *They surprize on a 4-in-6 chance against most opponents.*
- ★ *Hit only by silver or magical weapons.*
- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *On a successful hit they drain 1 point of strength, a weakness that lasts 1d6+4 turns. Any creature drained to 0 str becomes a shadow in thrall to the one that transformed him, and likewise do they become utterly hateful of all corporeal creatures.*

SHAMBLING MOUND

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	5
Armour Class:	0
Hit Dice:	10
No. of Attacks:	2 (lash / lash)
Damage:	2d8 / 2d8
Saving Throw:	12
Morale:	12
Experience Points:	2,050
Treasure Class:	B, T, X

These slimy, 8- to 10-foot-tall, vaguely humanoid monsters appear to be composed of sopping wet, rotting vegetable matter bound by pale roots and thick, gnarly tendrils. Shambling mounds dwell in swamps, marshes, or subterranean caverns, or other places where moisture is abundant. They are omnivorous creatures with insatiable appetites for organic matter (plant or animal), and they fearlessly attack with their rope-like arms, latching onto prey. Shambling mounds are believed to be possessed of primitive intelligence, their brains phosphorescent masses of green fibres located in their midsections, which upon removal can be used as light sources (10-foot radius) for 1d6 hours following extraction.

Special:

- ★ *If both attacks strike the same target, victim is entangled by roots that will suffocate him in 2d4 rounds. The shambling mound will attempt to simply walk away with such a victim in its grasp, refusing to let go unless killed. An extraordinary feat of strength (see **VOL. I, ATTRIBUTES**, strength) allows one to break free.*
- ★ *Weapon attacks inflict ½ damage.*
- ★ *Immune to fire attacks; cold attacks cause ½ damage.*
- ★ *Electrical attacks provide a 1d8 hp boost.*
- ★ *Vulnerable to plant-related spells (saves at -2 penalty).*

SHARK, GREAT WHITE

No. Encountered:	1 (2d6)
Alignment:	Neutral
Size:	L
Movement:	0 (60 swim)
Dexterity:	14
Armour Class:	4
Hit Dice:	6
No. of Attacks:	1 (bite)
Damage:	4d8
Saving Throw:	14
Morale:	8
Experience Points:	300
Treasure Class:	—

Several small, inoffensive shark species (such as the dogfish) are found in Hyperborea, but the largest and deadliest is the great white. These carnivorous predators are identified by their prominent dorsal fins. The great white shark has established itself as one of the top predators of the sea, thriving in the cool waters. Great whites have been reported to achieve lengths of up to 30 feet and will attack vessels of any size, tearing to shreds the thickest hulls.

SHOGGOTH (Formless One)

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	50 (swim 60)
Dexterity:	16
Armour Class:	5
Hit Dice:	12
No. of Attacks:	1 (pummel)
Damage:	6d6
Saving Throw:	11
Morale:	12
Experience Points:	2,900
Treasure Class:	—

Shoggoths present as gargantuan, amorphous creatures of fœtid black iridescence. These shapeless beings bubble with disgusting pustules of greenish light from which a multitude of temporary “eyes” glisten. They move with great plasticity, rolling,

oozing, and slithering their enormous bulk (up to 25 × 25 × 25 feet of protoplasmic matter) as fluidly as a python. They thrive on land as well as in the deepest ocean depths.

In epochs past these unhallowed beasts were created by the **elder things**, genetically engineered to serve as a slave race that could perform multitudinous tasks. For untold ages their wicked, otherworldly masters believed the shoggoths were bereft of individuality, even after they had been evolved to perform the most intricate and complex of enterprises. Alas, the shoggoths rebelled against their masters, and wars raged betwixt them for untold ages, over land, sea, and even the cold blackness of space. At length both races were nearly extinct, and surviving specimens regressed to utter savagery.

Special:

- ★ *Corrodes leather on contact and metal in 2d4 rounds (including weapons and armour, though magical metal survives one extra round per “plus”).*
- ★ *When struck by weapons or lightning, a smaller shoggoth is created (e.g., a 4-HD shoggoth that deals 2d6 hp damage), as the main body quickly regenerates, its capacities not reduced.*
- ★ *Unaffected by cold magic.*
- ★ *Harmed only by fire; other spells may adversely affect it, but those that are not fire-related and that normally inflict physical harm will merely split the creature in twain as noted above.*
- ★ *Enzyme release allows it to heat and transform stone or earth into a tarry, quicksand-like substance within which it can hide or retreat.*



SKELETON <i>(Undead Type 1, 2, or 3)</i>	<i>Skeleton</i> <i>(Undead Type 1)</i>	<i>Large Skeleton</i> <i>(Undead Type 2)</i>	<i>Giant Skeleton</i> <i>(Undead Type 3)</i>
<i>No. Encountered:</i>	2d4 (3d10)	1d6	1d4
<i>Alignment:</i>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<i>Size:</i>	M	L	L
<i>Movement:</i>	30	30	40
<i>Dexterity:</i>	11	9	7
<i>Armour Class:</i>	7	6	5
<i>Hit Dice:</i>	1	3	6
<i>No. of Attacks:</i>	1 (claw or weapon)	1 (claw or weapon)	1 (claw or weapon)
<i>Damage:</i>	1d6 (or per weapon)	2d6	4d6
<i>Saving Throw:</i>	16	15	14
<i>Morale:</i>	12	12	12
<i>Experience Points:</i>	16	47	380
<i>Treasure Class:</i>	Q	Q (x2)	Q (x4)

Animated and conjured to service by the baleful sorcery of magicians, clerics, and the like, these are the skeletons of men or humanoids, undead creatures typically found in crypts, dungeons, and other forsaken locales. Often they are charged with guardianship of a person, place, or thing, and they can wield weapons and shields. As undead they can be harmed by holy oil / water. They can also be turned by clerics and the like, but otherwise they fight until destroyed. **Large skeletons** are the animate bones of **albino apes**, **carnivorous apes**, **mountain apes**, and **minotaurs**. **Giant skeletons** are the animated forms of **fomorians** and other giant species.



Special:

- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Edged and piercing weapons cause ½ damage against them (damage dice halved, with bonuses added afterwards), but blunt weapons inflict normal damage.*
- ★ *Shield-bearing skeletons are common; they gain +1 AC.*

SKELETON, ANIMAL (Undead Type 0, 1, or 2)	Small	Medium	Large
	Undead Animal (Undead Type 0)	Undead Animal (Undead Type 1)	Undead Animal (Undead Type 2)
No. Encountered:	1 (1d6)	1 (1d6)	1
Alignment:	Chaotic Evil	Chaotic Evil	Chaotic Evil
Size:	S	M	L
Movement:	30	30	30
Dexterity:	10	10	9
Armour Class:	8	7	6
Hit Dice:	½	1	5
No. of Attacks:	1 (claw, bite, etc.)	2 (claw, bite, etc.)	3 (claw, bite, etc.)
Damage:	1d4	1d6 (claw) 1d4 (bite)	1d6 / 1d6 (claws) 1d8 (bite)
Saving Throw:	17	16	14
Morale:	12	12	12
Experience Points:	9	16	200
Treasure Class:	—	—	—

These are the risen skeletons of carrion, raised to serve the vile purposes of some wicked necromancer. They are fearless in their guardianship, but their comprehension of directives is dubious at best. They will attack using a means standard to their type, though potentially limited; e.g., a **small undead animal** makes 1 attack per round and no longer retains special abilities such as flight, musk, venom, and so forth. For more information, refer to the spells *animate carrion*, *animate carrion II*, and *animate carrion III*.

Special:

- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Edged and piercing weapons cause ½ damage against them (damage dice halved, with bonuses added afterwards), but blunt weapons inflict normal damage.*

SLITHERING SLIME

No. Encountered:	1d2
Alignment:	Neutral
Size:	S
Movement:	30
Dexterity:	7
Armour Class:	5
Hit Dice:	5
No. of Attacks:	1 (touch)
Damage:	1d6
Saving Throw:	14
Morale:	9
Experience Points:	300
Treasure Class:	C

This three-inch-thick, three-foot-diameter pool of slime absorbs the fluids of other organisms through protoplasmic fingers on its underside. The slithering slime is a transparent dungeon dweller; often it comes upon its quarry by surprise, paralyzing with its touch and then draining its victim dry. Once it smells prey it will follow for several hours and wait to attack when one is asleep, sensitive to breathing patterns. It can squeeze through small openings, under doors, and so forth.

Special:

- ★ *4-in-6 chance of surprise due to transparency.*
- ★ *Touch paralyzes for 2d6 turns unless death save is made. Drains fluids from paralyzed victim at a rate of 1d6 hp per round; typically it is sated after draining 1d20+20 hp.*

SLOTH, GROUND (Megatherium)

No. Encountered:	1 (2d4)
Alignment:	Neutral
Size:	L
Movement:	30
Dexterity:	6
Armour Class:	4
Hit Dice:	12
No. of Attacks:	2 (claw / claw) or 1 (tail lash)
Damage:	2d8 / 2d8 or 3d4
Saving Throw:	11
Morale:	7
Experience Points:	1,500
Treasure Class:	—

This enormous herbivore is about 20 feet long, weighing up to 6,000 pounds. The ground sloth has massive bones, a powerful tail, and coarse, reddish-brown fur. It stands up to nine feet at the shoulder and will rear up on its hind legs to browse trees. Ground sloths walk on the sides of their front feet due to unretractable claws of one- to two-foot length.

These creatures are considered docile and slow-witted. They will defend themselves, but otherwise ignore potential predators (of which very few are known). For instance, if a pair of desperate **sabre-tooths** approach a ground sloth, all it need do is rear up on its hind legs and display its enormity.

Special:

- ★ *Tail lash lifts and propels smaller prey 1d20+20 feet in the air; additional damage is caused upon landing (see VOL. III, **DAMAGE**, falling damage).*

SLUG, GIANT

No. Encountered:	1
Alignment:	Neutral
Size:	L
Movement:	20
Dexterity:	5
Armour Class:	7
Hit Dice:	12
No. of Attacks:	1 (bite)
Damage:	1d12
Saving Throw:	11
Morale:	10
Experience Points:	2,300
Treasure Class:	—

In the depths of the subterranean underworld lurk these enormous, slimy molluscs. They are up to 30 feet long and 10 feet in diameter, though they can squeeze through openings one-third their size. They are of pale grey colour, with white or yellow underbellies and eye stalks that extend up to five feet. They can burrow through hard-packed earth and chew through wood with their acidic saliva. They are voracious eaters of animal and vegetable material, and they leave slimy, noxious trails in their wake. Giant slugs will pursue prey for several hours if necessary.

Special:

- ★ *Corrosive acid spit once per round, as ranged attack to 60 range. If acid hits, victim must make death (poison) save or die at once; even if save succeeds, victim suffers 3d10 hp damage, which includes massive scarring, a 2-in-6 chance of blindness, and consequent armour and equipment ruination (see VOL. III, **SAVING THROW**, item saving throws).*
- ★ *Immune to blunt weapon attacks (clubs, maces, hammers, etc.) unless magical; edged and pointed weapons are effective.*

SNAKE	Asp	Cobra	Python	Rattlesnake	Viper
No. Encountered:	1 (2d4)	1 (1d6)	1	1 (2d4)	1 (3d10)
Alignment:	Neutral	Neutral	Neutral	Neutral	Neutral
Size:	S	S	L	M	S
Movement:	40	30	30 (swim 20)	40	40
Dexterity:	10	15	8	15	10
Armour Class:	7	7	7	6	6
Hit Dice:	2	1	3	2	½
No. of Attacks:	1 (bite)	1 (bite)	1 (bite)	2 (bite / bite)	1
Damage:	1	1	1d4	1d2 / 1d2	1
Saving Throw:	16	16	15	16	17
Morale:	7	7	9	7	8
Experience Points:	60	43	95	60	25
Treasure Class:	—	—	—	—	—

The **asp** is a dark, narrow-hooded cobra of about two- to five-foot length. Its venom is quite deadly, a prized toxin for the most notorious of assassins.

The **cobra** is a five- to six-foot-long, pale grey snake capable of firing a stream of venom. A cobra usually attacks only when startled or threatened, rearing up and releasing a jet of venom. Cobras can also bite, their venom potentially deadly. They cannot shoot venom and bite in the same round.

The **python** ranges from 11 to 20 feet in length, with scales of alternating colours and patterns (oft spiroid) depending on its native environment (e.g., forests, grasslands, swamps). The python bites, constricts, and then swallows whole its prey.

The **rattlesnake** ranges from 5 to 10 feet in length, with reticulated black, brown, green, red, tan, and/or white scales, oft diamond-patterned. It dwells in deserts or dungeon depths. A rattlesnake's tail has a scaly white rattle that it violently shakes to ward off enemies, though it might not shake its rattle before attacking. Due to its swiftness, the rattlesnake strikes twice per round.

The **viper** is a venomous snake of three-foot length, with a broad head and large fangs. Vipers present in a variety of colours, typically yellow, orange, or pink, with dark patterns of brown, green, or black diamond-shaped blotches.

Special (asp):

- ★ Bite injects venom thrice per day. Victim must make death (poison) save or die at once; even if save is successful, 3d6 hp damage sustained (a terrible blood-burning sensation). Site of wound is purple and swollen; may become septic if victim survives (cure disease heals).

Special (cobra):

- ★ Once per day can spit venom to range of 15, aiming for target's eyes. If venom hits, victim must make death (poison) save or be blinded. Only cure blindness restores sight. Great helm (typically included with plate mail, field plate, and full plate) blocks venom on 3-in-6 chance.
- ★ Bite injects venom twice per day. Victim must make death (poison) save or die in 1d6+6 turns.

Special (python):

- ★ Upon successful bite, python constricts prey for 2d4 hp damage per round. Victim can attempt to escape via extraordinary feat of strength or dexterity (see **VOL. I, ATTRIBUTES**, strength and dexterity). Otherwise, allies whose strength totals at least 60 can remove snake in 1d4 rounds.
- ★ Whilst constricting prey, python may be attacked at +2 "to hit".

Special (rattlesnake):

- ★ Bite injects venom twice per day. Victim must make death (poison) save or suffer additional 2d6 hp damage, dying in 1d6 turns. Site of wound is purple and swollen; may become septic if victim survives (cure disease heals).

Special (viper):

- ★ Bite injects venom once per day. Victim must make death (poison) save or suffer additional 1 hp damage per round for 3d4 rounds. Site of wound is purple and swollen; may become septic if victim survives (cure disease heals).

SNAKE, GIANT	<i>Giant Asp</i>	<i>Giant Cobra</i>	<i>Giant Python</i>	<i>Water Snake</i>
<i>No. Encountered:</i>	1 (5d4)	1	1	1
<i>Alignment:</i>	Neutral	Neutral	Neutral	Neutral
<i>Size:</i>	L	L	L	L
<i>Movement:</i>	40	30	30 (swim 20)	30 (swim 40)
<i>Dexterity:</i>	9	12	8	8
<i>Armour Class:</i>	5	3	6	6
<i>Hit Dice:</i>	6	8	5	3
<i>No. of Attacks:</i>	1 (bite)	1 (bite)	1 (bite)	1 (bite)
<i>Damage:</i>	1d6	1d6	1d4	1d6
<i>Saving Throw:</i>	14	13	14	15
<i>Morale:</i>	9	9	8	6
<i>Experience Points:</i>	500	1,080	275	95
<i>Treasure Class:</i>	—	—	—	—

The **giant asp** is a dark, narrow-hooded cobra of about 12-foot length. These dungeon-dwelling reptiles are notorious for their deadly venom. In the darkest pits they congregate up to a score, writhing together.

The **giant cobra** is a solitary creature up to 30 feet long and nearly exclusive to dungeon depths. The scales of these monstrous reptiles are hard as iron. They are reputed to possess quasi-intelligence; some sages posit they are former Ixian priests of Yig (Apep) transmogrified.

The **giant python** is an enormous snake of 20- to 40-foot length, with scales of alternating colours and patterns (oft spiroid) depending on its native environment. They will bite and latch on to their prey, and then constrict the victim until he ceases to struggle. Many have a taste for man.

The **water snake** is a giant black reptile of up to 30-foot length that thrives in fresh water or brackish marshes. Water snakes emerge to breathe about once per six hours. Their bite injects slow-acting paralytic venom. Often the snake will retreat after biting a victim and lurk nearby, awaiting the poison to take effect so it can then consume its prey.

Special (*giant asp*):

- ★ *Bite injects venom thrice per day. Victim must make death (poison) save or die at once; even if save is successful, 6d6 hp damage sustained (a terrible blood-burning sensation). Site of wound is purple and swollen; may become septic if victim survives (cure disease heals).*

Special (*giant cobra*):

- ★ *Once per day can spit venom to range of 30, aiming for target's eyes. If venom hits, victim must make death (poison) save or be blinded. Only cure blindness restores sight. Great helm (typically included with plate mail, field plate, and full plate) blocks venom on 3-in-6 chance.*
- ★ *Bite injects venom thrice per day. Victim must make death (poison) save or die in 1d6+6 rounds.*

Special (*giant python*):

- ★ *Upon successful bite, giant python constricts prey for 2d6 hp damage per round. Victim can attempt to escape via extraordinary feat of strength or dexterity (see **VOL. I, ATTRIBUTES**, strength and dexterity). Otherwise, allies whose strength totals at least 75 can remove snake in 1d4 rounds.*
- ★ *Whilst constricting prey, giant python may be attacked at +2 "to hit".*

Special (*water snake*):

- ★ *Bite injects venom thrice per day. Victim must make death (poison) save or become numb-skinned after 1d6 rounds; face muscles also fail to work, and speech is garbled. Paralysis takes effect 1d4 turns later and lasts 1d6+6 turns.*

SNAKE-MAN

No. Encountered:	1 (2d12)
Alignment:	Lawful Evil
Size:	M
Movement:	20 (slither 40)
Dexterity:	10
Armour Class:	6
Hit Dice:	2+2
No. of Attacks:	1 (bite or weapon)
Damage:	1d4 (or per weapon)
Saving Throw:	16
Morale:	9
Experience Points:	107
Treasure Class:	A, S, T

Long before man struggled up from the lowly depths of apedom, this semi-anthropoid race of reptiles ruled the continent of Hyperborea. They built vast cities of crystal and stone, and throughout millennia they knew conflict with the **crab-men**, **elder things**, **fish-men**, **Great Race**, and **mi-go**. Whither became of the snake-men, not even the wisest of sages can say, for their age ended long before the rise of the Hyperborean race of Old Earth. They slithered to the bowels of Underborea, like worms of the earth, and for untold ages went unseen. But lo, in the most unhallowed corners of Hyperborea, the hated snake-men have materialized, taking the guise of sages and assuming advisory positions to kings and overlords, knights and nobles.

In their true forms, snake-men have vaguely human bodies, though with snake heads and long tails; too, they are covered in reticulated scales of variable colour. They may ambulate as men do, though with awkward, swaying gaits, but are faster when they drop to their bellies and slither. Snake-men are regarded as highly intelligent, and they speak in a sibilant tongue which man cannot duplicate; only with specially concocted potions can they speak the languages of men. They are acclaimed as brilliant scientists, sorcerers, dweomercrafters, and toxicologists. Most snake-men venerate Yig, "The Great Serpent".



Special:

- ★ **Snakes and giant snakes** obey the will of snake-men without question; thus snake-men will oft have **asps**, **cobras**, or **vipers** in their presence.
- ★ **Bite** delivers venom; make death (poison) save or suffer additional 1d6 hp damage, with paralysis occurring within 1d4 rounds for duration of 2d6 turns.
- ★ Able to alter self at will (as the spell).
- ★ Most snake-men adopt a class; typical examples include magician, illusionist, necromancer, monk, priest, and assassin. They can advance to 11th level, with HD gains beyond 1st level added to their base 2+2 HD; such examples will require the referee to recalculate XP values.

SNOW-MAN, ABOMINABLE (Yeti)	Abominable Snow-Man	Abominable Snow-Man Alpha
No. Encountered:	1d6 (6d6)	1:8
Alignment:	Chaotic Evil	Chaotic Evil
Size:	L	L
Movement:	50	40
Dexterity:	10	8
Armour Class:	4	3
Hit Dice:	4+4	6+4
No. of Attacks:	2 (claw / claw) or 1 (weapon)	2 (claw / claw) or 3/2 (weapon)
Damage:	1d6+1 / 1d6+1 (or per weapon +1)	1d8+2 / 1d8+2 (or per weapon +2)
Saving Throw:	15	14
Morale:	9	10
Experience Points:	175	510
Treasure Class:	D	Q



These despicable, flesh-eating humanoids inhabit the coldest, most inhospitable regions. They stand eight feet tall, weigh 350–400 pounds, and are covered in shaggy, grey-white fur. The pelt of an abominable snow-man is considered a hunter's prize. From the centre of this humanoid's head protrudes a single horn. Its hands are enormous, taloned paws suitable for rending flesh and bone. Abominable snow-men speak their own primitive tongue, can craft simple stone tools, and are known to tame **leaper camels**, much like their feared nemeses, the **men of Leng**.

As no females of the species exist, abominable snow-men must take human women as their mates. These tragic, unspeakable unions always result in the

birth of an abominable snow-man infant and the death of the mother. In the wild, small groups of abominable snow-men are encountered; in their mountain cave lairs, larger tribes abide together, finding strength in unity and raiding human settlements for mates. For every 8 abominable snow-men there is 1 **abominable snow-man alpha**, a 500-pound brute.

Special:

- ★ *When moving afoot in snowy terrain, they have a 4-in-6 chance of surprising opponents.*
- ★ *If both claw attacks hit, the monster squeezes its victim in a bear hug for 2d6 hp damage*
- ★ *Vulnerable to fire attacks: +2 hp per die of damage.*

SPECTRE (Undead Type 9)

No. Encountered:	1 (1d4)
Alignment:	Chaotic Evil
Size:	M
Movement:	50 (fly 80)
Dexterity:	11
Armour Class:	2
Hit Dice:	7+4
No. of Attacks:	1 (touch)
Damage:	1d10
Saving Throw:	13
Morale:	11
Experience Points:	1,080
Treasure Class:	Q (x2), X, Y

These malevolent, incorporeal undead beings are empowered by the negative energy of the Black Gulf. Appearing as ghostly manifestations, spectres haunt unhallowed crypts, tombs, and other places of desolation. They despise life almost as much as sunlight, and with their chilling touch they are notorious for sating themselves on the life energies of men.

Special:

- ★ +1 or better weapon to hit.
- ★ Immune to poison, paralysis, fear, and cold-based attacks.
- ★ Touch drains 1d2 levels of experience unless a death save is made. If a man is drained to 0th level, one day later he becomes a spectre serving the one who drained him.
- ★ Spectres are helpless in daylight, unable to attack or defend.
- ★ A raise dead spell automatically kills a spectre.

	Giant Black Widow	Giant Crab Spider	Giant Ogre-Faced Spider	Giant Phase Spider	Giant Trapdoor Spider	Giant Wolf Spider
No. Encountered:	1d4	1d4+1	1d6	1d6	1d6	1d6
Alignment:	Neutral	Neutral	Neutral	Chaotic Evil	Neutral	Neutral (or Chaotic Evil)
Size:	M	M	L	L	L	L
Movement:	30	40	30	50	30	50
Dexterity:	12	12	10	14	13	14
Armour Class:	6	7	6	7	6	5
Hit Dice:	3	2	3	5+4	3+2	4
No. of Attacks:	1 (bite)	1 (bite)	1 (bite)	1 (bite)	1 (bite)	1 (bite)
Damage:	2d6	1d8	2d4	1d6	1d8	2d6
Saving Throw:	15	16	15	14	15	15
Morale:	7	7	7	8	7	8
Experience Points:	161	32	167	740	105	255
Treasure Class:	A	C	D	E	C	C

The **giant black widow** is a six-foot-long arachnid, black with a red or orange “hourglass” mark on the abdomen. These spiders weave tangled webs of 100 × 100 feet or more. A black widow can sense when a living creature touches its web and at once moves in for the kill. Encountered black widows are always female; males are the size of a man’s fist and unaggressive.

The **giant crab spider** is a five-foot-long arachnid that does not use webs to capture prey; rather, it lies in wait and pounces. Crab spiders’ bodies are somewhat flat, and (unlike most spiders) their front legs angle outward, giving them the appearance of crabs; too, they can move sidewise and backward as easily as forward. Their chameleonic ability allows them to blend with their environs.

The **giant ogre-faced spider** is an eight-foot-long arachnid renowned for its ogre-like face—specifically its disturbingly large eyes, one twice the size of the other. From trees, crags, or abandoned buildings, it hangs by a strand of dry silk, holding its web net with its four front legs. As prey passes below, it stretches open the net, casting it over and enveloping the prey.

The **giant phase spider** is a giant arachnid that appears as a seven-foot-long black tarantula, though it is something more: At will it can shift from one reality to another, “phasing” to and from worlds such as Hyperborea to its æthereal realm of origin. Phase spiders are web builders, constructing sticky vertical or horizontal webs. Multiple phase spiders communicate by means of a haunting whistle, this known to raise the hackles of dogs and to inspire skittishness in horses. Sages posit that phase spiders might originate from the same dimension as Kraken, “The Dimensional Dweller”.

N.B.: A variation of this species is said to dwell in the Plain of Leng and the canyons of the Leng Plateau. These are known as the *purple spiders of Leng*, as their black fur is spotted with purple rings. These creatures prey upon Esquimaux, **men of Leng**, and other natives.

The **giant trapdoor spider** is a seven-foot-long arachnid that digs a burrow in the ground, which it covers with a lid or trapdoor built of mud and silk, some folding open from the middle. When prey passes, the spider springs out to attack. Its bite delivers venom that may be deadly. Giant trapdoor spiders’ burrows are tubular and can be as long as 75 feet. They are lined with silk webs and may have branches that serve as extra hiding places; inside the burrows are also their nests.

The **giant wolf spider** is a nine-foot-long arachnid that thrives in a variety of environs. Aggressive hunters, these spiders are notorious for chasing down prey and pouncing on it after emerging from trees, or from under rocks or shrubs. They are brownish in colour, with long, stout, hairy legs and four pairs of eyes, one set being much larger than the others. They have large, powerful jaws with paralytic venom. A female might be seen carrying on its back a large, grey-white silk sac filled with hundreds of eggs.

N.B.: Whether it be the result of foul sorcery or dæmonic corruption, intelligent giant wolf spiders are reputed to exist, almost always female. These talking spiders are Evil creatures that derive sadistic pleasure in cruelty, and some exhibit a lust for treasure. Often they are bound to the task of guardianship of a place or thing.

Special (all web-spinners):

- ★ *If entrapped in a web, a man can break free in 19–str rounds; e.g., 3 rounds with 16 str.*

Special (giant black widow):

- ★ *Bite victim must make death (poison) save or be paralyzed, dying in 1 turn. Wound becomes necrotic in any event, with 3-in-6 chance of infection unless cure disease is cast. After 30 days victim must make another save or die; otherwise, infection subsides.*

Special (giant crab spider):

- ★ *Chameleonic ability enables surprize on a 4-in-6 chance.*
- ★ *Able to move across walls and ceilings at normal MV.*
- ★ *Bite victim must make death (poison) save or suffer additional 1d8 hp damage.*

Special (giant ogre-faced spider):

- ★ *Surprizes from above on a 3-in-6 chance.*
- ★ *Throws web net over a single Small or Medium victim. If victim is surprized, success is automatic; if not surprized, avoidance save allowed to evade.*
- ★ *Bite victim experiences extreme swelling and skin ulcerations, coupled with intense joint pain that limits physical activity (½ movement; –2 “to hit”, damage, and saving throws). Death ensues in 6d6 turns unless death (poison) save is made; swelling subsides in 1d4+6 hours.*

Special (giant phase spider):

- ★ *Phases before and after attacking; only 1-in-4 chance to attempt a counterattack.*
- ★ *Bite is highly venomous: make death (poison) save or die.*

Special (giant trapdoor spider):

- ★ *When pouncing from trapdoor nest, surprizes on a 4-in-6 chance.*
- ★ *Bite victim must make death (poison) save or suffer 1 hp damage per round for 2d6 rounds.*

Special (giant wolf spider):

- ★ *Bite victim must make death (poison) save or be paralyzed in 1d2 rounds, lasting 2d6 turns. Wound becomes necrotic in any event, with 3-in-6 chance of infection unless cure disease is cast. After 30 days victim must make another save or die; otherwise, infection subsides.*

SPORE-MAN

No. Encountered:	1d3
Alignment:	Lawful Evil
Size:	M
Movement:	40
Dexterity:	9
Armour Class:	6
Hit Dice:	3+2
No. of Attacks:	2 (claw / claw)
Damage:	1d8+1 / 1d8+1
Saving Throw:	15
Morale:	9
Experience Points:	165
Treasure Class:	J, K, L, M

Spore-men present as men, **cave-men**, **ape-men**, **orcs**, or other mammalian humanoids; however, they have been infected by the spores of the *russet mould*, a highly intelligent fungal species of otherworldly origins able to endure the cold vacuum of the Black Gulf, traversing the cosmos on comets and meteors. When a mammal steps within five feet of the *russet mould*, rust-coloured spores are released. The target must make a *death* (poison) save or suffer infection; *cure disease* removes infection if cast within 48 hours.

Aggressively the spores multiply and release an enzyme that breaks down muscles, tissue, and organs, all quite painful and debilitating. This kills most mammals after 48 hours, but with men, **cave-men**, **ape-men**, **orcs**, and other mammalian humanoids, the spores form a symbiotic relationship, controlling the host like a puppet. The spores cover the victim in lumpy *russet mould*, joining with the skin and hair,

and leaving two dead-white eyes. Notwithstanding, the victim still can be saved and revived via a *cure disease* spell from a CA 6 or greater sorcerer; survival also requires a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**).

Spore-men reserve the highest esteem for Yug and Azathoth. Often they assume positions of leadership in **cave-man** societies (their primary host species), selectively infecting their leaders. Spore-men are strong, intelligent, cruel, and manipulative. From their hands they can form sickle-shaped claws of three-foot length, these composed entirely of spores as hard and sharp as steel.

Special:

- ★ *Breathe spores once per day in a cone shape 20 feet long and 10 feet wide at the terminus. Target must make death (poison) save or suffer russet mould infection, as above.*

SQUID, GIANT	Giant Squid	Colossal Squid
No. Encountered:	1 (1d4)	1
Alignment:	Neutral	Neutral
Size:	L	L
Movement:	0 (60 swim)	0 (60 swim)
Dexterity:	8	6
Armour Class:	3 (body) 7 (arms)	0 (body) 5 (arms)
Hit Dice:	12	18
No. of Attacks:	8 (arms x8)	8 (arms x8)
Damage:	1d8 (x8)	2d8 (x8)
Saving Throw:	11	8
Morale:	9	9
Experience Points:	3,700	9,250
Treasure Class:	A	Z

The **giant squid** is a 60- to 120-foot-long leviathan of the deep. The largest specimens (**colossal squids**) are amongst the most feared beasts of Hyperborea. These cephalopods are notorious for attacking and sinking ships. Also they will lurk beneath crafts, anchor two arms to the hull, and then attack with eight arms, snatching seamen upon whom to snack. The most powerful of these beasts are known to have crushed ships in their arms.

Special:

- ★ *A successful hit is followed by 2d6 hp damage per round from constriction and toothed suckers (4d6 hp damage for **colossal squids**). For each attached arm, the victim suffers a -1 "to hit" penalty.*
- ★ *If two or more arms enwrap the same creature, victim is automatically pulled to the beaked mouth of the beast for its bite attack, which causes 2d8 hp damage (4d8 hp damage for **colossal squids**).*

- ★ *An arm struck for 8 hp damage (16 hp for **colossal squids**) is severed or rendered useless. This is the only means of breaking free of their grasp. A damaged arm does not detract from the monster's overall hit point total.*
- ★ *If a squid loses five or more arms, it jets away at x3 movement whilst releasing a cloud of ink that fills up to a 100 x 100 x 100-foot cube of water behind it.*
- ★ *If a **giant squid** attacks a small ship and hits with six or more arms, it will capsize and sink the vessel in 2d4 rounds. A **colossal squid** can do the same to vessels of any size.*

Stag, Giant: see *deer, giant elk*

STIRGE

<i>No. Encountered:</i>	3d6
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	S
<i>Movement:</i>	10 (fly 60)
<i>Dexterity:</i>	10
<i>Armour Class:</i>	7
<i>Hit Dice:</i>	1
<i>No. of Attacks:</i>	1 (sting)
<i>Damage:</i>	1d3
<i>Saving Throw:</i>	16
<i>Morale:</i>	8
<i>Experience Points:</i>	19
<i>Treasure Class:</i>	D

This hated magical beast is the result of sorcery: a small, feathered, birdlike monster up to 12 inches in length, with a long, bloodsucking proboscis (not unlike that of a massive mosquito) and bat-like wings. They are egg-bearing creatures, feeding on the blood of their victims (typically mammals) and regurgitating it onto their eggs. They are attracted to blood and sweat, the scent of which they can detect up to half a mile away. When they strike, they plunge their “beaks” into their prey and proceed to drain blood until sated. Stirges are oft found in forests and swamps, particularly where **ground sloths** and **thew wagons** dwell, but they are also encountered in cavernous dungeon depths.

Special:

- ★ +2 “to hit” on initial attack.
- ★ Drains victim for 1d4 hp damage per round; after about 12 hp, the sated stirge flies away.



Succubus: see *dæmon, succubus*

Swine Dæmon: see *dæmon, swine*

BEASTS AND MONSTERS: T

TENTACULAR HORROR

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	L
Movement:	50
Dexterity:	15
Armour Class:	7
Hit Dice:	5
No. of Attacks:	2 (tentacle / tentacle)
Damage:	2d4 / 2d4
Saving Throw:	14
Morale:	8
Experience Points:	250
Treasure Class:	D

This otherworldly parasite is transmitted to a host (typically a mammal) through contact with infected faecal matter. The digestive system of the host is attacked, said host dying within 24–48 hours. **Dogs, wolves,** and (especially) **blink dogs** can sense an infected victim and will howl and bristle in response.

Upon death, the host sprouts six legs of eight-foot length, similar to those of a daddy longlegs; typically these legs burst from the ribcage of the host. From the back or shoulders of the victim emerge two powerful tentacles, these of 12-foot length and edged with sharp horns. The tentacles are coated with an enzyme that inflicts paralysis. Paralyzed victims are consumed by the tentacular horror host's mouth, whether it be that of a man, dog, horse, lion, bear, or the like. Tentacular horrors fear and loathe blink dogs, which are immune to affliction.

Special:

- ★ *Tentacles paralyze on contact for 2d6 turns unless death save is made.*
- ★ *Cure disease can alleviate affliction during incubation period. Also it can kill a tentacular horror outright, unless a death save is made.*



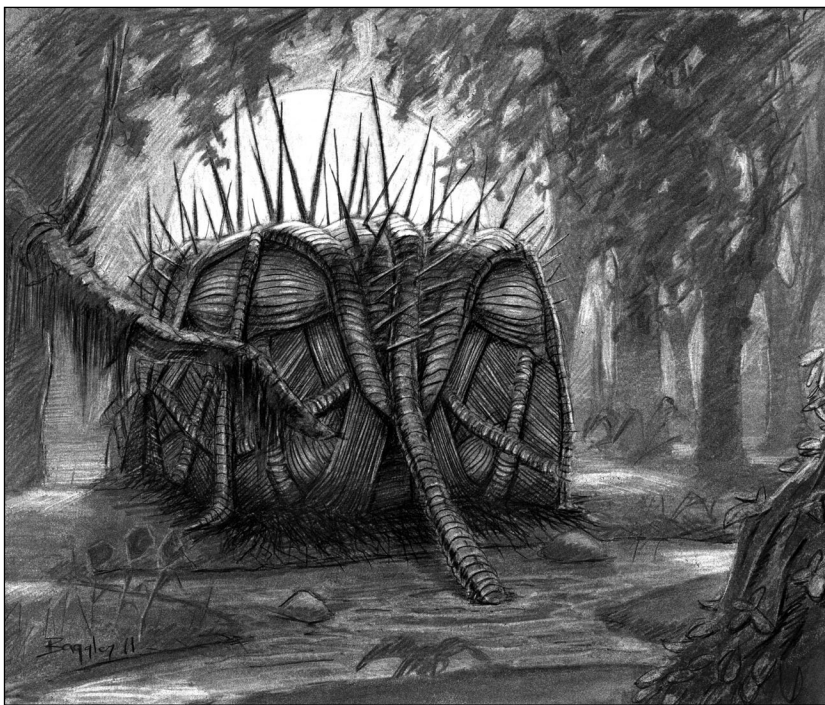
THEW WAGON

<i>No. Encountered:</i>	2d6
<i>Alignment:</i>	Neutral
<i>Size:</i>	L
<i>Movement:</i>	20
<i>Dexterity:</i>	4
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	10
<i>No. of Attacks:</i>	1 (slam)
<i>Damage:</i>	1d10
<i>Saving Throw:</i>	12
<i>Morale:</i>	8
<i>Experience Points:</i>	1,300
<i>Treasure Class:</i>	—

Thew wagons are 8- to 12-foot cubes of dense, corrugated muscle that weigh up to 4,000 pounds. Small of brain and sluggish of temperament, these swamp-dwelling behemoths bristle with barbed quills of up to 12-inch length. They ambulate by means of rotating underbelly muscles. Thew wagons are herbivorous creatures; they feed on decayed plant matter using the tubular snouts that extend from their anterior masses. These beasts fear little, but if threatened they shake their quills, slam their bulks against the ground, and release nauseating musk. Sufficiently this drives away all but the most tenacious of predators.

In the bogs of Hyperborea, enterprising men have tamed thew wagons to serve as transports. First, onto the end of the beast's snout is attached a large syrup sack that contains decayed vegetal matter laced with ground lotus petals; effectively this placates the beast. Next comes quill extraction, a painstaking process that must be repeated semi-regularly.

Once properly tamed, the thew wagon is fitted with a harness system, which secures a carriage house atop its back and fastens a tow bar to extend from the beast's posterior. Next, the "leg" muscles are made to grip heavy wooden axles, to which massive wheels are set. This entire process yields a most uncanny freight engine with torque unmatched. The "driver" sits in the carriage and employs a long iron rod, which he presses betwixt the folds of muscle that line the beast's back, touching nerves that stimulate specific responses: *stop*, *go*, *left*, *right*, and so forth.



Special:

- ★ *Bodily contact with barbed quills inflicts 3d4 hp damage.*
- ★ *Releases musk up to thrice per day: burns eyes, nose, and throat, and nauseates any within 30 feet, unless death (poison) saves are made. Victims suffer -4 penalties on "to hit" rolls and saving throws for 1d4 turns.*

TICK, GIANT

No. Encountered:	1d6
Alignment:	Neutral
Size:	M
Movement:	20
Dexterity:	5
Armour Class:	3
Hit Dice:	3
No. of Attacks:	1 (bite)
Damage:	1d4
Saving Throw:	15
Morale:	12
Experience Points:	107
Treasure Class:	—

These parasitic arachnids lurk in forests, caves, and caverns. They are oval in shape, measure up to three feet in diameter, and possess strong exoskeletons. They lurk in branches, under foliage, or on cavern ceilings, waiting to lurch or drop upon their warm-blooded victims. Their bite is venomous.

Special:

- ★ *Surprizes on a 3-in-6 chance when dropping from a tree or other suitable hiding place.*
- ★ *Bite transmits venom: make death (poison) save at +2 bonus or suffer paralysis for 1d2 turns.*
- ★ *Tick remains attached once bite is established, draining blood for 1d6 hp damage per round until either tick or victim is dead.*
- ★ *Can be driven off with fire; 3-in-6 chance it releases if already attached.*

TIGER	Tiger	Sabre-Tooth (Smilodon)	Sabre-Tooth (Smilodon) Superior
No. Encountered:	1 (1d4)	1 (1d4)	1
Alignment:	Neutral	Neutral	Neutral
Size:	L	L	L
Movement:	50	50	40
Dexterity:	14	14	15
Armour Class:	6	6	5
Hit Dice:	6	8	10
No. of Attacks:	3 (claw / claw / bite)	3 (claw / claw / bite)	5 (claw x4 / bite)
Damage:	1d6 / 1d6 / 2d6	1d6+1 / 1d6+1 / 2d8	1d8+2 (x4) / 2d10
Saving Throw:	14	13	12
Morale:	8	8	9
Experience Points:	420	840	1,300
Treasure Class:	—	—	—

A **tiger** is a great striped cat that inhabits the grasslands and woodlands of Hyperborea. White-coated tigers with black or brown stripes are the norm in the grasslands and tundra, whilst tigers of yellow-brown coats and black stripes roam the woodlands. Adult males typically measure 10 feet long and weigh up to 650 pounds; adult females are about three-quarters this size.

A **sabre-tooth** is an enormous and powerful cat built for strength; it has short limbs, a thick, powerful body, and sabre-shaped canine teeth of 10-inch length. The hindquarters are striped, the front thickly furred with spots. Adults measure up to 12 feet long and 4 feet at the shoulder, weighing 800 pounds. Hunters of **giant elk**, **woolly mammoths**, and **musk oxen**, these great cats range over plains and tundra, scarcely finding men worth their efforts, but they will attack if desperate or incited.

The **sabre-tooth superior** is the largest of the great cats. This six-legged beast has stout limbs and a thick, heavily muscled back. Adults measure up to 15 feet long and 5 feet at the shoulder, weighing 1,200 pounds. Their coats are tan and spotted, and their sabre-shaped canine teeth are 12 inches long. These are the most feared predators of the Hyperborean steppes, taking down the largest herbivores—as well as other carnivores. Usually they ignore men, unless desperate or threatened. They typically rear up on their hind legs when fighting, rending with their front four claws.

Special (all):

- ★ *All tigers are superior stalkers, able to surprize on a 4-in-6 chance.*

Special (tiger and sabre-tooth):

- ★ *If both claw attacks hit, the cat automatically rakes with its two rear claws for 2d4 hp damage each.*



TOAD, GIANT

No. Encountered:	1d6
Alignment:	Neutral
Size:	L
Movement:	20 (hop 50)
Dexterity:	10
Armour Class:	5
Hit Dice:	3+2
No. of Attacks:	1 (bite)
Damage:	1d6
Saving Throw:	15
Morale:	6
Experience Points:	195
Treasure Class:	—

These enormous, man-eating amphibians have stout legs and thick warty skin. They weigh as much as 700 pounds and are up to 10 feet in length. They can shoot their sticky tongues up to 18 feet, and their skin is poisonous to the touch. These creatures also possess camouflaging ability and have a taste for the flesh of man, whom they are capable of swallowing whole. They dwell in caverns, dungeons, forests, and swamps; a white variety also thrives in arctic environments.

Special:

- ★ *If lying in wait, camouflage provides a 3-in-6 surprise chance.*
- ★ *On a natural 20 attack roll, the tongue reels in and swallows the victim whole, inflicting 1d6 hp damage per round thereafter. Swallowed prey can attempt to cut its way out with a WC 1–3 blade, with a “to hit” penalty equal to the weapon class. If 6 hp damage is inflicted from within, a large enough rent is cut for escape.*
- ★ *If the toad’s skin is touched, a death (poison) save must be made or the victim suffers 1d8 hp damage. Unless the secretion is immediately wiped away (with something suitable, as a cloth), damage persists every round at 1 hp less than the previous round (i.e., if the initial damage is 7, the next round is 6, followed by 5, and so forth), until the result is 0 hp damage. **N.B.:** 1-in-6 giant toads have deadlier venom, a failed save resulting in paralysis, followed by death in 1 turn.*

TREE-MAN (Treat)

	Adult Tree-Man	Old Tree-Man	Ancient Tree-Man
No. Encountered:	1 (2d12)	1 (1:6)	1 (1:12)
Alignment:	Chaotic (Good or Evil)	Chaotic (Good or Evil)	Chaotic (Good or Evil)
Size:	L	L	L
Movement:	40	40	40
Dexterity:	8	7	6
Armour Class:	2	1	0
Hit Dice:	8	12	16
No. of Attacks:	2 (claw / claw)	2 (claw / claw)	2 (claw / claw)
Damage:	2d6 / 2d6	3d6 / 3d6	4d6 / 4d6
Saving Throw:	13	11	9
Morale:	9	10	11
Experience Points:	600	1,500	3,000
Treasure Class:	Q (x5)	Q (x5)	Q (x5)

Sometimes considered a type of wood elemental, these strange beings typically dwell in ancient forests. They are reputed to be the progeny of man and a race of intelligent trees. Although they present as trees of vaguely humanoid countenance, they are quite ambulatory, with long, sinuous arms that open to claws. Most tree-men are neutral to the affairs of men, though some are known to take up proactive causes for Good or Evil, depending on their individual proclivities. They can converse both in the various tongues of man and also their own ancient language.

Tree-men come in three basic age groups, each determining the tree-man’s size and total HD: An 8-HD tree-man is 9–12 feet tall, a 12-HD tree-man is 12–16 feet tall, and a 16-HD tree-man is 16–24 feet tall. Tree-men are typically encountered alone, or in family groups of mostly **adult tree-men**, with 1 **old tree-man** for every 6, and 1 **ancient tree-man** for every 12. **N.B.:** Hyperborean tree-men are all conifers; e.g., fir, pine, spruce.

Special:

- ★ *Vulnerable to fire attacks: +2 hp per die of damage.*

TROGLODYTE (Trog)	Troglodyte	Chieftain
No. Encountered:	2d4 (1d6×10)	1:20
Alignment:	Chaotic Evil	Chaotic Evil
Size:	M	M
Movement:	40 (swim 50)	40 (swim 50)
Dexterity:	10	12
Armour Class:	5	3
Hit Dice:	2	5
No. of Attacks:	3 (claw / claw / bite) or 1 (weapon)	3 (claw / claw / bite) or 1 (weapon)
Damage:	1d3 / 1d3 / 1d4 (or per weapon)	1d4 / 1d4 / 1d6 (or per weapon)
Saving Throw:	16	14
Morale:	9	10
Experience Points:	32	225
Treasure Class:	J; A	M (×2)

Troglodytes are reptilian humanoids of primitive intelligence, capable of weapon use and simple technology. They are violent creatures who despise men and attack on sight. They dwell in subterranean caverns or dungeons, and they see in the dark through bulging, lamp-like eyes.

Troglodytes have scaly skin, long legs, short tails, and spiny combs that protrude from head, neck, and back; smaller combs protrude from the backs of their arms. The digits of their hands and feet are webbed, and they are superior swimmers, able to hold their breath for up to two hours.

These creatures also possess natural chameleonic abilities and can emit a musk scent that is nauseating to other creatures. For every 20 troglodytes, there will be one **troglodyte chieftain**, an exceptional beast with overlapping, chitinous scales.

Special:

- ★ *Chameleonic ability provides 4-in-6 chance to surprize enemies.*
- ★ *Nauseating musk odour surrounds them in 10-foot radius; make death (poison) save or suffer -2 "to hit" penalty for 1d6 rounds.*

TROLL

No. Encountered:	1d4
Alignment:	Chaotic Evil
Size:	L
Movement:	40
Dexterity:	8
Armour Class:	4
Hit Dice:	6+2
No. of Attacks:	3 (claw / claw / bite)
Damage:	1d6 / 1d6 / 2d6
Saving Throw:	14
Morale:	9
Experience Points:	870
Treasure Class:	D

These repulsively emaciated humanoids stand 8–10 feet tall, with huge noses and beady black eyes. Their hairless, rubbery, wart-riddled skin is of jaundiced or glaucous complexion. They are perhaps the ugliest of humanoids, and their ways are equally cruel. Typically they dwell in caves and dungeons, though they might lurk in old forests and other places of desolation. They enjoy preying on men, taking sadistic delight in capturing and tormenting their prey before devouring it. Trolls speak the Common tongue of man.

Special:

- ★ *Acute sense of smell; able to smell prey within one mile, unless upwind.*
- ★ *Regeneration begins 3 rounds after sustaining damage, wounds healing at a rate of 3 hp per round. This does not apply to fire or acid damage. Even if killed (unless all damage is via fire or acid) they will regenerate to life, limbs reattaching or re-growing as necessary.*

BEASTS AND MONSTERS: V

VAMPIRE (Undead Type 11)

No. Encountered:	1 (2d4)
Alignment:	Evil (Lawful or Chaotic)
Size:	M
Movement:	40 (fly 80)
Dexterity:	16
Armour Class:	2
Hit Dice:	9+2
No. of Attacks:	2 (pummel / pummel)
Damage:	2d6 / 2d6
Saving Throw:	12
Morale:	10
Experience Points:	2,650
Treasure Class:	F

This notorious undead monster is a cursed man risen from the grave to prey on the weak and drink their blood. Vampires take many forms, some being incorporeal manifestations that haunt locales of unfortunate occurrences. The most common vampires are those oft told of in folklore: evil corpses that make their dwellings in cursed tombs, ruins, and other desolate places, where they slumber in coffins, sarcophagi, or like receptacles. Vampires are perhaps the most feared undead because of their brutal power and ability to command both the living and the dead. They are as clever and resourceful as they are sadistic and cruel; to conquer a vampire is no easy task.

Special:

- ★ +1 or better weapon to hit.
- ★ Immune to poison, paralysis, fear, and cold-based attacks.
- ★ Once per victim per day, can ensorcel a man with its gaze; must make sorcery save at -2 penalty or acquiesce to vampire's will. Vampire can then bite victim's neck to drain blood for 1 point of con per round. Those drained to 1 or 2 con become vampire thralls; those drained to 0 con are slain. Survivors regain lost con at 1 point per day of complete bed rest.
- ★ Summon 6d6 **rats**, 2d12 **giant rats**, 3d6 **giant bats**, 2d6 **wolves**, or 1d8 **dire wolves** daily.
- ★ At will, can assume the shape of a **bat (normal or giant)** or **wolf**, or gaseous form.
- ★ Regenerates 3 hp per round; if reduced to 0 hp or fewer, assumes gaseous form and returns to its coffin, where it regenerates at 3 hp per turn.
- ★ Strong odour of garlic repels a vampire, unless death (poison) save is made.
- ★ Even if turning is not possible or if turn attempt fails, vampires will recoil from the boldly presented holy symbol of a Lawful Good cleric, priest, or paladin.
- ★ Will not cross running water or bodies of water unless secured in their coffins.
- ★ Disintegrated by direct sunlight, unless death save is made, in which case creature is burned for 1d6 hp per round; this damage does not regenerate unless vampire returns to its coffin for 24 hours. If reduced to 0 hp in sunlight, vampire disintegrates.
- ★ To otherwise kill a vampire, wooden stake must be driven through its heart when reduced to 0 hp; body must be placed in a coffin and sealed, and decapitated head buried elsewhere.

VHUURMIS (Beast-Man)

<i>No. Encountered:</i>	2d6 (5d6)
<i>Alignment:</i>	Neutral
<i>Size:</i>	M
<i>Movement:</i>	50
<i>Dexterity:</i>	11
<i>Armour Class:</i>	4
<i>Hit Dice:</i>	3+2
<i>No. of Attacks:</i>	1 (weapon)
<i>Damage:</i>	(per weapon +1)
<i>Saving Throw:</i>	15
<i>Morale:</i>	8
<i>Experience Points:</i>	105
<i>Treasure Class:</i>	B

The vhuurmis are a degenerate race of quasi-men that stand some six feet in height and are covered in shaggy, umber-coloured fur. Their faces are furred as those of baboons, except they are disturbingly human, with bright blue eyes, smooth ruddy skin, and pointed ears. They wield primitive weapons, and they communicate via a complex barking and howling language. Typically they lair in caves that pock the faces of sheer mountain walls, these generally inaccessible to most other creatures.



The vhuurmis are amongst the more ancient races native to Hyperborea. When the decadent empire of the **snake-men** fell, it was the vhuurmis who, from their cliff-side palaces, ruled the Hyperborean mainland for ages; they rose to power and then degenerated to savagery. The first men followed: Hyperborean witches and warlocks who wrested control and hunted the vhuurmis. The dwindling vhuurmis retreated to Mount Vhuurmithadon, a treble-peaked volcano deep in the Spiral Mountain Array. Then came the Green Death. Mankind was driven to nigh extinction, and in the subsequent Dark Age, the vhuurmis rebounded. Presently their savage tribes populate mountain lairs all about the realm.

Special:

- ★ *Can scale sheer surfaces at normal movement rate, 11-in-12 chance of success.*
- ★ *+2 saves versus cold-related attacks.*

BEASTS AND MONSTERS: W

WEASEL, GIANT

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	M
Movement:	50
Dexterity:	13
Armour Class:	2
Hit Dice:	4+3
No. of Attacks:	1
Damage:	1d8
Saving Throw:	15
Morale:	7
Experience Points:	175
Treasure Class:	—

This giant, nocturnal animal is eight feet long, sleek, swift, and powerful. Its fur colour depends on its species and environment, typically black, white, brown, or golden. Giant weasels are vicious creatures that, although omnivorous, are fond of human flesh. They latch on to prey and siphon blood from their victims.

N.B.: Intelligent giant weasels have been reported, these being rare and reclusive creatures of Evil alignment.

Special:

- ★ *Latches on to prey upon successful hit, draining blood for 1d8 hp damage per round.*

Wererat: see *lycanthrope*, *wererat*

Werewolf: see *lycanthrope*, *werewolf*

WHALE

	<i>Blue Whale</i>	<i>Killer Whale (Orca)</i>	<i>Narwhale</i>
No. Encountered:	2 (1d4+1)	1 (1d4)	1 (1d4)
Alignment:	Neutral	Neutral	Lawful Good
Size:	L	L	L
Movement:	0 (60 swim)	0 (80 swim)	0 (70 swim)
Dexterity:	4	8	8
Armour Class:	5	5	6
Hit Dice:	18	6	9
No. of Attacks:	1 (bite)	1 (bite)	1 (gore)
Damage:	4d6	3d6	2d6
Saving Throw:	8	14	12
Morale:	8	9	10
Experience Points:	5,500	500	1,300
Treasure Class:	—	—	—

The **blue whale** is the largest marine mammal of Hyperborea. It reaches lengths of 100 or more feet and has speckled blue-grey or white skin. It feeds on krill and will not seek out human prey, but might swallow a lone swimmer if hungry enough. If harpooned the blue whale can be quite deadly, overturning the largest of vessels. Typically they feed in the shallow waters of coastal Hyperborea and breed near the world's rim.

The **killer whale** is a black and white hunter of the sea, up to 30 feet long and weighing as much as 30,000 pounds. Killer whales (*orcas*) prey on fish, mammals, and other whales; of course they will devour men, too.

The **narwhale** is a grey, spotted, 20-foot-long mammal prized for its great spiral horn of some 8- to 10-foot length (valued at 2,000 gp), these found only on the males of the species. Peaceful and intelligent, these “unicorns of the sea” scour glacial waters for prey and will only attack a man if threatened—except in the case of **fish-men**, which they attack on sight. Narwhales are believed to communicate via telepathy.

Special (**blue whale**):

- ★ *If bite attack hits by a margin of 4 or more (or on a natural 20 in any case), victim swallowed whole and suffers 1d6 hp damage per round; after 8 rounds, most are drowned or suffocated. Swallowed prey can cut its way out with a WC 1–3 blade, with a “to hit” penalty equal to the weapon class. If 20 hp damage is inflicted from within, a large enough rent is cut for escape.*

Special (**killer whale**):

- ★ *On a natural 20 “to hit” roll, a Medium or smaller victim is swallowed whole and suffers 1d6 hp damage per round; after 8 rounds, most are drowned or suffocated. Swallowed prey can cut its way out with a WC 1–3 blade, with a “to hit” penalty equal to the weapon class. If 20 hp damage is inflicted from within, a large enough rent is cut for escape.*

Special (**narwhale**):

- ★ *If incited (e.g., pups threatened), can deliver a charge attack for treble damage dice (6d6).*

White Ape: see *ape*, *albino*

WIGHT (Undead Type 5)

<i>No. Encountered:</i>	1d6
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	30
<i>Dexterity:</i>	7
<i>Armour Class:</i>	5
<i>Hit Dice:</i>	4
<i>No. of Attacks:</i>	1 (claw)
<i>Damage:</i>	1d4
<i>Saving Throw:</i>	15
<i>Morale:</i>	12
<i>Experience Points:</i>	195
<i>Treasure Class:</i>	B

This dreadful creature is formed when a negative energy spirit inhabits a cadaver. The result is an undead thing that feeds on positive energy (i.e., life). Pallid of countenance, with long, talon-like nails and broken, jagged teeth, wights walk with a stoop and carry the stench of death and decay. They never desist from attempting to feed.

Special:

- ★ *Harmed only by silver or magical weapons.*
- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Touch drains one level of experience unless a death save is made.*



WILL-O'-WISP

No. Encountered:	1
Alignment:	Chaotic Evil
Size:	S
Movement:	60
Dexterity:	17
Armour Class:	-6
Hit Dice:	8
No. of Attacks:	1 (touch)
Damage:	2d8
Saving Throw:	13
Morale:	7
Experience Points:	1,080
Treasure Class:	Z

These haunting creatures manifest during nocturnal hours, appearing as phosphorescent balls of light (yellow, green, saffron, violet, etc.) in bogs, swamps, marshes, or places of desolation; too, they might be encountered in dungeon labyrinths. A will-o'-wisp will flit about playfully, feigning to be a playful færie, throbbing lovely colour displays whilst emitting a peaceful hum. It will lure a victim to a pit, quicksand, or another trap; then it will attack, discharging powerful electricity that drains the victim of life. Will-o'-wisps are solitary creatures, each composed of one to six balls of light that range from one to two feet in diameter.

