

ASTONISHING SWORDSMEN AND SORCERERS OF

HYPARBOREA

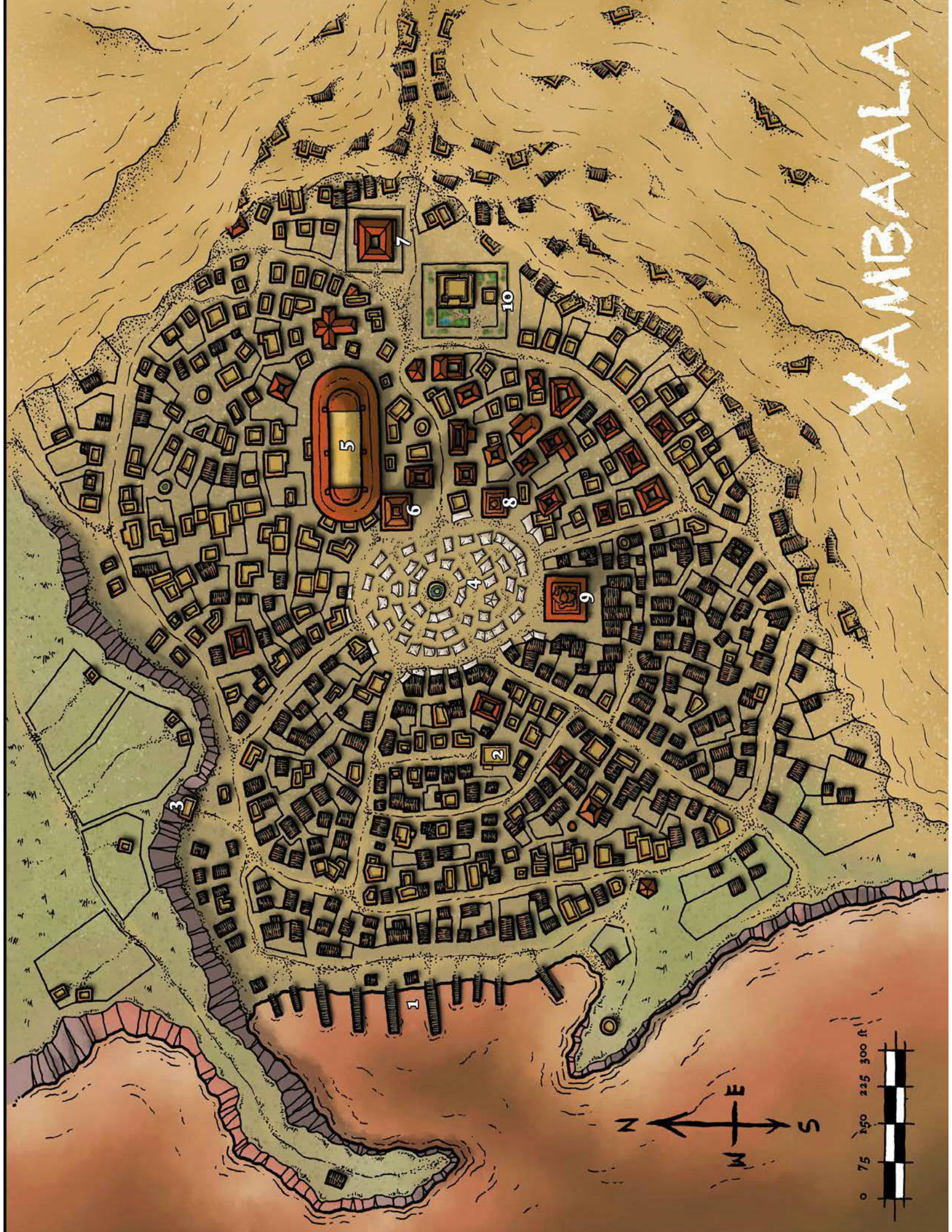
TM

THE ANTHROPOPHAGI OF XAMBAALA™

BY COREY R. WALDEN



XAMBAALA



0 75 150 225 300 ft



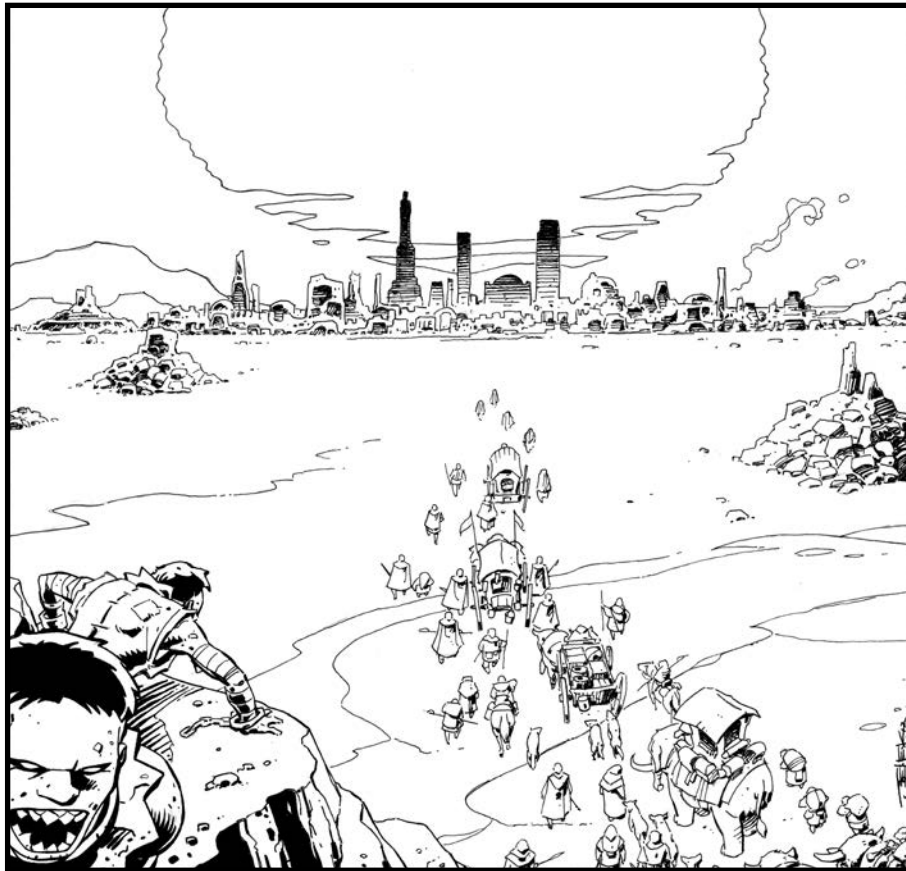
ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA

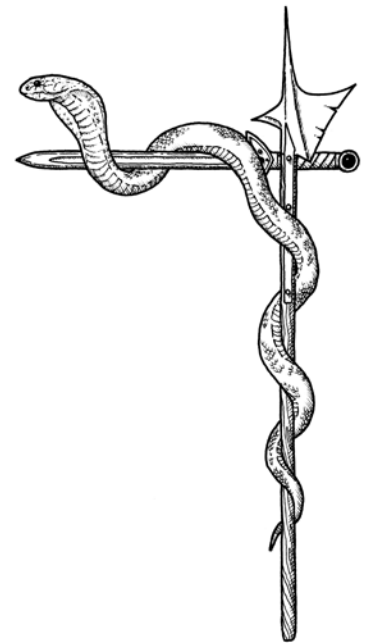
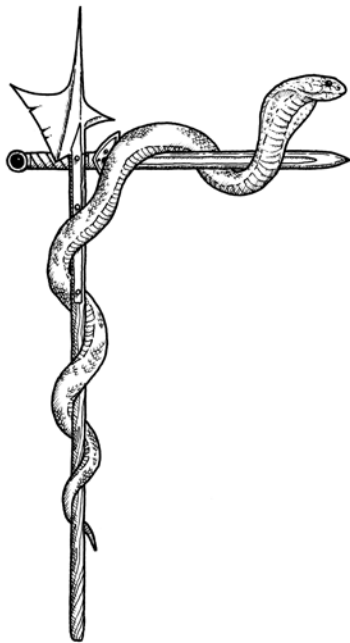
ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™

THE ANTHROPOPHAGI OF XAMBAALA™

*An adventure in Hyperborea
designed for from four to six characters of 1st through 3rd level*

by Corey R. Walden





CREDITS

Text: Corey R. Walden

Editing: Michael Haskell, David Prata

Additional Development: Jeffrey P. Talanian

Front Cover Art: Val Semeiks (inks), Daisey Bingham (colours)

Back Cover Art: Diogo Nogueira (inks), Daisey Bingham (colours)

Interior Illustrations: Johnathan Bingham, Peter Mullen,
Diogo Nogueira, Glynn Seal, Val Semeiks, Jason Sholtis, Del Teigeler

Cartography: Andreas Claren, Glynn Seal

Graphic Embellishments: Glynn Seal

Layout: Jeffrey P. Talanian

Play-Testing: Hugh Keal, Ben Middleton,
Josef Richardson, Richard Satherley

The Anthropophagi of Xambaala™ takes players into an action-packed realm of adventure: the mythical world of Hyperborea, a sword-and-sorcery campaign setting inspired by the fantastic fiction of Robert E. Howard, H.P. Lovecraft, Clark Ashton Smith, and others. This adventure is inspired by Robert E. Howard's "The Man-Eaters of Zamboula" and by various short tales of H.P. Lovecraft and Clark Ashton Smith. It is designed for use with *Astonishing Swordsmen & Sorcerers of Hyperborea™* (AS&SH™), a role-playing game descended from the original 1974 fantasy wargame and miniatures campaign rules as conceived by E. Gary Gygax and Dave Arneson. AS&SH is compatible with most traditional fantasy role-playing games (c. 1974 to 1999) and their modern simulacra, such as OSRIC™ and *Swords & Wizardry™*.

For more information about AS&SH, please visit us at hyperborea.tv.



NWA202 ISBN 978-0-9851476-7-9

© 2018 North Wind Adventures, LLC. Made in the USA.

"Astonishing Swordsmen & Sorcerers of Hyperborea", "AS&SH", "The Anthropophagi of Xambaala", and all other North Wind Adventures product names and their respective logos are trademarks of North Wind Adventures, LLC, in the USA and other countries. "OSRIC" is the trademark of Stuart Marshall and Matthew Finch. "Swords & Wizardry" is the trademark of Matthew Finch.

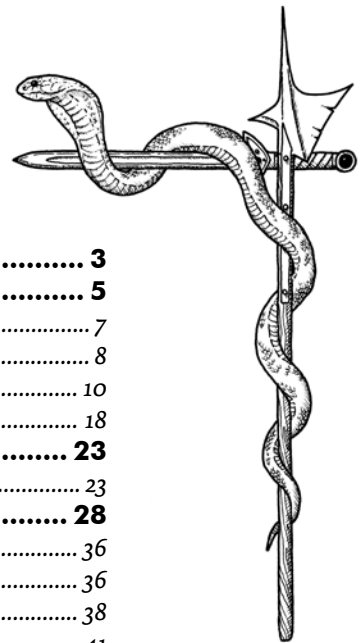
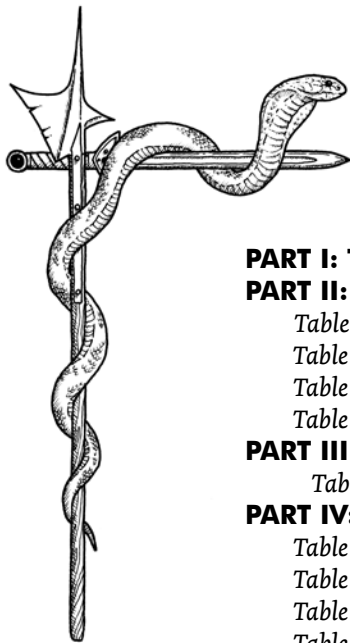


TABLE of CONTENTS

PART I: THE ADVENTURE BEGINS	3
PART II: INNER XAMBAALA	5
Table 1: Random Encounters (Inner Xambaala after Eventide).....	7
Table 2: Rumours.....	8
Table 3: Saturn's Luck Services	10
Table 4: Caravanserai Services	18
PART III: OUTER XAMBAALA AND BEYOND	23
Table 5: Random Encounters (Outer Xambaala and Beyond).....	23
PART IV: THE WARLORD'S PALACE	28
Table 6: Cosmic Mirror Parameters	36
Table 7: Cosmic Mirror Visions.....	36
Table 8: Chasm Treasures.....	38
Table 9: Toad Matron's Fungus Crops.....	41
APPENDIX A: NEW SPELL	55
APPENDIX B: NEW MONSTERS	55
APPENDIX C: NEW MAGIC ITEMS	57
OGL STATEMENT	58
PLAYERS' HANDOUTS	59

AUTHOR'S NOTE: This work is both a setting and an adventure. The setting describes the town of Xambaala, noting key people, locations, and local lore. The adventure proper provides players with a variety of environments and the several factions fighting over them for their own goals. With a bit of skill and luck, stalwart adventurers may emerge richer and maybe wiser. The situation that will develop in Xambaala will be determined by the players' choices.

PART I: THE ADVENTURE BEGINS



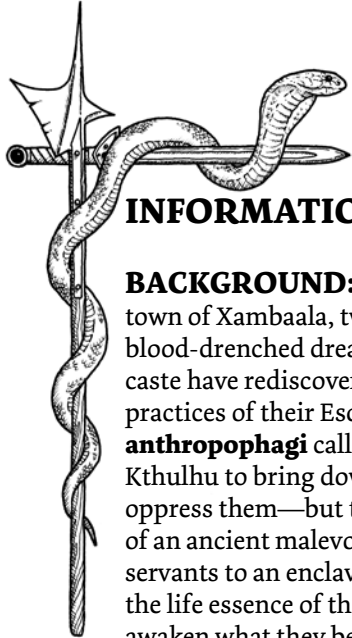
INFORMATION FOR THE PLAYERS

Rumours of a strange situation reach the PCs in the form of a **curious broadside**¹, which may be read aloud, paraphrased, or handed to the players.

Visitors to the desert port of Xambaala, beware! When the city slumbers, dæmoniacal cachinnations crackle from its outskirts, and dull totemic drumbeats rumble in the surrounding waste. Vile shrieks and noises out of nightmares bring shudders to the spines of even those who fancy themselves heroes.

When the eventide bell tolls, residents lock themselves behind stout walls, for something sinister moves during the dead time. But the people of Xambaala speak not of the hellish noises that haunt their city. Only furtive whispers hint that those who trust in the safety of Aramis D'Athak's inn oft disappear, vanishing into the unknown—and the sounds without the city grow louder....

¹ See PLAYERS' HANDOUT #1.



INFORMATION FOR THE REFEREE

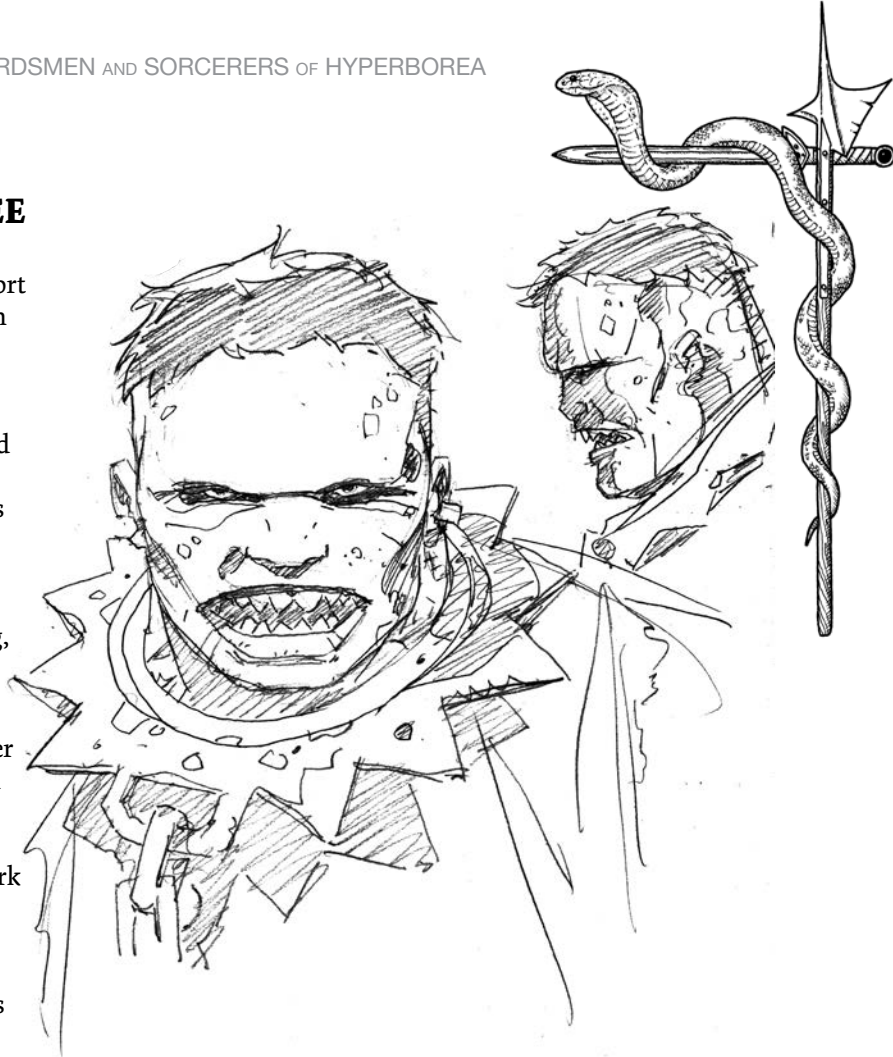
BACKGROUND: In the degraded, desert port town of Xambaala, twisted schemes coil within blood-drenched dreams. Those of the slave caste have rediscovered the cannibalistic cult practices of their Esquimaux forebears. These **anthropophagi** call on the tenebrous alien god Kthulhu to bring down the “free people” who oppress them—but they too are victims, dupes of an ancient malevolence. They are unwitting servants to an enclave of **snake-men**, who use the life essence of the cannibals’ victims to awaken what they believe to be an avatar of Yig, their serpent god.

Still the members of Xambaala’s ruling class persist in their ignorance of the doubled danger that ensnares them. They long have considered the Old City cursed, and they secretly hope the disappearance of transient foreigners into the ancient ruins might placate whatever forces lurk there. They lock their doors when the eventide bell tolls, petition the gods to spare their lives, and pretend the guards will keep them safe. In this tenuous blindness, the town endures in its dysfunction, but screams fill the night outside the town limits....

SETTING THE HOOK: Whether the PCs are based in Xambaala or elsewhere in Hyperborea, word of the queer *mise en scène* described herein could reach them in the form of a **curious broadside**². Whether this missive has been distributed in an attempt to obtain assistance, or as a lure by the Xambaala Thieves’ Guild or other factions, is left to the referee. If the characters hail from elsewhere in Hyperborea and follow up on the broadside by making enquiries about Xambaala, read aloud or paraphrase the following:

Furtive and odious tales circle through various Hyperborean ports of call. Rumours whisper of an ancient occult city, Xambaala, clinging to the edge of the Zakath Desert. Perhaps the hideous horrors said to assail the city in the darkest hours are exaggerated. Maybe too another explanation can be found for the foreigners who are said to have disappeared to some uncanny fate. But the whispering tongues also hint that gold glints in the shadows of Xambaala, ready to be taken by the bold.

² See PLAYERS’ HANDOUT #1.



Once in Xambaala, two easy ways exist to involve the party in the danger:

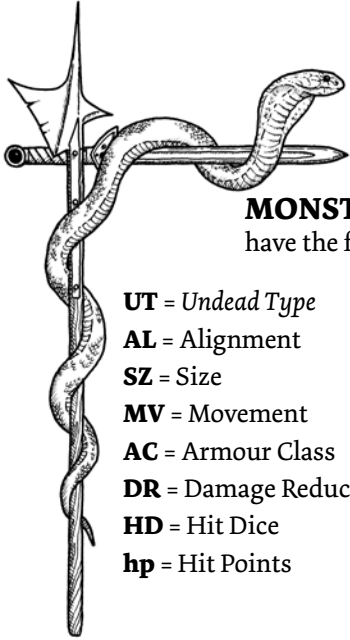
- ★ Rumours abound concerning curious disappearances of travellers from the caravanserai of **Aramis D’Athak (#10)**.
- ★ Disturbing noises are reported on the outskirts of town. Anyone sleeping near the edge of the settled areas can hear unnerving evidence of both the **anthropophagi**³ and the **gloom-eater zombies**⁴.

Finally, opportunities for intrigue abound in Xambaala, and it is simple to intersperse the core adventure with short side quests and encounters in town or in the wilderness. For example, strife betwixt the thieves of the Grotto of Rel (**#3**) and the priests at the Temple of Helios (**#9**) could embroil the PCs.

REFEREE ADVICE: The referee is encouraged to alter *The Anthropophagi of Xambaala* to suit personal tastes. Modify or replace parts of the adventure that do not mesh with your campaign. In the interest of creating a vibrant setting, significant attention has been devoted to area descriptions, yet far more important is the overall flavour of the setting. When preparing to run the adventure, focus on evoking the atmosphere, rather than reproducing every exacting detail. Xambaala is a sketch for you to complete.

³ See PART III: ANTHROPOPHAGI CAMP.

⁴ See PART III: MAUSOLEUM.



MONSTER AND NPC STATISTICS: Monsters and non-player characters (NPCs) may have the following statistics, abbreviated as noted:

UT = Undead Type

AL = Alignment

SZ = Size

MV = Movement

AC = Armour Class

DR = Damage Reduction

HD = Hit Dice

hp = Hit Points

FA = Fighting Ability

TA = Turning Ability

CA = Casting Ability

#A = Attack Rate

D = Damage

SV = Saving Throw

ML = Morale

XP = Experience Points

ST = Strength

DX = Dexterity

CN = Constitution

IN = Intelligence

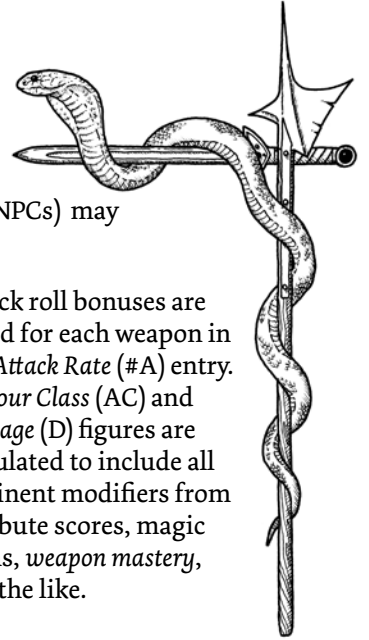
WS = Wisdom

CH = Charisma

Special = Special Abilities

Gear = Equipage and
Treasure Carried

Attack roll bonuses are noted for each weapon in the *Attack Rate (#A)* entry. *Armour Class (AC)* and *Damage (D)* figures are calculated to include all pertinent modifiers from attribute scores, magic items, *weapon mastery*, and the like.



PART II: INNER XAMBAALA

OVERVIEW

Xambaala is situated on the coast, west of the City-State of Yithorium. It is a large town by contemporary Hyperborean standards, with a permanent population of approximately 1,000 freemen. At any time, another 1,000 foreigners and transients swell Xambaala, passing through the town on errands of blood and treasure.

Some 1,200 slaves are held in hereditary bondage, forming a caste unto themselves. Members of the slave caste partly live in the homes of the ruling class and partly make what shift they can in the abandoned and desert-scoured Old City. Of the slaves, about 200 are initiates of the Kthulhu cannibal cult, and another 200 are tangentially aware of the cult (a number of whom actively support it in some manner).

In public the slave populace appear emotionless and subdued, easily identified by their distinct Esquimaux-Ixian appearance. By contrast, the ruling caste comprises a mix of lineages, the descendants of mercenary conquerors from Yithorium. The travellers who crowd the docks and dusty streets are Esquimaux, Keltic, Viking, and other lineages.

Prior to the Green Death, Xambaala was city-sized and renowned for the sagacity of its prodigious (mostly Ixian) occupants: architects, astronomers, mathematicians, scholars, and sorcerers. Widespread seagoing and overland trade ensured the continuous flow of wealth into the city, resulting in impressive innovations and astonishing insights. Now it is fallen into decadence and decay, and only the inner quadrants of the town are occupied by the ruling caste. The insatiable desert sands eat away at the ancient city, slowly consuming the coastal grasslands that once let Xambaala thrive.

Most Xambaalan buildings are drab and dust-coloured, constructed of baked-mud brick with plastered exteriors. Older structures reflect the city's wealthy antiquity; they are assembled of marble, stone, and tiling. Homes of the affluent are decorated with frescoed walls and painted using locally sourced dyes.

Unlike most Hyperborean settlements, Xambaala has no wall. The ruins of an outer brick wall surround the Old City, but nothing has been erected in the remaining inner quarter. Despite the substantial degradation of Xambaala, the inmost area remains a bustling town, thronged with travellers, citizens, and slaves.

The mood in Xambaala is reminiscent of a vibrant city: Scholars, soldiers, merchants, mendicants, and priests rush about conducting self-important tasks. The lower-caste free people are generally accommodating and generous, though they never invite foreigners into their homes. In the atmosphere of terror and superstition that the anthropophagi have caused, to do so is to risk dire portents.



ENVIRONMENT

Meagre sunlight and oppressively windy sands typify Xambaala and its environs. Flora within the area is tenacious, suited to the harsh conditions of the cold Zakath Desert. Included are lotus specimens, cacti, and desert flowers. Cold-hardy palm trees wither completely during YEAR 9 of the Hyperborean cycle, but begin growing again in YEAR 5 once the ancient, bloated sun has returned to prominence.

Xambaala is immensely dusty, and occasional sandstorms howl through the town. Consequently, it has become customary for Xambaalans to wear scarves covering their heads and mouths. Water is fairly plentiful in Xambaala thanks to the nearby oases (though their waters are sometimes poisoned, bitter, or tainted). Several springs are located within the town; the best is an ancient well in the heart of the bazaar (#4), where freeman and slave alike congregate to gather water and trade gossip.

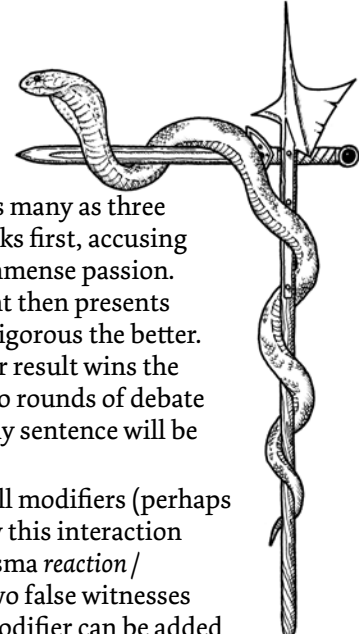
LAW

The merciless Witch-Queen of the City-State of Ythorium claims dominion over the town. Her rule is enacted remotely through her puppets: the appointed satrap, **Jangir'n Lhazred**, and his wily wife, **Nef'reetil** (both at #7). Other than its practice of slavery, Xambaala has few laws that could be considered oppressive for either visitor or citizen, and foreigners may wander freely without harassment.

However, criminal behaviour is met with severe punishment. Crime is not tolerated in Xambaala, and civil anarchy is heavily punishable. If necessary, a force of the satrap's army will chase criminals into the desert or surrounding grasslands to apprehend them.

Defilers of Xambaalan law must undergo trial. A small building near the satrap's mansion (#7), known locally as the "forum", serves as the courthouse. Presiding over the forum are the satrap and a small council of key local figures, including **Aramis D'Athak** (#10), **High Priest Pyrois** of Helios (#9), and other influential citizens. The council has final judgment over innocence or guilt. The referee should consult the following procedure:

1. Both prosecutor and defendant may hire one representative known as a "spokesperson" (effectively a lawyer). Optionally, the accused may represent himself. Sophists from the Grotto of Rel (#3) can be employed for **10 gp**. False witnesses also can be furnished for an additional **10 gp** per witness.

- 
2. The proceedings elapse over as many as three "rounds". The prosecutor speaks first, accusing the defendant in a storm of immense passion. The spokesperson or defendant then presents the defence; again, the more vigorous the better. Both sides roll 1d20; the higher result wins the round. The first side to win two rounds of debate has proven its case (though any sentence will be adjudicated by the council).
 3. The referee may hand out small modifiers (perhaps +1-3) for players who role-play this interaction compellingly and/or for charisma *reaction* / *loyalty adjustment*. For every two false witnesses purchased, an additional +1 modifier can be added to a single die roll of the accused's choice.

The consequences of a guilty verdict depend on the crime. Minor offences like stealing are punished with removal of a body part (e.g., hand, nose, finger). Murderers are damned to the Arena (#5) or banished into the wilderness with no clothing or provisions; sometimes a wergild can be paid based on the rank of the deceased. Lastly, recalcitrant slaves may be fitted with collar and chain, a decision that can be made by a **lieutenant** or **captain** of the guard and not necessarily requiring a trial.

RELIGION

Xambaala embraces the traditional festival weeks⁵ with great ardour as times of disenfranchisement and heedless revelry, after which normal laws and fears resume. Shrines to sundry named and nameless deities are scattered throughout the town, catering to an eclectic blend of cults and religions. Zealous priests oversee these tabernacles, contributing to the fervour and superstition of the common folk in the ruling caste.

Helios is revered as the dominant deity, and most citizens venerate his imposing temple (#9). Xathoquqa is almost as popular, but the people of Xambaala are immensely promiscuous in their worship, also exalting Mordezzan, Tlakk-Nakka, and others. A grotto on the northern end of town (#3) is dedicated to the deity Rel and doubles as a thieves' guild. Many of the slave caste secretly pay obeisance to Kthulhu; the most fanatical of these constitute the cannibal cult that terrifies the town.

⁵ Apollonalia, Saturnalia, Bealltainn, and Plutonia; see *AS&SH* VOL. VI, pp. 502-503: *CALENDAR, festivals*.