Special:

- ★ *Immune to sorcery, save protection from evil, which will drive it away, and magic missile. Even a spell such as sanctuary will not stop a will-o'-wisp.*
- ★ *If reduced to 6 hp or fewer, the creature will turn pale blue and lead its conqueror(s) to its lair, which might contains its treasure.*

WOLF	Wolf	Dire Wolf	Winter Wolf
No. Encountered:	2d4 (1d12+6)	1d6 (1d6+6)	1 (2d4)
Alignment:	Neutral	Neutral	Lawful Evil
Size:	S	L	L
Movement:	60	50	60
Dexterity:	11	10	9
Armour Class:	7	6	5
Hit Dice:	2+1	4+1	6
No. of Attacks:	1 (bite)	1 (bite)	1 (bite)
Damage:	1d6	2d4	2d4
Saving Throw:	16	15	14
Morale:	7	8	9
Experience Points:	35	150	500
Treasure Class:	—	—	I

The **wolf** is a wild, carnivorous animal that lives and hunts in packs. Wolves are found in the wilderness and caves alike; forest species are thinner and longer limbed, tundra species stockier and of denser coat. Captured wolf pups might be trained much as **dogs**, though the possibility of unfortunate incident is possible upon maturation. Every pack has an alpha male, which might be a maximum hit point specimen.

The **dire wolf** is a larger, heavier, more ferocious wolf, up to five feet at the shoulder and 500 pounds, and seemingly possessed of semi-intelligence. Typically dire wolves range across most wilderness environs, though their lairs are usually located in caves. It is said that the **abominable snow-men** have devised a means of training these savage animals to pull their war sleds. Every pack has an alpha male, which might be a maximum hit point specimen.

The **winter wolf** is an Evil, semi-intelligent, supernatural beast that inhabits the most frigid of regions. These wolves have pure white coats, stand five to six feet at the shoulder, and weigh up to 750 pounds. They can release horrible howls that discharge blasts of cold, freezing to the bone their prey, which they will then crush in their terrible jaws. They are believed to have their own strange language. Winter wolves fear and loathe the **men of Leng**, and they leap in wild, howling fervour when Ythaqqa walks amongst them or sends his frigid wind.

Special (**winter wolf**):

- ★ *Frost blast once every 6 rounds; blast is 10 feet long and 10 feet wide at its terminus, causing 4d6 hp damage, with an avoidance save allowed for ½ damage.*
- ★ *Immune to cold damage.*
- ★ *Fire vulnerability; all fire attacks inflict +1 hp per die of damage.*

WOLVERINE	<i>Wolverine</i>	<i>Giant Wolverine</i>
<i>No. Encountered:</i>	1d2	1d2
<i>Alignment:</i>	Neutral	Chaotic Evil
<i>Size:</i>	S	M
<i>Movement:</i>	40	50
<i>Dexterity:</i>	17	18
<i>Armour Class:</i>	5	4
<i>Hit Dice:</i>	3	4+5
<i>No. of Attacks:</i>	3 (claw / claw / bite)	3 (claw / claw / bite)
<i>Damage:</i>	1d4 / 1d4 / 1d6	1d6 / 1d6 / 1d8
<i>Saving Throw:</i>	15	15
<i>Morale:</i>	9	11
<i>Experience Points:</i>	53	225
<i>Treasure Class:</i>	—	Q, Y

The **wolverine** is a stocky, short-legged, carnivorous mammal known for its dark, shaggy coat and bushy tail, these remarkable for their lighter-coloured bands; hence the coat can be of value to hunters. Typical wolverines in Hyperborea are about four feet long and weigh up to 70 pounds. They are robust creatures of nasty temperament, with semi-retractable claws and powerful teeth, and they carry an odious musk stench.

Wolverines are held to possess intelligence slightly above that of other animals. They dwell in boreal forests and tundra regions, hunting **deer**, **elk**, and even other predators. They chase down their prey, pounce on it, and drag it to the ground. A wolverine will attack a man on sight.

The **giant wolverine** is a bearlike beast that measures up to six feet long and three feet at the shoulder, weighing as much as 400 pounds. In addition to the prey noted above, a giant wolverine will hunt **musk oxen** and also small **woolly mammoths**. Giant wolverines are beasts of higher intelligence, capable of speech and aligned with Chaotic Evil.

Special (all):

- ★ *Offensive musk odour: death (poison) save for any creature within 10 feet or suffer a -2 "to hit" penalty due to burning and watering eyes.*
- ★ *All attacks at +4 "to hit" bonus.*

WRAITH (Undead Type 7)

<i>No. Encountered:</i>	1d4
<i>Alignment:</i>	Lawful Evil
<i>Size:</i>	M
<i>Movement:</i>	40 (fly 60)
<i>Dexterity:</i>	10
<i>Armour Class:</i>	3
<i>Hit Dice:</i>	5+4
<i>No. of Attacks:</i>	1 (touch)
<i>Damage:</i>	1d6
<i>Saving Throw:</i>	14
<i>Morale:</i>	12
<i>Experience Points:</i>	540
<i>Treasure Class:</i>	E

This incorporeal undead entity presents as the pale apparition of a man, translucent and misty of form. Wraiths are composed of negative energy of sepulchral stench. They hunger to take their provender of positive energy—sentient life such as Hyperborea supports—and from the Black Gulf they arrive. They dwell in shadows, nocturnal hunters of life. Often wraiths are servants to a higher power or otherworldly master.

Special:

- ★ *Hit only by silver or magical weapons.*
- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Touch drains one level of experience unless a death save is made.*
- ★ *A man slain by a wraith will become a wraith in 24 hours, serving the monster that slew him.*
- ★ *Powerless in direct sunlight.*

WYVERN

No. Encountered:	1 (1d6)
Alignment:	Neutral
Size:	L
Movement:	30 (fly 90)
Dexterity:	16
Armour Class:	3
Hit Dice:	7+4
No. of Attacks:	2 (bite / sting)
Damage:	2d8 / 1d8
Saving Throw:	13
Morale:	10
Experience Points:	1,080
Treasure Class:	E

This is the two-legged dragon of myth and legend, with large bat-like wings, ruddy grey scales, red eyes, and a long, barbed tail. Wyverns possess limited intelligence, their communication slightly more advanced than normal reptiles. This beast attacks with a venomous tail sting, poisoning its victims before devouring them. Wyverns thrive in many environments, including the deepest of dungeons and subterranean caverns.

Special:

- ★ *Tail sting delivers venom: make death (poison) save or suffer instant incapacitation (paralysis) followed by death in 2d4 rounds.*



BEASTS AND MONSTERS: Z

ZOMBIE (*Undead Type 2*)

<i>No. Encountered:</i>	1d6 (4d6)
<i>Alignment:</i>	Chaotic Evil
<i>Size:</i>	M
<i>Movement:</i>	30
<i>Dexterity:</i>	3
<i>Armour Class:</i>	8
<i>Hit Dice:</i>	2
<i>No. of Attacks:</i>	1 (pummel or bite)
<i>Damage:</i>	1d8 (pummel) or 1d3 (bite)
<i>Saving Throw:</i>	16
<i>Morale:</i>	12
<i>Experience Points:</i>	64
<i>Treasure Class:</i>	J, K, L, M

These undead humanoids, sometimes referred to as the *walking dead*, are the soulless corpses of men or humanoids animated by witchcraft, necromancy, or a netherworldly curse; in other cases the affliction of zombiism is akin to disease transmission. Often zombies are assigned the task of guardianship of a person, place, or thing. Requiring no sustenance, they can stand silent and motionless until a prescribed condition is met, though they move dreadfully slowly and rely on trapping or surprizing their opponents. Zombies typically pummel their opponents to death, then feast on their flesh, entrails, and brains.



Special:

- ★ *Slow to react, always attacking last on initiative; no running movement allowed.*
- ★ *Immune to poison, paralysis, fear, and cold-based attacks.*
- ★ *Cure disease destroys zombie.*
- ★ *Arrows and bolts inflict but 1 hp damage (plus bonuses, if applicable); other piercing / thrusting weapons cause ½ damage (damage dice halved, with bonuses added afterwards).*
- ★ *Any natural 19–20 attack roll versus a zombie is considered a “head shot” inflicting maximum damage, regardless of weapon type; this replaces the optional critical hits rule (see **VOL. III, ADVANCED COMBAT**, critical hits), if utilized.*
- ★ *1-in-4 chance of bite attempt; otherwise, pummel attacks apply until the zombie drops its foe, which it will then attempt to eat.*
- ★ *Bite infects victim with the zombiism disease, no saving throw allowed. Infection manifests 1 turn after bite and begins with an intense fever, followed by loss of consciousness 1d6+6 turns later. Within 1d10+2 hours the victim dies; then, 1d6 turns later, he rises as a zombie. Cure disease can disrupt and alleviate this process, if cast before victim’s death.*
- ★ **N.B.:** *Multiple zombies will attempt to overbear victims; see **VOL. III, COMBAT ACTIONS**, unarmed combat.*

BEAST AND MONSTER ENCOUNTERS IN HYPERBOREA

Most published adventures will have specific lists of monsters encountered in the wilderness setting or dungeon. To adjust an adventure to suit the Hyperborea setting, reference the following lists, replacing and/or modifying to match the milieu. When creating an adventure from scratch, the referee must endeavour to create a challenge commensurate to the party's power, adjusting monster numbers as deemed necessary. The following lists are intended to present typical examples of beasts and monsters encountered in a particular environment type. These, of course, should be modified to suit the specifics of a locale and special circumstances devised by the referee.

DUNGEON (SUBTERRANEAN) ENCOUNTERS: Beasts and monsters are encountered in the caverns and dungeons beneath the surface of Hyperborea, in a subterranean realm broadly referred to as *Underborea*. The following chart may be used to pre-generate a dungeon complex, or to work on the spot as a series of randomly determined encounters. Either method can prove quite gratifying for players and referees alike, creating a sense of tension and unpredictability.

Mega-Dungeons: A mega-dungeon is a multilevel subterranean campaign milieu in which descending dungeon levels roughly present a challenge commensurate to character parties of near-equal levels of experience, assuming a typical party of four to eight adventurers. So, the traditional mega-dungeon concept calls for the difficulty to increase as the adventure seekers delve deeper below the surface—the greater the risks, the greater the rewards, as it were. Notwithstanding, exploring a specific dungeon level does not guarantee encounters specific to that dungeon level; e.g., a party exploring Level 2 of a hostile dungeon might well encounter a lair of 4- or even 5-HD creatures, and so on.

Dungeon and Subterranean

Aboleth	Fomorian (Hill Giant)	Minotaur	Snake, Giant Asp
Ant, Giant	Frog, Giant	Minotaur Superior (<i>rare</i>)	Snake, Giant Cobra
Ape, Albino	Fungus (all)	Minotron	Snake, Giant Python
Ape, Albino, Superior (<i>rare</i>)	Gargoyle	Mummy	Snake, Python
Ape, Carnivorous	Gelatinous Cube	Mustard Mould	Snake, Viper
Ape, Mountain (Ogre)	Ghast	Naga	Snake-Man
Ape-Man	Ghost	Night-Gaunt	Spectre
Automaton (all)	Ghoul	Ochre Jelly	Spider, Giant (all)
Basilisk	Ghul (Desert Dæmon)	Oon (<i>only with Mi-Go</i>)	Spore-Man
Bat (all)	Giant, Fire	Orc (Dæmon-Pict)	Stirge
Bear, Cave	Giant, Frost	Otyugh	Tentacular Horror
Beetle, Giant (all)	Gibbering Moulder	Owl Bear	Tick, Giant
Black Pudding	Gorgon (Medusa)	Purple Worm	Toad, Giant
Cave-Man (Neanderthal)	Great Race	Rat (all)	Troglodyte
Centipede, Giant (all)	Green Slime	Roper	Troll
Chimæra	Grey Ooze	Rust Monster	Vampire
Cloaker	Hyæna-Man (Gnoll)	Salamander (all)	Vhuurmis (Beast-Man)
Colour out of Space	Hydra, Pyro-	Scorpion, Giant	Weasel, Giant
Cyclops	Leech, Giant	Shadow	Wight
Dæmon, Class I	Lich	Shambling Mound	Will-o'-Wisp
Dæmon, Class II	Lizard, Giant Tuatara	Shoggoth	Wolverine, Giant
Dæmon, Class III	Lizard-Man	Skeleton	Wraith
Dæmon, Class IV	Lycanthrope (all)	Skeleton, Animal	Wyvern
Dæmon, Class V	Man, Bandit	Slithering Slime	Zombie
Dwarf	Man, Wild Berserker	Slug, Giant	
Elder Thing	Manticore	Snake, Asp	
Elemental (all)	Mi-Go (Fungus from Yuggoth)	Snake, Cobra	

WILDERNESS ENCOUNTERS: In the wilderness, many beasts, monsters, and otherworldly beings inhabit or traverse the respective environment types. A few exceptions are worth noting. **Automata** (and **minotrons**) are creations and thus have no specific environment type in which they dwell. **Dæmons**, if summoned or otherwise compelled to present themselves, can be found anywhere, but typically do not inhabit the surface world of Hyperborea. **Elementals** must be summoned, so their presence in any environment type is contingent on sorcery. Lycanthropy is a curse and a disease that can crop up anywhere, so **wererats** and **werewolves** are not assigned to specific environments. Men might be encountered in the wilderness—travellers, merchants, nomads, and so forth—and although these can certainly be hostile, they are not considered “beasts and monsters” to be listed.

Bluffs / Hills

Ant, Giant	Cyclops	Mammoth, Woolly	Spider, Giant Crab
Ape, Albino	Dæmon, Swine	Mammoth, Woolly,	Spider, Giant Phase
Ape, Albino,	Deer (all)	Superior (<i>rare</i>)	Spider, Giant Trapdoor
Superior (<i>rare</i>)	Dog, Wild	Man, Bandit	Spider, Giant Wolf
Ape, Mountain (Ogre)	Falcon (Hawk)	Man, Wild Berserker	Spore-Man
Ape-Man	Ferret, Giant	Mi-Go (Fungus from Yuggoth)	Stirge
Archæopteryx	Fomorian (Hill Giant)	Minotaur	Tick, Giant
Aurochs	Gargoyle	Minotaur Superior (<i>rare</i>)	Tiger (all)
Bat (all)	Ghost	Mummy	Toad, Giant
Bear, Black	Ghost	Night-Gaunt	Tree-Man
Bear, Brown	Ghost, Banshee	Orc (Dæmon-Pict)	Troll
Bear, Cave	Ghoul	Owl Bear	Vampire
Bee, Giant	Gorgon (Medusa)	Pterodactyl	Weasel, Giant
Beetle, Giant Bombardier	Harpy	Rat (all)	Wight
Bird-Man	Hydra, Pyro-	Rust Monster	Wolf
Boar	Hyæna (all)	Skeleton	Wolf, Dire
Cave-Man (Neanderthal)	Hyæna-Man	Sloth, Ground	Wraith
Centipede, Giant (all)	Lion (all)	Snake, Viper	Wyvern
Chimæra	Lizard, Giant Chameleon	Snow-Man,	Zombie
Cockatrice	Lizard, Giant Draco	Abominable (Yeti)	
Colour out of Space	Lizard, Giant Tuatara	Spectre	

Bluffs / Hills, Glaciated

Ape, Albino	Deer, Reindeer	Mammoth, Woolly,	Spectre
Ape, Albino,	Ferret, Giant	Superior (<i>rare</i>)	Spore-Man
Superior (<i>rare</i>)	Fomorian (Hill Giant)	Man, Wild Berserker	Tentacular Horror
Ape, Mountain (Ogre)	Gargoyle	Man of Leng	Tiger (all)
Ape-Man	Ghost	Minotaur	Toad, Giant (<i>white</i>)
Aurochs	Ghost, Banshee	Minotaur Superior (<i>rare</i>)	Troll
Bat, Giant	Gibbering Moulder	Musk Ox	Weasel, Giant
Bear (all)	Gorgon (Medusa)	Rhinoceros, Woolly	Wight
Blink Dog	Great Race	Salamander, Ice	Wolf (all)
Boar	Hyæna-Man	Skeleton	Wolverine (all)
Cave-Man (Neanderthal)	Lion (all)	Sloth, Ground	Zombie
Cyclops	Mammoth, Woolly	Snow-Man, Abominable (Yeti)	

Desert (Sandy)

Ant, Giant	Falcon (Hawk)	Man of Leng	Snake, Cobra
Ape, Albino	Ferret, Giant	<i>(Leng Plateau region only)</i>	Snake, Giant Asp
Ape, Albino, Superior (<i>rare</i>)	Ghast	Manticore	Snake, Giant Cobra
Ape-Man	Ghost	Mi-Go (Fungus from Yuggoth)	Snake, Rattlesnake
Archæopteryx	Ghost, Banshee	Minotaur	Snake, Viper
Bat (all)	Ghoul	Minotaur Superior (<i>rare</i>)	Snake-Man
Bee, Giant	Ghul (Desert Dæmon)	Mummy	Spectre
Beetle, Giant Stag	Great Race	Night-Gaunt	Spider, Giant (all)
Boar	Hydra, Pyro-	Pterodactyl	Stirge
Camel (all)	Hyæna (all)	Purple Worm	Tick, Giant
Cave-Man (Neanderthal)	Hyæna-Man	Rat (all)	Weasel, Giant
Centipede, Giant Black	Lamia	Rust Monster	Wight
Cockatrice	Lich	Salamander, Fire	Wolf
Colour out of Space	Lion (all)	Scorpion, Giant	Wyvern
Deer, Red	Lizard, Giant Chameleon	Shadow	Zombie
Dog, Wild	Lizard, Giant Tuatara	Skeleton	
	Man, Bandit	Snake, Asp	

Desert (Steppe)

Ant, Giant	Falcon (Hawk)	Man, Bandit	Spectre
Ape, Albino	Ferret, Giant	Man, Wild Berserker	Spider, Giant Crab
Ape, Albino, Superior (<i>rare</i>)	Ghast	Manticore	Spider, Giant Phase
Ape-Man	Ghost	Minotaur	Spider, Giant Trapdoor
Aurochs	Ghoul	Minotaur Superior (<i>rare</i>)	Spider, Giant Wolf
Bat (all)	Horse, Wild	Mummy	Stirge
Bear, Black	Hyæna (all)	Musk Ox	Tentacular Horror
Bear, Brown	Hyæna-Man	Night-Gaunt	Tick, Giant
Beetle, Giant Stag	Lamia	Orc (Dæmon-Pict)	Tiger (all)
Blink Dog	Lich	Pterodactyl	Toad, Giant
Boar	Lion (all)	Purple Worm	Weasel, Giant
Camel (all)	Lizard, Giant Chameleon	Rat (all)	Wolf
Cave-Man (Neanderthal)	Lizard, Giant Draco	Rust Monster	Wolf, Dire
Cockatrice	Lizard, Giant Tuatara	Scorpion, Giant	Wolverine (all)
Deer, Reindeer	Lizard-Man	Shadow	Wyvern
Dog, Wild	Mammoth, Woolly	Skeleton	
	Mammoth, Woolly, Superior (<i>rare</i>)	Snake, Viper	

Forest

Ant, Giant	Cave-Man (Neanderthal)	Lion (all)	Snake, Python
Ape, Carnivorous	Centipede, Giant (all)	Lizard, Giant (all)	Snake, Viper
Ape, Mountain (Ogre)	Chimæra	Lizard-Man	Spider, Giant (all)
Ape-Man	Cockatrice	Man, Bandit	Stirge
Archæopteryx	Colour out of Space	Man, Wild Berserker	Tick, Giant
Aurochs	Cyclops	Minotaur	Tiger (all)
Basilisk	Dæmon, Swine	Minotaur Superior (<i>rare</i>)	Toad, Giant
Bat (all)	Deer, Giant Elk	Naga	Tree-Man
Bear, Black	Deer, Red	Orc (Dæmon-Pict)	Troll
Bear, Brown	Falcon (Hawk)	Owl Bear	Weasel, Giant
Bear, Cave	Frog, Giant	Pterodactyl	Wight
Bee, Giant	Ghast	Rat (all)	Wolf
Beetle, Giant Bombardier	Ghost	Rust Monster	Wraith
Beetle, Giant Stag	Ghoul	Skeleton	Wyvern
Behir	Harpy	Sloth, Ground	Zombie
Boar	Hyæna (all)	Snake, Giant Python	

Grasslands / Plains / Scrublands

Ant, Giant	Dæmon, Swine	Mammoth, Woolly	Snake, Cobra
Ape, Carnivorous	Deer, Giant Elk	Mammoth, Woolly, Superior (<i>rare</i>)	Snake, Giant Asp
Ape-Man	Deer, Red	Man, Bandit	Snake, Giant Cobra
Archæopteryx	Dog, Wild	Minotaur	Snake, Viper
Aurochs	Falcon (Hawk)	Naga	Spider, Giant (all)
Bat (all)	Ferret, Giant	Night-Gaunt	Stirge
Bear, Black	Frog, Giant	Orc (Dæmon-Pict)	Thew Wagon
Bear, Brown	Ghast	Owl Bear	Tick, Giant
Bee, Giant	Ghost	Pterodactyl	Tiger (all)
Beetle, Giant (all)	Ghoul	Purple Worm	Toad, Giant
Boar	Horse, Wild	Rat (all)	Troll
Cave-Man (Neanderthal)	Hyæna (all)	Rust Monster	Weasel, Giant
Centipede, Giant (all)	Hyæna-Man	Skeleton	Wight
Cockatrice	Lion (all)	Sloth, Ground	Wolf
Colour out of Space	Lizard, Giant (all)	Snake, Asp	Wolf, Dire
Cyclops	Lizard-Man		Wyvern
			Zombie

Mountains

Ant, Giant	Eagle, Giant	Man, Bandit	Snow-Man,
Ape, Albino	Falcon (Hawk)	Man, Wild Berserker	Abominable (Yeti)
Ape, Albino, Superior (<i>rare</i>)	Ferret, Giant	Manticore	Spider, Giant Crab
Ape, Mountain (Ogre)	Fomoriant (Hill Giant)	Minotaur	Spider, Giant Phase
Ape-Man	Gargoyle	Minotaur Superior (<i>rare</i>)	Spider, Giant Wolf
Archæopteryx	Ghost	Night-Gaunt	Spore-Man
Bat (all)	Giant, Fire (<i>volcanic only</i>)	Nightmare (<i>volcanic only</i>)	Tick, Giant
Bear, Black	Griffin	Orc (Dæmon-Pict)	Toad, Giant
Bear, Brown	Harpy	Pegasus	Troll
Bear, Cave	Hell Hound (<i>volcanic only</i>)	Pterodactyl	Vhuurmis (Beast-Man)
Bee, Giant	Hippogriff	(<i>volcanic only</i>)	Weasel, Giant
Bird-Man	Hyæna-Man	Salamander, Fire	Wight
Cave-Man (Neanderthal)	Hydra, Pyro-	(<i>volcanic only</i>)	Wolf
Chimæra	Lion, Mountain	Skeleton	Wyvern
Cyclops	Lizard, Giant Chameleon	Snake, Viper	Zombie

Mountains, Glaciated

Ape, Albino	Gargoyle	Man of Leng	Spore-Man
Ape, Albino, Superior (<i>rare</i>)	Ghost	Minotaur	Tentacular Horror
Ape, Mountain (Ogre)	Giant, Fire (<i>volcanic only</i>)	Minotaur Superior (<i>rare</i>)	Toad, Giant (<i>white</i>)
Ape-Man	Giant, Frost	Nightmare (<i>volcanic only</i>)	Troll
Bat, Giant	Gibbering Moulder	Salamander, Fire	Vhuurmis (Beast-Man)
Bear (all)	Great Race	Salamander, Ice (<i>volcanic only</i>)	Weasel, Giant
Cave-Man (Neanderthal)	Hell Hound	Shoggoth	Wight
Cyclops	Hyæna-Man	Skeleton	Wolf
Elder Thing	Lion, Mountain	Snow-Man,	Wolf, Winter
Ferret, Giant	Man, Wild Berserker	Abominable (Yeti)	Wolverine (all)
Fomorian (Hill Giant)			Zombie

Swamp / Marsh (Wetlands)

Ant, Giant	Deer, Giant Elk	Lizard-Man	Snake, Python
Archæopteryx	Deer, Red	Lotus Woman	Snake, Viper
Aurochs	Eel, Electric	Mammoth, Woolly	Spider, Giant (all)
Bat (all)	Falcon (Hawk)	Mammoth, Woolly, Superior (<i>rare</i>)	Stirge
Bear, Black	Ferret, Giant	Man, Bandit	Thew Wagon
Bear, Brown	Frog, Giant	Minotaur	Tick, Giant
Bee, Giant	Ghost	Minotaur Superior (<i>rare</i>)	Tiger (all)
Beetle, Giant Bombardier	Ghoul	Naga	Toad, Giant
Beetle, Giant Fire	Green Slime	Pterodactyl	Tree-Man
Behir	Harpy	Rat (all)	Troll
Black Pudding	Hyæna (all)	Rust Monster	Weasel, Giant
Boar	Leech, Giant	Shambling Mound	Wight
Cave-Man (Neanderthal)	Lion (all)	Skeleton	Will-o'-Wisp
Centipede, Giant (all)	Lizard, Giant Chameleon	Sloth, Ground	Wolf
Cockatrice	Lizard, Giant Draco	Snake, Giant Python	Wolf, Dire
Colour out of Space	Lizard, Giant Tuatara	Snake, Giant Water	Wraith
Dæmon, Swine			Wyvern
			Zombie

Tundra

Ape, Albino	Camel (all)	Mammoth, Woolly	Skeleton
Ape, Albino, Superior (<i>rare</i>)	Cave-Man (Neanderthal)	Mammoth, Woolly, Superior (<i>rare</i>)	Snow-Man, Abominable (Yeti)
Ape-Man	Deer, Giant Elk	Man, Wild Berserker	Spectre
Aurochs	Deer, Reindeer	Man of Leng	Spider, Giant Phase (Purple Spider of Leng)
Bat, Giant	Dog, Wild	Minotaur	Tentacular Horror
Bear, Black	Ferret, Giant	Minotaur Superior (<i>rare</i>)	Tiger (all)
Bear, Brown	Ghost	Musk Ox	Weasel, Giant
Bear, Polar	Hyæna (all)	Remorhaz	Wolf (all)
Blink Dog	Hyæna-Man	Rhinoceros, Woolly	Wolverine (all)
Boar	Lich	Salamander, Ice	
	Lion (all)		

Watercourses, Lakes and Rivers

Aboleth	Eel, Electric	Hydra, Aqua-	Weasel, Giant
Behir	Falcon (Hawk)	Leech, Giant	Wyvern
Centipede, Giant (all)	Ferret, Giant	Lizard, Giant Tuatara	Zombie
Colour out of Space	Frog, Giant	Lizard-Man	
Crab, Giant (all)	Ghost	Man, Bandit (<i>pirates</i>)	
Crocodile (all)	Ghoul (Lacedon)	Snake, Giant Water	

Watercourses, Sea

Aboleth	Fish-Man	Man, Bandit (<i>pirates</i>)	Shoggoth
Crab, Giant (all)	Ghost	Night-Gaunt	Skeleton (<i>skeleton ship</i>)
Crab-Man	Ghoul (Lacedon)	Octopus, Giant	Squid, Giant (all)
Crocodile (all)	Great Race	Sea Serpent	Whale (all)
Elder Thing	Hydra, Aqua-	Shark, Great White	

CIVILIZATION ENCOUNTERS: Monster encounters in settlements typically occur in graveyards, abandoned barns, old cellars, ruins, and so forth. It is important to note that many Hyperborean cities contain a significant portion of unused buildings, a consequence of the Green Death, the plague that nearly wiped out humanity. Also worth noting is the prevalent environment of the settlement. For instance, the City-State of Khromarium is encircled by the Lug Wasteland, a region of bogs and marsh; conversely, the City-State of Ythorium is bounded by desert. Whatever the circumstances, the referee should consider the surrounding environment of the settlement when determining local beasts and monsters. Of course, some cities are ruled by humanoids, such as Orcust (the city of **orcs**) and the City-State of Kor (ruled by **ape-men**).

City

Ape-Man (<i>City-State of Kor only</i>)	Falcon (Hawk)	Night-Gaunt	Spider, Giant Phase
Aurochs (<i>domesticated</i>)	Ferret, Giant	Orc (Dæmon-Pict) (<i>Orcust only</i>)	Spider, Giant Trapdoor
Bat	Gargoyle	Rat (all)	Spider, Giant Wolf
Bee, Giant	Ghast	Rust Monster	Stirge
Bird-Man	Ghost	Shadow	Vampire
Cave-Man (Neanderthal)	Ghoul	Skeleton	Wight
Centipede, Giant (all)	Mammoth, Woolly (<i>domesticated</i>)	Snake, Viper	Zombie
Cockatrice	Man, Bandit	Spider, Giant Crab	

Town / Village

Aurochs (<i>domesticated</i>)	Deer, Reindeer (<i>domesticated</i>)	Man, Bandit
Bat	Falcon (Hawk)	Night-Gaunt
Bee, Giant	Ferret, Giant	Rat (all)
Beetle, Giant Stag	Ghast	Skeleton
Bird-Man	Ghoul	Snake, Viper
Cave-Man (Neanderthal)	Ghost	Spider, Giant Crab
Centipede, Giant (all)	Mammoth, Woolly	Spider, Giant Phase
Cockatrice	(<i>domesticated</i>)	Vampire
		Zombie



ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA



VOLUME V: TREASURE

ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™



A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

VOLUME V: TREASURE

Written by JEFFREY TALANIAN
Illustrated by IAN BAGGLEY



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TREASURE DETERMINATION

As is noted in **VOL. IV, BEAST AND MONSTER STATISTICS**, each creature type has an associated *treasure class* (TC). This is the typical treasure the creatures have stored or hidden about their lairs, some portions of which might be found on individual monsters. In other cases, treasure might be located in a creature's lair because adventuring folk have met their unfortunate demise there. Note that treasure classes are associated with "lair numbers" of the monster type; i.e., the figure enclosed in parentheses following the *No. Encountered* statistic for each monster.

Also, it is not unusual for other monsters to be located about the lair of the primary monster. Unless secondary or tertiary monsters have numbers commensurate to lair numbers, no additional treasure will be found. For instance, a lone **fomorian** living amongst a tribe of **orcs** will not possess lair treasure, but if a dungeon level has both an **orc** lair and a **harpy** lair, then both treasure classes should be accounted for. It is the purview of the referee to modify treasure results, or to assign specific treasures as desired.

Each treasure class is listed hereafter on **table V.1.**, which is followed by subsequent tables and descriptions. Note that **cp** = copper pieces, **sp** = silver pieces, **ep** = electrum pieces, **gp** = gold pieces, and **pp** = platinum pieces.

Table V.1.: Random Treasure Table

Class	cp x500	sp x500	ep x500	gp x500	pp x50	Gems	Jewellery	Magical Treasure
A	2d6 (25%)	2d6 (30%)	2d6 (25%)	2d10 (40%)	1d4 (25%)	6d6 (40%)	4d8 (50%)	Any 3 (30%)
B	2d8 (50%)	2d6 (25%)	2d4 (25%)	1d6 (25%)	—	2d4 (30%)	1d4 (25%)	1 armour (15%); 1 shield (15%); 1 sword (15%)
C	2d12 (20%)	2d6 (30%)	2d4 (10%)	—	—	1d6 (30%)	1d4 (25%)	Any 2 (20%)

Class	cp x500	sp x500	ep x500	gp x500	pp x50	Gems	Jewellery	Magical Treasure
D	2d8 (10%)	2d12 (15%)	2d8 (15%)	2d6 (50%)	—	1d12 (30%)	2d4 (25%)	Any 2 (20%); 1 potion (25%)
E	2d10 (10%)	2d12 (25%)	2d6 (25%)	2d8 (25%)	—	2d6 (15%)	2d4 (10%)	Any 3 (25%); 1 scroll (25%)
F	—	2d20 (20%)	2d12 (15%)	2d10 (40%)	2d4 (35%)	4d8 (20%)	1d12 (10%)	Any 3, except weapons (30%); 1 potion (30%); 1 scroll (30%)
G	—	—	—	2d4x10 (50%)	2d10 (50%)	3d6 (30%)	1d10 (30%)	Any 4 (35%); 1 scroll (35%)
H	1d6x10 (25%)	2d10x10 (40%)	2d4x10 (40%)	2d6x10 (55%)	5d10 (20%)	1d10x10 (50%)	1d4x10 (50%)	Any 4 (15%); 1 potion (20%); 1 scroll (20%)
I	—	—	—	—	3d6 (35%)	2d10 (60%)	2d6 (50%)	Any 1 (20%)
J	4d6 ppi*	—	—	—	—	—	—	—
K	—	4d4 ppi*	—	—	—	—	—	—
L	—	—	3d4 ppi*	—	—	—	—	—
M	—	—	—	1d8 ppi*	—	—	—	—
N	—	—	—	—	1d4+1 ppi*	—	—	—
O	2d4 (25%)	1d6 (20%)	—	—	—	—	—	—
P	—	2d6 (30%)	1d4 (20%)	—	—	—	—	—
Q	—	—	—	—	—	1d4+1 (50%)	—	—
R	—	—	—	4d4 (40%)	1d6x10 (45%)	4d8 (60%)	2d6 (45%)	—
S	—	—	—	—	—	—	—	2d4 potions (40%)
T	—	—	—	—	—	—	—	1d4 scrolls (50%)
U	—	—	—	—	—	2d4x10 (90%)	3d10 (80%)	1 of each magic, except potions and scrolls (70%)
V	—	—	—	—	—	—	—	2 of each magic, except potions and scrolls (80%)
W	—	—	—	1d6x10 (60%)	2d4 (15%)	2d4x10 (60%)	4d10 (50%)	1 scroll (map) (60%)
X	—	—	—	—	—	—	—	1 potion (60%); 1 miscellaneous magic (60%)
Y	—	—	—	4d12 (70%)	—	—	—	—
Z	1d6 (20%)	2d4 (25%)	2d4 (25%)	2d4 (30%)	2d6 (30%)	1d6x10 (50%)	4d8 (50%)	Any 3 (55%)

* *ppi* indicates the number of *pieces per individual*; i.e., no multiplying factor is involved. This allows for a lair to have a set amount of treasure stored or hidden and for individual members of a lair to own personal coinage (e.g., 4–24 copper pieces, 4–16 silver pieces).

How to Use the Random Treasure Table: The foregoing table can produce mixed results; some monsters will prove wealthy, some will prove empty-handed, and others will range somewhere in the middle. The easiest way to explain the use of **table V.1.** is by example. For instance, if a monster type is noted for *treasure class C*, it has a 20% chance to have 2d12x500 cp, a 30% chance to have 2d6x500 sp, a 10% chance to have 2d4x500 ep, a 30% chance to have 1d6 gems, a 25% chance to have 1d4 jewellery pieces, and a 20% chance to have 2 magical treasures. Each treasure type is checked individually, so a treasure horde might include copper and electrum, but no silver, depending on the dice results.

MONETARY TREASURE

Monetary treasure consists of coins, gems, and jewellery. These are detailed below. Note that jewellery might also include other forms of valuables.

COINS: As earlier noted, the major coin types in Hyperborea are platinum (pp), gold (gp), electrum (ep), silver (sp), and copper (cp). For their exchange rate and other general information, refer to **VOL. I, MONEY**. These coins are “penny weight”, so a single piece typically weighs 1/100th of a pound. When determining treasure, the referee might replace hundreds of coins with ingots, bars, or “bricks” of 100-piece value. Furthermore, the penny weight standard of Khromarium is not inclusive of all lands about the realm; indeed, some gold coins might weigh ¼ pound (a 25-gp coin, as it were).

Table V.2.: Gem Value Classes

GEMS: Gems as treasure will fall into value classes as shewn in the following chart. The referee might roll once for each gem, or he might roll twice or thrice, dividing the cache of gems in halves or in thirds, respectively. Roll d% to determine the value of gems as treasure.

d% Result	Value (per gem)
01–35	10 gp
36–60	50 gp
61–85	100 gp
86–95	500 gp
96–99	1,000 gp
00	5,000 gp

Gem value is determined by its type, size, weight, cut, and so forth. The history of a gem might also factor into its worth. So, a semiprecious stone that is finely cut and polished may be worth as much as a precious stone of rough craftsmanship. Generally speaking, an average-sized gem of decent cut and polish may be categorized thusly:

- ★ **10-gp-value gems:** azurite, banded agate, blue quartz, eye agate, hematite, lapis lazuli, malachite, moss agate, obsidian, rhodochrosite, tiger-eye, turquoise
- ★ **50-gp-value gems:** bloodstone, carnelian, chalcedony, chrysoprase, citrine, jasper, moonstone, onyx, rock crystal, sardonyx, smoky quartz, star rose quartz, zircon
- ★ **100-gp-value gems:** alexandrite, amber, chrysoberyl, coral, garnet, jade, jet, pearl, spinel, tourmaline
- ★ **500-gp-value gems:** aquamarine, garnet (violet), pearl (black), peridot, spinel (deep blue), topaz
- ★ **1,000-gp-value gems:** emerald, fire opal, opal (black or blue), Oriental amethyst, Oriental topaz, sapphire, star ruby, star sapphire
- ★ **5,000-gp-value gems:** diamond, jacinth, Oriental emerald, ruby, sapphire (black)

Table V.3.: Jewellery Value Classes

JEWELLERY: These are bracelets, brooches, chalices, crowns, diadems, earrings, filigree, necklaces, pendants, rings, and the like, worn for ornamental, religious, and sorcerous reasons. Typically they are crafted of precious metals (silver, gold, platinum, etc.), are elaborately designed, and are set with gems and/or engraved. Roll d% to determine the value of jewellery as treasure.

d% Result	Value (per piece)
01–30	100 gp
31–50	200 gp
51–70	500 gp
71–85	750 gp
86–90	1,000 gp
91–95	2,000 gp
96–99	5,000 gp
00	10,000 gp

Jewellery value is determined by size, weight, craftsmanship, and so forth. The history of a jewellery piece might also factor into its worth: The golden tiara of a queen, even if somewhat tarnished, might be considered of great value. **N.B.:** At the discretion of the referee, the category “jewellery” might be used for other valuables such as paintings, plaques, rugs, statuettes, tapestries, vases, and so on.

MAGICAL TREASURE

Magical treasure consists of armour, shields, weapons, potions, scrolls, rings, wands, and other enchanted sundries. This category also includes technological items of Atlantean or alien manufacture; note that these too will register as “magical” when *detect magic* is cast. Roll d% and consult the following table to randomly determine “Any” magical treasure. Once a category is established, refer to the corresponding sub-table to determine the specific item. If a particular magical treasure is noted (e.g., *treasure class S* calls for potions), simply refer directly to the appropriate sub-table. Also, where exclusions are noted (e.g., *treasure class U* has no potions or scrolls), simply reroll if necessary.

Each magic item is assigned suggested experience point (XP) and gold piece (gp) values. An item’s *XP Value* is intended for characters who retain the magic item earned or discovered. If the PC party elects to sell an item, the *GP value* is the typical sum derived from the sale. No additional XP is awarded for the sale of magic items.

Table V.4.: Magical Treasure

d%	Magical Treasure Category
01–10	Armour
11–15	Shields
16–30	Swords
31–40	Other Melee Weapons
41–50	Missile Weapons
51–65	Potions
66–80	Scrolls
81–85	Rings
86–90	Rods, Staves, & Wands
91–00	Miscellaneous Magic Items

MAGICAL ARMOUR: Magical armours are stronger and more durable than their mundane equivalents. Oft they are crafted of rare, valuable, and exotic materials; a suit of magical plate mail, for instance, might be gold-chased steel, and magical chain mail is oft crafted of pure copper. Each magical “plus” improves (decreases) armour class (AC), so **+1 chain mail** provides AC 4 instead of the standard AC 5.

Magical armour is also about 50% lighter than comparable non-magical armour. Thus, *heavy* armour becomes *medium*; *medium* armour becomes *light*, and *light* armour becomes as unencumbering as normal clothing. This benefit, however, does not relax armour restrictions associated with character class.

Cursed armour, if *identified*, reveals magical armour of beneficial sort—indeed, seemingly of opposite properties, so **–2 chain mail** is perceived as **+2 chain mail**. Once donned, it cannot be removed unless the victim is struck by a natural 20 blow from a melee weapon. This blow destroys the **cursed armour** and also inflicts treble damage dice (with any applicable modifiers added afterwards; this treble damage is not cumulative with the optional *critical hit* system, if used). **Cursed armour** is unaffected by *remove curse* or *dispel magic* spells; sorceries that impart otherworldly wisdom, however, may reveal that one day an enemy combatant might destroy the armour.

Table V.5.: Magical Armour

d%	Magical Armour Type	XP Value	GP Value
01–06	Leather +1	300	1,500
07–11	Leather +2	1,000	6,000
12–14	Leather +3	1,750	17,500
15–20	Studded +1	400	2,000
21–25	Studded +2	1,250	7,500
26–31	Scale +1	500	2,500
32–36	Scale +2	1,500	9,000
37–42	Chain Mail +1	600	3,000
43–47	Chain Mail +2	1,750	10,500
48–50	Chain Mail +3	2,000	20,000
51–56	Chain Mail –2 (<i>cursed</i>)	—	1,500
57–61	Laminated +1	600	3,000
62–65	Laminated +2	1,750	10,500
66–69	Banded Mail +1	700	4,200
70–72	Banded Mail +2	1,750	17,500
73–76	Splint +1	700	4,200
77–79	Splint +2	1,750	17,500
80–83	Plate Mail +1	800	4,800
84–86	Plate Mail +2	2,000	20,000
87–88	Plate Mail +3	3,000	30,000
89–92	Plate Mail –2 (<i>cursed</i>)	—	2,500
93–95	Field Plate +1	1,500	15,000
96–97	Field Plate +2	3,000	30,000
98–99	Full Plate +1	3,000	30,000
00	Full Plate +2	5,000	50,000

MAGICAL SHIELDS: Magical shields are stronger and more durable than their mundane equivalents. Oft they are crafted of rare, valuable, and exotic materials; a **+2 small shield**, for instance, might be composed entirely of silver. Each magical “plus” improves (decreases) armour class (AC), so a **+1 large shield** decreases melee AC by 2 and missile AC by 3. Magical shields weigh the same as comparable non-magical shields.

One **cursed shield** is noted, the **–1 missile attraction small shield**. If *identified*, this shield is revealed as a **+1 small shield**; indeed, it is a **–1 shield** that curses its bearer with treble the normal chance of being targeted by enemy missile fire. Once wielded, it cannot be removed unless the victim is struck by a natural 20 blow from a melee weapon. This blow destroys the **cursed shield** and also inflicts treble damage dice (with any applicable modifiers added afterwards; this treble damage is not cumulative with the optional *critical hit* system, if used). The **cursed shield** is unaffected by *remove curse* or *dispel magic* spells.

Table V.6.: Magical Shields

d% Result	Magical Shield Type	XP Value	GP Value
01–30	Small Shield +1	275	2,750
31–40	Small Shield +2	475	4,750
41–45	Small Shield +3	750	7,500
46–50	Small Shield +1, +4 vs. Missiles	500	5,000
51–60	Small Shield –1, Missile Attraction (<i>cursed</i>)	—	1,000
61–85	Large Shield +1	350	3,500
86–95	Large Shield +2	700	7,000
96–00	Large Shield +3	1,000	10,000

MAGICAL SWORDS: Magical swords are extraordinarily balanced and honed. Each “plus” is applied to the chance “to hit” and damage. Many magical blades will shed light (10-foot radius for daggers, 20-foot radius for swords); typically, the sword must be unsheathed for its light to be shed, though some might remain lightless unless a specific command word is spoken. Most magical swords are forged of steel, others of bronze, and others still of rare or exotic materials such as silver, gold, crystal, or meteoritic rock.

Intelligent Magical Swords: Some magical swords are possessed of intelligence, ego, and purpose. Many such swords are also aligned with Chaos or Law, Good or Evil; indeed, a sword might contain the soul of a dæmon or some other agent. Intelligent swords can communicate audibly, telepathically, or through vague empathetic connexions. A sword is an instrument of death; hence, some intelligent swords might crave the death of all creatures whose alignment is in opposition to their own, whilst others might be more specific, such as a sword with the purpose to slay **ape-men** or **orcs**. Even in the hands of a compatible wielder, if the purpose of an intelligent sword is ignored or postponed for an unreasonable period, the sword will find a way to acquire a new “master”.

Some intelligent swords are strict in their *ethe*, punishing with electric shocks men of dissimilar alignment who are foolish enough to unsheathe them. Furthermore, they might urge their wielders to dissociate from or even destroy allies whose personal alignments are in opposition to the swords’. Some swords may complain about, protest, or even forbid the use of other weapons and/or magic items. In extreme conditions, an intelligent sword might turn on its master, forcing him to strike himself or one of his allies.

Lastly, some intelligent blades command a small selection of spell-like powers (such as a 10d6 *fireball* or *lightning bolt* once per day if the sword is pointed, or perhaps *protection from evil* any time the blade is brandished). Any such powers are best determined by the referee.

Table V.7.: Magical Swords

d%	Magical Sword Type	XP Value	GP Value
01–05	Dagger +1	250	1,250
06–08	Dagger +2	500	3,000
09–10	Dagger +3	1,000	10,000
11–15	Sword, Short +1	350	1,750
16–18	Sword, Short +2	650	4,000
19–20	Sword, Short +3	1,250	12,500
21–25	Sword, Short Scimitar +1	350	1,750
26–28	Sword, Short Scimitar +2	650	4,000
29–30	Sword, Short Scimitar +3	1,250	12,500
31–35	Sword, Falcata +1	350	1,750
36–38	Sword, Falcata +2	650	4,000
39–40	Sword, Falcata +3	1,250	12,500
41–46	Sword, Long +1	450	2,250
47–49	Sword, Long +2	800	4,800
50–51	Sword, Long +3	1,500	15,000
52–57	Sword, Broad +1	450	2,250
58–60	Sword, Broad +2	800	4,800
61–62	Sword, Broad +3	1,500	15,000
63–67	Sword, Scimitar +1	450	2,250
68–70	Sword, Scimitar +2	800	4,800
71–72	Sword, Scimitar +3	1,500	15,000
73–75	Sword, Bastard +1	500	2,500
76–77	Sword, Bastard +2	850	5,000
78	Sword, Bastard +3	1,600	16,000
79–81	Sword, Two-Handed +1	600	3,000
82–83	Sword, Two-Handed +2	1,000	6,000
84	Sword, Two-Handed +3	1,800	18,000
85–87	Sword, Two-Handed Scimitar +1	600	3,000
88–89	Sword, Two-Handed Scimitar +2	1,000	6,000
90	Sword, Two-Handed Scimitar +3	1,800	18,000
91–00	Special (see table V.8.)	—	—

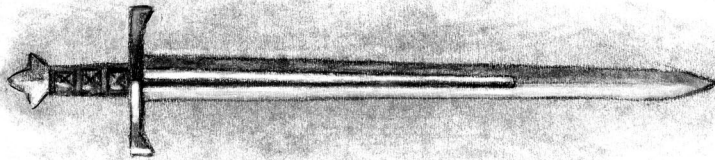


Table V.8.: Special Swords

d%	Result	Special Magical Sword Type	XP Value	GP Value
01–10	Dagger +2,	Laser	1,000	10,000
11–15	Dagger +2,	Venom	750	7,500
16–20	Sword +2,	+4 vs. Dæmons	1,200	12,000
21–25	Sword +2,	+4 vs. Lycanthropes	1,200	12,000
26–30	Sword +2,	+4 vs. Otherworldly Beings	1,200	12,000
31–35	Sword +2,	+4 vs. Undead	1,200	12,000
36–40	Sword +2,	Flame Tongue	1,500	15,000
41–45	Sword +2,	Frost Brand	1,500	15,000
46–50	Sword +2,	Laser	2,000	20,000
51–55	Sword +2,	Quickthorn	1,000	10,000
56–60	Sword +2,	Sun Blade	3,000	30,000
61–65	Sword +2,	Vorpal	5,000	50,000
66–70	Sword +3,	Howling Dervish	4,500	45,000
71–75	Sword +3,	Soul Drinker	5,000	50,000
76–80	Sword +4,	Defender	3,000	30,000
81–85	Sword +5,	Holy Avenger	4,000	40,000
86–00	Sword –2,	Cursed	—	1,000

Special Sword Descriptions: If sword type is not delineated, it may be selected by the referee or randomly determined using a d20:

d20 Roll	Sword Type
1–3	short sword
4	short scimitar
5	falcata
6–11	long sword
12–15	broad sword
16–17	scimitar
18	bastard sword
19	two-handed sword
20	two-handed scimitar

Dagger +2, Laser: This weapon of ancient Atlantean origin appears as a bladeless dagger hilt composed of light, durable metal and set with geometrically arranged crystals. The hilt has a triggering mechanism (button) that causes a 12-inch, solid beam of energy to spring forth. The **laser dagger** provides a +2 “to hit” bonus and causes 2d6 hp damage. It is effective versus opponents damaged only by magical weapons. These weapons are created with 100 charges; each successful hit drains a charge.

Dagger +2, Venom: This double-edged +2 steel blade features a bronze hilt that is hollowed and may contain up to six doses of *penetrative poison* (see **VOL. III, SPECIAL DAMAGE, poison**). On a natural 19–20 attack roll (assuming such is a hit), the poison is released from the blade’s tip. To replace the poison, the wielder must unscrew the pommel to access the hollow.

Sword +2, +4 vs. Dæmons: The blade of this sword is composed of goshenite (a clear crystal), its hilt of gem-encrusted silver. In the presence of **dæmons** (120-foot range), the sword glows crimson. The weapon provides a base +2 “to hit” and damage bonus; this bonus is +4 versus **dæmons**.

Sword +2, +4 vs. Lycanthropes: The blade of this sword is composed of silver, the pommel of its copper hilt set with a moonstone. In the presence of **lycanthropes** (120-foot range), its moonstone glows. The weapon provides a base +2 “to hit” and damage bonus; this bonus is +4 versus **lycanthropes**.

Sword +2, +4 vs. Otherworldly Beings: The entirety of this sword is forged of star metal (meteoritic iron), its black blade etched with strange geometric shapes and curvilinear designs, and its pommel set with a rune-graven ball of lead. In the presence of otherworldly beings (120-foot range), the sword vibrates and drones. The weapon provides a base +2 “to hit” and damage bonus; this bonus is +4 versus **aboleths, crab-men, elder things, fish-men, the Great Race, mi-go, night-gaunts, spore-men, and tentacular horrors**.

Sword +2, +4 vs. Undead: The rune-graven blade and hilt of this sword are composed of cold iron. In the presence of undead (120-foot range), its runes glow purple. The weapon provides a base +2 “to hit” and damage bonus; this bonus is +4 versus **ghasts, ghosts, ghouls, liches, mummies, shadows, skeletons, spectres, vampires, wights, wraiths, and zombies.**

Sword +2, Flame Tongue: The blade of this sword is forged of red star metal, its hilt of blue steel. When a command word is spoken, the blade ignites, sheathed in tongues of fire. These flames can be used to ignite oil, burn webs, or light other combustibles such as cloth, paper, parchment, and wood. The weapon provides a base +2 “to hit” and damage bonus; fire delivers an extra 1d6 hp damage, or an extra 1d8 hp damage versus cold-based creatures and undead.

Sword +2, Frost Brand: The blade of this sword appears to be carved of ice, its hilt of copper and set with a white or blue sapphire. It sheds a pale blue luminance when unsheathed, the radius of which extends to 60 feet when the temperature is below freezing. The **frost brand** functions as a **ring of warmth** (q.v.). Also, at the will of the wielder it can absorb any natural fire within 60 feet; when the sword is plunged into a magical fire, such as a *wall of fire*, the fire is likewise dispelled. The weapon provides a base +2 “to hit” and damage bonus; this bonus is +6 versus fire-based creatures.

Sword +2, Laser: This weapon of ancient Atlantean origin appears as a bladeless sword hilt composed of light, durable metal and set with geometrically arranged crystals. The hilt has a triggering mechanism (button) that causes a 26-inch, solid beam of energy to spring forth. The **laser sword** provides a +2 “to hit” bonus and causes 2d10 hp damage. It is effective versus opponents damaged only by magical weapons.

On a natural 20 attack roll, the target must make an *avoidance* saving throw or lose an extremity. For humanoids, roll a d8 to determine the effect: 1–4 = hand removed; 5–6 = arm removed at elbow; 7 = leg removed at knee; 8 = head removed. (For non-humanoid targets, the referee should devise similar probabilities; these might include tails, tentacles, and so forth.) Obviously, most decapitated victims are killed outright; otherwise, limb removal causes an additional 2d10 hp damage. Note that limb removal is not applicable versus some creatures (e.g., **elementals, grey oozes, green slimes**). These weapons are created with 100 charges; each successful hit drains a charge.

Sword +2, Quickthorn: This **+2 short sword** (1-in-6 chance of falcata) is composed of a rare wood originating from Saturn, strong as steel. Its pommel is set with green meteoritic iron. When melee is engaged, the **quickthorn** wielder always makes the first attack, regardless of initiative results. (This applies only to the first swing, in the case of a wielder with multiple attacks.)

Sword +2, Sun Blade: This is a **+2 bastard sword** with a ruby-studded bronze hilt and a blade of red gold (copper and gold alloy). The **sun blade** is said to be blessed by Helios. When wielded against creatures of negative energy / shadow / the Black Gulf, or versus undead creatures, it becomes a +4 weapon that delivers double base damage (with other bonuses added afterwards).

Furthermore, when this weapon is swung, it sheds scarlet light, illuming a 10-foot radius around the wielder and spreading 5 feet per round for as long as the sword is swung, until it reaches a maximum radius of 60 feet. After 1 turn the light fades. This power may be used thrice per day; during subsequent battles, the sword will radiate light, but only in a five-foot radius.

Sword +2, Vorpal: This weapon appears as a normal **+2 sword**, its true power realized when a natural 20 is rolled, for the target of such a blow is cleanly decapitated. Obviously, most decapitated victims are killed outright. Some creatures, however, will prove unaffected by such a blow (e.g., **automata, elementals, grey oozes, shoggoths**).

Sword +3, Howling Dervish: The blade of this sword is of polished steel, its hilt of bronze, and its pommel set with lapis lazuli. After this sword is used in melee combat for 3 consecutive rounds, it will leap from the hand of the wielder, dancing in midair and continuing to fight on its own for 3 rounds. Once the sword begins to dance its dervish, the wielder may at once draw another weapon and continue to fight; the **howling dervish** always stays near him, attacking the same targets as its master at an identical attack rate. It whirls about, howling wildly for 30 seconds (3 rounds), then drops to the ground with a rueful sigh.

Sword +3, Soul Drinker: The blade of this sword appears to be forged of the very stuff of the terrifying Black Gulf, a slice of the night sky within which can be glimpsed the winking of distant stars and haunting nebulæ. The hilt is forged of star metal that is cold to the touch. The weapon provides a +3 “to hit” and damage bonus.

When a natural 20 is rolled, the victim must make a *death* saving throw, or his body withers and his very soul is sucked into the blade; furthermore, the victim’s remaining hit points are transferred to the sword wielder (a temporary boost if the transferral results in more hit points than the wielder would normally possess). After draining 66 victims the blade will break apart, the contained souls wailing as they stream forth to the Black Gulf. **Soul drinkers** are intelligent blades aligned with Chaos, though indifferent to Good or Evil.

Sword +4, Defender: This adamantine weapon appears as any standard magical sword, except that its blade is graven with ancient runes that spell, “DEFENDER”. The weapon provides a +4 “to hit” and damage bonus; however, the bonus can be allocated to defence when wielded against opponents bearing melee weapons (e.g., axes, flails, hammers, maces, spears, swords). Each round the **defender** is employed, the user may subtract from the “to hit” and damage bonus and apply that subtraction to AC (e.g., a fighter wielding a **defender** may use the sword as +2 “to hit” and damage, +2 to AC; or perhaps +1 “to hit” and damage, +3 to AC). The user must declare his preferred usage before initiative is rolled. **Defenders** are intelligent blades aligned with Law.

Sword +5, Holy Avenger: The blade of this sword is of polished steel, its hilt of gem-encrusted yellow gold. In the hands of anyone save a paladin, this sword functions as a normal **+2 sword**. In the hands of a paladin, the sword’s full potential is realized: a +5 “to hit” and damage bonus, and double base damage versus Chaotic Evil opponents (with modifiers applied afterwards).

Furthermore, when a paladin wields a **holy avenger** versus sorcerous opponents, the sword dispels harmful magic in a 10-foot radius (see **VOL. II, SPELLS: D, dispel magic**). This functions at a casting ability (CA) equal to the paladin’s level, with a 1-in-20 chance of failure per level difference. For instance, if a 10th-level magician casts a *fireball* at a 6th-level paladin wielding a **holy avenger**, the spell has a 4-in-20 chance to affect the paladin. **N.B.:** The *dispel magic* effect of this weapon strictly applies to the 10-foot radius around the paladin; i.e., a spell with a large area of effect will be dispelled in that radius alone, fully affecting those outside it.

Sword –2, Cursed: This blade is revealed as a **+2 sword** if *identified*; in truth, it is cursed. The moment it is wielded in combat, the curse is realized. The weapon is –2 “to hit” and damage (minimum of 1 hp damage on a hit); furthermore, the user can wield no other weapon until the cursed sword is destroyed—no other sword, missile weapon, or the like may be wielded. The sword seems to spring to the hand of the accursed, and he is forced to fight with it when a threat presents. He cannot cast a spell during combat or attempt any other action that does not involve immediately fighting with the cursed blade.

The **cursed sword** can be quickly dropped following a *remove curse* spell. It is destroyed if an opponent scores a natural 20 attack roll versus the **cursed sword** wielder. The blade attracts this critical blow; the wielder of the cursed blade himself is not hit. Struck thusly, the **cursed sword** explodes into dozens of shards, causing one last deleterious effect: 3d6 hp damage to all within a 20-foot radius, with no saving throw allowed.

OTHER MAGICAL MELEE WEAPONS: Magical melee weapons are extraordinarily balanced and honed. Each “plus” is applied to the chance “to hit” and damage. Most are forged of steel, others of bronze, and others still of rare or exotic materials such as silver, gold, crystal, or meteoritic rock. Very few will emanate magical light, and if so the radius is usually no greater than 10 feet.

Table V.9.: Other Magical Melee Weapons

d% Result	Magical Melee Weapon Type	XP Value	GP Value	d% Result	Magical Melee Weapon Type	XP Value	GP Value
01–02	Axe, Hand +1	300	1,500	48–49	Mace, Footman's +2	800	4,800
03–04	Axe, Hand +2	600	3,600	50	Mace, Footman's +3	1,500	15,000
05–06	Axe, Battle +1	450	2,250	51–52	Mace, Great +1	600	3,000
07–08	Axe, Battle +2	800	4,800	53–54	Mace, Great +2	1,000	6,000
09	Axe, Battle +3	1,500	15,000	55–56	Morning Star +1	450	2,250
10–11	Axe, Great +1	600	3,000	57–58	Morning Star +2	800	4,800
12–13	Axe, Great +2	1,000	6,000	59	Morning Star +3	1,500	15,000
14–15	Club, Light +1	200	1,000	60–61	Pick, Horseman's +1	300	1,500
16–17	Club, War +1	300	1,500	62–63	Pick, War +1	450	2,250
18–19	Flail, Horseman's +1	300	1,500	64–65	Pick, War +2	800	4,800
20–21	Flail, Footman's +1	450	2,250	66–67	Pike +2	1,000	6,000
22–23	Flail, Footman's +2	800	4,800	68–69	Quarterstaff +1	250	1,250
24–25	Halberd +1	500	2,500	70–71	Quarterstaff +2	500	3,000
26–27	Halberd +2	900	5,400	72–73	Spear, Short +1	450	2,250
28–29	Hammer, Horseman's +1	300	1,500	74–75	Spear, Short +2	800	4,800
30–31	Hammer, War +1	450	2,250	76	Spear, Short +3	1,500	15,000
32–33	Hammer, War +2	800	4,800	77–78	Spear, Long +1	450	2,250
34	Hammer, War +3	1,500	15,000	79–80	Spear, Long +2	800	4,800
35–36	Hammer, Great +1	600	3,000	81–82	Spear, Great +1	500	2,500
37–38	Hammer, Great +2	1,000	6,000	83–84	Spear, Great +2	900	5,400
39–40	Javelin +2	750	4,500	85–86	Spiked Staff +2	1,000	6,000
41–42	Lance +1	600	3,000	87–88	Trident +2	1,000	6,000
43	Lance +2	1,200	7,200	89–90	Whip +2	500	3,000
44–45	Mace, Horseman's +1	300	1,500	91–00	Special (see table V.10.)	—	—
46–47	Mace, Footman's +1	450	2,250				

Table V.10.: Special Melee Weapons

d% Result	Special Magical Melee Weapon Type	XP Value	GP Value
01–05	Axe, Battle +2, Decapitator	5,000	50,000
06–15	Axe, Hand +2, Hurling	750	7,500
16–25	Flail, Footman's +2, Disarmer	1,500	15,000
26–30	Hammer of Thunderbolts	2,500	25,000
31–40	Javelin of Lightning (x2d4)	300 ea.	3,000 ea.
41–50	Javelin of Piercing (x2d4)	300 ea.	3,000 ea.
51–60	Mace +2, Disruptor	1,750	17,500
61–70	Quarterstaff +3, Telescopic	2,500	25,000
71–75	Spear, Backbiter (<i>cursed</i>)	—	1,000
76–85	Spiked Staff +2, Propulsive	1,500	15,000
86–90	Trident +3, Fish Commander	2,000	20,000
91–00	Whip +2, Shocking	1,000	10,000

Special Melee Weapon Descriptions:

Axe, Battle +2, Decapitator: This weapon appears as a normal **+2 battle axe** (though 1-in-6 is a great axe). Its true power is realized when a natural 20 is rolled, for the target of such a blow is cleanly decapitated. Obviously, most decapitated victims are killed outright. Some creatures, however, will prove unaffected by such a blow (e.g., **automata, elementals, grey oozes, shoggoths**).

Axe, Hand +2, Hurling: This **+2 hand axe** is composed entirely of steel, perfectly balanced and razor-edged. It can be hurled to a range of 60 with no “to hit” penalties; at its maximum range, however, it halts in midair and simply drops to the ground.

Flail, Footman’s +2, Disarmer: This weapon appears to be a normal **+2 footman’s flail**; however, it is specially enchanted to rip melee weapons from enemy hands. When the wielder of this magical flail makes an attack roll, a natural 17–20 (that also qualifies as a hit) will rip the weapon from his target’s hand, unless a *test of strength* is made (see **VOL. I, ATTRIBUTES, strength**). If the opponent is disarmed, his weapon flies 6d6 feet away in a random direction. **N.B.:** The referee must determine the strength of certain monsters and NPCs. He may either assign a score or dice for it using 3d6, or 4d6 (drop low).

Hammer of Thunderbolts: This **+3 great hammer** is so large and heavy that it can only be wielded by a fighter (or fighter subclass) of 18 strength. Forged by dwarfish slaves of Ymir, this magical hammer delivers double damage dice on any hit (i.e., 4d6 plus any applicable modifiers). If the wielder wears **gauntlets of ogre power** and a **girdle of giant power** (qq.v.), further effects are realized: The hammer can be hurled to a range of 60 (sans range penalties) and will slay any **mountain ape, cyclops, fomorian, fire giant, or frost giant** on contact, with no saving throw allowed.

When hurled, the hammer sounds a thunderclap upon striking an enemy, stunning anyone within a 20-foot radius of the stricken creature unless a *transformation save* is made. The hurled hammer returns to its wielder in one round, so it may be hurled every other round; notwithstanding, the wielder is exhausted after three such hurls and must rest for a minimum of 1 turn, unless an *extraordinary feat of constitution* is made (see **VOL. I, ATTRIBUTES, constitution**). If the extraordinary feat fails, the wielder loses his action, and the requisite rest must be taken. If the feat is successful, the wielder may make another throw; additional feats may be made, each at a cumulative –8% penalty.

Javelin of Lightning: This rune-graven copper javelin can be hurled up to 80 feet. Upon release it transforms into a 5 × 30-foot bolt of lightning. It affects all in its path to its terminus, delivering 6d6 hp damage, with *avoidance* saves allowed for half damage. If a wall, tree, or other obstacle prevents the bolt from reaching its terminus, it will rebound, striking the same targets—and possibly the hurler himself, if he is foolish enough to hurl this dangerous weapon in tight quarters. This weapon disappears after one use. **Javelins of lightning** are discovered in sheaves of 2d4.

Javelin of Piercing: This weird weapon is not actually hurled by its wielder; the wielder merely points at the desired target and speaks a command, and the **javelin of piercing** launches itself (usually from some type of quiver) to a range of 60 (sans range penalties). It attacks at the fighting ability (FA) of its wielder, with a +6 “to hit” bonus, and it inflicts 1d6+6 hp damage. The weapon can be launched in any direction (vertically, horizontally, or diagonally). It withers to ash on a successful hit; otherwise it can be recovered normally. **Javelins of piercing** are discovered in sheaves of 2d4.

Mace +2, Disruptor: This **+2 footman’s mace** (1-in-6 is a great mace) may only be wielded by one of Good alignment. A Neutral or Evil creature attempting to use it will be shocked for 3d6 hp damage per round. The **disruptor mace’s** purpose is to destroy undead creatures and dæmons. On any hit against such a creature, the weapon attempts to *turn undead* with 12th-level turning ability (TA); this may be done once per creature per day. Even if such a target is not turned or destroyed, the weapon inflicts double damage dice. The **disruptor mace** possesses minimal intelligence and will convey through empathy its relentless desire to slay the undead and dæmonkind.

Quarterstaff +3, Telescopic: This silver-shod **+3 quarterstaff** of six-foot length emanates silvery-green light in a 10-foot radius. Per the will of the wielder, the quarterstaff can shrink to an 18-inch baton (which has all the properties of a **+3 boomerang**, returning on any missed throw) or extend to an unbreakable yet flexible 10-foot pole—a must for any seeker.

Spear, Backbiter: This cursed short spear appears to be a +2 weapon upon *identification*, and indeed it does function as such. However, each time it is used, the referee must make a secret d8 roll. If the result is 1, the weapon flies from the wielder's hands and penetrates his back for 1d10+10 hp damage. Furthermore, the spear is embedded and cannot be loosed unless a *remove curse* spell is first cast on the victim; subsequently removing the spear causes an additional 2d6 hp damage. *Remove curse*, however, will not harm the cursed spear; it must be cast in lava to be destroyed. **N.B.:** For every 24 hours this cursed weapon remains lodged, the victim must make a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**) or go into shock and die of complications related to impalement within 1–2 days.

Spiked Staff +2, Propulsive: This spiked staff of ebony, shod with a single iron spike, appears to be a normal +2 weapon. However, if the wielder scores a natural 19–20 (and such a roll qualifies as a hit), the target, no matter what size, is propelled 1d20+10 feet back. If a tree, wall, or other firm obstruction lies betwixt the target and his destination point, he suffers an additional 1d6+2 hp damage. In any case, all such victims must make *avoidance* saving throws or fall down as well. Fallen victims are *prone* (see **VOL. III, COMBAT, attack modifiers**) for 1 round.



Trident +3, Fish Commander: This **+3 trident** is especially useful on sea and underwater expeditions. Any aquatic creature (fish, reptile, water-breathing mammal, etc.) of animal intelligence within 60 feet of the wielder must make a *sorcery* saving throw or become completely docile. Such creatures will not attack the wielder or anyone else. They are under the empathic command of the wielder; i.e., he can convey emotions such as anger, fear, hunger, or sadness. Furthermore, he can compel them to move in any direction he desires for as long as he wishes. Even creatures that make their saving throws will not come within 10 feet of the wielder of this trident. The *fish command* power can be used up to 20 times, after which the weapon becomes a simple **+3 trident**.

Whip +2, Shocking: These 15-foot, black leather whips were once wielded by Atlantean taskmasters, though it is believed they were invented and wielded by the **snake-men** ages before. **Shocking whips** are charged with potent electrical energy: When a hit is scored, the whip causes a bonus 3d6 hp of lightning damage, with no saving throw allowed. If, however, the electrical discharge scores the maximum 18 hp damage, the whip fizzles to ash, and the wielder sustains an aftershock of 1d6 hp damage.

MAGICAL MISSILE WEAPONS: These weapons provide a bonus “to hit” and damage. Many are crafted of rare or exotic materials, such as alien wood or metal, crystal, gold, ivory, or silver. In cases where the launcher is magical and the missile mundane, the attack still qualifies as magical when considering those creatures only struck by magical weapons. Also note that magical arrows, crossbow bolts, and sling bullets are single-use items—unless the shot is a miss, in which case each magical ammunition round might be recovered on a 3-in-6 chance; recovering a magical sling bullet outdoors is impossible short of a *detect magic* spell, however. Enchanted arrows and bolts will magically conform themselves to the optimal size and weight for the mechanism that fires them.

Table V.11.: Magical Missile Weapons

d% Result	Magical Missile Type (Ammunition)	XP Value	GP Value
01–10	Arrow +1 (x2d12)	25 ea.	125 ea.
11–15	Arrow +2 (x2d8)	50 ea.	300 ea.
16–18	Arrow +3 (x2d6)	75 ea.	450 ea.
19–20	Arrow +4 (x2d4)	100 ea.	1,000 ea.
21–23	Bolt +2 (x2d10)	50 ea.	300 ea.
24–25	Bullet +1 (x1d10+10)	20 ea.	100 ea.
	Magical Missile Type (Weapon)	XP Value	GP Value
26–27	Bola +2	500	3,000
28–29	Boomerang +2	500	3,000
30–39	Bow*, Short +1	500	2,500
40–42	Bow*, Short +2	800	4,800
43–44	Bow*, Short +3	1,500	15,000
45–54	Bow*, Long +1	600	3,000
55–57	Bow*, Long +2	900	5,400
58–59	Bow*, Long +3	1,800	18,000
60–69	Crossbow, Light +1	500	2,500
70–72	Crossbow, Light +2	800	4,800
73–77	Crossbow, Heavy +1	600	3,000
78–79	Crossbow, Heavy +2	900	5,400
80–81	Crossbow, Repeating +2	1,500	15,000
82–84	Dart +2 (x2d4)	125 ea.	750 ea.
85–86	Hooked Throwing Knife +2	500	3,000
87–90	Sling +2	400	2,400
91–00	Special (see table V.12.)	—	—

* 2-in-6 chance that bow is composite.

Table V.12.: Special Missile Weapons

d% Result	Magical Missile Type	XP Value	GP Value
01–05	Arrow +3, Dæmon Slaying (x1d3)	300 ea.	3,000 ea.
06–10	Arrow +3, Lycanthrope Slaying (x1d3)	300 ea.	3,000 ea.
11–15	Arrow +3, Otherworldly Being Slaying (x1d3)	300 ea.	3,000 ea.
16–20	Arrow +3, Undead Slaying (x1d3)	300 ea.	3,000 ea.
21–35	Arrow, Orbiter (<i>cursed</i>)	—	1,000
36–42	Boomerang +2, Flawless Returning	1,500	15,000
43–45	Bow +3, Eldritch Energy	5,000	50,000
46–52	Crossbow, Laser	4,000	40,000
53–55	Crossbow +3, Accuracy	1,800	18,000
56–62	Hooked Throwing Knife +2, Flawless Returning	1,500	15,000
63–69	Paralyzing Pistol	2,500	25,000
70–86	Radiation Grenade (x5d4)	200 ea.	1,000 ea.
87–93	Radium Pistol	2,000	20,000
94–00	Sling +2, Giant Killer	600	6,000

Special Missile Weapon Descriptions:

Arrow +3, Dæmon Slaying: This cold iron **+3 arrow** is fletched with vulture feathers, its shaft engraved with a death rune designed to slay **dæmons**. If the arrow hits a dæmon, the creature is at once slain, and the arrow destroyed. If the arrow misses, it has a 3-in-6 chance of breakage.

Arrow +3, Lycanthrope Slaying: This silver **+3 arrow** is fletched with hawk feathers laced with wolfsbane, its shaft engraved with a death rune designed to slay **lycanthropes**. If the arrow hits a lycanthrope, the creature is at once slain, and the arrow destroyed. If the arrow misses, it has a 3-in-6 chance of breakage.

Arrow +3, Otherworldly Being Slaying: This hemlock **+3 arrow** is fletched with goose feathers, its shaft engraved with a death rune designed to slay otherworldly beings (**aboleths, crab-men, elder things, fish-men, the Great Race, mi-go, night-gaunts, spore-men, and tentacular horrors**). If the arrow hits an otherworldly being, the creature is at once slain, and the arrow destroyed. If the arrow misses, it has a 3-in-6 chance of breakage.

Arrow +3, Undead Slaying: This ivory **+3 arrow** is fletched with eagle feathers, its shaft engraved with a death rune designed to slay the undead (**ghasts, ghosts, ghouls, lichs, mummies, shadows, skeletons, spectres, vampires, wights, wraiths, and zombies**). If the arrow hits an undead monster, the creature is at once slain, and the arrow destroyed. If the arrow misses, it has a 3-in-6 chance of breakage.

Arrow, Orbiter: This cursed arrow appears to be a **+2 arrow** if *identified*. When shot, it automatically misses its target and appears to be gone. The arrow continues on an orbital path, entering the Black Gulf and circling the whole of the realm. Twenty-four hours later, the arrow strikes the shooter (so long as he is still in the same dimension), delivering 3d6 hp damage. Once removed, it crumbles to splinters.

Boomerang +2, Flawless Returning: This **+2 boomerang** is carved of yellow (mammoth) ivory and graven with shamanic runes. When hurled, the boomerang always returns to the hurler (even if a hit is scored), so rapidly that it may be hurled every round. Furthermore, it can be hurled up to its maximum range of 60 without suffering range penalties.

Bow +3, Eldritch Energy: This weapon is restricted to fighters and fighter subclasses. It presents as an unstrung composite longbow crafted of yew, mammoth sinew, and aurochs horn. When the wielder motions his draw hand in the manner in which he would normally nock an arrow, a glowing yellow string appears, as well as an arrow seemingly composed of energy.

The **eldritch energy bow** is a +3 weapon that shoots arrows of 1d6+3 hp damage. Strength bonuses never apply to damage from these magical bows. Because they do not require reloading, they are also faster to discharge than normal bows, increasing the archer's rate of fire by one step; i.e., $3/2 = 2/1$, $2/1 = 5/2$, $5/2 = 3/1$. The **eldritch energy bow** conforms to the same range categories as a normal composite longbow; at the 240 long-range maximum, each energy arrow disappears.

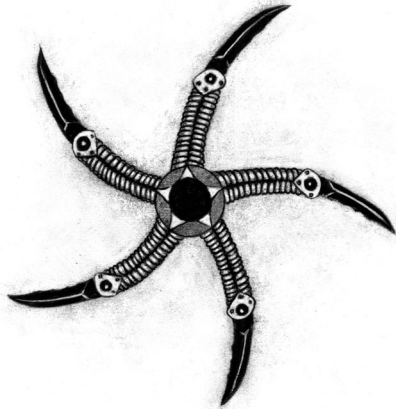
Once per turn, an **eldritch energy bow** can shoot an energy rope of up to 60-foot length. The end will entwine around a targeted object, persisting for 1 turn. This rope can also be used to subdue an enemy target of Medium size or smaller. The target must be within 60 feet, and no other energy arrows can be shot on the same round. On a natural 16–20 attack roll (that also qualifies as a hit), the target is bound for 1 turn, unless he makes a successful *avoidance* saving throw. If the saving throw fails, the target is bound for 1 turn.

Crossbow, Laser: This metal crossbow, originally of alien design, was later reproduced by Atlantean and Amazon engineers, though presently its manufacture is a lost science. It looks much like a light crossbow, except that it lacks a string, it is not loaded with traditional crossbow bolts, and 3-in-6 are equipped with laser scopes. A magazine is loaded into the hollow butt of the stock. Each magazine contains 30 charges; typically one or two spare magazines are found in the weapon's proximity.

A **laser crossbow** is not a magical weapon; notwithstanding, it can damage creatures only harmed by such. These weapons have a range of 75, with no range penalties applicable. A **laser crossbow** can be fired three times per round. Each laser inflicts 1d6+6 hp damage (considered fire damage). Those equipped with laser scopes grant a +4 "to hit" bonus, a small red dot marking the target. Laser scopes have a finite existence: On any natural 1 attack roll they have a 2-in-6 chance of burning out, essentially irreparable (hence the +4 "to hit" bonus is lost); too, they are delicate, easily ruined by dirt and weather.

Crossbow +3, Accuracy: This crossbow provides a +3 "to hit" bonus and +3 damage bonus. Furthermore, all ranges are considered short range; i.e., no range penalties apply. Most of these weapons are light crossbows; 1-in-6 is a heavy crossbow.

Hooked Throwing Knife +2, Flawless Returning: This hooked throwing knife has a distinctive star shape. It features five curved, bladeless prongs that radiate from a central hub forged of rune-graven bronze. When the centre of the hub is depressed, five curved blades spring from the prongs, each blade of some five-inch length. When hurled, the missile always returns to the hurler (even if a hit is scored), so rapidly that it may be hurled every round. Note that standard range penalties apply.



Paralyzing Pistol: This firearm of ancient Atlantean manufacture is composed of transparent crystal housing a network of tightly wound copper wires and tiny, glowing filaments. The weapon can be wielded with one hand, though fired only once per round. When the trigger is pressed, the entire gun glows orange, then releases a spherical spark of energy, about three inches in diameter, to a maximum range of 60. This gun fires as a +1 missile weapon. If the spark strikes its intended target, the victim must make a *death* saving throw or be paralyzed for 1 turn. If the saving throw is successful, the victim is *slowed* (as the spell) for 1d4 rounds.

Radiation Grenade: This bomb is of a forgotten age. Its proliferation was at one time significant, but impossible to replicate today (a lost science, as it were), though cases of 5d4 bombs may be discovered, the encasements etched with Atlantean runes. A radiation grenade is a two-pound, egg-shaped metal cylinder topped by a stem through which a small lynchpin is inserted. When the pin is pulled free, the wielder must hurl the bomb within 1 round, or it detonates in hand; i.e., it explodes on impact if hurled, but if gently placed or held, a 1-round delay elapses before it detonates.

Outdoors, a radiation grenade can be thrown to the following ranges: 30/60/90 (range penalties "to hit" apply: -2 medium; -5 long); indoors, long range is not possible unless in a cavern of at least 30-foot ceiling height. The wielder must designate a target or target area; refer to **table III.19**. If the target is missed, the bomb lands 3 feet away for every point missed by. The direction should be randomly determined by the referee.

Radiation grenades issue a 20-foot-radius blast that causes 5d4 hp damage to all within the area of effect (*avoidance* saves allowed for half damage). Even if saves are made, exposure to the blast also poisons its victims: Make *death* (poison) save or suffer a wasting disease that kills the victim in 1d12+12 days, unless *cure disease* or *neutralize poison* is cast. This weapon can also be used to blast open doors, destroy small structures, and so forth.

Radium Pistol: This firearm of ancient Atlantean manufacture features a 12-inch-long barrel of steel-blue metal, a crystal gun sight, and an energy cell magazine that slots into the handle. The weapon can be fired once per round. When the trigger is squeezed, the gun releases a radioactive blast 50 feet long and 10 feet wide at the terminus. The blast delivers 5d6 hp damage (*avoidance* save allowed for half damage). A typical magazine holds 20 charges. When discovered, a radium pistol might have 1d3 spare magazines in its proximity, the loaded magazine holding 1d20 charges.



Sling +2, Giant Killer: This appears to be nothing more than a frayed strap of leather. In fact it is a **+2 sling** that, when used against a **mountain ape**, **cyclops**, **fomorian**, **fire giant**, or **frost giant**, has a chance to kill on any successful hit. The target must make a *death* saving throw or drop dead from a perfect blow to the centre of the forehead, penetrating the skull and piercing the brain.

MAGICAL POTIONS: Generally speaking, potions are contained in ceramic, crystal, glass, or metal phials; unless otherwise indicated, each will contain a single dose. The potions noted below are but a small sample of possibilities. Identifying a potion can be tricky business. Magicians and their subclasses, as well as warlocks and legerdemainists, are typically able to identify a potion by taste alone. Other classes might fathom a vague idea of a potion's properties following a taste, but accurate identification is a dubious proposition.

Potion Duration: Unless otherwise noted, a potion's duration is 1d4+6 turns if fully quaffed; if but half is imbibed, the duration is 1d4 turns.

Pills and Ampoules: Esteemed as the most advanced alchemists of Hyperborea, the reviled **snake-men** have developed lozenge-shaped *pills* that contain all the properties of potions. Some men have learnt the painstaking methods involved with this sub-science of alchemy; notwithstanding, discovering such a pill is a rare occurrence. The snake-men also concoct highly concentrated potions contained in *ampoules*, tiny, sealed glass capsules, which can be injected subcutaneously with a syringe. If an ampoule is drunk, the imbiber must make a *test of constitution* (see **VOL. I, ATTRIBUTES, constitution**) or vomit violently, ejecting the liquid before its properties take effect; if successful, the potion is effective.

Table V.13.: Magical Potions

d%	Magical Potion Type	XP Value	GP Value
01–05	Elixir of Longevity	500	1,000
06–10	Love Potion	300	600
11–15	Poison	—	50–2,000*
16–20	Potion of Climbing	300	600
21–25	Potion of Delusion (<i>cursed</i>)	—	250
26–30	Potion of Diminutiveness	300	600
31–35	Potion of Extraordinary Growth	250	500
36–40	Potion of Extraordinary Healing	400	800
41–45	Potion of Fire Resistance	250	500
46–50	Potion of Flying	500	1,000
51–55	Potion of Gaseous Form	300	600
56–60	Potion of Giant Power	500	1,000
61–65	Potion of Healing	200	400
66–70	Potion of Heroic Action	300	600
71–75	Potion of Invincibility	350	700
76–80	Potion of Invisibility	400	800
81–85	Potion of Levitation	250	500
86–90	Potion of Super-Heroic Action	450	900
91–95	Potion of Super-Speed	250	500
96–00	Potion of Water Breathing	400	800

* See **table III.26.** for poison types and costs.

Magical Potion Descriptions:

Elixir of Longevity: Drinking this potion reduces the age of the imbiber by 2d6 years. However, always a 1-in-20 chance exists that the opposite will occur. Additionally, If more than one such potion is quaffed in one's lifetime, the chance-in-twenty increases by one (+1), cumulatively; thus, the third such potion quaffed carries a 3-in-20 chance of the opposite effect.

Love Potion: This potion causes the drinker to become *charmed* (as the *charm person* spell) by the first, or most prominent, intelligent creature viewed. If the object of the drinker's adoration is of the opposite sex and of similar race or species, the drinker will become completely *enamoured* of that individual. The *charm* effect persists for the standard potion duration; however, if the drinker becomes *enamoured*, the effect is permanent unless *dispel magic* is cast. **N.B.:** This potion is not the same as a witch's *philtre* (see **VOL. I, MAGICIAN SUBCLASSES**, *witch*).

Poison: This highly toxic liquid comes in two basic forms: *ingestible* and *penetrative*. For a complete understanding of poison types and their application in the campaign, refer to **VOL. III, SPECIAL DAMAGE**, *poison*; as noted in that section, some referees might eschew the use of poison in their campaigns. To determine which poison type is discovered, roll a d20:

d20 Roll	Poison Type
1–4	<i>penetrative I</i>
5–7	<i>penetrative II</i>
8–9	<i>penetrative III</i>
10	<i>penetrative IV</i>
11–14	<i>ingestible I</i>
15–17	<i>ingestible II</i>
18–19	<i>ingestible III</i>
20	<i>ingestible IV</i>

Of course, gold piece value accords with poison type as noted in **table III.26**.

Potion of Climbing: This potion allows the drinker to climb with ability commensurate to the *spider climb* spell, except using the standard potion duration.

Potion of Delusion: To even the most discerning taster, this potion appears to be a **potion of healing** or a **potion of extraordinary healing**. In fact, it does nothing of the sort, though the imbiber will believe he has been healed. A **potion of delusion** is revealed for what it is if an *identify* spell is cast.

The referee must subtly inquire as to what the player thinks his character's hit point total is after drinking it. For instance, a fighter with 9 hp drinks what he believes to be a **potion of healing** and so believes he has gained 7 hp, for 16 hp total. If that fighter later suffers 9 or more hp damage, he is knocked unconscious (or worse).

Potion of Diminutiveness: When half this potion is consumed, the drinker and all his gear are reduced to 50% of normal size. If the entire potion is quaffed, he is reduced to six inches in height. An unwilling imbiber is allowed a *sorcery* saving throw to resist the effect.

Potion of Extraordinary Growth: Drinking half this potion will grow the imbiber to a height of 1d4+11 feet. Such a person gains all the benefits associated with a **potion of giant power** (q.v.). Consuming the entire potion enlarges the imbiber to a height of 1d6+24 feet. Such a person gains the same +3 "to hit" bonus as one who quaffs a **potion of giant power**, but all attack damage is 4d6. Enlarged monsters are doubled in size and inflict double damage dice.

Potion of Extraordinary Healing: Drinking this entire potion restores 3d8+6 hp of damage. Alternatively, it can be consumed in thirds for 1d8+1 hp of healing per dose.

Potion of Fire Resistance: This potion provides the drinker with invulnerability to normal heat and fire. Against magical heat and fire, the drinker gains a +4 bonus on all saving throws; furthermore, any damage sustained from magical fire is reduced by -2 per die of damage (potentially negating all damage).

Potion of Flying: This potion allows the drinker to *fly* as the spell, except using the standard potion duration. A half dose may be imbibed for half the duration.

Potion of Gaseous Form: This potion transforms the imbiber and all his gear into a transparent and insubstantial gas able to drift at 20 MV. The gaseous form can see, hear, and smell, but is unable to communicate. It can slip through tiny cracks and holes, under doors, and so forth. The gaseous form can be propelled by a strong wind, but can otherwise slip around or through light wind.

Potion of Giant Power: This potion provides the drinker with the raw strength of a giant. In melee combat, he gains a +3 “to hit” bonus and +3 damage bonus (not cumulative with drinker’s *str* bonus, if applicable), and his weapon damage is a base 2d6 for WC 1 weapons or 3d6 for larger weapons. Weapon mastery and/or magical weapons can further enhance “to hit” and damage bonuses. Lastly, *tests of strength* are at a 5-in-6 chance, and *extraordinary feats of strength* are at a base 40% chance (see **VOL. I, ATTRIBUTES, strength**). This potion cannot be “stacked” with other strength-enhancing sorceries.

Potion of Healing: Drinking half this potion restores 1d4 hp of damage. If the entire potion is quaffed, 2d4+2 hp of damage are restored.

Potion of Heroic Action: This potion is effective solely on fighters (and their subclasses) whose level is less than 10th. It increases the drinker’s fighting ability (FA) and hit dice (HD) on a sliding scale according to his level:

- ★ **0th level** = +4 FA/HD
- ★ **1st to 4th level** = +3 FA/HD
- ★ **5th to 8th level** = +2 FA/HD
- ★ **9th level** = +1 FA/HD

Accordingly, hit points are also temporarily increased (using the appropriate HD type); any damage sustained is subtracted from the temporary total first.

Potion of Invincibility: This potion is usable only by fighters (and their subclasses). The entire potion must be consumed. It provides the drinker with invulnerability versus opponents of 3 HD or fewer, unless such opponents wield magical weapons. Furthermore, it provides a +2 AC bonus and a +2 bonus to all saving throws. This potion’s duration is nonstandard: It lasts but 3d6 rounds.

Potion of Invisibility: Drinking this potion produces an effect identical to the *invisibility* spell, except using the standard potion duration.

Potion of Levitation: Drinking this potion produces an effect identical to the *levitate* spell, except using the standard potion duration.

Potion of Super-Heroic Action: This potion is effective solely on fighters (and their subclasses) whose level is less than 12th. It increases the drinker’s fighting ability (FA) and hit dice (HD) on a sliding scale according to his level:

- ★ **0th level** = +6 FA/HD
- ★ **1st to 4th level** = +5 FA/HD
- ★ **5th to 8th level** = +3 FA/HD
- ★ **9th to 10th level** = +2 FA/HD
- ★ **11th level** = +1 FA/HD

Accordingly, hit points are also temporarily increased (using the appropriate HD type); any damage sustained is subtracted from the temporary total first.

Potion of Super-Speed: Drinking this potion produces an effect identical to the *haste* spell. The duration is nonstandard for potions: It lasts for but 5d4 rounds. The drinker will age by one year.

Potion of Water Breathing: Drinking this potion produces an effect identical to the *water breathing* spell, except using the standard potion duration. **N.B.:** This potion has three doses; drinking all three will treble the duration.

MAGICAL SCROLLS: Most scrolls are contained in cylinders of bone, crystal, ivory, metal, or wood. They are often written on paper, parchment, or the skin of some exotic creature. In other instances, a scroll might be graven on a clay or stone tablet, or perhaps a piece of bark.

Table V.14.: Magical Scrolls

d%	Magical Scroll Type	XP Value	GP Value
01–10	1-spell scroll (level 1–3)	100/level/spell	300/level/spell
11–20	1-spell scroll (level 4–6)	100/level/spell	300/level/spell
21–25	2-spell scroll (level 1–3)	100/level/spell	300/level/spell
26–30	2-spell scroll (level 4–6)	100/level/spell	300/level/spell
31–35	3-spell scroll (level 1–3)	100/level/spell	300/level/spell
36–40	3-spell scroll (level 4–6)	100/level/spell	300/level/spell
41–45	Protection Scroll: Animals	500	2,500
46–50	Protection Scroll: Dæmons	2,000	10,000
51–55	Protection Scroll: Elementals	1,500	7,500
56–60	Protection Scroll: Lycanthropes	1,250	6,250
61–65	Protection Scroll: Magic	1,000	5,000
66–70	Protection Scroll: Otherworldly Beings	2,500	12,500
71–75	Protection Scroll: Petrification	2,000	10,000
76–80	Protection Scroll: Plants	500	2,500
81–85	Protection Scroll: Undead	1,250	6,250
86–90	Cursed Scroll	—	1,000
91–00	Map	—	—

Magical Scroll Descriptions:

Spell Scroll: Seven different magical languages are used in Hyperborea, each with its own distinct runic alphabet, diagrams, and weird geometric shapes. Although similarities exist, practitioners of one school are not able to utilize the scrolls of another school. To determine from which school of sorcery a scroll comes, roll a d20:

d20 Roll	Scroll Type
1–10	magician
11–14	cleric
16	druid
17	illusionist
18	necromancer
19	pyromancer
20	witch

Some spell scrolls contain multiple spells. The precise spells contained in a scroll must be selected or randomly determined by the referee. Unless the referee determines otherwise, the default casting ability (CA) of a spell scroll is 6th, or 1 level above that required to cast the spell, whichever is greater. So, a *magic missile* scroll will be fired as though by a CA 6 sorcerer, and a *hold monster* scroll as though by a CA 10 sorcerer. Lastly, as noted in **table V.14.**, spell scrolls have values of 100 XP per level per spell and 300 gp per level per spell.

A sorcerer must use his *read magic* ability to determine the contents of a scroll. A magician, for example, will be able to identify the spells contained in a magician’s scroll, but not necessarily those of other schools. He might be able to determine a scroll as that of a druid, necromancer, or so on, but he is usually unable to descry the specific spells contained within.

Protection Scroll: These can be utilized by a literate character of any class and level. **Protection scrolls** are at once identifiable, even by non-sorcerers, because they are written in the Common tongue of man. Each **protection scroll** creates a circle of protection that radiates 10 feet around the reader and lasts for 6 turns (1 hour).

Some scrolls proscribe a specific effect type, such as magic or petrification. (Note that the **protection from magic** scroll prevents all spells and spell-like abilities from penetrating the circle; however, spells cannot be cast from within the circle, either.) Other scrolls prevent a specified creature type from approaching within the circle's radius; likewise none of the specified creature's powers can penetrate the circle. If such creatures are within a 10-foot radius of the reader when the scroll is invoked, they are pushed away. (Exception: non-hostile animals and plants are unaffected.) **N.B.:** *Animals* are defined as natural wildlife (**bears, boars, lions, rats, sharks, whales, etc.**), including giant forms; *otherworldly beings* include **aboleths, crab-men, elder things, fish-men, the Great Race, mi-go, night-gaunts, spore-men, and tentacular horrors.**

Cursed Scroll: This cursed item is invoked the moment the first word, rune, character, diagram, or geometric shape is glimpsed. The reader is cursed, similarly to the *bestow curse* spell (the reverse of *remove curse*). The effects are permanent unless a *remove curse* spell is cast (except #10, which can also be reversed with a *restoration* spell). Roll a d10 to determine which effect is unleashed:

d10

Roll Curse

1	One attribute reduced to a score of 3
2	All saving throws penalized by -4
3	All attack rolls penalized by -4 "to hit"
4	Armour Class penalized by -2
5	50% chance per round of dropping in-hand items
6	Victim transformed into a frog, toad, pig, salamander, mouse, rat, or the like
7	Disease manifests, deadly after 1d8 weeks unless <i>death</i> (poison) save made or <i>cure disease</i> cast
8	Reader and all within 10 feet transported to Saturn, Yuggoth, or the cavernous depths of Underborea
9	<i>Explosive runes</i> (as the spell)
0	Victim reduced to a drooling imbecile (intelligence 1)

Map: This is a dungeon or wilderness map, scrawled on paper or parchment, that shows the location (or perhaps former location) of a valued treasure item—possibly magical—of the referee's device. The map may reveal secret or concealed doors and other mysteries. One-in-four of these maps will actually lead to a trap.

MAGICAL RINGS: Magical rings are typically crafted of copper, silver, gold, or platinum; others are of crystal or stone. Oft magical rings are etched with tiny runes (command words, in some cases) and set with gems of great worth. Other magical rings are deceptively simple in appearance, such as a plain band of copper or silver. Magical rings will fit themselves exactly to the wearer's finger. Only one magical ring can be worn on each hand. With the exception of the **ring of wizardry**, all rings can be worn by any character class.

Table V.15.: Magical Rings

d% Result	Magical Ring Type	XP Value	GP Value
01–05	Ring of Animal Command	1,000	6,000
06–07	Ring of Elemental Command (Air)	5,000	30,000
08–09	Ring of Elemental Command (Earth)	5,000	30,000
10–11	Ring of Elemental Command (Fire)	5,000	30,000
12–13	Ring of Elemental Command (Water)	5,000	30,000
14–15	Ring of Elemental Command (Wood)	5,000	30,000
16–20	Ring of Feather Falling	1,000	6,000
21–25	Ring of Fire Resistance	1,000	6,000
26–30	Ring of Free Motion	1,000	6,000
31–35	Ring of Invisibility	1,500	15,000
36–40	Ring of Lightning Resistance	1,000	6,000
41–45	Ring of Protection	4,000	40,000
46–47	Ring of Regeneration	5,000	50,000
48–52	Ring of Shooting Stars	3,000	18,000
53–57	Ring of Spell Storing	2,500	25,000
58–62	Ring of Sustenance	500	3,000
63–67	Ring of Telekinesis	2,000	12,000
68–72	Ring of Warmness	1,000	6,000
73–77	Ring of Water Walking	1,000	6,000
78–87	Ring of Weakness (<i>cursed</i>)	—	1,000
88–92	Ring of Wind	500	3,000
93–95	Ring of Wizardry	4,000	40,000
96–00	Ring of X-Ray Vision	4,000	40,000

Magical Ring Descriptions:

Ring of Animal Command: This ring is fashioned from rune-etched leather. It allows the wearer to control up to 20 HD of unintelligent animals. These must be from the animal kingdom, neither monsters nor supernatural beasts; furthermore, animals of elevated intelligence are unaffected. The animals must be within 120 feet of the wearer, who simply points the ring and issues mental commands of simple meaning. The animals obey without question, even to their deaths, if so directed. The ring wearer must continuously concentrate on directing the beasts (no fighting, no other actions besides basic movement and brief words); otherwise, they resume their normal activity, wander off, or potentially become aggressive.

Ring of Elemental Command (Air): This silver ring is set with a blue sapphire. When worn, **air elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, saving throws versus gases (poisonous or otherwise) are at –2 penalties. The wearer can invoke each of the following spell-like powers once per day:

- | | | |
|--|--|--|
| <ul style="list-style-type: none"> ★ <i>fly</i> ★ <i>gust of wind</i> ★ <i>invisibility</i> ★ <i>wall of force</i> ★ <i>wind wall</i> | | <p>The following power can be used once per week:</p> <ul style="list-style-type: none"> ★ <i>control winds</i> |
|--|--|--|

Only one power can be used at a time, each at CA 12 capacity.

Ring of Elemental Command (Earth): This ring is composed of marble and studded with tiny diamonds. When worn, **earth elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, saving throws versus petrification effects are at -2 penalties. The wearer can invoke each of the following spell-like powers once per day:

- ★ *feather fall*
- ★ *passwall*
- ★ *stone shape*
- ★ *wall of stone*

The following powers can each be used once per week:

- ★ *move earth*
- ★ *stone to flesh*

Only one power can be used at a time, each at CA 12 capacity.

Ring of Elemental Command (Fire): This ring presents as a simple brass band etched with a fire rune. When worn, **fire elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, saving throws versus water and cold are at -2 penalties. The wearer is provided with *fire resistance* (as the **ring of fire resistance**) and can invoke each of the following spell-like powers once per day:

- ★ *burning hands*
- ★ *flaming sphere*
- ★ *pyrotechnics*
- ★ *wall of fire*

The following power can be used once per week:

- ★ *flame strike*

Excepting the ring's constant *fire resistance* dweomer, only one power can be used at a time, each at CA 12 capacity.

Ring of Elemental Command (Water): This bulky ring is carved of jade. When worn, **water elementals** and their kin cannot attack or approach within 10 feet of the wearer. However, saving throws versus electricity are at -2 penalties. The wearer is provided with constant *water breathing* (as the spell) and can invoke each of the following spell-like powers once per day:

- ★ *air-like water*
- ★ *create water*
- ★ *wall of ice*
- ★ *water walk*

The following power can be used once per week:

- ★ *control water*

Excepting the ring's constant *water breathing* dweomer, only one power can be used at a time, each at CA 12 capacity.

Ring of Elemental Command (Wood): This ring is carved of ash wood. When worn, **tree-men** (treants), **shambling mounds**, and their kin cannot attack or approach within 10 feet of the wearer. However, saving throws versus fire are at -2 penalties. The wearer can invoke each of the following spell-like powers once per day:

- ★ *entangle*
- ★ *tree shape*
- ★ *wall of thorns*
- ★ *warp wood*

The following powers can each be used once per week:

- ★ *liveoak*
- ★ *repel wood*

Only one power can be used at a time, each at CA 12 capacity.

Ring of Feather Falling: This silver ring is engraved with a pair of feathered wings. When worn, it automatically activates a *feather fall* spell at CA 10 capacity if the wearer falls five or more feet.

Ring of Fire Resistance: This golden ring is set with a prominent ruby and etched with tiny runes that symbolize fire and the deity Helios. The wearer is unharmed by heat or normal fire. He gains a $+2$ saving throw bonus versus magical fire and sustains -1 hp per die of magical fire damage (potentially negating all damage).

Ring of Free Motion: This ring is crafted of eel skin. It provides the wearer with freedom of action. Any spell that would hinder or inhibit movement (e.g., *entangle*, *forest of bones*, *hold person*, *slow*) is ineffective. The wearer can pass through dense growth unimpeded. Furthermore, he is slippery as an eel in water, able to move as freely as he would on the surface and to use any weapon without restriction; the ring does not, however, provide water-breathing capability.

Ring of Invisibility: This ring is but a simple gold band. When placed on the finger, it functions as per the *invisibility* spell. It can be used once per day.

Ring of Lightning Resistance: This ring is wrought of cold iron. The wearer is unharmed by normal electricity or lightning. He gains a +2 saving throw bonus versus magical electricity and sustains –1 hp per die of magical electricity damage (potentially negating all damage).

Ring of Protection: This ring is forged of polished steel, its inner surface etched with a pentagram set within a magic circle. If donned, it encircles the wearer with a field of eldritch energy equivalent to **+1 plate mail** (AC 2, DR 2). Furthermore, all saving throws are provided a +1 bonus. The benefits of this ring cannot be “stacked” with any other armour or magical protection.

Ring of Regeneration: This large ring is carved of hematite, roughly hewn and at first uncomfortable and unwieldy. If worn it provides *regeneration*, healing the wearer of 1 hp of damage per turn until fully restored. It will also regenerate lost limbs and will even raise the dead, so long as the deceased was not slain by fire, acid, poison, or disease—the effects of which cannot be regenerated. Despite the benefits of this ring, it also comes with a curse of sorts: The wearer cannot remove the ring. It bonds with his finger bone and must be destroyed by a crushing blow if removal is desired. To recover a **ring of regeneration** from a previous wearer, that one must perish of natural causes, poison, disease, fire, or acid.

Ring of Shooting Stars: This ring is forged of ore extracted from a star stone. Its dweomers are rare and peculiar. In the outdoors, during the darkness of night, it provides spell-like powers.

Each of the following powers is usable once per day and invoked at CA 10 capacity:

- ★ *dancing lights*
- ★ *moonlight*
- ★ *ultraviolet vision*

Ball of Lightning: Once per day (at night, outdoors only), a **ring of shooting stars** can release 1–4 *balls of lightning*, the number selected by the wearer. Each ball will strike one target within 120 feet. Targets gain *device* saving throws for half damage. If four balls are fired, each inflicts 2d4 hp damage; if three are fired, each inflicts 3d4 hp damage; if two are fired, each inflicts 5d4 hp damage; and if one ball is fired, it inflicts 4d12 hp damage.

Shooting Star: Once per week (at night, outdoors only), a **ring of shooting stars** can release a *shooting star*, a quasi-meteor of fire with a 75-yard range. It strikes its target for 1d12+24 hp damage, with a *device* saving throw allowed for half damage. Creatures within 10 feet of the target are in the burst radius, so they too sustain 24 hp damage each, though are also allowed *device* saving throws for half damage (i.e., 12 hp).

In lightless or dimly illumed subterranean environs (dungeon, cavern, etc.), the ring can be used at any time of day, but its powers are different.

Once per day each of the following spell-like powers can be used at CA 10 capacity:

- ★ *færie fire*
- ★ *infrared vision*
- ★ *starlight*

Spark Shower: Once per day (underground only), a **ring of shooting stars** can emit a shower of sparks in a 20-foot-long cone, 10 feet wide at the terminus. Any creatures in the area of effect sustain 2d4 hp damage (no saving throw allowed), or 4d4 hp damage if they are clad in metal armour.

Ring of Spell Storing: This rune-graven silver ring is set with a tiger-eye stone. The ring contains 1d4+1 magician spells, which the wearer can cast once per day as though he were a CA 7 sorcerer. First, determine how many spells the ring contains. Next, for each spell roll a d6 to determine what spell levels are contained within. Once the spell levels are determined, the referee may select appropriate spells, or randomly roll for them. **N.B.:** One-in-ten of these rings instead contains illusionist spells.

d6 Roll	Spell Contained
1–3	level 1 magician spell
4–5	level 2 magician spell
6	level 3 magician spell

Ring of Sustenance: The wearer of this unembellished brass ring can go without food and water for up to seven days. Too, the wearer requires very little sleep; a mere two hours per night provides refreshment (of mind and body) equivalent to eight hours of normal rest. After seven days, the wearer must eat heartily and then sleep for 18 uninterrupted hours; if not, the ring's dweomer will not function, and the wearer will be haggard, suffering –2 penalties "to hit", damage, and saving throws. A **ring of sustenance** must be worn for one week before its benefits are realized. If removed for any reason, this stricture must again be observed.

Ring of Telekinesis: This ring is carved of amethyst. It contains the power of *telekinesis* (as the spell), except with a preset maximum weight limit. Roll a d6: 1–2 = 25 pounds; 3–4 = 50 pounds; 5 = 100 pounds; 6 = 250 pounds. The ring may be used twice per day.

Ring of Warmness: This golden ring is set with a fire opal. To its wearer it confers warmth, so that he never grows cold—even in subfreezing temperatures. It also provides a +2 bonus on all saving throws related to cold damage, and it reduces each die of cold damage by –1 (potentially negating all damage).

Ring of Water Walking: This silver ring is set with an aquamarine. When worn, it functions as per the *water walk* spell at CA 10 capacity.

Ring of Weakness: If a sorcerer casts *identify* on this ring, it is revealed as a strength enhancer. It may be fashioned of any precious metal and may or may not be set with a gem or other precious stone. Roll a d10: If the result is 1–9, the ring is *curse*d, decreasing strength by 50% (round down, min. 3). The ring can only be removed if *remove curse* is cast; otherwise it remains stuck on the wearer's finger. If the d10 result is 0, a reversed, non-cursed version effectuates, providing a 50% strength increase (round down, max. 18); still it cannot be removed unless *remove curse* is cast. The **ring of weakness** can function differently for each wearer; i.e., if either version is removed from one's finger, and another person dons it, a d10 must again be rolled.

Ring of Wind: Oft referred to as the "mariner's ring", this magical ring is carved of smoothly polished coral and graven with symbols of the deity Boreas. When pointed at the sails of a vessel, its enchantment causes them to belly with power equivalent to a *strong breeze* (see **VOL. III, WATERBORNE EXPEDITIONS, wind**). Use of this item can be exhausting, however, for the wielder is affected by kickback pressure and must struggle to keep steady his ring arm. For every point of constitution, the wielder can maintain this dweomer for 3 turns (½ hour). For every additional 3 turns, an *extraordinary feat of constitution* must be rolled (see **VOL. I, ATTRIBUTES, constitution**). Furthermore, the user must rest for an amount of time equal to the time used, or suffer penalties of –4 "to hit", –4 damage, and –4 saving throws. **N.B.:** Try as they might, allies cannot buttress the stamina of the ring wearer.

Ring of Wizardry: This shining golden ring may be wielded by magicians (and their subclasses). It doubles the base number of spells a sorcerer can memorize per day (not including bonus spells provided by high *int*). One or more spell levels are affected. To determine, roll a d10: 1–3 doubles level 1 spells; 4–6 doubles level 2 spells; 7–8 doubles level 3 spells; 9 doubles level 1 and 2 spells; and 0 doubles level 1, 2, and 3 spells.

Ring of X-Ray Vision: This ring is crafted of ruby. When pointed at a door, wall, floor, or ceiling, the wearer is able to see through as if the obstruction were transparent and normal light were present on the opposite side. The range is 10 feet, and a 10-foot circle of viewing area is provided; i.e., if the wearer of an **x-ray vision ring** wishes to see through a stone wall, he must approach within 10 feet of said wall and point the ring. The *x-ray vision* cannot penetrate more than three feet of wood, one foot of stone, or three inches of metal; neither can it penetrate any thickness of lead or gold. This ring may be used once per day, for a maximum of 1 turn. After using the ring, the wearer experiences dizziness and nausea; if combat occurs within 1 turn, he suffers –2 penalties "to hit" and saving throws.

MAGICAL RODS, STAVES, AND WANDS: Rods, staves, and wands are magical devices, each with their own distinctions. Typically they have one or more command words that must be spoken to invoke their powers, much like speaking the final incantation of a spell.

Rods are wrought of metals such as brass, bronze, copper, gold, iron, platinum, silver, and steel, typically of three- to four-foot length and ½-inch thickness. Oft they are topped with skulls (stylized or real), animal head sculptures, or other designs; other rods might be set with gems, crystals, or meteoritic stones.

Staves are carved of rare woods, typically of five- to six-foot length and 1½-inch thickness. Their lengths might be straight or twisted, smooth or gnarled, stained or natural; they might be shod in bronze, iron, steel, or perhaps a precious metal. Some are etched or burnt with runes, symbols, and geometric shapes; some are also tipped with crystals or gems. Staves shod in metal may be treated as quarterstaves for purposes of combat; if not shod in metal, however, they deliver but 1d4 hp damage.

Wands are of about 1- to 1½-foot length and ¼-inch thickness. They are crafted of bone, ivory, or wood, and their tips are set with crystals or gems. Some wands are elaborately designed, whilst others appear quite plain.

Rods, staves, and wands are of finite existence. Each is fashioned with 1d20+40 charges. The referee is at liberty to reduce this total as judged appropriate, because discovered items may have seen extensive use.

Table V.16.: Magical Rods, Staves, & Wands

d% Result	Magical Rod, Staff, or Wand Type	XP Value	GP Value
01–04	Rod of Absorption	8,000	40,000
05–08	Rod of Cancellation	3,000	15,000
09–12	Rod of Lordly Might	5,000	25,000
13–16	Rod of Resurrection	6,000	30,000
17–20	Rod of Rulership	8,000	40,000
21–24	Rod of Smiting	4,000	20,000
25–28	Staff of Curing	6,000	30,000
29–32	Staff of Healing	4,000	20,000
33–36	Staff of the Magus	15,000	75,000
37–40	Staff of Necromancy	8,000	40,000
41–44	Staff of Power	12,000	60,000
45–48	Staff of the Snake	7,000	35,000
49–52	Staff of Striking	5,000	25,000
53–56	Staff of Withering	8,000	40,000
57–60	Wand of Fear	3,000	15,000
61–64	Wand of Fireballs	4,000	20,000
65–68	Wand of Freezing	6,000	30,000
69–72	Wand of Illumining	2,000	10,000
73–76	Wand of Lightning Bolts	4,000	20,000
77–80	Wand of Magic Detection	2,500	12,500
81–84	Wand of Magic Missiles	4,000	20,000
85–88	Wand of Paralysis	3,500	17,500
89–92	Wand of Phantasms	4,000	20,000
93–96	Wand of Polymorphing	4,000	20,000
97–00	Wand of Secret Door & Trap Location	5,000	25,000

Magical Rod, Staff, and Wand Descriptions:

Rod of Absorption: This rod is usable by magicians and clerics (and their respective subclasses). The **rod of absorption** draws hostile sorcery into it, in effect nullifying and storing each spell. The holder of the rod must be the target of the enemy spell, or within its area of effect. Each absorbed spell level costs 1 charge, so a level 3 druidic spell would drain 3 charges.

The wielder of the **rod of absorption** knows at once the level of the spell being cast in his presence. The player must announce the invocation of the rod right away. After the spell is absorbed, the wielder knows exactly what the spell is, including at what CA level it has been fired. The wielder of the rod can then discharge stored spells at a time of his choosing; this latter function costs no charges.

Rod of Cancellation: This rod may be wielded by any character class. When touched to another magic item, it permanently drains all the properties of that item. To make contact, a “to hit” roll versus the opponent’s armour class must succeed, with a +2 bonus for the magical properties of the rod. If successful the rod withers, a single-use item; if the attack misses, additional attempts may be made.

Rod of Lordly Might: This rod, usable only by fighters (and their subclasses), is wrought of heavy, alien ore. It is four feet long and two inches thick, capped by a flanged ball. The haft is lined with six small studs that function as buttons. In its natural form the **rod of lordly might** is equivalent to a **+2 great mace**, with spell-like functions:

At-Will Spell-like Functions:

- ★ *Paralysis:* Requires successful melee attack, with *device* save allowed to resist. Effect persists for 2d6 turns. Costs 1 charge. No charge expended if “to hit” roll misses.
- ★ *Hit Point Drain:* Requires successful melee attack. Drains the victim of 2d4 hp and confers them to the wielder. Hit points beyond the wielder’s maximum are temporary; once subtracted, they cannot be restored. No saving throw allowed. Costs 2 charges. No charge expended if “to hit” roll misses.
- ★ *Circle of Fear:* Rod must be raised prominently. All viewers within 50 feet of wielder must make *device* saves or flee in panic for 2d4 rounds. Costs 3 charges.

Button-Activated Functions:

- ★ **Button #1:** Transforms rod into **+1 flame tongue long sword** (fire delivers extra 1d6 hp damage, or extra 1d8 hp damage vs. cold- / ice-based creatures and undead).
- ★ **Button #2:** Transforms rod into **+3 battle axe**.
- ★ **Button #3:** Transforms rod into **+2 short spear**, **+2 long spear**, or **+3 great spear**, depending on how long button is depressed.
- ★ **Button #4:** Transforms rod into iron ladder capable of extending up to 50 feet in length (depending on how long button is depressed). If held against a wall when this function is used, spikes emerge at five-foot intervals, allowing for a stable, vertical ladder drilled into a surface area as hard as granite. Button #4 remains at bottom of device. If pressed again, ladder shrinks until reverting to rod shape.
- ★ **Button #5:** Makes the ladder function extend down as opposed to extending up. After ladder extends, button #5 remains at top of ladder. With button #4 at bottom and button #5 at top, wielder may extend ladder up or down, then collapse it once destination is achieved. **N.B.:** Either button #4 or button #5 can be used to force open a door with 18-strength capacity (see **VOL. I, ATTRIBUTES**, *strength*; **VOL. III, ADVENTURE**, *adventure actions and procedures*).
- ★ **Button #6:** Activates rod to indicate magnetic north, the rod pulling until pointed in correct direction. In Hyperborea, the rod points to Mount Vhuurmithadon, the true centre of the realm. This button also allows wielder to intuit an accurate approximation of underground depth.

The **rod of lordly might** does not disintegrate upon expenditure of its final charge; rather, it loses all its spell-like functions noted above, and buttons #1–5 cease to function, in effect leaving a **+2 great mace** that indicates magnetic north.

Rod of Resurrection: This rod can only be used by a cleric (or cleric subclass). It allows the wielder to resurrect any deceased person, so long as he has not been dead for more than 100 years. The remains (bones, ashes, or the like) must be touched by the rod. Of course, the resurrected person must make a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**). Each use of this item drains 1d4 charges. If the rod is drained to 0 charges, it withers; if drained to negative charges, the wielder must make a *death* saving throw or lose 1 energy level (see **VOL. III, SPECIAL DAMAGE, energy drain**).

Rod of Rulership: This rod of bronze with stylized sabre-tooth head can be wielded by any character class. When the wielder grips the item with two hands, holds it high overhead, and shouts the word “Obey!”, (1d4+1)×100 hit dice of creatures within 120 feet succumb to his rulership. Even allies are subject to the wielder’s will. Creatures with 15+ intelligence and/or 9+ HD are allowed *device* saving throws to resist. Those subject to the effect will obey the wielder as though he were their unquestioned overlord, and they his loyal subjects; his issued commands are obeyed without question. The effect lasts for as long as the wielder grips the rod with two hands, at a cost of 1 charge per turn.

Rod of Smiting: This five-pound iron rod is the equivalent of a **+3 footman’s mace** and may be used by any character class able to employ such a weapon; it does not look like a mace, but rather a heavy iron sceptre topped with a stylized skull. When the **rod of smiting** strikes an **automaton** (golem), **minotron**, or other like construct, the target must make a *death* saving throw or be destroyed; no saving throw is allowed on a natural 20 “to hit” roll. If the construct makes its save, treble damage is delivered (damage dice trebled, with modifiers added afterwards). Also, when a natural 20 “to hit” roll is scored against any other creature, the rod automatically delivers treble damage. A charge is expended any time a construct is struck by this item and any time a natural 20 “to hit” roll is achieved versus other creatures. Once all the charges are spent, the **rod of smiting** is reduced to a **+3 footman’s mace** with no additional properties.