EVENTIDE BELL

At 8:00 PM the eventide bell tolls from the Temple of Helios (#9). The bell encourages citizens and visitors alike to take refuge. This “curfew” is not considered law in Xambaala, but seeking shelter ensures against the horrors of the night. At the sounding of the eventide bell, large numbers of the slave caste will complete their final duties and then migrate to the OLD CITY, where they live in tents and ruins. The bell is rung again at 6:00 AM; sometimes this toll is referred to as the EOS (or “dawn”) bell. The bell has other ritualistic uses for the priests of Helios:

- ★ *Ritual of the 13 Tolls:* On the last day of *Coda* (YEAR 12, *Fox*), when the sun sets for a full year, the priests toll the bell 13 sombre times to count the months of darkness ahead.
- ★ *Ritual of the 156 Tolls:* On the first day of *Genesis* (YEAR 1, *Bear*), when Helios briefly rises, the priests toll the bell 156 times to count the months ahead in which the sun will shew its face.

ENCOUNTERS IN INNER XAMBAALA

AFTER THE EVENTIDE BELL TOLLS: To linger in the streets of Xambaala after the eventide bell is folly. Roll 1d6 every hour; an encounter occurs on a roll of 1 or 2. If an encounter is shewn, consult the table below.

**Table 1: Random Encounters
(Inner Xambaala after Eventide)**

d6 Roll	Encounter
1-4	Man, Anthropophagus (2d4+2)
5-6	Zombie, Gloom-Eater* (1d4+1)

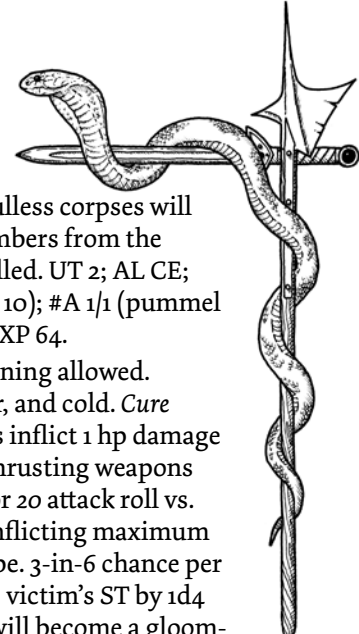
* Ignore result unless PCs are on the outskirts of Inner Xambaala.

Man, Anthropophagus: Dusky-skinned and naked save for loincloths, with teeth filed into points, these feral slaves carry their victims to the desert. There they devour the unfortunates at the ANTHROPOPHAGI CAMP⁶, or take them to the WARLORD’S PALACE for other unspeakable rites⁷. Some, previously having been cited for recalcitrance, are fitted with collars and chains. After the eventide bell, the anthropophagi function as **wild berserkers**, though during the workday, they comport themselves as slaves and hide their rage and furor. Only in OUTER XAMBAALA and the desert wilderness beyond are the former slaves wholly given over to cannibalism and savage fury. AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (light club [+2]); D 1d4+2; SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.
Gear: light club.

⁶ See PART III: ANTHROPOPHAGI CAMP.

⁷ See PART IV: LEVEL TWO, #17.



Zombie, Gloom-Eater⁸: These soulless corpses will attack until destroyed. Reduce numbers from the MAUSOLEUM⁹ for every zombie killed. UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 10); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

Special: Always attacks last; no running allowed.

Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause ½ damage. Any natural 19 or 20 attack roll vs. zombie considered “head shot” inflicting maximum damage, regardless of weapon type. 3-in-6 chance per round of bite attempt. Bite drains victim’s ST by 1d4 points; a victim reduced to 0 ST will become a gloom-eater zombie in 1d4 turns, unless *cure disease* is cast.

Gear: 4d6 cp, 4d4 sp, 3d4 ep, 1d8 gp.

TOWN ROSTER

What follow are typical statistics for the people of Xambaala. The referee can use the following **commoner, warrior, archer, lieutenant,** and **captain** statistics for NPCs. The bulk of capable fighting Xambaalans are **commoners**, including the slave caste (except the **anthropophagi**, treated earlier).

The Xambaalan guard consists of **120 troopers** who walk the streets in **guard patrols** comprising **1 lieutenant, 2 archers,** and **4 warriors**. Concentrating their activities around the heart of the town, the soldiers usually will respond to an emergency in 1d8 rounds (or 1d10 minutes if they must travel a longer distance). However, after the eventide bell tolls, patrols are practically non-existent.

Commoner: AL N; SZ M; MV 40; DX 10; AC 9; HD ½ (hp 4); FA 0; #A 1/1 (knife); D 1d4; SV 17; ML 8; XP 5.
Gear: knife, 1d6 cp, 1d6 sp.

N.B.: If the commoner is of the slave caste, then his chance to be armed with a knife will be but 1-in-6, and he will have no coin.

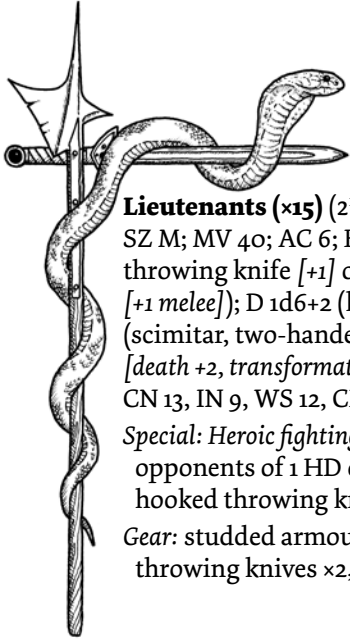
Warriors (x70) (0TH-LEVEL FIGHTERS): AL LE or N; SZ M; MV 40; AC 7; HD 1 (hp 6); FA 0; #A 1/1 (long spear or falcata); D 1d8 (long spear, two-handed) or 1d6 (falcata); SV 17; ML 9; XP 10; ST 12, DX 11, CN 11, IN 9, WS 10, CH 9.
Gear: leather armour, falcata, long spear, 2d4 cp, 2d4 sp.

Archers (x30) (0TH-LEVEL FIGHTERS): AL LE or N; SZ M; MV 40; AC 7; HD 1 (hp 6); FA 0; #A 3/2 (longbow) or 1/1 (falcata); D 1d6; SV 17; ML 9; XP 10; ST 12, DX 13, CN 11, IN 9, WS 10, CH 9.

Gear: leather armour, falcata, longbow, arrow quiver, arrows x12, 2d4 cp, 2d4 sp.

⁸ See APPENDIX B.

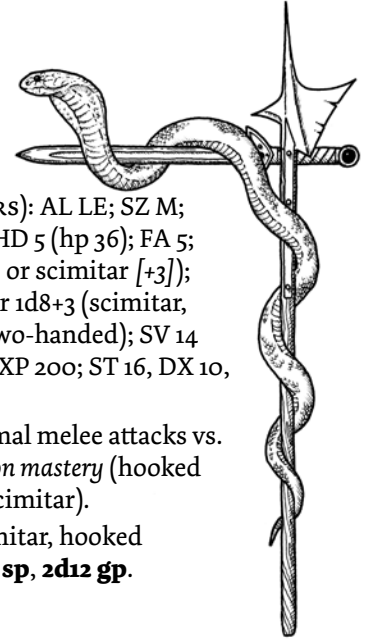
⁹ See PART III: MAUSOLEUM.



Lieutenants (x15) (2ND-LEVEL FIGHTERS): AL LE; SZ M; MV 40; AC 6; HD 2 (hp 16); FA 2; #A 3/2 (hooked throwing knife [+1] or scimitar [+2]) or 1/1 (dagger [+1 *melee*]); D 1d6+2 (hooked throwing knife) or 1d10+2 (scimitar, two-handed) or 1d4+1 (dagger); SV 16 [death +2, transformation +2]; ML 9; XP 50; ST 15, DX 12, CN 13, IN 9, WS 12, CH 12.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (scimitar, hooked throwing knife).

Gear: studded armour, dagger, scimitar, hooked throwing knives x2, **3d6 cp, 2d6 sp, 2d6 gp.**



Captains (x5) (5TH-LEVEL FIGHTERS): AL LE; SZ M; MV 30; AC 5 (4 with shield); DR 1; HD 5 (hp 36); FA 5; #A 3/2 (hooked throwing knife [+1] or scimitar [+3]); D 1d6+2 (hooked throwing knife) or 1d8+3 (scimitar, one-handed) or 1d10+3 (scimitar, two-handed); SV 14 [death +2, transformation +2]; ML 9; XP 200; ST 16, DX 10, CN 13, IN 12, WS 12, CH 14.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (hooked throwing knife). *Grand mastery* (scimitar).

Gear: chain mail, small shield, scimitar, hooked throwing knives x2, **2d12 cp, 2d12 sp, 2d12 gp.**

RUMOURS

If the adventurers have not heard the rumours of the cannibal cult, they may acquire this information from a local or a departing stranger. Other rumours may be gleaned over time. For every day spent in Xambaala, each PC who visits a public place is likely to hear a rumour. Roll 1d12 and consult the following table:

Table 2: Rumours

d12 Roll	Rumour Heard	Veracity
1	"The Witch-Queen in Yithorium is said to covet youths of pure Hyperborean extraction, paying a handsome bounty for their delivery."	True
2	"A sorcerer of fell power and unimaginable wealth is said to live in a tower of alien geometry some hundred miles north of Xambaala. Some claim he is immortal and was responsible for the Green Death."	Partially true: He is not responsible for the Green Death.
3	"One of the priests at the temple of Helios is a murderer."	True
4	"Horrible beast-men have been ravaging travellers between Xambaala and Yithorium."	False: It is the anthropophagi ravaging travellers.
5	"During darkness, vaguely human monsters known as 'gloom-eaters' wander the outskirts of the town."	True
6	"The town guard have a plan to sweep clean Outer Xambaala, and soon the eventide bell will be a thing of the past."	False
7	"They are going to put a sabre-tooth in the Arena soon."	True
8	"If you follow the long ridge into the desert, you will find the hut of a strange, misshapen man who is possessed of preternatural sagacity."	True: It is the Theosophist .
9	"The Grotto of Rel is controlled by the Thieves' Guild of Port Zangerios."	False, but they may have trade partnerships.
10	"Nothing can stop the Zakath Desert from swallowing Xambaala."	Probably true
11	"The satrap's beautiful wife is not faithful to her husband; she looks for a partner to seize power with her."	False
12	"Renegade nomads out in the Zakath Desert are terrorizing the Witch-Queen's mining operations."	True



RESIDENCES

HOME, TYPICAL: The common Xambaalan home is a mud-brick affair with a thatch roof. Some occupants paint patterned designs on their homes, but most are plain and single-roomed, providing only the basest needs. Most Xambaalans have little wealth and are unlikely to possess slaves, instead renting them from brokers at the bazaar when they need hard labour done.

Event: One family will pay their entire life savings—a **carnelian** (15-gp value)—to exact vengeance on **Jak'n**, a priest of Helios (#9). Rumours have circulated that he murdered their daughter **Ilynin** after becoming obsessed with her. The murder took place in an alley not far from Saturn's Luck (#2).

Jak'n will not admit the verity of these claims, but he is certainly guilty, and Ilynin was not his first victim. The reward will be paid once the family are convinced that this monster has been brought to justice. Note that local authorities will not be helpful, and neither will they care about Jak'n's guilt. However, the people of the Grotto of Rel (#3), who reserve some enmity for the priests of Helios, will view the enemies of their enemies with great favour.



MANSION: The two- and three-storey mansions of Xambaala's wealthy have thick sliding doors made of wood, locked after the eventide bell. The typical mansion is built of stone and oft includes a courtyard that stables beast and slave alike. It is not uncommon for the wealthy to have bodyguards on staff and several slaves to serve a variety of functions: cooks, housekeepers, labourers, and so on.

Basements oft include wine cellars, and some feature wells. Upstairs levels, which might be framed in timber, typically are balconied, with tiled rooftop patios. Audacious thieves could retrieve great wealth from these properties.




XAMBAALA MAP KEY

Most locations on the XAMBAALA MAP remain unkeyed for the referee to develop as desired. The most noteworthy are described hereafter. At the referee's discretion, an unlabeled copy of this map¹⁰ may be shared with the players when their characters debark.

1. DOCKS:

- ✦ Thronged with sailors and merchants except in winter years
- ✦ Trade goods and ships, voices shouting in many languages
- ✦ Occasional breezes stir the dusty air

The desert port of Xambaala is a hive of activity. In spring, summer, and autumn years, it swarms with craft: Viking longships, Esquimaux umiaks, Khromari and Zangeriosan cogs and coasters, and sometimes Amazon carracks. Common trade goods include fruit (e.g., dates, figs, grapes, pomegranates), animal products (e.g., ivory, pelts), wine, tools, weaponry, gemstones, oil and peat, carpets and rugs, tomes of lore, and lumber from down the coast.

Merchants, shrewd and sycophantic, load and unload their wares in the small dock plaza. Sailors, finally relieved of their duties, scatter to the nearby pleasure houses and wine sinks. Their ship-bound mates curse and leer at passers-by, or sing wild and profane sea chanteys, all whilst scrambling over the decks and rigging of the docked ships.

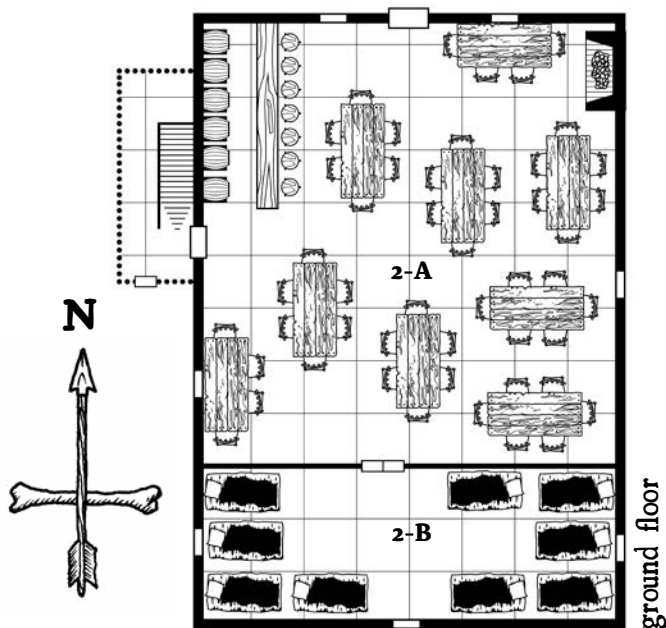
2. SATURN'S LUCK:

- ✦ Two storeys, plastered brick
- ✦ Large wooden door
- ✦ Exterior stair behind iron fence
- ✦ Tables outside in good weather
- ✦ Popular and busy

This tavern is a rowdy gathering place for sailors, merchants, and townsfolk alike. The narrow street that ends at Saturn's Luck is lined with bawdyhouses, lotus dens, and purveyors of sometimes aberrant products and services. Though other inns and drinking halls may be found in Xambaala, "The Luck" provides a variety of rowdy pastimes, making it a popular favourite.

Enclosed by a spiked iron fence, an exterior stair climbs to the apartment of the proprietors, **Zarskia Mek'hir** [zahr-SKEE-uh mek-HEER] and her lover, **Dildreed Shahaem** [dihl-DREED shah-HEM]. The side entrance beside the stairs is used by the staff throughout working hours. In times of mild weather, men and women can be seen drinking, dining, and gambling at tables placed outside the tavern.

¹⁰ See PLAYERS' HANDOUT #2



Saturn's Luck

1 square = 5 feet

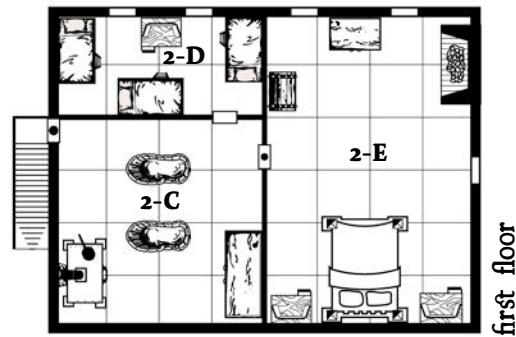


Table 3: Saturn's Luck Services

Service	Price
Lodging (nightly)	3 cp
Drink:	
fruit spirits:	
shot	2 sp
bottle	7 sp
milk (goat)	2 cp
wine, pomegranate:	
mug	1 sp
pitcher	5 sp
bottle	1 gp
Food:	
hot pan-bread with butter	1 sp

2-A. Common Room:

- ✦ Crowded with gamblers, adventurers, and prostitutes
- ✦ Battered bar where the regulars sit
- ✦ Stone hearth
- ✦ Rickety swing doors to sleeping area
- ✦ Bronze trinkets and religious icons decorate the room

The religious bric-a-brac evinces that the naming of Saturn's Luck is in veneration of Xathoqua. At any time, gamblers play knucklebones and other games of chance, and restless adventurers squander their wealth betwixt jobs. Regulars sit at the battered bar, and a stone hearth provides warmth and light. Companions-for-hire slink through the hall as the pomegranate wine flows freely.

At midnight the doors are locked—at which time patrons must decide whether to remain or leave—until morning. (Zarskia and Dildreed scarcely care whether patrons wish to risk their hides after the tolling of eventide.) The services are fair at best. Zarskia and Dildreed run the operation with a serving staff of **4 employees** (as **commoners**); the proprietors typically tend the bar.

2-B. Communal Sleeping Area:

- ✦ Rush-covered dirt floor
- ✦ Rickety swing doors, thin walls

The only lodging available at Saturn's Luck is the rush-covered dirt floor of the communal sleeping area. Theft is not uncommon here, and Zarskia and Dildreed's attitude towards complaints is gruff and unsympathetic.

2-C. Kitchen:

- ✦ Wash buckets
- ✦ Large cabinet
- ✦ Casks and bottles

The exterior stairs lead to a **locked** door. Butter, goat's milk, spirits, and wine are stored here, as well as pan-bread, which is heated in the old stove and then slathered with butter.

2-D. Guestroom:

- ✦ Three sets of bunks
- ✦ Battered dresser

Occasionally Zarskia and Dildreed lodge personal guests or high-paying customers here.

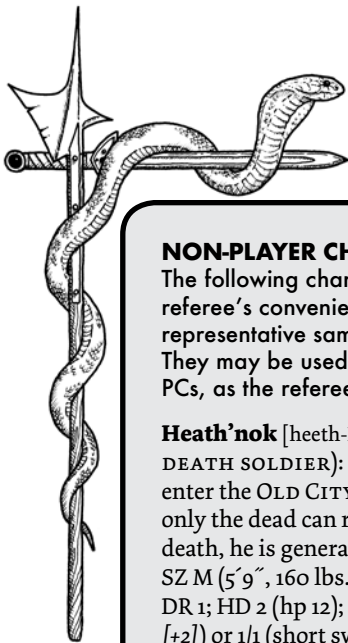
2-E. Master Bedroom:

- ✦ Four-poster bed
- ✦ Dressers, armoire, mirrors, wash basin, chest
- ✦ 2 war dogs

The door to this room is **locked**. A great four-poster bed can be found here, as well as dressers, an armoire, mirrors, a wash basin, and a **locked chest** that contains **232 cp, 403 sp, 159 ep, 321 gp, and 39 pp**. The **key** to the chest is hidden under a loose floorboard. A pair of well-trained **war dogs** dwells here; sometimes the proprietors will fetch one or both to deal with unruly patrons.

Dogs, War (x2): Large, short-haired beasts, three feet at the shoulder and 150 pounds, in leather harness. AL N; SZ M; MV 40; DX 13; AC 6; HD 2 (hp 8); #A 1/1 (bite); D 1d6; SV 16; ML 9; XP 24.

Special: Perspicacious to otherworldly horrors and undead; may bark or howl in their presence, even if unseen.

**NON-PLAYER CHARACTERS AT "THE LUCK":**

The following characters are presented for the referee's convenience. These two NPCs are representative samples of The Luck's clientele. They may be used as possible allies or foils for the PCs, as the referee sees fit.

Heath'nok [heeth-NAHK] (2ND-LEVEL COMMON DEATH SOLDIER): Will join with a party seeking to enter the OLD CITY, for he yearns to gain secrets that only the dead can reveal; besides his fixation with death, he is generally agreeable and loyal. AL N(E); SZ M (5'9", 160 lbs.); MV 30; AC 5 (4 with shield); DR 1; HD 2 (hp 12); FA 2; CA 2; #A 3/2 (footman's flail [+2]) or 1/1 (short sword [+1]) or hooked throwing knife); D 1d10+2 (footman's flail) or 1d6+1 (short sword) or 1d6+1 (hooked throwing knife); SV 16 [transformation +2, sorcery +2, mental sorcery +1]; ML 9; XP 30; ST 15, DX 9, CN 10, IN 16, WS 15, CH 8.

Special: Necromancer spells (extermination ×2). *Magic item use* (fighter or magician). *Read magic. Read scrolls. Scribe scrolls. Weapon mastery* (footman's flail).

Gear: chain mail, small shield, short sword, footman's flail, hooked throwing knife, **spell book** (extermination), **41 gp, 500-gp ruby**.

Tartok Far'khed [TAHR-tahk fahr-KED] (1ST-LEVEL COMMON THIEF): A reprobate of jovial complexion, but behind his cheer lurks a licentious and sociopathic ego. AL CE; SZ M (5'2", 145 lbs.); MV 40; AC 6; HD 1 (hp 6); FA 1; #A 3/2 (short bow [+1]) or 1/1 (long sword [+1]); D 1d6 (short bow) or 1d10+1 (long sword, two-handed); SV 16 [device +2, avoidance +2]; ML 8; XP 20; ST 16, DX 13, CN 10, IN 7, WS 7, CH 16.

Special: *Backstab* (×2 damage). *Detect secret doors* 3-in-6. *Climb* 8-in-12. *Discern noise* 4-in-12. *Hide* 5-in-12. *Manipulate traps* 3-in-12. *Move silently* 5-in-12. *Open locks* 3-in-12. *Pick pockets* 4-in-12.

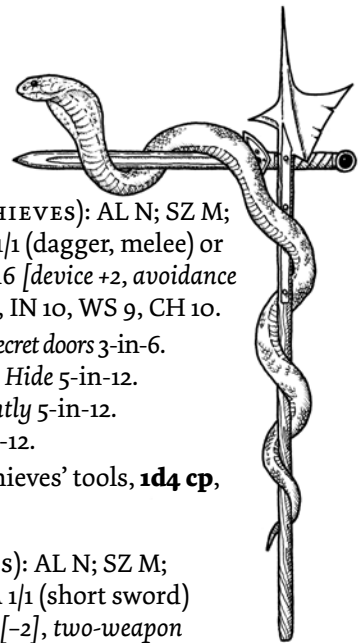
Gear: studded armour, long sword, short bow, arrow quiver, arrows ×12, thieves' tools, cloth cloak, **3 gp**.

3. GROTTO OF REL:

- ✦ Crumbling façade set against sandstone cliff
- ✦ Sign of winged, sandalled foot

Refer to the GROTTO OF REL MAP. The façade opens directly into the sandstone cliff. Inside, a cavern complex doubles as both a temple dedicated to the deity Rel and as a grotto for the small thieves' guild of Xambaala.

The guild master is a 9th-level thief named **Rjoi'den**. Below the guild master are **5 overseers** (5th-level thieves), of whom a woman named **Mielka** [MEEL-kuh] is considered second in command. Finally, there are **25 grotto thieves** of 1st level and a number of 0th-level affiliates and worshippers of Rel.



Grotto Thieves (×25) (1ST-LEVEL THIEVES): AL N; SZ M; MV 40; AC 7; HD 1 (hp 6); FA 1; #A 1/1 (dagger, melee) or 3/2 (dagger, hurled [+1]); D 1d4; SV 16 [device +2, avoidance +2]; ML 9; XP 20; ST 9, DX 13, CN 12, IN 10, WS 9, CH 10.

Special: *Backstab* (×2 damage). *Detect secret doors* 3-in-6.

Climb 8-in-12. *Discern noise* 4-in-12. *Hide* 5-in-12.

Manipulate traps 3-in-12. *Move silently* 5-in-12.

Open locks 3-in-12. *Pick pockets* 4-in-12.

Gear: leather armour, daggers ×3, thieves' tools, **1d4 cp, 1d4 sp, 1d2 gp**.

Overseers (×5) (5TH-LEVEL THIEVES): AL N; SZ M; MV 40; AC 5; HD 5 (hp 23); FA 3; #A 1/1 (short sword) or 2/1 (short sword [-1] and dagger [-2], two-weapon fighting) or 3/2 (dagger, hurled [+2]); D 1d6+1 (short sword) or 1d4+1 (dagger); SV 14 [device +2, avoidance +3, other dodging +1]; ML 9; XP 200; ST 13, DX 17, CN 12, IN 14, WS 9, CH 13.

Special: *Backstab* (×3 damage). *Detect secret doors* 3-in-6.

Climb 10-in-12. *Decipher script* 2-in-12. *Discern noise* 6-in-12.

Hide 8-in-12. *Manipulate traps* 6-in-12. *Move silently* 8-in-12.

Open locks 6-in-12. *Pick pockets* 7-in-12.

Gear: studded armour, daggers ×3, short sword, thieves' tools, **4d6 sp, 6d6 gp, 2d6 pp**.

Guild Master Rjoi'den [rih-zhoi-DEN] (9TH-LEVEL COMMON THIEF): AL N; SZ M (6', 160 lbs.); MV 40; AC 1; HD 9 (hp 40); FA 6; #A 1/1 (falcata [+3]) or 2/1 (falcata [+1] and falcata [+1], two-weapon fighting); D 1d6+3 (falcata); SV 12 [device +2, avoidance +4, other dodging +2]; ML 9; XP 1,500; ST 16, DX 18, CN 12, IN 16, WS 9, CH 15.

Special: *Backstab* (×4 damage). *Detect secret doors* 3-in-6.

Climb 11-in-12. *Decipher script* 5-in-12. *Discern noise* 8-in-12.

Hide 10-in-12. *Manipulate traps* 8-in-12. *Move silently* 10-in-12. *Open locks* 8-in-12. *Pick pockets* 9-in-12.

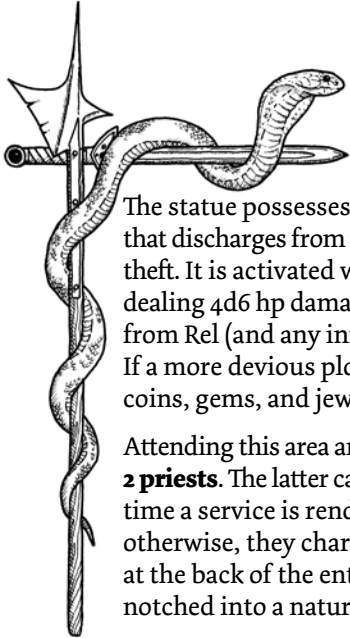
Read scrolls 5-in-12.

Gear: +2 studded armour, anti-grav belt, +2 falcatas ×2, thieves' tools, putrid green **antidote** in glass phial, creamy blue **potion of invisibility** in glass phial, **100 gp, 100 pp**.

3-A. Meditative Cavern:

- ✦ Double doors of ornately carved bronze
- ✦ Fountain and pool with statue of Rel
- ✦ Narrow stairs in natural tunnel
- ✦ Priests, lay-priests, and worshippers

The doors are **barred** after the eventide bell by a sturdy haft of iron-shod cedar. At the centre of the fountain stands a six-foot marble statue of Rel, "God of Thieves", nude save a broad-brimmed hat and winged sandals; a spear leans against its shoulder. At any time, **1d4+3 worshippers** (as **commoners**) sit around the lip of the pool, throwing in offerings of gems and coins and submitting their roguish requests to Rel.



The statue possesses a sorcerous **electrocuting trap** that discharges from the spear and into the pool to deter theft. It is activated when greedy hands enter the water, dealing 4d6 hp damage to anyone foolish enough to steal from Rel (and any innocent bystanders, if applicable). If a more devious plot is hatched, **100–400 gp** worth of coins, gems, and jewellery may be pilfered.

Attending this area are **3 initiates** (as **commoners**) and **2 priests**. The latter can provide healing for **50 gp** every time a service is rendered that benefits the Grotto of Rel; otherwise, they charge **100 gp** per spell level. Situated at the back of the entry cavern is a set of narrow stairs notched into a natural tunnel.

Priests (x2) (3RD-LEVEL PRIESTS OF REL): AL N; SZ M; MV 40; AC 9 (8 vs. melee); HD 3 (hp 9); FA 1; TA 3; CA 3; #A 1/1 (quarterstaff); D 1d6; SV 15 [*death +2, sorcery +2*]; ML 8; XP 50; ST 9, DX 10, CN 11, IN 9, WS 12, CH 9.

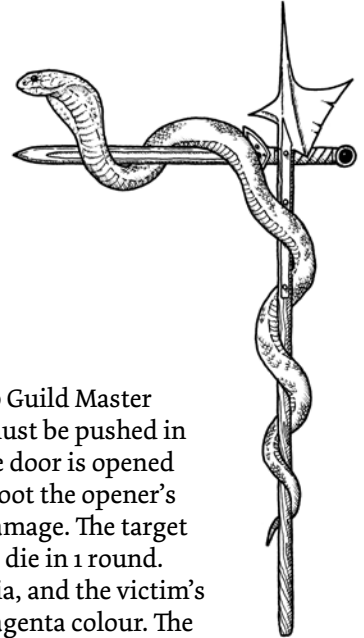
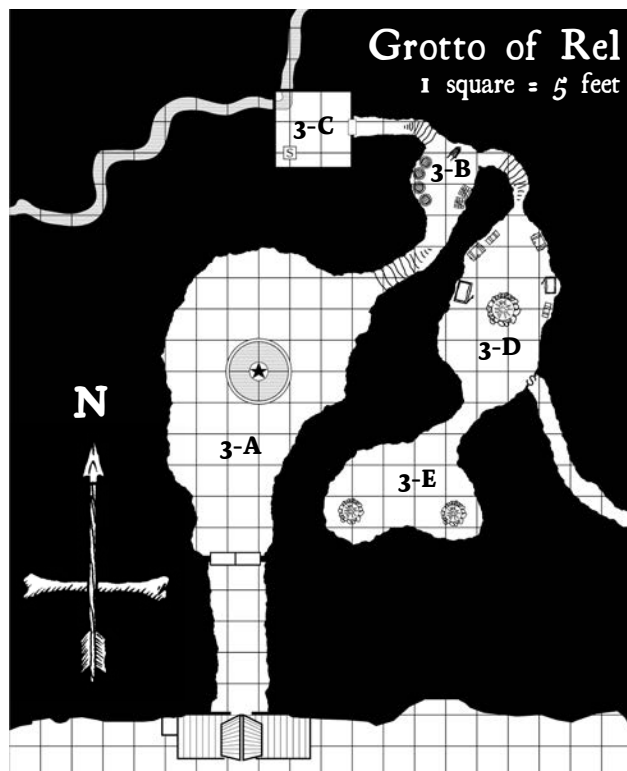
Special: Cleric spells (*command, cure light wounds, sanctuary, cure moderate wounds, silence*). *Read scrolls. Scribe scrolls. Turn undead. Dash* x1 per day (self only).

Gear: quarterstaff, silver holy symbol of Rel, **cleric scroll** (*cure moderate wounds*), **5 cp, 5 sp, 2 ep**.

3-B. Storage Area:

- ✦ Barrels, crates, small cart
- ✦ 5 guards

This room is guarded at all times by **4 grotto thieves** and **1 overseer**. It generally stores about **1,000 gp** worth of assorted contraband, foodstuffs, merchandise, spices, whisky, and wine.



3-C. Guild Master's Quarters:

- ✦ Trapped iron-bound door
- ✦ Upholstered walls, tiled floor
- ✦ Velvet divans, piles of cushions
- ✦ Fresh-water spring in tiled basin
- ✦ Thieves and courtesans

To safely open the **trapped** door to Guild Master Rjoi'den's quarters, the iron ring must be pushed in and then twisted left or right. If the door is opened incorrectly, a poisoned dart will shoot the opener's hand or forearm, causing 1d3 hp damage. The target must make a *death* (poison) save or die in 1 round. The poison causes extreme asphyxia, and the victim's bloating face will turn a violent magenta colour. The trap can be disarmed by removing a hidden panel near the doorjamb and snipping the taut strings used to propel the dart.

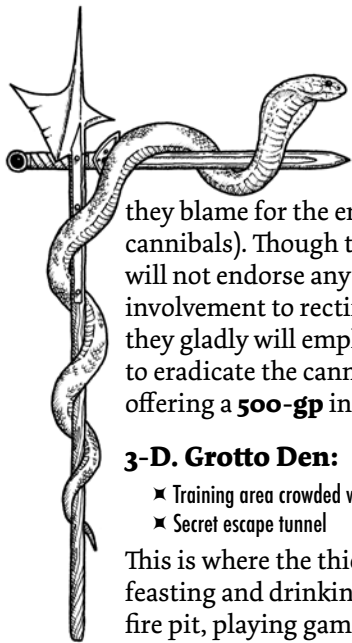
The walls of the guild master's quarters are bedecked in lavishly upholstered fabric. A tiled underground spring provides fresh water to the room's occupants. Hand-painted azure tiles have been embedded meticulously into the floor, the handiwork of master craftsmen.

One of the floor tiles can be depressed by pushing exactly on the top right corner, causing that part of the floor to sink about one foot beneath the ground. Doing so reveals a **secret hollow** beneath the floor, in which the guild master hides various treasures. These valuables include **20 gold ingots** (100-gp value each), an **oriental emerald** (2,000-gp value), a **platinum armband** (1,000-gp value), and various strange lotions and balms. This cache is almost impossible to discover unless its location is known.

Rjoi'den spends most of his time here and is always accompanied by **1d2 overseers** (usually his second-in-command, **Mielka**), **1d10 grotto thieves**, and **1d6 courtesans** (as **commoners**). Guild master Rjoi'den is rather nondescript, with long black hair, a goatee, and narrow features. He can be somewhat taciturn, oft allowing his overseers to do most of the talking, as he sips his brandy whilst toying with the locks of a courtesan. Of late, meetings and conversations here oft revolve around the recent troubles in Xambaala.

Palpable enmity exists betwixt Rel's Grotto and the Temple of Helios (#9). Ambitious thief characters might be asked to undergo an "initiation rite" to join the ranks. This service could involve stealing from the temple and/or retaliating for some perceived or actual slight.

In addition, the problems that beset Xambaala have been bad for business, affecting outside trade relations. The thieves' primary concern is the disappearance of foreign merchants at the hands of Aramis (whom



they blame for the emboldened cannibals). Though the guild will not endorse any “official” involvement to rectify the problems, they gladly will employ a cat’s-paw to eradicate the cannibal threat, offering a **500-gp** incentive.

3-D. Grotto Den:

- ✦ Training area crowded with thieves
- ✦ Secret escape tunnel

This is where the thieves congregate, feasting and drinking around the fire pit, playing games, and plotting. A variety of cabinets, chests, doors, climbing walls, and floor surfaces are used exclusively for training: practicing lock-picking, creeping, climbing, and croodling. At least **4d4 grotto thieves** and **1d2 overseers** are present here at all times. A **secret door** opens to an underground tunnel that leads to the basement of a vacant building a few blocks away.

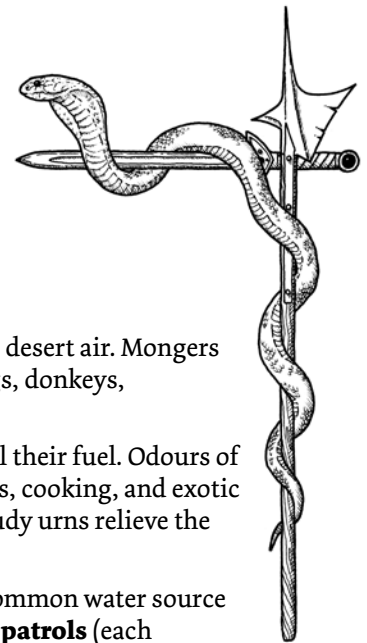
3-E. Sleeping Hall:

- ✦ Beds and chests
- ✦ Two fire pits
- ✦ 4 hunting dogs

The guild’s beast master (an **overseer** with a talent for dog training) has tamed **4 hunting dogs**, which either sleep on the floor by the fire or beg for morsels.

Dogs, Hunting (x4): Small, long-haired dogs, two feet at the shoulder and 55 pounds. AL N; SZ M; MV 50; DX 13; AC 7; HD 1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 7; XP 13.

Special: Perspicacious to otherworldly horrors and undead; may bark or howl in their presence, even if unseen.



4. BAZAAR:

- ✦ Chaotic, colourful, loud, malodourous, overwhelming
- ✦ Animals, merchants, stalls, fortune tellers, dung collectors, guard patrols
- ✦ Central fountain

In the teeming bazaar, loud cries shake the oppressive desert air. Mongers and fortune tellers bait passers-by. Camels, cattle, dogs, donkeys, mammoths, pigs, and pigeons add to the cacophony.

The dung collectors of the town congregate here to sell their fuel. Odours of fæces, sweat, and blood mix with the scents of animals, cooking, and exotic spices. Vivid colours from vibrant silks and bright gaudy urns relieve the dun drabness of the rest of the town.

The bazaar is circular with a central fount, the most common water source for the general public of Xambaala. One or two **guard patrols** (each comprising **1 lieutenant**, **2 archers**, and **4 warriors**) may be found here at any time. The Arena (**#5**), the Blood Tower (**#6**), the Astrologers’ Tower (**#8**), and the Temple of Helios (**#9**) are all clearly visible.

Commodities from the docks are brought here directly by weary merchants and their lackeys. Vendors hawk from open storefronts and retire to dusty homes above them. Other sellers fashion their stalls from low, baked-brick walls, using canopies of cloth to provide scant shelter from the elements.

An extensive selection of weaponry and provisions may be purchased from smiths and merchants. Heavy armours are not available unless ordered specifically from foreign cities. Should the party wish to pursue work at the Bazaar, various merchants readily will hire bodyguards to transport wares to Yithorium or other cities.

Event: If the adventurers have not heard of the anthropophagi troubles, a mad babbling prophet will take them aside. He will warn them of the town’s plight and against patronizing Aramis’ inn (**#10**). The following boxed text may be read or paraphrased:

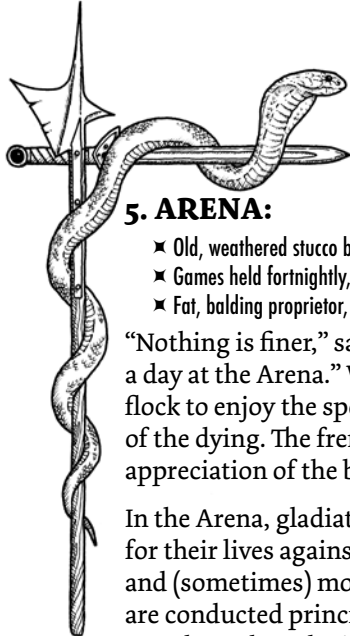
An emaciated, weathered, bald and toothless man approaches you, begging your attention. His wild eyes peer left and right over his bony shoulders, as though he is terrified of being overheard. “Good masters,” he hisses, “you are newcomers here, so I must warn you: Danger and death linger in the gloaming shadows. Those of malign intent seek the flesh of man. Peril hides in the inn of Aramis D’Athak. Beware!”

He will become terse if questioned further, announcing that he already has said too much. Thereafter the prophet will resume his babbling exaltations to other passers-by.

NON-PLAYER CHARACTER AT THE BAZAAR: At the referee’s discretion, the thief **Estoranê** may be encountered “working” the Bazaar. Taciturn and moody but unquestionably talented, Estoranê enjoys the challenges of urban life. She despises people, preferring solitude, but has resigned herself to the fact that working requires the company of others. She therefore seeks employment. Estoranê belonged to the local Thieves’ Guild (**#3**), but after a soured relationship wishes to distance herself from **Mielka**.

Estoranê thugâtêr Irganos [es-TAW-ruh-nay thoo-GA-tayr eer-GAH-nohs] (2ND-LEVEL IXIAN THIEF): AL N; SZ M (5’9”, 145 lbs.); MV 40; AC 7 (6 with shield); HD 2 (hp 9); FA 1; #A 3/2 (short bow [+2]

or dagger, hurled [+2]) or 1/1 (broad sword or dagger, melee) or 2/1 (broad sword [-2] and dagger [-2], two-weapon fighting); D 1d6 (short bow) or 1d4 (dagger) or 1d8 (broad sword, one-handed) or 1d10 (broad sword, two-handed); SV 16 [device +2, avoidance +2, other dodging +1, poison +1]; ML 9; XP 30; ST 9, DX 17, CN 15, IN 16, WS 10, CH 8. *Special:* Backstab (x2 damage). Detect secret doors 3-in-6. Climb 9-in-12. Decipher script 1-in-12. Discern noise 4-in-12. Hide 6-in-12. Manipulate traps 4-in-12. Move silently 6-in-12. Open locks 4-in-12. Pick pockets 5-in-12. *Gear:* small shield, daggers x2, broad sword, short bow, arrow quiver, arrows x12, thieves’ tools, **16 gp**.

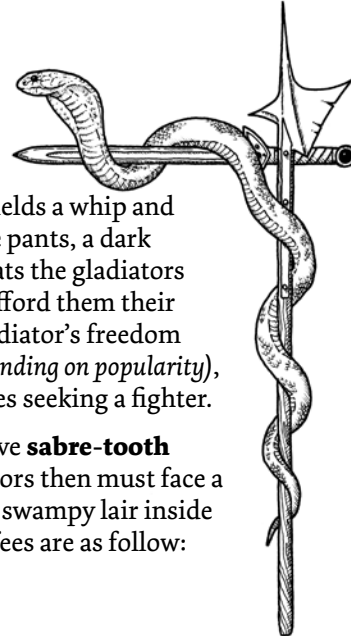


5. ARENA:

- ✦ Old, weathered stucco building held up by wooden scaffolding
- ✦ Games held fortnightly, or as needed for justice
- ✦ Fat, balding proprietor, Erk'n

“Nothing is finer,” say the denizens of Xambaala, “than a day at the Arena.” With great gusto the townsfolk flock to enjoy the sport of death and the theatrics of the dying. The frenzied crowds howl and cheer in appreciation of the bloodletting.

In the Arena, gladiators, slaves, and criminals fight for their lives against wild animals, one another, and (sometimes) monstrous beasts. These battles are conducted principally for the amusement of the populace, though victors may be pardoned of their crimes. The satrap and high priest oft perceive triumph to be a sign of pardon from Helios.



The proprietor, **Erk'n** [AYRK-ihn], wields a whip and wears a black vest, blooming white pants, a dark hood, and knee-high boots. He treats the gladiators as property and rarely bothers to afford them their names. Occasionally, though, a gladiator's freedom can be purchased (100–200 gp, depending on popularity), providing a viable option for parties seeking a fighter.

The next scheduled event is a captive **sabre-tooth** versus six thewy gladiators. Survivors then must face a hungry **crocodile**, coaxed from its swampy lair inside the Blood Tower (#6). Attendance fees are as follow:

- ★ bench seating¹¹ (3 cp)
- ★ premium seating (5 sp)
- ★ private booth (5 gp)
- ★ Blood Tower (#6) view for the rich and noble (25 gp)

¹¹ A stone's throw from the fighting pit; the Arena is not liable for accidental death.

NON-PLAYER CHARACTERS AT THE ARENA: Presented here are six sample gladiators, to be introduced at the referee's discretion.

Iluq thugatêr Bagios [IH-leuk thoo-GA-tayr BA-gee-ohs] (2ND-LEVEL COMMON HUNTSWOMAN): Nomad girl captured by Xambaalan guards. AL N; SZ M (5'8", 145 lbs.); MV 40; AC 9 (8 with shield); HD 2 (hp 16); FA 2; #A 3/2 (short spear [+1, +2 hurled]) or 1/1 (hand axe [+1 hurled] or fighting net [+1]); D 1d6+2 (short spear, one-handed) or 1d8+2 (short spear, two-handed) or 1d6+1 (hand axe) or — (fighting net); SV 16 [death +2, transformation +2]; ML 8; XP 30; ST 13, DX 13, CN 10, IN 13, WS 9, CH 13.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 8-in-12. *Hide* (5-in-12 wilderness, 3-in-12 non-wilderness). *Move silently* 5-in-12. *Predator* (+2 damage vs. animals). *Subdue animal*. *Track* (10-in-12 wilderness, 5-in-12 non-wilderness). *Weapon mastery* (short spear). *Wilderness survival*. *Wilderness traps* 3-in-12.

Gear: small shield, hand axe, short spear, fighting net.

Kerses the Wanderer [KER-sees] (2ND-LEVEL KIMMERIAN MONK): Came to Xambaala from Krimmea, seeking to join Kthulhu cult. AL CG; SZ M (6'2", 180 lbs.); MV 50; AC 8; HD 2 (hp 16); FA 1; #A 1/1 (cæstuses [+1] or long spear) or 2/1 (cæstuses [–1], two-weapon fighting); D 1d4+2 (cæstuses) or 1d8+1 (long spear, two-handed); SV 16 [transformation +2, avoidance +2, other dodging +1, poison +1, mental sorcery +3]; ML 8; XP 30; ST 9, DX 15, CN 16, IN 10, WS 17, CH 9. *Special:* Block missile (avoidance save, ×2 per round). *Cellular adjustment* (heal 4 hp ×1 per day, neutralize poison or cure disease ×1 per week). *Controlled fall* (no damage from 20-foot fall if within 5 feet of wall). *Empty hand* (on natural 19 or 20, target must make transformation save or be stunned 2d4 rounds). *Climb* 8-in-12. *Discern noise* 5-in-12. *Hide* 5-in-12. *Move silently* 5-in-12.

Gear: cæstuses, long spear.

Nikostratos [nee-koh-STRAH-tohs] (3RD-LEVEL KIMMERIAN FIGHTER): Willing gladiator and current crowd favourite. AL N; SZ M (6'1", 180 lbs.); MV 40; AC 9 (8 with shield); HD 3 (hp 26); FA 3; #A 3/2 (battle axe [+2]); D 1d8+2 (battle axe, one-handed) or 1d10+2 (battle axe, two-handed); SV 15 [death +2, transformation +2]; ML 9; XP 50; ST 16, DX 13, CN 13, IN 8, WS 7, CH 9.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (battle axe, short bow).

Gear: small shield, battle axe.

Renn Sarros [REN SAH-rohs] (3RD-LEVEL COMMON FIGHTER): Khromari mercenary just trying to survive long enough to win his freedom. AL N; SZ M (5'11", 170 lbs.); MV 40; AC 8 (7 with shield); HD 3 (hp 17); FA 3; #A 3/2 (footman's flail or falcata [both +2]); D 1d10+2 (footman's flail) or 1d6+2 (falcata); SV 15 [death +2, transformation +2, dodging +1]; ML 9; XP 50; ST 16, DX 15, CN 7, IN 13, WS 8, CH 10.

Special: Heroic fighting (double normal melee attacks vs. opponents of 1 HD or less). *Weapon mastery* (falcata, footman's flail).

Gear: small shield, falcata, footman's flail.

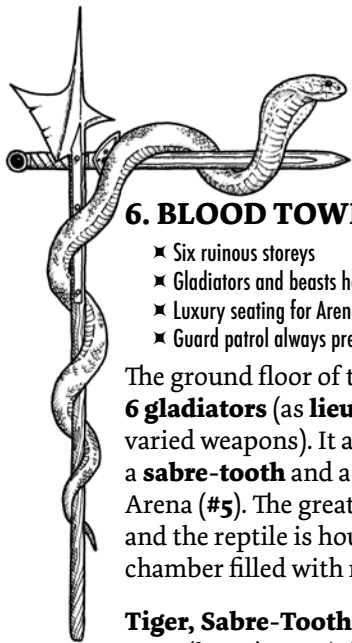
Snorri Rammos [SNAW-ree RAH-mohs] (2ND-LEVEL COMMON RANGER): Caravan guard captured by desert nomads and sold into slavery. AL CG; SZ M (6', 170 lbs.); MV 40; AC 9 (8 with shield); HD 2 (hp 15); FA 2; #A 3/2 (long sword [+1]); D 1d8+2 (long sword, one-handed) or 1d10+2 (long sword, two-handed); SV 16 [death +2, transformation +2]; ML 8; XP 30; ST 13, DX 10, CN 10, IN 9, WS 9, CH 12.

Special: Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Discern noise* 4-in-12. *Hide* (5-in-12 wilderness, 3-in-12 non-wilderness). *Move silently* 5-in-12. *Otherworldly enemies* (+2 damage vs. otherworldly creatures). *Track* (10-in-12 wilderness, 6-in-12 non-wilderness). *Track concealment*. *Traverse overgrowth*. *Weapon mastery* (long sword). *Wilderness survival*.

Gear: small shield, long sword.

Tal'kep, “The Nameless Gladiator of Xambaala” [tal-KEP] (2ND-LEVEL COMMON BARBARIAN): Simple traveller who, after a lotus-fuelled night in a bawdyhouse, awoke with no memory of his name or past. AL CE (was CG); SZ M (6'2", 195 lbs.); MV 50; AC 7 (6 with shield); HD 2 (hp 15); FA 2; #A 3/2 (trident [+2, +3 hurled] or dagger, hurled [+2]) or 1/1 (dagger, melee [+1]); D 1d6+2 (trident, one-handed) or 1d8+2 (trident, two-handed) or 1d4+1 (dagger); SV 14 [dodging +1]; ML 12; XP 30; ST 16, DX 17, CN 13, IN 8, WS 7, CH 9. *Special:* Alertness (–1 to be surprized). *Ambusher* (+1 to surprize if prepared). *Climb* 9-in-12. *Draw poison*. *Horsemanship*. *Move silently* 6-in-12. *Sense magic* 4-in-12. *Track* (10-in-12 wilderness, 3-in-12 non-wilderness). *Weapon mastery* (trident). *Wilderness survival*.

Gear: small shield, dagger, trident.



6. BLOOD TOWER:

- ✦ Six ruinous storeys
- ✦ Gladiators and beasts housed on ground floor
- ✦ Luxury seating for Arena at top
- ✦ Guard patrol always present

The ground floor of this derelict tower engulfs **6 gladiators** (as **lieutenants**, with no armour and varied weapons). It also contains two trapped beasts: a **sabre-tooth** and a **crocodile**, soon to be used in the Arena (#5). The great cat is penned in an iron cage, and the reptile is housed in a large, partially sunken chamber filled with muddy water.

Tiger, Sabre-Tooth: AL N; SZ L; MV 50; DX 14; AC 6; HD 8 (hp 36); #A 3/1 (claw/claw/bite); D 1d6+1/1d6+1/2d8; SV 13; ML 8; XP 840.

Special: Chance to surprize increased by 2-in-6. If both claw attacks hit, automatically rakes with two rear claws for 2d4 hp damage each.

Crocodile: AL N; SZ L; MV 30 (swim 40); DX 10; AC 3; HD 5 (hp 23); #A 1/1 (bite); D 2d8; SV 14; ML 7; XP 275.

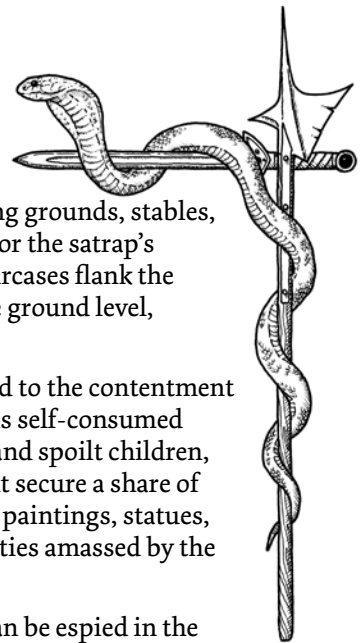
Special: On any bite that delivers 9+ hp damage, crocodile goes into *death spin*, causing 3d4 hp damage per round. In water, victim risks drowning. Escaping requires *extraordinary feat of strength*.

The top storey, accessible by a lift pulled by trusted guards, has been transformed into a posh, richly furnished viewing platform for the proprietor of the Arena and his guests. Such attendees include the satrap (#7), the high priest of Helios (#9), Aramis D'Athak (#10), and other personages of import. Rich visitors who have the wherewithal not only to pay the expensive fee but also to spend lavishly on fine wines and companions are likewise welcome. The intervening storeys are a skeleton of mouse-infested chambers and collapsed floors. A **guard patrol (1 lieutenant, 2 archers, and 4 warriors)** is always on duty here.

7. SATRAP'S MANSION AND BARRACKS:

- ✦ Three storeys
- ✦ Spiked iron fence
- ✦ Enormous doors of carved walnut east and west
- ✦ Guard patrol always present

Besides the Temple of Helios (#9), this is the most affluent and prodigious edifice of the town. The slight curvature of the walls and rooftop somewhat softens the building's aspect, but it clearly is intended to impress on the viewer the eminence of those who dwell within. A **guard patrol (1 lieutenant, 2 archers, and 4 warriors)** is always on duty here.



The ground floor comprises training grounds, stables, mess halls, and sleeping quarters for the satrap's personal protection force. Vast staircases flank the northern and southern walls of the ground level, leading to the true mansion above.

The upper two storeys are dedicated to the contentment of the satrap, **Jangir'n Lhazred**; his self-consumed wife, **Nef'reetil**; and their plump and spoilt children, aged 10 and 8. Daring thieves might secure a share of the fortune in cutlery, dinnerware, paintings, statues, tapestries, vases, and other curiosities amassed by the satrap over his years of rule.

At times, the satrap and his wife can be espied in the streets of Xambaala, borne in a silk-curtained litter by six oiled slaves. The satrap has a personal protection force of **12 warriors, 6 archers, and 6 light cavalymen** (as mounted **lieutenants**); finally, he maintains a small retinue of **5 elite chariot warriors** (as **captains**). These troops are in addition to those listed in the **TOWN ROSTER**.

Jangir'n is highly adept in matters of management and logic. Because of his cowardly disposition, however, he cannot make the difficult decisions required by his station. He is thoroughly incompetent regarding the cannibal problem, adopting a pretence that the trouble does not exist. When exasperated, Jangir'n can fly into a rage and become extremely punitive.

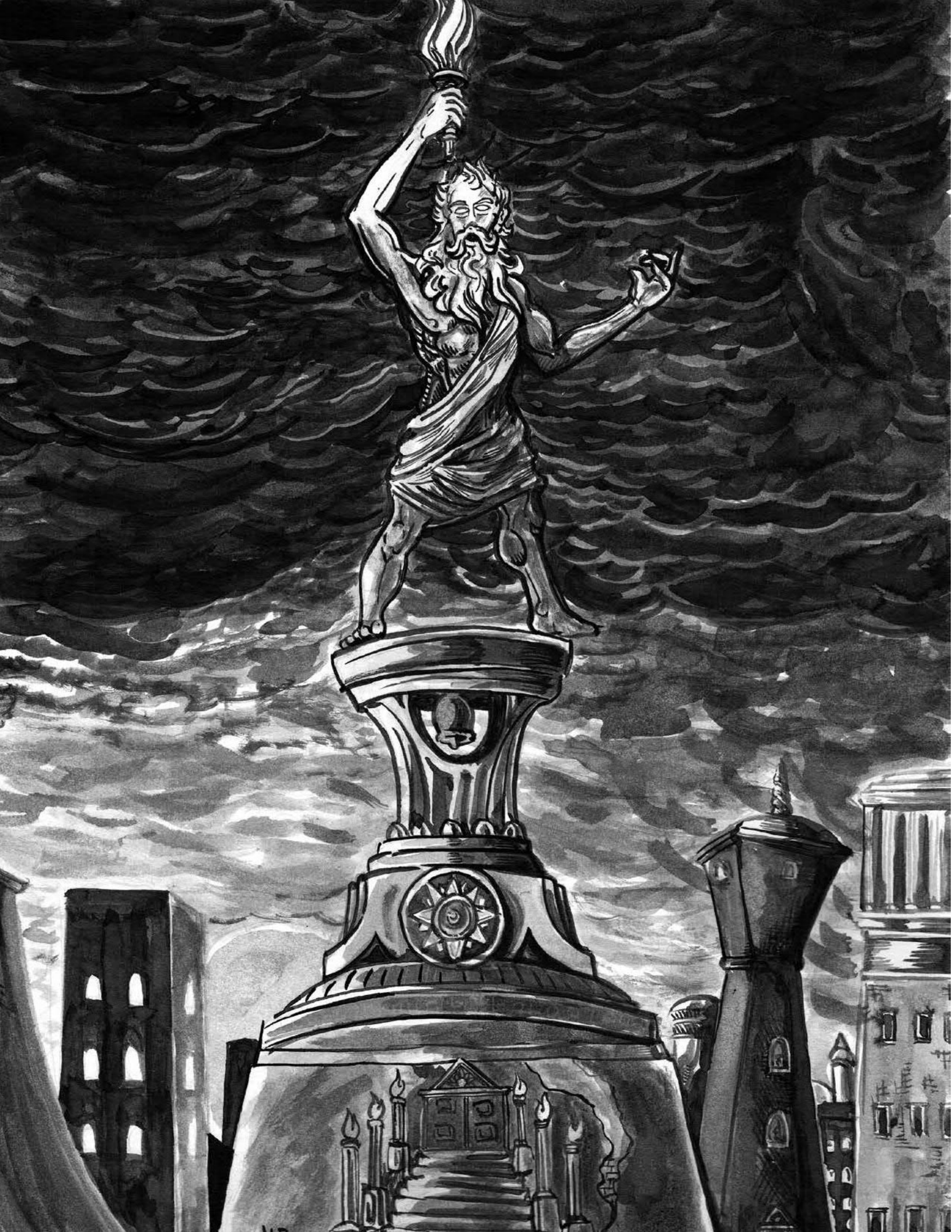
His wife, Nef'reetil, is idolized by many within Xambaala for her classic Ixian beauty. Although intelligent, outgoing, and social, Nef'reetil is prone to narcissism and indulgence. She is easily bribed or flattered.

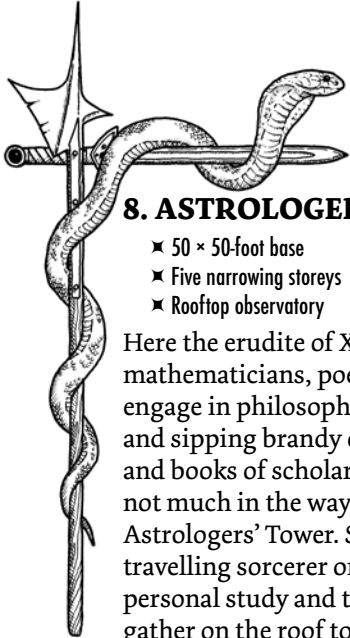
Jangir'n Lhazred, Satrap of Xambaala [zhan-GEER-ihh LAZ-red]: AL LE; SZ M (6'4", 255 lbs.); MV 40; AC 9; HD 1/2 (hp 4); FA 0; #A 1/1 (short scimitar); D 1d6-1; SV 17; ML 4; XP 7; ST 8, DX 9, CN 8, IN 13, WS 10, CH 11.

Gear: **short scimitar with golden hilt** (200-gp value), fine robe, **50 gp**.

Nef'reetil [nef-REE-tihl]: AL LE; SZ M (5'2", 115 lbs.); MV 40; AC 9; HD 1/2 (hp 4); FA 0; #A 1/1 (dagger [+1 hurled]); D 1d4-1; SV 17; ML 3; XP 7; ST 7, DX 13, CN 9, IN 11, WS 8, CH 16.