Staff of Curing: This staff can be wielded by clerics (and their subclasses). It is loaded with curing spells, all cast at CA 10 capacity, though it can only be used once per person per day:

- ★ *cure blindness* (1 charge)
- ★ *cure deafness* (1 charge)
- ★ *cure disease* (3 charges)
- ★ *cure madness* (3 charges)

Staff of Healing: This staff can be wielded by clerics (and their subclasses). By touch, it heals 2d4 hp of damage per charge. It can be used multiple times per day, but only once per day on a particular creature.

Staff of the Magus: This staff can be wielded by magicians (and their subclasses). It provides a +2 bonus on *sorcery* saving throws and has the following spell-like powers, each cast at CA 10 capacity and usable but once per day. Note that each spell that permits a saving throw uses the *device* category, regardless of spell description.

- | | |
|---|---------------------------------------|
| ★ <i>detect magic</i> (0 charges) | ★ <i>lightning bolt</i> (1 charge) |
| ★ <i>enlargement</i> (0 charges) | ★ <i>pyrotechnics</i> (1 charge) |
| ★ <i>hold portal</i> (0 charges) | ★ <i>web</i> (1 charge) |
| ★ <i>light</i> (0 charges) | ★ <i>ice storm</i> (2 charges) |
| ★ <i>protection from evil</i> (0 charges) | ★ <i>passwall</i> (2 charges) |
| ★ <i>dispel magic</i> (1 charge) | ★ <i>summon elemental</i> (2 charges) |
| ★ <i>fireball</i> (1 charge) | ★ <i>telekinesis</i> (2 charges) |
| ★ <i>invisibility</i> (1 charge) | ★ <i>wall of fire</i> (2 charges) |
| ★ <i>knock</i> (1 charge) | ★ <i>control winds</i> (3 charges) |

Strike of retribution: To invoke this terrible power, the sorcerer must with great purpose snap the staff over his knee, releasing a 30-foot-radius globe of destruction. The power of this globe is predicated on how many charges the staff has remaining. All creatures within 10 feet suffer damage equal to 8 hp per remaining charge; creatures within 11–20 feet suffer damage equal to 6 hp per remaining charge; and creatures within 21–30 feet suffer damage equal to 4 hp per remaining charge. A *device* saving throw halves the damage sustained. The sorcerer who breaks the staff has a 3-in-6 chance of being teleported to Saturn; if not, he is incinerated by the explosion.

Staff of Necromancy: The exterior of this gnarled, twisted staff is charred black, its top formed about the skull of a human sacrifice used to craft the device. It is usable by magicians, clerics, necromancers, witches, priests, and shamans, of Neutral or Evil alignment; Neutral characters will exhibit Evil tendencies with prolonged use. A Good character who touches the staff suffers a jolt of negative energy for 5d4 hp damage. The **staff of necromancy** has the following powers, all exercised at CA 9 capacity. Note that each spell that permits a saving throw uses the *device* category, regardless of spell description.

- ★ *detect undead* (1 charge)
- ★ *ray of enfeeblement* (1 charge)
- ★ *vampiric touch* (1 charge)
- ★ *animate dead* (2 charges)
- ★ *gelatinize bones* (3 charges)
- ★ *finger of death* (5 charges)

At the wielder's will, the **staff of necromancy** can be transformed into a *cudgel of bone* (as the spell) at no charge cost.

Staff of Power: This seemingly unspectacular oaken staff is shod in iron. In the hands of a magician (or magician subclass), it functions as a **+2 quarterstaff** and provides a +2 bonus to AC and saving throws. It has the following spell-like powers, all cast at CA 9 capacity. Note that each spell that permits a saving throw uses the *device* category.

- ★ *cone of cold* or *fireball** (1 charge)
- ★ *continuous light* (1 charge)
- ★ *darkness* (1 charge)
- ★ *levitate* (1 charge)
- ★ *magic missile* or *lightning bolt** (1 charge)
- ★ *paralyze* (1 charge)
- ★ *ray of enfeeblement* (1 charge)
- ★ *shield* (1 charge)
- ★ *globe of invulnerability, lesser* (2 charges)
- ★ *globe of invulnerability, greater* (3 charges)

When the **staff of power** is used as a melee weapon, the wielder can choose to expend 1 or 2 charges upon a successful attack roll, respectively doubling or trebling the damage dice (with bonus damage added afterwards). Furthermore, this device has the *strike of retribution* power (cf. *staff of the magus*).

* Roll a d6: 1–4 indicates the former power, 5–6 the latter.

Staff of the Snake: This wavy, six-foot staff of green yew is carved to the likeness of a python. It can be wielded by clerics (and their subclasses). Although unshod, it is treated as a **+2 quarterstaff**. Upon delivering a successful attack roll, the wielder can release the staff whilst commanding it to transform into a quasi-python. At once the snake coils around a victim of Medium size or smaller; this costs 1 charge. The victim is allowed a *device* saving throw. If the save fails, the victim is taken to the ground, trapped for 1d4 turns unless the wielder commands the snake to let go. When the duration is met, the snake slithers back to the wielder. If attacked, the snake has AC 5, HD 6, and 30 hp, though it does not fight back. If the snake form is destroyed, the staff is broken. If the staff runs out of charges, it does not wither to dust; rather, it reverts to a snake and slithers away.

Staff of Striking: This rune-graven staff is wielded by magicians and clerics (and their respective subclasses). It functions as a **+3 quarterstaff**. When a hit is scored, the wielder may use 1 charge to double the damage dice, or 2 charges to treble the damage dice, or two charges to treble the damage dice (with bonus damage added afterwards). When the final charge is expended, it reverts to a **+3 quarterstaff** with no special powers.

Staff of Withering: This thin, rhododendron wood staff appears charred and weak. However, in the hands of a cleric (or cleric subclass), necromancer, or witch, it functions as a **+1 quarterstaff**. When a successful hit is scored, the wielder may expend 2 charges to age the target by 10 years. A *death* saving throw must be made to resist the sorcerous ageing. If 3 charges are expended, a randomly determined limb withers to a shrivelled, charnel thing, likewise pending a *death* saving throw. Ageless creatures, dæmons, and undead are unaffected by this item. Each function may be used once per day. Once the final charge is spent, the staff crumbles to dust.

Wand of Fear: This wand is wielded by magicians and clerics (and their respective subclasses). When the command word is spoken, a cone emanates, 60 feet long and 30 feet wide at the terminus. Creatures in the area of effect must make *device* saving throws or flee in panic for 1d3 turns. The victims will run as fast as possible, and any in-hand items or weapons are dropped. This wand can be used once per turn; each use costs 1 charge.

Wand of Fireballs: This carnelian- or ruby-tipped wand can be used by magicians (and their subclasses). It contains the *fireball* spell, released at CA 9 capacity, except the saving throw for half damage is versus *device*. In the hands of a pyromancer, every 1 result on the damage dice can be rerolled once. This wand can be used once per turn; each use costs 1 charge.

Wand of Freezing: This sapphire-tipped wand can be used by magicians (and their subclasses). It contains the *cone of cold* spell, released at CA 9 capacity, except the saving throw for half damage is versus *device*. This wand can be used once per turn; each use costs 1 charge.

Wand of Illumining: This wand is tipped by an amethyst brilliant. It can be used by magicians (and their subclasses). It has the following powers, invoked at CA 9 capacity, each usable once per turn. Refer to the appropriate spell for the first four powers; the fifth is unique.

- ★ *continuous light* (1 charge)
- ★ *dancing lights* (1 charge)
- ★ *light* (1 charge)
- ★ *pyrotechnics* (1 charge)
- ★ *burst of sunshine:* Invoked is a sudden burst of luminous, blue-green light that emanates blazing, golden-orange rays. *Burst of sunshine* has a 120-foot range and occupies a 40-foot-diameter area of effect. Undead caught in the burst sustain 6d6 hp damage, with no saving throw allowed. Creatures within or facing the burst must make *device* saves or be blinded and stunned for 1 round. (3 charges)

Wand of Lightning Bolts: This rune-graven copper wand can be used by magicians (and their subclasses). It contains the *lightning bolt* spell, released at CA 9 capacity, except the saving throw for half damage is versus *device*. This wand can be used once per turn; each use costs 1 charge.

Wand of Magic Detection: This golden wand can be used by magicians (and their subclasses). It contains the *detect magic* spell. This device can be used as oft as preferred; each use costs 1 charge.

Wand of Magic Missiles: This silver wand can be used by magicians (and their subclasses). It contains the *magic missile* spell, released at up to CA 9 capacity; i.e., the wielder can opt to release 1, 2, 3, 4, or 5 *magic missiles*. This device can be used as oft as preferred; each missile costs 1 charge.

Wand of Paralysis: This wand, carved from the rib of a dæmon and topped with a black sapphire, is usable by magicians (and their subclasses). It emits a ray that is 60 feet long and 10 feet wide at the terminus. Creatures in the area of effect must make *device* saving throws or become paralyzed for 2d6 turns. This wand can be used once per turn; each use costs 1 charge.

Wand of Phantasms: This pearl-tipped brass wand can be used by magicians (and their subclasses). It contains the *spectral phantasm* spell, released at CA 9 capacity, except the saving throw is versus *device*. This wand can be used once per turn; each use costs 2 charges (or 1 charge when used by an illusionist).

Wand of Polymorphing: This wand of carved soapstone can be used by magicians (and their subclasses). When invoked, it emits a green ray, thin as a finger, with a 60-foot range. The target is surrounded by motes of green-blue sparks. He must make a *device* saving throw or become *polymorphed* into a tiny, inoffensive creature such as a frog, mouse, newt, snail, or toad. This transformation includes any gear carried. **N.B.:** The victim is subject to a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**) if reverted to its natural shape via sorcery or other means (cf. *polymorph other*).

Wand of Secret Door and Trap Location: This wand may be wielded by any character. When held, it glows green and points in the direction of a secret door, or glows red and points in the direction of a trap (magical or mundane). The range is 20 feet for each such function. Every time the wand detects either a trap or a secret door, 1 charge is expended.

MISCELLANEOUS MAGIC ITEMS: This grouping is reserved for various items that do not fit in any of the previous categories. Unless otherwise noted, these devices can be used by any character. Short of an *identify* spell, the properties of individual items must be discovered through use and experimentation.

Table V.17.: Miscellaneous Magic Items

d%		XP	GP
Result	Miscellaneous Magic Item Type	Value	Value
01	Amulet of Proof against Detection and Location	4,000	20,000
02	Amulet of Undead Turning	200/level	500/level
03	Anti-Grav Belt	1,500	9,000
04	Apparatus of the Atlanteans	8,000	40,000
05	Bag of Devouring (<i>cursed</i>)	—	1,000
06	Bag of Holding	5,000	25,000
07	Bead of Force (×1d4+1)	250 ea.	1,250 ea.
08	Boat of Folding	8,000	40,000
09	Boots, Boreal	1,500	9,000
10	Boots, Winged	2,000	20,000
11	Boots of Dancing (<i>cursed</i>)	—	3,000
12	Boots of Levitation	2,000	12,000
13	Boots of Speed	2,500	25,000
14	Boots of Striding and Springing	2,500	25,000
15	Bracers, Defensive	600 ^A	3,000 ^A
16	Bracers of Defencelessness (<i>cursed</i>)	—	1,500
17	Brazier of Sleep Smoke	500	2,500
18	Broom of Flying	2,000	10,000
19	Carpet of Flying	6,000	30,000
20	Chaos Harp	5,000	50,000
21	Circlet of Invulnerability	3,500	35,000
22	Cloak of Arachnida	3,000	30,000
23	Cloak of Displacement	3,000	18,000
24	Cloak of Poisonousness (<i>cursed</i>)	—	2,000
25	Cloak of Protection	1,000/“plus”	10,000/“plus”
26	Cloak of Shadow	3,000	30,000
27	Crystal Ball	1,000	10,000
28	Dust of Appearance (×1d4+1 doses)	250 ea.	500 ea.
29	Dust of Death (×1d2 doses)	500 ea.	1,000 ea.
30	Dust of Disappearance (×1d4+1 doses)	300 ea.	600 ea.
31	Dust of Madness (×1d2 doses)	450 ea.	900 ea.
32	Dust of Nightmares and Visions (×1d4+1 doses)	100 ea.	200 ea.
33	Dust of Paralysis (×1d4+1 doses)	400 ea.	800 ea.
34	Dust of Sleepiness (×1d4+1 doses)	300 ea.	600 ea.
35	Dust of Sneezing and Choking (×1d2 doses)	350 ea.	700 ea.
36	Electric Torch	1,000	5,000
37	Everlasting Drinking Horn	700	3,500
38	Eversmoking Bottle	500	2,500
39	Eyes of the Eagle	3,000	18,000

A: Per AC below 9; e.g., **defensive bracers AC 7** = 1,200 XP and 6,000 gp if sold

d% Result	Miscellaneous Magic Item Type	XP Value	GP Value
40	Flask of Plenteous Water	700	3,500
41	Gauntlets of Dextrousness	1,000	10,000
42	Gauntlets of Ogre Power	1,000	10,000
43	Gem of Brightness	2,000	20,000
44	Girdle of Gender Reversal (<i>cursed</i>)	—	1,250
45	Girdle of Giant Power	2,000	20,000
46	Girdle of Golden Serpents	2,500	25,000
47	Helm of Brilliance	5,000	50,000
48	Helm of Opposite Alignment (<i>cursed</i>)	—	1,000
49	Helm of Telepathy	3,000	30,000
50	Helm of Teleportation	3,000	30,000
51	Horn of Blasting	1,000	10,000
52	Horn of Fog	450	4,500
53	Horn of Valhalla	1,000	10,000
54	Horseshoes of Speed	2,000	12,000
55	Horseshoes of the Zephyr	1,500	9,000
56	Incense of Meditation (x2d4)	100 ea.	1,000 ea.
57	Instant Fortress	7,000	70,000
58	IOUN Stone (x1d4+1)	500 ea.	5,000 ea.
59	Lens of Infrared Vision	900	5,400
60	Lens of Ultraviolet Vision	900	5,400
61	Luckstone	3,250	32,500
62	Lute of Forbidden Knowledge	5,000	50,000
63	Lyre of Time and Space	6,000	60,000
64	Manual of Automaton Creation	3,500	35,000
65	Manual of Exercise	4,500	45,000
66	Manual of Health	4,500	45,000
67	Manual of Quickness	4,500	45,000
68	Medallion of Extrasensory Perception	900	9,000
69	Mirror of Life Trapping	2,000	20,000
70	Mirror of Mental Prowess	4,500	45,000
71	Necklace of Adaption	1,250	12,500
72	Necklace of Missiles	50 ^B	250 ^B
73	Necklace of Strangulation (<i>cursed</i>)	—	1,000
74	Pearl of Power	250 ^C	2,500 ^C
75	Pearl of Wisdom	600 (—) ^D	6,000 (1,000) ^D
76	Periapt of Health	1,000	10,000
77	Periapt of Proof against Poison	1,500	15,000
78	Periapt of Wound Closing	1,250	12,500
79	Pipes of the Sewers	2,000	10,000

B: Per HD of each missile

C: Per spell level

D: If reversed effect

d% Result	Miscellaneous Magic Item Type	XP Value	GP Value
80	Portable Hole	4,000	40,000
81	Quill of Never-Ending Ink	200	1,000
82	Robe of the Archmagi	6,500	65,000
83	Robe of Blending	3,250	32,500
84	Robe of Eyes	4,500	45,000
85	Robe of Scintillating Colours	2,500	25,000
86	Rope of Climbing	1,000	10,000
87	Rope of Entanglement	1,250	12,500
88	Scarab of Death (<i>cursed</i>)	—	2,000
89	Scarab of Protection	2,500	25,000
90	Slippers of Spider-Climbing	900	9,000
91	Sphere of Annihilation	4,000	40,000
92	Sphere of Blackness	3,500	35,000
93	Spoon of Never-Ending Gruel	500	2,500
94	Tome of Clear Thought	5,000	50,000
95	Tome of Leadership and Influence	5,000	50,000
96	Tome of Understanding	5,000	50,000
97	Vacuous Grimoire (<i>cursed</i>)	—	1,000
98	Wind Fan	500	3,000
99	Wings of Flying	800	8,000
00	Zirconium Suit	10,000	100,000

Miscellaneous Magic Item Descriptions:

Amulet of Proof against Detection and Location: This golden, gem-encrusted amulet protects the wearer from any species of sorcery that would mentally detect his presence or locate him, including the spells *clairaudience*, *clairvoyance*, *extrasensory perception*, and *mirror, mirror*, as well as **crystal balls** or any other scrying devices.

Amulet of Undead Turning: This silver amulet is anathema to the undead. When worn, it glows blue when undead are within 30 feet of the wearer, unless lead or five feet of stone obstructs such creatures from the wearer. It also provides the wearer with the ability to *turn undead* as a cleric; however, amulets are of variable potency. Roll a d8 to determine turning ability (TA):

d8 Roll	Turning Ability
1–2	3
3–4	4
5	5
6	6
7	7
8	8

The wearer need not speak commandments of his faith as a cleric or priest would; rather he must simply hold aloft the amulet. If this amulet is worn by a cleric, the higher turning ability is used; at some point the amulet will not be of use to the advanced cleric.

Anti-Grav Belt: This wide belt of ancient Atlantean manufacture is composed of dun-grey metal squares hinged together, each set with a black oval stone from Yuggoth. The buckle is a metal clasp with two crystal buttons, vertically aligned. When the top button is pressed, the wearer floats up at a rate of 30 MV; when the bottom button is pressed, the wearer floats down at the same rate. The wearer can carry up to 300 pounds of additional weight; any more will ground him.

Apparatus of the Atlanteans: This item presents as a large bronze barrel of curious make. In æons past, Atlantean explorers used these devices to probe the ocean depths. A secret button opens a hatch at one end (aft), allowing for the entrance of one or two passengers. Within are 10 small levers, each of which controls a function of the device:

1. Extend / retract legs and tail.
2. Open / close port porthole (10-inch-diameter, heavy glass window).
3. Open / close starboard porthole (10-inch-diameter, heavy glass window).
4. Extend / retract two sets of pincers.
5. Turn and squeeze pincers.
6. Move forwards (left, right, straight).
7. Move backwards (left, right, straight).
8. Open "eyes": round, 10-inch-diameter, heavy glass windows that project 120-foot light beams.
9. Ascend or descend (in water only), straight up or down.
10. Open / close aft hatch.

The **apparatus of the Atlanteans** moves at a rate of 30 MV and may be considered AC 0 with 90 hp. The pincers are lobster-like, extending up to five feet. These can be used to attack with FA 6 capacity, each pincer delivering 2d6 hp damage. Otherwise, they can be utilized for fine manipulation underwater by a skilled user.

The device can descend to a depth of 1,000 feet below the surface and can provide six hours of air for one person, or three hours for two. As the thing moves about, it appears to be a giant, mechanical lobster with a barrel-like body. Once it has sustained 90 hp of damage, it has sprung a leak; passengers have 2d4 turns to escape. If the device sustains 120 hp of damage, a whole side caves in, and the device implodes, destroyed beyond repair.

Bag of Devouring: This cursed bag appears to be a normal sack of large size. It radiates magic, and if peered within or *identified*, it seems to have all the properties of a **bag of holding** (q.v.). However, it contains an extra-dimensional beast that, as some sages posit, might have some relation to Kraken. This beast consumes anything placed within, a process that requires 2d6 turns. Only magical fire can destroy a **bag of devouring**, essentially closing the portal to the otherworldly creature beyond.

Bag of Holding: This seemingly ordinary leather sack, if peered within, holds extra-dimensional space allowing for the stowage of up to 25,000 coins, or items that would occupy a 10 × 10 × 10-foot area. Filled to its capacity, the bag will weigh no more than 25 pounds. The bag will hold air for 1 turn if empty; otherwise, this time is decreased as determined by the referee. If the bag is kept open, air flows freely within, but items (and creatures, if such is the case) are sucked out after 1 turn; i.e., the **bag of holding** is not ideal as a shelter. Furthermore, any sharp objects placed within have a 1-in-6 chance per day of perforating the bag, destroying its sorcery, and causing the contents to erupt from within.

Bead of Force: This is a small black bead about ¾ inches in diameter, though heavy, like lead. One can be hurled to a range of 30. If a bead strikes its target, a blast of force erupts, causing 5d4 hp damage to any creature within a 10-foot radius of the target. (To determine "to hit" probability, refer to **table III.19**.) A miss indicates the bead rolls away without detonating (quite possibly lost).

Creatures in the area of effect are allowed *sorcery* saving throws. If the saves are successful, they still suffer the damage, but they are thrown from the blast area. Those who fail their saves are encapsulated in a spherical force field and trapped for 2d6 rounds; the only known means of escape are via a *disintegrate* spell, a *teleport* spell, or a **rod of cancellation**; even *dispel magic* will not affect the force field. Typically, 1d4+1 **beads of force** are found in a pouch; each is a single-use item.

Boat of Folding: This item presents as a small wooden box, measuring approximately 12 × 6 × 6 inches. With a command, it can unfold to become a boat. A different command word will fold the boat back into a box, ejecting any additional cargo beyond the contents listed below. Two varieties exist; roll a d6 to determine which **boat of folding** is discovered.

If the d6 result is 1–4, the boat is 10 feet long, 4 feet wide, and 2 feet deep, including an anchor, a mast, a lateen sail, and a pair of oars. This boat can accommodate about four people. If the d6 result is 5–6, the boat is 24 feet long, 8 feet wide, and 6 feet deep. This boat is decked, with five rowing seats, five sets of oars, an anchor, a steering oar, a mast, a square sail, and a small deck cabin. This boat can hold about 15 people

Boots, Boreal: The wearer of these mammoth-fur buskins is able to move across snow and moderate ice at normal movement rate, or slick ice at half speed. A command causes skis to extend from the soles, allowing the wearer to ski cross-country or down a snowy slope. A second command causes crampons to extend, allowing for glacier and mountain climbing. The wearer of the **boreal boots** never leaves tracks behind, whether walking or skiing. Also, the boots provide warmth to the wearer as per the **ring of warmth**.

Boots, Winged: These bronze-shod, aurochs-hide boots appear strong and durable, though somewhat worn. When donned they conform perfectly to the foot size of the wearer. Once per day, when the heels of the boots are clicked together twice, the boots sprout white feathered wings of one-foot length. The wearer may use these to *fly*, as the spell. **Winged boots** require time to master; at first, the inexperienced user will spin about randomly, out of control.

Boots of Dancing: These finely crafted boots appear just as **boots of levitation** (q.v.) and do indeed possess the same power. When the wearer is engaged in melee combat, or attempts to flee such, the true curse of these boots is realized: The wearer begins to shuffle and tap his feet, heel to toe, dancing in triplet patterns, and in effect cavorting about like a fool. The accursed cannot do anything but dance, edging closer to enemies, and if he tries to speak, he instead whistles a happy tune. His armour class is penalized by –4, all saving throws automatically fail, and he cannot fight, use a shield, cast spells, or exercise innate abilities. He must continue to dance until either he is killed or his enemies are vanquished (presumably by his allies). The boots can thereafter be removed if a *remove curse* spell is cast, but they cannot be destroyed unless immersed in lava.

Boots of Levitation: These soft leather boots conform to the foot size of the wearer. When the heels are thrice tapped together, they impart the ability to *levitate* (as the spell) at CA 10 capacity. The power of these boots may be invoked thrice per day.

Boots of Speed: These fine leather boots conform to the foot size of the wearer. When donned, they provide the wearer with supernatural speed comparable to the *haste* spell. The wearer is able to move at double his normal rate and make twice as many attacks per combat round; i.e., 1/1 = 2/1, 3/2 = 3/1, 2/1 = 4/1, 5/2 = 5/1, 3/1 = 6/1, and so on. They also impart a +2 AC bonus, though this is not cumulative with any dexterity bonus to AC. Sorcery (spells and magical devices) is not hastened in any way, and the power of these boots cannot be “stacked” with other hastening sorceries.

Utilizing these boots does not age the caster, but does risk a potentially deadly side effect: If worn for more than 1 turn (10 minutes), the wearer must make a *trauma survival* check (see **VOL. I, ATTRIBUTES, constitution**), or suffer massive coronary thrombosis (heart attack) and die. For every turn thereafter additional checks must be made, each at a cumulative penalty of –5% (turn 3 = –5%, turn 4 = –10%, and so on). This item may be used once per day.

Boots of Striding and Springing: These black leather boots are soft, flexible, and durable. They magically conform to the foot size of any wearer and convey a +1 AC bonus. The boots impart *striding* ability, a base movement rate of 40 MV regardless of armour worn (though encumbrance may reduce this). Tirelessly and without pause, this speed can be maintained for up to 12 hours per day if conditions are favourable, so 36 miles per day may be achieved. (Normally a man will travel no more than 8 hours per day after rest breaks, for 24 miles per day; see **VOL. III, MOVEMENT, wilderness movement**). Such long-distance striding increases food and water requirements: The strider must eat and drink twice as much as an ordinary man or suffer dramatic weight loss.

These boots also allow one to *spring* with preternatural ability. A forward leap of 30 feet can be achieved, as can one of 10 feet backwards or 15 feet vertically. If jumping back from a melee combat situation, the leaper avoids a back attack, but must make an *avoidance* saving throw or land on his backside; in such a case, he is effectively *stunned* for 1 round (see **VOL. III, COMBAT, attack modifiers**).

Bracers, Defensive: This is a pair of metal forearm bracers (*vambraces*), composed of bronze, copper, gold, iron, platinum, silver, or steel. They may appear quite plain, or ornamental. When donned, they conform perfectly to the forearm of any wearer, endowing him with magical protection akin to armour. The benefits of this protection do not “stack” with actual armour, though other magic items, such as a **cloak of protection** (q.v.), may be used in conjunction. Roll a d8 to determine the AC imparted:

d8	Bracers
1–2	AC 8
3–4	AC 7
5	AC 6
6	AC 5
7	AC 4
8	AC 3

Bracers of Defencelessness: These cursed items appear exactly as **defensive bracers**, and if *identified* they are revealed as AC 3 examples. However, once donned they actually reduce the wearer to AC 9, regardless of other protections (magical or mundane) or natural abilities. This effect is not realized until the wearer is in mortal combat. From that point forward, the bracers can only be removed if *remove curse* is cast. Furthermore, the bracers cannot be destroyed unless steeped in corrosive acid or lava.

Brazier of Sleep Smoke: When the enchanted coals of this 12-inch-diameter bronze brazier are lit, the one lighting them has 1 round to flee. After 2 rounds, the brazier emits a deep green smoke, and all within 30 feet must make *device* saving throws or fall into a magical slumber, from which it is impossible to emerge unless *dispel magic* or *remove curse* is cast. The coals remain lit for 1 full turn, so any newcomers are also subject to the effect. This item may be used six times before the coals burn out and the dish melts to sludge.

Broom of Flying: This seemingly normal broom is enchanted with flight when a command is issued. This command is usually engraved somewhere on the broom. It has 80 MV if it bears one person of 250 pounds or less; it can carry up to two people whose total weight does not exceed 500 pounds, but this reduces movement to 60 MV. This broom is unintelligent, not bonded with its creator as a witch’s **magic broom** (see **VOL. I, MAGICIAN SUBCLASSES, witch**); it cannot fly unless its commander sits upon it. The **broom of flying** functions but thrice per day, for a maximum period of 6 turns (1 hour) per use. It requires 1 turn to recharge between uses.

Carpet of Flying: This dense, finely woven rug measures 6 × 4 feet, of ¼-inch thickness. It can bear up to two unencumbered people (or up to 500 pounds) and fly at 60 MV. At 600 pounds, its movement is reduced to 30 MV, and anything heavier will ground it. The carpet itself weighs 15 pounds and can be rolled up tightly. It responds to the voice of its owner and seems to possess minimal intelligence. For practical purposes, the carpet may be treated as AC 7 with 18 hp. It cannot fly if reduced to 9 hp, and it is destroyed at 0 hp. This item cannot be repaired via simple stitching. Spells such as *cure light wounds* must be employed; too, a **potion of healing** may be rubbed into the fabric, effecting positive results.

Chaos Harp: This handheld harp may be used by bards alone; any other handlers must make *device* saving throws or suffer a *confusion* effect (as the spell), wandering away unresponsively for 9 rounds. It is carved of yellow (mammoth) ivory, graven with signs and portents of Chaos; its strings are wound of lamia hair. A **chaos harp** produces haunting vibrations pulled from the very centre of the universe, where dwells Azathoth, the burning bedlam spoken of in hushed and frightened whispers.

Any creature within 40 feet of the harp-plucking bard must make a *device* saving throw or suffer the effects of *fear* (as the spell); alternatively, the bard may subject all within such range to a *hold monster* effect (as the spell), unless *device* saving throws are made. Each of these spell effects may be used once per day and is cast as if by a CA 11 sorcerer. Allies in range are subject to the same effects, if not instructed to stuff their ears with cloth or wax. If the wielder of the **chaos harp** is not of Chaotic alignment (Good or Evil), he soon gravitates to it. If he does not submit to Chaos, yet insists on keeping the instrument, he will go mad, suffering 1d3 forms of insanity (see **VOL. III, SPECIAL DAMAGE, madness**).

Circlet of Invulnerability: Ages before Atlantean scientists developed technological weapons and other wonders, they were dweomercrafters of no small ability. During the age when their kingdom was ruled by barbarian warlords, the Atlanteans carved, smoothed, and enchanted gemstones with great power. Black opals, blue opals, and fire opals were set in circlets of gold, to be worn by warrior chieftains in times of war.

A **circlet of invulnerability** can be worn by a fighter (or fighter subclass) whose charisma is 15 or greater. The user cannot also wear a helm. This device grants its wearer immunity to the first blow he sustains during a battle. Furthermore, the device has a 1-in-6 chance to absorb each subsequent blow. In such an instance in each such instance, the attack appears to be a blow to the head that should crush the skull of the wearer; rather, it is entirely absorbed by the circlet. The **circlet of invulnerability** is said to induce ancestral dreams, glimpses into the trials and travails of the wearer's forebears.

Cloak of Arachnida: This cloak appears to be made of tattered webbing and is reputedly sewn of fibres generated by Tlakk-Nakka. It provides the wearer with the ability to *spider climb* (as the spell) at will. The wearer is immune to web attacks—consider any web-related saving throw an automatic success—and once per day he is able to cast a double-sized *web* spell. Lastly, any *death* (poison) saving throws versus spider bites are made at +2 bonuses.

Cloak of Displacement: This eel-skin cloak bends light waves, making the wearer appear as though he were one to two feet away from where he actually is. In combat, this effect causes all first attacks (though not entire attack routines) to automatically miss their target, and all subsequent attacks are at -2 “to hit”. Spells and other magical effects (innate abilities, devices, etc.) that are aimed precisely at the wearer are subject to a +2 saving throw bonus. This benefit does not apply to area effect spells; typically it pertains to gaze attacks, breath weapons, and ray- or cone-shaped spells, abilities, and devices.

Cloak of Poisonousness: This woollen cloak radiates magic if *detected*; if *identified*, it is revealed as a deadly, cursed thing. If donned, the fibres of the cloak prick the skin of the wearer, introducing a highly potent toxin. The wearer must make a *death* (poison) saving throw at a -5 penalty or instantly die, frothing and convulsing. The cloak can be removed via a *remove curse* spell, which destroys this cursed item. A victim of this cloak might be saved only if the aforementioned *remove curse* spell is followed by *neutralize poison* and then *raise dead*.

Cloak of Protection: This cloak is fashioned of variable materials (fur, wool, leather, etc.) and may be hooded or cowlled. It is enchanted with a protection dweomer of variable potency. Roll a d6 to determine which type is found:

d6	
Roll	Cloak
1–2	Protection +1
3–4	Protection +2
5	Protection +3
6	Protection +4

This magical protection applies to both armour class (AC) and saving throw (SV) scores. A **cloak of protection** can be worn with **defensive bracers** or non-magical armour, but cannot be combined with other magical protection enhancements, such as a **scarab of protection** (q.v.). The AC bonus is not cumulative with the bonus provided by magical armour; rather, the better AC bonus applies. For instance, if a thief wears **+2 leather armour** and a **+1 cloak of protection**, he gains the cloak's SV bonus but not its AC bonus; if he wears **+1 leather armour** and a **+2 cloak of protection**, he receives the cloak's +2 AC and SV bonuses, but not the +1 AC bonus from the armour (i.e., in either case, he is AC 5 before shield and/or dexterity adjustments, if any).

Cloak of Shadow: This black leather cloak with cowl functions as a **+2 cloak of protection**—and something more. Once per day, when the cowl is lifted over the wearer's head, that one becomes as a shadow. Incorporately he may move about at 30 MV and can seep through small spaces. The shadow form is immune to physical attacks; however, he is subject to area effect spells such as *fireball*, though not necessarily a spell such as *entangle* (referee judgment required). In the dark he is invisible; in the light he presents as no more than a shadow. The shadow form may be maintained for up to 1 turn, unless the wearer removes the cowl.

Crystal Ball: This 6- to 12-inch glass globe can be used by magicians (and their subclasses). Thrice per day it can be used to view a familiar person or thing, or a local place (within 500 miles); unfamiliar objects or distant places (over 500 miles) are glimpsed for but a moment before the glass turns foggy. A 120-foot diameter around the subject is sighted.

The first use each day bears no risk. A second use requires a *device* saving throw, or the viewer goes mad for 2d6 weeks. A third use requires another *device* saving throw—this time at a –2 penalty—or the viewer goes permanently mad (see **VOL. III, SPECIAL DAMAGE, madness**). Each viewing can be as long as 1 turn. Continuing beyond 1 turn is considered a second use; anything beyond 2 turns counts as a third use. One-in-six **crystal balls** will also have the power of *clairaudience* (as the spell); in no event, however, can other spells be cast through a **crystal ball**. **N.B.:** Sorcerers, dæmons, otherworldly beings, and other intelligent magical creatures gain *device* saving throws (wisdom bonuses apply) to intuit that they are being observed from afar.

Dust of Appearance: This golden powder comes in a small cloth pouch. When hurled in the air, all invisible or otherwise hidden creatures in a 10-foot radius are revealed. Those exposed are covered in golden glitter for 3d6 turns. The exposed are covered in golden glitter for a period of 3d6 turns. This dust also reveals *mirror images* and *projected images* and will counteract **dust of disappearance** (q.v.).

Dust of Death: This is the powdered form of sun-dried black lotus petals, deadly if inhaled. When a dose is packed dry in a narrow blow tube of bone, ivory, or wood and subsequently blown in the face of a target, the target must make a *death* (poison) save or die in 1d4 rounds. The face of the victim turns an ashen grey, followed by a horribly frothing, tongue-choking, eye-bulging demise. **N.B.:** The pollen of this lotus is a primary ingredient of many poison types, both ingestible and penetrative (see **VOL. III, SPECIAL DAMAGE, poison**).

Dust of Disappearance: This enchanted silvery powder comes in a small cloth pouch. When hurled in the air it causes all creatures and items within a 10-foot radius to disappear, in effect becoming invisible. So potent is this invisibility that even the *detect invisibility* spell will not discern the affected; however, **dust of appearance** can counteract this dust. The effect typically lasts for 3d6 turns; if, however, the dust is not hurled, but carefully sprinkled on one person or thing, the disappearance persists for 6d6 turns. **N.B.:** Unlike the *invisibility* spell, making an attack or committing some other act of aggression does not cause the dweomer to cease.

Dust of Madness: This dun-grey dust is derived from the pollen of the smoky lotus, a flower known to grow in swamps where tar pits are present. If a dose is introduced to a liquid and consumed, the concoction will cause permanent madness of multiple types (see **VOL. III, SPECIAL DAMAGE, madness**, rolling three times on the list), with no saving throw allowed. If introduced to a resin, sap, tar, or other sticky substance, and then applied to a spearhead (or up to three arrowheads), it must be used within 6 turns (1 hour). This application is less effective than drinking; the victim must make a *death* (poison) saving throw or suffer *confusion* (as the spell) as though cast by a CA 9 sorcerer. Similarly, the **dust of madness** might be packed dry in a narrow blow tube of bone, ivory, or wood; if blown in the face of a target, the target must make a *death* (poison) saving throw or suffer *confusion* as detailed above.

Dust of Nightmares and Visions: This is the pollen of the black lotus mixed with a small amount of pine sap. It may be burnt as incense by a solitary magician or cleric (or a respective subclass thereof). The user experiences nightmares and visions of a most potent species, the effect akin to a *see* spell, in which the images are seen in the smoke that ebbs from the incense. The vision is interlaced with nightmares of a personal sort, taxing to the viewer. The entire affair requires 6 turns (1 hour) to complete, after which the user must rest for a minimum of eight hours or suffer extreme lethargy (–2 “to hit”, –2 damage, –2 on all saving throws).

Dust of Paralysis: This fine dust is derived from the dried and ground shoots of the violet lotus. When a thimbleful of the dust is mixed with any liquid and consumed by a victim, it causes an instant, waking paralysis that lasts for 1d4 days, with no saving throw allowed. If the dust is mixed with a liquid and then poured on a spearhead (or up to three arrowheads), it must be used within 6 turns (1 hour). It causes a similar effect, except the victim of such a puncture wound is allowed a *death* (poison) saving throw. Similarly, the **dust of paralysis** might be packed dry in a narrow blow tube of bone, ivory, or wood; if blown in the face of a target, the target must make a *death* (poison) saving throw or suffer paralysis as detailed above.

Dust of Sleepiness: This dust is derived from the ground petals of the russet lotus. When flung in the air, all creatures within 10 feet must make *death* (poison) saving throws or fall asleep as per the *sleep* spell; those who make their saving throws become sluggish, as though affected by a *slow* spell cast by a CA 9 sorcerer. One who wields this powder as a weapon must cover his face with a wet cloth before flinging it in the air; he may also pack a dose into a long, hollowed tube (at least three feet long) and blow the dust in a 20-foot-diameter cloud that begins five feet away from the dust blower. When a thimbleful of **dust of sleepiness** is mixed with wine and consumed by a victim, it causes an instant sleep effect that persists for 1d2 days, with no saving throw allowed.

Dust of Sneezing and Choking: This dust is composed of finely ground, white-speckled blue lotus petals. When flung in the air, all creatures within 10 feet must make *death* (poison) saving throws or sneeze, choke, and gag, suffering 1d4 hp damage per round until death; those who make their saving throws will suffer similar consequences, except the damage persists for but 5 rounds. A *delay poison* or *neutralize poison* spell are both effective against this dust in the usual manner, though a victim cannot himself cast any spells. One who wields this powder as a weapon must cover his face with a wet cloth before flinging it in the air; he may also pack a dose into a long, hollowed tube (at least three feet long) and blow the dust in a 20-foot-diameter cloud that begins five feet away from the dust blower. **N.B.:** This pollen is a primary ingredient of many poison types, both ingestible and penetrative (see **VOL. III, SPECIAL DAMAGE, poison**).

Electric Torch: This two-pound, 12-inch-long, cylindrical device is the equivalent of a modern day flashlight, with a 90-foot beam that terminates in a 20-foot-diameter spotlight. It uses a regenerative battery cell with a 72-hour life, of which one hour is recharged per hour of sunlight exposure (heavily overcast skies inapplicable). The **electric torch** is made of a strong and durable metal, able to withstand extreme heat and cold; too, it is submersible.

Everlasting Drinking Horn: This bronze-stopped drinking horn contains 20 ounces of good, bitter beer. It may be drained twelve times per day, each time magically refilling. After the twelfth emptying, it will not fill again until the next day.

Eversmoking Bottle: This brass or copper urn must be unstopped to function. This action causes thick black smoke to billow out, filling 10,000 cubic feet per round until a maximum of 120,000 cubic feet are filled. This effectively empties the bottle; i.e., the urn has 12 rounds worth of smoke, but may be stopped again by the wielder at any time. Regardless of the volume released, the smoke remains for 1d3 turns if the air is calm; otherwise, it will disperse much sooner (referee's discretion).

Eyes of the Eagle: These small clear lenses are placed over the eyes, allowing one to see 10 times greater than normal, so objects 1,000 feet away appear as clear and distinct as though they were 100 feet away, and so on. On occasion, a single lens is discovered instead of a pair. If worn, the user experiences headache, nausea, and vertigo for 1d2 hours. From then on the lens may be used to good effect, but only if the other eye is covered.

Flask of Plenteous Water: This seemingly normal flask with stopper contains a quart of fresh, clean water (1-in-6 contains fine red wine). When drained, it refills at once. The *water* version can be drained up to 12 times per day, providing three gallons of water per day, maximum. The *wine* version can be drained four times per day, providing one gallon of wine per day, maximum.

Gauntlets of Dextrousness: These thin calfskin gloves magically fit any hands perfectly, as though tailor-made for the individual. They increase missile-shooting capacity, providing a +1 magical "to hit" enhancement. Thievish skills that involve dextrous manoeuvring—*manipulate traps*, *open locks*, and *pick pockets*—are resolved as if the thief were 2 levels higher (to 12th-level maximum ability); furthermore, a non-thief can perform the above three skills as though he were a 3rd-level thief. Of course, thieves' tools are required, save for the *pick pockets* skill.

Gauntlets of Ogre Power: These steel gauntlets are crafted by degenerate **dwarf** slaves of Ymir. They provide the wearer with all the benefits of 18 strength, plus 100 pounds of additional carrying capacity: up to 225 pounds *unencumbered*, 350 pounds *encumbered*, and 475 pounds *heavily encumbered*. If these gauntlets are donned by one whose strength score is already 18, he gains an additional +1 “to hit” bonus, and *extraordinary feats of strength* are improved by +8% (see **VOL. I, ATTRIBUTES, strength**). This superhuman strength, however, cannot be further enhanced by the *strengthen* spell.

Gem of Brightness: This prism-shaped gem (of any sort) has 50 charges. It has three functions, activated at will by the wielder:

- ★ *Light beam:* A pale beam emanates (matching colour of gem), 25 feet long and 5 feet wide at the terminus. (0 charges)
- ★ *Dazzling beam:* A bright beam of light (50 feet long, 1 foot wide) can be aimed at a single enemy’s eyes. The target must make a *device* saving throw or be blinded for 1d4 rounds. (1 charge)
- ★ *Blinding beam:* A blinding cone of light emanates, 30 feet long and 5 feet wide at the terminus. Any creature in the area of effect must make a *device* saving throw or be blinded for 1d4 rounds and thereafter suffer a permanent –1 to –4 “to hit” penalty due to lasting eye damage. A *cure blindness* spell can repair any temporary blindness, but to repair permanent damage, a *heal* spell is required. (5 charges)

Girdle of Gender Reversal: This broad leather belt is stamped with runes of strength, courage, and power. Its true nature is revealed if an *identify* spell is cast, or if the belt is donned. At once the wearer’s gender is reversed (and the belt’s magic is drained), but the curse is a potent one, and only a *restoration* spell can undo the gender reversal. If this is not accomplished within the correct time frame, as noted in the spell description, the change is permanent.

Girdle of Giant Power: This iron-studded, aurochs-hide belt is crafted by **dwarf** slaves to the highest Viking immortal, Ymir. It provides the wearer (excluding magicians and their subclasses) with the raw power of a giant. In melee combat, the wearer gains a +3 “to hit” bonus and +3 damage bonus (not cumulative with wearer’s *str* bonus, if applicable), and his weapon damage is a base 2d6 for WC 1 weapons or 3d6 for larger weapons. Weapon mastery and/or magical weapons can further enhance “to hit” and damage bonuses. Lastly, *tests of strength* are at a 5-in-6 chance, and *extraordinary feats of strength* are at a base 40% chance (see **VOL. I, ATTRIBUTES, strength**).

Girdle of Golden Serpents: This broad, gem-encrusted belt of gold is fashioned to the likeness of twin cobras facing each other. They are the *dweomercræft* of **snake-men**, as legend has it. If the snakes’ eye gems are depressed, the **girdle of golden serpents** provides its wearer with the power of a *greater globe of invulnerability* for 6 turns (1 hour). After the first time the belt is used, there is a 1-in-6 chance, if activated again, that it will cease to function for that particular wearer; indeed, it will fail to clasp, and (seemingly of its own volition) will slip from the wearer’s waist. For this reason, these belts—rare as they are—have switched hands many times.



Helm of Brilliance: This helm presents as a steel great helm of normal sort; it does, however, radiate a faint dweomer if *detect magic* is cast. If donned, the true nature of the helm is revealed: It becomes a **+2 great helm** (improving overall AC by +2) composed of platinum-limned, polished steel. The **helm of brilliance** is crown-like, spiked, and set with 100 gems: 15 diamonds, 15 rubies, 30 fire opals, and 40 opals. When light touches this jewelled helm, it scintillates with utter brilliance. Each jewel is enchanted; if removed, they function as follows:

- ★ *Diamond:* as the spell *rainbow pattern* (diamond must be waved and gesticulated with)
- ★ *Ruby:* as the spell *wall of fire* (ruby tossed where *wall of fire* is to form)
- ★ *Fire Opal:* as the spell *fireball* (fire opal tossed at desired target area, where it explodes)
- ★ *Opal:* as the spell *dancing lights* (opal bounced on ground)

Each stone's dweomer is released at CA 9 capacity, and only one can be used per round. When target saving throws are applicable, they are made versus *device*, regardless of spell description. Once a jewel is used, it cannot be used again; when the final jewel is used, the helm crumbles to rust. Until that time, the **helm of brilliance** has the following additional powers:

- ★ Helm glows blue when undead are within 30 feet, unless five feet of stone, one foot of metal, or one inch of lead obstructs such creatures from the wearer; most undead (excepting **skeletons** and **zombies**) suffer 1d6 hp damage from this glow (if within 30 feet).
- ★ Once per day the wearer may command any blade to become sheathed in flames, causing an additional 1d6 hp damage on a successful hit (1d8 hp damage versus cold-based creatures and undead). The flames persist for 2 turns.
- ★ The wearer is unharmed by heat or normal fire and gains a +4 saving throw bonus versus magical fire. This ability does not "stack" with other magical protections versus fire. If the wearer of the helm is assaulted by magical fire and fails to make his saving throw, a *class 9* item saving throw must be made (see **VOL. III, SAVING THROW**, *item saving throws*) for the remaining jewels on the helm. If the item saving throw fails, they detonate in random order and direction, which can yield dire consequences for any allies of the helm wearer.

Helm of Opposite Alignment: Donning this cursed steel helm causes a Lawful Good person to become Chaotic Evil, a Chaotic Good person to become Lawful Evil, and vice versa. A Neutral person will become completely self-absorbed and will never help anyone unless he directly benefits from said help. The helm can only be removed following a *remove curse* spell; however, the wearer will not cooperate, believing his new beliefs are a change for the better. **N.B.:** The transition to opposite alignment may be subtle; a superior role-player will gradually alter his character's behaviour over a few sessions of play before his allies cognize that something is seriously amiss.

Helm of Telepathy: This helm is composed of pure crystal. It allows the wearer to read the thoughts of any creature within 90 feet, unless blocked by five feet of stone, one foot of metal, or one inch of lead. If the helm wearer is more intelligent than the creature whose thoughts he reads, he may be able to impress his will on that one. Intelligent men and monsters are allowed *device* saving throws; unintelligent beasts make these saves at -2 penalties. Those affected understand the thoughts and directives of the helm wearer (even if language is a barrier) and are compelled to obey, unless a directive is completely contrary to their nature. For example, a creature will not jump off a cliff, but it might drink poison if told that it is wine. The link betwixt helm wearer and victim must be maintained through constant concentration. This can be exhausting for the helm wearer, who will need 1 turn of seated rest (-4 "to hit", -4 damage, -4 saving throws) for every round spent using the helm; intense headaches and nausea are also common side effects.

Helm of Teleportation: This helm is found in various makes and styles. It allows the wearer to *teleport* once per day (as the spell), as if he were a CA 9 sorcerer.

Horn of Blasting: This is a magical hunting horn, worn about the neck of the user. It can be sounded as normal and also has the following powers:

- ★ **Sound cone:** A blast 120 feet long, 30 feet wide at the terminus. Those in the area of effect must make *device* saving throws or suffer 2d4 hp damage, be *stunned* for 2 rounds, and be *deafened* for 4 rounds. If the save is successful, no damage is sustained, but victims are *stunned* for 1 round and *deafened* for 2 rounds. A deaf creature is surprised on a 4-in-6 chance and suffers an individual initiative penalty of -2 (i.e., the deaf creature may lose initiative, despite its allies winning; see **VOL. III, COMBAT**, *attack modifiers, surprise, and initiative*).
- ★ **Ultrasonic wave:** A wave of ultrasonic sound that issues from the horn, a pulse 1 foot wide by 100 feet long. The ultrasonic wave causes 6d6 hp damage to living creatures, with *device* saves for half damage. If directed at a structure of wood or stone, the pulse can weaken materials, or even cause them to fall apart if weak points exist.

Whichever function is used, the **horn of blasting** can safely be blown but once per day. If used more than once, there is a cumulative 1-in-6 chance that the horn explodes (i.e., 1-in-6 on the second use, 2-in-6 on the third use, and so on), causing 5d10 hp damage to the wielder and all within a 10-foot radius.

Horn of Fog: When blown, this small brass bugle issues a low-register, sputtering vibration. Flowing from the horn is a *fog cloud* (as the spell) invoked at CA 10 capacity. The horn has 100 charges and may be used at will.

Horn of Valhalla: This appears to be a drinking horn, fashioned from the horn of an aurochs. Once per moon cycle it can be blown to summon **1d4×10 wild berserkers** (see **VOL. IV, BEASTS AND MONSTERS: M, man, wild berserker**) who will fight for the horn blower, but the enemy must be an immediate and obvious threat, or they will wreak havoc for a period of 1d6 turns. The wild berserkers remain until the threat is vanquished or they are slain. In the former case, once the threat is eliminated, any remaining wild berserkers will fade away.

Horseshoes of Speed: These four iron horseshoes double the speed of any horse, but the horse then requires twice the amount of water and nourishment. There is a 5% chance per day of use that a shoe is thrown, reducing speed to ×1.5 of normal MV. If a second shoe is thrown, the enchantment is lost.

Horseshoes of the Zephyr: These magical horseshoes cause a horse to gallop a few inches off the ground, allowing the equine to travel over water as if on land.

Incense of Meditation: This block of sweet-smelling incense can be used by clerics (and their subclasses). When the incense is burnt for eight hours, a cleric, druid, priest, or shaman is able to discharge his daily spells with utmost efficacy; i.e., *cure* spells will heal for maximum hit points, spells of variable range and/or duration will be cast at their maximum effect, and so on. Also, opponent saving throws suffer -1 penalties when such a spell is cast. Monks who utilize **incense of meditation** deliver maximum damage on *open hand* attacks. All benefits remain in effect for 24 hours. Typically 2d4 blocks of incense are discovered.

Instant Fortress: This is a tiny iron cube whose sides are three-inch squares. Tiny runes are etched on each side, these revealing command words. One command unfolds the cube, forming an iron tower 30 feet high and 20 feet square (a three-storey structure with interior stairs); additionally, 10 feet of foundation penetrates the ground. Each side of the tower is lined with arrow slits, and the roof includes a machicolated battlement. The tower has a small iron door that opens when the wielder issues a second command; a third command will close the door, which cannot be opened by anything short of a *knock* spell. A fourth command word causes the fortress to collapse back into a small cube.

The walls of the fortress are impervious to harm from mundane missiles, except the brute force of a catapult or trebuchet (these inflicting 1d4+2 hp of structural damage per hit against AC 3). The fortress can sustain a total of 200 hp of damage from such siege weaponry. This damage cannot be repaired; once the tower is destroyed, it decays to rust. **N.B.:** The formation of the **instant fortress** is potentially deadly. If it opens within 10 feet of any creature, that one must move quickly out of the way; refusal (or inability) to do so results in 1d10×10 hp damage, unless an *avoidance* saving throw is made. Also, if the **instant fortress** is opened at an unwise location (unstable ground, a space too small to house it, etc.), the results are subject to the referee's discretion.

IOUN Stone: These magical stones are enigmas to even the most sagacious of sorcerers. Their power might be derived from forces elemental, spiritual, or alien, and the means of their manufacture are either a lost science or an undiscovered mystery; some sages posit they originate from a ring of Saturn. **IOUN stones** are found in groups of 1d4+1 stones, oft in the most unlikely locations.

These tiny stones, once grasped by a man (of any class, save for *vibrant purple* stones), will float in the air over his head like a halo; when he walks they will swirl in his wake, never more than three to five feet from his person. Thereafter the possessor may take them and stow them somewhere on his person, but doing so prevents their benefits from being derived. Of course, one may attempt to grab an **IOUN stone** from a possessor, but this is quite difficult: consider the stones AC -5 and 12 hp for such purposes. To determine which **IOUN stones** are discovered, roll d% and consult the following chart. Any duplicate result should be considered a dead stone (refer to result 71-00).

d% Result	Stone Colour	Stone Shape	Function
01-05	<i>clear</i>	<i>spindle</i>	No food or water necessary
06-10	<i>deep red</i>	<i>sphere</i>	+1 dexterity (18 max.)
11-15	<i>dusty rose</i>	<i>prism</i>	+1 protection (AC + SV)
16-20	<i>incandescent blue</i>	<i>sphere</i>	+1 wisdom (18 max.)
21-25	<i>iridescent</i>	<i>spindle</i>	No respiration required
26-30	<i>lavender and green</i>	<i>ellipsoid</i>	Absorbs level 1-6 spells
31-35	<i>pale blue</i>	<i>rhomboid</i>	+1 strength (18 max.)
36-40	<i>pale green</i>	<i>prism</i>	Operate at 1 level higher (12 th -level max.)
41-45	<i>pale lavender</i>	<i>ellipsoid</i>	Absorbs level 1-3 spells
46-50	<i>pearly white</i>	<i>spindle</i>	Regenerate 1 hp per turn
51-55	<i>pink</i>	<i>rhomboid</i>	+1 constitution (18 max.)
56-60	<i>pink and green</i>	<i>sphere</i>	+1 charisma (18 max.)
61-65	<i>scarlet and blue</i>	<i>sphere</i>	+1 intelligence (18 max.)
66-70	<i>vibrant purple</i>	<i>prism</i>	Stores 3d4 levels of spells
71-00	<i>dull grey</i>	any above	Dead stone; radiates small trace of magic

IOUN Stone Descriptions:

Clear: This stone must be possessed for seven days before its benefits are realized.

Deep red, incandescent blue, pale blue, pink, pink and green, scarlet and blue: These stones provide respective maximum attribute scores of 18.

Dusty rose: Cannot be “stacked” or combined with other protection devices (cf. **cloak of protection**).

Iridescent: Possessor does not need to breathe in water, vacuum, poison gas, etc.

Lavender and green: Spell levels absorbable must be determined in advance. This stone can absorb 2d4×10 spell levels before “going grey”; e.g., a level 3 spell counts as 3 spell levels. This applies to any spells cast at the possessor, including area effect spells within which the possessor finds himself.

Pale green: The possessor enjoys all the benefits of being one level higher than his actual level, including hit points, saving throws, fighting ability, casting ability, turning ability, class abilities that improve with level gains, spells cast per day, and so on. The referee should note the false hit point boost, in case the stone is lost.

Pale lavender: Spell levels absorbable must be determined in advance. This stone can absorb 1d4×10 spell levels before “going grey”; e.g., a level 3 spell counts as 3 spell levels. This applies to any spells cast at the possessor, including area effect spells within which the possessor finds himself.

Pearly white: This stone functions much as a **ring of regeneration**, but may not be combined with said ring to derive double the benefits. This stone must be possessed for seven days before its benefits are realized; i.e., sharing this **IOUN stone** is impossible.

Vibrant purple: This stone is useful to spell casters alone. It allows a sorcerer to memorize extra spells per day, storing them in the stone, but if the stone is pocketed or stowed, the spells are lost. The 3d4 spell levels that may be stored in this stone must be determined anew each day, when the stone is first lofted.

Lens of Infrared Vision: This thin, brass-edged, red-tinted crystal is three inches in diameter and depends from a light brass chain, not unlike a monocle. When the wielder closes one eye and peers through the device, he sees in *infrared vision* (as the spell) at CA 9 capacity. Usage is unlimited, but more than 3 turns per day may cause headaches and nausea, ultimately resulting in a –2 “to hit” penalty, a –2 damage penalty, a –2 saving throw penalty, and a 1-in-6 chance of spell failure. These penalties persist for 1d4 hours.

Lens of Ultraviolet Vision: This thin, brass-edged, mauve-coloured crystal is three inches in diameter and depends from a light brass chain, not unlike a monocle. When the wielder closes one eye and peers through the device, he sees in *ultraviolet vision* (as the spell) at CA 9 capacity. Usage is unlimited, but more than 3 turns per day may cause headaches and nausea, ultimately resulting in a –2 “to hit” penalty, a –2 damage penalty, a –2 saving throw penalty, and a 1-in-6 chance of spell failure. These penalties persist for 1d4 hours.

Luckstone: It is said that these small, unspectacular river stones have been blessed by Rel. When kept in one’s pocket, the **luckstone** provides a +1 bonus to all saving throws. This bonus may be “stacked” with other sorcerous protections, as it is simply good luck.