Gear: **gem-encrusted dagger** (100-gp value), fine robe, **50 gp**, assorted **jewellery** (1,000-gp value).





8. ASTROLOGERS' TOWER:

- ✦ 50 × 50-foot base
- ✦ Five narrowing storeys
- ✦ Rooftop observatory

Here the erudite of Xambaala—the astrologers, mathematicians, poets, scholars, and sorcerers—engage in philosophical debate whilst smoking pipes and sipping brandy or wine. Besides these libations and books of scholarly and mathematical significance, not much in the way of value may be found at the Astrologers' Tower. Still, it is not unusual for a travelling sorcerer or two to take sanctuary here for personal study and training. The sages and savants gather on the roof to study the moons, planets, stars, and other astronomical phenomena, endlessly declaiming the implications of their learnings.

9. TEMPLE OF HELIOS:

- ✦ Tallest building in town
- ✦ Massive bronze idol of Helios at top
- ✦ Stairs lead to bronze double doors with glowing red runes

The temple of Helios looms over Xambaala. Three tiers of vast stone steps, each with a plateau, end at a set of huge bronze doors. Flanking the wide steps are rigid marble columns that support no structure but point at the heavens like stone fingers. A colossal bronze idol of the fire-bearded deity is affixed to the peaked and tiled roof. His gaze is terrifying and stern and seems to fix on all who approach.

Under the statue, set within an open belfry, depends a massive, verdigris-encrusted bronze bell. This is the eventide bell, rung each day at 8:00 PM to signify the conclusion of the slave caste's workday and to encourage citizens and visitors alike to seek immediate shelter. At 6:00 AM, the dawn bell (or "sounding of Eos") signals the new day, light or darkness notwithstanding in uncanny Hyperborea.

The bronze double doors are etched with **sorcerous runes** (a *glyph of warding*), which glow with vermillion symbols of the red sun. Every morning at 8:00 AM, the doors are opened by one of the **priests**, who quietly will

whisper the code word, "Hyperion". Failure to speak the code word before opening the doors results in the eruption of a 35-foot-radius blast of fire, causing 7d4 hp damage. A successful *spellcraft* save (modified by *defence adjustment*, if applicable) reduces the damage in half. Every night the doors are closed moments after the eventide bell has tolled.

Beyond the bronze double doors, burning sconces dimly illumine the entrance vestibule. The temple expands into an immense inner sanctum. A fire pit burns eternally in the centre of the room, and tall murals cover the plastered walls, depicting various aspects of Helios.

Grim and pious, **5 acolytes** attend the temple at all times. When not in their state of servitude they retire to their quarters in the rear portion of the building. Next to the vestry is the sanctuary, where the **3 priests** and **High Priest Pyrois** dwell in relative opulence. Healing can be provided conditional to a generous offering of gold, covering upkeep costs, but also lining the pockets of the priests. A priest of Helios can provide healing for a cost of **100 gp** per spell level.

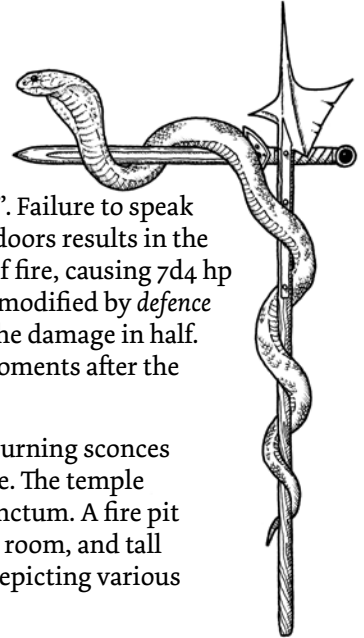
Frequent animal sacrifices are made to the fire god; two broad copper vessels are filled with their blood, which the attendant acolytes and the furnace heat keep from clotting. Fervent petitioners anoint themselves in the steaming blood, whispering zealous prayers as the heat dries it on their skins. Every Sun Day, Pyrois dons his **Heliot mask** and leads the services dedicated to his god; these are well attended.

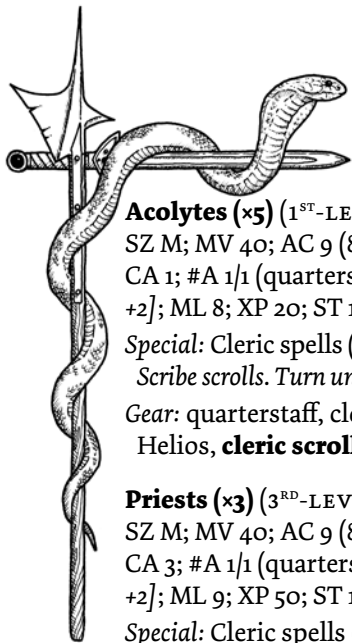
Pyrois is tall and heavy, his flesh bloated, cold, and scarlet after years of wearing the **Heliot mask**. His eyes are close set, and he wears his black hair long and curled. He vests himself in red robes with orange silk trim, stylized to look like flames. Pyrois is always present when the eventide bell tolls and throughout most of Sun Day; otherwise, he rubs elbows with the satrap and other rich and influential persons of Xambaala.

REL-HELIOS ENMITY: Substantial tensions exist betwixt the Temple and the Grotto of Rel (#3). The thieves of Xambaala are adept at diverting large amounts of coin. The jealous and corrupt temple priests yearn for their dishonest acquisitions, but the priests lack the numbers and professional skill of the thieves.

The referee is encouraged to play up tensions. For example, a priest of Helios may approach a PC and offer rewards to dispose of a rival thief or to exact some sort of revenge in honour of Helios. Furthermore, one of the priests, **Jak'n** [ZHAK-ihn], recently murdered a servant girl after an intense obsession with her; her family seeks revenge¹².

¹² See RESIDENCES, home, typical.





Acolytes (×5) (1ST-LEVEL PRIESTS OF HELIOS): AL N(E); SZ M; MV 40; AC 9 (8 vs. melee); HD 1 (hp 4); FA 0; TA 1; CA 1; #A 1/1 (quarterstaff); D 1d6; SV 16 [*death +2, sorcery +2*]; ML 8; XP 20; ST 10, DX 10, CN 10, IN 9, WS 11, CH 10.

Special: Cleric spells (*cure light wounds, light*). *Read scrolls. Scribe scrolls. Turn undead. Influence normal fire* ×1 per day.

Gear: quarterstaff, cloth robe, wooden holy symbol of Helios, **cleric scroll** (*cure light wounds*), **5 cp, 2 sp**.

Priests (×3) (3RD-LEVEL PRIESTS OF HELIOS): AL N(E); SZ M; MV 40; AC 9 (8 vs. melee); HD 3 (hp 9); FA 1; TA 3; CA 3; #A 1/1 (quarterstaff); D 1d6; SV 15 [*death +2, sorcery +2*]; ML 9; XP 50; ST 10, DX 10, CN 10, IN 9, WS 12, CH 12.

Special: Cleric spells (*cure light wounds, light, remove fear; fire resistance, weird war hammer*). *Read scrolls. Scribe scrolls. Turn undead. Influence normal fire* ×1 per day.

Gear: quarterstaff, cloth robe, silver holy symbol of Helios, **cleric scroll** (*wyvern warden; CA 3*), **5 cp, 5 sp, 3 ep, 4 gp**.

High Priest Pyrois [PIH-roh-ihs] (7TH-LEVEL COMMON PRIEST OF HELIOS): AL N(E); SZ M (6' 4", 275 lbs.); MV 40; AC 9 (8 vs. melee); HD 7 (hp 19); FA 3; TA 7; CA 7; #A 1/1 (quarterstaff [+1]); D 1d6+1; SV 13 [*death +2, sorcery +2, mental sorcery +1*]; ML 9; XP 800; ST 10, DX 10, CN 9, IN 11, WS 16, CH 14.

Special: Cleric spells (*bless oil or water, cure light wounds* ×2, *light, perceive disguise, remove fear; fire resistance, hold person, serpent charm, weird war hammer, wyvern warden; cure disease, glyph of warding, magic vestment; divination, shroud of fear*). *Read scrolls. Scribe scrolls. Turn undead. Influence normal fire* ×1 per day.

Gear: **Heliot mask, +1 quarterstaff**, fine robe, flute, holy oil, golden holy symbol of Helios, prayer book of Helios, **cleric scroll** (*cure moderate wounds*), **100 gp, 1,500-gp fire opal, crushed 100-gp spinel**.

10. ARAMIS' CARAVANSERAI:

- ✦ 10-foot-high, sandstone-brick outer wall
- ✦ Three-storey inn northeast
- ✦ Deep balcony with wrought-iron railing around first floor
- ✦ Smaller balconies on second floor east and west
- ✦ Gate locked from 8:00 PM to 6:00 AM

Aramis D'Athak owns the caravanserai located at the eastern outskirts of Xambaala. Patrons here can indulge every desire: hot spicy meals, sumptuous lodgings, lavish courtesans, and the procurement of even more exotic services should one wish. Guests are welcome to wander the sizeable courtyard gardens or bathe in the rejuvenating steam pool, all within the privacy of a double-walled perimeter. Refer to the ARAMIS' CARAVANSERAI MAP.

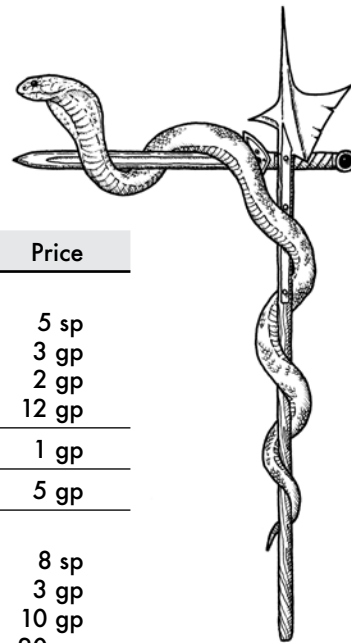


Table 4: Caravanserai Services

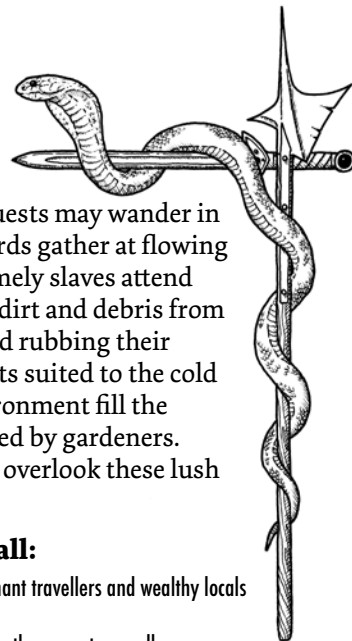
Service	Price
Stabling:	
horse or camel (nightly)	5 sp
horse or camel (weekly)	3 gp
mammoth (nightly)	2 gp
mammoth (weekly)	12 gp
Booth rental (hourly)	1 gp
Spa (daily)	5 gp
Lodging (nightly):	
common room	8 sp
private room	3 gp
suite	10 gp
penthouse	20 gp
Drink:	
fruit spirits:	
shot	5 sp
bottle	6 gp
milk (goat or cow)	2 cp
wine, pomegranate:	
mug	2 sp
pitcher	1 gp
bottle	3 gp
wine, imported:	
gill	1 sp
pitcher	5 sp
bottle	1 gp
Food:	
meal (fruit, jerky, flatbread)	3 sp
meal (<i>fūl medames</i>)	5 sp

Event: Foreign patrons of this inn may find that after taking a meal they become a meal for hungry cannibals, intent on hideous ritual. Aramis usually selects guests who appear easily subdued or who ask too many questions. He provides access to their quarters after mixing **dust of sleepiness** into their beverages, causing intense slumber with no saving throw.

Once the victims are asleep, **4 anthropophagi** enter their sleeping quarters, whence the victims disappear forever. (Optionally, the noise of a struggling NPC might attract the PCs' attention.) Victims are conveyed through the **secret trapdoor (#10-L)** and then through the **secret door** found in the larder of the kitchen (**#10-F**). Ultimately, they are brought to the ANTHROPOPHAGI CAMP¹³ or the WARLORD'S PALACE¹⁴.

¹³ See PART III: ANTHROPOPHAGI CAMP.

¹⁴ See PART IV: LEVEL TWO, #17.



Men, Anthropophagi (×4): Dusky-skinned and naked save for loincloths, with teeth filed into points, these feral slaves carry their victims to the desert. AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (light club [+2]); D 1d4+2; SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.

Gear: light club.

10-A. Outer Courtyard:

- ✦ Plants and statues
- ✦ 2 guards at wrought-iron portcullis
- ✦ 2 guards patrolling

On duty at the gate are **2 guards**, just inside the portcullis. Another **2 guards** slowly make their way around the outer courtyard and inner courtyard (**#10-D**), instructed to respect the privacy of patrons. Hardy palms grow within the confines of the outer courtyard, which encircles the caravanserai; flower gardens also bloom here in the spring and summer years. Statues of **lotus women** and other creatures are scattered amongst stone benches along the cobblestone path.

Guards (×4) (1ST-LEVEL FIGHTERS):

AL LE; SZ M; MV 40; AC 7; HD 1 (hp 10); FA 1; #A 3/2 (long spear [+1] or falcata [+1]); D 1d6+1 (long spear, one-handed) or 1d8+1 (long spear, two-handed) or 1d6+1 (falcata); SV 16 [death +2, transformation +2]; ML 9; XP 20; ST 12, DX 11, CN 11, IN 9, WS 10, CH 9.

Special: *Heroic fighting* (double normal melee attacks vs. opponents of no more than 1 HD). *Weapon mastery* (long spear, falcata).

Gear: leather armour, falcata, long spear, **6 cp**, **5 sp**.

10-B. Terminus: This cobblestone yard serves as a terminus for waggons and carts.

10-C. Stables: Horses, camels, and woolly mammoths are housed in this area for a fee¹⁵. A young ostler, **Dahlie** [DAH-lee-eh], oversees the stables. He has observed Aramis' horrid dealings and may be bribed to disclose them.

10-D. Inner Courtyard: Here guests may wander in the shade of palms, watch small birds gather at flowing fountains, or bathe in a small spa. Comely slaves attend the needs of spa patrons, scraping dirt and debris from bathers, providing clean linens, and rubbing their skin with scented oils. Choice plants suited to the cold and low-lit Hyperborean environment fill the courtyards and are well tended by gardeners.

The upper rooms of the inn overlook these lush courtyards.

10-E. Dining Hall:

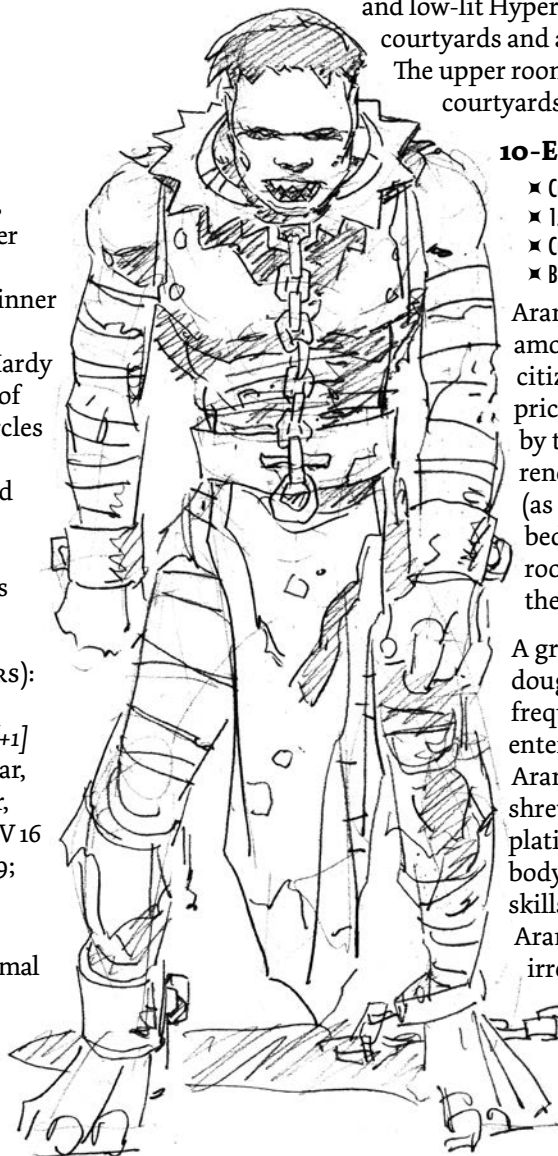
- ✦ Crowded with merchant travellers and wealthy locals
- ✦ 15-foot ceiling
- ✦ Curtained private booths on eastern wall
- ✦ Braziers for heat

Aramis' inn is particularly popular amongst those merchants and citizens who can afford his lavish prices. Private booths can be rented by the hour for those seeking covert rendezvous¹⁶. A staff of **6 employees** (as **commoners**), some of whom bed down in the common sleeping room (**#10-G**), serves the needs of the patrons.

A greasy sycophant, short and doughy, **Aramis D'Athak** oft frequents his dining hall, usually entering with an ostentatious display. Aramis has made his fortune through shrewd business deals, simpering platitudes, and the protection of bodyguards—though his assassin skills should not be underestimated. Aramis is motivated by money and is irredeemably gluttonous for more and more wealth.

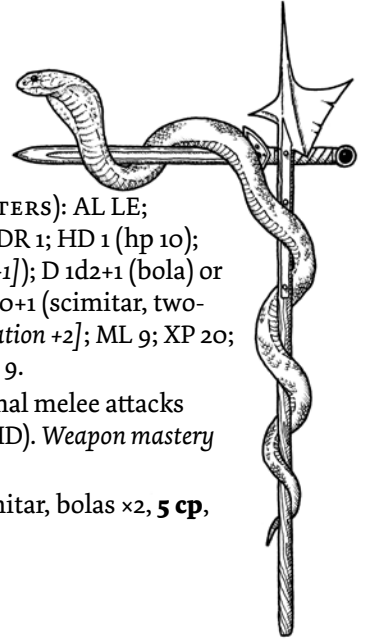
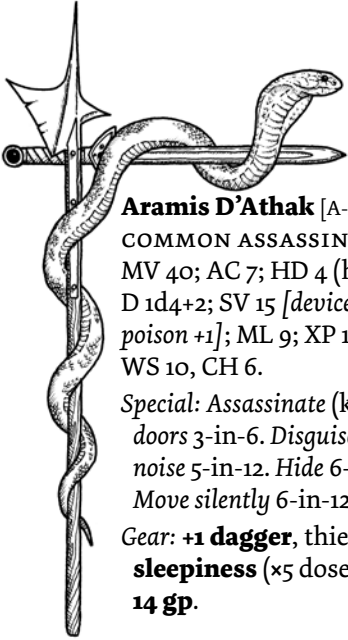
When the cannibal problem began, Aramis saw an opportunity. What benefit he gains from these gruesome transactions is uncertain—whether

gold, repute, or protection—but it is certain that he is enthusiastic in this work. He is careful to hide his secret, though he is well aware that he is the subject of town gossip. If confronted, he will suggest that his detractors seek to defame him because they are jealous of his success. He keeps a retinue of **4 bodyguards** with him at all times.



¹⁵ See TABLE 4.

¹⁶ See TABLE 4.



Aramis D'Athak [A-ruh-mihs DA-thak] (4TH-LEVEL COMMON ASSASSIN): AL CE; SZ M (5' 4", 190 lbs.); MV 40; AC 7; HD 4 (hp 14); FA 3; #A 1/1 (dagger [+2]); D 1d4+2; SV 15 [device +2, avoidance +2, other dodging +1, poison +1]; ML 9; XP 100; ST 15, DX 15, CN 10, IN 12, WS 10, CH 6.

Special: Assassinate (kill target or ×2 damage). Detect secret doors 3-in-6. Disguise. Poison use. Climb 8-in-12. Discern noise 5-in-12. Hide 6-in-12. Manipulate traps 4-in-12. Move silently 6-in-12. Open locks 4-in-12.

Gear: +1 dagger, thieves' tools, fine robe, dust of sleepiness (×5 doses), keys ×2 (to #10-L and #10-M), 14 gp.

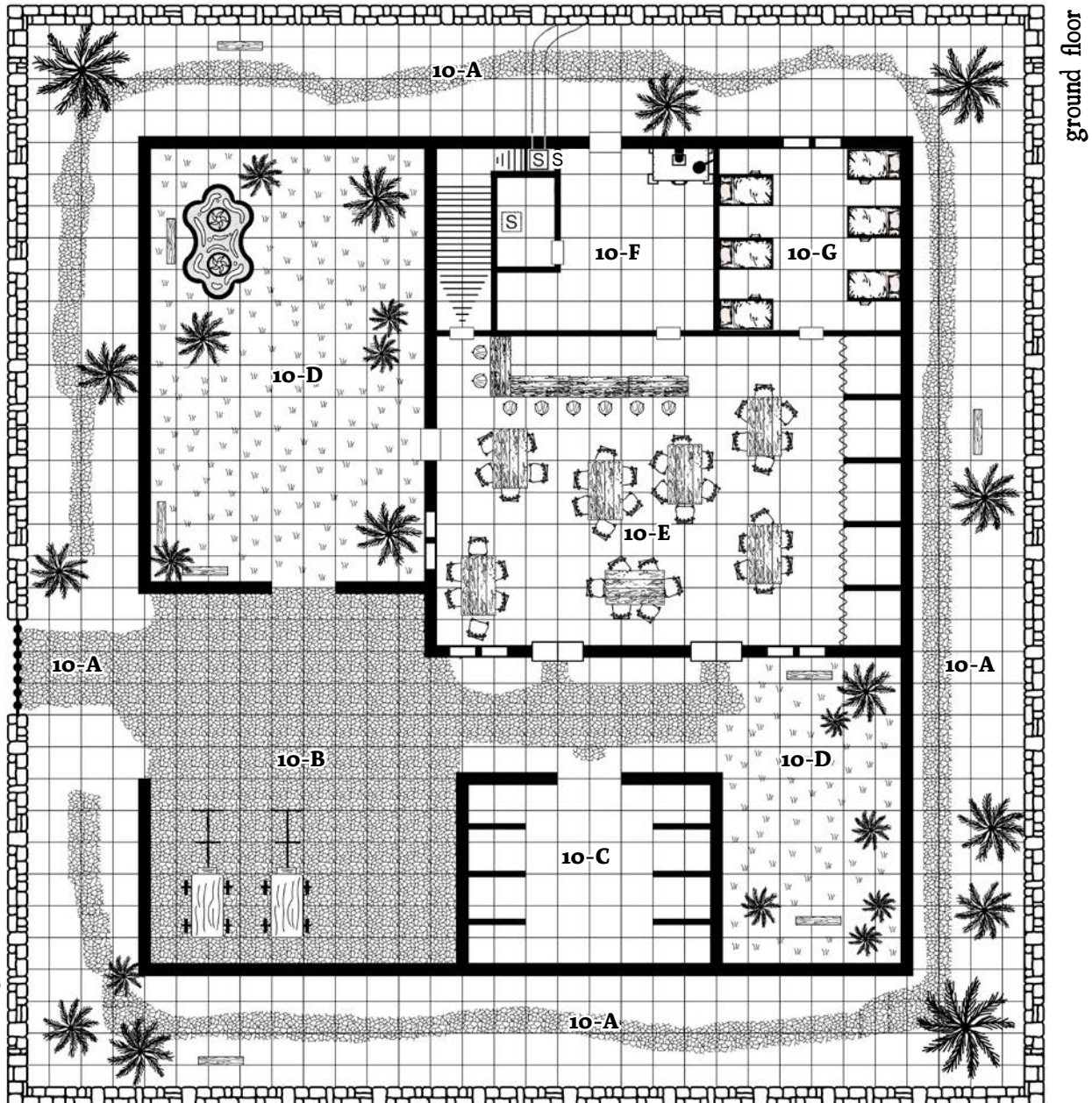
Bodyguards (×4) (1ST-LEVEL FIGHTERS): AL LE; SZ M; MV 30; AC 5 (4 with shield); DR 1; HD 1 (hp 10); FA 1; #A 3/2 (bola [+1] or scimitar [+1]); D 1d2+1 (bola) or 1d8+1 (scimitar, one-handed) or 1d10+1 (scimitar, two-handed); SV 16 [death +2, transformation +2]; ML 9; XP 20; ST 12, DX 11, CN 11, IN 9, WS 10, CH 9.

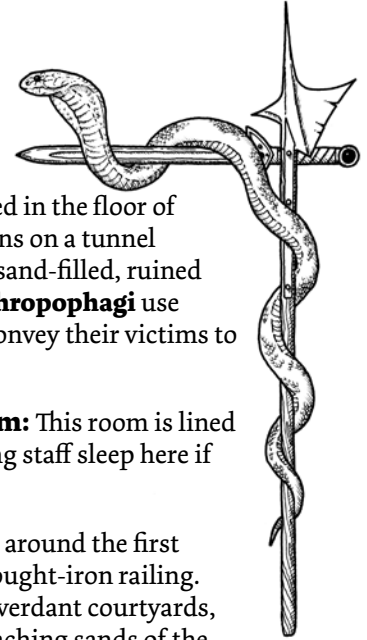
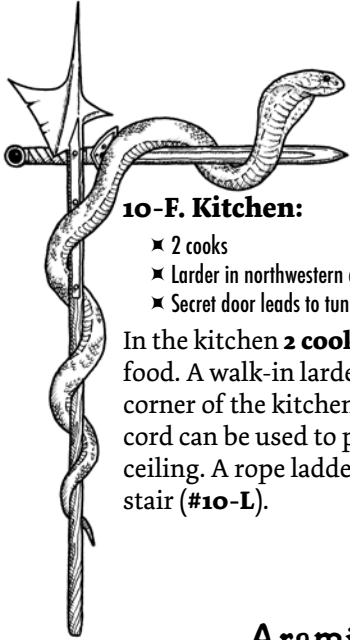
Special: Heroic fighting (double normal melee attacks vs. opponents of no more than 1 HD). Weapon mastery (scimitar, bola).

Gear: chain mail, small shield, scimitar, bolas ×2, 5 cp, 5 sp.

Aramis' Caravanserai

1 square = 5 feet





10-F. Kitchen:

- ✦ 2 cooks
- ✦ Larder in northwestern corner with secret trapdoor in ceiling
- ✦ Secret door leads to tunnel to desert

In the kitchen **2 cooks** (as **commoners**) prepare the food. A walk-in larder is located in the northwestern corner of the kitchen. Here a carefully hidden braided cord can be used to pull open a **secret trapdoor** in the ceiling. A rope ladder provides access to Aramis' private stair (#10-L).

A second **secret trapdoor** is located in the floor of a hidden alcove. This trapdoor opens on a tunnel that leads out into the desert, to a sand-filled, ruined foundation 500 feet away. The **anthropophagi** use these secret doors to kidnap and convey their victims to the desert.

10-G. Common Sleeping Room: This room is lined with bunkbeds. Some of the serving staff sleep here if they work after the eventide bell.

10-H. Balcony: A balcony wraps around the first floor, enclosed by a three-foot, wrought-iron railing. The balcony provides views of the verdant courtyards, the ruined Old City, and the encroaching sands of the Zakath Desert.

10-I. Penthouse: The penthouse is large and indulgent. It features a bath and curtained garderobe with chamber pot, and a private balcony overlooks one of the inner courtyards (#10-D). The room is bedecked with the softest cushions and mattresses and includes a small bar stocked with a few carafes of wine.

10-J. Suite: This large room sleeps 10 persons comfortably (five sets of bunkbeds) and includes quality furniture (dressers, divans, and dining table).

10-K. Guestroom: Each of these four standard rooms is furnished pleasantly, with two sets of bunkbeds and a battered dresser.

10-L. Private Stair: The door to this stair from the balcony is **locked**. A **secret trapdoor** under the stairs opens to the kitchen larder (#10-F). Partway up the stairs, on the southern wall, a **secret door** opens to the penthouse (#10-I). The **anthropophagi** use these secret doors to kidnap their victims.

10-M. Private Penthouse:

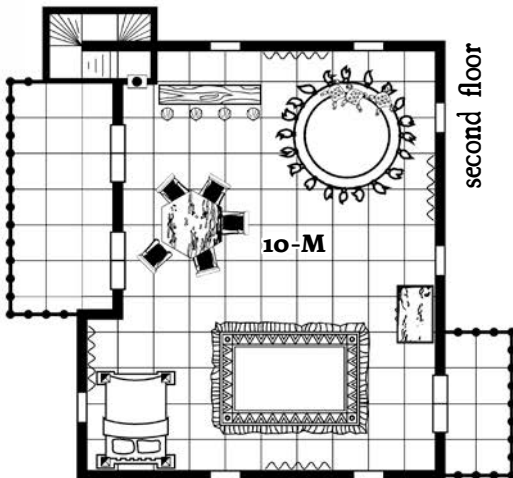
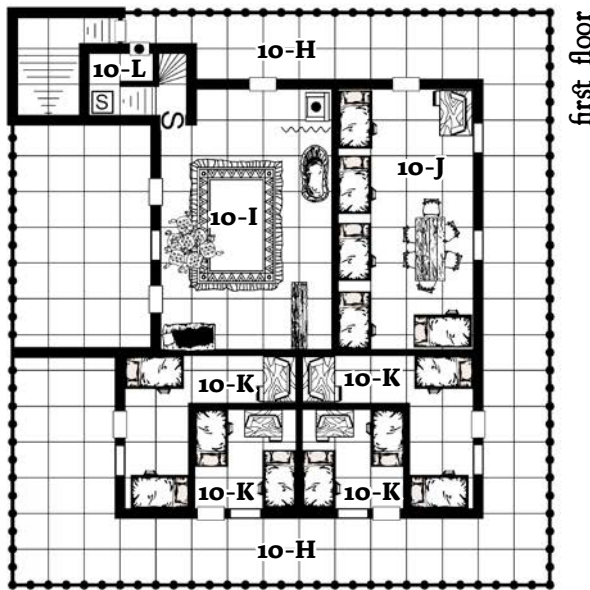
- ✦ Marble-tiled floor, brass chandelier
- ✦ Tapestries, trophy heads, portraits of Aramis on walls
- ✦ Rich furniture and fur rugs

The door from the private stair (#10-L) is **locked**. This is where Aramis dwells and sometimes entertains guests. It is remarkable for its marble-tiled floor and brass chandelier. Artwork and trophy heads (aurochs, bear, lion, sabre-tooth, and dire wolf) line the wainscoted walls.

Carved chairs, velvet cushions, divans, and mammoth-fur rugs are amongst the posh furnishings. A private bar is stocked with mead, wine, and spirits. A grand four-poster bed is draped with silks. The balconies provide views of the courtyards.

Aramis' Caravanserai

1 square = 5 feet



PART III: OUTER XAMBAALA and BEYOND

LOCATIONS AND ENCOUNTERS

LOCATIONS: On the XAMBAALA REGION MAP, the OLD CITY is sketched only as an area of ruins outside the town proper. The referee may develop this area further, detailing specific ruins, camps, and so forth. The principal areas for exploration and adventure in Outer Xambaala are the MAUSOLEUM, the OASIS, the ANTHROPOPHAGI CAMP, the THEOSOPHIST'S DWELLING, and the WARLORD'S PALACE.

SEARCHING FOR TRACKS: If the PCs search for tracks at the edges of INNER XAMBAALA or in the OLD CITY, three distinct kinds might be found:

- ★ Bare feet heading deeper into the ruins (numerous and frequent)
- ★ Large bare feet, possibly carrying or dragging heavy burdens (sparse but determined)
- ★ Bare feet, drifting at random (meandering, dragging steps)

These tracks can be followed to the OASIS, the ANTHROPOPHAGI CAMP, and the MAUSOLEUM, respectively. Repeated or impressive success at tracking might reveal two or all three variations.

RANDOM ENCOUNTERS: Outer Xambaala is safer during diurnal hours; i.e., in those years of the 13-year cycle when the ancient sun staggers above the horizon. In times of darkness, however, townsfolk refuse to journey through the area. After the eventide bell, disturbing shrieks and the pounding of drums fill the OLD CITY with ominous cacophonies and instill the ruling class in INNER XAMBAALA with trembling terror. Roll 1d6 every hour in Outer Xambaala; an encounter occurs on a roll of 1 during daylight, or on a 1 or 2 in darkness.

**Table 5: Random Encounters
(Outer Xambaala and Beyond)**

Dice Roll*	Encounter
1	Zombie, Gloom-Eater (1d4+1)
2	Dog, Wild (2d4)
3	Lion (1d2)
4-5	Man, Slave (1d4 day; 2d12 night)
6-7	Man, Anthropophagus (2d4+2)
8	Snake, Rattle- (1)
9-10	Bat (5d4)
11-12	Beetle, Giant Fire (1d6)

* Roll 2d4 in daylight; roll 1d12 at night.

Bat: Umber-, ebony-, red-, or silver-furred. AL N; SZ S; MV 10 (fly 80); DX 15; AC 5; HD ¼ (hp 1); #A 1/1 (bite); D 1; SV 17; ML 5; XP 9.

Special: 1-in-4 bats carry disease; bite victim must make *death* (poison) save or die in 2d6 days unless *cure disease* cast.

Beetle, Giant Fire: Three-foot-diameter, darkly coloured beetle with glowing glands visible above its eyes and on its abdomen. It attacks with huge serrated pincers. AL N; SZ S; MV 40; DX 9; AC 4; HD 1+1 (hp 5); #A 1/1 (bite); D 2d4; SV 16; ML 7; XP 20.

Special: Glands above eyes and by abdomen radiate light in 10-foot radius; if carefully extracted, they continue to glow for 1d6 days.

Dog, Wild: Roaming in packs, these small, long-haired canines stand two feet at the shoulder and weigh 55 pounds. They are ferocious scavengers and predators. AL N; SZ S; MV 50; DX 14; AC 7; HD 1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 7; XP 13.

Special: Perspicacious to otherworldly horrors and undead; may bark or howl in their presence, even if unseen.

Lion: Deadly feline predator stalks the desert for prey. AL N; SZ L; MV 50; DX 12; AC 6; HD 5 (hp 25); #A 3/1 (claw/claw/bite); D 1d4+1/1d4+1/1d8+1; SV 14; ML 9; XP 200.

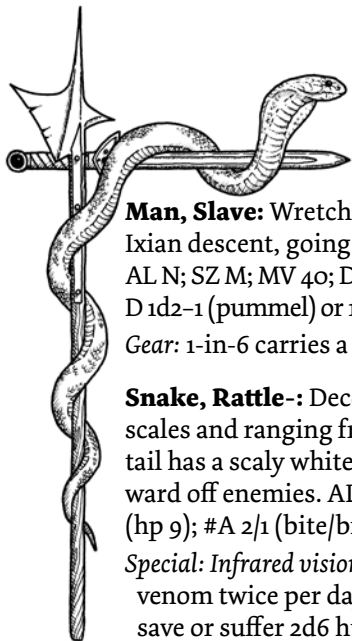
Special: If lion hits with both claws, rear claws automatically rake for 1d6+1 hp damage each.

Man, Anthropophagus: Dusky-skinned and naked save for loincloths, with teeth filed into points, these feral slaves carry their victims to the desert. There they devour the unfortunates at the ANTHROPOPHAGI CAMP, or take them to the WARLORD'S PALACE for other unspeakable rites¹⁷. Some, previously having been cited for recalcitrance, are fitted with collars and chains. AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (light club [+2]); D 1d4+2; SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.

Gear: light club.

¹⁷ See PART IV: LEVEL TWO, #17.



Man, Slave: Wretched man or woman of Esquimaux-Ixian descent, going to or coming from daily labours. AL N; SZ M; MV 40; DX 10; AC 9; HD 1/2 (hp 4); FA 0; #A 1/1; D 1d2-1 (pummel) or 1d4 (knife); SV 17; ML 8; XP 5.

Gear: 1-in-6 carries a knife.

Snake, Rattle-: Decorated with diamond-patterned scales and ranging from four to eight feet in length. Its tail has a scaly white rattle that is shaken violently to ward off enemies. AL N; SZ S; MV 40; DX 15; AC 6; HD 2 (hp 9); #A 2/1 (bite/bite); D 1d2/1d2; SV 16; ML 7; XP 64.
Special: *Infrared vision* to 30-foot range. Bite injects venom twice per day. Victim must make *death* (poison) save or suffer 2d6 hp damage, dying in 1d6 turns. Site of wound purple and swollen; may become septic if victim survives (*cure disease* heals).

Zombie, Gloom-Eater[®]: These soulless corpses will attack until destroyed. Reduce numbers from the MAUSOLEUM for every zombie killed. UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 10); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

Special: Always attacks last; no running allowed.

Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause 1/2 damage. Any natural 19 or 20 attack roll vs. zombie considered “head shot” inflicting maximum damage, regardless of weapon type. 3-in-6 chance per round of bite attempt. Bite drains victim’s ST by 1d4 points; a victim reduced to 0 ST will become a gloom-eater zombie in 1d4 turns, unless *cure disease* is cast.

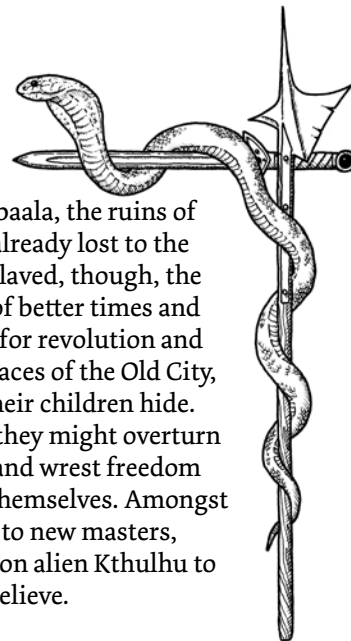
Gear: 4d6 cp, 4d4 sp, 3d4 ep, 1d8 gp.

OLD CITY

The crumbling outer districts of Xambaala are reserved for the enslaved. The slaves make their rough shelters amongst ruins: dwellings of long-dead families, governmental buildings, monuments, academies, fora, crypts, and marketplaces. Here the slaves erect crude shacks and excavate old buildings to occupy as squalid homes. Black smoke curls and drifts through the ruins as the slaves burn the last scraps of ancient wood in their cooking fires.

In the privacy of the Old City, these Esquimaux-Ixian hybrids refer to themselves as the *Allattaasitoqaq* (“lies in half darkness” in the Coastal Esquimaux dialect). They largely identify with their Esquimaux roots, though in Xambaala, neither Esquimaux nor Ixian will admit connexion with the half-breed slaves. When the eventide bell tolls, the slaves of Xambaala make their way here (save those who reside with their masters); when the dawn bell tolls, they return to their duties.

¹⁸ See APPENDIX B.



To the ruling “free people” of Xambaala, the ruins of their town’s past are haunted and already lost to the wild desert. To those they have enslaved, though, the ruins are sacrosanct, reminiscent of better times and (for many) the nexus of their hope for revolution and bloody revenge. In secret ruined places of the Old City, unknown numbers of slaves and their children hide. There they dream of the day when they might overturn the oppressive order in Xambaala and wrest freedom from those who have stolen it for themselves. Amongst those dreamers, some have turned to new masters, calling through cannibalistic rites on alien Kthulhu to bring them to power—or so they believe.

MAUSOLEUM

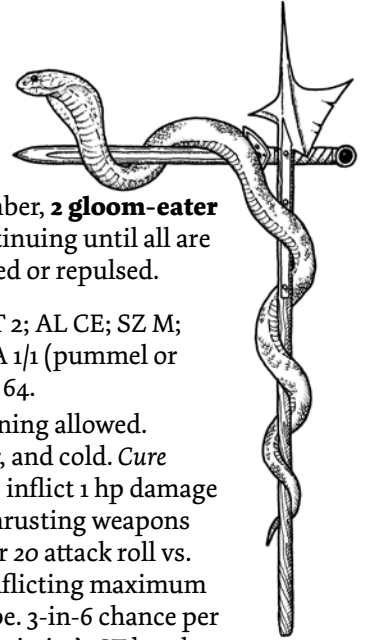
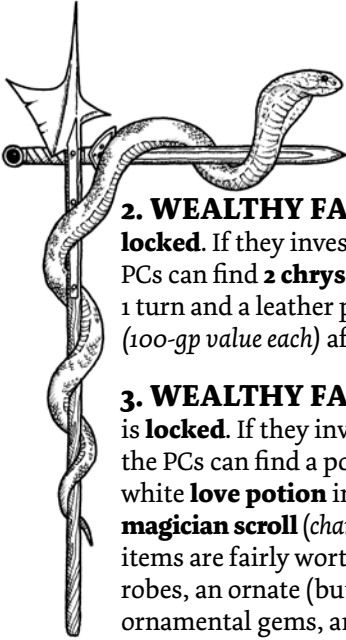
- ✦ Crumbling stone outer wall
- ✦ 20-foot-high, worn plaster building still shewing ancient designs
- ✦ Small domes on roof, some with intact blue glass
- ✦ One sand-choked entrance on western side
- ✦ Tracks from gloom-eater zombies in sand

Refer to the MAUSOLEUM MAP. Within the courtyard are small memorial stones and a large building, the latter mostly ruined. It is roughly rectangular, 20 feet tall, with a sagging roof and small glass domes protruding from the top. Most of the domes are shattered, but in a few places the beautiful blue glasswork remains intact.

In some areas the exterior plaster still retains its original decorations of monsters, warlords, and illustrious merchants. Thick moulding, inscribed with cartouches, surrounds the upper portion of the building. This mausoleum was once the final resting place of Xambaala’s elite; now it houses their restless dead.

Inside, the stone doorways once were gilt; unfortunately for explorers, most of the remaining gold has flaked and peeled long ago. Undeterred characters may scrape 150 gp worth of gold flakes from the doorways, although this task would require days of work. The floor of the entrance hallway is filled with a layer of sand and debris. The walls and cracked ceiling shew elaborate murals of a tranquil oasis city and its wealthy Ixian people.

1. LOOTED TOMB: The iron door has yielded to rust and the force of grave robbers. Inside, previous intruders have ransacked the place thoroughly. Most stonework remains intact but worn, though cracks in the ceiling have exposed the inside of the chamber to the elements above.



2. WEALTHY FAMILY TOMB: The iron door is **locked**. If they investigate these five sarcophagi, the PCs can find **2 chrysoprases** (35-gp value each) after 1 turn and a leather pouch containing **10 sapphires** (100-gp value each) after 2 turns.

3. WEALTHY FAMILY TOMB: The iron door is **locked**. If they investigate these eight sarcophagi, the PCs can find a pouch of **40 sp** after 1 turn, a frothy white **love potion** in a glass phial after 2 turns, and a **magician scroll** (*charm monster*; CA 8) after 3 turns. Other items are fairly worthless, including disintegrating robes, an ornate (but mundane) staff, a few fake ornamental gems, and rusted weapons.

4. FAMILY CRYPT:

- ✦ Evidence of tampering on locked western stone door
- ✦ Human footprints by eastern stone door
- ✦ 20 sarcophagi (family resemblance amongst those carved on lids)
- ✦ Fresco on northern wall: comet and corpses

The stone door at the eastern side is ajar and the entry choked with sand dimpled with human footprints. An uncanny fresco on the northern wall shows a green-hued comet; under its sickly light, scores of corpses litter the ground. The main chamber is lined with 20 stone sarcophagi. The likeness amongst the faces carved on the sarcophagus lids suggests that the occupants belonged to a single family.

Of the 20 stone sarcophagi, half contain **gloom-eater zombies**. If a lid is lifted, the undead corpse inside (50% chance) will attack immediately. If a significant

disturbance is created in this chamber, **2 gloom-eater zombies** will rise each round, continuing until all are destroyed, or the intruders are killed or repulsed.

Zombies, Gloom-Eater¹⁹ (x10): UT 2; AL CE; SZ M; MV 30; DX 3; AC 8; HD 2 (hp 10); #A 1/1 (pummel or bite); D 1d8 or 1d3; SV 16; ML 12; XP 64.

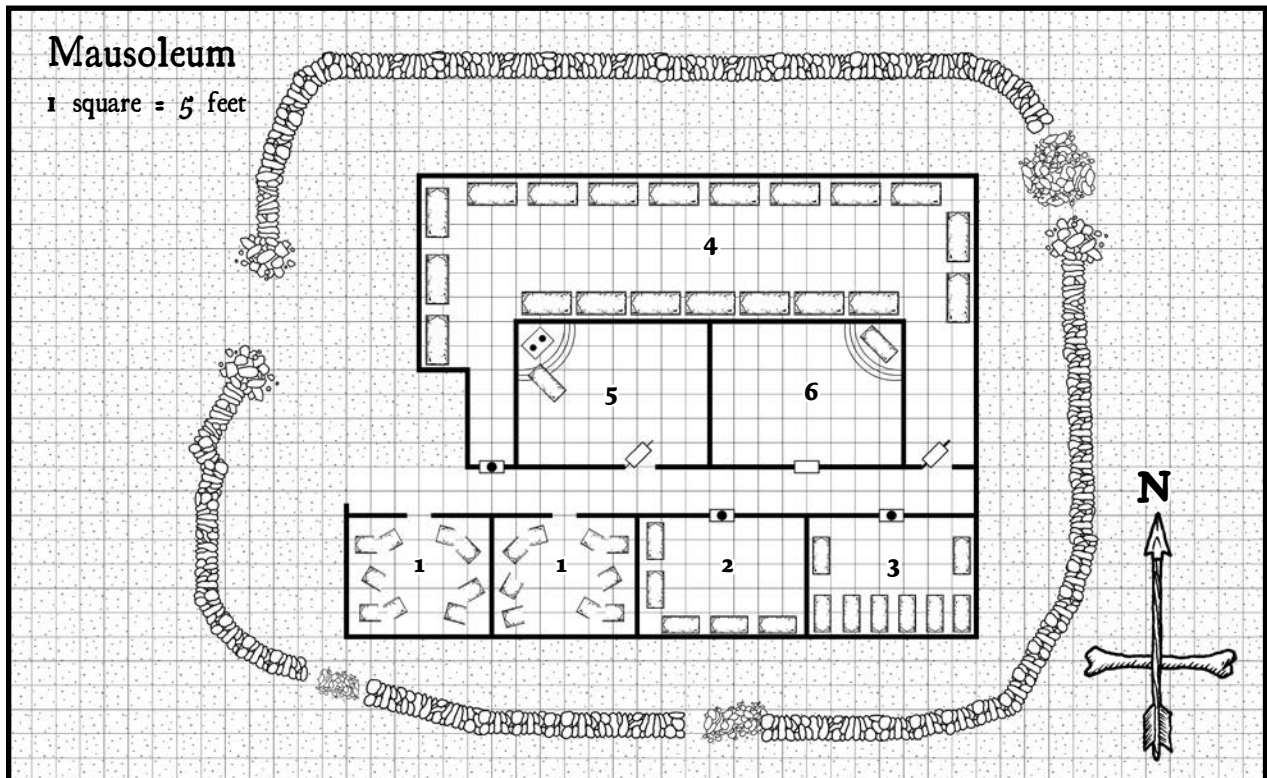
Special: Always attacks last; no running allowed. Immune to poison, paralysis, fear, and cold. *Cure disease* destroys. Arrows and bolts inflict 1 hp damage (plus bonuses); other piercing / thrusting weapons cause 1/2 damage. Any natural 19 or 20 attack roll vs. zombie considered “head shot” inflicting maximum damage, regardless of weapon type. 3-in-6 chance per round of bite attempt. Bite drains victim’s ST by 1d4 points; a victim reduced to 0 ST will become a gloom-eater zombie in 1d4 turns, unless *cure disease* is cast.

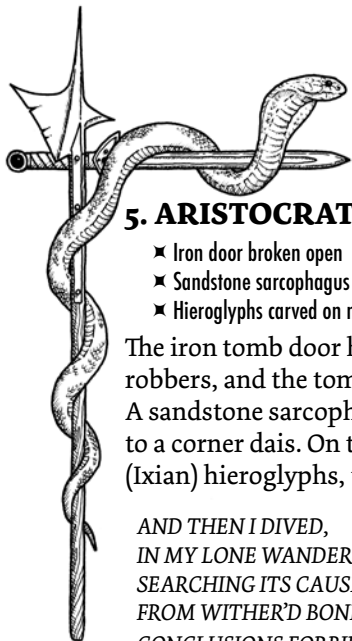
Gear: **15 cp, 9 sp, 9 ep, 3 gp.**

If they investigate all 20 sarcophagi, the PCs can find the following treasure:

- ★ *After 2 turns:* a **+1 small shield** and rusted iron broad sword; the shield is emblazoned with a green comet and a clenched black fist.
- ★ *After 4 turns:* antiquated **silver trinkets:** combs, pins, brooches, bangles, and charms (65-gp value).
- ★ *After 8 turns:* **20 sp, 50 ep,** and a **staff of stygian purpose²⁰.**

¹⁹ See APPENDIX B.
²⁰ See APPENDIX C.





5. ARISTOCRAT'S TOMB:

- ✦ Iron door broken open
- ✦ Sandstone sarcophagus shattered on steps to dais
- ✦ Hieroglyphs carved on northern wall

The iron tomb door here has been broken open by grave robbers, and the tomb has been thoroughly looted.

A sandstone sarcophagus lies shattered atop the steps to a corner dais. On the northern wall, in Thracian (Ixian) hieroglyphs, the following poem is engraved:

AND THEN I DIVED,
IN MY LONE WANDERINGS, TO THE CAVES OF DEATH,
SEARCHING ITS CAUSE IN ITS EFFECT; AND DREW
FROM WITHER'D BONES, AND SKULLS, AND HEAP'D UP DUST,
CONCLUSIONS FORBIDDEN BY THOSE WHO SEEK TO TEACH.

A bard or scholarly sort might suspect this verse to have been writ by one learned in the ways of temporal power. It is perhaps the wisdom of an adventurer who survived long enough to claim dominion over a nearby territory.

6. WARLORD'S TOMB:

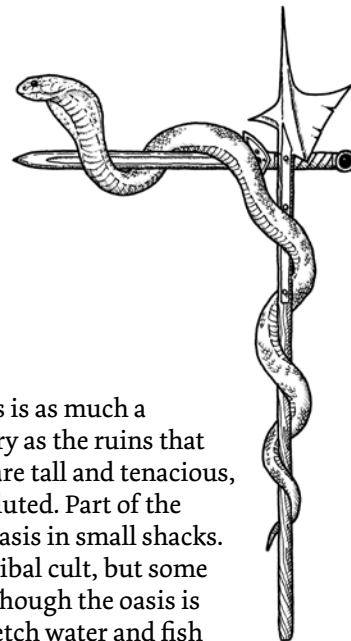
- ✦ Wall carvings of Ixian warlord's battles
- ✦ Low dais, small shrine, marble sarcophagus
- ✦ Hidden grey ooze

This chamber is the home of a **grey ooze**. Should anyone enter the room, it will attack, using its ability to hide near stone to surprize its prey.

Grey Ooze: AL N; SZ M; MV 10; DX 11; AC 8; HD 3+4 (hp 18); #A 1/1 (lash); D 2d8; SV 15; ML 12; XP 195.

Special: Chance to surprize increased by 1-in-6 when emerging from stone surroundings. Immune to cold and fire. Weapons and lightning harm as normal, but weapons ruined unless magical; if magical weapons not wiped clean within 1 turn, will be ruined. Once it hits, grey ooze sticks to victim, delivering additional 2d8 hp damage per round; destroys mundane armour in 1 round, but magical armour lasts 1 turn (unless wiped clean).

The partially dissolved carvings covering the walls shew battle scenes from the career of a bloodthirsty Ixian conqueror, along with outrageous feats of heroism. In the back corner, atop a low dais, are a small shrine to Apep (Yig) and a marble sarcophagus. Before the ooze took up residence here, grave robbers were successful in stripping the tomb of all valuables.



OASIS

- ✦ Many tracks lead here
- ✦ Tall, dirty palms
- ✦ Pools of sludgy water and mud
- ✦ Makeshift dwellings of slave caste

Now stagnant and sludgy, the oasis is as much a mockery of Xambaala's former glory as the ruins that surround it. The encircling palms are tall and tenacious, though the water is hopelessly polluted. Part of the slave population resides near the oasis in small shacks. These are not members of the cannibal cult, but some may be sympathetic to the cause. Though the oasis is choked and foul, the inhabitants fetch water and fish on a daily basis.

Those clinging to existence here fear a beast that lives within the murky waters of the central spring. They describe it as an armoured worm with great jaws that can burrow through the mud and sense the movement of children along the shore. The beast is actually a **crocodile**, approximately 20 feet in length, its tough, greyish-green skin coated in desert mud. Some slave children recently have been devoured whilst playing near the bank.

The small settlement of slaves is desperate to have the beast destroyed. They can scrape together a meagre reward (**35 cp** maximum) for any group that disposes of the creature. A *Neutral* or *Friendly* reaction roll when talking to the surly locals means they imply they might have information about the cannibal cult for anyone who slays the "Iron Mud Worm"....

Crocodile: AL N; SZ L; MV 30 (swim 40); DX 10; AC 3; HD 5 (hp 22); #A 1/1 (bite); D 2d8; SV 14; ML 7; XP 275.

Special: On any bite that delivers 9+ hp damage, crocodile goes into *death spin*, causing 3d4 hp damage per round. In water, victim risks drowning. Escaping requires *extraordinary feat of strength*.



ANTHROPOPHAGI CAMP

Adventurers might find this camp by tracking **anthropophagi** back from a night raid in INNER XAMBAALA, or by following the pounding drums and screams that rend the night. They also might come across the camp during the day, following tracks to this main site of cannibalistic activity. Successful searching will shew further tracks heading southeast toward the WARLORD'S PALACE.

During daylight hours, or if the PCs disrupt the cannibals' nocturnal ritual before it can happen, the stench of death and partially burnt human flesh will greet the PCs. Evidence of past rituals is clear. If they track the cannibals or follow the screams and drums here at night, then they will witness the orgiastic ritual of the cannibal cult.

THE RITUAL:

- ✦ 1d2+2 victims tied to a pyre
- ✦ 8 anthropophagi dancing to pounding drums
- ✦ Howling, chanting, flagellating, and crying out to Kthulhu
- ✦ Collars and chains rattle and clash as they dance

Onlookers should be able to hide with ease, provided they are explicit about their plans for stealth. (If a spectator is spotted, or if the PCs disrupt the ritual in any way, then the **anthropophagi** will be in such a state

that they will deal 1d4+2 hp damage with hands and teeth.) The cannibal cultists will howl to the sky these phrases in their pidgin (a combination of Thracian, Esquimaux, and Common):

- ★ "Great Kthulhu sent the masters to free us from captivity!"
- ★ "We eat the flesh of man in dread Kthulhu's honour, as the masters teach!"
- ★ "We will rule again in Xambaala, and all shall revere mighty Kthulhu, devourer of our enemies!"

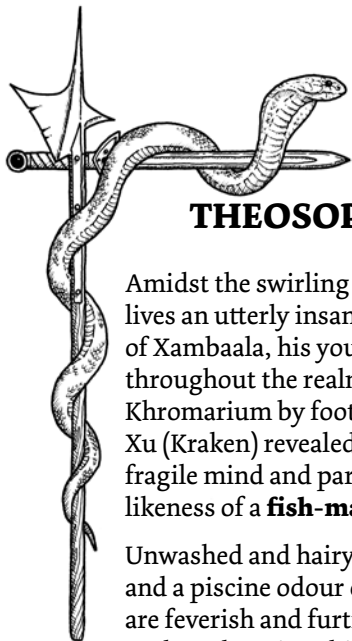
If the PCs cannot comprehend this pidgin, then the dread name "Kthulhu" will be clear, as will the name "Xambaala" and the curiously elongated Common phrase, "flesh of man". When the ritual reaches its peak, the cannibals will set upon their living victims and ignite the pyre as they feast. The frenzy will last till the dawn bell tolls, when the cannibals will abandon their orgy and return to INNER XAMBAALA. Once more they will seem to submit to the will of the ignorant "free people", who do not let themselves see that the end of their order is at hand.

Men, Anthropophagi (x8): AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (pummel/bite [both +2]); D 1d4+2; SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.

Gear: light club.





THEOSOPHIST'S DWELLING

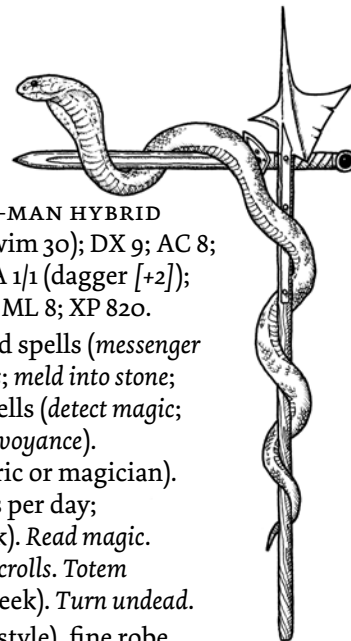
Amidst the swirling sands southeast of Xambaala lives an utterly insane shaman. Learned in the lore of Xambaala, his younger days were spent travelling throughout the realms of Hyperborea, even reaching Khromarium by foot. Some years ago, the deity Khalk-Xu (Kraken) revealed to him a secret, shattering his fragile mind and partially transforming him into the likeness of a **fish-man**.

Unwashed and hairy, he has bulging eyes, slimy skin, and a piscine odour clinging to his body. His eyes are feverish and furtive, darting around his home as though seeing things hidden to the naked eye. His ragged clothes still shew scraps of once-supple sharkskin, and a chain of shark teeth binds his wild hair and loops around his weathered neck, for the shark is his totem animal.

The **Theosophist** does not remember his name. Visitors are accorded either gracious hospitality (“Come! Sup on my stew, drink deep of my brew, look upon my secret parchments!”) or insatiable outrage (“Fie! You bring me strife and woe! Begone from my home, wretches!”), depending on the reaction roll. This check should be made each time he sees the PCs again, even if they simply walk away and come back.

To those he likes, he will reveal his reason for residence here: He seeks a sacred **gem** reputed to be in the ancient undercity of the **WARLORD'S PALACE**, revealed to him by the great Khalk-Xu (Kraken). He describes it as a large, glowing, brilliant-cut jewel. To his dismay, he does not know its precise location²¹, but he can offer guidance to the old, ruined palace. Fearful of the **anthropophagi**, he will not journey there.

²¹ See PART IV: LEVEL THREE, #49.



The Theosophist (7TH-LEVEL FISH-MAN HYBRID SHAMAN): AL CE; SZ M; MV 40 (swim 30); DX 9; AC 8; HD 7+1 (hp 30); FA 4; TA 5; CA 7; #A 1/1 (dagger [+2]); D 1d4+2; SV 13 [death +2, sorcery +2]; ML 8; XP 820.

Special: Partially amphibious. Druid spells (*messenger bird, speak with animals; find plants; meld into stone; hallucinatory terrain*). Magician spells (*detect magic; ungovernable hideous laughter; clairvoyance*). *Draw poison*. *Magic item use* (as cleric or magician). *Medicine man* (heal 1d4 hp ×7 allies per day; treat poison or disease ×1 per week). *Read magic*. *Read scrolls* (shaman only). *Scribe scrolls*. *Totem* (contact otherworldly being ×1 per week). *Turn undead*.