Lute of Forbidden Knowledge: In the hands of a bard, this enchanted instrument is capable of providing its player with special knowledge; other classes are not able to utilize its enchantments, and if they make repeated attempts, they are subject to an *inflict madness* effect (as the spell) as though laid by a CA 12 sorcerer. The **lute of forbidden knowledge** must be plucked or strummed before an open casement of a door or window, through standing stones with capstone, or through timbers arranged thusly. Haunting vibrations issued by the instrument create a portal of sorts, a window to an otherworldly or extra-dimensional place. The **lute of forbidden knowledge** has the following spell-like powers, each of which can be used once per day at CA 11 capacity:

- ★ *augury* (1 charge)
- ★ *clairaudience* (1 charge)
- ★ *clairvoyance* (1 charge)
- ★ *contact otherworldly being* (3 charges)
- ★ *divination* (3 charges)
- ★ *find the path* (3 charges)

The lute is of finite existence; it begins with 100 charges. There is a 1% chance per use that the player is sucked through the portal, swallowed by the swirling Chaos that is Azathoth, or hurtled to the terrible void where Kraken and his kin dwell. In either case, his life is an insignificant morsel at once extinguished, a candle in a hurricane.

Lyre of Time and Space: In the hands of a non-bard, this instrument is no more than a curiosity. When the strings of this small, 10-string lyre are strummed by a bard, vibrations resonate through time and space, allowing for a variety of potent sorceries to be wielded. The instrument is of finite existence, having no more than 100 charges. Each of the following powers is invoked at CA 11 capacity:

- ★ *blink* (1 charge)
- ★ *passwall* (2 charges)
- ★ *teleport* (2 charges)
- ★ *plane shift* (3 charges)
- ★ *temporal acceleration* (3 charges)

In the hands of a 12th-level bard, this instrument’s *plane shift* and *teleport* powers can be joined to transport the lyrist and up to six allies to the bizarre planet of Saturn, or to Yuggoth, where ancient cities of the **Great Race** endure.



Manual of Automaton Creation: This tome contains the secret sorcery-science formulæ, rites, materials (magical and scientific), and other sundries associated with the creation of an **automaton** (see **VOL. IV, BEASTS AND MONSTERS: A, automaton**). Four different manuals are known; d% must be rolled to determine which manual is discovered:

d%	Manual Type
01–25	Clay Automaton Creation
26–85	Flesh Automaton Creation
86–90	Iron Automaton Creation
91–00	Stone Automaton Creation

Clay Automaton: May be created by a cleric, priest, or shaman of at least 9th level. Requires six months to create, costs 65,000 gp in materials (including 1,000 pounds of clay), and must be constructed on consecrated ground (see **VOL. II, SPELLS: C, ceremony of consecration**).

Flesh Automaton: May be created by a magician or necromancer of at least 9th level. Requires six months to create, costs 50,000 gp in materials (including the cadaver of a recently deceased man of exceptional physicality), and the creator must have access to a fully stocked laboratory. Also, animation requires 50 hp in electrical charge damage (magical or natural) over a two-minute (12-round) period.

Iron Automaton: May be created by a magician (only) of at least 11th level. Requires nine months to create, costs 100,000 gp in materials (including an iron statue fashioned by a master metalsmith), and the creator must have access to a fully stocked laboratory.

Stone Automaton: May be created by a magician (only) of at least 11th level. Requires nine months to create, costs 80,000 gp in materials (including a stone statue carved by a master sculptor), and the creator must have access to a fully stocked laboratory.

During the creation process, any adventuring or other lengthy interruptions will ruin the entire procedure, and the material costs must be met anew. The sorcerer oft becomes obsessed with his creation, to the point of physical and mental illness. It is possible for sorcerers of lesser level to create an automaton, but each level lower than that required risks a cumulative 10% chance of failure. Upon completion of the automaton, the text in the manual fades away, and the manual crumbles to dust.





Manual of Exercise: This magical tome can be read by any man. Reading it requires 24 total hours, which may be spaced over a span of 7–10 days. Upon completion, the reader must undertake a secret and mystical exercise and diet regimen over the course of 30 days. Upon completion, 1 point of strength is gained (18 maximum), and the book crumbles to dust. A person can read one of these manuals and perform these exercises but once in his lifetime.

Manual of Health: This magical tome is as the **manual of exercise**, except that it increases constitution by 1 point (18 maximum).

Manual of Quickness: This magical tome is as the **manual of exercise**, except that it increases dexterity by 1 point (18 maximum).

Medallion of Extrasensory Perception: Any character may use this enchanted bronze medallion. Thrice per day it provides the power of *extrasensory perception* (as the spell) at CA 9 capacity; however, there is a 1-in-6 chance per use that the medallion malfunctions and a crack forms. The 9th time it malfunctions, the medallion breaks, its sorcery lost.

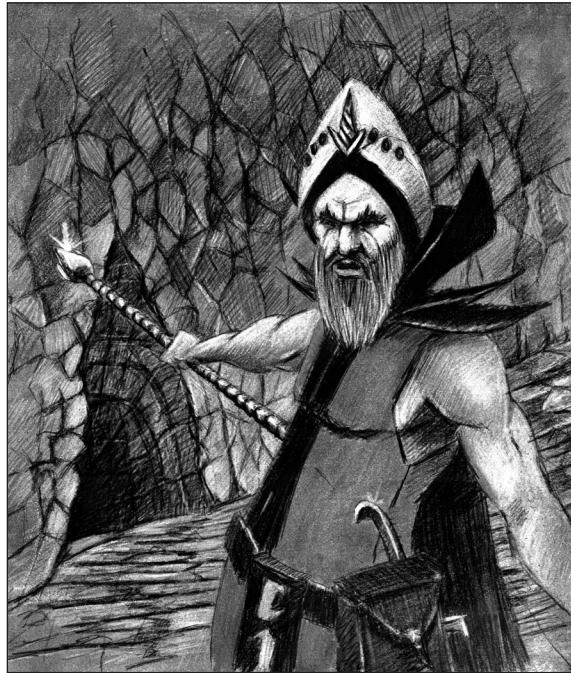
Mirror of Life Trapping: This four-foot-square mirror with frame of wood or metal is a protective device used by magicians (and their subclasses); such sorcerers are immune to the mirror's effects. The mirror contains 1d10+10 extra-dimensional compartments behind its surface. Any creature that passes within 30 feet of this mirror (assuming it is properly hung) and looks at it must make a *device* saving throw or be sucked into it and deposited into one of the compartments within. Size is irrelevant; any creature can be contained within a cell. Any creature that is actively trying not to look at the mirror has a 3-in-6 chance of avoiding the same fate; if one is aware of the mirror's power, he has a 5-in-6 chance of avoiding it.

The possessor may summon forth a victim (that one's image appearing on the surface of the mirror) to converse with, interrogate, or perhaps mock. He may likewise free any prisoner as he chooses. While in the mirror, the victim neither ages nor hungers. Once the mirror's full capacity is met, it will simultaneously eject a random prisoner whilst entrapping a new one. If the mirror is broken, the referee must roll a d6 for each entrapped victim: 1–3 results in the victim being ejected back to reality, precisely where the mirror is broken; 4–6 results in the entrapped victim being sucked into the violent dimension where Kraken dwells.

Mirror of Mental Prowess: This seemingly normal 5 × 2-foot mirror possesses exceptional qualities that may be used by a magician (or magician subclass). The possessor forges a link with the mirror and is able to issue mental commands of sorcerous content:

- ★ *Read Thoughts:* Comparable to the *extrasensory perception* spell, the mirror's possessor can read the thoughts of any creature (within 120 feet) whose image is reflected on the glass.
- ★ *Scry:* The mirror can be used as a **crystal ball** with *clairaudience*.
- ★ *Inquiry:* Once per week, when using the *scry* function, the mirror can be asked a question about a person, place, or thing observed, with a 4-in-6 chance the mirror will answer veraciously.
- ★ *Door to Saturn:* Once per year the mirror can be invoked to form a portal to Saturn. The portal remains open until the mirror's possessor returns.





Necklace of Adaption: This chain (of gold, silver, or platinum) imbues its wearer with resistance to all harmful gas attacks (poison or otherwise), including any *cloud* spells. Also it allows the wearer to breathe underwater or survive in airless space for a period of 10 days.

Necklace of Missiles: This necklace with amulet appears to be nothing more than costume jewellery. When donned, however, the wearer perceives its true nature. The necklace and amulet shine with golden radiance, and depending from the amulet are small spheres, missiles usable only by the wearer. The user may hurl these to a range of 70. When they reach their intended distance, they explode as *fireballs*. The potency of each missile is known to the wearer and made obvious by its size. To determine the number of missiles on the necklace, as well as their potency, roll d% and consult the following chart:

d%	Result	Missiles
01–20	3-HD <i>fireballs</i> (x2); 5-HD <i>fireball</i> (x1)	
21–40	2-HD <i>fireballs</i> (x2); 4-HD <i>fireballs</i> (x2); 6-HD <i>fireball</i> (x1)	
41–60	3-HD <i>fireballs</i> (x4); 5-HD <i>fireballs</i> (x2); 7-HD <i>fireball</i> (x1)	
61–80	2-HD <i>fireballs</i> (x4); 4-HD <i>fireballs</i> (x2); 6-HD <i>fireballs</i> (x2); 8-HD <i>fireball</i> (x1)	
81–90	3-HD <i>fireballs</i> (x2); 5-HD <i>fireballs</i> (x2); 7-HD <i>fireballs</i> (x2); 9-HD <i>fireball</i> (x1)	
91–95	4-HD <i>fireballs</i> (x4); 6-HD <i>fireballs</i> (x2); 8-HD <i>fireballs</i> (x2); 10-HD <i>fireball</i> (x1)	
96–00	3-HD <i>fireballs</i> (x2); 5-HD <i>fireballs</i> (x2); 7-HD <i>fireballs</i> (x2); 9-HD <i>fireballs</i> (x2); 11-HD <i>fireball</i> (x1)	

If the wearer of this device is subjected to a fire attack and fails his saving throw, each missile has a 2-in-6 chance to discharge, the explosion centred on the wearer.

Necklace of Strangulation: If *detect magic* is cast on this golden necklace, it reveals a minor enchantment. If *identified*, the necklace is revealed as a cursed item: When donned, at once it constricts the wearer's neck, strangling him for 6 hp damage per round. The victim will choke and gasp until slain, unable to draw a single breath or speak. Only *remove curse* will allow the chain to be removed; otherwise little hope remains for the wearer. Oft these chains are discovered on the necks of skeletons.

Pearl of Power: This seemingly normal pearl may be used by magicians (and their subclasses). If retained for 30 days, it allows the sorcerer to recall one spell cast already on the same day. The spell level recalled depends on the strength of the pearl. Roll d% to determine which kind is found:

d%	Result	Spell Level Recalled
01–25		Level 1
26–50		Level 2 or lower
51–70		Level 3 or lower
71–80		Level 4 or lower
81–90		Level 5 or lower
91–00		Level 6 or lower

To recall an already-cast spell, the wielder must grip the pearl betwixt thumb and forefinger and concentrate for 1 round.

Pearl of Wisdom: This magical pearl may be used by a cleric (or cleric subclass). If retained for 30 days, the possessor gains 1 point of wisdom, but he must forever keep the pearl somewhere on his person, or the point is lost. One-in-twenty of these pearls produces an adverse result, causing a 1-point wisdom loss, after which the pearl turns to dust. This attribute loss proves permanent unless a *restoration* spell is cast.

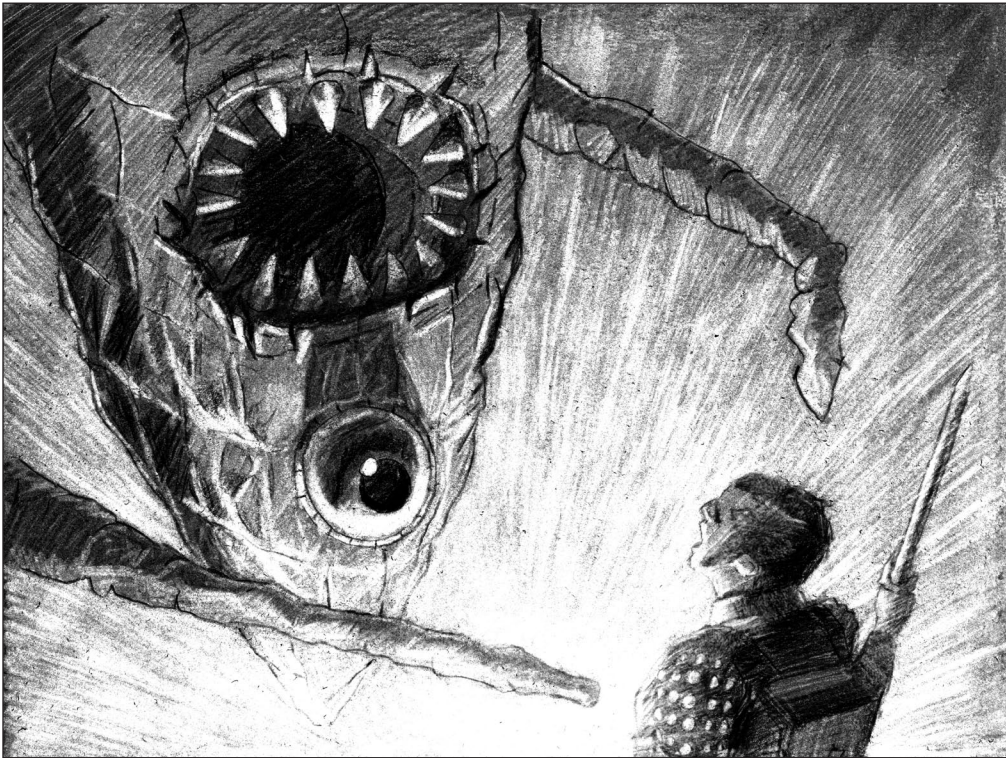
Periapt of Health: This golden charm provides immunity to all forms of disease, magical and mundane alike.

Periapt of Proof against Poison: When this magical charm is worn, it provides a +3 bonus to all *death* (poison) saves. If exposed to poison that normally does not permit a saving throw, one is allowed nonetheless. This charm cannot be placed on one already suffering the ill effects of poison; it must be worn prior to poison exposure to be effective.



Periapt of Wound Closing: This magical crystal charm prevents wounds from bleeding, such as those associated with negative hit points, convulsions, and so forth. This also applies to other forms of continuous hit point loss related to bleeding, such as limb loss, **giant leech** bites, and the like. Too, the periapt allows one to heal +2 hp per day (see **VOL. III, DAMAGE, healing**).

Pipes of the Sewers: These magical panpipes require the possessor to practice for 1d4 weeks before discovering the secret tune that summons rats to serve him. Once the tune is learnt, he may summon **4d10 normal rats** or **2d6 giant rats**; in the hands of a bard, however, the results are **6d10 normal rats** or **3d6 giant rats**. These pipes must be used in a city, large town, dungeon, or other location where rats are populous; otherwise, results may be severely reduced, per referee discretion. Regardless, 1d4 rounds must normally elapse before the rats arrive. The ensorcelled rats will obey the will of the player of the pipes, but he must continue playing to maintain control; the music itself compels the rats to obey his will. The moment he stops playing, the rats return to their lairs.



Portable Hole: Woven of **giant phase spider** webs, laced with strands of negative energy from the Black Gulf, and bound with the alien fabric of Yuggoth, this device appears to be a black velvet cloth or handkerchief. On a flat surface it can be unfolded to a six-foot-diameter circle, revealing an extra-dimensional space that is 10 feet deep, within which may be stored items or treasure. This “hole” can be gathered from inside or out, or lifted from its edges, and folded as the possessor sees fit. It can be folded back to the shape of a simple kerchief, yet it will contain anything that was placed in the hole, whilst never weighing any more than a kerchief.

The space is uniquely extra-dimensional, impervious to harm. Living creatures that require oxygen cannot remain in the hole for more than 1 turn before suffocating, though nothing will prevent a creature from pulling the lid open and emerging; hence, the **portable hole** is not a suitable prison. If a **bag of holding** is placed in the **portable hole**, or vice versa, a rent is torn in the fabric of reality. Beyond lies Kraken’s dimension, and woe to the men of Hyperborea should one of his kin discover the tear.

Quill of Never-Ending Ink: Created from the tail feather of a **cockatrice** and the ink of an octopus or squid, this quill pen contains an endless supply of ink. It delivers smooth letters and never drips or leaks. These quills are, of course, quite delicate.

Robe of the Archmagi: When discovered, this average-looking robe has a tan or dun-coloured appearance. Its true colour, however, manifests once the robe is donned: purple (Law), red (Chaos), or blue-grey (Neutral). It may be worn by a magician (or magician subclass) and grants the following powers:

- ★ *Armour:* The fabric has the strength of chain mail (AC 5, DR 1).
- ★ *Hardiness:* +1 bonus to all saving throws.
- ★ *Spell Resistance:* 1-in-20 spell resistance (see **VOL. III, SAVING THROW**, *spell resistance*).
- ★ *Cause Vulnerability:* When the wearer casts spells, enemy targets suffer –1 penalties to their *sorcery* saving throws. Furthermore, when spells are cast at an opponent with spell resistance, that foe's resistance is reduced by 4-in-20.

As noted, these robes are aligned with Law, Chaos, or Neutrality; ethos or “moral compass” is irrelevant. The wearer must be of similar bent (Lawful Good or Lawful Evil; Chaotic Good or Chaotic Evil; Neutral), or the consequences are significant: 1d4×10 hp damage, and (4d4+2)×1,000 experience point drain. Should the wearer elect to keep a robe of differing alignment, he will undergo a gradual conversion to the nearest compatible alignment (e.g., a Lawful Good magician donning a Chaotic **robe of the archmagi** would become Chaotic Good, whilst a Lawful Evil magician would become Chaotic Evil).

Robe of Blending: This magical robe allows any wearer to camouflage himself with his surroundings, blending with grass, leaves, a rock, a wall, or the like. The effect is one of preternatural capacity, similar to a thief's *hide* ability or a magician's *invisibility* spell. Of course he must remain perfectly still, or the dweomer is not necessarily successful.

Robe of Eyes: This grey, tattered robe may be worn by magicians (and their subclasses). It is sewn and stitched with hundreds of “eyes”. When donned, these take a disturbingly realistic quality, empowering the wearer thusly:

- ★ Sight in all directions; surprise reduced to a 1-in-6 chance.
- ★ Constant *infrared vision* and *ultraviolet vision* (as the spells) to 120-foot range.
- ★ Constant *detect invisibility* (as the spell) in 240-foot range.

The **robe of eyes** is sensitive to sorcerous light: A *light* spell cast at the wearer will “blind” the robe for 1d6 turns, temporarily nullifying its magical properties.

Robe of Scintillating Colours: This multicoloured robe can be utilized by a magician (or magician subclass) of intelligence 15 or greater, or by a cleric (or cleric subclass) of wisdom 15 or greater. Once per day, the wearer can will the robe to glow with cascading colours of dazzling effect, shifting waves of sparkling hues as only the most blessed cultists of Aurorus might glimpse. The *scintillating colours* flow from the robe after a 1-round delay. After 2 rounds, the colours encompass the wearer in a 40-foot radius.

Any creature hostile to the wearer must make a *device* saving throw or become completely transfixed by the colours for 1d4+1 rounds (in effect *stunned*; see **VOL. III, COMBAT**, *attack modifiers*). Even after this period of transfixion ends, those affected are unable to attack unless they make additional *device* saving throws. Opponents who make their saving throws suffer –4 “to hit” penalties against the wearer for as long as the colours persist. Of course, the wearer must continue to concentrate, causing the colours to flow throughout each round; hence he can take no other actions. If for any reason the wearer ceases to concentrate on producing the *scintillating colours*, all effects end.

Rope of Climbing: This half-inch-thick, 60-foot-long rope weighs only three pounds, though is able to support up to 3,000 pounds. The rope can be commanded to snake in any direction at a rate of 10 MV. It can then fasten and unfasten itself at the command of its controller; too, it can be made to tie knots along its length at any desired intervals.

Rope of Entanglement: This half-inch-thick, 60-foot-long rope can be cast forth 20 feet to entangle up to eight Medium creatures, so long as they are adjacent to one another. (If the targets are larger or smaller than Medium size, referee discretion must be abided.) Each subject is allowed an *avoidance* saving throw.

If entangled, no brute force can break the magical hold. Edged weapons, however, can cut victims free. Accessibility to an edged weapon must be approved by the referee; i.e., gaining access to a belt dagger or hand axe might be possible, but a long sword strapped to one's back might well be inaccessible. The **rope of entanglement** is treated as AC -2 with 22 hp. If the rope sustains 22 hp of damage, it is destroyed; damage below this total will regenerate after 6 turns (1 hour).

Scarab of Death: This golden scarab is *identified* as a **scarab of protection** (q.v.). This hazardous item might be entrapped in a box of hardwood, ivory, metal, or stone. If donned, held, or placed within one foot of a warm body, this cursed scarab transforms into a horrible beetle that burrows into the victim's flesh and eats its way to his heart. If wearing no armour or light armour, the victim dies in 1 round; such a victim has one chance to hurl the thing away, requiring a successful *avoidance* saving throw. If the victim is wearing medium or heavy armour, he has two such chances (as the burrowing process requires 2 rounds).

Scarab of Protection: This golden scarab set with cat's-eye may be affixed to any garment. It provides the wearer with a +2 protection bonus to armour class and saving throws. Furthermore, when a spell does not normally afford one a saving throw, the **scarab of protection** will, though the subject must roll a natural 19–20 to resist the spell's effects. Lastly, this item will completely absorb up to nine death sorcery attacks and/or life energy draining attacks. After the 9th such instance, the scarab crumbles to dust.

Slippers of Spider-Climbing: These magical slippers are made of silk, delicate and unable to withstand normal wear and tear. If donned, they conform to the foot size of any person, allowing him to scale sheer surfaces as per the *spider climb* spell.

Sphere of Annihilation: This two-foot-diameter globe of utter blackness is actually a tear in the multiverse, a powerful void created by beings that engage in trans-dimensional travel. Any matter that comes in contact with the **sphere of annihilation** is sucked into the globe and utterly destroyed, with no saving throw allowed. Only the incredibly brave or foolish would tamper with this object. The sphere is a stationary object, though it can be willed to move by sorcerers of extraordinary mental capacity and notable power (levels of experience). A 7th-level magician (or magician subclass) of 16 intelligence or greater can issue a mental command, moving the sphere at 10 MV; this places great strain on the mind of the magician, a physically and mentally taxing effort. Control of the sphere is checked each round and is predicated on the magician's level:

- ★ 7th-level magician = 20% chance of control
- ★ 8th-level magician = 30% chance of control
- ★ 9th-level magician = 40% chance of control
- ★ 10th-level magician = 50% chance of control
- ★ 11th-level magician = 60% chance of control
- ★ 12th-level magician = 70% chance of control

If the magician fails to control the sphere, it floats toward him at 10 MV until it touches and absorbs him. Inexorably it follows him, until the magician puts at least 90 feet betwixt himself and the sphere. If two magicians vie for control of a sphere on the same round, the higher-level sorcerer wrests control; if they are of equal level, ties are broken by intelligence. (If these, too, are equal, a stalemate is effected, and the sphere will not move.)

Only one item is known to destroy a **sphere of annihilation**: a **rod of cancellation**. If these two come in contact, an explosion of immense power results. Any creature within 60 feet suffers 2d6×10 hp damage, and any creature within 120 feet is knocked down by the force of the explosion, which effectively destroys both sphere and rod.

Sphere of Blackness: Some men of learning speculate that this two-inch sphere of pure blackness is in fact a form of **IOUN stone**, though others feel it might have some relation to the dreaded **sphere of annihilation**. Regardless, the **sphere of blackness** is a lively black mote that is attracted to sorcerers. It will float around the head or swirl in the wake of a sorcerer who takes command of it, continuing to do so until that sorcerer perishes, unless a *dispel magic* spell is cast against the item, and it is then taken by force. The sphere is of finite existence, initially a 100-charge item. It imparts the following powers, each of which may be used once per day as though cast by a CA 9 sorcerer:

- ★ *black hand* (1 charge)
- ★ *darkness* (1 charge)
- ★ *wall of shadow* (1 charge)
- ★ *black tentacles* (3 charges)

Spoon of Never-Ending Gruel: This spoon is carved of ivory or horn. If placed in an empty bowl, cup, or like vessel, the container will fill with warm, nourishing gruel, enough to feed up to four people per day.

Tome of Clear Thought: This magical tome can be read by any man. Reading it requires 24 total hours, which may be spaced over a span of 7–10 days. Upon completion, the reader must undertake intense mental exercises over the course of 30 days. Upon completion, 1 point of intelligence is gained (18 maximum), and the book crumbles to dust. A person can read one of these tomes and perform these exercises but once in his lifetime.

Tome of Leadership and Influence: This magical tome is as the **tome of clear thought**, except that it increases charisma by 1 point (18 maximum).

Tome of Understanding: This magical tome is as the **tome of clear thought**, except that it increases wisdom by 1 point (18 maximum).

Vacuous Grimoire: This book appears to contain a wealth of scholastic knowledge. If *detect magic* is cast on it, a minor dweomer is noted. If *identify* is cast, the book appears to enhance both intelligence and wisdom. On the contrary, the book is cursed, and after 10 pages of material are read, the reader must make two *sorcery* saving throws. The first is to determine if 1 point of intelligence is lost; the second is to determine if 1 point of wisdom is lost. The victim's attributes can be restored by a *remove curse* and a *restoration* spell cast in succession. This book is easily destroyed by fire.

Wind Fan: This is a small hand fan composed of wrinkled parchment, imprinted with symbols of the deity Boreas. Once per day it can be used to generate a *gust of wind* effect (as the spell). If used more than once per day, it has a cumulative 1-in-6 chance of breaking apart; i.e., 1-in-6 chance on the second use, 2-in-6 chance on the third use, and so on.

Wings of Flying: This appears to be nothing more than a plain and somewhat tattered black cloak. Once per day, when a command is spoken, the cloak transforms to giant bat wings that span 20 feet, providing flight for one man who bears up to 500 pounds. The wearer is able to fly at up to 60 MV for 6 turns, 50 MV for another 3 turns, and 30 MV for a final 3 turns. The device is vulnerable to fire and lightning; if the wearer fails a saving throw versus such an attack, the **wings of flying** are destroyed. **N.B.:** One-in-six of these items is grey-white in colour; when the command is spoken, the cloak transforms to white feathered wings.

Zirconium Suit: This artefact of an age undreamt appears to be an extraordinary suit of full plate armour composed of thinly plated, silvery-grey metal. Every joint of the 50-pound **zirconium suit** is finely articulated, sealed airtight with black leathery material of alien manufacture; even the great helm with its tinted glass visor has no openings. The **zirconium suit** is stylized to appear as a heavily muscled man, though with peculiar bosses and odd ridges. On the back of the left hand is a triangular box from which a small, red, crystalline knob projects. To don the suit, a trio of buttons under the chin of the helm must be depressed. This action causes the back to split open, allowing a man to step within, before pressing the buttons to re-close the armour, which mechanically conforms to the wearer's shape. The **zirconium suit** has the following special qualities:

- ★ *Armour Class –2*
- ★ *Damage Reduction 3:* Physical damage beyond 3 hp on any individual blow implies that the impact of the blow harmed the wearer but has not penetrated the suit.
- ★ *Critical Hit Vulnerability:* The suit can withstand up to 50 perfect (natural 20) blows; these must be tracked. On the 50th such blow, the suit ruptures, laces with fissures, and falls apart.
- ★ *Energy Absorption:* The suit provides its wearer with immunity to radiation and +4 saving throw bonuses versus fire and electricity attacks.
- ★ *Acid Vulnerability:* Corrosive acid can destroy the suit (see **VOL. III, SAVING THROW**, *item saving throws*; treat suit as *metal, hard*).
- ★ *Movement:* The suit weighs 50 pounds (weight class *heavy*), though allows for medium-weight movement (MV 30).
- ★ *Anti-Gravity:* Float up / down at a 20 MV rate, bearing an additional 500 pounds of weight.
- ★ *Airtight / Watertight:* The suit is airtight and watertight, allowing the wearer to survive in the frigid vacuum of the Black Gulf or as deep as 1,000 feet underwater. Also, the suit provides oxygen to the wearer so that he may breathe comfortably for up to eight hours. The suit will recharge its air supply at a rate of one hour per hour of non-use.
- ★ *Hydration and Climate Control:* The suit cools and hydrates the wearer so that drinking water is not necessary; also, the suit provides a cool, semi-dry temperature.
- ★ *Strength:* The suit provides its wearer with 18 strength.
- ★ *Claws:* If the fist of the right gauntlet is double-clenched, a trio of 15-inch-long blades of blue steel project from the knuckles. These claws crackle with electricity and may be used to rake opponents at +2 “to hit” and 1d6+2 hp damage, plus a further 1d6 hp electrical damage.
- ★ *Energy Blast:* Once per round the wearer can tap the left-hand crystalline knob and release a blast that is 30 feet long and 5 feet wide at the terminus. Those in the area of effect suffer 3d6 hp damage (*avoidance save for half damage*).

MAGIC ITEM CREATION

With the exception of alchemy and scroll scribing, the manufacture of magic items is largely a lost science in Hyperborea. During the long-lasting reign of the true Hyperboreans, before the realm was excised from Earth, *dweomercraft* was widespread. Indeed, history tells of an age when every Hyperborean sorcerer wielded his own magical wand, ring, and blade as commonly as the Atlantean wielded his laser pistol and other devices of technology (the secrets of which were said to be the product of connexions with alien beings). Then the Green Death swept across the realm, and the world moved on.

Glancing back further still, during the *æons* that preceded man’s rise from the lowly depths of apedom, one must consider the reign of the **snake-men**, *dweomercrafters* and toxicologists of astonishing capacity; indeed, many enchantments wielded by the gaunt, pale-skinned, Hyperborean sorcerer-kings were a consequence of research and experiments into artefacts of that bygone age of reptilian rule.

Not to be disregarded are the **dwarfs** of Underborea, a race of cruel, misshapen humanoids whose proclivities are abominable. These loathsome spawn of Ymir are responsible for the proliferation of a great many magical weapons and armours found across the realm. Still do the dwarfs forge, but sadly, these arts are scarcely understood by the barbaric races of man risen to power in the aftermath of the Green Death.

Lastly, consider too the earliest *æons* of Earth, when the planet was a steaming rock with roiling seas of green. Eldritch races such as the **mi-go**, **elder things**, **fish-men**, and **Great Race** roamed the young planet, exploiting the world for its resources and pursuing unfathomable objectives. Too, their artefacts are sprinkled throughout Hyperborea, though scarcely are they understood by man—even Atlanteans.

Presently, in an age when the swollen, scarlet sun burns the last of its fuel, and the glimmering stars fade to dust, much is lost. But as dreaming Kthulhu stirs and the Great Old Ones rise from their ages-long slumber, strange and otherworldly devices weird and magical begin to surface, and ever is man too curious an ape to let them alone...

N.B.: As made evident in the preceding text, the creation of magical armour, weapons, and other items is not, short of divine or otherworldly assistance, the purview of player characters in this “dying earth” milieu. Should the referee decide to allow the creation of such items, he must devise a method that he deems fair, including availability and cost of materials, time of research, chance of failure, and so on.

MANUFACTURE OF POTIONS: When a magician (or magician subclass) reaches 7th level, he may begin to concoct potions with the assistance of an alchemist (see **VOL. III, ADVENTURE, hirelings**). By 11th level, the magician (or subclass) may engage in this activity on his own, typically with the assistance of one or more apprentices; however, the services of an alchemist will reduce costs by one-third to two-thirds, as noted below.

Alchemists: Alchemists brew ambrosias, balms, elixirs, philtres, potions, salves, simples, tonics, unguents, and more. They are experts with herbs and ingredients magical or mundane and whence these ingredients are derived. Typically is the alchemist cooped up in a laboratory, which contains a fireplace, workbench, brazier, and bellows—and of course alembics, apothecary jars, beakers, dishes, flasks, mortar and pestle, phials, and retorts. Without access to these, the science and sorcery of alchemy is futile.

Alchemists research formulæ of complex and arcane sort. Also they study the properties of metal, stone, and gems, including reactions to activators and inhibitors in the creation of alchemical mixtures. They also work with all manner of flora, including ferns, fungi, grasses, herbs, mosses, shrubs, trees, vines, and weeds.

N.B.: The science of “true” alchemy goes beyond the ken of witchcraft potionry as noted in **VOL. I, MAGICIAN SUBCLASSES, witch**.

The Laboratory: If a player character needs to arrange for the creation of a laboratory, a proper space must be arranged, one of at least 300 square feet. The location must have a working fireplace and must be stocked with all manner of equipment as noted above. Initial costs range from 700 to 1,200 gp ((1d6+6)×100); monthly upkeep is 10% of this amount. This expenditure covers fuel, supplies, replacement costs, and so on. As long as an alchemist is in the gainful employ of the player character, these expenses are recurring; if they are not met, the alchemist cannot continue.

Potion Ingredient Availability: Alchemy is not just about the time, cost, and laboratory access. It also involves the availability of rare and esoteric ingredients. Sometimes these can prove impossible to locate, even for the most learned of specialists with the best purchasing connexions. Refer to **table V.13**. For every 100 gp in value, there is a 5% chance that the ingredients are unavailable for purchase. Always round up for any figure over an increment of 100 gp; e.g., there is a 15% chance that ingredients are unavailable for a 250-gp-value potion.

Potion Costs: To determine cost of a potion type, use the following procedure:

1. Refer to the gp value as noted in **table V.13**.
2. Roll a d6. If the result is 1–2, the actual cost per potion is $\frac{1}{3}$ of the listed gp value; if the result is 3–4, the actual cost per potion is $\frac{1}{2}$ of the listed gp value; if the result is 5–6, the actual cost per potion is $\frac{2}{3}$ of the listed gp value. If a magician or magician subclass is working without the assistance of an alchemist, the cost per potion is 100% of the listed gp value.
3. Determine how many potions are manufactured. Typically, batches of six potions are brewed; if this amount is not affordable, the player may reduce the number of potions brewed, but this does not reduce the time required.

Brewing Time: Brewing a batch of potions requires 1d6+6 weeks.

Brewing Success: After determining ingredient availability, potion costs, and brewing time, the final consideration is potion efficacy. Even when all other criteria are met, a 5–20% chance of failure remains if working with an alchemist, or 5–30% if working without one. This means the failure of the entire batch.

First roll 5d4 (with alchemist) or 5d6 (without alchemist) to determine the percentage of failure. Then roll d% to determine if that failure percentage is met. The referee must determine these results in secret and also keep track of such. *Example:* An alchemist is contracted to brew a batch of **love potions**. The referee rolls 5d4 and determines that there is an 8% chance of failure. He then rolls d% for a result of 54. The potions are effective.

Failed potions may simply be ineffective, may cause headaches, may induce nausea and vomiting, or (at worst) may prove poisonous (5% chance, rolled in secret by referee). If the result is poison, an equivalent to *ingestible type I, type II, or type III* occurs, as determined by a d3 roll (see **VOL. III, SPECIAL DAMAGE, poison**). Lastly, some failed **potions of healing** and **potions of extraordinary healing** result in that magical placebo effect known as the **potion of delusion**. There is a 1-in-6 chance of this occurring, which must also be determined in secret by the referee.

Poison Manufacture: Alchemists who delve into the sub-science of toxicology must be hired separately. Their costs are the same as other alchemists, but the profession is considered a separate specialty. Oft toxicologists will find themselves in the gainful employ of assassins' guilds, and it is not unusual for an assassin (9th-level minimum) to become involved with the process, just as magicians may become involved with the science of alchemy.

For an assassin to receive special toxicology training that would allow him to brew poisons, he must for a lengthy period abstain from the adventuring life. Training requires 1d20+10 weeks, at a cost of 2d4×1,000 gp. Thereafter, the procedures for brewing poisons follow the same schedule as outlined for potions, including the noted benefits of having a hired master toxicologist on hand. Use the prices noted on **table III.26**. to determine the costs of manufacturing poison.

A failed attempt to brew poison results in a poison two types weaker on **table III.26**.; thus, a failed *type V poison* would function as a *type III poison*. Failed *type I* and *type II poisons* are harmless (but may cause discomfort). As with potion manufacture, the referee must determine these results in secret, so the assassin or toxicologist is unaware of his success or failure until the poison is administered.

MANUFACTURE OF SCROLLS: The creation of magical scrolls that contain spells is detailed in the entry for each respective character class that is eligible to do so. Note, however, that the scroll creation process requires continuous effort, a trial-and-error method that may be interrupted only for rest and nourishment. Also note that seven distinct magical languages are at work in Hyperborea: magician, cleric, druid, illusionist, necromancer, pyromancer, and witch. **Cursed scrolls** are not the purview of player characters and are generally associated with dæmons, NPC witches, and their ilk.

Protection Scroll Manufacture: The creation of **protection scrolls** is an elaborate process and may not be engendered until the sorcerer is capable of casting level 6 spells; this, of course, excludes some subclasses. The process is contingent on access to clandestine knowledge reserved by mystery cults, secret societies, magician guilds, and so forth. The procedure may also include strange and esoteric components, which carry a 20–80% (2d4×10) chance of failure to locate after 4d4 weeks of enquiry and searching.

If all criteria are met, the cost involved is 2d6×1,000 gp. The creation process lasts 1d6+6 weeks; this must be uninterrupted work during which the creator is unable to adventure or take on any other like tasks. Upon completion, the **protection scroll** creator must roll 4d6 and score a result that is equal to or less than his intelligence (if he is a magician or magician subclass) or his wisdom (if he is a cleric or cleric subclass); failure renders the scroll ineffective.

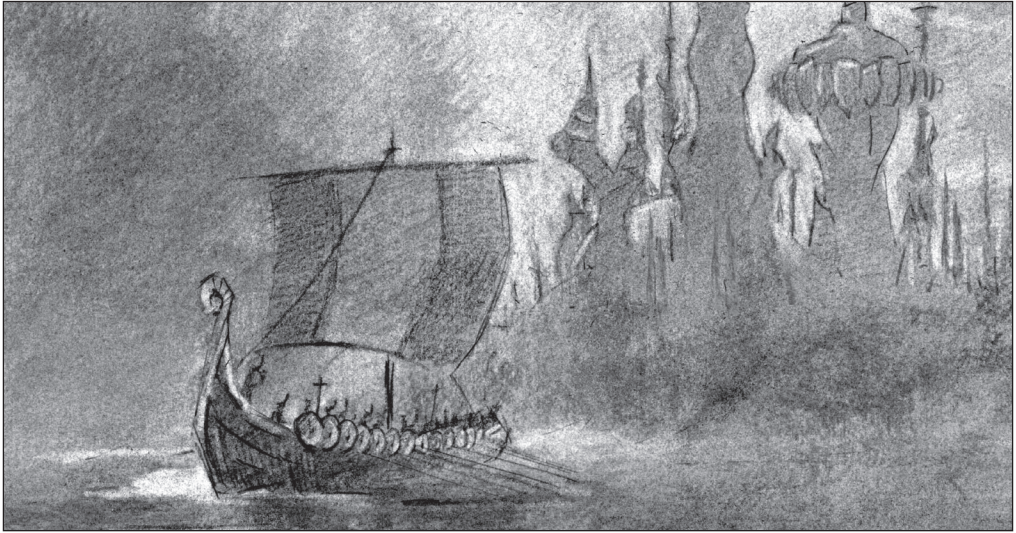


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A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

VOLUME VI: HYPERBOREA GAZETTEER

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“Of the fairest glories that mortals may attain, to him is given to sail to the furthest bound. Yet neither ship nor marching feet may find the wondrous way to the gatherings of the Hyperborean people.”—Pindar

INTRODUCTION

Hyperborea is a Late Middle English term derived from the Late Latin *hyperboreanus*, which in turn is derived from the Greek *hyperboreos*, from *huper* (“beyond”) and *boreas* (“north wind”); quite literally it means “Beyond the North Wind”. According to the ancient Greek religion, the Hyperboreans were a mythical race who lived up to 1,000 years and worshipped Apollo and Artemis. Noted by Herodotus in the fifth century BC (although the “Father of History” cites earlier sources, including Hesiod and Homer), the Hyperboreans were reputed to dwell “beyond the north wind” in a paradisaical land of sunshine and plenty.

The *Hyperborea of Astonishing Swordsmen & Sorcerers of Hyperborea* is inspired by these myths and legends, but perhaps more so by the weird and fantastic fiction of Clark Ashton Smith, Robert E. Howard, and H.P. Lovecraft; furthermore the works of Jack Vance, Abraham Merritt, Fritz Leiber, Michael Moorcock, Edgar Rice Burroughs, et al have informed the author’s way of thinking. Equally inspirational is the brilliant synergetic medley of myths, legends, beasts, monsters, artefacts, and fantastic milieux masterfully assembled by and under the direction of E. Gary Gygax. Drawing from these and other muses, the *Hyperborea* setting sprang to life, a pastiche intended to provide an entertaining experience for fellow gaming enthusiasts.

Hyperborea is a “micro-setting”; i.e., it is of limited geography. It is designed for use on its own or in conjunction with another setting of the referee’s choice; indeed, *Hyperborea* might be just beyond the North Wind of any campaign setting. For those adventures that do not begin in *Hyperborea*, some means of admittance must be established. Consider the following suggestions:

- ★ A sea vessel on an arctic voyage crosses the fabled North Wind, which sweeps the adventurers to Hyperborea.
- ★ In a blizzard-swept mountain pass, the adventurers enter a mystical portal and emerge in Hyperborea.
- ★ A weird and seemingly sentient aurora is encountered. Its green and vermilion streamers descend on the adventurers and transport them to Hyperborea.
- ★ In the nameless depths of a mad wizard's castle and dungeon complex, an artefact teleports the seekers to Hyperborea.

Other campaigns might use Hyperborea as the polar region of their own world settings, published or home-brewed. When the adventurers cross the veil that is the North Wind, all the functions of Hyperborea manifest: the giant red sun that clings to the horizon, the falls at the edge of the sea, the two moons, and so forth.

This volume functions as a gazetteer and encyclopædia of Hyperborea, as seen from the viewpoint of a sage of the City-State of Khromarium. It is intended to accompany the map of Hyperborea, with a diameter of about 3,000 miles (roughly the extent of Earth's Arctic Circle). The map is marked with lines of latitude and longitude. Longitudinal lines align with the Great Obelisks and converge at Mount Vhuurmithadon, the treble-peaked epicentre of the realm. Moving toward Mount Vhuurmithadon is north, and moving away from it is south. Latitudinal lines technically begin at an imaginary circle that touches each of the six Great Obelisks; effectively this is 0° latitude. Latitudinal lines progress north from the Great Obelisks, so 18°N, 36°N, 54°N, and 72°N are displayed. Mount Vhuurmithadon is the 90°N mark, the geographic North Pole of the realm. East and west are relative to one's position when facing north; in general, if north is faced, east is to the right and west is to the left. The sun lingers on the horizon and is ever westering; to follow the path of the sun is to travel west.

The referee of a Hyperborea campaign is encouraged to mould this work to suit his own wishes. Change boundaries, incite wars, cause disasters (natural and magical), instigate alien invasions, and so forth. What is presented in this volume is not intended to remain static. The referee is at liberty to effect changes on both a local and global scale so as to keep the campaign fresh and invigorating for its participants and to stave off stagnation.

The reader will no doubt note that several villages, islands, lakes, rivers, and large stretches of land remain unnamed on the map. These are intended to facilitate individual creativity, or "making it your own". The concept is to provide the referee ample breathing room to create and expand.

HYPERBOREA IN RELATION TO OLD EARTH AND THE CELESTIAL BODIES

Hyperborea is a flat, hexagonal plane, though men of learning who measure the stars suggest the realm to be somewhat concave. At the Rim of the World where the Black Gulf is met, the *boreas* blows. The deity Boreas is said by some to dwell within those interminable winds; others submit he is imprisoned there.

OLD EARTH: Sages aver that the whole of Hyperborea was once an arctic land mass on Old Earth; prior to this it was a land of sunshine and plenty, a blessed place. Assumptions regarding its separation remain speculative. Connexions to Old Earth remain intermittent, these ofttest associated with convergent manifestations of the *aurora borealis* or the crossing of the *boreas*. Incomers from Old Earth originate from various times and places; of note nearly two millennia have elapsed since a large-scale cultural migration has occurred.

SUN (Helios): Helios is a giant red sun that sheds little warmth. It lingers at the Rim of the World, never ranging more than 25° above or below the horizon, and bathing Hyperborea in variegated tones ranging from fulvous to sanguine; indeed it reaches its zenith during *High Summer Waxing* and *High Summer Waning* (qq.v.). As the two moons (Phobos and Selene) also cling to the horizon, these three objects appear to chase one another as the days pass. The deities Apollo and Helios are associated with the sun; in fact, Helios is oft held to be the deific representation of the sun itself. Dire portents surround the sun, as sorcerers, poets, and madmen say it is dying.

MOONS (Phobos and Selene): Hyperborea is attended by two ellipsoid moons, one of slow orbit, the other quick. The moons spiral around the horizon, each dipping and rising as its respective orbit dictates. These motions are consistent with the Old Earth arctic perspective from which the realm is derived. Full moons coincide every 91 days.

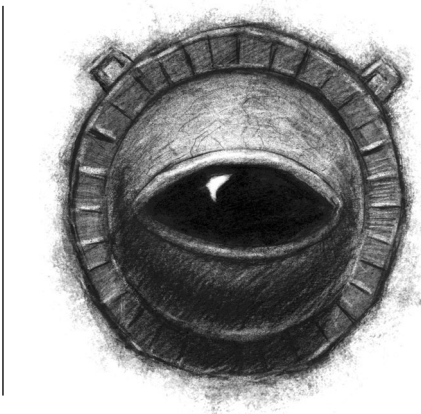
Phobos: The smaller of the two moons, Phobos requires seven days to complete a circuit. This irregularly shaped object shews ruddy brown hues and never rises or falls more than 30° above or below the horizon. Phobos is associated with fear, horror, and bloodshed. Although not formally recognized as a deity personified, warriors and druids sometimes offer bloody sacrifices to Phobos. Some say that the deity Artemis dwells on Phobos.

Selene: The larger of the two moons, Selene has an orbit of 45½ days. This irregularly shaped object shews a breathtaking, aquamarine hue and never rises or falls more than 35° above or below the horizon. Selene is strongly associated with the deity Lunaqqua, the moon goddess; indeed, some followers simply refer to Lunaqqua as Selene, for they are viewed as one and the same.

THE PLANETS: The planetary objects recorded by the ancestors of the Hyperborean race are not the same as those recorded by modern scholars. Treated here are those bodies that are observed from Hyperborea with the naked eye or by use of arcane devices.

Ganymede: This planet is reputed to cling closest to Helios. It is purported to be occupied by a semi-intelligent race of spore-based beings that do not require breathable air. Rare tales and verse tell that sentient creatures from an unseen world called Fomalhaut mine Ganymede for its unique conglomerates and ores.

Saturn (Kyranos): Saturn, called *Kyranos* by Xathoquans, is oft in Hyperborea's sky, faintly visible by day, yet vivid by night. Many of Saturn's moons are likewise visible, these held to be the dwelling places of otherworldly ilk. Saturn is significant to Hyperborean priests, sages, and scholars. In tales and verse it is regarded as a former dwelling place of the toad god, Xathoqqua, and presently it is reputed to house many of his kin. In æons past, when most men of Old Earth first learnt to wield fire and fashion tools of stone, the "true" Hyperboreans may have visited the ringed planet.



Uranos: This planet is visible as a blue-green star. Whether it is inhabited by intelligent life or not is a matter of conjecture, but certain sorcerous rituals are believed to invoke preternatural powers from this distant place.

Poseidenos: Visible but few times per year, this enormous ocean planet is said to house beings from without; furthermore it is held that intelligent horrors from Yuggoth mine the planet's ocean floor for ores not elsewhere found. Some sages suggest that the **crab-men** may have originated from Poseidenos, or at least inhabited the ocean planet at some point in their mysterious history.

Yuggoth: This mysterious dark orb cannot be observed with the naked eye, but its existence is accepted by most men of learning, for it has been viewed by both sorcerous means and the impossible machines of the nearly extinct Atlantean race. Yuggoth lies at the outermost edge of the sun's influence. Indeed, when viewed from Yuggoth, Helios appears only slightly larger than other stars, but this is said to suit Yuggoth's inhabitants, who require neither light nor warmth.

Cyclopean cities rise from the surface of Yuggoth: tiers upon tiers of terraced towers, pyramids, and spheres carved from black stone, windowless and joined by massive skywalks. Rivers black as pitch are said to flow across this alien world, winding through its metropolises and cutting across dark, unforgiving landscapes. The **mi-go** are said to inhabit Yuggoth, their schemes unfathomable to even the most erudite of sages.

ASTRONOMICAL PHENOMENA:

Auroræ: Auroræ oft manifest about Hyperborea, cascading from the heavens in rippling curtains of red, green, and purple. Auroræ are said to presage the arrival (or departure) of otherworldly beings and like travellers of time and space. Some men of learning suggest that auroræ are in fact living entities that capture the souls of dæmons and men; others say auroræ are spiritual manifestations of the deity Auroros, “The Shining One”.

Eclipses: Due to the sheer size of Helios, no solar eclipses occur beyond partial occultations; Phobos, for example, transits the sun often, a mere spot passing across, and Selene is hardly more significant. When a lunar eclipse occurs (the shadow of Hyperborea passing over a moon), Phobos briefly turns blood red; this is said to presage murder and bloodshed most foul for the civilized and cannibalism amongst the savage barbarians. When Selene is eclipsed, men of learning attempt to measure Hyperborea’s shape, which is betrayed as flat and hexagonal.

Falling Objects: Ofttimes do comets blaze across the Hyperborean sky, these believed to presage dire portents; likewise dazzling meteor showers light the sky in a rain of fire, and when these occur during *Nightfall* (the 13th year), anarchy and chaos consume the realm. Indeed, legends speak of a black comet that burns across the sky during *Nightfall*, though it is known only by sages, sorcerers, and madmen. From time to time, strange and otherworldly objects, such as sky ships, are purported to drop from the heavens from realms unseen.

THE BLACK GULF: This is the Stygian abyss, the cosmic void of space traversed by otherworldly beings such as the **mi-go**. Frigid, black, and airless, mortal men cannot survive the Black Gulf without aid of the most potent dweomers. Where Hyperborea meets the Black Gulf, the Rapids at the End of the World cascade to oblivion.

THE BOREAS (North Wind): The *boreas* (or North Wind) is where Boreas (the deity) dwells, though some sages suggest it is not merely his dwelling place, but rather his prison. The *boreas* lashes around the hexagonal realm, just beyond the Rapids at the End of the World. Men of learning suggest that this force seizes the cascading water and returns it to Hyperborea’s atmosphere. In Sharath, the desert peninsula that is the only land mass to meet the Rim of the World, the *boreas* makes ingress to Hyperborea, blasting the land with stardust and admitting extraordinary objects from the illimitable Black Gulf.

CALENDAR

A Hyperborean day is about 24 hours long (23:50), and a single revolution around Helios (the Sun) equals about 13 Old Earth years. Long have the sages measured weeks in 7-day periods, months in 28-day periods, and years in 364-day (13-month) periods—though a “true” year is 4,732 days.

DAYS OF THE WEEK: The Hyperborean standard week is catalogued by the following days; in most civilized societies, typical activity is as indicated on the following table.

Table VI.1.:
Days of the Week

Day	Activity
Sun	Worship
Earth	Work
Sea	Work
Moon	Work
Star	Work
Sky	Work
Saturn	Rest

In regions where barbarism prevails, hardship demands a life of little respite; typically no day of rest is recognized, and worship is oft observed on Moon Day, which is when Phobos is full each week.

MONTHS OF THE YEAR: Each year of the 13-year cycle is likewise divided into 13 months, each comprising 28 days. The phases of each moon are noted hereafter, as well as the festival weeks observed by most cultures and races.

Table VI.2.: Annual Calendar

Month I

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos)
- 4, 11, 18, 25 (Phobos); 4 (Selene)
- ☾ 5, 12, 19, 26 (Phobos); 15 (Selene)
- 7, 14, 21, 28 (Phobos); 27 (Selene)
- 1–7 = *Apollonalia* (except Year 7)

Month II

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 10 (Selene)
- 4, 11, 18, 25 (Phobos); 21 (Selene)
- ☾ 5, 12, 19, 26 (Phobos)
- 7, 14, 21, 28 (Phobos)

Month III

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 27 (Selene)
- 4, 11, 18, 25 (Phobos)
- ☾ 5, 12, 19, 26 (Phobos); 4 (Selene)
- 7, 14, 21, 28 (Phobos); 16 (Selene)

Month IV

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos)
- 4, 11, 18, 25 (Phobos); 11 (Selene)
- ☾ 5, 12, 19, 26 (Phobos); 22 (Selene)
- 7, 14, 21, 28 (Phobos)
- 8–14 = *Saturnalia* (except Year 7)

Month V

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 17 (Selene)
- 4, 11, 18, 25 (Phobos); 28 (Selene)
- ☾ 5, 12, 19, 26 (Phobos)
- 7, 14, 21, 28 (Phobos); 6 (Selene)

Month VI

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos)
- 4, 11, 18, 25 (Phobos)
- ☾ 5, 12, 19, 26 (Phobos); 11 (Selene)
- 7, 14, 21, 28 (Phobos); 23 (Selene)

Month VII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 6 (Selene)
- 4, 11, 18, 25 (Phobos); 18 (Selene)
- ☾ 5, 12, 19, 26 (Phobos)
- 7, 14, 21, 28 (Phobos)
- 15–21 = *Bealltainn* (except Year 6)

Month VIII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 24 (Selene)
- 4, 11, 18, 25 (Phobos)
- ☾ 5, 12, 19, 26 (Phobos); 1 (Selene)
- 7, 14, 21, 28 (Phobos); 13 (Selene)

Month IX

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos)
- 4, 11, 18, 25 (Phobos); 7 (Selene)
- ☾ 5, 12, 19, 26 (Phobos); 18 (Selene)
- 7, 14, 21, 28 (Phobos)

Month X

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 13 (Selene)
- 4, 11, 18, 25 (Phobos); 25 (Selene)
- ☾ 5, 12, 19, 26 (Phobos)
- 7, 14, 21, 28 (Phobos); 2 (Selene)
- 22–28 = *Plutonia* (except Year 6)

Month XI

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos)
- 4, 11, 18, 25 (Phobos)
- ☾ 5, 12, 19, 26 (Phobos); 8 (Selene)
- 7, 14, 21, 28 (Phobos); 20 (Selene)

Month XII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 3 (Selene)
- 4, 11, 18, 25 (Phobos); 14 (Selene)
- ☾ 5, 12, 19, 26 (Phobos); 25 (Selene)
- 7, 14, 21, 28 (Phobos)

Month XIII

Sun	Earth	Sea	Moon	Star	Sky	Saturn
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

- ☾ 2, 9, 16, 23 (Phobos); 20 (Selene)
- 4, 11, 18, 25 (Phobos)
- ☾ 5, 12, 19, 26 (Phobos)
- 7, 14, 21, 28 (Phobos); 9 (Selene)

☾ = First Quarter, ○ = Full Moon, ☾ = Last Quarter, ● = New Moon

Moon Phase Notes: Due to the speed of its seven-day orbit, Phobos transitions quickly; it displays each phase four times per month, but totality is brief. Selene is slower, with a 45½-day orbit, presenting but two or three of its phases each month. Too, the phases are slower to transition; Selene appears full for a day before and a day after its actual date of totality. As each moon is an irregularly shaped ellipsoid, neither shows a perfect crescent or “sickle-shape” associated with the round moon of Old Earth. When both moons are full (every 91 days), festivals are observed.

Due to the elliptical orbits of the moons and the tilt of Hyperborea, some phases are not visible depending on the season, simply because they occur below the horizon:

New Moon: During *Nightfall* (Bat, Year 13), Phobos is not visible from one day before to one day after the new moon phase; likewise, Selene is not visible from nine days before to nine days after the new moon.

First Quarter: During *Vernal Equinox* (Wolf, Year 3), Phobos is not visible from one day before to one day after the first quarter phase; likewise, Selene is not visible from nine days before to nine days after the first quarter.

Full Moon: From mid-*High Summer Waxing* (Tiger, Year 6) to mid-*High Summer Waning* (Crab, Year 7), Phobos is not visible from one day before to one day after the full moon phase; likewise, Selene is not visible from nine days before to nine days after the full moon.

Last Quarter: During *Autumnal Equinox* (Aurochs, Year 10), Phobos is not visible from one day before to one day after the last quarter phase; likewise, Selene is not visible from nine days before to nine days after the last quarter.

FESTIVALS: Festival weeks coincide with twin totality (i.e., when both Phobos and Selene are full), celebrations typically occurring from three days before to three days after the event. As no full moons are visible during midsummer on Hyperborea (because of the elliptical paths taken by each satellite), no festivals occur from mid-*High Summer Waxing* (Tiger) to mid-*High Summer Waning* (Crab).

Festival weeks are observed by many races and cultures spread about Hyperborea. Khromarium is of course the centre of civilization, the most heavily populated and culturally diverse city in all of Hyperborea; here all the festivals are observed. Port Zangerios, "The City of Masks", is likewise diverse, for it fosters an entire culture predicated on pretence; here the festivals are celebrated with unmatched panache. In Yithorium, where the witch-queen rules through terror and fear, the festivals are a time of disenfranchisement, the queen herself said to join in the revelry. Even the Amazon metropolises Pandoros and City in the Clouds observe the festival weeks, but in most instances they pay homage to Artemis and honour the sacrifices of their foremothers. However, the festival weeks are not universally embraced; exceptions, of course, may be found:

- ★ In New Pictland, no festival weeks are observed, but the twin totalities are honoured with bloody sacrifices made to the spider god, Tlakk-Nakka, whilst the half-blood Picts of the Savage Boreal Coast hold rites that celebrate bestial and ancestral spirits.
- ★ In the Viking capital of Erikssgard, the twin totalities are celebrated with banquets that culminate in sacrifices (usually beasts, but sometimes thralls) made to Ullr and Ymir.
- ★ Ixian priests and necromancers of Fazzuum, sequestered deep within the fastnesses of their pyramidal temples, hold terrible rites in honour of the snake god, Yig (Apep).
- ★ The underground city of Krimmea is reputed to be unconcerned with the moon cycles or the festival weeks; sages say the subterranean Kimmerians of this city no longer reckon the motions of the heavenly bodies.
- ★ The ways of the **ape-men** of Kor and the **orcs** of Orcust are scarcely understood, but certainly they hold their own degenerate celebrations.