Gear: +2 **dagger** (wavy, ceremonial style), fine robe, silver holy symbol of Khalk-Xu (Kraken) (rubbed smooth by constant fingering), *ingestible IV* poison (×6 doses), **shaman scroll** (*meld into stone*; CA 7), **shaman scroll** (*ungovernable hideous laughter*; CA 7), **chain of shark teeth** bound on silver wire (400-gp value).

The Theosophist's **spell book** (a collection of twine-bound clamshells containing the magician spells he knows) is hidden under the lousy pallet of straw on which he sleeps. The Theosophist's shamanic abilities could be of great service to the party, and he could prove a useful ally, though he always will ask a price (a service or monetary fee). Above all, he seeks information, curiosities, and the sacred **gem**.

If the PCs bring the **gem** to the Theosophist, he will attempt to poison them and then pry it from their grasp if they are in a weakened state. Otherwise, he will bide his time and invite them to lodge with him overnight, warning of an impending sandstorm. He then will seize the **gem** and flee—probably to Yithorium—forever.

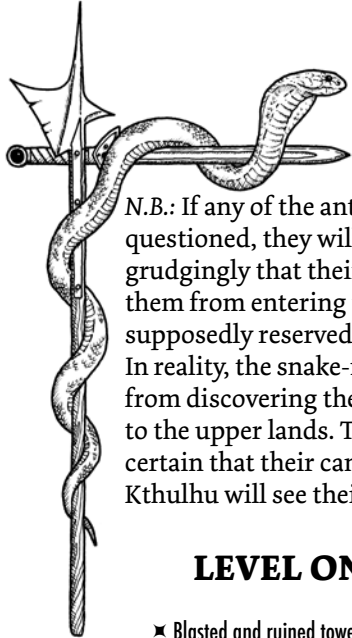
PART IV: THE WARLORD'S PALACE

OVERVIEW

The palace once symbolized the affluence, might, and wisdom of an Ixian warlord who held the city and its surroundings. With the last scion of this fearsome line long dead, the desert mostly has reclaimed the palace. The **WARLORD'S PALACE** comprises three levels: **LEVEL ONE** (UPPER WORKS), **LEVEL TWO** (LOWER WORKS), and **LEVEL THREE** (GATEWAY TO UNDERBOREA).

Anthropophagi zealots dwell in the abandoned ruin, seeking knowledge and strategy from their masters within. Some are escaped slaves who bear the chains of their bondage as a reminder of their struggle, though

others still trudge daily back to **INNER XAMBAALA** to toil for the “free people”. **Snake-men**, morphed into human form to dupe the slaves, lodge at **LEVEL ONE**, #13 and occupy an enclave beneath the surface.



N.B.: If any of the anthropophagi are captured and questioned, they will reveal little. They might admit grudgingly that their “wise masters” have forbidden them from entering the lower levels of the palace, supposedly reserved for the “fervent of Kthulhu” only. In reality, the snake-men want to dissuade the cannibals from discovering their hidden tunnel from Underborea to the upper lands. The slaves are thoroughly deluded, certain that their cannibalism has been blessed, that Kthulhu will see their sacrifices and be pleased.

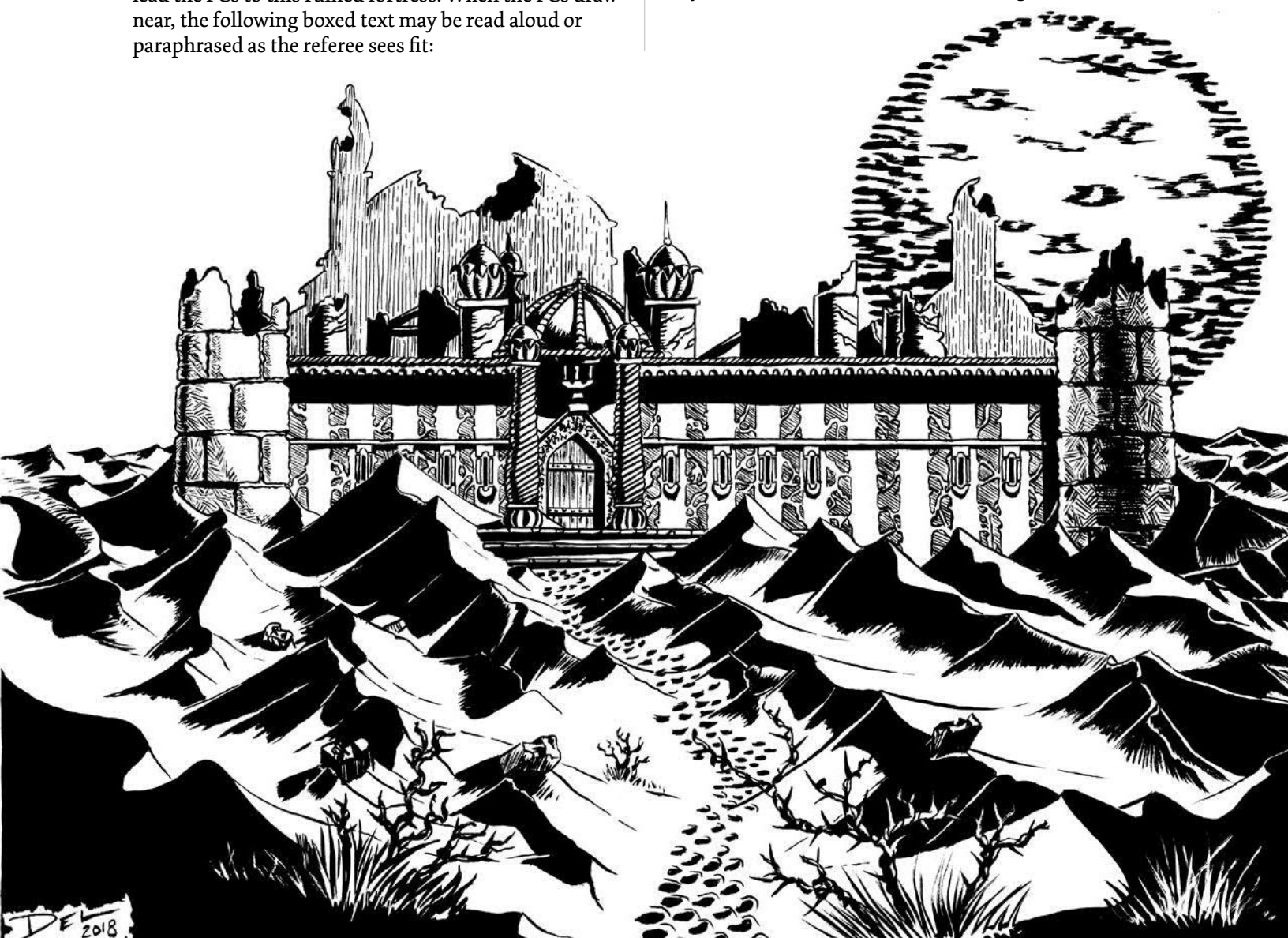
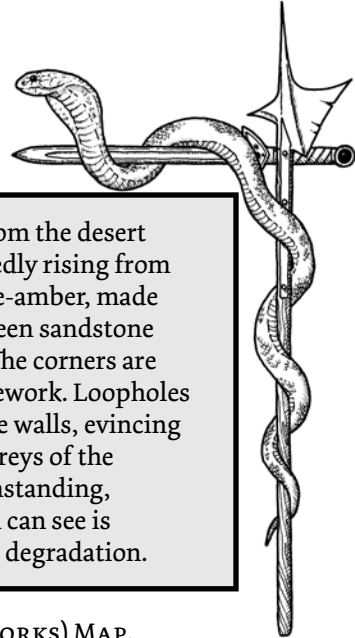
LEVEL ONE (UPPER WORKS)

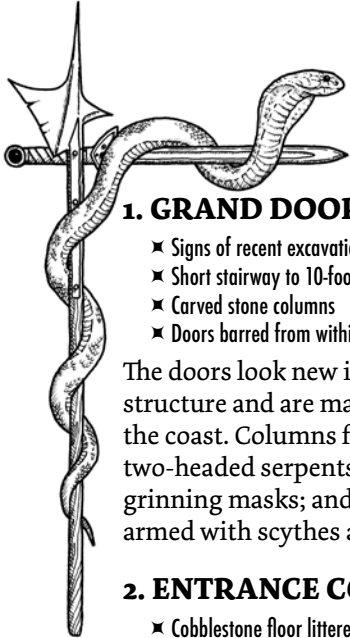
- ✦ Blasted and ruined towers jaggedly open to the sky
- ✦ 18-foot walls of mud-brick and stone
- ✦ Northern and eastern walls well made and solid
- ✦ Southern and western walls mostly obscured by wind-blown sand dunes
- ✦ Cleared opening on eastern wall with new doors

Tracks from the ANTHROPOPHAGI CAMP, tidings from the OASIS, guidance from the **Theosophist**, or information from captive cannibals (alive or dead) can lead the PCs to this ruined fortress. When the PCs draw near, the following boxed text may be read aloud or paraphrased as the referee sees fit:

The ruins of an old palace rise from the desert sands. The surviving walls, jaggedly rising from fifteen to eighteen feet, are matte-amber, made of mud-brick and stone, with green sandstone stripes running through them. The corners are tight circles of discoloured stonework. Loopholes are spaced strategically along the walls, evincing a history of battle. The upper storeys of the palace are blasted ruins; notwithstanding, the craftsmanship of all that you can see is exceptional, despite the obvious degradation.

Refer to the LEVEL ONE (UPPER WORKS) MAP. The exterior wall is buried almost entirely by tall, shifting sand dunes. Two areas at ground level (#1 and #8) offer easier entry; however, ingress is possible also through the ruined ceiling (at #3, #4, and #5), though some areas are choked with debris. Alert parties may become aware of a tendril of smoke curling up from the north (#14). The most astute investigators may detect the horrific stench of burning flesh.





1. GRAND DOORWAY:

- ✦ Signs of recent excavation
- ✦ Short stairway to 10-foot-high, iron-bound double doors of yellow cedar
- ✦ Carved stone columns
- ✦ Doors barred from within

The doors look new in comparison with the antique structure and are made from wood gathered along the coast. Columns flanking the doors are carved with two-headed serpents; predatory eagles; mocking and grinning masks; and beastly figures in headdresses, armed with scythes and daggers.

2. ENTRANCE CORRIDOR:

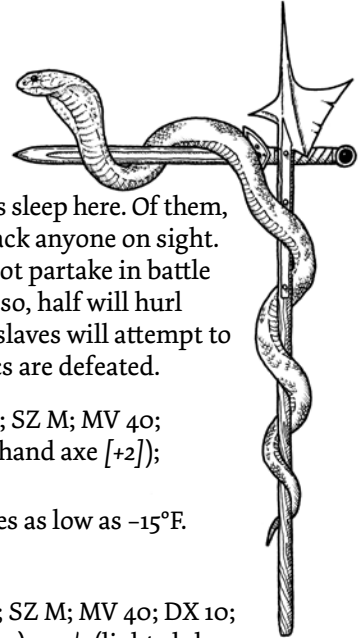
- ✦ Cobblestone floor littered with sand
- ✦ Faded paintings on walls
- ✦ Marble friezes along tops of walls
- ✦ Pit trap
- ✦ Noise alerts anthropophagi in #3 and #11

A **covered pit trap** of seven-foot diameter and twelve-foot depth has been constructed beneath the cobbles. Once two or more characters put their weight on the surface of the pit, the floor will collapse on a 3-in-6 chance. Falling characters suffer 1d6 hp damage.

The paintings on the walls, faded with age, depict an assortment of heroes and horrors. Imposing columns at the end of the corridor are carved like those outside. Hidden niches along the corridor walls adjoin with #3 and #11. Noise from the doors being pushed open or from the pit trap will alert the **anthropophagi** there, who will attack with poisoned blowgun needles before rushing in.

3. SLEEPING QUARTERS:

- ✦ Filthy, damp, and littered
- ✦ Small fire, blackened pots
- ✦ Grotesque statuette on a small chair
- ✦ 20 slaves and 6 anthropophagi



More than two dozen escaped slaves sleep here. Of them, **6 anthropophagi** fanatics will attack anyone on sight. The score of other occupants will not partake in battle unless the children are attacked; if so, half will hurl stones. Otherwise, these common slaves will attempt to escape into the desert if the fanatics are defeated.

Men, Anthropophagi (x4): AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (hand axe [+2]); D 1d6+2; SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.
Gear: hand axe.

Men, Anthropophagi (x2): AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 1/1 (blowgun) or 2/1 (light club [+2]); D 1 (blowgun) or 1d4+2 (light club); SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.

Blowgun needles coated with *penetrative I* poison; make *death* (poison) save at +2 bonus or lose 2d6 hp in 2d6 rounds.

Gear: light club, blowgun, blowgun needles x4, *penetrative I* poison (x4 doses).

Men, Slaves (x10): AL N; SZ M; MV 40; DX 10; AC 9; HD 1/2 (hp 4); FA 0; #A 1/1; D 1 (stone); SV 17; ML 8; XP 7.
Gear: stones x2.

Arrow loopholes in the eastern wall are stuffed with grout, preventing sand from seeping in from the outside. In the northern portion, ratty blankets are strewn across the floor, alongside crude weapons and eating utensils. A grotesque **ivory idol** (10-gp value) sits on a small chair; the profane mass of eyestalks and suckered tentacles depicts a nameless and forgotten deity.

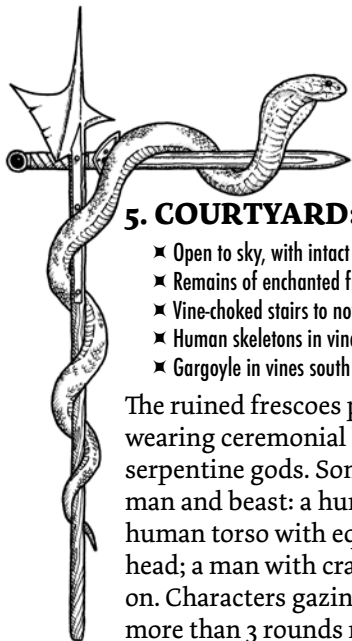
4. WASTE AREA:

- ✦ Trash, crumbled brick, rotted and splintered wood
- ✦ Pots and urns of human waste in southwestern corner
- ✦ Stairs choked with rubble

The rubble up to from the ruined corner tower would require 20 man-hours of labour to clear; three persons could work at one time. Anyone scraping through the trash in this area or attempting to clear the rubble to the tower will unsettle a brood of **4 vipers** and **8 viper hatchlings** (the latter harmless).

Snakes, Vipers (x4): AL N; SZ S; MV 40; DX 10; AC 6; HD 1/2 (hp 4); #A 1/1; D 1 (bite); SV 17; ML 8; XP 27.

Special: *Infrared vision* to 30-foot range. Bite injects venom once per day; make *death* (poison) save or suffer 1 hp damage per round for 3d4 rounds. Site of wound purple and swollen; may become septic if victim survives (*cure disease* heals).



5. COURTYARD:

- ✦ Open to sky, with intact and crumbled columns
- ✦ Remains of enchanted frescoes on walls
- ✦ Vine-choked stairs to nowhere
- ✦ Human skeletons in vines in front of stairs
- ✦ Gargoyle in vines south of stairs

The ruined frescoes portray men bearing daggers and wearing ceremonial headdresses, serving the whims of serpentine gods. Some of the images shew chimæras of man and beast: a human body with a serpent's head; a human torso with equine hindquarters and a dæmon's head; a man with crab pincers and octopus legs; and so on. Characters gazing at these **enchanted frescoes** for more than 3 rounds must roll successful *sorcery* saving throws (modified by *willpower adjustment*) or suffer temporary *madness*²². The madness will endure until the character leaves the courtyard.

A **gargoyle** positioned to the south of the stairs will break through the vines and fly to the top of the ruined staircase if intruders approach. In a gravelly voice it will announce in the Thracian (Ixian) dialect, "None shall enter the private chambers of the warlord's palace." Burdened with a futile task, the creature will attack characters who attempt to ascend the staircase, even though it leads nowhere. Offenders who step away from the stairs will be spared the gargoyle's wrath.

Gargoyle: AL CE; SZ M; MV 30 (fly 50); DX 12; AC 5; HD 4 (hp 18); #A 3/1 (claw/claw/bite) or 1/1 (gore); D 1d4/1d4/1d6 or 2d6; SV 15; ML 11; XP 150.

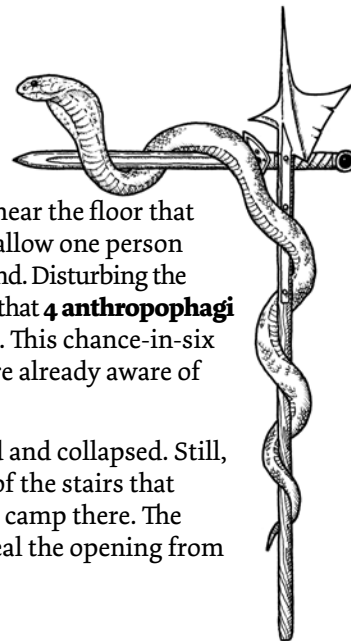
Special: Chance to surprize increased by 2-in-6 if viewers believe it a statue. Immune to *charm* and *sleep* spells. +1 or better weapon to hit.

Two skeletons are obscured in the twisted vines at the base of the stairs. Most of their possessions are decomposed; however, one wears a tatty vest, inside of which can be found **40 gp** and a **jade-carved ring** (100-gp value). The other skeleton wears a decayed suit of brigandine armour, but clutches an attractive **+1 short bow** of laminated white wood and has **+2 arrows** (x4) in a rotted quiver.

6. LOUNGE AND STAIRWELL:

- ✦ Cracked, uneven marble floor
- ✦ Ruined stairs concealed behind rubble, with hidden chamber at bottom

Behind a mound of rubble is a ruined staircase that once descended to some vault or grotto personal to one of the ruling warlords. Observant PCs might notice



a small gap (as a **concealed door**) near the floor that easily can be excavated enough to allow one person at a time to crawl into the space beyond. Disturbing the rubble, though, risks a 2-in-6 chance that **4 anthropophagi** from #14 will investigate the sound. This chance-in-six should be raised if the cannibals are already aware of the characters' presence.

The ancient vault beneath is ruined and collapsed. Still, enough room survives at the base of the stairs that a careful party could make a rough camp there. The rubble can be shifted back to conceal the opening from within.

7. REAR HALLWAY:

- ✦ Sand-choked
- ✦ Western wall buried by sand
- ✦ Crude paintings in blood of slave uprising on walls
- ✦ Iron-bound door to #14

The **secret entrance** to the tunnel (#8) appears as a plug of sand in the sandstone wall; hence, it blends well.

8. SECRET TUNNEL:

- ✦ Exterior secret entrance: concavity in sand drift
- ✦ Interior secret entrance: plug of sand in sandstone wall

Entering from outside requires substantial digging through a five-foot-deep sand plug. Neither the anthropophagi nor the snake-men are aware of this tunnel. An unknown creature appears to have created the tunnel by boring through the wall. By default it is unoccupied, though the referee may decide the fell creature still dwells within!

9. STABLE:

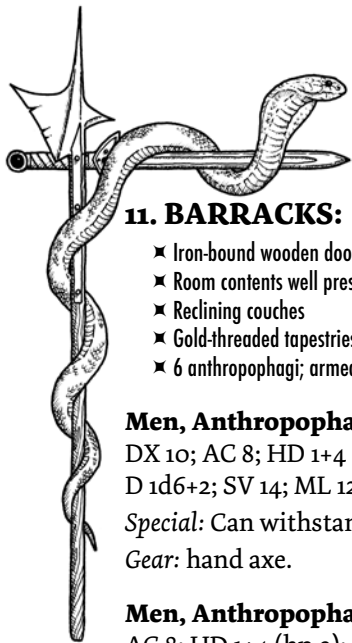
- ✦ Fæces, human bones, and mud cover floor
- ✦ Walls burnt
- ✦ Evidence of sacrifice and cannibalism
- ✦ Rotted trunk, two clay urns in stalls

Hidden beneath the decomposed trunk are **2 IOUN stones** (*pale green prism* and *pink rhomboid*). Once the gunk has been cleaned away, the stones will slip out and begin floating around the head of the investigating character.

10. FRONT HALLWAY:

- ✦ Stone floor with dust and sand
- ✦ Battered, warped cedar doors to #5, #9, and #13
- ✦ Iron-bound wooden doors to #11 and #12
- ✦ 2 snake-man acolytes and 4 anthropophagi from #14 (1-in-6 chance)

²² See AS&SH VOL. III, p. 264: SPECIAL DAMAGE, *madness*.



11. BARRACKS:

- ✦ Iron-bound wooden door
- ✦ Room contents well preserved
- ✦ Reclining couches
- ✦ Gold-threaded tapestries on walls
- ✦ 6 anthropophagi; armed and will not accept parlay

Men, Anthropophagi (x4): AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (hand axe [+2]); D 1d6+2; SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.
Gear: hand axe.

Men, Anthropophagi (x2): AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 1/1 (blowgun) or 2/1 (light club [+2]); D 1 (blowgun) or 1d4+2 (light club); SV 14; ML 12; XP 32.

Special: Can withstand temperatures as low as -15°F.
Blowgun needles coated with *penetrative I* poison; make *death* (poison) save at +2 bonus or lose 2d6 hp in 2d6 rounds.

Gear: light club, blowgun, blowgun needles x4, *penetrative I* poison (x4 doses).

Once combat subsides it will become apparent that this is the best-preserved room in the upper works of the palace. The arrow loops have been grouted, but otherwise much of the original layout remains, including three reclining **couches** (20-gp value each). Five finely woven **gold-threaded tapestries** (50-gp value each) still hang on the walls. An 8 x 8-inch, bronze-chased, multi-coloured **pane of glass** (150-gp value) can be found beneath one of the recliners. It contains a faint trace of magic, evoking an inexplicable nostalgia in all who view it and causing in the beholder a deep yearning for bygone years.

12. ARMOURY:

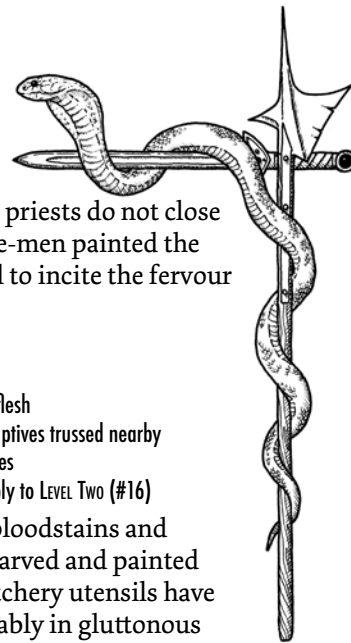
- ✦ Two racks with rusted iron scraps
- ✦ Rotting curtain in northwestern corner
- ✦ Four musty pallets

This is where the 4 **anthropophagi** from the cannibal kitchen (#14) take their occasional respite.

13. HOUSEMASTER'S QUARTERS:

- ✦ Smell reminiscent of fungus, rotting vegetation, or a mouldy draught
- ✦ Arrow loops mortared shut
- ✦ Two recliners, draped with blankets
- ✦ Mural on southern wall: slaughter and plunder of Xambaala

Originally built for the housemaster of the palace, this chamber serves as the quarters of the 2 **snake-man acolytes** (in the guise of orange-robed human priests). They will be located either here or in the cannibal kitchen (#14), when not seeking guidance from below.



Even in human form, the ophidian priests do not close their eyes in sleep. One of the snake-men painted the ghastly mural on the southern wall to incite the fervour of the slaves.

14. CANNIBAL KITCHEN:

- ✦ Captives' shrieking pleas, stench of burning flesh
- ✦ 3 captives tied to spits and over furnace; 3 captives trussed nearby
- ✦ 4 anthropophagi and 2 priests in orange robes
- ✦ Dark, twisting staircase (#15) descends steeply to LEVEL TWO (#16)

The walls and floor are covered in bloodstains and bones. Blasphemous symbols are carved and painted in blood on the walls and floor. Butchery utensils have been cast about carelessly, presumably in gluttonous haste. A broad cedar table dominates the southern portion of the room, upon which rests the carcass of a previously consumed man. Flies buzz over the cadaver, whilst rats pick it clean.

The captives were part of a merchant caravan that was en route from Yithorium to Xambaala. Starving and impatient for the power promised them, the grinning cannibals soon will begin to rip hunks of flesh from an unconscious burning captive. The orange-robed men (2 **snake-man acolytes** disguised via *alter self* as Kthulhu priests) impassively observe, heads cocked to the side and arms folded into their sleeves.

If the snake-men had deemed any of these captives worthy, they would have been taken to LEVEL TWO, #17 for a false sacrifice to Kthulhu. Instead, they instructed the cannibals to feast to their satisfaction. Should the snake-men fail a morale check, they will retreat down the stairs.

Men, Anthropophagi (x4): AL CE; SZ M; MV 40; DX 10; AC 8; HD 1+4 (hp 9); #A 2/1 (hand axe [+2]); D 1d6+2; SV 14; ML 12; XP 32.

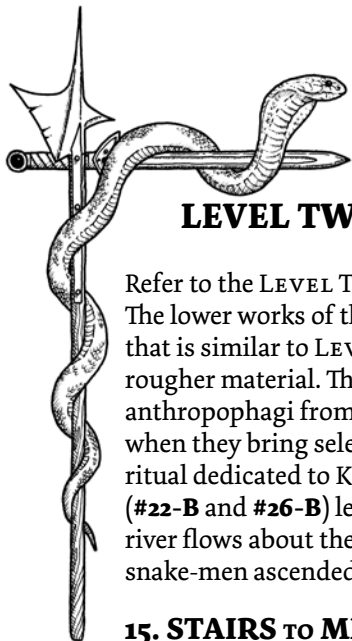
Special: Can withstand temperatures as low as -15°F.
Gear: hand axe.

Snake-Man Acolytes (x2) (1ST-LEVEL PRIESTS OF YIG): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 12); FA 2; TA 1; CA 1; #A 1/1 (bite or dagger); D 1d4; SV 16 [*death* +2, *sorcery* +2]; ML 9; XP 127.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns. Cleric spells (*omen*, *sanctuary*). *Turn undead*. *Befriend animals* x1 per day (reptiles only).

Gear: dagger, fine robe, silver holy symbol of Yig, **key** (to LEVEL TWO, #17 and #18).





LEVEL TWO (LOWER WORKS)

Refer to the **LEVEL TWO (LOWER WORKS) MAP**. The lower works of the palace consist of stonework that is similar to **LEVEL ONE**, though hewn from rougher material. The snake-men have forbidden the anthropophagi from accessing the lower works, save when they bring select cannibals to observe a “sacred ritual dedicated to Kthulhu” (#17). Two **secret tunnels** (#22-B and #26-B) lead into stygian darkness, where a river flows about the ancient cyclopean city whither the snake-men ascended from the depths of Underborea.

15. STAIRS TO MEZZANINE:

- ✦ Steep stone stairs descend 40 feet over several flights
- ✦ Claw trap concealed under grey cloth on second stair from bottom

The **claw trap**, a deterrent against the curious cannibals, is covered by a grey cloth; however, characters descending cautiously and using lights will see the odd bulk. Stepping on the trap causes it to snap shut, dealing 1d6 hp damage. The claw is fitted with a chain and fixed to the floor, trapping the victim; an *extraordinary feat of strength* will part the claw or break the chain (unless another solution is devised).

16. MEZZANINE:

- ✦ Bucolic murals on walls
- ✦ Two locked, iron-bound wooden doors

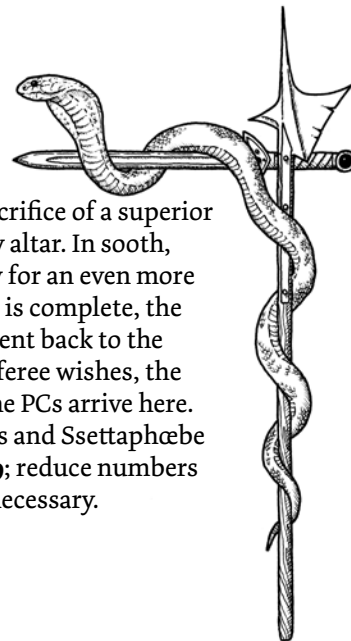
The paintings shew seasonal crops, a swelling river, and an abundant harvest, scenery that obviously does not comport with the current landscape above.

17. WINE CELLAR:

- ✦ Locked, iron-bound wooden door
- ✦ Broad steps descend five feet
- ✦ Urns and casks remain, covered in dust
- ✦ Rotted crates and smashed pottery litter the ground
- ✦ Faint odour of sweat and serpent

Little of value can be found here; the wine spoilt or evaporated long ago. A thorough search of the cellar will result in the discovery of a painted, baked-clay disc of five-inch diameter. This seal was the insignia of the last warlord, **Rassogos the Unavoidable**, an irascible Ixian notorious for his strength and cruelty (200-gp value to the right collector).

The wine cellar is where the snake-men stage “grand sacrifices to Kthulhu” to ensure the loyalty of the anthropophagi. These rituals are conducted by **2 snake-man priests** and **Ssettaphæbe**, the snake-man illusionist. Using *spectral phantasm*, Ssettaphæbe creates an illusion of a great fane dedicated to Kthulhu, featuring a massive idol and a sacrificial altar of stone.



The snake-man priests feign the sacrifice of a superior human specimen upon the illusory altar. In sooth, these “sacrifices” are secreted away for an even more diabolical purpose. After the ritual is complete, the “enlightened” anthropophagi are sent back to the **ANTHROPOPHAGI CAMP**. If the referee wishes, the ritual could be in progress when the PCs arrive here. Statistics for the snake-man priests and Ssettaphæbe can be found at **LEVEL THREE, #69**; reduce numbers from that location accordingly, if necessary.

18. STORAGE HALL:

- ✦ Locked, iron-bound wooden door
- ✦ Broad steps descend five feet
- ✦ 28-foot arched ceiling
- ✦ A dozen branching columns, fashioned as a grove of trees; two collapsed
- ✦ 4 dwarfs as inattentive guards (4-in-6 chance)

The snake-men have secured this room lest the anthropophagi discover the hidden tunnels to the undercity. The **4 dwarfs** aimlessly wander the hall and nearby rooms. They are paid by the snake-men to prevent anyone from entering the corridors beyond. Away from the civilized world, the dwarfs speak only a corrupt form of Old Norse.

Because of the dwarfs’ complete lack of diligence, on a 2-in-6 chance they will be in the torture chamber (#20). Intrigued by the contraptions therein, they take licentious delight in the thought of one day torturing an intruder. If the dwarfs hear a loud noise, they will rush back to their post in glee, attacking intruders. If possible, they hope to secure at least one captive alive to torture later.

Dwarfs (×4): AL LE; SZ S; MV 20; DX 13; AC 4; DR 1; HD 3+2 (hp 16); #A 1/1 (horseman’s pick); D 1d6+1; SV 15 [device +4]; ML 9; XP 90.

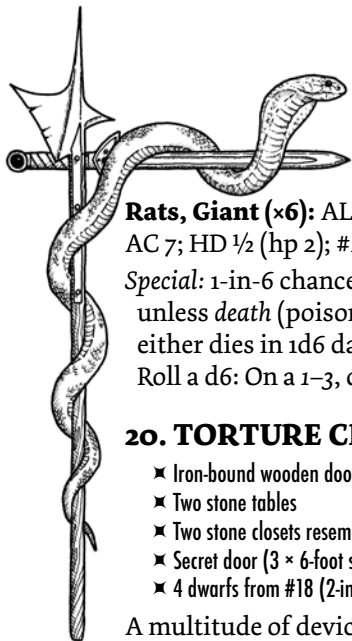
Special: Can see in complete darkness. -2 attack penalty when exposed to bright light.

Gear: chain mail, small shield, horseman’s pick, **58 gp**.

19. GAOLER’S OFFICE:

- ✦ Iron-bound wooden door with broken latch, ajar
- ✦ Ruined furniture, trash on floor
- ✦ Dirty divan in southwestern corner
- ✦ 6 giant rats hiding

Sifting through the scummy mattress of the divan will uncover a small, crusted leather bag. It contains a **silver chalice** (60-gp value); a peculiar, golden-hued pinecone (a **golden cone**); and a smooth rock (a **luckstone**). Characters spending more than 1 turn poking around the office will be attacked by **6 giant rats** hiding under a mass of shredded cloth.



Rats, Giant (x6): AL N; SZ S; MV 40 (swim 20); DX 8; AC 7; HD 1/2 (hp 2); #A 1/1 (bite); D 1d4; SV 17; ML 8; XP 9.
Special: 1-in-6 chance of disease upon successful hit, unless *death* (poison) save made. If save fails, victim either dies in 1d6 days, or is bedridden for a month. Roll a d6: On a 1–3, disease is terminal.

20. TORTURE CHAMBER:

- ✦ Iron-bound wooden door, ajar
- ✦ Two stone tables
- ✦ Two stone closets resembling coffins (iron maidens) in eastern corners
- ✦ Secret door (3 × 6-foot sliding panel) in eastern wall
- ✦ 4 dwarfs from #18 (2-in-6 chance)

A multitude of devices betray the sinister purpose of this location. Two stone tables dominate the room, one of which is a torture rack, intended to stretch the limbs of the victim. On the other table lie assorted rusty tools that the dwarfs recently have gathered: gags, pins, shackles, tongs, and a rat cage. Bloodstains tarnish the stonework on the walls and floor; most are old, but one bloodstain near the southeastern closet is more recent.

Anyone looking inside the stone closets will see that the interiors are spiked. Impatient for a victim, the dwarfs forced one of their fellows inside the southeastern iron maiden. The dead dwarf still wears a **necklace** of green stones (10-gp value) beneath his armour.

21. PRISON HALLWAY:

- ✦ Stairs descend 10 feet
- ✦ Dark stain (black mould) spreading from ceiling to walls

The black mould makes breathing dangerous for those of average or worse health, but this threat is not immediately obvious because the mould does not smell. A character with a constitution of 12 or less who sleeps here will be afflicted with a horrible red rash for 1d4 days, as well as difficulty breathing. This ailment causes insomnia; a victim will be irritable and weakened, suffering a –1 penalty to all saving throws.

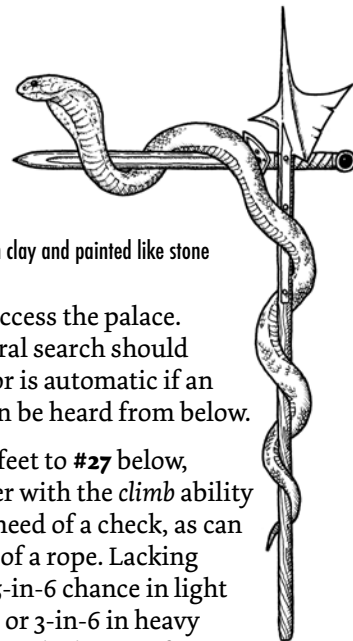
22. CELLS:

- ✦ Iron-bound wooden doors with barred windows
- ✦ Old bones, rusted and corroded shackles

Graffiti cover the lower parts of some walls, scratched or writ in blood. Some graffiti measure the time prisoners have spent in gaol; some are curses (e.g., “MAY GÔSAKOS THE GAOLER CHOKER ON AN OLIVE PIT!”). Other examples are the scrawled manifestos and ramblings of the insane.

22-A. Secret Alcove:

- ✦ Trash on floor conceals shallow pit
- ✦ Bent, rusty dagger and 2 sp at bottom



22-B. Secret Tunnel:

- ✦ Small wooden concealed door, plastered with clay and painted like stone
- ✦ Opposite side of door has wooden handle

The snake-men use this tunnel to access the palace. Tapping the wall or making a general search should reveal the ruse; i.e., finding the door is automatic if an attempt is made. Rushing water can be heard from below.

The tunnel slopes steeply down 65 feet to #27 below, plunging into darkness. A character with the *climb* ability can negotiate this tunnel without need of a check, as can any character descending with aid of a rope. Lacking rope, an unskilled character has a 5-in-6 chance in light armour, 4-in-6 in medium armour, or 3-in-6 in heavy armour. Failure indicates a tumble to the bottom for 3d6 hp damage.

23. BLOCKED STAIRWELL: Shifting masses of collapsed stone choke this switchback stairwell, which once led to a guard tower that long since has crumpled and been lost to the desert. Concerted digging by strength or magic will cause a total collapse; anyone at the bottom of the shaft must make an *avoidance* save or be crushed by tons of sand and stone.

24. STATUARY:

- ✦ Alcoves hold seven-foot-tall statues of Hyperboreans in robes and gowns
- ✦ Men and women face each other
- ✦ Easternmost pair wear bronze diadems set with gems
- ✦ Ornately stylized bronze door, green with verdigris, at eastern end

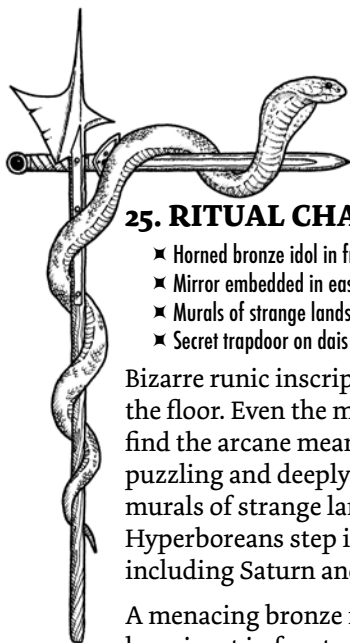
The diadem worn by the southeastern statue (a powerfully built Hyperborean man gripping a spear) is set with a ruby (**diadem of strength**²³). That worn by the northeastern statue (an august Hyperborean woman holding a quarterstaff) is set with a sapphire (**diadem of wisdom**²⁴). Removing either **diadem** will cause that statue to animate and speak in the Hellenic (Hyperborean) dialect.

If one or the other **diadem** is taken, then the respective statue will say, “Be blessed in your valour lest you wither and die. This crowning mark will safeguard your life.” After this speech, the statue once more will become inert, and the **diadem** may be kept without consequence.

If a second **diadem** is taken (or if both are removed simultaneously), then the respective statue(s) will say, “Be cursed in your folly, you shall wither and die! This crowning mark shall ensure your demise!” Presently all the statues will emit a thick, suffocating gas that brings aggressive boils to the surface of the skin, quickly filling the corridor. The gas requires a successful *death* (poison) saving throw each round; any failed save results in 1d6 hp damage. The noxious gas will persist for 1 turn.

²³ See APPENDIX C.

²⁴ *ibid.*



25. RITUAL CHAMBER:

- ✦ Horned bronze idol in front of dais
- ✦ Mirror embedded in eastern wall
- ✦ Murals of strange lands in pillared alcoves and on ceiling
- ✦ Secret trapdoor on dais floor

Bizarre runic inscriptions run like small rivers across the floor. Even the most learned sorcerer would find the arcane meanings of the inscribed glyphs puzzling and deeply wrong. Throughout the room are murals of strange lands and mirrors, through which Hyperboreans step in and out of different worlds, including Saturn and its moons.

A menacing bronze idol of a horned dæmon on one knee is set in front of a short, steep staircase, atop which is a five-foot-high raised dais. The dæmon wears a great horned helm that conceals its features, and in its right hand it grips the stout shaft of a halberd, set perpendicular to the floor. On the statue's back is strapped a two-handed scimitar, and by its side is a broad sword.

The statue radiates magic, as well as intense Evil and Chaos. The figure is recognizable as the Dæmon Lord, Thaumagorga. Only a fool would desecrate it; the punishment for doing so is left to the diabolical imagination of the referee.

On the platform and embedded against the back wall is a 6 × 6-foot mirror, esoterically known as the **cosmic mirror**. An unnameable celestial presence swirls about the room, emanating from the **mirror** and perceptible to anyone within—even to those obtuse to the ways of magic. When Hyperborean sorcerers were feared by gods and dæmons, they strode from this chamber out amongst the worlds. Later, ancient warlords, priests, and sorcerers came here to divine the forbidden and the unknowable through the **cosmic mirror**.

Any character ascending the dais and gazing into the portentous **cosmic mirror** must roll a *device* saving throw (+2 bonus for sorcerers). Failing the save deals 3d6 hp damage, or *teleports* the victim to an unknown realm of the referee's choosing (50% chance for either outcome). A character who succeeds in his saving throw can use the **mirror** to predict the future. When the **mirror** becomes active, thick plumes of violaceous smoke shroud the visionary from onlookers. Only one character may use the **mirror** at a time, and only one vision is possible per week. Visions within the **mirror** are vague; the future is never certain.

A number of suggested visions are provided for guidance; otherwise the referee is invited to invent them. If a vision is particularly troubling or astounding, then derive an appropriate effect. Any such effects should be temporary.

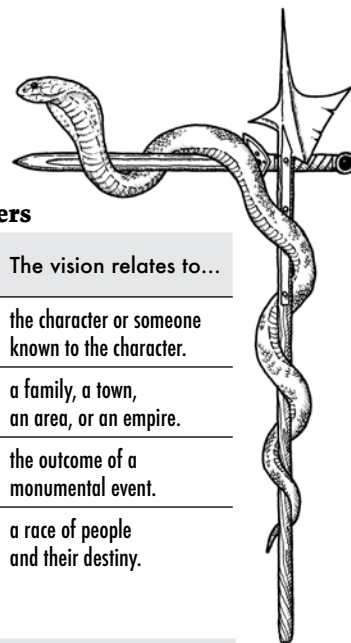


Table 6: Cosmic Mirror Parameters

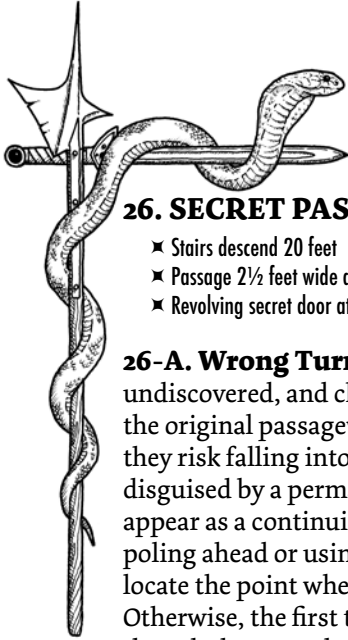
Character Level	The character can see...	The vision relates to...
1-3	1d4 days into the future.	the character or someone known to the character.
4-6	1d20 years into the future.	a family, a town, an area, or an empire.
7-9	1d4 centuries into the future.	the outcome of a monumental event.
10-12	1d4 millennia into the future.	a race of people and their destiny.

Table 7: Cosmic Mirror Visions

Character Level	Vision (Roll 1d4)
1-3	<ol style="list-style-type: none"> 1. The characters return to Xambaala alive and prosperous. 2. A friend is murdered. 3. Cannibals eat the visionary (or an ally) alive. 4. A friend of the visionary enacts a betrayal.
4-6	<ol style="list-style-type: none"> 1. Xambaala is rebuilt to its former glory. 2. Oppressive reptilian creatures overthrow Xambaala. 3. Desert oases wither and dry. 4. A sorcerer oversees the construction of a black stronghold.
7-9	<ol style="list-style-type: none"> 1. Vikings undertake a voyage of unprecedented length on the Hyperborean Sea. The lands they find are warm and lush and full of terrible giant lizards. 2. Abject fish-men ascend from a body of murky water, accompanied by a tentacled, monstrous being. 3. Pirates and brigands overrun Khromarium. Most of the occupants are either killed or enslaved. 4. All about the realm, sleek silvery crafts, once quiescent, emerge from below the ground. As one they ascend to the firmament, leaving mutated fauna and flora in their wake.
10-12	<ol style="list-style-type: none"> 1. Fields of blood and steel! A new æra dawns in Hyperborea, as nations form from scattered enclaves. Drawn together by the greed and violence of tyrants, war engulfs what once was wilderness. 2. Visions of sorcery and impossible technologies beguile, bewilder, and astonish the viewer. A cacophony of colours and the exhilaration of unearthly sciences unfold before the mind's eye, engulfing the dreamer in ecstatic visions. 3. A new sentient race emerges in Hyperborea, melting out of the ancient forests to bring down the towns of man with relentless and fiery might. 4. A cataclysmic event of unparalleled destruction befalls Hyperborea. Sorcery is powerless as the skies turn to fire, and Helios swallows all.

The **cosmic mirror** cannot be removed from the wall. Any such attempt will shatter it into pieces. The 3 × 3-foot **secret trapdoor** on the floor of the dais below the **cosmic mirror** opens to a steep, narrow stairwell (#26).





26. SECRET PASSAGEWAY:

- ✦ Stairs descend 20 feet
- ✦ Passage 2½ feet wide and 6½ feet high
- ✦ Revolving secret door at bend

26-A. Wrong Turn: If the **secret door** is left undiscovered, and characters continue to pursue the original passageway after the 90° left angle, then they risk falling into a perilous **chasm**. The chasm is disguised by a permanent *hallucinatory terrain* spell to appear as a continuing corridor. Characters cautiously poling ahead or using *detect illusion* will be able to locate the point where the floor abruptly terminates. Otherwise, the first two characters are likely to fall in, though the second character in line might be allowed an *avoidance* saving throw to grab hold of the edge of the chasm. Those who fall into the sheer chasm will plummet some 50 feet, suffering 5d6 hp damage.

The bottom of the chasm is covered with trash: broken pottery, rotting cloth, ancient bones, and lubricious fungi. Hidden beneath the seemingly worthless debris are various treasures, possessions of those who met inopportune demise in the bewildering gulf. For each minute of searching, roll on TABLE 8 to determine what is found; once an item has been exhausted, reroll duplicate results.

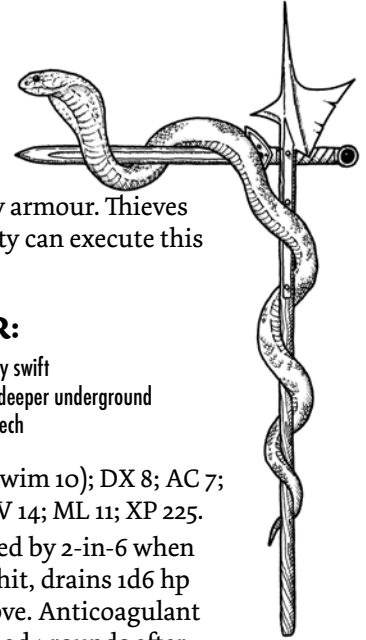
Table 8: Chasm Treasures

d% Result	Treasure Found
01–10	1d10 cp (25 total)
11–40	1d10 sp (85 total)
41–60	1d10 ep (60 total)
61–85	1d10 gp (70 total)
86–87	aquamarine (250-gp value)
88–89	thick, rust-coloured potion of diminutiveness in glass phial
90–91	fragrant, olive green potion of extraordinary healing in ceramic flask
92–93	+2 leather armour
94–95	+1 great axe
96–97	+2 laser dagger (42 charges)
98–00	1d12 +1 arrows (22 total)

26-B. No, Your Other Left:

- ✦ Steep, narrow stairs descend 50 feet after turn
- ✦ Cliff ledge 70 feet above narrow sandy shore
- ✦ Torches shew island; stronger lights shew edges of alien structure (#34)

Exercising caution and care, characters should be able to scabble down the pockmarked cliff to surer footing below. If no rope is used, an unskilled climber has a 5-in-6 chance in light armour, 4-in-6 in



medium armour, or 3-in-6 in heavy armour. Thieves and subclasses with the *climb* ability can execute this descent without need of a check.

27. SUBTERRANEAN RIVER:

- ✦ From three to eight feet deep and moderately swift
- ✦ Eddies around island (#34) before draining deeper underground
- ✦ 1-in-6 chance per turn of attack by a giant leech

Leech, Giant: AL N; SZ M; MV o (swim 10); DX 8; AC 7; HD 5 (hp 20); #A 1/1 (bite); D 1d6; SV 14; ML 11; XP 225.

Special: Chance to surprize increased by 2-in-6 when target traverses water. Following hit, drains 1d6 hp per round; must be killed to remove. Anticoagulant causes 1 hp damage per round for 2d4 rounds after leech removed; if bandaged, blood loss reduced to 1d4 rounds.

28. THE TOAD MATRON:

- ✦ Strange hut, constructed of vegetal matter and brown plaster
- ✦ Faint aroma of incense from without; stronger within
- ✦ Six-man punt tied to porch

Within the hut dwells a batrachian-faced witch, called the “**Toad Matron**” by those who have survived meeting her. Much like the duped slaves, she has a taste for the flesh of man, though her cannibalism needs no outside encouragement. On occasion she ascends to the surface to entice victims to her hut.

The witch’s natural appearance is barely human, revealing her dæmonic heritage. She has a bulbous face with boggling eyes and grey-green skin. The surface of her skin is oily and warty. Pinkish steel furze forms her tightly packed hair.

To the toads of the short forest of fungi and vegetables (#28-A), she is ruler, mother, and goddess. They constantly jump around her and onto her body, no matter her guise, and she lovingly shoos them off when speaking with strangers. She is kept company by her familiar, an obese and cruel **ice toad**, its dead white skin mottled with blue warts like mould. It hides when visitors are present.

The Toad Matron has three main desires:

- ★ To possess the fabled **gem**²⁵ also desired by the **Theosophist**²⁶
- ★ To destroy the **dwarfs** across the river (#29), whom she hates (though she is joined to them in uneasy alliance)
- ★ To eat the flesh of humans

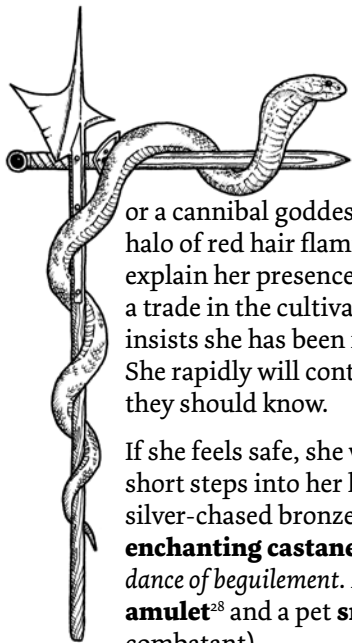
When travellers are detected near her home, the Toad Matron will cast her *alter self* spell. She will appear as whatever she thinks most likely to lure the strangers and put them at ease, whether a voluptuous maiden

²⁵ See LEVEL THREE, #49.

²⁶ See PART III: THEOSOPIST’S DWELLING.



MULLEN



or a cannibal goddess. Always her form will display a halo of red hair flaming out around her head. She might explain her presence below the old palace by claiming a trade in the cultivation of mushrooms, though she insists she has been fearful to travel to Xambaala of late. She rapidly will continue to assert that she is someone they should know.

If she feels safe, she will escort adventurers up the short steps into her home, past a fuming **censer** of silver-chased bronze (200-gp value). Nearby hang the **enchancing castanets**²⁷ she prefers to employ in her *dance of beguilement*. Also in her hut are a **laudatory amulet**²⁸ and a pet **snake** (nonvenomous and non-combatant).

The witch will entice visitors with mulled wine laced with her **philtres**. If the wine is consumed, victims must make *death* (poison) saving throws. Those unable to shake the effects of the wine will be overwhelmed by love for the Toad Matron. If her **philtres** fail, or her guests resist drinking, then she will attempt her *dance of beguilement* if she deems it prudent to do so.

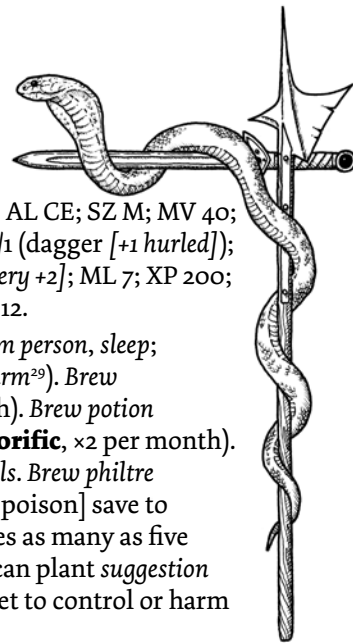
The Toad Matron suspects the dwarfs might know something about the **gem** she seeks, but they cannily have kept this information from her. She might offer a substantial monetary reward (one or perhaps two of her **rubies**) to recover the **gem**. Any characters enthralled by her **philtres** or *dance* first will be commanded to find it for her. Charmed characters also might be tasked with destroying the dwarfs; the witch will allow any of the characters to use her punt for this purpose.

Near her bed of dried fungus and soft plaited fibres the same colour as her grey-green skin is a half-formed doll with a pin in it. This is the beginning of an **effigy** of a **dwarf**, though she has not managed to collect a personal item or hair from one of the dwarfs at #29. Furthermore, the Toad Matron cannot tell the dwarfs apart well enough for the **effigy** to be anything other than an act of spite.

She also is breeding a dwarf, though the project is incomplete; a **dwarf maggot** is concealed in a pewter washtub with a piece of slate balanced on top. The dwarfs at #29 would look favourably on anyone who returned the maggot to them and would be much more likely to part with their information. If the witch and her familiar are slain, her hut will provide a reliable sanctuary, as the dwarfs rarely contact her. But those resting within will find themselves constantly leapt upon, caressed, and serenaded by hundreds of lonesome, heartbroken toads.

²⁷ See APPENDIX C.

²⁸ *ibid.*



Toad Matron (5TH-LEVEL WITCH): AL CE; SZ M; MV 40; AC 8; HD 5 (hp 16); FA 2; CA 5; #A 1/1 (dagger [+1 hurled]); D 1d4; SV 14 [*transformation +2, sorcery +2*]; ML 7; XP 200; ST 9, DX 15, CN 13, IN 10, WS 9, CH 12.

Special: Witch spells (*alter self, charm person, sleep; darkness, placate; summon toad swarm*²⁹). Brew *poison* (ingestible I–III, ×1 per month). Brew *potion* (**hallucinogen, paralytic, or soporific**, ×2 per month). *Read magic. Read scrolls. Scribe scrolls. Brew philtre* (love potion, ×1 per month, *death* [poison] save to resist). *Dance of beguilement* (entices as many as five observers, *sorcery* save to negate; can plant *suggestion* in one victim). *Effigy* (create puppet to control or harm depicted victim).

Gear: dagger, cloth cloak, moleskin book (contains 10-year fungi garden harvest history, as well as documented properties and effects), **spell book** (contains all prepared spells, plus *ventriloquism; befriend animals, bless*), **philtres** ×5, **500-gp rubies** ×3.

Ice Toad Familiar: AL CE; SZ S; MV 10 (hop 20); DX 10; AC 9; HD ¼ (hp 4); #A —; D —; SV 17; ML 12; XP 9.

Special: Immune to normal cold to -15°F. Camouflage provides 6-in-12 chance to *hide* in snow. If bitten or licked, *death* (poison) save must be made or victim suffers 1d4 hp damage. Toxin can be used to coat a dagger, but loses efficacy after 6 turns; otherwise, if bottled, lasts 24 hours.

28-A. Fungi Garden:

- ✦ Well-tended grove of fungi, toadstools, truffles, and yeasts
- ✦ Flourishing herbs and vegetables in a drier area

Even to the untrained eye, the flora is a spectacular feast of colour: vivid, speckled, and spotted toadstools of many hues and shapes. Each specimen offers a discrete effect to the consumer, and 1d4 doses are available for each type. However, any complete harvest (e.g., taking three doses of three doses available) ends that species' cultivation. See TABLE 9 hereafter for consumption effects and duration of each respective fungus.



²⁹ See APPENDIX A.

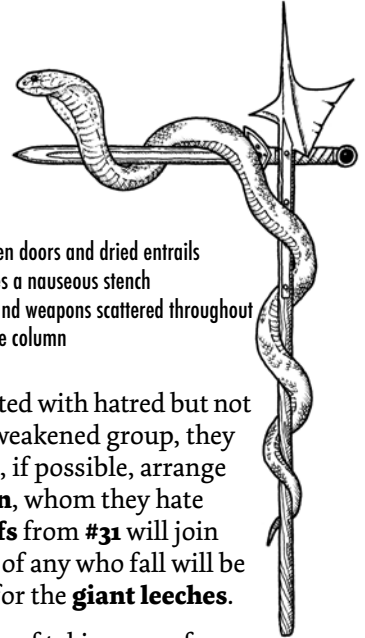
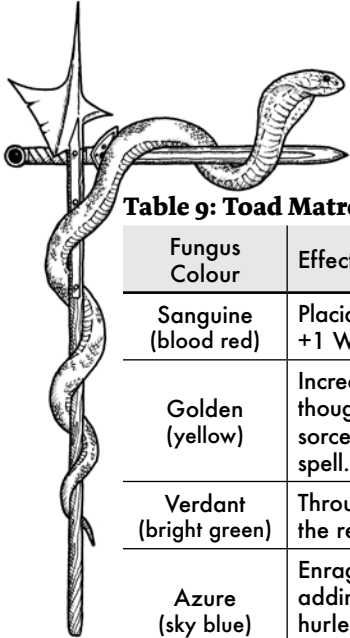


Table 9: Toad Matron's Fungus Crops

Fungus Colour	Effect
Sanguine (blood red)	Placidity and lethargy for 8 hours if sniffed; +1 WS for 1 week if rubbed on skin.
Golden (yellow)	Increases mathematical and scientific thought for 12 hours if eaten. Allows sorcerers to memorize an extra level 1 spell. Non-sorcerers suffer panic and dread.
Verdant (bright green)	Through premonition, foresee an event of the referee's choice if consumed.
Azure (sky blue)	Enrages any who touch or consume, adding +1 damage adjustment (melee / hurled) for 1d3 turns. Make transformation save or attack nearest ally for 2d4 rounds.
Indigo (purple blue)	Must sleep 6 hours after consuming whole toadstool raw. Receive visions from spirits; recover lost hp at double rate through proper rest.
Aubergine (deep purple)	Ingestible IV poison; make death (poison) save if consumed or die in 1 round; 4d6 hp damage on successful save.
Violaesous (violet purple)	Encourages untapped creativity for 1d8 days, imbuing any who consume with insatiable desire to paint, sculpt, or compose music and sonnets of excellence.
Stygian (black)	Peace and tranquillity for 4 hours when eaten raw; increased libido for 4 hours when stewed or baked.

29. DWARFS' CAVE:

- ✦ Crude raft tied at entrance, lashed from broken doors and dried entrails
- ✦ Cave hovel chiselled from black rock emanates a nauseous stench
- ✦ Bones, dead fires, half-eaten animals, tools, and weapons scattered throughout
- ✦ Large jade idol of Ymir (500-gp value) on stone column
- ✦ 4 dwarfs here; 2 more will reinforce from #31

The **4 dwarfs** in these caves are twisted with hatred but not suicidal. Though they will attack a weakened group, they also will seek to save their lives and, if possible, arrange the destruction of the **Toad Matron**, whom they hate but need. If combat begins, **2 dwarfs** from **#31** will join the fray after 4 rounds. The corpses of any who fall will be thrown into the nearby river, food for the **giant leeches**.

The dwarfs suspect the Toad Matron of taking one of their **maggots**, but have no proof and dare not attack her directly. They can sense the emanations of the **gem** sought by the Toad Matron and the **Theosophist**³⁰. They can bargain with this information, pointing generally toward the domed island (**#34**), but more northerly and downwards. The dwarfs speak only the Old Norse tongue.