Apollonalia (*Month I, days 1–7; except during High Summer Waning, Year 7*): The roots of this festival trace back to when the Hyperboreans emerged from the Spiral Mountain Array to reclaim the jewel of their old empire, Khromarium. Even before the first 13-year orbital cycle was complete, the wisest of the sorcerer-kings and witch-queens had already ratiocinated the period of a single revolution. Too, they calculated the orbital paths of the moons and the motions of the stars. After the Hyperboreans endured their first *Nightfall*, when the first light of *Genesis* shone on the twisting towers of their ancient city, and the moons demonstrated twin totality, they established a festival in honour of the god of light who once walked amongst them: Apollo.

Apollonalia was at first a Hyperborean festival held every 13 years, during the first week of *Genesis*, but in due time it became a popular annual celebration for civilized and barbaric men alike (save during *High Summer Waning*, when the moons remain unseen). Regardless of the absence of light, Apollonalia is even celebrated during *Nightfall*; the theme is different in that it is regarded as a farewell to light, with sacrifices made in honour of its return in one year (the next Apollonalia). The festival is celebrated with food (roast boar), pomegranate wine, rejoicing, promiscuity, and sacrifice. Celebrants wear white gowns and mistletoe garlands. Some hold that the deity Apollo attends the most extravagant of these fetes, but always in anonymity.

Saturnalia (*Month IV, days 8–14; except during High Summer Waning, Year 7*): This well-nigh-annual extravaganza was initiated by Xathoqqans (followers of the deity Xathoqqua) to celebrate their god's arrival from Saturn (Kyranos). Saturn is prominent in the night sky, and since it remains the dwelling place of many of Xathoqqua's kin, it is regarded with great reverence. Too, the Hyperboreans are said to have history on the ringed planet, where antemundane secrets were once revealed to them, as well as the arts of *dweomercræft*. This festival is not celebrated by the Hyperboreans alone, however, for Xathoqqua's adherents know no racial, cultural, or taxonomic barriers; indeed, certain scholars aver that even the beasts celebrate this festival.

Saturnalia is celebrated by indulging in excess: feasts, orgies, lewd displays, wild music, sacrifices, lotus chewing, and snake handling. It is a time of utter Chaos, when restrictions are relaxed and impulsiveness is embraced; the festival is never without unfortunate deaths (including murder) and destruction, causing some to deplore this festival. (Mothers hide their children and so forth.) The revelry culminates with the totality of the two moons, on which extravagantly profligate midnight banquets are held, these followed by a general waning of celebration over the next three days. Saturnalia celebrants will oft wear loose, colourful garments (such as yellows, oranges, and reds), hats that brim with feathers, and masks—though nakedness (excepting the mask and/or hat) is not uncommon on the fourth night, when the full moons climax and wantonness prevails.

Bealltainn (*Month VII, days 15–21; except during High Summer Waxing, Year 6*): Although this holiday is rooted in Keltic and Pictish traditions, its present form has evolved. Bealltainn is the most significant festival to druids, pyromancers, shamans, and witches. It is a celebration of fire, rebirth, atonement, cleansing, fertility, and purification, marked by the lighting of great bonfires, plenteous imbibing of wine, lotus chewing, and sacrificial fires in which animals and men (criminals or thralls, typically) are immolated. The popularity of this festival has spread throughout the realm, though its druidic significance is not necessarily embraced by most cultures; the subtle meanings are altered to fit the respective culture.

Bealltainn celebrants will oft paint their naked bodies red, green, or yellow; tint their hair copper, silver, or gold; and wear garlands of mistletoe and holly leaves. They will beat drums, dance wildly, and engage in salacious acts fuelled by wine, lotus, and religious fervour. The music is intensely rhythmic, its vibrations permeating far and wide, and it is not unusual for the most feverish of these celebrations to be met by lightning storms. Of all the festivals, Bealltainn may be the most intense and dangerous, as entire villages are said to have been consumed by fire.

Plutonia (*Month X, days 22–28; except during High Summer Waxing, Year 6*): This sombre festival commemorates death, darkness, the all-consuming void, the mysteries of the unseen planet of Yuggoth, and the woesome eventual arrival of Yug. It is marked by parades in which the marchers are garbed in black, their faces stained with soot; too, stylized silver jackal masks are worn by the clergy. Torches are borne and chants are droned, and when the two moons climax, morbid death dances are performed. These dances are slow-step affairs in which celebrants take a series of calculated steps, pause, and shake their bodies (inhuman spasms to the casual observer). Flagellation is also observed, with higher-ranking individuals lashing those randomly selected of lower station. Ritual fasting and sleeplessness occur on the day of the twin totality, when human and animal sacrifices are made to appease otherworldly and netherworldly spirits.

In general, Plutonia enjoys less pomp and circumstance during seasons in which the hours of darkness are limited; the most intense of these festivals happen from *Coda* (Fox, Year 12) to *Genesis* (Bear, Year 1), with the most macabre occurring during *Nightfall* (Bat, Year 13). Some Plutonia celebrations will culminate with the appearance of the *aurora borealis*; witches and shamans will draw many portents from these phenomena. Lastly, certain men of learning posit that Plutonia awakens the dead and inspires lycanthropy.

YEARS OF THE CYCLE: The axis on which Hyperborea spins is cause for long periods of *midnight sun* and *polar night*; each 13-year cycle includes one year of perpetual light and one year of perpetual darkness. Death and madness reign supreme when the sun sets for the last time in *Coda* (Year of the Fox), for *Nightfall* (Year of the Bat) is a frightful time, which can have a strong impact on the characters and the campaign. If a fighting man is 23 years of age in *Drought* (Year of the Eagle), he may remember with horror his 15th year, when the sun never rose, but too young was he to recall surviving his 2nd year, when still he clung to his mother's teat. The arrival of *Genesis* (Year of the Bear) is a slow rebirth of sorts, and festivals are held by many cultures, civilized and barbaric alike.

Table VI.3.: Cyclical Calendar

Year	Common Denomination	Esoteric Denomination	Hours of Daylight	Season
1	Bear	<i>Genesis</i>	0:00–2:10	Winter
			2:10–4:20	
2	Fish	<i>Renaissance</i>	4:20–6:30	
			6:30–8:40	
3	Wolf	<i>Vernal Equinox</i>	8:40–10:50	Spring
			10:50–13:00	
4	Hare	<i>Tempest</i>	13:00–15:10	
			15:10–17:20	
5	Elk	<i>Deluge</i>	17:20–19:30	
			19:30–21:40	
6	Tiger	<i>High Summer Waxing</i>	21:40–23:50	Summer
			23:50	
7	Crab	<i>High Summer Waning</i>	23:50	
			23:50–21:40	
8	Eagle	<i>Drought</i>	21:40–19:30	
			19:30–17:20	
9	Whale	<i>Tranquillity</i>	17:20–15:10	
			15:10–13:00	
10	Aurochs	<i>Autumnal Equinox</i>	13:00–10:50	Fall
			10:50–8:40	
11	Mammoth	<i>Twilight</i>	8:40–6:30	
			6:30–4:20	
12	Fox	<i>Coda</i>	4:20–2:10	Winter
			2:10–0:00	
13	Bat	<i>Nightfall</i>	0:00	
			0:00	

Cyclical Calendar Defined:

Year: Sequence in the 13-year cycle.

Common Denomination: Calendar designations employed by commoners, barbarians, and frontiersmen.

Esoteric Denomination: Calendar designations employed by men of learning, sages, and sorcerers.

Hours of Daylight: The indicated periods specify for how many hours per day the sun is visible throughout the course of the year. The fields are subdivided to give an idea of six-month periods; e.g., the first day of Wolf has but 8 hours, 40 minutes of daylight, but by halfway through the year this increases to 10 hours, 50 minutes, and by year's end a full 13 hours of light.

Season: Division of the 13-year cycle as reckoned by changing climate, weather, and sunlight.

Referee's Note: The referee can establish mood through use of the setting's long periods of light and darkness. A campaign that begins in *Nightfall*, for example, may be one of dread and despair, when Chaos reigns supreme. The weather is harshest (as cold as -40°F), monsters prowl, and otherworldly races work their nefarious schemes and machinations; e.g., the **mi-go** may be more active on the surface world during *Nightfall*. Mere survival is fundamental. Likewise bewildering is the year of light. For many men, the passage of days is lost in a blur as the swollen crimson sun wheels perpetually just above the horizon, which for some is nearly as taxing as a year without light.

A BRIEF HISTORY OF HYPERBOREA

Of the æons before the rise of the Hyperboreans little is known. Rare and oft-forbidden tomes suggest the **elder things**, **Great Race**, and **mi-go** each arrived from other dimensions to Old Earth shortly after the dawn of time, when the oceans roiled and meteor showers pounded the young planet. Evidence shews that these otherworldly races engaged in countless wars over untold ages.

More evident, as demonstrated by ruins scattered about the realm, is the ascendancy of the **snake-men**. For unrecounted ages before man rose from the lowly depths of apedom, these reptilian humanoids ruled the Hyperborean continent and beyond. Extant carvings suggest a prevailing tropical climate during the epoch of the snake-men, and sages deduce that these super-intelligent creatures commanded sorceries and sciences scarcely since achieved. The reason for the fall of the snake-man empire has yet to be deciphered, though some evidence suggests lengthy conflicts with the **fish-men**.

The **vhuurmis** or "beast-men", a race of quasi-men whose origins are traced to the Spiral Mountain Array, were next to rise to prominence. Some suggest that an otherworldly race catalyzed the vhuurmis from bestial obscurity to semi-intelligence and technological proficiency. Regardless, for an unaccountable period these apish humanoids dominated the realm, but ultimately they regressed to their savage roots and betook themselves to the hoary depths of the Spiral Mountain Array.

The rise of the Hyperboreans is mired in the embellished myths and legends of its people. Allegedly this race of gaunt, pale-skinned sorcerer-kings and witch-queens are the progeny of the Boreads, a trio of supernaturally gifted giants who engendered a paradisaal land of eternal spring and sunshine beyond the North Wind. The Boreads are held to have taken mortal wives and so begot the Hyperboreans, a precocious race esteemed for their preternatural aptitudes and uncanny longevity.

Some sages discount tales of the Boreads; indeed, they posit that the Hyperboreans, much like the vhuurmis before them, may have been impelled by unearthly sponsors. Most Hyperboreans vehemently reject this notion. Regardless, the realm of Hyperborea became the most powerful of the antediluvian kingdoms, accepting tributes from coevals such as Atlantis, Lemuria, and Mu.

The Hyperboreans knew not war, famine, disease, hard toil, or the ravages of age, and they venerated Apollo, who was said to walk amongst them. Their empire was peerless, and they disparaged and trivialized the "lesser" races of mankind, for whilst the Hyperboreans perfected their arts, sciences, and sorceries, most other men floundered in various states of savage primitivism. Over time the most puissant Hyperborean sorcerers were shewn the eldritch secrets of Xathoqqua, an otherworldly émigré dwelling within the heart of the Spiral Mountain Array. Xathoqqua sent select Hyperboreans on sojourns to Saturn and beyond, and in due course his glorification prevailed throughout the realm.

The sibyls of Hyperborea had long presaged the advent of the Ashen Worm, so when all the portents of its arrival (derived through geomancy, hydromancy, and haruspicy) were satisfied, and when at length the Worm rose from the sea in its citadel of ice, the race of sorcerer-kings and witch-queens fled to their fastnesses sequestered beneath the Spiral Mountain Array. Soon the Worm effected thaumaturgy that mantled the once-winterless realm in glacial ice. Hyperborea was swallowed, a lost continent soon joined by its contemporaries Atlantis, Lemuria, and Mu.

Æons later, when the ice thawed and the mists parted, Hyperborea's connexion to Old Earth was no more than a mystical abstraction. Hyperborea found itself an isolated realm, its icy sea terminating in waterfalls that cascaded to infinity. Beyond the world's rim lay the North Wind, and beyond the North Wind, the Black Gulf: airless, black as pitch, and colder than any winter.

A bloated red sun that shed little warmth wheeled around the horizon in a 13-year circuit. Also, Hyperborea was now attended by two ellipsoid moons, one large and aquamarine, and the other small and ruddy brown. Saturn was discernibly larger than any of the stars in the firmament, all of which shone dimmer, as though glimpsed through a smoky lens.

After the ice thawed, seeds took root, and newly released pollens floated on the wind. Soon forests bristled and poppy fields swelled. Then stirred the beasts and monsters; some materialized from the ice or emerged from subterranean depths, whilst others arrived via mystical portals. Hither came the savage races of mankind, non-Hyperboreans originating from Old Earth. They crossed the veil and colonized the pristine continent, their respective arrivals oft associated with the manifestation of the *aurora borealis* or the blowing of the *boreas*.

When at length the Hyperboreans emerged from their sanctuaries below the Spiral Mountain Array, they beheld the astonishing changes to the world they once had known: the giant red sun, two ellipsoid moons, and an expanded mountain range. The race of sorcerers and witches descended to reclaim the jewel of their empire of old: Khromarium. Along the way they noted the advent of terrible beasts and fearsome monsters, as well as the infiltration of savage men, but these were paid no more heed than apes or dogs to be slaughtered or enslaved as whims dictated.

In the spiral towers of Khromarium the Hyperboreans reassumed their power and station, and they languished in their superiority. No effort to expand the old Hyperborean kingdom was engendered; for sooth, the sorcerous race seemed content to remain in Khromarium, unconcerned and unheeding of what transpired without. They entered an age of incalculable decadence and hedonism; they took to chewing lotus leaves and indulged in pleasures unspeakably perverse. To wit, the Hyperboreans stagnated as the "savages" beyond the gates progressed.

Many generations later there came to pass a phenomenon that was presaged, albeit ignored (or forgotten), by the lotus-chewing Hyperboreans. From the dimly lit heavens descended a silvery-green comet that burned across the Hyperborean sky for two score days and nights. In its wake fell showers of dust and particles that blanketed the whole of the realm in a putrid greenish hue; on trees and earth, hills and mountains, plains and tundra, and even on the surface of the water, the eldritch dust was omnipresent.

At length the dust faded, but soon after arose the plague known as the Green Death. It swept across the realm, extinguishing savage and civilized men alike. Khromarium, for instance, was left a lifeless husk, and few amongst the ancient race of lotus-chewing sorcerers escaped to their old shelters in the Spiral Mountain Array.

Countless ruins were left in the plague's wake: Pictish fortresses, Viking colonies, Keltic towns, Esquimaux fishing villages, and more. Nomadic tribes such as the Kimmerians carried the disease with them across the Hyperborean plains, and Amazon trading ships brought it back to their island nation. Sages suggest that up to ninety percent of mankind was wiped out by the Green Death. Centuries later, barbarian refugees were amongst the first to rebound; they claimed Khromarium, and presently their descendants rule it as a city-state.

The Green Death, having taken its toll a millennium ago, is the measuring stick by which modern Hyperborean history is traced; the bulk of pre-Green Death history, as illustrated by the brevity of this treatise, is a casualty to a bygone age. Furthermore, the intervening centuries betwixt the plague years and recovery are widely regarded as a Dark Age. The plague's impact on the bestial and otherworldly races of Hyperborea is nebulous; nonetheless, little doubt exists that these creatures have proliferated about the realm, perhaps emboldened by mankind's regression, or (more frighteningly) wholly irrespective of mankind's position.

COMMON ÆRA CHRONOLOGY OF HYPERBOREA

After mankind endured the plague years of the Green Death and the ensuing Dark Age, a new age of enlightenment commenced, and the Common Æra (CÆ) calendar was adopted by the most distinguished men of learning, who esteemed the work of Old Earth's Dionysius Exiguus. The first year was reckoned as *Genesis* (Bear, Year One), and so began the rebirth of learning and civilization; in sooth, it is no coincidence that Common Æra Chronology was first reckoned upon the formation of the Sages' Guild of Khromarium, when men of learning came together to collate and preserve the erudition of the ancients. Years prior to CÆ years are accounted as BCÆ (Before Common Æra).

Table VI.4.: Common Æra Chronology

Year	Notable Event(s)
c. -425 BCÆ	Green Death nearly annihilates mankind. Plague ushers in a Dark Age.
c. -300 BCÆ	Half-blood Picts procreate with dæmons of Skarag Coast. Orcust established.
c. -225 BCÆ	Barbarians claim lifeless city of Khromarium.
c. -200 BCÆ	Ape-men claim lifeless city of Kor.
c. -125 BCÆ	Pirates and freebooters wrest control of Zangerios Islands.
c. -110 BCÆ	Witch Queen assumes control of Yithorium.
c. -50 BCÆ	Vikings resettle New Vinland. Petty kingdoms of Brigand's Bay established.
c. -40 BCÆ	Amazon faction claims Floating Island of Paradoxon.
c. -20 BCÆ	Reports of Crab Archipelago natives emulating their alien masters.
1 CÆ (<i>Genesis</i>)	Sages' Guild of Khromarium forms. Dark Age ends. Common Æra timeline and Hyperborean calendar established.
27 CÆ (<i>Genesis</i>)	Khromarium oligarchy forms.
203 CÆ (<i>Drought</i>)	Keltic city of Gal established.
385 CÆ (<i>Drought</i>)	Vikings invade Gal City.
386 CÆ (<i>Tranquillity</i>)	Kelts retake Gal City from Viking invaders. Grand Temple of Artemis rebuilt in Amazon city Pandoros.
485 CÆ (<i>Tempest</i>)	Port Tinsaar re-established.
495 CÆ (<i>Genesis</i>)	Kimmerians of lost Krimmea emerge from their hidden city.
528 CÆ (<i>Drought</i>)	Apollonians settle valley region of Larchmere Yys.
536 CÆ (<i>V. Equinox</i>)	Kthulhu priest establishes settlement of Wold Phellora.
542 CÆ (<i>Tranquillity</i>)	Diamond Desert mining coalition outpost destroyed by purple worms.
559 CÆ (<i>Nightfall</i>)	Barbarians sack Swampgate and raid streets of Khromarium.
572 CÆ (<i>Nightfall</i>)	Barbarians sack Swampgate but are repelled at Khromarium wall.
573 CÆ (<i>Genesis</i>)	Port Greely ceases trade with Khromarium and other neighbouring settlements.
575 CÆ (<i>V. Equinox</i>)	Vikings brutally raid Khromarium; Eriksgard claims raid was unsanctioned.
576 CÆ (<i>Tempest</i>)	Gazetteer of Hyperborea completed.

CLIMATE AND SEASONS OF HYPERBOREA

As earlier treated, Hyperborean years are accounted in periods similar to those utilized by the ancients: 364 days divided into 13 months of 28 days each. Of course, this is not a true sidereal year, for Hyperborea requires 4,732 days (13 years) to complete one full circuit around Helios (the sun). Thus, the four seasons are spread across the 13-year cycle, as illustrated in **table VI.3**.

WINTER: Winter is the defining season of Hyperborea due to the dreaded lightless year of *Nightfall* (Bat, Year 13). Winter stretches from mid-*Twilight* (Mammoth, Year 11) to mid-*Renaissance* (Fish, Year 2). Temperatures plummet during this time, and the ice thickens. During this frigid period, the coastal mainland sees highs of 35°F and lows of −10°F. Temperatures in the interior of the Spiral Mountain Array will scarcely climb above 0°F, and typical lows are about −40°F. Hyperborean winters are remarkable for their relentless winds, freezing man and beast alike. Many rivers, lakes, and wetlands freeze, glaciers groan and swell, ice sheets consume bays and inlets, countless beasts (and some monsters) hibernate, and even great coniferous forests shed their leaves. Only by luck or circumstance do the weak survive the dark Hyperborean winter.

SPRING: Spring emerges from mid-*Renaissance* (Fish, Year 2) to *Tempest* (Hare, Year 4). Temperatures are cool, with coastal mainland highs of 50°F in late spring, though temperatures in the interior of the Spiral Mountain Array will seldom climb above freezing. Hyperborean springs are wet and humid, and during this period the great conifers bloom, the poppy fields emerge, and the wetlands thaw. Spring thunderstorms are common, as are floods, mudslides, and other natural disasters. Icebergs will break from coastal glaciers, pulling vessels to their doom beneath the sea.

SUMMER: Summer occurs from *Deluge* (Elk, Year 5) to *Drought* (Eagle, Year 8). Temperatures peak during this time, with highs of 80°F on the coastal mainland. The interior is always cooler, and in the Spiral Mountain Array temperatures rarely rise above 50°F. Hyperborean summers are mostly humid, though trending drier by late summer (hence the designation of *Drought*). Storms brew on the Hyperborean Sea to assail the coast, and with glacial melting the rivers flow more strongly.

FALL: Fall follows from *Tranquillity* (Whale, Year 9) to mid-*Twilight* (Mammoth, Year 11). Temperatures begin to plummet during this season, with coastal mainland highs of 40°F, whilst in the interior of the Spiral Mountain Array, temperatures infrequently rise above 20°F. These are the years when light dwindles and winter's dreaded arrival is nigh at hand; preparation for survival begins. Some flora dies during this period, which is typically dry, though the occasional storm is not unusual, especially at sea.

FLORA AND FAUNA OF HYPERBOREA

Here follows a treatment of the most notable environments of Hyperborea, including native plant and wildlife species. These expositions do not include supernatural or otherworldly inhabitants, humanoids, dæmons, undead, and the like. For purposes of general presentation, normal and semi-normal wildlife types consistent with Old Earth are discussed.

DESERT: Here lie the most barren regions of Hyperborea, where little precipitation falls and men scarcely dwell. Sand covers about 10–25% of the land, whilst gravel-covered plains, rocky hills and plateaus, dry lake beds, dry stream channels, and salt flats cover the remainder. Sharath is the exception to this norm, with sand and dust comprising over 65% of the land. Much of the desert landscape is carved by the wind. As noted, rainfall is meagre, but when the storms gather, or if summer heat releases a torrent of glacial water, floods may occur, particularly on the Leng Plateau.

In the desert regions grow cacti (many of which present brilliant flowers), grasses, herbs, and some stunted shrubs. Flowers blossom, too, though mostly these will bloom in startling profusion following rains and/or flooding. Grasses are more abundant in the semi-arid regions where desert transitions to steppe and/or grassland.

Desert wildlife includes a variety of insects, spiders, reptiles, birds, and mammals. **Bears, deer, foxes, wolves,** and some great cats will enter the desert in search of food, especially following heavy rains. Some of the more notorious desert beasts include **giant ants, giant bees, giant beetles, boars, giant centipedes, wild dogs, hyænas** (common and giant), **lions, giant lizards, giant rats, giant scorpions, giant snakes, giant spiders,** and **giant weasels**.

FOREST: The predominant forest type of Hyperborea is the boreal forest, which may cover hilly terrain and also low-elevation mountain slopes; higher elevations oft shew stunted conifers and shrubs. Precipitation is variable, depending on the season and the altitude. Boreal forests are able to withstand Hyperborea's long, dark winters and cool summers. Due to snowmelt and low temperatures, little evaporation occurs, so typically the lowlands are boggy by summer though frozen by winter.

Coniferous trees are dominant here: firs, hemlocks, pines, and spruces. Broadleaf deciduous types are much fewer: paper birch, maple, oak, and so forth. All of these species are adapted to the lengthy and exceptional seasons of Hyperborea. Notable plant species of the forest environment include bog blueberries, bog rosemary, labrador tea, and wild roses, as well as ferns, horsetails, lichens, and mosses.

Countless animal species exist, including amphibians, birds, fish, mammals, and reptiles, as well as worms, molluscs, insects, and spiders. Common types encountered include frogs and salamanders; chickadees, ducks, eagles, **hawks,** jays, owls, ravens, wild turkeys, and woodpeckers; bass, trout, and salmon; **bats, bears** (black, brown), beavers, chipmunks, **deer,** elk, foxes, **lions, mountain lions,** mice, rabbits, raccoons, squirrels, **tigers,** weasels, **wolves,** and **wolverines;** lizards, **snakes,** and turtles. Some of the more feared species include **giant ants, carnivorous apes, giant bats, giant bees, giant beetles, giant centipedes, giant frogs, giant leeches, giant lizards, pterodactyls, giant rats, ground sloths, giant snakes, giant spiders, giant ticks, giant toads,** and **giant weasels**.

That the coastal regions of the Savage Boreal Coast sustain a more temperate coniferous forest type is noteworthy. Here significant precipitation supports the growth of cedar, massive redwoods, and other species otherwise unseen about the realm, particularly several more flower types and some enormous ferns. This region enjoys a milder climate, perhaps due to the shielding Barrier Mountains, the warmer currents of the Pictish Channel, and other factors.

GRASSLAND (and Steppe): This environment comprises several subtypes, including the *coastal grassland, prairie,* and *steppe.* The *coastal grassland* is met by the sea and so endures heavy winds and salt spray; these conditions foster and support a rich variety of grass types that several herbivore species prefer. Also an abundance of herbaceous plants and shrubs may be found. Wildfires are less common in the moister coastal grasslands, but not unusual during late summer. Many coastal grasslands transition to forest or marshlands.

Prairies are rolling grasslands (flat or moderately hilly) that tend to have higher grasses, some species of which will grow taller than a man; these are oft buried in snow and ice come winter. Prairies might have shaded river valleys within which may thrive trees and other plants. Precipitation in prairie grasslands is moderate, supporting hundreds of species of flowers, including some enormous sunflowers and daisies; vast swaths of prairie can appear painted in colours brilliant.

The *steppe* is a colder, drier grassland with shorter grasses (the tallest being 4½ ft.) and plant life that in general more closely resembles desert. Fires will periodically devastate the steppes during late summer.

Grasslands and steppes are inhabited by all manner of insect (grasshoppers most common), spiders, amphibians, birds, mammals, and reptiles. Birds include blackbirds, grouse, **hawks,** meadowlarks, quail, and ravens. Commonly seen mammals include **aurochs, boars, deer, wild dogs,** ferrets, **wild horses, hyænas, woolly mammoths,** mice, **musk oxen,** rabbits, skunks, voles, and weasels. Some of the more feared beasts include **giant ants, giant bees, giant beetles, giant ferrets, giant frogs, giant hyænas, lions, giant lizards, pterodactyls, giant scorpions** (steppes only), **giant snakes, giant spiders, tigers** (including **sabre-tooths**), **giant toads, giant weasels,** and **wolves**.

TUNDRA: This category encompasses the cold, dry, treeless lands of Hyperborea, where the ground is permanently or semi-permanently frozen. The centre of the Spiral Mountain Array and also the Plain of Leng are notable tundra regions. Precipitation is minimal; notwithstanding, some hardy plants emerge from spring to summer: mosses, dwarf shrubs, and wildflowers such as club-moss, forget-me-not, saxifrage, and several species of poppy. Vast fields of lichens grow as well.

The tundra is inhabited by **aurochs, polar bears, leaper camels, reindeer**, elk, ermine, foxes, hares, lemmings, **mountain lions, woolly mammoths, musk oxen, woolly rhinoceroses, ground sloths**, squirrels, **tigers** (including **sabre-tooths**), **wolves**, and **wolverines**. Migratory bird species such as ducks, geese, sandpipers, snowy owls, and terns are temporary inhabitants of the alpine and tundra regions, oft using this environment as a breeding ground during the summer years. Rare is the bird that permanently dwells in the Hyperborean tundra; a few species of grouse are noted. At the lower alpine elevations, where glacial ice does not mantle the vales and mountainsides, stunted firs and pines grow, oft transitioning to boreal forest environments.

WETLANDS: Here are lands that are permanently or semi-permanently saturated with water, which may be fresh, salt, or brackish. In winter, wetlands may remain frozen for up to four years. Wetlands are subdivided into swamps, bogs, fens, and marshes.

Great diversity of plant life is seen in wetlands, including submerged (e.g., eelgrass), floating (e.g., lily pads), and emergent types (e.g., cattails, papyrus, reeds). Algæ, moss, and lichens prevail throughout all wetland types. Peat (partly decomposed vegetable matter) is found in acidic bogs; this valuable resource is harvested throughout the realm and utilized as heating fuel. Carnivorous plants grow in wetlands, most preying on insects, but others preying on amphibians, birds, and even mammals.

Every animal type inhabits wetlands. Some of the more commonly observed include **bats**, beavers, **bears** (black), **deer**, elk, frogs, otters, rabbits, raccoons, **rats**, skunks, **snakes**, squirrels, turtles, and weasels. Several fish and shellfish thrive in wetlands, too, including bass, flounder, and trout, as well as clams, crayfish, and oysters. Birds prosper here as well, feeding, nesting, and raising their young all within the confines of these habitats. Common species include ducks, geese, **hawks**, songbirds, and wading birds. Countless species of insects and spiders also inhabit wetlands. Some of the more notorious beasts here include **giant bats, giant bees, giant beetles, giant centipedes, giant crabs** (marsh only), **crocodiles, electric eels, giant ferrets, giant frogs, giant leeches, giant lizards, pterodactyls, ground sloths, giant snakes, giant spiders, thew wagons, giant ticks, giant toads**, and **giant weasels**.

LOTUS SPECIES OF HYPERBOREA: Alchemists and dweomercræfters oft harvest the deadly and magical properties of several lotus species; here the term *lotus* does not specifically refer to a genus of plant, but rather any of the plants whose pollens and/or powdered blossoms effect death, madness, or a host of other deleterious effects. The sun-dried blossoms of lotus plants are painstakingly refined to powdered form or mixed with other toxins to produce poisons, potions, and other toxins of preternatural effect.

Raw lotus leaves (not the blossoms), when chewed, will oft produce a mild hallucinogenic effect that is highly addictive. Some sages propose that the Hyperborean race stagnated at the same time lotus chewing became fashionable; indeed, for a time, outsiders referred to the city of Khromarium as "Lotusland". Others suggest that Viking and certain non-Viking berserkers chew lotus leaves in order to effect a state of fearlessness, unbridled rage, and unflinching will.

Black Lotus: Savages oft presume this species of lotus to possess quasi-intelligence, because its charcoal grey blossoms will tilt and nod at the approach of warm-blooded creatures. Men of learning, however, equate this behaviour with insectivorous plant species that display similar qualities. Regardless, the black lotus thrives in the temperate rainforest of the Savage Boreal Coast, except during the years of *Coda* (Fox, Year 12) to *Genesis* (Bear, Year 1). When a man approaches within five feet of the black lotus, the plant will slowly nod and turn its blossom toward the man's face; next it will release a burst of pollen. One must make a *death* (poison) save or die in 1d4 rounds.

The black lotus is considered a holy plant to the half-blood Pictish shamans of the Savage Boreal Coast, and non-shamans are forbidden to handle it. Some shamans dare to harvest the plant, using techniques developed by maternal Tlingit ancestors. The blossoms are sun-dried and ground to a deadly powder, the feared (yet coveted) **dust of death**. This powder is a valuable commodity for many Pictish villages along the Savage Boreal Coast, who sell or trade it to foreigners from all about the realm. For centuries, Ixian raiders from across the sea would take the plant by force, but the frequency of these raids has reduced significantly, leading some to speculate that the dusky-skinned race of priests and necromancers have at long last successfully cultivated the plant in their secret gardens. The Ixians are reputed to have developed a variant use of the black lotus, mixing it with certain gums or saps in order to produce the **dust of nightmares and visions**.

Golden Lotus: In fertile hills and valleys grows the golden lotus, which greatly resembles the marigold. When the blossoms of this plant are sun-dried, ground to a powder, and then introduced to wine, enchantments and charms are dispelled, and various species of madness are cured, even that which is produced by the smoky lotus (q.v.). The golden lotus blooms from earliest spring until the end of summer.

Russet Lotus: Oft confused with chrysanthemums, this species of lotus thrives in any environ where volcanic activity is notable, including geysers, hot springs, steam vents, and so forth. Too, this species will turn its blossom to face an approaching mammal, letting loose a burst of pollen that does not kill, but produces a potent soporific effect. As a consequence, victims are oft preyed on by opportunistic predators, scavenging birds, and the like. The reddish-brown blossoms of the russet lotus unfurl from late spring to late summer, so from *Tempest* (Hare, Year 4) to *Drought* (Eagle, Year 8), but its leaves (which chewed produce an hallucinogenic effect) are generally available except during *Nightfall* (Bat, Year 13), for the plant is quite hardy. Sorcerers and alchemists use the russet lotus to produce **dust of sleepiness**.

Smoky Lotus: This is a type of floating lily, with blossoms of light greyish-brown to nigh black. The smoky lotus grows in wetlands, though specifically in ponds near where tar pits prevail, such as Esquimaux Bay, the Lug Wasteland, and Skarag Coast; too, a profusion of the smoky lotus is said to be in the pools that dot the meadows north of Eriksgard, Vikland. Like other water lilies, the smoky lotus has large, floating green leaves, above which rises the flower stalk, typically about 6–12 inches above the water's surface. The flowers bloom during daylight; thus they are never seen during *Nightfall* (Bat, Year 13) and scarcely during the years of *Coda* (Fox, Year 12) and *Genesis* (Bear, Year 1).

The smoky lotus presents the semblance of ambulation, for although it is rooted in the muck below the surface of the ponds, it will “walk” to a warm-blooded target (quite slowly), and then release its thick pollen spray; this inspires unbridled, frothing madness in the victim. When cultivated and gathered (always a risky proposition), the collected pollen and ground petals are used by sorcerers and alchemists to produce **dust of madness**. The floating leaves of this plant are also utilized: Berserkers are introduced to raw smoky lotus leaves even before they are weaned from the teat, exciting an innate species of ferocity unmatched throughout the realm.



Violet Lotus: This form of lotus is almost indistinguishable from fireweed (willow herb), which grows in grasslands, meadows, and the periphery of wetlands. The violet lotus shares the same wand-like shape as the fireweed, but its flowers shew a deeper violet tone. A violet lotus produces about a dozen three-sided seed pods, each of which contains about 300–400 feathery seeds. Ingested seed pods cause paralysis within 10 minutes to 1 hour; herbivores that graze in fireweed fields (excepting the more enormous sorts, such as **mammoths** and **ground sloths**) are likewise subject to this effect. About 100 ground and powdered pods are needed for a sorcerer or alchemist to produce a single **dust of paralysis** dose, a process mastered by the Ixians.

White-Speckled Blue Lotus: These lotuses grow on the cadavers of men and beasts. They resemble a crop of poppies, with blue blossoms speckled white. They grow in tight profusion, mantling the body in which they take root. When a lotus-covered body is approached within five feet, a cloud of blue pollen releases. At once the victim begins to sneeze and choke, identical to the effect produced by **dust of sneezing and choking**; death is inevitable.

White-speckled blue lotus blossoms must be gathered when the flower closes, which occurs from an hour after sunset to an hour before sunrise (of course implying certain periods when the flowers never close and are thus practically impossible to gather). Gathered blossoms must be sun-dried and ground to produce **dust of sneezing and choking**. Rumours persist that when a man is killed by the white-speckled blue lotus, he becomes host to an alien intelligence that can animate the corpse (viz. a **zombie**) and ambulate it to a desired location; however, this effect is not known to manifest in victims of **dust of sneezing and choking**.

THE RACES OF HYPERBOREA

Nine “pure” races of man are extant in Hyperborea; in those regions dominated by a single strain, breeding with foreign races is not only uncommon, but frowned upon. Though some advocate the superiority of their race and culture, others are less discriminating. Of course the tides of war and migration effect racial admixtures, and in the larger centres of commerce, such as the City-State of Khromarium, interbreeding is commonplace. Too, in some regions a “hybrid” race prevails (viz. Fields of Vol, Savage Boreal Coast), though these people are oft denigrated as “half-bloods” or “half-breeds”.

COMMON MEN: These are men of mixed or indeterminate ancestry. Typical admixtures include strains of Keltic, Kimmerian, Pict, and Viking (each described hereafter). Men of mixed ancestry might also include traces of Angle, Saxon, Hellenic (Greek), Roman, Lapp, and/or Yakut. Common men are of variable height and build, complexion, hair colour, and eye colour.

AMAZONS: This race is renowned for its caste of warrior-women, tall and robust with light to olive complexion, black to auburn hair, and blue or hazel eyes. Amazon women are taller and more heavily thewed than Amazon men. In matriarchal societies they dwell in the remote corners of the world, most notably New Amazonia and the Floating Island of Paradoxon. The Hellenic roots of the Amazons may be traced to the Black Sea of Old Earth, where their gynarchic society reserved great contempt for the Scythians; correspondingly, they despise the Ixians. Most Amazons adhere to a rigid lifestyle that embraces Law, though some factions favour Chaos.

ATLANTEANS: These are the scattered remnants of a nearly extinct race whose origins trace back to Old Earth’s antediluvian Atlantis. Atlanteans are medium-build men of glaucous complexion, black or blond hair, aquiline features, and pale grey or yellow eyes. Atlanteans are sexually incompatible with the other races of man, which may be related to their development of aquatic traits: webbed digits, amphibious respiratory systems (including gill slits on their necks), and oily skin that dries painfully if not immersed in salt water at least once per week. Atlanteans are, by and large, a displaced race in severe decline. Their largest centres of population exist in Khromarium and Port Zangerios. On the islands of Atlantica, a small Atlantean population struggles for survival.

ESQUIMAUX: These are squat, narrow-eyed tribesmen of jaundiced complexion. Most Esquimaux subsist off the sea, hunting seal and whale and fishing from their sealskin kayaks; others roam the tundra herding reindeer, raising sled dogs, and hunting mammoth. Esquimaux are renowned for their mammoth-hide dwellings framed by mammoth tusks. Their roots trace to a singular Kthulhu-worshipping cult from Greenland that was shunned by other Esquimaux for its blasphemous practices.

In Hyperborea, the Esquimaux have conquered and absorbed Lapps and Yakuts into their bloodline. For many generations they warred with the Tlingit, who were ultimately conquered by the Picts. Presently two major Esquimaux groups are extant: the fisherfolk who inhabit Esquimaux Bay and Crab Archipelago, and the nomads who roam the Plain of Leng.

HYPERBOREANS: Hyperboreans are extremely tall men (c. 7-foot males, 6½-foot females) of milk-white skin, golden hair, and violet eyes; rare females shew silky, blue-black hair. For ages the Hyperboreans were the only race to inhabit Hyperborea, the polar continent of Old Earth just beyond the North Wind. Then came the Ashen Worm, the otherworldly deity that mantled the region in ice. The other races arrived in the ensuing millennia, after the realm thawed, and its connexion to Old Earth was no more.

Reputed to live 200 or more years, most Hyperboreans take a dim view of the other races, deeming them “savages”, “apes”, or “sub-men”. Like the Atlanteans, they are a race in decline and are believed to be sexually incompatible with the other races of mankind. Most present-day Hyperboreans are the descendants of renegades, outcasts, and expiators whence none can say; sages posit that many remain sequestered in the hoary depths of the Spiral Mountain Array. Although Hyperboreans roam about the realm, they almost always gravitate to Khromarium, the jewel of their erstwhile empire.

IXIANS: These are tall, narrow-shouldered, hook-nosed men of dusky grey skin and beady black eyes. Chiefly they dwell at the Rim of the World on the sickle-shaped island of Scythium, where their malefic necromancers study abominable sorceries; the most precocious individuals are sent to the fabled Isle of IX. Ixian society is ruled by an elite class of priests, witches, and necromancers. With the other races they trade diamonds, spices, and lotus leaves in exchange for wood and other resources.

Ixian roots may be traced to a lost race (or perhaps a select caste) of Egypt and Persia; specifically, Scythians are counted amongst their ancestry. Ixians are notorious slavers, despised by most other men, particularly Amazons and Kimmerians. Ixian absconders and outcasts typically go to great pains to hide their pedigree, fearful of persecution from non-Ixians, and even more fearful of apprehension by their brethren.

KELTS: The Kelts are of insular Old Earth ancestry, with Irish, Manx, and Scottish roots. They are barrel-chested men of red, sandy brown, or auburn hair. They are of fair or rosy and oft-freckled complexion, and their eyes are blue, green, or hazel. Kelts are amongst the most gregarious of races, mingling wherever they are welcome; indeed, nearly all men of common stock will have Keltic blood in their veins.

Pure Keltic clans dwell in the Gal Hills, farming and herding. Others are known to form tight-knit cultural minorities in cities and towns; others still from small villages about the realm. Bloodline clans are typically governed by their chieftains, these in turn guided by their ancient religious sect, the druids, who will traverse the realm to tend their far-flung flock. Whilst Keltic clans are notorious for their feuds and bickering, they will unite under a single banner to face a common threat, selecting a “king” chosen by a conclave of leaders. Kelts are a passionate people, quick of temper and raucously mirthful, yet fearsome combatants.

KIMMERIANS: These are large-boned men of fair to weather-bronzed skin, black hair, steel grey eyes, and thick, blue-black beards. Kimmerian roots trace to a foggy vale within the Caucasus Mountains of Old Earth, where the Ixians and Scythians drove them to no Earthly return. Most Kimmerians consider the Ixians their racial enemies. The Kimmerians are not an overly religious people; although they will at times pay homage to their deity, Krimmr, often his name is used as an expletive.

Chiefly the Kimmerians are horsemen, drivers and herders who roam the Kimmerian Steppe and into the hotly contested northern periphery of the Fields of Vol. Kimmerian cataphracts are the most feared and renowned of all horsemen; too, their artisans craft the most elaborate saddles in the realm, and their gold-chased plate armour is unmatched. Kimmerian tribes oft war with one another, honouring the blood feuds of their ancestors, but when a foreign threat emerges, they will unite, forming a bloodthirsty horde. Other Kimmerians are catacomb dwellers, and in the stone-carven dungeon halls of Krimmea, they are unassailable. Some sages posit that the more reclusive subterranean Kimmerians may well outnumber their surface-dwelling kinsmen, as few can gauge how severely the Green Death impacted their society.

Kimmeri-Kelts: These barbarians are the by-blows of Kimmerian and Keltic mergers during the Dark Age that followed the Green Death. When mankind was on the brink of extinction, displaced survivors of Kimmerian and Keltic pedigree formed their own tribes in the Fields of Vol; Kimmerian chieftains took Keltic daughters for wives, and vice versa. The tribes grew and split several times as the centuries passed, and so were born the Kimmeri-Kelt people, nomads who are fiercely independent and resentful of the denigrations that their parent races oft reserve for them. Physically, the Kimmeri-Kelts are a large-boned people, with variable skin tone, hair colour, and eye colour. As the tribes swell, they pose a greater threat to the security of the City-State of Khromarium, for these barbarians reserve no small amount of enmity for civilized man.

PICTS: Picts are compact, broad-shouldered men with long torsos and short legs. Typically they have green eyes and dense, wavy, orange-red hair. Pictish women are usually petite, no taller than five feet. The men are ruddily complexioned, but the women are almost always fair-skinned, both sexes being heavily freckled. Pictish warriors are known to paint and tattoo their skin, and their shamans lace their long, twisted hair with feathers. Pure-blooded Picts dwell in stockade fortresses within the tangled depths of New Pictland, where foreigners are unwelcome. Their origins trace back to a sinister cult of Caledonia, which was bidden by its withered, white-bearded shaman (reputed still to endure) to commit unspeakable rites.

Half-Blood Picts: The Picts of the Savage Boreal Coast are swarthy complexioned, with straight black hair and brown or hazel eyes. They are regarded as “half-bloods” by their brethren across the Pictish Channel, because Pictish conquerors enslaved and eradicated Tlingit males and claimed Tlingit females as their wives. This history has contributed to cultural, religious, and technological developments divergent from the insular Picts of New Pictland. Presently, most half-blood clans refuse to acknowledge the sovereignty of Fidib. That half-blood Pictish mothers almost always bear twins is noteworthy; this fecundity has contributed to rapid population growth, which is mostly kept in check by the half-bloods’ own tribal warfare.

VIKINGS: Vikings are a robust, fair-skinned race of blond or red hair and blue or hazel eyes. Their women are lean and strong-boned, many as physically gifted as the strongest Amazon women. Vikings build their longhouses about the mountainous coastal regions and glacially carved bays of Vikland, as well as New Vinland. Of note, Vikings (when outside of Vikland) do tend toward gregariousness, much like the Kelts, so their blood is also part of many common strains.

Viking origins trace back to Iceland of Old Earth (specifically, the eleven lost ships of Erik the Red’s fleet). Their shipbuilding techniques are amongst the finest in all of Hyperborea; with their *drekar* (longships) they exact brutal raids all about Hyperborea, leaving a wake of pillage, destruction, and bastard sons. Vikings have many *jarls* (chieftains), all of whom accept tribute from family leaders; in turn, the jarls pay tribute to the Viking king in Eriksgard.

Other Races: Racial remnants of past migrations may endure in small numbers: Angles, Saxons, Moors, Greeks, Romans, Lapps, and Yakuts, to name a few. Also, on the Isle of Mu thrive an odd, reclusive people who shun other men. Too, there exists a degenerate race of men who dwell in the subterranean depths of Underborea. They are called the **oon** (or “ghost men”), and their numbers are unknown. Oon skin is pale to the point of transparency. They have dull black hair and sunken grey eyes. By scholarly accounts, the oon are in thrall to the otherworldly **mi-go**.

ANCIENT AND CONTEMPORARY LANGUAGES

Men of learning agree that six major language groups are spoken throughout Hyperborea, each with its own distinct dialects. Within each language group, speakers of the various dialects are generally understandable to one another, though simple misunderstandings can be cause for tragic consequences.

COMMON TONGUE: Most men will have at least some understanding of the Common tongue, if not complete fluency. It is the most universally understood language of the realm. The Common tongue is prevalent in the City-State of Khromarium and Port Zangerios; consequently it is the language of commerce. The Common tongue is a bastardized language that primarily includes Hellenic, Keltic, and Old Norse elements, but also it has evolved into its own complete and quite extensive language.

ESQUIMAUX TONGUE: Over the centuries the Esquimaux language has split into two divergent dialects: the *Coastal* dialect, such as is spoken in the region of Esquimaux Bay, and the *Tundra* dialect, which is spoken in the Plain of Leng region. The former is influenced by regular contact with other seafaring peoples, whilst the latter is influenced by the absorption of the Lapp and Yakut cultures. Both forms are comprehensible to each other.

HELLENIC TONGUE: This is the root language of the ancient Greeks of Old Earth. Outside of the Common Tongue, it is perhaps the most frequently spoken in Hyperborea, though the various dialects can be cause for miscommunication. Hellenic dialects include *Amazon*, *Atlantean*, *Hyperborean*, and *Kimmerian*. For one who speaks only the Common tongue, Hellenic is perhaps the easiest language to learn.

KELTIC TONGUE: Two major dialects of the Keltic tongue are spoken in Hyperborea. These include the *Goidelic* dialect, the roots of which are shared by Old Earth's Scottish, Irish, and Manx ancestors, and the *Pictish* dialect of the Picts. Enough parallels exist for both groups to comprehend each other, but misunderstandings are common. Interestingly, Pictish wise men insist that their dialect is its own separate tongue, but men of learning in Khromarium and elsewhere agree that fundamental similarities are present.

OLD NORSE TONGUE: The traditional language of Hyperborea's Viking race is Old Norse, a North Germanic language of Old Earth. Old Norse is spoken in several non-Viking settlements due to lengthy occupations. Whilst multiple dialects of Old Norse may have been spoken on Old Earth, only the one form is accepted in Hyperborea.

THRACIAN TONGUE: This ancient tongue comprises two spoken dialects: the *Ixian* dialect spoken by the Ixians of Scythium and an esoteric variation (the *Kimmerian* dialect) spoken by the Kimmerians who sequester themselves in the underground city of Krimmea. Evidence suggests that the Thracian language may have been more widespread during the centuries prior to the Green Death and may have included dialects no longer extant. Presently, with the exception of the cultures mentioned, this language is not commonly spoken.

RARE AND SECRET LANGUAGES: A number of rare and esoteric tongues are extant throughout the realm. Many of these remain unclassified and likely unknown; others are reserved for secret societies.

- ★ *Druidic:* The secret tongue of druids.
- ★ *Hyperborean Esoteric:* The clandestine language of Hyperborean sages and sorcerers, who refuse to teach this tongue to other men (though sages of Khromarium seek to decipher it).
- ★ *Muat:* On the tiny island of Mu Minor, this strange language is said to comprise 814 words. It is not spoken by outsiders.
- ★ *Oonat:* The strange and ancient language of the **oon**, an uncanny race of men who dwell in the subterranean depths of Underborea. It has no known shared attributes with other languages.
- ★ *Thieves' Cant:* The secret language of the underworld (including many signs and gestures); pirates are known to have their own variation.

WRITING SYSTEMS: Most written languages in Hyperborea employ alphabets comprising runes or letters that form syllables. Other writing systems are composed of pictographs (hieroglyphs); i.e., symbols that represent entire words or phrases.

Esquimaux, *Kelts*, and *Vikings* employ separate runic alphabets for their respective native tongues; *Kelts* and *Vikings* do share some runes.

Amazons, *Atlanteans*, *Hyperboreans*, and *Kimmerian* plainsmen share the Old Greek alphabet, derived from the Phoenician. Too, the written form of the Common tongue utilizes this same alphabet.

Ixians and the subterranean *Kimmerians* of Krimmea each employ somewhat similar pictographic (hieroglyphic) writing systems. The esoteric form of the *Hyperborean* tongue is also said to employ pictographs.

Other Writing Systems: Note that druids use the same runic alphabet as the *Kelts*; thieves' cant has no uniform written form. The **oon** are held to employ a form of writing not unlike cuneiform, a complex series of wedge-shaped characters, though also using uncanny geometric shapes; whether or not the Muat possess a writing system is unknown. Of course any number of lost and ancient writing systems may exist. Lastly, the written forms of sorcery as employed by magicians, clerics, and the like are clandestine, mysterious, and extremely abstruse; essentially these are unintelligible to the uninitiated, and even the initiated must tax themselves to decipher such scripts.

CIVILIZED AND BARBARIC HYPERBOREAN POPULATIONS EXAMINED

POPULATION DISTRIBUTION: In most regions, human populations are centred in the village, town, or city, although notable exceptions apply. Nomadism is a strong component of the more traditional *Kimmerians* and likewise the *Kimmeri-Kelts*. When *Esquimaux* society was more prevalent, its constituents embraced a lifestyle of semi-permanent habitation based on the seasons (winter villages, summer villages, etc.) and the tendencies of prey, but now, as the *Esquimaux* have been reduced to smaller numbers, they largely embrace a sedentary lifestyle. Hence, it can be assumed that, with few exceptions, the settlement is the standard model for communal survival.

SETTLEMENT POPULATIONS: Sages acknowledge that the surveys of the ancients do not accord with present-day examinations; indeed, pre-Green Death surveys would not qualify a settlement of fewer than 10,000 individuals as a city.

- ★ **Village:** 100–500 individuals
- ★ **Town:** 500–2,000 individuals
- ★ **City:** 2,000+ individuals

VILLAGES AND TOWNS: Most villages and towns are located on waterways, river courses, or roads. As Hyperborea suffers rapid decay, many of the old roads have fallen to disuse, causing some towns and villages to lose regular contact with the larger centres of population; in sooth, they must become self-reliant or they too shall pass. Many towns and villages are walled, for Hyperborea is rife with predatory beasts and monsters. Rare is the non-walled community that survives; of course, small island villages are notable exceptions.

CITIES: Cities are where the bulk of humanity takes shelter from the horrors without. Since the nigh extinction of humanity by the Green Death, far fewer cities remain than once did, and of course the political and racial landscapes have also changed. Many present-day cities are not fully occupied, as humanity has failed to properly recuperate from the great plague.

Most cities are heavily fortified and on the whole dominated by a single race; exceptions to this norm include the City-State of Khromarium and Port Zangerios, where racial admixtures prevail. Furthermore, two cities are occupied by malign humanoids: **Ape-men** rule the ancient Hyperborean City-State of Kor, and **orcs**, an abominable race of dæmon-blooded Picts, rule Orcust. Of course some cities are no longer accounted for, these completely devastated by the plague and thus fallen to ruin.

FORTIFICATIONS: Castles, fortresses, and fortified manors protect the nobles and sovereigns from hostile incursions; in some cases the entire settlement is a fortification intended to protect the lord and his populace from not just enemies, but the horrors without. In instances when an independent lord constructs a fortress in the hoary depths of the Hyperborean wilderness, each is generally regarded as his own village or town, depending on the population supported; oft these remain unmarked on maps.

POPULATION COMMUNICATIONS: As previously noted, most Hyperborean roads have fallen to disuse, scarcely utilized since the Green Death. Land communications are not as they were, but the means remain much the same: **Horses** and **camels** are the primary means of conveyance, though **dog sleds**, **leaper camels**, **thaw wagons**, and **woolly mammoths** are noted alternatives. In recent years the enthrallment of the **bird-men** has effected aerial communications; too, rumours persist of sky boats streaking through the air from time to time. Still, the major mode of travel and communication remains nautical, with vessels of all sizes and makes plying the seas and waterways of Hyperborea.



POLITICAL AND GEOGRAPHICAL DIVISIONS

THE AERIES: This wind-blasted island group is laired by a plethora of legendary beasts, including **chimæras**, **gorgons**, **griffins**, **harpies**, **hippogriffs**, **manticores**, **minotaurs**, **pegasuses**, **stirges**, and **wyverns**. Only the brave or foolish would dare set foot on the shores of these islands. Notwithstanding, tales speak of a weathered old hermit who dwells here. Those who make his acquaintance are soon beguiled by his rime and verse concerning a mariner of Old Earth whose vessel crossed the North Wind into lost Hyperborea.

A most beneficent creature (an **archæopteryx**) shewed the way to safe return. Whilst the crew rightly praised the creature, the mariner responded most untowardly: He shot it with his crossbow. Still went the mariner's ship on a red-painted sea, and when his crew began to succumb to hunger and thirst, they forced the mariner to bear the dead reptilian bird on a chain from his neck. Then the mariner was cursed to watch his crew die, one after one, under Hyperborea's star-dogged moons.

ALUS MERCURY: This small, mountainous island is dominated by an extinct volcano for which the island is named. Presently Alus Mercury is best renowned for its profusion of yellow, white, and purple poppies, which thrive from mid-*Renaissance* to mid-*Twilight*. In days of yore, when Hyperborea was still a mystical continent beyond the North Wind of Old Earth (and contemporary with Atlantis, Lemuria, and Mu), here lay a fabulous city of marble and stone where thrived the ancient Hyperborean race.

It is told that the sorcerer-king of Alus Mercury oversaw the construction of a grand temple dedicated to Hermes, despite the admonitions of other Hyperborean kings who had abandoned such faith in favour of the toad god, Xathoqua. Legends say that when the grand temple was completed and the first service held, the volcano erupted, killing every Hyperborean man, woman, and child who there dwelt. Men of learning say this disaster was amongst the first portents presaged by the sibyls of Hyperborea, who warned of the advent of the Ashen Worm. The ruins of the old city are said to be buried under the basalt, a subterranean maze of untold mysteries.

ANLATES ISLES: These small, lush isles are home to hundreds of renegade Amazons and (as some purport) Ixians, wholly submitted to savagery. Naked they live as beasts do, roaming the wild, wroth and terrible to behold. The bestial howling of these madmen can be heard from the decks of ships miles offshore. Sages of Fazzuum have suggested the people of the Anlates Isles to be infected with a contagious species of madness, or perhaps a rare form of lycanthropy.

ATLANTICA: This trio of islands lies at the edge of the realm and is perhaps the last place in Hyperborea where Atlanteans congregate. A dying race, most Atlanteans have moved on to other places, such as the City-State of Khromarium, regardless that they are no longer sexually compatible with the other races. The wizardry of their ancients, the sorceries and sciences, are all but lost to the Atlanteans of Atlantica, and the people live as humble fisherfolk and whalers. Furthermore, Atlanteans of Atlantica present the most advanced (or regressed, by some points of view) aquatic traits: neck gills, webbed digits, and clammy skin. Atlantica is reputed to be rich in iron ore deposits and dense magnetic stones of grey-black colour.

BLACK FOREST INLET: This inlet is met by an ancient coniferous forest that is remarkable for its 300-foot spruces. Mythic beasts are reputed to dwell within the confines of this ancient woodland: **chimæras**, **cockatrices**, **griffins**, **harpies**, **hippogriffs**, **lamiaë**, **nagas**, **owl bears**, **stirges**, **giant weasels**, and **wyverns**. Too, **apes**, **bears**, **elk**, **mammoths**, **sloths**, **tigers**, and other beasts inhabit this region.

Tales speak of wild, cannibalistic men who roam the Black Forest, living naked as beasts do; sages posit their behaviour to be consistent with certain lotus chewers, for their madness is punctuated by bouts of extreme melancholia. The inlet itself is treacherous to penetrate, as it is significantly glaciated, icebergs breaking off with regularity. In olden times the Viking King Omo conquered this region; some men of learning suggest the madmen of the Black Forest to be descendants of his people.

BLACK WASTE: Betwixt the Barrier Mountains and the Leng Plateau lies the Black Waste, a blasted heath of ash and soot, riddled with craters within which stand oblong star stones said to be the menhirs of a cyclopean race of otherworldly supermen. Presently the windswept Black Waste is no home to men, though certain half-blood Pictish tribes exile criminals to this merciless desert, a death sentence even the hardest Kimmerian can scarcely survive. Half-blood Pictish wise men say the Black Waste is home to lost spirits and **banshees**, for when night settles, a cacophony of howling voices sound; too, **liches** of indistinct purpose are said to wander the ashen desert of the Black Waste. Where the Black Waste meets the Plain of Leng, the ice is grey-black; here dwell fearsome arctic monsters.

BRIGAND'S BAY: This inlet is lined with the petty holdings of thieves, outlaws, and other villainous men. These holdings emerged at the end of the Dark Age. Each is its own fortress of some 500–1,000 individuals. Each is walled, is mounted with siege engines, and boasts two or more warships. The rulers fancy themselves dukes or kinglets, but the ruling elite of Khromarium scoff at such conceits.

Territorial disputes are bloody and frequent. History shews that single dukes have managed to assume authority of two or even three holdings, but such dominions scarcely endure, and never have all the holdings of Brigand's Bay been united under one banner. Unscrupulous men of both Khromarium and Port Zangerios maintain business connexions with Brigand's Bay, trafficking in all manner of stolen goods, illegal commodities, slaves, and so on. Racial diversity is the norm in Brigand's Bay; hence, racial admixtures are quite common, with strains of Kelt, Viking, Pict, Kimmerian, and Esquimaux evidenced.

BROKEN COAST: This region is noted for its deep fjords, carved by glaciers spawned by the Ashen Worm. Here the glaciers appear to rise from the sea like the walls of an otherworldly castle. Largely barren of human occupation, this coast is hazardous to navigate: Icebergs break off with great tumult, and shoals lie under the water's surface. During the winter years, ice sheets extend into the sea, a cause for further navigational concern.

CAPE CALENCIA: This forested horn is peopled by mixed-blooded Picts no longer associated with either the tribes of the Savage Boreal Coast or the pure-blooded Picts of New Pictland. Their village is built on 40-foot stilts from which they remain ever vigilant to the threat of **ape-men**. The people of Calencia are expert weavers and rope makers. Although their customs (particularly their eating habits) are rather eccentric, they are generally regarded as an hospitable folk.

CRAB ARCHIPELAGO: This chain of islands is populated by crab-kin, men who idolize and are vassals to the subaqueous, otherworldly species known as the **crab-men**. Various towns and villages dot the archipelago. At the base of the chain, these villages are composed of Pictish crab-kin, whilst the end of the chain comprises Esquimaux crab-kin; of course, each race believes itself to be superior. Regardless, the towns and villages of the Crab Archipelago engage in activities that serve the requirements of their alien overlords: mining (of copper, iron, and gems) and other menial labour.

Crab-kin aspire to emulate their otherworldly masters. With pigments they dye their skin red or blue (these being typical crab-man colours), and they gird themselves in all manner of eccentric embellishments so as to appear more crustaceous. Figures of authority (the seventh of seven crab-kin ranks) are empowered to wear the moulted shells of adolescent crab-men. Such figures are also granted the right to journey to the subaqueous cities of the crab-men for further enlightenment. Crab-men might be found amongst the crab-kin villages of the Crab Archipelago, typically to oversee the progress of their human subjects. Crab-kin behave guardedly in the presence of other men; in general they are disgusted by the ignorance of men who refuse to acknowledge and submit to the supremacy of their alien overlords.

DAGON BAY: Few villages dot this bay region. The men who dwell here are of dubious ancestry; some sages suggest hints of Lapp or Yakut blood, whilst others argue that the inhabitants of this region present traits wholly inconsistent with any race of man. Regardless, the customs of the people of Dagon Bay are strange, and many folk exhibit physical deformities unspeakably repulsive; a similar phenomenon is manifest at Port Greely, many leagues distant. Dagon Bay is bountiful with fish and shellfish; however, the waters are known to house fearsome sea monsters (enormous **hydras**, **octopuses**, and **squids**). Poets and madmen insist that the subaqueous cities of the **fish-men** (deep ones) lie below the waters of this bay, but no concrete proof is shown; furthermore, some even suggest that sleeping Kthulhu lurks in those impossible deeps, ever dreaming in lost R'lyeh.



DEATH VALLEY: Sages posit that this cold, dark rent in the realm is bottomless and that it in fact opens to the illimitable Black Gulf. Ecclesiastics suggest that it accesses netherworldly Underborea, where **fire giants**, **salamanders**, and **dæmons** dwell—and perhaps the great Dæmon Lord, Thaumagorga. On occasion, otherworldly agents emerge from the depths of this place; in other instances they appear to be coughed up or rejected, and so Death Valley and its surrounding terrain are rightly feared. Tales persist of adventurers who have sojourned into Death Valley, most never returning, others afflicted with a strange species of madness, and a scant few emerging with untold riches.

DIAMOND DESERT: This coastal desert region boasts the highest-swelling sand dunes in all of Hyperborea, some rising as high as 1,000 feet. The desert teems with horrifying beasts, such as the **giant scorpion**, the sting of which is amongst the deadliest in the entire realm. Every attempt at establishing a settlement in Diamond Desert has failed, due to the blasting sand and aggressive monsters. Here **purple worms** congregate; in fact, sages posit this desert serves as the mating ground for these massive creatures.

Diamond Desert is aptly named, for it contains the most abundant diamond deposits in the realm, but mining operations almost always come to unfortunate ends (particularly when greed overcomes good sense). The region is also believed to be haunted by spirits of the damned, for its coastline is a graveyard of shipwrecks recent and archaic alike. Ancient shipwrecks are reputed to exist in the desert depths, reason to believe that much of this desert was once part of the Hyperborean Sea, or perhaps an inland lake that evaporated.

ESQUIMAUX BAY: This coastal region is inhabited by the Esquimaux, who were amongst the first people to arrive in the realm after the great ice mantle spawned by the Ashen Worm began to thaw. At Esquimaux Bay they fish, dig clams, and embark on grand whaling expeditions; too, they venture inland to hunt **deer**, **elk**, and **mammoth**. Esquimaux engage in vigorous trade with other cultures, selling fish, whale oil, and their distinctive

sculptures of yellow ivory; in recent years, men of the Zangerios Islands have hired Esquimaux carvers to fashion elaborate masks.

Ostensibly, the Esquimaux of Hyperborea present as quaint hardworking people, but in sooth they reserve a dark secret. They are the descendants of certain Kthulhu cultists of Old Earth's Greenland, and still they abide their old ways: performing unspeakable rites, cavorting about massive pyres, and offering bloody sacrifices to their dreaming deity. Some Esquimaux of this region also supplicate Xathoquua.

FIELDS OF VOL: These grassy plains teem with wildlife, including **aurochs, boar, deer, and wild horses;** too, monsters of terrible sort are here. It is not unusual for a herd of **woolly mammoths** to traipse across the region, and in the boggy locations, **thew wagons** are also observed. The Fields of Vol are roamed by tribes of Kimmeri-Kelts, half-blood barbarian nomads. These tribes, which can number from 250 to 1,000 individuals, are known to engage in generations-long blood feuds; this internecine warfare is fortunate for civilized men, for should these savages ever come together, they could pose a significant threat to Khromarium and its holdings.

The Lug Wasteland forms a natural barrier against the Fields of Vol, as travel through the bogs is treacherous, particularly from the spring to summer years. Discord with the full-blooded Kimmerian tribes to the north sufficiently constrains the half-bloods from rising against civilization; likewise, the **ape-men** beyond the River Vol pose a constant threat to these barbarians. Regardless, Kimmeri-Keltic prophecies speak of a savage fighting man who will one day unite the tribes under a single banner; for these reasons and more, borderland patrols north of Swampgate must remain ever vigilant.

City-State of Kor: This ancient city is located beyond the River Vol, at the shore of Trog Inlet. It was originally inhabited by the Hyperboreans, who abandoned it in days of yore when the Ashen Worm mantled the realm in ice. Kor remained a dead, haunted city for countless centuries, even during the more prosperous age preceding the Green Death, but at some indistinct point during the Dark Age, as mankind struggled to emerge from the plague, savage **ape-men** wandered into the ghost city, and with workmanlike purpose they rebuilt and repaired, exercising skills and technologies deemed beyond their ken.

Presently some 5,000 ape-men dwell within the limits of Kor, and it is believed they retain nearly half that number in human slaves. The ape-men are believed to answer to a mysterious overlord sequestered below the city; though speculation varies, most sages agree that the overlord is not an ape-man. Regardless, Kor is not friendly with any human kingdoms, except perhaps Scythium, as trade ships from Fazzuum have been espied leaving its port.

FLOATING ISLAND OF PARADOXON: This large island floats in the Black Gulf just beyond the Rim of the World and is visible from Thaumagorga's Teeth. The Floating Island of Paradoxon shares the uncanny physical geography of Hyperborea: a flat plane, the topside supporting breathable air, with lush, boreal rain forests and grasslands of curious colouration. The periphery of the Floating Island of Paradoxon is met by the Black Gulf, which is essentially airless, but as the North Wind lashes betwixt the island and Hyperborea proper, streams of breathable air form to open temporary connexions.

Long was the Floating Island of Paradoxon the dominion of Amazons, whose sorcerer-scientists built sky ships, laser weapons, and other technologies largely considered Atlantean innovation. How came the Amazons into possession of such intelligence is a matter of conjecture. Regardless, the Green Death was ruinous to Paradoxon; its entire population was eliminated by the plague. Some suggest the Amazons of the Floating Island judged themselves untouchable, and as a consequence they paid the ultimate price.

Centuries later, during the latter part of the Dark Age, a barbaric faction of Amazons laid claim to Paradoxon and soon declared themselves an autonomous state. Eventually they unearthed surviving texts, and over time they knew enlightenment; at length they adopted the ways of Old Paradoxon, rejecting barbarism and reaccepting Law as their canon. The Floating Island of Paradoxon at present is resourceful and fully self-sufficient; its timbering, mining, and crop harvesting are successful. No doubt this culture is amongst the more isolated of the realm, but it does engage in trade, for its unique spices, herbs, nuts, and silks are coveted in Khromarium and elsewhere.

City in the Clouds: On a flat-topped mountain in the centre of Paradoxon lies the City in the Clouds, a metropolis of marble and glass. Here flourishes a matriarchal society, ruled by an iron-fisted queen who refuses to bow to the queen of New Amazonia. The City in the Clouds once housed over 30,000 Amazons; now some 4,000 dwell within its limits.

The wilderness below the City teems with savage beasts and loathsome monsters. Some of these arrive via the Black Gulf from elder worlds and exterior dimensions. Recent rumours speak of sky ships restored in the City in the Clouds; sages of Khromarium reckon this to be the product of otherworldly support, if true. In the queen's castle is also said to be a looking glass that allows her to observe all of Hyperborea, its two moons, Saturn, and countless other marvels housed within the vault of the heavens.

GAL HILLS: These fertile hills and grasslands bloom with heather, sedge, and poppies. Many Keltic towns and villages are spread about the Gal Hills, though none number more than 1,800 inhabitants. Each settlement has its own blood king (chieftain), some of whom claim (through dubious lineages) to be the rightful Over-King. The druids are the spiritual leaders of the Gal Hills Kelts, but to many outsiders their religion is held in low esteem. Standing stones (menhirs), henges, and ancient barrows are spaced throughout the Gal Hills, and these are regarded with uniform reverence, clan conflicts notwithstanding.

The people of the Gal Hills raise sheep for food and clothing. To this end they manufacture and export a large amount of clothing to other towns and cities, such as Khromarium. This industry goes through the Keltic city of Gal, though the roads betwixt the Gal Hills and Gal can be treacherous: The more successful their clothing industry, the more sheep they raise. The more sheep they raise, the more predators are lured, including all manner of **lion**, **tiger**, **bear**, and **wolf**; too, **giant wolf spiders** are thoroughly reviled.

Dunwich: This small frontier village is perhaps the most remote settlement of the Gal Hills. In the foothills of the Spiral Mountain Array, the Kelts of Dunwich are an industrious people, herding sheep, hunting musk oxen, and mining the hills for precious metals and gems.

Gal: This is amongst the smaller cities of the realm, with a population of some 5,000 individuals (mostly Kelts). Gal arose in the aftermath of the Green Death and its ensuing Dark Age. The city holds no true authority over the many villages of the Gal Hills (i.e., Gal City is not the capital of the Gal Hills), but it does tax those individuals who utilize the city as a funnel for business. Indeed, the city's prosperity is almost entirely predicated on its cloth exports; too, candles, glue, and soap are manufactured in the city.

The Kelts of Gal City accept outsiders as permanent or semi-permanent denizens, and with the exception of rulership, they are afforded nearly all the same opportunities and privileges as any Kelt. The city is walled and well equipped with siege weapons, for in times past Viking raiders invaded, burned, and eventually conquered Gal—but in a stunning turnaround, the Keltic hillmen united and took back the city. After dozens of subsequent Viking–Kelt conflicts, the Kelts of Gal City and the Vikings of Vikland presently observe a truce.

GIBBERING FIELDS: These grasslands are renowned for their poppy and lotus fields, steam vents, and violent geysers. The Gibbering Fields are grazed by **urochs** and **woolly mammoth** herds; accordingly, these attract fearsome beasts, including **giant hyænas**, **sabre-tooths**, and **dire wolves**. Too, **hyæna-man** tribes roam these grasslands; their hysterical, gibbering laughter is cause for fear and madness. The Gibbering Fields are reputedly haunted by malevolent spirits, and from the boggy meadows rise weird, iridescent, vampiric clouds. Old standing stones, crumbling foundations, and dried wells have been found in the grasslands, the ruins of a better age before the Green Death devastated the realm.

ISLANDS OF THE APE-MEN: Most **ape-man** tribes populating these islands exhibit the ability to create stone tools, including spears, arrowheads, and other implements. They also appropriate weapons of iron and steel, but the science behind their founding, the riddle of steel, remains a mystery analogous to sorcery in their savage minds. Individual tribes number up to 200 ape-men, and these usually include a shaman from whom they glean the wisdom of Xathoqqua or Yug.

The ape-men of these islands are notoriously hostile to men and to one another. Terrible blood feuds erupt, these provoked by circumstances scarcely understood by men. In their tribes, a dominant male almost always enjoys all mating privileges. Note that during the winter years (mid-*Twilight* to mid-*Renaissance*) a land bridge of ice may form betwixt the main continent and these islands. When this occurs, the ape-men will venture as far as the Kimmerian Steppe and the Fields of Vol, raiding and pillaging as is their wont.

ISLE OF GHUL: This cursed, desert isle is the domain of an heretical necromancer, who purportedly commands a horde of undead minions. The isle is surrounded by reefs and shews high cliffs from which towers of granite rise. A tower of basalt ascends from the island's centre, said to be dwelling place of the dread necromancer. Doomed are vessels that maroon on the Isle of Ghul.

ISLES OF THUR: These volcanic islands are inhabited by Vikings whose ancestors were exiled from Vikland for their refusal to submit to Ullr and Ymir. The Vikings of Thur live a harsh existence, shunned by kinsmen and gods alike. Worse still, the isles' volcanoes are active, and at least once in their history, nearly all the exiles were wiped out; too, the Green Death did not treat them kindly. Still, 500 or more Vikings persevere here, fiercely independent, despite Vikland's decree that they may build ships no larger than a *færing*; essentially this precludes the inhabitants of Thur from crossing that hazardous stretch of the Hyperborean Sea known as River Okeanos. *Thurssonns* (as they oft refer to themselves) view this stricture as intolerably unjust, citing the threat posed by the nearness of Minotaurios.

IX: At the Rim of the World lies the fabled isle of IX, where the most precocious of Ixian sorcerers practice forbidden rites. Unspeakable atrocities are observed on IX, where the **dæmons** dwell, where the **banshees** live (and they do live well). Here the walking dead are said to outnumber the living, witches hold terrifying covens, and necromancers (the island's ruling elite) are infected with a species of incalculable madness.

Ominously the island rises from the sea, 200-foot cliffs of black gneiss atop which grows sparse and wan vegetation. Squat stone towers and bastions are carved in the mountainous cliff sides, and manors carved of the same black stone stand atop the isle. A cold, dreadful wind blows perpetually across the island's summit.

IX is cradled by the Black Gulf, for the Rim of the World is fractured around this evil isle. The island is furthermore surrounded by wind-blasted black shoals on which many a ship has been wrecked; the fate that befalls the passengers and crew of such vessels is unfathomable to the sane.

KIMMERIAN STEPPE: This cold, grassy steppe region is roamed by large herds of **aurochs**, **camel**, and **wild horse**. **Musk oxen**, **woolly mammoths**, and **woolly rhinoceroses** are plentiful, too. Approximately a dozen nomadic tribes of Kimmerians range these steppes, each with its own hereditary chieftain. These steppe horsemen are esteemed as the finest cataphracts in the entire realm, their thunderous onset nigh unstoppable. Most tribes of the Kimmerian Steppe number from 500 to 1,000 individuals. Three of the largest tribes have semi-permanent villages in that arm of the Spiral Mountain Array that divides the Kimmerian Steppe.

Prior to the Green Death, Kimmerians controlled the Fields of Vol, but this region is now dominion of the Kimmeri-Kelts, a hybrid race whom true Kimmerians view with disdain. As a consequence, the borderlands betwixt the Kimmerian Steppes and the Fields of Vol are hotly contested, the wars bloody and easily provoked. Furthermore, Kimmerians cling to generations-old blood feuds; oft they will war with one another, as well.

The Kimmerian Steppe presents a strong resource for ivory and furs, and the barbarians, despite their lack of formal education, comport themselves well when dealing with outsiders. Too, Kimmerian saddlers and armourers are the most highly regarded throughout the realm. A suit of gold-chased Kimmerian plate mail, for instance, can fetch thousands of gold pieces.

Krimmea: This vast, underground city is ruled by Kimmerians who long ago closed off all relations with other men—including their own kinsmen, the steppe nomads—when the Green Death ravaged the realm. In the last century these catacomb people have emerged to engage their cousins of old, trading rare ores and edible fungi, but in the intervening age they evolved in ways their surface-dwelling kin neither understand nor appreciate. Their numbers are unknown, for none can fathom how acutely they were impacted by the Green Death.

The men of Krimmea do not admit outsiders into their underground city, even other Kimmerians. Some suggest the catacomb dwellers to be in league with creatures of otherworldly or netherworldly origins. Notwithstanding, these strange, brooding people are less savage than their surface-dwelling kin.

Mount Forptycle: Kimmerian oral legends speak of an age when their race, driven by their enemies of old, the Scythians, entered a foggy vale within the Caucasus Mountains of Old Earth. Their traditions say the fog took sentience, a glowing, sparkling entity. Within the confines of those eldritch mists sounded a terrible piping that effected a potent vertigo, to which they each and all succumbed. When at length the Kimmerians stirred, they found themselves in lost Hyperborea, at the summit of Mount Forptycle, an impossible, snow-capped peak of glittering black gneiss from which glacial tongues jut. Witches, poets, and madmen suggest that Mount Forptycle remains an umbilical cord to other worlds and times, but only when the stars are right.

KITASION ARCHIPELAGO: Few villages dot the vast Kitasion Archipelago, for this island chain is home to terrible monsters and beasts of legendry, including **harpies** and **manticores** (and in the deeps of seaside caves, **gorgons** and **basilisks**). Passing betwixt the islands is a risky proposition for any vessel; to wit, the most feared threat is the **cyclopes**, savage, one-eyed giants. Notwithstanding, a few villages eke out a meagre existence here.

LARCHMERE YYS: Four and two-score years ago, this frontier valley region betwixt the Spiral Mountain Array and Dagon Bay was settled by a sect of Apollonian pilgrims, who fled cultural and religious persecution in the City-State of Khromarium. Along the River Yys they built their village and fenced it with massive larch timbers. The people of Larchmere Yys Village (population c. 300) are successful crop farmers and righteously religious, unwavering in their conviction that theirs is the true Hyperborean faith.

In recent years, these folk have engaged in trade with a small, reindeer-herding village of Esquimaux discovered upriver, whom they hope to convert to Apollo. Conversely, they have avoided contact with the uncanny men who inhabit the fishing villages of Dagon Bay, for the latter are of an unsettling breed with dubious religious practices. Tensions with these Dagonites have escalated of late, a consequence of missing persons and other suspicious affairs.

LENG PLATEAU: This vast, hostile, desert plateau region is considered uninhabitable. Reputedly it is frequented by the enigmatic **men of Leng**, whose **leaper camel** sojourns to this region are ill understood. On the highest windswept tables, they blow their haunting pipes, singing the terrible “Song of Azathoth”. Some of Hyperborea’s largest herbivores (**musk oxen** and **woolly rhinoceroses**) inhabit the Leng Plateau, and they attract fearsome predators, including all manner of **bear**, **tiger**, and **wolf**. Men scarcely visit the Leng Plateau, though Esquimaux tribes chase game here; oft they will halt at the foot of the plateau region, fearful of its otherworldly inhabitants.

LIZARD COAST: This region of coastal marshlands is inhabited by reptilian humanoids known as **lizard-men**; how they refer to themselves in their own sibilant tongue cannot be vocalized by men. These creatures are intelligent, though not particularly advanced. They are presumed not to have solved the riddle of steel, yet nearly every tribe protects its semi-aquatic lair with modern weaponry. Many lizard-men of this region ride **giant draco lizards**, which they fit with saddles.

Lizard Coast is inhabited by many species of aquatic and semi-aquatic monsters, especially **giant snakes** and the oft-sought **thew wagons**. Massive species of **giant elk** dwell here, too. Lizard Coast is notorious for several deadly forms of lotus, which men seek for various diabolical schemes. Other reports mention deadly plants and trees perhaps tainted by Evil, as well as restless spirits and like horrors.

Expeditions into Lizard Coast are no doubt perilous, for although lizard-men typically avoid men, they can become violent upon intrusion. Whether the lizard-men make war on one another is not confirmed. They are generally understood to engage in ancestor worship and venerate Xathoqqua, whose ancient shrines are scattered about the coast.

LUG WASTELAND: Nominally, the Lug Wasteland is within the domain of the City-State of Khromarium, and thus the latter includes within its limits the towns of Port Greely, Stonebrook, and Swampgate. This vast stretch of boggy wetlands and coastal marsh is a breeding ground for lumbering beasts, enormous insects, and gargantuan monsters; notwithstanding, doughty men harvest peat, hunt big game, and prospect for resources here. In winter, mid-*Twilight* (Mammoth, Year 11) to mid-*Renaissance* (Fish, Year 2), this entire region freezes solid, and the spring years are remarkable for a species of **fire beetles** (oft called *jigs*) that cavort about the bogs, scores upon scores emitting their fulvous phosphorescence, as the standing males “jig” on their hind legs in most ostentatious displays.

Perhaps the most treacherous region of the Lug Wasteland is its expanse of bubbling tar pits where dwell unspeakable horrors, formless abominations that feed on the flesh of men. Abandoned shrines of Xathoqqua lie here, tangled and overgrown, and haunted by all accounts. Also in the tar pit regions are some hot springs; certain shamans and druids claim these pools possess supernatural restorative and rejuvenescent properties.

City-State of Khromarium: Once regarded as the jewel of the Kingdom of Hyperborea, the City-State of Khromarium demonstrates a history that predates the rise of mankind. Little doubt exists that this is the oldest city in the realm. Indeed, men of learning posit that Khromarium’s spiral towers of black gneiss were not carved by human hands; neither were they intended to accommodate bipedalism, but rather something altogether inhuman. Regardless, for untold millennia, Khromarium served as the capital city of Hyperborea, where reigned the Hyperboreans: a race of man that ascended to sorcerous, scientific, and cultural heights theretofore unseen—and as the Hyperboreans rose to prominence, they drove back the former rulers of the continent, the savage **vhuurmis**.

The Hyperborean kingdom was vast and powerful, and from coevals Atlantis, Lemuria, and Mu it accepted tributes. In that bygone age, when Hyperborea was just beyond the North Wind of Old Earth, deities such as Apollo and Artemis frequented this paradisaic land of endless summer, and Khromarium was regarded as the premier cosmopolitan city of the world. The Hyperboreans delved in mysteries, arts, and sciences scarcely essayed by lesser men. They learnt of the terrifying lost races that had descended from the stars in primordial times, they unearthed Yothic manuscripts, and eventually they came to glorify the Old One known as Xathoqqua, who taught the most erudite Hyperborean sorcerers the eldritch secrets of Saturn.

After the sibyls of Hyperborea presaged the advent of the Ashen Worm, and all the portents of its arrival were met, the Hyperboreans fled to their fastnesses beneath the Spiral Mountain Array. Khromarium was abandoned, a ghost city soon mantled in hundreds of feet of ice. Millennia later, the ice thawed and the Hyperboreans emerged to reclaim the jewel of their erstwhile empire.

They learnt that their realm had lost its connexion to Old Earth and that it was crawling with the savage races of man. Regardless, they reclaimed the ancient city and once again basked in their physical and intellectual supremacy. They took the lesser races of men for slaves, arena gladiators, and test subjects of scientific and sorcerous experiments. Over time, the Hyperboreans took to chewing lotus leaves and yielded to unspeakable perversities. Too, they even experimented in druidism, as they esteemed the heathenism of the barbaric Kelts strangely attractive. The Hyperboreans had become a lax and decadent people, consumed by their own devices. As the Hyperboreans of Khromarium lolled in stagnation, the barbarians without progressed.

Then came the Green Death. Once again, the Hyperboreans ignored the prognostications of their last remaining sibyls; hence, few family groups escaped the city before the great plague took its toll. Khromarium was left a lifeless husk.

Centuries later, during the Dark Age that followed the Green Death, barbarians claimed the lifeless city. The barbarians multiplied, fortified, and grew in power; they were the antecedents of the more civilized men of today, the likes of whom chronicle this very gazetteer. When the last of the Hyperborean race emerged yet again, they were powerless to reclaim authority, a cultural curiosity in the city from which they once ruled an empire.

Presently Khromarium is a dismal, seedy place, choked by the smoke of its factories. Some 30,000 or more individuals reside in the city, but as poverty and homelessness are alarmingly high, reckoning an accurate census is difficult. The bulk of the populace dwells at the south side of the city, close to the harbour. Twisting towers of black gneiss dominate the north side of Khromarium; this is called the “Old City”, where large groups live on the streets in tents and ramshackle dwellings, afraid to enter the towers (which are commonly held to be haunted).

Khromarium is ruled by an oligarchy of men comprising the city’s most powerful knights, nobles, and guild masters. At present (576 CÆ), Gill Sampatose, Master of the Mariner’s Guild, serves as Lord Mayor. Khromarium’s populace is largely Neutral, though many lean toward Chaos. Although the city is not without the influence of Law, justice is seldom served with any semblance of equality; i.e., the accused had best have the proper connexions, or potentially suffer abuse, shame, or death.

Khromarium has the largest harbour in the realm, the largest population of any city, and the largest representation of racial diversity. It is perhaps the only city in the realm where all the races of man might be met, though this does not diminish the enmity that some races reserve for one another; e.g., it is not unusual for a Kimmerian to bury his axe in the skull of a hated Ixian, should the two meet in a back alley. The Xathoqqan orthodoxy dominates the city, though other cults and mystery societies are spread about. Druidism is disfavoured, for many associate the old Keltic religion with the coming of the Green Death.

From coast to coast, like a great semicircle, Khromarium is walled in, protecting it from the beasts and horrors of the Lug Wasteland and the savage barbarian nations farther north. All manner of siege engines are mounted on these walls, and where the walls and towers meet the sea, these may be unleashed on enemy vessels. The watch has been doubled in recent years, and patrols increased, for Viking raiders (officially “unsanctioned” by the king in Eriksgard) have victimized various Khromarium establishments; furthermore, during *Nightfall* (Bat, Year 13) of the more recent cycles, Kimmeri-Kelts of the Fields of Vol have traversed the frozen Lug Wasteland to assail the city. These invasions have been repelled, but substantial cause for concern remains, as the Northerners reserve an irrational contempt for civilized men.

In immemorial times, the city of Khromarium doubtless was met by many roads. Presently much of the old North Road remains betwixt the city proper and Swampgate; all other roads have been scraped away by glaciers or swallowed by the bogs. Overland modes of transportation include **horses, camels, woolly mammoths, and thew wagons**. Nonetheless, overland travel is but a secondary mode of transportation, as most commerce is engaged by sea; commercial enterprises from the cities of Eriksgard, Fazzuum, Gal, Pandoros, and Port Zangerios all access this massive port, as do countless towns and villages.

The Khromarium harbour is lined with factories, warehouses, taverns, inns, bawdy and gambling houses, shops, and services (craft and merchant); these are largely controlled by the ruling elite: the knights, nobles, and guild houses. Of note, the thieves’ guild has its hands in several operations; the sorcerers’ guild is a clandestine organization with tangential political influence; and the sages’ guild, a politically neutral society, consists of the finest, most erudite men of learning in the entire realm. The Khromarium shipyard is the largest in Hyperborea, and the expert technologies of the Vikings, Amazons, and Esquimaux are employed with success. The inner city boasts the finest arena in the realm, and all manner of contests and blood sports are engaged during festival weeks. Temples and fanes are scattered across the city, the primary deity of worship being Xathoqqua, whose effigies are found in many homes and establishments, as well.

Nominally, the City-State of Khromarium holds dominion over the whole of the Lug Wasteland, including the towns of Port Greely, Stonebrook, and Swampgate. These towns are independently ruled, however, and in sooth the city exerts little authority over its holdings. Portions of the Lug Wasteland are farmed, and the peat-harvesting industry provides fuel for the city, particularly during the lean years of winter dark.

Port Greely: This fishing village of some 1,200 or more inhabitants has in recent years withdrawn from trade with other folk. The people of Port Greely are believed to engage in clandestine practices hidden from the eyes of outsiders. Too, they have become increasingly nocturnal; by day the town may seem abandoned save for

the occasional appearance of a local. Before the strange times commenced, Port Greely was renowned for its fishing industry, primarily derived from shellfish gathered at Greely Shoals, a small cluster of islets to the south. Whilst the village once boasted several taverns and at least two popular inns, these are presently believed to be closed to outsiders.

In the last century, an uncanny trend began to manifest, which may or may not have contributed to Port Greely's utter isolationism: The people exhibit strange and disconcerting abnormalities. Their heads have taken to an odd shape, their necks thick and folded, their eyes bulging. With each passing generation, these malformations appear more pronounced. Ugliness alone, however, is not cause for isolationism; sages posit that something more sinister is at work in Port Greely.

Stonebrook: This town is located at the foot of a seaside castle that stands on a high bluff above the open sea. Stonebrook is the hereditary holding of a line of dukes and duchesses, also including lands radiating 20 miles from the town and castle. Traditionally the Dukes and Duchesses of Stonebrook are accorded all the rights and privileges of Khromarium's ruling oligarchy, but not official seats.

Stonebrook houses nearly 2,000 individuals, though its numbers have slowly decreased in recent years owing to a series of untoward events surrounding the Duke's lineage. The architecture of the castle, its catapults and ballistæ, and the sheer height of the cliffs afford Stonebrook nigh impregnable defence from attack. Furthermore, the town is walled to defend itself from landward incursion.

Swampgate: Ostensibly this township of some 1,000 inhabitants is under the protection of the City-State of Khromarium. Here dwell farmers, loggers, hunters, herders, miners, and peat cutters. The town is high walled, and rangers patrol the hostile borderland, holding the frontier from savage tribes of Kimmeri-Kelts who have abused these good, simple peat farmers for reasons absurd.

MINOTAURIOS: Lairing within the subsurface of these volcanic islands is the largest-known concentrated population of **minotaurs**. In seaside caves they maintain appropriated vessels: galleys from Khromarium, Viking longships, and Amazon carracks. The minotaurs of Minotaurios are the hereditary enemies of mankind hunted to nigh extinction ages ago, but they proved immune to the horrors of the Green Death; hence whilst man floundered, the minotaurs flourished. These monsters are not without culture; indeed, they are renowned for crafting some of the finest earthenware in the realm and elaborate suits of armour, too. Despite their notoriety as merciless slavers and eaters of human flesh, the minotaurs of Minotaurios will engage in trade with men when it suits them.

MU MINOR: In ages past this tiny island was about ten times its present size. When the Hyperborean sorcerings and witch-queens were at the height of their power (before the coming of the Ashen Worm), Mu Minor was settled by men from the mystical land of Mu. The men of Mu paid tribute to Khromarium and sought the incalculable wisdom of the Hyperborean sages. However, shortly before the whole of the realm was mantled in ice, a volcanic eruption destroyed most of Mu Minor. Survivors were few.

Presently a small village of descendants endures, a small, ebony-skinned people with broad noses, slanting eyes, and straight black hair. The men and women of Mu Minor garb themselves similarly, in long, dun-coloured smocks, and both sexes crop their hair identically. They are a reclusive people who speak a secret tongue (Muat, a language of 814 words) and abide strange customs. They do not favour foreign visitations, and they do not speak the Common tongue of man. Regardless, the island is difficult to locate, for the blasting winds of the River Okeanos carry vessels far off course.

NARATH AND TARATH: These two islands are inhabited by **cave-man** tribes, whose subterranean lairs are held to be unassailable. Their numbers are unknown, though their population seems to swell and recede in cycles that mirror the 13-year calendar; during the time of perpetual darkness they appear to thrive, emerging from the subsurface to bay at the stars and (sometimes) wage bloody wars against one another (Narath versus Tarath). The savages of Narath and Tarath are regarded as servants of Yug and Azathoth, and their sorcery-wielding shamans are esteemed formidable opponents.

NEW AMAZONIA: This gynarchic nation was founded by lost Amazons from Old Earth's Caucasia. In Hyperborea they arrived at a wild coniferous coast (possibly Dagon Bay or Black Forest Inlet). Here the displaced Amazons built a trio of warships and set out to find home.

On the icy Hyperborean Sea they were assailed by leviathans, and by land they were greeted by the brightly feathered arrows of warlike savages (possibly the Tlingit of the Savage Boreal Coast). For a year they sailed, until at length they sought the fabled Rim of the World. When doom seemed certain, they chanced upon the lush islands they would settle and come to call New Amazonia.

The Amazons had established a new home, but they needed mates, so they raided Hyperborean mainland settlements for men deemed proper breeding stock. They developed a culture predicated on the tenets of Law, and at length their kingdom spread to the Floating Island of Paradoxon, where spectacular sorcery-sciences were developed (or, as some men of learning would suggest, discovered). Over time clandestine factions formed, Amazon cults that refused to comport themselves to the rigidity of Amazon society. Furthermore, the Green Death did not spare the Amazons despite their remoteness; pockets of survivors endured, but by and large their society was decimated, and for many Amazons, the precepts of the founding mothers were lost to a bygone age. Presently the rulers of New Amazonia vigorously endeavour to reform their kingdom of old, but much remains to overcome. Their population is a fraction of its former self, and the Amazons who have re-established the Floating Island of Paradoxon refuse to acknowledge the authority of the Amazon Queen.

In New Amazonia, a reverse form of gender discrimination exists in which men are largely considered second-class citizens, and many are treated as slaves (albeit privileged slaves). Amazon men accept this as natural; they seem to favour the Amazon gynarchy. New Amazonia boasts some unique trade goods: fruits, nuts, saps, gums, and exotic spices; too, their copper, iron, and gold mines are productive, and their woodlands contain a unique tree species whose fibres make for resilient ropes. Their most bitter enemies are the Ixians, whom they have detested from the times of Old Earth.

Pandoros: This is the capital city of New Amazonia, a society of Law ruled by an autocratic queen. Her 10,000 Amazons worship Artemis, whose shrines and fanes are found within the city and without; the Grand Temple of Artemis is most notable amongst these, built of marble, with fluted pillars that stand some 67 feet in height. Apollo is also acknowledged, but not in a positive light; indeed, he appears to be an object of ridicule in various plays, poems, and songs.

Pandoros' markets are rich of fruits, herbs, spices, and rare woods, and travellers come from far and wide to patronize these. The city boasts some of the finest ropewalks in the realm, cultivating the fibres of its unique indigenous trees. Pandoros is also renowned for its shipbuilding techniques, perhaps surpassed only by the Vikings of Erikssgard. Pandoros conducts vigorous trade with Gal, Khromarium, and Erikssgard, but less oft with Port Zangerios, as the Amazons take a dim view of the Zangeriosan lifestyle.

NEW PICTLAND: When the Picts of Old Earth's Caledonia were swept to Hyperborea by the sorcery of their ancient, white-bearded shaman, they arrived at the main island of a group they would come to call New Pictland. Here they thrived, eradicating small pockets of Esquimaux and Tlingit whose presence on the island was limited. The Picts thrived, and over time this once-small cult of tattooed diabolists exploded into a populous race that spread all about New Pictland. They founded a Pictish kingdom and seated a king who, in Fidib, took his counsel from the ancient shaman, Ptarmigan.

The Picts of New Pictland waged a long, brutal war with the Tlingit of the Savage Boreal Coast. It is said to have lasted more than three centuries, but the Picts prevailed. Systematically they began to eradicate the native Tlingit population, but then a fascinating phenomenon was discovered: Whenever unfortunate unions betwixt Pictish conquerors and Tlingit women transpired, the progeny were twins.

The rulers of Fidib thus concluded that the best way to ensure the prosperity of the Savage Boreal Coast was to execute or forcibly castrate all Tlingit men and assign Tlingit women as wives to the Pictish conquerors. The strategy was a success, but a species of contempt soon grew for these half-breed Picts. This disdain led to later strife, as is detailed in the *Savage Boreal Coast* entry (q.v.).

When the Green Death struck, the Picts proved amongst the most resilient of races; their population was merely halved. Sages suggest environment, diet, and sorcery as potential explanations. Presently many tribes and fortress villages are found throughout New Pictland, and each has its own kinglet, but in the walled citadel of Fidib resides the high king.

New Pictland is a land of significant resources. It may well have the most plenteous mines of electrum and silver in the realm. Likewise, the islands produce furs and rare woods. The Picts are not active traders, however, for they believe they are the master race of the realm. Notwithstanding, clandestine cults are said to exist in New Pictland whose members subscribe to druidism, a forbidden religion. The islands' woodlands are reputed to be festooned with webs, and astonishingly massive spiders have been reported, these regarded with disturbing religious reverence.

Fidib: This massive citadel of wood and stone with adjoining city is the capital of New Pictland, population 12,000. Here rules the high king, a savage, intractable warrior whose thirst for domination will not be slaked. His chief advisor is a seemingly ageless, white-bearded shaman known as the Ancient One. Some dare whisper that this is Ptarmigan himself, undying.

Fidib is remarkable for its massive, black stone temple dedicated to Tlakk-Nakka. The citadel's harbour is filled with war canoes. The men of Fidib brook not the visitations of non-Picts, as they consider themselves at war with the world. Across the Pictish Channel, most Pictish tribes of the Savage Boreal Coast no longer pay tribute to the high king. These are considered enemies of New Pictland; indeed, even those who continue to offer fealty are regarded with distaste by the high king and his many kinglets.

Ptarmigan Rock: This village of some 400 Picts is best noted for the sacred rock on which the original Pictish immigrants mystically disembarked from Old Earth. Ptarmigan Rock thus became the first colony of New Pictland, but at length its popularity was supplanted by the more favourably located Fidib; notwithstanding, Ptarmigan Rock remains a significant religious and cultural site. Ages ago, long before the Green Death swept across the realm, the apex of the rock was carved to bear the likeness of Ptarmigan, the white-bearded shaman who led the Picts to Hyperborea. The image shewn on this effigy has long since faded, though some say that the stone transmits mystical protections to full-blooded Picts. Lastly, Ptarmigan Rock is a rookery for a most peculiar breed of seasonally camouflaged grouse able to mock human speech. Pictish shamans esteem these birds sacred, to be sacrificed to forest spiders when both moons are full.

NEW VINLAND: New Vinland is a land of rolling hills rich with wheat, elderberries, and blackberries; however, it is perpetually vulnerable to stormy weather off the Hyperborean Sea. This peninsula and extending island pair has switched hands betwixt Vikings, Kelts, bands of sea reavers, and ultimately Vikings again.

History shews that the Vikings were first to settle the region after a series of conflicts with local *skrælings* (loosely, "foreigners"), whom sages believe may have been Esquimaux, Lapps, Tlingit, or Yakuts. The Vikings built their sturdy longhouses in the hills and by all accounts flourished. This, of course, was in that bygone age after the ice thawed, yet before the Hyperboreans emerged from their fastnesses in the Spiral Mountain Array. When the Vikings made inland forays and were met by the Kelts, numerous skirmishes ensued. The races became bitter enemies. Unfortunately for New Vinland, Vikland lacked the resources to continuously support the colonies.

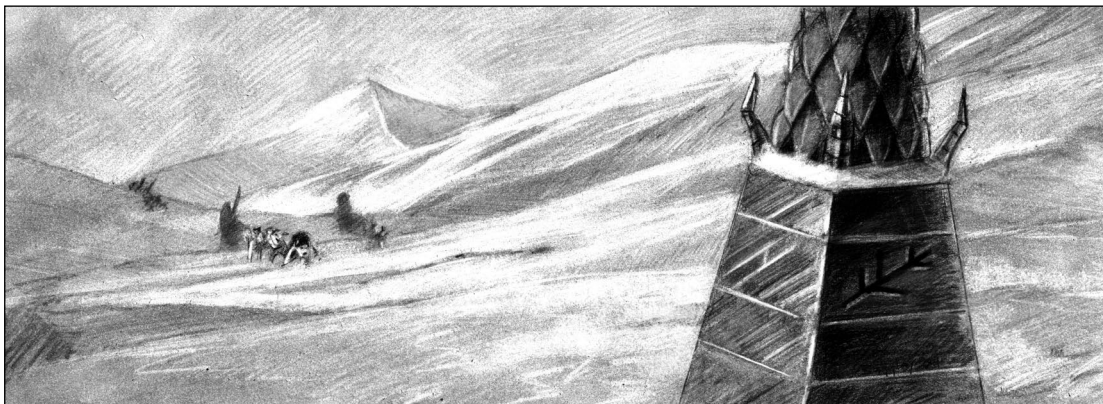
At length the Kelts were victorious, overthrowing the Viking settlements of New Vinland. The Kelts bred cattle in New Vinland and harvested its wheat and fruit. Druidism flourished in the region, and menhirs were erected all about the hills. Then came the Green Death, and the Kelts of New Vinland were annihilated.

Centuries later, bands of reavers settled the peninsula and islands. Theirs was a lawless, bloody society, predicated on murder and robbery, but when they sought to aggressively control the waters surrounding their island, a recuperating Vikland would not suffer it. A short-lived war ensued, the Vikings driving off the unorganized reavers. It is believed that many of the surviving reavers settled the Brigand's Bay region.

Presently, New Vinland prospers again, with five longhouse villages, each of 800–1,200 inhabitants. Each town is its own petty kingdom, owing fealty to the Over-King in Erikssgard, for New Vinland is considered an annex of Vikland. Currently relations are better with the local Kelts, and healthy trade proceeds. New Vinland elderberries and blackberries are popular trade products, oft used for wine and jelly; too, the Vikings harvest bountiful wheat crops. They also raise sheep and domesticate aurochs. Lastly, a few copper and silver mines are also worked.

ONJA COT: This small, forested island lies within the confines of that most treacherous belt of ocean currents known as the River Okeanos. Onja Cot, which is named after its seemingly immortal shaman, is the dwelling place of Pictish cannibals who file their teeth to points and whose abominable customs are shunned by even the most terrifying Picts of New Pictland. Naked but for masks woven of leaves and grasses, these savages roam as beasts do; notwithstanding, they are cunningly intelligent and produce fine war canoes, which they use to pillage mainland Hyperborea, abducting men, women, and children for their unspeakable rites. The savages of Onja Cot are said to grind the flesh of their victims, mixing in dried lotus leaves and other spices, and then devouring it raw. This excites them to religious fervour as they cavort about their island and engage in terrible orgies, all under the watchful eye of their living god, the shaman Onja Cot, whose coffers are said to be laden with ivory and gold.

PLAIN OF LENG: This frigid tundra is considered uninhabitable by most men, except the doughty Esquimaux. The Plain of Leng is roamed by **musk oxen**, **woolly rhinoceroses**, and **woolly mammoths**. Esquimaux dog-sledding tribes herd reindeer and hunt mammoth on the tundra, and oft they give chase to the elusive black fox, the pelts of which fetch rich sums. Ice fishers, they build igloos, or erect tents framed by mammoth tusks and covered in mammoth and musk ox skins. Too, they leave offerings to Ythaqqa, the god of the **abominable snow-men**. The Esquimaux trade furs, skins, fish, and ivory. On occasion they also harvest gems.



With the exception of the lofty heights of the interior Spiral Mountain Array, no place in Hyperborea is colder than the Plain of Leng, for the winds are relentless. Astounding creatures thrive in this wasteland, from the most fearsome of tundra beasts to roving tribes of abominable snow-men, to perhaps the most enigmatic species in all of Hyperborea: the **men of Leng**. Whether the men of Leng are of Earthly origins or not is a matter of conjecture. They are a nomadic race of satyrs who communicate via music and empathy. On their **leaper camels** they traverse the sheeted plains of this hostile wilderness and likewise the Leng Plateau. It is said they follow winds that produce spectral harmonies, the terrible "Song of Azathoth". Lastly, some poets and madmen suggest that Kthulhu dwells in his lost city in a black reservoir deep below the frozen Plain of Leng.

RED DESERT: This vast, cold wasteland is composed of dry, rocky, sandy terrain with swaths of steppes. Reptiles of many species inhabit the Red Desert, including **giant lizards**, **snakes**, and **crocodiles** (where the two major rivers flow). Tribes of **hyæna-men** are said to roam the desert, and packs of **blink dogs** have been reported. **Wild asses**, **camels**, goats, and **horses** dwell in the Red Desert. Humans are not known to settle the Red Desert, but iron, lead, and salt mines are established from time to time; these oft come to unfortunate ends. Other men seek the rare forms of lotus reputed to grow amongst the steppe scrub.

SAVAGE BOREAL COAST: This temperate evergreen forest is rich of hemlocks, pines, firs, and ancient redwoods (the tallest trees in the realm, reaching 400 ft.), with an understory of ferns, shrubs, and mosses. The Savage Boreal Coast is perpetually foggy and presents the highest precipitation in the realm, conditions attributed to the position of the Barrier Mountains. The Savage Boreal Coast was originally settled by the Tlingit, who found the region sufficiently familiar to their tastes. They built plank-house villages fronted by brilliantly carved and painted totem poles. Oft they skirmished with Esquimaux, but most disputes were tribal.

Then came the wild, red-haired, tattooed savages from across the sea: the Picts. In a long and brutal war that lasted over three centuries, the Picts systematically crushed the Tlingit, but the conquerors soon concluded that the expansion of their empire could not succeed without Tlingit manpower. Tlingit males were castrated and enslaved, or put to the sword, and Tlingit women were taken as wives; consistently and unfailingly these unions resulted in the birthing of twins, and so was born the hybrid race present in that region today, a race that has recovered from the Green Death more quickly than others.

Predictably, a cultural divide grew betwixt the Picts of New Pictland and the Picts of the Savage Boreal Coast. The “half-bloods” were influenced by their maternal ancestry and learnt to carve totem poles, masks, and elaborate war canoes. The Picts of New Pictland were solely interested in the war canoes, and at length forbade totem poles. In due time many coastal tribes of the Savage Boreal Coast renounced their ties to New Pictland, and presently few continue to pay tribute to Fidib, where the brooding high king reserves great contempt for the half-bloods. War is inevitable, but unnecessary so long as the savage half-bloods continue to war against one another.

Many Pictish villages subsist throughout the Savage Boreal Coast. These are high-walled affairs due to the constant threat of forest monsters. Most contain 800–1,200 individuals (or sometimes more). They still venerate the spider goddess Tlakk-Nakka, but most pay obeisance to Xathoqqua; they also revere the totem spirits of animals and ancestors. Too, clandestine cults are said to make human sacrifices to “The Dimensional Dweller” known as Kraken.

Because the half-blood Picts of the Savage Boreal Coast have no common king, they tend to keep themselves in check, as tribal warfare is quite prevalent. They are volatile savages, considered dangerous by all accounts; notwithstanding, they are more apt to trade with outlanders than their cousins across the strait, who consider themselves at war with the world. Their region is bountiful with bear, crab, salmon, and seal, and the bordering mountains rich with gold, electrum, silver, copper, and gems. Lastly, in the foggy depths of the Savage Boreal Coast, where some of the most loathsome monsters lair, thrives the most potent plant species of the realm: the black lotus.

SCYTHIUM: This large, sickle-shaped island at the Rim of the World is the homeland of Ixians, a cruel race of men ruled by priests and necromancers dedicated to the snake god, Yig (Apep); too, some pay tribute to Mordezzan or Tlakk-Nakka. Ixian slaver galleys are feared and renowned about the realm, as they always carry sorcerers who enchant and ensorcel the unwary. With the exception of slaves and concubines, non-Ixians are forbidden to roam the island of Scythium; they may visit Fazzuum, however.

The island is semiarid and imports much of its wood from other islands, though most structures are built of sandstone. Fields of wheat and rye thrive on the island, which is also rich in mineral resources, such as copper, electrum, iron, and platinum. Several species of lotus are cultivated throughout Scythium, utilized by sorcerers who create deadly powders from the pollen and dried, ground petals of these plants.

Fazzuum: This is the capital city of Scythium and home to some 15,000 men, one-tenth of whom are slaves of various racial derivations. Fazzuum is noted for its massive ziggurats dedicated to Yig. Here dwell the ruling caste of priests and necromancers, many of whom received their sorcerous instruction on the fabled isle known as IX; to have survived this ordeal is a testament to their aptitude, dedication, and power. Fazzuum is ruled by a mysterious cabal of powerful sorcerer-priests said to be descendants of Green Death survivors. These unseen rulers issue decrees from subterranean depths below the ziggurats; here lurk the most colossal and deadly snakes in all of Hyperborea.

Fazzuum trades and sells spices, lotus leaves, platinum, and slaves, its merchants visiting other Hyperborean cities such as Khromarium and Port Zangerios; too, they might be the only humans to actively engage the **ape-men** of Kor and the **orcs** of Orcust. Non-Ixian visitors are welcome in Fazzuum, but the city is regarded as dangerous due to the frequency of disappearances, particularly at night; foreigners are advised to arrange for safe lodgings and abstain from impairment. Travel beyond the city limits is forbidden to foreigners.

SHARATH: This cold desert peninsula is one of the most unforgiving regions in all of Hyperborea. Here, at the Rim of the World, terra firma converges with the illimitable Black Gulf. At the very precipice, one of the six Great Obelisks rises some 555 feet from the ground—the only Great Obelisk that rises from land, not sea.

Sharath is relentlessly blasted by the *boreas*, which here finds a singular point of ingress into Hyperborea. The winds blast down like an interminable maelstrom. As a consequence, Sharath is coated with the grey dust of corroding planets and the black ashes of extinguished suns. Orb-like formations rise from the rippled and cratered desert landscape, and men of learning posit these to be half-buried star stones.

Sharath has long served as an interstellar port of call for arrivals from Saturn, Yuggoth, other worlds (and netherworlds), and extra-dimensional planes. Too, **dæmons**, **night-gaunts**, and other nameless horrors arrive to Hyperborea via Sharath. Sharath's black, dust-impregnated soils support small forests of mutated scarlet cacti; likewise, patches of leprous lichens and other strange, russet-coloured vegetations are sometimes harvested by Ixian necromancers.

In days of yore Sharath was traversed by the first Ixian arrivals, sorcerers who sought to achieve lost Hyperborea. For many generations the Ixians called Sharath their home. They built high-walled citadels that enclosed massive ziggurats, but ultimately the land proved too hostile, so they abandoned Sharath in favour of Scythium. The cities were swallowed by the dust, and those who remained behind were entombed.

Presently Sharath is a haunted land. The cold, swollen sun presents as a nebulous, ruddy glow, for the land is ever aswirl in a miasmal haze. When the howling *boreas* quavers and undulates over Sharath, its vibrations can be heard in distant lands. Certain bards of esoteric learning are acute to this; they call it the "Song of Azathoth". When men venture to Sharath (usually not of their own accord), most are never seen again; a few return withered, white-haired, and wild-eyed, babbling of nameless horrors, immemorial cities, and magnificent treasures: massive gem formations said to glisten beneath the dust. Poets and madmen tell tales of **liches** aimlessly drifting across the dust-thick deserts of Sharath.

SKARAG COAST: During the Dark Age, the half-blood Picts of the Savage Boreal Coast migrated down the coast and founded new villages in a region the Tlingit called the Skarag Coast. In their oral tradition, the Tlingit regarded this region as dæmon-haunted, but this would not dissuade their venturesome half-blood descendants. Villages were founded, but relentlessly were these assailed by beasts and unspeakable horrors. The settlers were hard-pressed but soon gained the succour of strange, corpulent men of pink skin and porcine countenance. The unsightly men commanded power and respect in the hostile wilderness, and so they were readily accepted; so too were their gods, netherworldly beings of no uncertain power.

The strange men were not quite men at all; in sooth, they were **swine dæmons** able to assume the quasi-appearance of men. In short order they took as wives the daughters of half-blood Pictish settlers; so was born the abominable **orc** race. The young women bore litters of three to six creatures, their violent deliveries oft killing the human mothers of those earliest generations.

Presently orcs control the majority of the Skarag Coast, except for the tar pits (these being the domain of brutally violent, cannibalistic **cave-men**). Notwithstanding, Skarag Coast is generally considered dominion of Orcust. The orcs of the Skarag Coast mine iron, copper, and lead.

City-State of Orcust: This stark city of timber and stone is home to some 8,000 orcs who uniformly venerate the Dæmon Lord Thaumagorga and the dæmon princes who serve that dark lord. The orcs of Orcust are a violent, despicable race constantly at war with mankind, raiding, murdering, and raping. Their weaponsmithing and shipbuilding techniques are inferior to those of men; what they lack in craftsmanship, they compensate for in brutality, industriousness, and fecundity, for the orcs breed as animals do, producing litters that grow to maturity in short years (usually a decade).

Sages of Khromarium posit that under the rule of the right leader, Orcust could eventually rival any of the last great nations of Hyperborea, but infighting and lack of organization thus far preclude this. Presently, Mag Nor is the orc king of Orcust, a massive humanoid who eats the raw flesh of his enemies and any servants (or family) who instigate him. The City-State of Orcust is known to engage in trade with Fazzuum.

Wold Phellora: Betwixt Skarag Coast and the Diamond Desert lies a river-fed bay hemmed in by misty fens. Here can be found the secluded village Wold Phellora, founded some two-score years ago by a priest of Kthulhu named Guthlak. This tall, sallow-skinned ecclesiastic led his followers to the site of a green-black stone sculpture carved to portray a bloated, corpulent, octopoid being set on an oblong pedestal etched with indecipherable characters.

The wicked people of Wold Phellora are said to harvest a strange brown mould, the spores of which they introduce to their food and wine. In high concentrations this produces an hallucinogenic effect that intensifies their dream quests to liberate Kthulhu. Presently, inbreeding in Wold Phellora is cause for some disturbing deformities; hence, the cultists have begun to abduct outsiders so as to preserve their abominable ways.

STRIPED GULF: The Striped Gulf is renowned for its bounty of striped bass and shellfish. Esquimaux tribes and the crab-kin of the Crab Archipelago ply these waters, conflicting territorial claims sometimes resulting in bloodshed. In the subaqueous depths of the Striped Gulf, **crab-men** are said to breed **giant crabs**.

THAUMAGORGA'S TEETH: This extinct chain of volcanoes emerges from the waters at the Rim of the World. Barren cones rising sharply from turbulent waters, they are named after the cruel Dæmon Lord Thaumagorga. Some dare whisper that the Dæmon Lord himself maintains a secret lair within; too, legend tells of him holding conclave here with the six dæmon princes.

Many unfortunate vessels have been driven to Thaumagorga's Teeth, to certain doom. Through the ages, many a captain has confronted a difficult choice: fall off the Rapids at the End of the World, or face shipwreck and eventual starvation on the barren slopes of Thaumagorga's Teeth. **Pterodactyls** seem to favour this impossible region, building their aeries high on the cliffs; these ancient pterosaurs will fly down to pick the bones of castaways, or feed them to their young.

THORGUNNA'S ISLAND: This shunned, volcanic island is the domain of a feared and maligned Viking witch and her naked horde of lotus-chewing **wild berserkers**, an odd mix of Vikings and Kelts who regard her as their goddess. She is reputed to have dwelt on this isle since before the first Vikings arrived in Hyperborea.

TINSAAR: This small, rocky island was once a pirate outpost, the formidableness of which proved unassailable. Hundred-foot cliffs surround Port Tinsaar, making it nigh impenetrable to invasion; too, the pirates set the cliffs with catapults and ballistæ. Regardless, the Green Death accomplished what no fleet of warships could, wiping out the entire population of Tinsaar. During the last century the island has been resettled by a mix of merchants, traders, expatriates, and rogues; mostly these are racial admixtures, with a decent amount of Viking and Amazon blood in the mix. Fewer than 1,000 permanent settlers are here, one-third of whom comprise the militia.

Essentially, Tinsaar is a piece of rock thrust from the sea. The isle is blasted by high winds, for it lies on the verge of River Okeanos. Tinsaar supports no forest, soil is minimal, and the grasses are scraggly. Notwithstanding, it serves as a key port of call for Amazons and those who trade with New Amazonia. Consequently, Tinsaar is loosely under the ægis of the Amazons, despite its independence.

TROG INLET: This narrow inlet is considered hostile waters, controlled by the **ape-men** of the City-State of Kor. The gnarled humanoids patrol these waters on their crude war canoes. Too, the ape-men range the coastline of Trogos, and from their wooden towers they will send volleys of arrows, bolts, and sling stones at trespassers. During the winter years, Trog Inlet freezes solid, thawing by mid-*Renaissance* (Fish, Year 2).

TROGOS: This forest is cut by deep slot canyons where streams and waterfalls flow. Ferns and stunted evergreens line the moist walls of these impossible gorges, from which rise rolling mists that fill the whole of the forest Trogos. Rare woods and strange herbs are cultivated in the surrounding woodlands.

Besides bands of roving **ape-men** from the City-State of Kor, no settlers live in the forest Trogos, at least not since the immemorial time prior to the Green Death. In the canyon streams, however, some men have made their fortunes panning for gold. No man has ever truly accounted the abyssal depths of the slot canyons of Trogos, where terrifying creatures are reputed to emerge, particularly the lamp-eyed **troglodytes**; other reports speak of the **oon**, a strange subterranean race, emerging from the canyons.

VALLEY OF MISTS: Hemmed in by glaciated mountains and volcanoes, this massive chasm billows a steady flow of frigid mists. The valley's black gneiss slopes fall precipitously; too, they glitter with tongues of solid ice. Men sometimes attempt to descend these impossible cliffs, ever believing the floor to be a few hundred feet below, but usually resigning to failure after no bottom is achieved. A bard's song tells of a bubbling lake at the bottom of the valley from which the mists are birthed. Half-blood Pictish shamans say that a god called Khalk-Xu dwells below the mists; descriptions of this god and its appalling appetites suggest it to be one and the same as Kraken, "The Dimensional Dweller", whose worship in this region is traced back to men of Yakut lineage no longer believed to be extant in the realm.

VIKLAND: This island group is the Viking kingdom of Hyperborea. Here is where the lost ships of Erik the Red's fleet touched land after being swept away by the North Wind. Those 350 men, women, and children would call it Vikland, and here they settled and built their longhouses. They named their village Erikssgard after their lost (presumed dead) leader.

Soon the Vikings were graced by the presence of Ullr, the exiled god who once sat on the throne of Odin. The Vikings offered to him their most handsome daughters in return for his favour. Ullr walked amongst those early Vikings for a time, and they soon learnt that he paid tribute to Ymir; thus it came to be that the frost giant god became their supreme deity, and the precepts of the Æsir were abandoned.

Eventually the Vikings struck afar to *viking*, raiding the villages of the Esquimaux and half-blood Picts (both of whom they called *skrælings*), but they avoided the old ghost cities, such as Khromarium, still vacant since the coming of the Ashen Worm. When at length the Hyperboreans returned to reclaim the jewel of their former empire, the Vikings largely kept their distance. Then came the Green Death. The Viking race was devastated by the plague, and yet they persevered.

Vikland is on the cusp of the River Okeanos, a span of latitudinal degrees within which hazardous whirlpools manifest and strong belts of wind persist. The Vikings have mastered these winds and use them to their advantage, circling the realm in their *drekar* (longboats), and then veering landward to targeted destinations. Shipbuilding is a major vocation in the kingdom, and shipyards are found in nearly every village and town, all of which are ruled by jarls who answer to the king in Erikssgard. The woods teem with wild beasts, so furs and skins are valuable commodities, too. Lastly, Vikland is an excellent source of iron, copper, silver, gold, and gems; mining operations are extensive.

Erikssgard: This is the capital city of Vikland, whither all Vikland jarls pay tribute. It boasts a population of some 11,000 Vikings, all derived from the initial 350 settlers, though it is estimated that some 40,000 populated this city before the Green Death. Erikssgard is not viewed favourably by other cities and towns, for “unsanctioned” Viking raids persist; notwithstanding, the city engages in trade with Gal, Khromarium, Pandoros, and Port Zangerios. The finest shipbuilders in all of Hyperborea call Erikssgard their home.

The city is 95% pure Viking stock. Non-Viking men are forbidden to have relations with Viking daughters; failure to abide this law results in the guilty being shackled to a wall where they become axe-hurling targets. Likewise, Viking men known to have relations with non-Viking women face exile.

Ullr’s Island: This wild and pristine island is the dwelling place of the god Ullr. Per Ullr’s decree, no permanent settlements are here, though hunting trips are encouraged, and sometimes the god himself deigns to join the hunt. Viking sages and shamans take long sojourns here—sometimes never to return, other times returned the wiser. To maintain his favour, jarls and *riddere* (knights) send Ullr the fairest of their daughters.

Mount Ymir: This island is the dwelling place of the god Ymir, most hallowed amongst the Vikings but also venerated by some Kelts and Kimmerians. The island features one enormous peak (Mount Ymir), which rises some 20,000 feet above the sea and to which cling no fewer than 20 glaciers. The whole of the island is gripped by ever-shifting ice and is constantly aswirl with lashing, frigid winds. The coast is locked by ice sheets from which icebergs detach. Even the sturdiest of icebreaking vessels cannot achieve three miles of the coast.

Somewhere within Mount Ymir dwells the brooding, irascible god himself, who seldom condescends to vacate his fastness. Few men have seen Ymir’s terrible face, but the god Ullr is known to ski Mount Ymir to receive the frost giant’s decrees. Some whispers suggest that Ymir takes counsel from a cabal of **elder things** that he thawed from antediluvian ice.

XENADON: This small, lush island is the domain of the witch-woman Lur, a red-haired, green-eyed young woman of freckled, milk-white skin. Astonishingly comely, the witch-woman is ever immune to the ravages of time and ageing. She commands a league of renegade Amazons, as well as a host of savage beasts reputed to intuit her will. In immemorial times, a thriving city of Xathoquans thrived on the island of Xenadon, but now it lies in ruin, swallowed by the snake-infested forest.

XIN: This windswept, arctic plateau is hostile and uninhabited, a place where whispering winds and howling **banshees** preside. Xin is renowned as a place where monks (of Law, Chaos, and Neutrality alike) journey for spiritual illumination. Some indeed return enlightened, albeit aged and weathered, whilst others return raving lunatics; others still are seen neither hide nor hair again. It is said that the most brilliant of auroræ spring from Xin, leading some religious scholars to posit that this place is favoured by Auroros, “The Shining One”.

YTHAQQA PLATEAU: This frozen, wind-blasted plateau region is inhabited by **abominable snow-man** tribes. The abominable snow-men bring human female captives to their canyon cave lairs; here, unspeakable atrocities occur, resulting in the births of further abominable snow-men—always male, always killing their hapless bearers. **White apes** and other horrors that share the uncanny capacity to withstand the frigid, relentless climate are said to lurk here, too. Esquimaux legends say the deity Ythaqqa abides here. Weatherworn effigies of the god lay scattered about the region, as well as strange totem poles carved from black gneiss.

ZAKATH DESERT: This windswept desert is dry and cracked, scattered with patches of scrub and spring-fed oases, within which grow the finest pomegranates in the realm (popularly used to make wine). Rich deposits of rubies and sapphires are scattered throughout the Zakath Desert, these buried beneath the hard-packed sand. Renegade nomad tribes of mixed ancestry roam the desert; these are the bane of all mining outfits, sabotaging operations and destroying equipment.

City-State of Yithorium: The City-State of Yithorium (pop. 8,000) is ruled by the iron fist of a witch-queen, who is as cruel as she is beautiful and voluptuous. Fed by natural underground springs, Yithorium was originally a lush oasis settlement in the centre of the Zakath Desert, a place of commerce where men could find sanctuary from the horrors of the desert. No one knows what hands built the original structure there discovered in the centre of the oasis: a hundred-foot tower carved of grey-black alien stone, with architecture unlike anything heretofore seen and interior divisions betraying a race undoubtedly alien or inhuman; still, the place was vacant, so men occupied and built around it.

Over time, bloodshed erupted, and the settlement underwent several shifts of authority. Then came a ruinous earthquake, followed by the Green Death. Yithorium was a dead city. During the Dark Age, the ruins were claimed by a doughty band of mercenaries led by the ageless beauty now known as the Witch-Queen of Yithorium. She dwells in that immemorial tower. On occasion, when it suits her whim, she will take a lover, but never do these puppets long survive, so tales speak.

The City-State of Yithorium nominally controls the breadth of the Zakath Desert and oversees all mining operations. Independent prospecting is encouraged, but the queen requires ample remuneration. The City-State considers the desert nomads enemies to be slain or enslaved.

ZANGERIOS ISLANDS: These islands are renowned for their bounty of shellfish and cod. Fishermen of indistinct lineage first settled the islands ages ago. They were esteemed humble, hard-working people, but they reserved a dark secret, as demonstrated by recently unearthed stone-carved idols of lewd and nameless effigies. Regardless, for countless generations the fisherfolk of the Zangerios Islands thrived—until the Green Death swept through, nearly decimating their population. In the subsequent centuries, the island people slowly recovered, but at length their society was overrun by a steady influx of mixed-breed pirates and freebooters.

The people of the Zangerios Islands embrace an eccentric tradition of mask wearing, which stretches back to the centuries-long Dark Age that followed the plague years. Indeed, the citizenry wear upper face masks on all public and most private occasions. To go without one's mask is considered an act of indecency (particularly in Port Zangerios) and is a punishable offence, subject to flogging and public humiliation (pillories and stocks); donning a domino (loose cloak) is an optional embellishment in most circumstances.

Zangeriosans possess a multiplicity of masks for a variety of occasions; these effectively shew mood, intent, festivity, religion, social caste, affiliation, or occupation. The most elaborate masks are carved of mammoth ivory or moulded of precious metal and set with valuable gems, rare feathers, and so forth. Outsiders must likewise abide this eccentric tradition and are thus instructed to wear masks that indicate them as foreigners; typically these are provided before passengers alight.

Port Zangerios: Oft called the “City of Masks”, this small, overcrowded port of some 20,000 inhabitants is regarded as wild, lawless, and corrupt. It is a haven for cutthroats, gamblers, lotus chewers, prostitutes, slavers, thieves, and traffickers of all ilk, and the city's mask-wearing tradition seems to exacerbate current trends. Violence on the streets can erupt at any time, and competing leagues, associations, and guilds constantly vie for control of the city. Power shifts can occur overnight; the seat of governor is never long tenured and oft esteemed unenviable.

Thickets of masts routinely crowd the Port Zangerios harbour; a hundred or more ships of all makes can be moored here at any time. From these, Port Zangerios can call upon a formidable navy of privateers, some of whom are sanctioned by the governor to make “appropriations” when duty calls. Port Zangerios is reputed to be a favourite dwelling place of the god Rel, who is said to enjoy the revelry of the city's culture of doxies and gaming houses; the deity himself is said to don a variety of elaborate masks. These visitations, however, do little to impose on the Xathoquan orthodoxy of Port Zangerios.



OTHER GEOGRAPHICAL FEATURES

HYPERBOREAN SEA: Esquimaux and half-blood Pictish oral legends speak of an age when the Hyperborean Sea was almost entirely mantled in ice; too, the mainland of Hyperborea was covered by massive ice sheets. The Esquimaux, Lapps, Tlingit, and Yakuts are reckoned amongst the first peoples to mystically migrate from Old Earth, resilient men clinging to survival in those few coastal regions where the ice did not flow. Over the ages the ice melted, and the other races began to emerge, but by then the Esquimaux had nearly wiped out the Lapps and the Yakuts and were at war with the Tlingit.

The Hyperborean Sea is moderately windy. Prevailing air currents tend to circulate betwixt the 18th and 36th parallels, an effect referred to on the Hyperborean Sea as *River Okeanos*. Here the winds flow in opposing belts, looping and crisscrossing at certain junctures, depending on seasons and other conditions. These wuthering airstreams are cause for a navigational nightmare, though veteran navigators (viz. Amazons, Ixians, Vikings, and Zangeriosans) understand the River Okeanos and use it to their advantage. In *Tempest* (Hare, Year 4), River Okeanos is plagued by deadly whirlpools.

The Hyperborean Sea teems with life. Seals and whales ply these waters rich with plankton, cod, and haddock. Also, halibut and crabs lurk in the shallows. Amongst the feared sea creatures are the **giant crab**, **giant crocodile**, **giant octopus**, **sea serpent**, **great white shark**, **giant squid**, and **killer whale**. Sea ice forms from *Coda* (Fox, Year 12) to *Genesis* (Bear, Year 1), and icebergs are a constant threat.

Much has been postulated regarding man's position in the hierarchy of intelligent life on Hyperborea. Although it is generally agreed that man maintains authority on the surface world, the depths of the sea are an entirely different matter. It is understood that **fish-men** (deep ones) once populated vast underwater metropolises, and likewise the **elder things**; whether these races have persevered over the æons, and at what level of success, is largely a speculative exercise. Evidence suggests that the artificial species known as **shoggoths** turned against their otherworldly masters, the elder things, and may have effected their ruin. Certainly the **crab-men** who dwell in the depths near Crab Archipelago are more actively involved in the affairs of man, overseeing the activities of those Picts and Esquimaux over whom they exercise control (the so-called "crab-kin").

POLAR ICE CAP: The polar ice cap of Hyperborea is a glacial region that surrounds the north pole of the realm, from the treble-peaked Mount Vhuurmithadon outwards. The ice cap generally follows the extending spines of the Spiral Mountain Array, with icebergs breaking off where the glaciers touch the sea. The polar cap flexes with the seasons, expanding during the winter years, stagnating during the spring and fall years, and shrinking during the summer years. Hyperborean history asserts that the polar cap was spawned by the coming of the Ashen Worm in that bygone age when the continent was part of Old Earth. The cap was once far more extensive, mantling the land and extending out over the sea.

RIVERS AND LAKES: Many rivers and lakes populate Hyperborea, almost all the result of expanding and receding glaciers. Many lakes present as cloudy, mineral-rich bodies. Rivers oft freeze during the winter years and begin to thaw by early, middle, or late spring. Most Hyperborean rivers and lakes are plenty with salmon and crayfish, attracting an abundance of predators.

Abbicca's Mere: This broad, shallow lake is enclosed by hills, fens, and ancient woodlands. Steam wisps from its tepid waters, and sometimes the water boils; too, geysers are said to erupt most unexpectedly and spectacularly. Abbicca's Mere is named after the immortal witch, Abbicca, who is said to protect the lake and the beasts that inhabit it. Some say Abbicca is not human, but of some forgotten antediluvian race of reptilian humanoids, whilst others suggest she is of otherworldly origin. Regardless, Abbicca is reputed to dwell on a small tropical island hidden in the mists, her whims unpredictable. Indeed, local Esquimaux routinely avoid Abbicca's Mere, ever fearful of the witch's caprice.

Black River Yleil: This dark watercourse, fed by the Barrier Mountains, cuts across the Black Waste and ultimately feeds the River Leng. Numerous beasts and monsters frequent the Black River Yleil, but where it cuts through the Leng Plateau, the river is regarded as haunted. The ancient Hyperborean King Yleil is said to roam the banks of the river, a **lich** of uncertain power, yet ever lost in the bottomless depths of his own black thoughts; notwithstanding, he has galvanized other restless beings: **ghasts, ghosts, ghouls, skeletons, zombies**, and other liches, all of whom await King Yleil's bidding. Soothsayers presage a time when King Yleil will emerge from his preoccupations to gather his undead horde and lay waste to mankind.

Ice Lake: The area surrounding this frozen lake is populated by five semi-nomadic Esquimaux tribes, who many generations ago abandoned the precepts of their Kthulhu-worshipping, cultish ancestors. Here they adopted a simpler life, where Ice Lake (and other local lochs) is a primary resource for survival. However, they were never able to escape their occult roots; eventually they began to make offerings to the extra-dimensional being known as Kraken. In recent years, the tribes have expanded to include some people of half-blood Pictish ancestry, which is cause for further racial admixture. Ice Lake thaws for two years of the 13-year cycle (*High Summer Waxing* and *Waning*, Years 6–7), but is always bountiful with fish; when frozen, the natives bore into the ice to fish the lake's depths.

Lake Nova: The surface of this bountiful lake thaws from *Deluge* (Year 5) to *Drought* (Year 8), though is frozen throughout the remaining years. Lake Nova is fed by Nod's Chain and drains into Brigand's Bay of the Hyperborean Sea. The lake supports several boggy, wooded islands. Lake Nova is rich with enormous lake trout and catfish, but attempts to ply its waters typically result in disaster, for the lake is inhabited by a colony of **aquatic hydras** of extremely aggressive temperament.

A legend regarding Lake Nova dates back to the centuries-long Dark Age that followed the Green Death. It speaks of a saucer-shaped sky ship that burned down from the firmament and here crashed. A group of intrepid adventurers from Khromarium is rumoured recently to have located the crash site on one of the islands. It is told they unearthed terrible weapons that unleash death rays of fire.

Nod's Chain: From the hoary heights of the Spiral Mountain Array, to the glaciated foothills below, Nod's Chain is a winding waterway, each bend likened to the links of a chain. From *Deluge* (Year 5) to *Drought* (Year 8) of the 13-year cycle, the river flows freely, feeding Lake Nova, from which massive trout (up to 200 lbs.) migrate to spawn. During the intervening years, the surface of Nod's Chain remains frozen. Kimmerian hunters and trappers sometimes prowl the frozen hills through which Nod's Chain runs, but eerie lights, uncanny footprints, windborne whispers, and weird piping are cause for even the doughtiest barbarians to avoid the cold banks of Nod's Chain.

River Leng: This is the longest river in the realm, beginning in the reaches of the Spiral Mountain Array, with Ice Lake and Black River Yleil serving as major tributaries. The northern half of River Leng, where it cuts across the Plain of Leng, is ever frozen except from *Deluge* (Year 5) to *Drought* (Year 8). Ultimately the River Leng empties into the Striped Gulf.

River Omo: Viking legends speak of Old King Omo, a warrior-king who settled mainland Hyperborea in olden times. The enemy of *skrælings* (presumed to be Esquimaux, Lapps, Tlingit, or Yakuts), Old King Omo was renowned as a bloody crusader who annihilated local tribes. He was heralded as a champion by fellow Vikings and denounced as a brutal murderer by others. By his axe Old King Omo repelled Keltic raids for untold decades. Several sagas attest that he reigned over 100 years; even Keltic verses speak of his astonishing longevity. When Old King Omo finally fell (in battle, of course), legends say the tears of his people formed the River Omo, which feeds the Black Forest Inlet.

River Vol: This river forms a boundary betwixt the barbaric Kimmeri-Kelts who roam the Fields of Vol and the **ape-men** who rule the City-State of Kor. The river is named after a bloody Kimmerian chieftain who once conquered his rivals and for a time ruled the surface-dwelling Kimmerians.

River Yys: This cold, mineral-rich river is fed by the Spiral Mountain Array, cuts through the valley region known as Larchmere Yys, and ultimately feeds Dagon Bay.

SPIRAL MOUNTAIN ARRAY: The most prominent geographical feature of Hyperborea, the Spiral Mountain Array is aptly named for its shape, which presents as a central axis from which appurtenant chains (arms) extend. In the centre of Hyperborea the mountains are highest, these averaging 25–30,000 feet in elevation and largely composed of granite and black gneiss. Here exist the most powerful and frigid winds, with blasts cold enough to freeze a man solid on contact.

Glaciers grip the axis of the Spiral Mountain Array, which is most notable for the treble-peaked marvel of the realm, Mount Vhuurmithadon. Substantial glaciation also extends along the arms of the range. The extent of the Spiral Mountain Array is evinced by the island chains that extend from the Hyperborean mainland all the way to the Rim of the World. Significant volcanic activity persists throughout the Spiral Mountain Array, with violent detonations that shake the entire realm and sometimes mantle the atmosphere in vast clouds of ash for weeks, months, or longer.

In the icy depths of the Spiral Mountain Array dwell some of Hyperborea's most enigmatic species, creatures of otherworldly origins who have laired under ice and stone since times immemorial and whose purposes remain unfathomable to even the most sagacious of men. Only the peerless Hyperboreans are known to have plumbed the antediluvian depths of these mountains. Legend has it that ancient cities lay hidden under the ice of the Spiral Mountain Array, these built by elder beings who arrived from the Black Gulf long before man arose from the lowly depths of apedom, when Old Earth was but a steaming morass bombarded by meteoroids.

Barrier Mountains: This glaciated arm of the Spiral Mountain Array rises sharply, 18–20,000-foot peaks that separate the cold and dry Black Waste from the moist and teeming Savage Boreal Coast. From the peaks of the Barrier Mountains, one can see New Pictland and beyond. Legends say that in days of yore, cities of perplexing design were carved into the cliffs of the Barrier Mountains, but ages ago glacial tongues slipped over them, forever shrouding whatever eldritch secrets they reserved.

UNDERBOREA: This is the mythic realm of legendry, a vast subterranean kingdom where dwell gods, dæmons, monsters, and otherworldly beings. Poets and madmen relate wild tales of vast cities populated by untold races. Although men of learning find wholesale acceptance of these claims troubling, they can agree that evidence supports the existence of subterranean societies of indeterminate origins, including the uncanny ghost-men called the **oon**.

MARVELS AND WONDERS OF HYPERBOREA

GREAT OBELISKS: These pillars of black stone stand at the six corners of the world, each marking 0° latitude at the edge of the Black Gulf. Each Great Obelisk stands 555 feet in height and measures 55 feet along each of its four sides at the base. The sides taper as they rise 500 feet to the base of the *pyramidion* (small pyramid at the top of the pillar); each side of the pyramidion measures 34 feet, and each pyramidion rises 55 feet to its apex. Five of the Great Obelisks obtrude from the sea, at the verge where the Rapids at the End of the World spill; each is believed to stand on a pedestal of stone whose flat top is at sea level. The sixth rises from the dusty desert of Sharath.

The Great Obelisks are each composed of an otherworldly black stone consistent with minerals derived from Yuggoth. Each is graven with curvilinear designs and strange geometric patterns. Native Hyperboreans claim that these ancient enigmas are not amongst Old Earth's marvels and that they must have risen from the Hyperborean Sea at or shortly after the time when the Ashen Worm laid its icy curse. Sages, sorcerers, poets, and madmen alike concur that the six Great Obelisks were produced by otherworldly or extra-dimensional beings; amongst these, the **elder things**, **Great Race**, and **mi-go** are oft held culpable for the creation of these astonishing constructs. Whether the pillars are hollow or not remains a matter of conjecture; if not, these structures could conceivably harbour beings of otherworldly origins.



MOUNT VHUURMITHADON: This colossal, treble-peaked, extinct volcano rises from the epicentre of the Spiral Mountain Array. Largely composed of black gneiss and rising some 40,000 feet in elevation, Mount Vhuurmithadon is named for its extensive population of **vhuurmis**, humanoid beast-men who lair in caves that pock its glassy face at lower elevations. All longitudinal meridians intersect at Mount Vhuurmithadon; hence it is not only the centre of the Spiral Mountain Array, but the very axis of the entire realm.

Notwithstanding, Mount Vhuurmithadon is not so easily found. Contained within the impossible undermountain depths of Mount Vhuurmithadon lies a cyclopean mega-dungeon where dwell gods, monsters, and otherworldly races. Here may be found untold mysteries and treasures beyond comprehension.

NORTH WIND (Boreas): In immemorial times it was the North Wind (*boreas*) that hemmed in Old Earth's realm of Hyperborea. Upon crossing these frigid winds one entered a mythic land of endless summer, where the people were a blessed race of nigh immortality, a race of preternaturally gifted sorcerer-scientists known as the Hyperboreans. Gods and heroes visited the realm, for Hyperborea was deemed the finest nation in the world, taking tributes from its coevals Atlantis, Lemuria, and Mu. Then came Yikkorth, "The Ashen Worm", and all was changed. The how and why is left to speculation.

Presently the North Wind roars beyond the edge of the realm, several miles outside the six corners delineated by the Great Obelisks, past the Rapids at the End of the World. Indeed, the North Wind is met by the great vacuum that is the Black Gulf. Unceasingly it lashes around the realm in two opposing hexagonal belts.

Of the North Wind ushers in men, monsters, *dæmons*, and otherworldly beings from various times and places. It is said to house the deity Boreas (though some religious scholars posit that in sooth the god is imprisoned within the North Wind). Also, the North Wind is reputed to be home to other beings; specifically, hordes of **night-gaunts** are said to glide its endless streams.

RAPIDS AT THE END OF THE WORLD: Loci of fear and veneration to seamen, the Rapids at the End of the World are where the waters of the Hyperborean Sea spill from the Rim of the World to the infinity of the Black Gulf. Within 12 miles of the edge, the rapids pull with unmatched power, sucking any vessel to her doom. Vessels are tugged at about 10 knots, which means the doomed have about one hour to consider their mortality.

Whither goes all the water that cascades off the edge of the world, none can say with any certitude. Some men of learning suggest the North Wind captures the water and pulls it up into the Hyperborean atmosphere to at length fall as precipitation, whilst others suggest that it curls to the underside of the realm, an airless land of volcanoes, acidic oceans, and constant earthquakes, where dwell *dæmons* and other nameless horrors. The water that seeps up through this hostile area purportedly pushes back up through the Hyperborean Sea, though also feeds the underground lakes and seas of Underborea. Little evidence corroborates these suppositions.

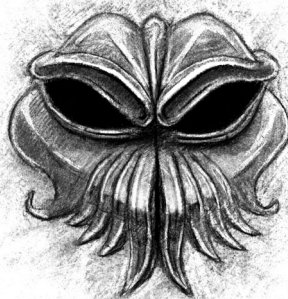
R'LYEH: Forbidden texts aver that this loathsome city was *æons* ago fashioned by colossal, shapeless beings from other dimensions. Certain *Phakotic* fragments suggest that R'lyeh is a metropolis of nightmares, with cyclopean vaults housing slimes, oozes, and other amorphous life forms. Most notably, it is the dwelling place of the dreaming deity Kthulhu, where he sequesters his unspeakable hordes.

For millennia, tracing back to Old Earth, the following phrase has been repeated by Kthulhu's raving cultists: *Ph'nglui mglw'nafh Kthulhu R'lyeh wgah'nagl fhtagn*. Loosely translated, this means, "In his house at R'lyeh, dead Kthulhu waits dreaming." In days of yore it was held that R'lyeh lay hidden beneath the waves of the South Pacific Ocean of Old Earth, but other locales have been reported. In Hyperborea, where the scarlet sun bloats thicker and sheds less warmth, and as the stars grow dimmer, R'lyeh is rumoured to lie in the ocean deeps of Dagon Bay, though certain Esquimaux shamans insist it lies within a black reservoir beneath the ice sheets of the Plain of Leng.

RELIGIONS OF HYPERBOREA

FAITH: Men of Hyperborea are wont to glorify otherworldly beings, alien entities, animistic and ancestral spirits, and other mysterious forces of deific power. In Hyperborea, the Xathoqqan orthodoxy is doubtless the most prevalent, its practice transcending both racial and species boundaries. Regardless, men typically serve powers that accord with the ethos of Law, Chaos, or Neutrality, beseeching or praying to deities that (in their perception) share their personal philosophy; however, some worship to appease divine beings they fear. Many men will supplicate one principal being of worship, whilst others will venerate deity pairings, such as Apollo and Artemis, Xathoqqua and Kthulhu, or Ymir and Ullr.

As a component of faith, some religions seek to organize through the establishment of fanes and temples. Others will erect menhirs and megalithic stone circles; others still perform sacred ceremonies in tree rings or sites of historical significance: perhaps the location where a star stone fell from the firmament, or where a great king perished in battle, and so forth. Some will make offerings at the foot of a mountain, or even the mouth of a volcano. Priestly raiment varies according to religion from simple to elaborate; too, variety is found in holy symbols, mask-wearing customs, incense use, holy oils or waters, and so forth. Traditions are limitless.



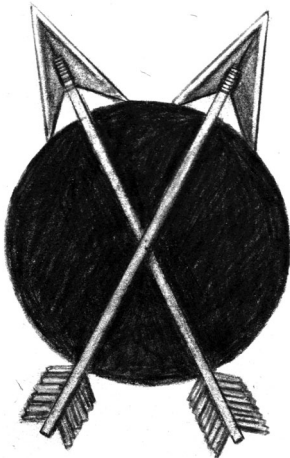
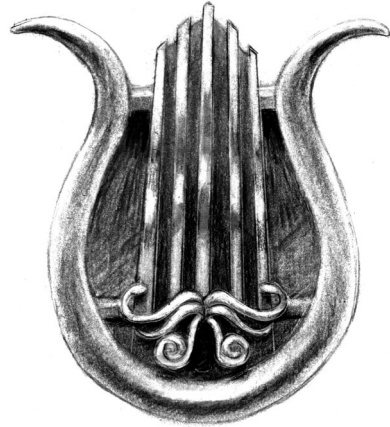
DEITIES: The deities of Hyperborea do not comprise a pantheon; rather, they are a disparate group whose connexions to one another vary. Some are reputed to have dwelt in Hyperborea since an age when Earth was a steaming morass of primordial soup, whilst others are said to have risen to prominence before and during mankind's ascension from the lowly depths of apedom; furthermore, other deities watch from outré dimensions and nether places afar, or planetary bodies in (relatively) close proximity. The gods are not without their conflicts and struggles with one another, but these scarcely involve mankind.

The deities are oft esteemed to be loosely aligned with Law, Chaos, or Neutrality, and thus they are presented with such attributions, but most men of learning agree that the moral strictures and principles of mankind (right and wrong, Good and Evil) are largely alien to them; in sooth, even the attributions of Law, Chaos, and Neutrality may well be dubious distinctions. Each deity is associated with shapes, forms, states, events, and other sundries. These associations are neither exhaustive nor exclusive. Individual cults and religions will have unique interpretations of deital agendas; so too will opposing races of men and the various subhuman and inhuman species.

Chief amongst objects of worship is Xathoqqua, whose faith reassumed prominence in the aftermath of the Green Death. Kthulhu is likewise significant, for his Chaos cults flourish as the centuries dwindle and the cold, scarlet sun deepens and swells. Although most men of Hyperborea worship Xathoqqua, this overarching orthodoxy does not preclude the veneration of other deities in lieu of or in addition to the toad god. For example, the Esquimaux may chiefly worship Kthulhu, but when dog-sledding across the frozen Plain of Leng, they might pay tribute to Ythaqqa so as to (hopefully) spare themselves of his hunger. Vikings almost always pay tribute to both Ymir and Ullr. People who worship Artemis will oft worship Apollo, too—except for the Amazons, who are said to mock Apollo.

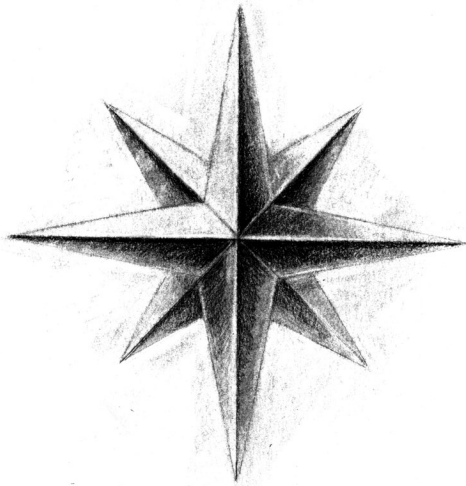
The following deities do not comprise an exhaustive list. Other divinities are worshipped in various corners of the realm, some derived from Old Earth, whilst others are of alien or extra-dimensional origin. Dæmon worship is also known, though typically manifesting in the form of a clandestine cult. Of course, not all deities are tangible entities that provide gifted adherents with sorcerous powers. Indeed, savages have been encountered who will venerate a stone, an idol, a tree, or a mountain; too, some will view their king or chieftain as divine.

Apollo: This deity of Law is associated with light, the sun, healing, archery, swordsmanship, music, and poetry. He is the twin brother of Artemis and is said to walk amongst men, oft feigning mortality as a golden-haired youth whose wont is to join the ranks of common soldiery. When depicted with bow in hand, Apollo is identified with death, distance, terror, and awe; when depicted with the lyre he is identified with music, poetry, and dance. Some scholars posit that Apollo has taken many mortal women as his lovers and that his demigod progeny are scattered about Hyperborea. *Typical followers:* men (any).



Artemis: This deity of Law is associated with hunting, forests, hills, chastity, fertility, and independence. She is said to manifest as a regal warrior-woman and is reputed to favour huntsmen and matriarchal societies. As the twin sister of Apollo, Artemis is said to dwell amongst the forests of Hyperborea, especially those of New Amazonia and the Floating Island of Paradoxon. Some believe she watches Hyperborea from Phobos, the smaller of Hyperborea's moons. *Typical followers:* men (esp. Amazons).

Aurorus “The Shining One”: This deity of Chaos is associated with auroræ, stars, meteor showers, comets, sorcery, and witchcraft. Aurorus is reputed to be a formless goddess who typically manifests as a swirling, sparkling mist. The belief that Aurorus dwells within the most shimmering of auroræ that fill the Hyperborean sky is commonly held. Three-faced effigies are carved to represent Aurorus, but these are nothing more than imagined representations. She speaks with a tripartite female voice and grants knowledge in exchange for animal and human sacrifice. *Typical followers:* men (esp. Hyperboreans), **men of Leng, abominable snow-men.**

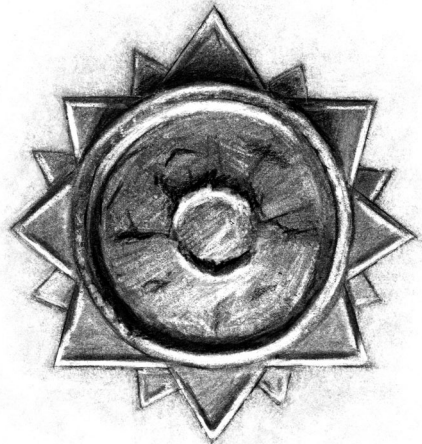


Azathoth: This deity of Chaos is associated with confusion, entropy, infinity, insatiable hunger, madness, vibrations, ceaselessly beating drums, and haunting flutes. Azathoth is reputed to exist outside the ordered universe, a blasphemous, amorphous blight of bubbling Chaos. He is said to dwell at the centre of infinity, beyond time and space, ever gnawing, ever hungry. The wise speak not his name, except in hushed whispers, for Azathoth represents mindless, unspeakable horror and is believed to infect with madness the psyches of those who invoke him. Notwithstanding, certain bards and shamans tap into mystical vibrations associated with this Sultan of Chaos through use of percussive instruments and flutes; these techniques are oft learnt from the enigmatic **men of Leng**. *Typical followers:* men (esp. bards, shamans), **cave-men, men of Leng, spore-men.**



Boreas “The North Wind”: This deity of Chaos is associated with arctic blasts, the North Wind, blizzards, and captivity. Boreas manifests as a bearded, massively built warrior swathed in swirling winds and wielding a spear. Legends say that he is cursed and controlled by Yikkorth, “The Ashen Worm”, though some Amazons say he was slain by Artemis and now exists as a mindless entity of perpetual wind. Boreas is believed to dwell within the confines of the North Wind, whipping about the perimeter of Hyperborea in an hexagonal pattern, though once he dwelt in the Hyperborean Mountains which at length came to be called the Spiral Mountain Array. Boreas might be glimpsed by those who journey to Hyperborea from elsewhere, or those whose ships are about to fall off the Rim of the World, pulled by the inexorable Rapids at the End of the World. *Typical followers:* men (any; rarely worshipped, usually scorned).

Helios “The Sun”: This deity of Neutrality is quite literally the sun. Helios is associated with light, warmth, fire, rebirth, righteousness, blood, and power. He is oft depicted as a scarlet-skinned giant with a beard of fire, and in artistic renditions he is also portrayed as riding a golden chariot pulled by a team of flame-hoofed horses. Some sages posit that Helios is but another aspect of Apollo, though Helios’ mystery cults reject this notion. Others suggest that Helios (cold, scarlet, and bloated) is a dying god, whose fate is dictated by forces he is powerless to command; of course, his followers reject this, too, for they believe Helios will one day assert his power and consume all in his unquenchable fire. *Typical followers:* men (any).



Kraken (Khalk-Xu) "The Dimensional Dweller": This deity of Chaos is associated with extra-planar travel, outré dimensions, cosmic hunger, energy absorption, human sacrifice, time travel, illusion, duality, and reincarnation. Kraken dwells in a negative dimension and is said to manifest as a colossal octopus when invoked by his high priests. When a human sacrifice is chained to Kraken's altar, a mauve tentacle reaches forth from elsewhere to touch the sacrifice, at once absorbing it. Frighteningly, Khalk-Xu might in sooth be one of many Krakens, an entire race of deific extra-dimensional beings whose worship may have been introduced by the Yakuts. *Typical followers:* men (esp. Esquimaux, Vikings).



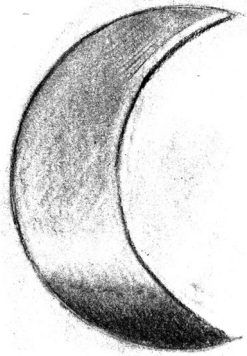
Krimmr: This deity of Chaos is associated with horses, volcanoes, smoke, ash, courage, bloodlust, iron, and steel. It is told that Krimmr is a gigantic, bearded warrior with massive thews of stone and eyes that bleed lava. He is said to dwell in a magma-filled hall of stone and deigns to shew himself only to those followers who have been slain in unwinnable battle. Krimmr favours the bold and despises the weak; those who beg his favour are either ignored or levied with a curse. Kimmerian prophecy speaks of Krimmr one day mounting his enormous steed of black granite to battle insurmountable foes. *Typical followers:* men (esp. Kimmerians, blacksmiths).

Kthulhu: This deity of Chaos is associated with sorcery, necromancy, devilry, witchcraft, nightmares, madness, exhilaration, destruction, and havoc. Kthulhu presents as a winged octopoid being. Through nightmare visions he is reputed to whisper to his cultists, particularly those who handle his idols or engage in ritual drum dances around great, sacrificial bonfires.

Poets and madmen speak in tales and verse of Kthulhu dwelling in a lost city in the ocean depths of Dagon Bay, though others suggest a black reservoir beneath the frozen Plain of Leng. There he is said to slumber, waiting for the bloated red sun to further cool. Kthulhu cults are scattered across the realm, and they seem to be growing. Xathoquans oft honour Kthulhu, viewing the dreaming god as part of their distinct orthodoxy. *Typical followers:* men (esp. Esquimaux), **aboletts**, **crab-men**, **fish-men**.



Lunaqqua: This deity of Neutrality is associated with moons, moths, cycles, time, tides, seafaring, lunacy, lycanthropy, and sorcery. Lunaqqua is said to manifest as a naked, voluptuous woman with glowing blue skin, yellow hair, and lambent white eyes; or, if enraged, as a colossal moth of frightening visage. Lunaqqua is notorious for ignoring her followers, though she is believed to divert them from disaster at sea. She is commonly believed to dwell on the larger of Hyperborea's moons, Selene; in fact, the association is so strong, some devotees simply refer to Lunaqqua as Selene. *Typical followers:* men (esp. seamen, druids), **lycanthropes**.



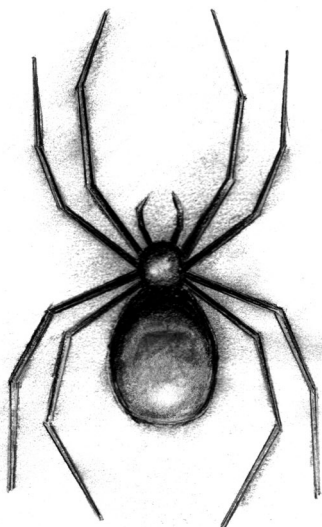
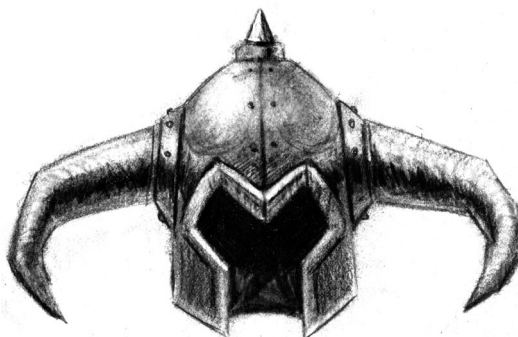
Mordezzan: This deity of Neutrality is associated with death, graves, charnel houses, **dogs, ghouls, ghuls, hyænas, hyæna-men**, jackals, and carrion. Mordezzan presents as a giant, emaciated, ghoul-like being with obsidian-coloured skin and eyes like burning coals. From his elongated arms extend skeletal talons shaped like scimitars. Mordezzan is said to manifest in catacombs beneath the charnel houses where his worship thrives; there he takes as his provender the cadavers of men prepared by his most puissant priests. *Typical followers:* men (esp. Ixians), **ghuls, hyæna-men**.

Rel "God of Thieves": This demigod of Neutrality is associated with thievery, banditry, swindling, gambling, deception, backstabbing, ale, beer, luck, and gems and gold gained by means stealthy and nefarious. Rel is said to assume many faces, usually male (or rarely female). He is reputed to have been granted immortality after impressing Xathoqqua with a most impossible theft; others suggest him to be the by-blow of Apollo.

Rel presents as a swarthy, handsome sort who wears a broad-brimmed hat and winged sandals that he uses to fly at impossible speed, leading some sages to posit that Rel is in fact Hermes, messenger of the gods; amongst the Kelts he has been called Teutates. Rel is a "god of the people" and is said to dwell amongst mortal men, oft in underworld societies posing as a common thief of no great repute. Presently, Rel is believed to favour Port Zangerios. *Typical followers:* men (esp. thieves).



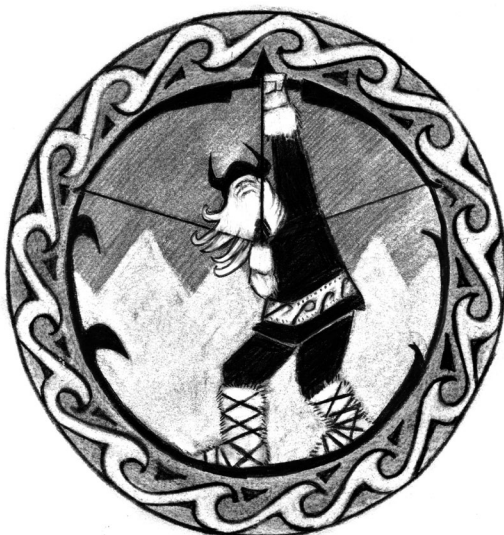
Thaumagorga: This deity of Evil is associated with Hades, dæmonism, torture, slavery, violence, war, bellicosity, and bloodletting. Thaumagorga manifests as a massive, heavily armoured dæmon-warrior who wields a flaming, two-handed scimitar; too, he wears a great horned helm that obscures his features in blackness, save a pair of flaming coals for eyes. Notorious as the most potent of all dæmonkind, Thaumagorga sits upon a throne of human bones in the nameless depths of Underborea. Druids sometimes advocate his worship, convinced that he was once the Keltic deity Cernunnos (the “Horned One”), whilst men of learning from Khromarium associate him with Ares, the God of War. Thaumagorga is said to be lord and master of six powerful dæmon princes. *Typical followers:* men (any), **dæmons, fire giants, minotaurs, orcs.**



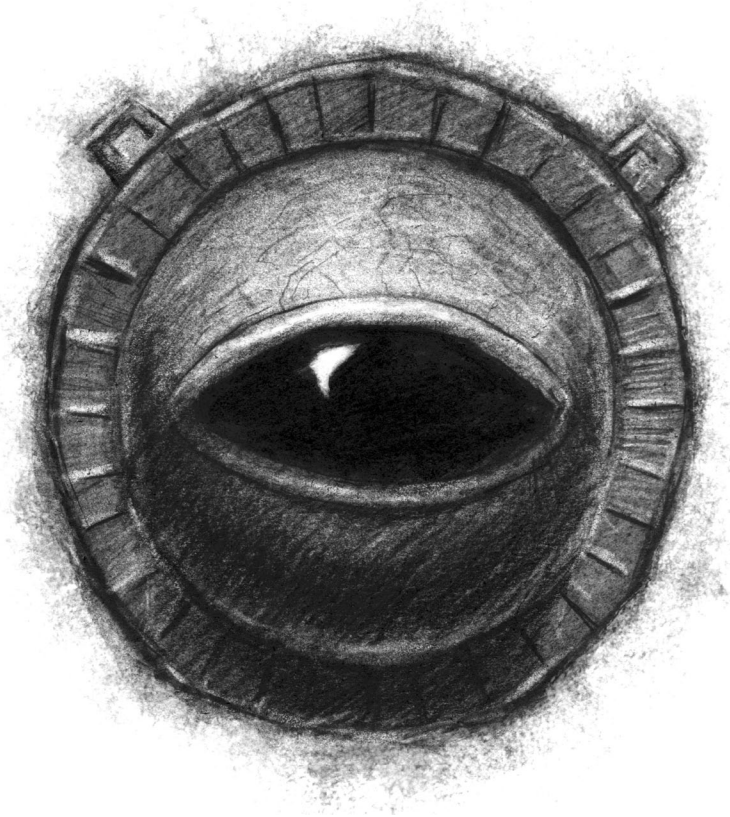
Tlakk-Nakka: This deity of Neutrality is associated with spiders, death, poison, predation, murder, witchcraft, dreams, and fate. Tlakk-Nakka is an arachnid goddess reputed to beguile her followers into obeisance. She is said to manifest as an enormous spider with the head of crowned, raven-haired woman shewing jewel-black eyes. It is told that Tlakk-Nakka dwells within the impossible depths of Mount Vhuurmithadon, the treble-peaked dead volcano that rises from the epicentre of the Spiral Mountain Array. There she eternally weaves, taking her provender from that which finds itself ensnared in her webs, be it man, beast, dæmon, or god. *Typical followers:* men (esp. Picts, Ixians).

Ullr: This deity of Chaos is associated with Viking longships, skis, shields, swordsmanship, bows of yew, rune sorcery, **wolves, bears, sabre-tooths**, piracy, and raiding. Ullr is reputed to favour Vikings and those who praise Ymir, for he himself pays tribute to the all-powerful frost giant. He inhabits an ancient castle on Ullr’s Island, Vikland.

Ullr typically presents as a Viking berserker, and he has been known to join their most daring raids. For the Vikings, Ullr is the last remaining deity of the Æsir. This waning does not stop them from passing down tales of the old gods such as Baldr and Thor; however, Ullr has been known to slay skalds who weave tales extolling Odin, for he reserves no small enmity for the erstwhile Viking god supreme. *Typical followers:* men (esp. Vikings).



Xathoqqua: For man and beast, this deity of Chaos is the principal being of worship in all of Hyperborea. Xathoqqua's worship is incalculably older than mankind, for this deity landed on Hyperborea when Old Earth was no more than a steaming morass with a single, algæ-covered continent. Xathoqqua is reputed to dwell within the deeps of the Spiral Mountain Array, specifically the hoary depths of Mount Vhuurmithadon, a treble-peaked extinct volcano. Religious scholars, through painstaking translation of sacred mystery texts, reveal that Xathoqqua arrived via Saturn, where some of his relatives may yet remain; prior to this his origin is extra-dimensional.

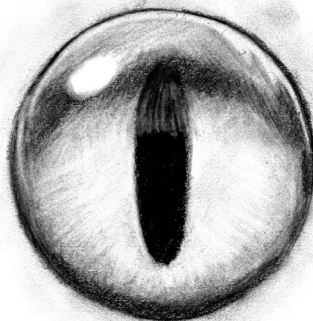


Xathoqqua is associated with life, death, reincarnation, pestilence, disease, luck, misfortune, cruelty, savagery, mischievousness, and sardonicism. He is reputed to communicate directly with his followers through animated idols or statues and oracles. He sometimes binds his supplicants with irrevocable contracts that oftentimes seem to make little sense; some are incredibly generous whilst others are grossly unfair. To his servitors (oft identified as Xathoquans) he will grant antemundane secrets from outlying planets and realms extra-dimensional.

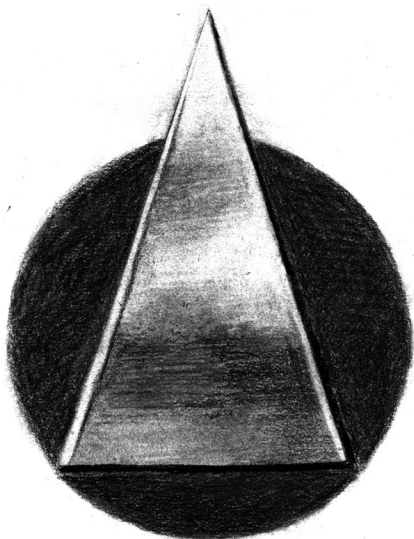
Xathoqqua is portrayed as a colossal, sloth-bodied toad covered in brown-black fur. From his broad back projects a pair of massive, membranous wings that he may utilize to glide across the gelid winds of the Black Gulf. In sculpture, his bulbous, sleepy eyes are stylized as narrow slits; oft he is portrayed with an enormous tongue and sometimes other attributes deemed offensive or obscene to those whose sensibilities are delicate.

Typical followers: men (all racial derivations), **ape-men, cave-men, vhuurmis**. Furthermore, some of the most furtive and ferocious beasts are said to frequent Xathoqqua's ashen altars lost in the nameless depths of the wilderness; here they grunt, howl, sibilate, or whine their inarticulate supplications. Examples include **apes, aurochs, bats, bears, boars, crocodiles, dogs, elk, frogs and toads, hyænas, lizards, woolly mammoths, pterodactyls, rats, woolly rhinoceroses, sloths, sabre-tooths, weasels, wolverines, and wolves**.

Yig (Apep) "The Great Serpent": This deity of Law is associated with snakes, reptiles, sorcery, necromancy, resurrection, and reincarnation. Yig is a cruel, serpentine god reputed to bless his followers with forbidden knowledge, granting his most puissant priests the ability to shed their skin and assume the forms of terrifying snakes. Yig is said to manifest as an enormous python that traverses the gargantuan tunnels of Underborea; some say that he gnaws out these tunnels himself. *Typical followers:* men (esp. Ixians), **snake-men**.

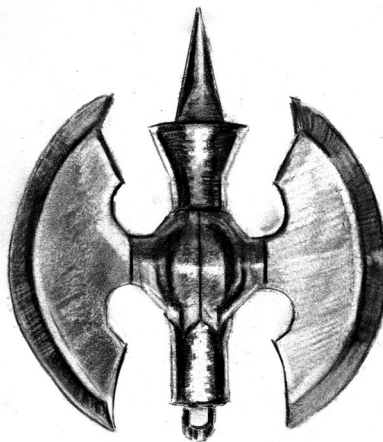


Yikkorth "The Ashen Worm": This deity of Neutrality is associated with glaciers, icebergs, and cataclysms. Yikkorth presents as a pale white, wormlike god that delegates its will through a cabal of sorcerer-priests. It is said to dwell in a great hall of ice within the confines of an impossibly massive iceberg. Yikkorth is reputed to exert dominance over other deities, including Boreas, Ymir, and Ythaqqa; in fact, non-Viking sages posit that Yikkorth begot Ymir.



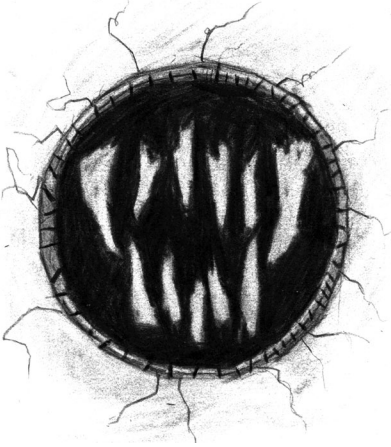
The Ashen Worm is notorious for spawning the cruellest of winters and instigating the most unforgiving ice ages. It is also reputed to impregnate glacial ice with dæmonic forces that, when unleashed, prey upon mankind. Yikkorth is held culpable for one of the most devastating curses levied against Hyperborea: In preternatural ice it once mantled the whole of the realm. Ages later, when the ice thawed, Hyperborea's connexion to Old Earth was no more; the sun was no longer yellow, and the sea spilled from the rim of a world hemmed in by the blasting North Wind. *Typical followers:* men (rare), **abominable snow-men, white apes**.

Ymir: This deity of Chaos is associated with mountains, blizzards, snow, ice, mists, and unbridled rage. Ymir is said to manifest as a blue-bearded frost giant with a tremendous axe of ice-blue steel. He is believed to dwell in a castle of crystal and ice in the clouds above Hyperborea's Spiral Mountain Array. Non-Viking religious scholars posit that Ymir is the offspring of Yikkorth, "The Ashen Worm", but Viking skalds reject this notion as absurd; in fact, they espouse Ymir as the primeval deity who created the world from which Hyperborea is derived. *Typical followers:* men (esp. Vikings), **mountain apes, dwarfs, fomorians, frost giants, abominable snow-men**.



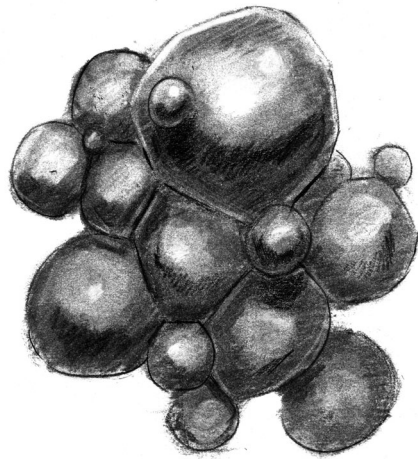
Yoon'Deh: This deity of Neutrality is associated with **aurochs, deer** (elk), and **mammoths**; with migration, nature, wine, wild passion, and sacrifice (animal and human). She is the principal deity of the druids and is said to manifest as an elk, mammoth, or antlered nymph, usually appearing in sacred groves or megalithic henges when both moons are full and when her stony altars are wetted with blood. Just prior to the Green Death, Yoon'Deh's worship overshadowed Xathoqqua's, but not so in the aftermath.

Yoon'Deh is an anthropomorphic goddess reputed to be a former wife of Cernunnos (the "Horned One"). Some sages identify Yoon'Deh with Cybele, the ancient Phrygian mother goddess, and sometimes Demeter, goddess of grains. Druids say Yoon'Deh traverses Hyperborea's forests, hills, and grasslands in bestial form, though ever remains elusive to even her most devout followers. *Typical followers:* men (esp. Kelts, druids).



Ythaqqa "The Wendigo": This deity of Neutrality is associated with arctic winds, tundra, doom, ill fate, hopelessness, lost travellers, and misbegotten fools. Ythaqqa manifests as a gigantic, hairy, vaguely humanoid creature with glowing red eyes. Bloodthirstily it preys upon the lost and the damned, ever prowling the Plain of Leng and the Ythaqqa Plateau. Ythaqqa's cultists oft leave sacrifices to appease the god, as well as stone-carved idols intended to honour it. Ythaqqa is sometimes regarded as an ice *dæmon* vassal of Yikkorth, the "Ashen Worm". *Typical followers:* men (esp. Esquimaux), **albino apes, hyæna-men, men of Leng, abominable snow-men.**

Yug: Sometimes called "Yog", this otherworldly deity of Chaos is associated with darkness, void, cannibalism, shapeless spawn (oozes, slimes, jellies), and like mutable forms (moulds, spores, and other fungi). Yug manifests as a black, protean mass, a nebulous cloud of yellow-brown spores that can swallow worlds. Yug is said to be the progenitor of the primordial material from which **shoggoths** and other amorphous beings were formed; some assert that Yug is in fact the originator of all life. Reputed to roam the illimitable depths of the Black Gulf, Yug is suggested by some religious scholars to be supreme amongst the deities, that both Xathoqqua and Kthulhu serve as his high priests. *Typical followers:* men (rare cults), **ape-men, cave-men, mi-go, spore-men.**



REFEREE ADVICE

The referee is the architect and master of the game. The rules and guidelines presented in *Astonishing Swordsmen & Sorcerers of Hyperborea* are intended to provide a foundation on which the referee may build and maintain an entertaining campaign milieu. Modifications to these procedures are encouraged, though should be exercised with consideration. *AS&SH* is derived from rules and procedures originally conceived by Gygas and Arneson, the progenitors of fantasy role-playing games, and later “advanced” by Gygas et al. While *AS&SH* does not seek to “clone” the original or advanced systems conceived by those gentlemen, it is nonetheless informed by traditional procedures, many of which have withstood the test of time. So, while it is within the purview of the referee to expand, modify, or eliminate the rules and procedures of this game, we merely suggest you do so with care.

Preparing the adventure campaign is the referee’s responsibility. He may use graph paper to draw dungeon maps and key its many rooms and chambers with monsters and treasure, tricks and traps, things weird, things frightening, and things whimsical—a personal creation that is in some ways a pastiche of that which entertains him and his fellows and is also, in some ways, an extension of his own personality. Likewise he may purchase professionally published adventure materials, or incorporate freely available fan-written materials that match his tastes and preferences. The referee thus develops his campaign one building block at a time. Often this necessitates extra “homework” on his part—jotting notes, reviewing resources, developing NPCs (including their plans and sometimes nefarious objectives), preparing contingencies, and so forth.

Preparations typically include the brief development of a settlement where the characters will supply themselves and maintain contacts; the geography and history of the area; local flora and fauna; religious beliefs of the populace; the political scope of the region; and, of course, the adventure locations: a cursed temple, a haunted forest, an ancient dungeon, or a similarly evocative setting. The referee need not burden himself with intense development of each of these aspects all at once; rather, so long as he has a decent idea of what needs to be known by the party and what does not, he can always expand from what he has created as the campaign progresses. (The referee can spend weeks developing a fishing village, only to learn that the players are more interested in exploring the hostile swamplands 40 miles away.) Use the material in this volume to help develop ideas.

Improvisation is an oft-necessary component of the referee’s job, and when he must fabricate the name of a person or place on the fly, he should jot this down in a notebook, maintaining and organizing such notes for future use. He should also carefully track the passage of time: the days, weeks, and months; the passing of the seasons; and so forth. Maintaining a firm command of the campaign helps preserve the semblance of consistency and verisimilitude—a living, breathing game world, as it were.

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