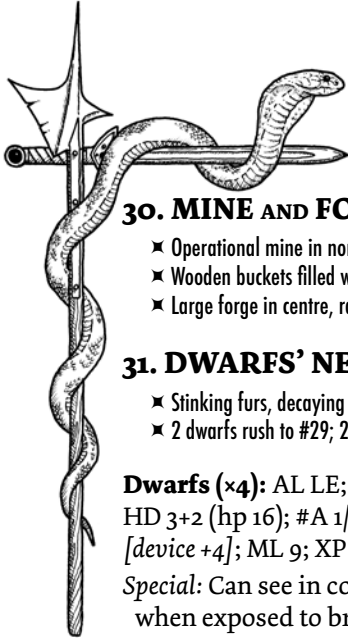
Dwarfs (x4): AL LE; SZ S; MV 20; DX 13; AC 4; DR 1; HD 3+2 (hp 16); #A 1/1 (horseman's pick); D 1d6+1; SV 15 [device +4]; ML 9; XP 90.

Special: Can see in complete darkness. -2 attack penalty when exposed to bright light.

Gear: chain mail, small shield, horseman's pick, **51 gp**.

³⁰ See PART III: THEOSOPIST'S DWELLING.





30. MINE AND FORGE:

- ✦ Operational mine in northern wall
- ✦ Wooden buckets filled with raw minerals and rock
- ✦ Large forge in centre, racks with tools

31. DWARFS' NEST:

- ✦ Stinking furs, decaying vegetation, bodily waste, and gelatinous globs
- ✦ 2 dwarfs rush to #29; 2 dwarfs guard dwarf maggots (#32)

Dwarfs (x4): AL LE; SZ S; MV 20; DX 13; AC 4; DR 1; HD 3+2 (hp 16); #A 1/1 (horseman's pick); D 1d6+1; SV 15 [device +4]; ML 9; XP 90.

Special: Can see in complete darkness. -2 attack penalty when exposed to bright light.

Gear: chain mail, small shield, horseman's pick, **53 gp**.

32. YOUNGLING NURSERY: Currently, the cavern nursery holds **12 dwarf maggots**, yellow-orange worms about 10 inches long. These slimy, pulsating creatures are actually dwarf younglings. Slaying these creatures would be a boon to humanity.

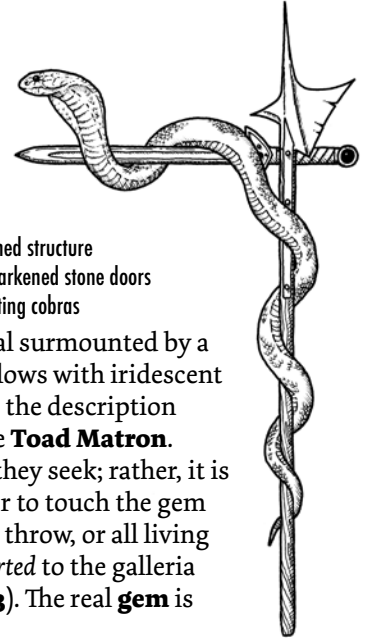
33. CYCLOPEAN ENCLAVE:

- ✦ Otherworldly, onyx-coloured towers, tall and spired or vermiform and baleful
- ✦ Eerie walkways bridge dormant monoliths and other unfathomable structures
- ✦ Certain shapes clear: hexes, triangles, domes; others defy classification
- ✦ Unnatural green and mauve glow permeates northeastern corner

Where the subterranean river (#27) drains to unknown depths, an impossibly ancient, inhuman city lines the shore. As to the origin of the enclave, none truly can say; some sages, poets, and madmen would aver these structures to be congruent with those said to suffuse the surface of Yuggoth. The geometry and curvature bend the mind, causing intellectual dissonance and feelings of cosmic dread and hopelessness.

Indecipherable symbols and motifs are carved sporadically amongst the ruins, betraying the work to be crafted by intelligent—albeit otherworldly—beings. Characters searching the enclave will discover a half-dozen partially buried skeletons of 20-foot-tall humanoids, their horned skulls each containing only a single eye socket. Other, less unsettling bones also can be discovered, as well as a few strange trinkets forged of alien metal.

The remnants of this city have been left for the referee to detail further. The structures may appear to comprise three storeys or more, but are hollow within, as though they have ejected their viscera. Some have no interior stairs; rather, they contain sweeping ramps intended to accord a non-bipedal race. The purpose of this area is to unnerve the players and provide an entry point to LEVEL THREE (via #34).



34. DOMED ISLAND:

- ✦ Obsidian menhirs surround 50-foot-high domed structure
- ✦ Broad steps ascend five feet to 12-foot-tall, darkened stone doors
- ✦ 6 snake-men (in their true forms) and 2 spitting cobras

Northwest of the doors is a pedestal surmounted by a fist-sized, brilliant-cut **gem** that glows with iridescent blue-violet light. The gem matches the description given by the **Theosophist**³¹ and the **Toad Matron**. Unfortunately this is not the gem they seek; rather, it is a sorcerous **trap**. The first character to touch the gem must make a *transformation* saving throw, or all living beings within 20 feet will be *teleported* to the galleria of the ancients (LEVEL THREE, #43). The real **gem** is located below³².

Besides the pedestal and the gem, the room is empty, save for strangely incongruent geometric shapes and weird, alien hieroglyphs embossed along the rim of the upper dome. At the northern end of the dome, opposite the entry, a wide stairway with three-foot risers descends into the gloom to LEVEL THREE, #36. The stairway is guarded by **6 snake-men** (in their true forms) and **2 spitting cobras**. If the characters have been noisy in opening the doors, those inside will be readied.

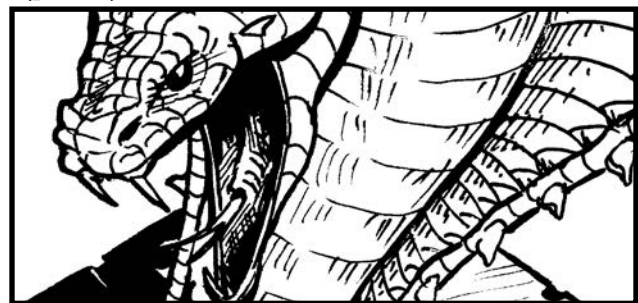
Snake-Men (x6): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 with shield); HD 2+2 (hp 12); #A 1/1 (bite or scimitar); D 1d4 (bite) or 1d8 (scimitar, one-handed) or 1d10 (scimitar, two-handed); SV 16; ML 9; XP 107.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns.

Gear: small shield, scimitar, fine robe.

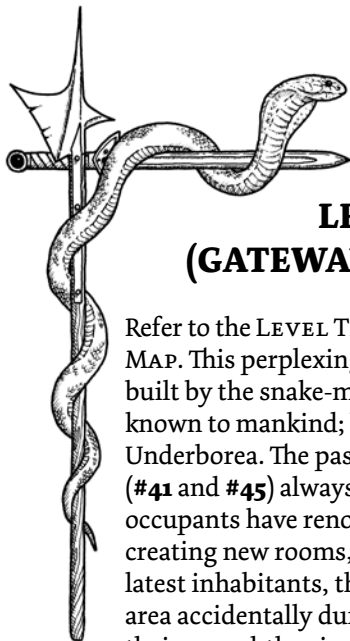
Snakes, Spitting Cobras (x2): AL N; SZ S; MV 30; DX 15; AC 7; HD 1 (hp 7); #A 1/1 (bite); D 1; SV 16; ML 7; XP 43.

Special: Once per day can spit venom to range 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 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.



³¹ See PART III: THEOSOPIST'S DWELLING.

³² See LEVEL THREE, #49.



LEVEL THREE (GATEWAY TO UNDERBOREA)

Refer to the LEVEL THREE (GATEWAY TO UNDERBOREA) MAP. This perplexing underground complex was not built by the snake-men, and neither is its history known to mankind; beneath it are the dark nadirs of Underborea. The passageways to Underborea (#41 and #45) always have existed, though later occupants have renovated the timeworn undercity, creating new rooms, pits, and tunnels. Merely the latest inhabitants, the snake-men discovered the area accidentally during a scouting expedition from their own chthonic cities. After establishing that the founders (possibly proto-Hyperboreans and their otherworldly sponsors) had perished, the snake-men repurposed the complex to their impenetrable designs.

N.B.: The rest of this adventure allows many opportunities to develop Underborea in more detail, should the players and referee desire such a campaign.

35. UNDERCITY STEPS:

- ✦ Large, impeccably symmetrical steps descend 75 feet from LEVEL Two, #34
- ✦ Arabesques on walls shew horned, one-eyed giants dealing with conical aliens
- ✦ Others shew one-eyed giants adulated as living gods by self-abasing men

36. HEMISPHERICAL CHAMBER:

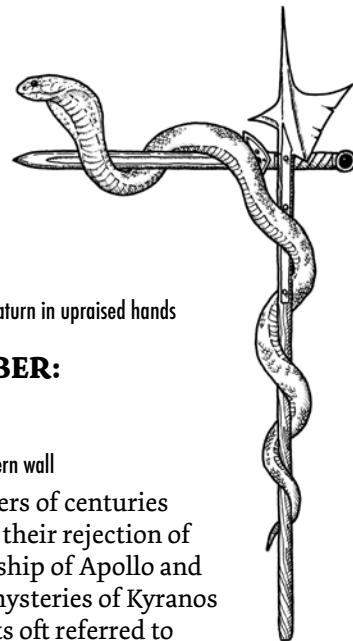
- ✦ Dry fountain topped with marble statue of one-eyed giant
- ✦ Verdigris-covered bronze doors north, east, and west
- ✦ Bluish tiling on floor, walls, and ceiling resembles arabesques from #35
- ✦ Immaculately clean; no dust or dirt
- ✦ 2d4 snake-men from #56 (3-in-6 chance)

Increasingly, the snake-men invite “chosen” humans down here. These unfortunates are ushered into the dining vault (#50), where they are gassed. Once asleep, the victims are moved to the creature pits (#57) and ultimately to the preparatory chambers of true essence (#60), where they perish in an inhuman ritual.

Snake-Man: AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 with shield); HD 2+2 (hp 12); #A 1/1 (bite or scimitar); D 1d4 (bite) or 1d8 (scimitar, one-handed) or 1d10 (scimitar, two-handed); SV 16; ML 9; XP 107.

Special: Infrared vision to 60-foot range. Can alter self at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns.

Gear: small shield, scimitar, fine robe.



37. PRIESTS' CHAMBER:

- ✦ 10 eight-foot-long beds, ancient and decayed
- ✦ Patinated bronze door
- ✦ Murals of horned, one-eyed giants holding Saturn in upraised hands

38. HIGH PRIEST'S CHAMBER:

- ✦ Lavishly appointed
- ✦ Every surface covered with small murals
- ✦ Revolving stone panel (secret door) in northern wall

The murals shew the lives and careers of centuries of high priests. Highlights include their rejection of Hellenic principles (primarily worship of Apollo and Artemis) and initiation to sacred mysteries of Kyranos (Saturn) by horned, one-eyed giants oft referred to as the Boreads, or “wind brothers”. Hidden in one of the western murals, in the centre of a half-lidded, batrachian eye, is a **secret button**. Pushing it opens a sunken cavity in the floor that holds an impressive purple stone, an **oriental amethyst** (500-gp value).

39. TUNNEL OF THE MAGI:

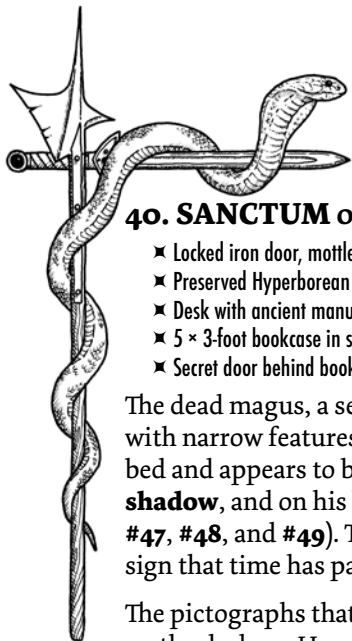
- ✦ Three feet wide, 80 feet long
- ✦ Locked iron door at northern end
- ✦ Prison of insane shadow

The narrow tunnel makes wielding most weapons difficult. The referee is encouraged to enforce a *hindered* attack penalty of -2 when deemed appropriate. The **shadow**, summoned by a long-dead master, has been trapped here for æons and is insane. It appears as a robed and frail—even skeletal—man.

Even as it attacks, the shadow will query an obvious sorcerer-type in its hollow, reverberating whisper, speaking the Hellenic (Hyperborean) dialect. “Are you returned, O master, O Xjel’kha [kzhel-KAH]? May I be released, master?” If the right words are chosen, the shadow may be bargained with.

Shadow: UT 4; AL CE; SZ M; MV 30; DX 10; AC 7; HD 3+2 (hp 17); #A 1/1 (touch); D 1d4; SV 15; ML 12; XP 135.

Special: Chance to surprize increased by 2-in-6. Immune to poison, paralysis, fear, and cold. Harmed only by silver or magical weapons. Drains 1 point of ST on successful hit, a weakness that lasts 1d6+4 turns; any creature drained to 0 ST becomes a shadow.



40. SANCTUM OF THE MAGUS:

- ✦ Locked iron door, mottled with rust
- ✦ Preserved Hyperborean on bed
- ✦ Desk with ancient manuscript in southwestern corner
- ✦ 5 × 3-foot bookcase in southeastern corner
- ✦ Secret door behind bookcase

The dead magus, a seven-foot-tall, pallid Hyperborean with narrow features, is perfectly preserved on the bed and appears to be sleeping. He wears a **cloak of shadow**, and on his belt is a ring with four keys (to #40, #47, #48, and #49). There is no dust or disturbance, no sign that time has passed since the occupant died.

The pictographs that cover the voluminous manuscript on the desk are Hyperborean Esoteric, virtually unreadable to modern scholars. The most learned sages tentatively will identify this as the **Manifesto of Xjel'kha**³³; only by dint of sorcery will any researcher understand its true meaning. The bookcase holds 5 beeswax candles, 20 incense sticks, bellows, iron tongs, 4 empty glass phials, and a **protection scroll: dæmons**. Pulling the bookcase away from the wall will reveal the **secret door** to #41.

41. PASSAGEWAY TO UNDERBOREA:

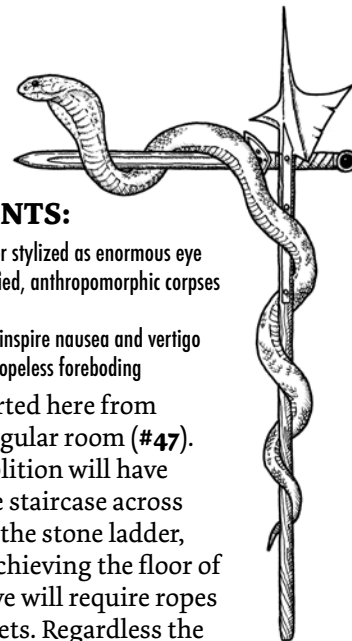
- ✦ Three-foot-wide passage curls east, with fork to the south (#42)
- ✦ 7 × 12-foot ledge overlooks 300-foot rocky cliff
- ✦ Steep trail zigzags down jagged cliff to #64

Only hints of the strange vista visible from this ledge are available to those who cannot see in the underground darkness. A weird, dim glow rises from several groves of 20-foot-tall phosphorescent mushrooms with 10-foot-diameter caps, mustard-coloured and liver-spotted. The fungal glow allows glimpse of the stone bridge (#65) over another subterranean river, black and steaming in the cold air.

42. BOTTOMLESS CHASM:

- ✦ Steep, narrow staircase like a gnarled finger pointing down and south
- ✦ Stairs descend 80 feet across chasm seemingly without bottom
- ✦ Archway cut into chasm wall at southern end

Characters not exercising utmost caution on these stairs must make *tests of dexterity*. Those failing must make *avoidance* saving throws or plummet to their deaths. Beyond the archway, a stone ladder descends 50 feet in an eight-foot-wide well to a six-foot-diameter trapdoor that opens in the ceiling of the galleria of the ancients (#43).



43. GALLERIA OF THE ANCIENTS:

- ✦ 50-foot ceiling with six-foot-diameter trapdoor stylized as enormous eye
- ✦ Walls lined with glass cases holding mummified, anthropomorphic corpses
- ✦ Upper portion seems to taper inwards
- ✦ Uncertain geometries and spatial distortions inspire nausea and vertigo
- ✦ Room feels physically filled with a sense of hopeless foreboding

Characters may have been transported here from the domed island (#34) or the triangular room (#47). Those arriving here of their own volition will have climbed down the harrowing stone staircase across the bottomless chasm (#42), down the stone ladder, and through the trapdoor. Safely achieving the floor of the galleria from the trapdoor above will require ropes or climbing on the cases and cabinets. Regardless the means of arrival, this room is unspeakably horrifying, likely to render even the soundest minds insane.

Some of the mounted corpses are vaguely reptilian, with scales and claws; others have slippery alien skin. Some are like man-sized, bipedal frogs or crocodiles; others have the head of a jackal or a dæmon, a dog or an eagle. The cases also hold bizarre glyphs inscribed on papyrus sheets. These are awful curses: Opening a case and touching one will obliterate a character's memory (no saving throw).

However the characters enter the galleria, the ceiling trapdoor will close and **lock** after exactly two minutes, severing any ropes that have been tied to the ladder above. To force open the trapdoor, a PC first must climb the cases and cabinets. Then he must make a *test of dexterity* to keep from falling (unless somehow secured), followed by an *extraordinary feat of strength* to break the lock and open the trapdoor. Alternatively, a character with the *open locks* ability can attempt to pick the lock.

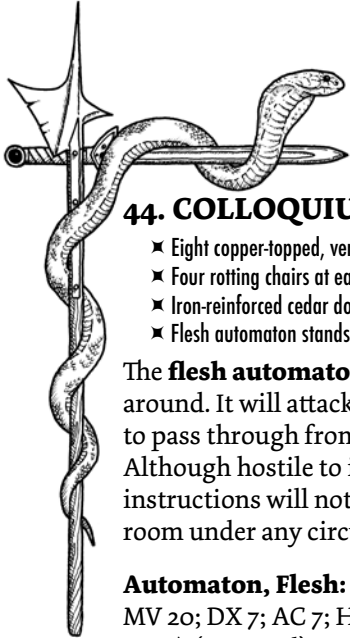
Furthermore, once the trapdoor closes, air slowly will begin to evacuate through small floor vents. Characters will begin to feel short of breath, and torches will lose their vitality. Trapped PCs will have approximately 15 man-hours of air; for each living character in the room, subtract one man-hour of air per hour of time. Every trapped character must make a *spellcasting* saving throw (modified by *willpower adjustment*, if applicable) once per hour; those failing will develop a random form of *madness*³⁴. Only if the survivors number three or fewer will the air supply suffice until the next deadly event.

After four hours have elapsed, the floor will swing open, dropping anyone upon it (living or dead) through the stygian depths of Underborea. Surviving characters can attempt to leap onto the cabinets to save themselves, requiring *avoidance* saving throws. Those who fail will plummet infinitely into the void of the Black Gulf. One turn later, the floor will close, and the trapdoor above will reopen. The mechanism has functioned thusly for millennia.

³³ See APPENDIX C.

³⁴ See AS&SH VOL. III, p. 264: SPECIAL DAMAGE, *madness*.





44. COLLOQUIUM:

- ✦ Eight copper-topped, verdigris-covered tables
- ✦ Four rotting chairs at each table
- ✦ Iron-reinforced cedar door swollen shut; *test of strength* to open
- ✦ Flesh automaton stands in centre of room, arms folded

The **flesh automaton** will motion intruders to turn around. It will attack anyone attempting to pass through from either direction. Although hostile to interlopers, its final instructions will not let it leave the room under any circumstances.

Automaton, Flesh: AL N; SZ M; MV 20; DX 7; AC 7; HD 9+2 (hp 39); #A 2/1 (pummel); D 2d8/2d8; SV 12; ML 11; XP 1,600.

Special: +1 or better weapon to hit.

Immune to *charm*, *hold*, *sleep*, and other mind-affecting sorcery. Electrical attacks heal it. 1-in-10 chance per round that creature loses control, attempting to kill all in sight; it attacks berserkly at +2 to attack and damage rolls and then flees after 2d6 rounds.

45. PASSAGEWAY TO UNDERBOREA:

- ✦ Secret door concealed by revolving panel
- ✦ Ends at top of sheer, 300-foot cliff

N.B.: See text at #41 for what the view from this cliff reveals.

46. PASSAGEWAYS OF THE CHOSEN:

- ✦ Snake-men have not discovered this area
- ✦ Surprisingly clean corridors

Here dwells a 5 × 10 × 20-foot **gelatinous cuboid**; its shape has conformed to its environment. It crawls the triangular area until it senses prey, which it will pursue into any of the appurtenant chambers.

Gelatinous Cuboid: AL N; SZ L; MV 10; DX 5; AC 8; HD 4 (hp 19); #A 1/1 (touch); D 2d4; SV 15; ML 12; XP 180.

Special: Immune to cold and electricity. Hit causes paralysis for 2d4 turns unless *death save* made.

Gear: The cube contains **6 cp**, **6 sp**, **12 ep**, **8 gp**, **3 pp**, and a **silver dagger** (25-gp value).

47. VEXING OF THE CHOSEN:

- ✦ Locked iron door
- ✦ Magic circle of abstruse convention engraved into floor

Anyone standing within the magic circle must make a *sorcery saving throw* or be *teleported* to the galleria of the ancients (#43).



48. LIBRAM OF THE CHOSEN:

- ✦ Locked iron door
- ✦ Musty remnants of a library
- ✦ Books, tomes, and parchments that fall to pieces at the touch

One interesting grimoire can be retrieved: a beige volume entitled **Arkham Obscura**. It appears solid and well made, as if of recent date. If this grimoire is brought into the galleria of the ancients (#43), the tome will glow and open the trapdoor, allowing for escape.

Reading the book imbues one reader with esoteric knowledge of the universe. The referee may share a few pieces of information from the Hyperborea gazetteer, particularly related to its history³⁵. In addition

(or alternatively), the referee may offer a permanent +1 intelligence to the keeper of the book. These benefits apply only to one character, unless a new owner murders the reader and takes possession of the work. The book is worth **3,000 gp** to a collector.

49. GEM OF THE CHOSEN:

- ✦ Locked iron door
- ✦ White marble pedestal with fist-sized diamond that glows blue

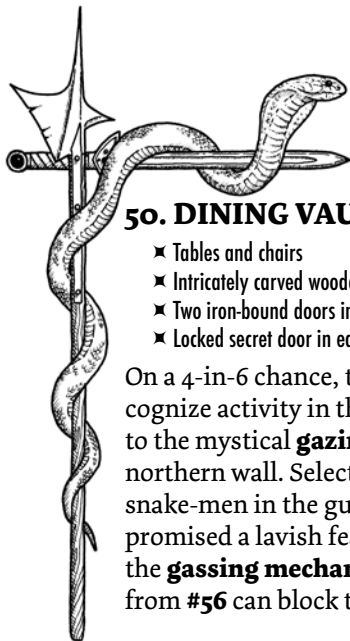
This is the true **gem** sought by both the **Theosophist**³⁶ and the **Toad Matron**³⁷. The brilliant-cut **diamond** (2,000-gp value) provokes avarice in any who view it: A *sorcery saving throw* at +2 (further modified by *willpower adjustment*, if applicable) is required to resist its lure. Covering or destroying the **gem** will terminate its avaricious effects.



35 See AS&SH VOL. VI, p. 506: A BRIEF HISTORY OF HYPERBOREA.

36 See PART III: THEOSOPIST'S DWELLING.

37 See LEVEL TWO, #28.



50. DINING VAULT:

- ✦ Tables and chairs
- ✦ Intricately carved wooden panels line the walls
- ✦ Two iron-bound doors in southern wall
- ✦ Locked secret door in eastern wall

On a 4-in-6 chance, the **snake-men** from #56 will cognize activity in this room within 1d4 rounds, thanks to the mystical **gazing panel** on the other side of the northern wall. Select visitors are brought here by the snake-men in the guise of human priests. They are promised a lavish feast but instead are put to sleep via the **gassing mechanism** of #56. A **sliding partition** from #56 can block the door to #53.

51. KITCHEN:

- ✦ Lined with ransacked metal shelves and cabinets
- ✦ A few intact pots, pans, and utensils
- ✦ Ancient iron stove, crumbled to rust
- ✦ Bronze doors south

Three bronze doors, green with age, are set on the southern wall, each graven with an unknown rune (possibly numeric values from a lost language).

52. SELECTION HALLWAYS OF THE

SUBHUMAN: Behind the doors the small hallways are lined with yet more shelving, devoid of anything useful and littered with droppings.

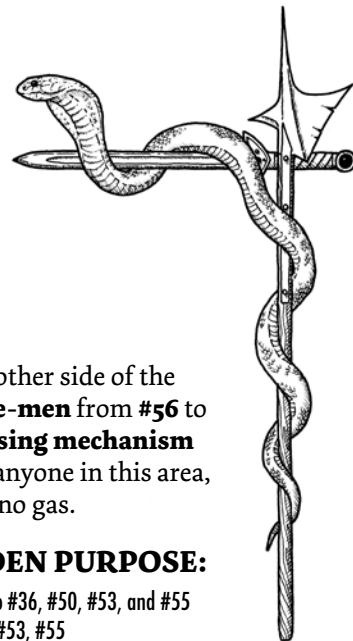
53. SELECTION HALLWAYS OF THE HAPLESS ACOLYTES:

- ✦ Narrow doors lockable only from the outside
- ✦ Each door engraved with unknown ancient rune (possibly numeric values)

A mystical **gazing panel** on the other side of the northwestern wall allows the **snake-men** from #56 to observe this chamber. The **gassing mechanism** from #56 could be used to disable anyone in this area, but the canisters contain no gas. **Sliding partitions** from #56 can block off this entire area. In ages long past, “promising acolytes” would find themselves locked in the narrow cells and starved before being dragged to the chopping block (#54) or the amphitheatre (#55).

54. SACRIFICIAL PLATFORM:

- ✦ Dark stream plunges under worked stone wall
- ✦ Blood-stained block of white marble
- ✦ Faded mural shewing dæmon-god Thaumagorga with flaming scimitar
- ✦ Steps up to amphitheatre (#55)



55. AMPHITHEATRE:

- ✦ Concentric rows of cascading seats
- ✦ Green copper altar on stage
- ✦ Podium of cedar inlaid with yellow ivory
- ✦ Massive, mouldy mammoth-fur curtain

The mystical **gazing panel** on the other side of the northeastern wall allows the **snake-men** from #56 to observe the amphitheatre. The **gassing mechanism** from #56 could be used to disable anyone in this area, but the attached canisters contain no gas.

56. SPY CHAMBER OF HIDDEN PURPOSE:

- ✦ 3-foot-square, smoky glass panels on walls to #36, #50, #53, and #55
- ✦ Gassing mechanisms puncture walls to #50, #53, #55
- ✦ Rack by #36 with 6 silver-embroidered cloaks
- ✦ 8 snake-men present (less any killed in #36)
- ✦ Secret doors to #46, #50 (locked), and #60

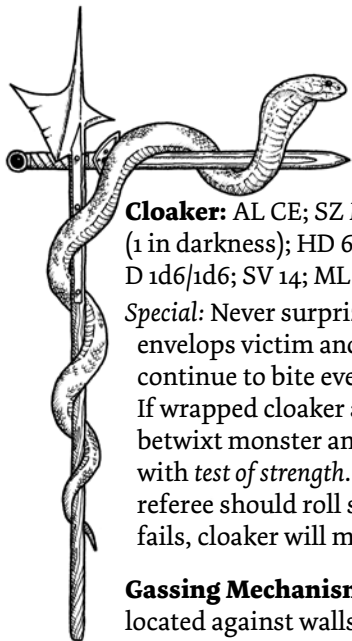
Ancient priests once preyed upon visitors via this oddly shaped chamber, whence they could spy on the unsuspecting through the **gazing panels**. The **snake-men** still use this method to ensnare the “chosen ones” with **sleep gas**, injected through tiny holes from here. **Secret doors** and **sliding partitions** abet their ends.

Beside the **gazing panel** that provides a view into #36, a rack holds **5 silver-embroidered cloaks** (55-gp value each). A sixth cloak (also silver embroidered but seemingly more valuable owing to the 12 onyx “gems” sewn into it) is actually a **cloak**. This otherworldly monster will attempt to latch on to a sleeping or unaware PC; it has no taste for snake-man. On the floor under the rack are **4 gas canisters** for the gassing mechanisms, each 10 inches long and 5 inches in diameter.

Snake-Men (×8): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 with shield); HD 2+2 (hp 12); #A 1/1 (bite or scimitar); D 1d4 (bite) or 1d8 (scimitar, one-handed) or 1d10 (scimitar, two-handed); SV 16; ML 9; XP 107.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns.

Gear: small shield, scimitar, fine robe.



Cloaker: AL CE; SZ M; MV 10 (fly 50); DX 13; AC 3 (1 in darkness); HD 6 (hp 30); #A 2/1 (lash/lash); D 1d6/1d6; SV 14; ML 9; XP 460.

Special: Never surprised. If both tail lashes hit, cloaker envelops victim and bites for 2d4 hp damage. Will continue to bite every round, hitting automatically. If wrapped cloaker attacked, damage split evenly betwixt monster and victim. Victim can break free with *test of strength*. If cloaker unwittingly donned, referee should roll secret *sorcery* save for victim; if save fails, cloaker will manipulate victim's actions.

Gassing Mechanisms: The gassing mechanisms are located against walls adjacent to #50, #53, and #55, though only the one that accesses #50 currently is stocked with full canisters. Replacing the empty gas canisters will reset them. The snake-men will replace any empty canisters eight hours after the characters first enter this level. Unless they make *death* (poison) saving throws to resist the odourless, colourless gas, victims will slumber for 2d8 turns. Unconscious victims are taken to the creature pits (#57) for storage, before they are turned into the disgusting **essence grubs**³⁸ found in #61 and #62.

Gazing Panels: These opaque, 3-foot-square panels resemble smoky-grey glass. When touched, the haziness clears, revealing the contents on the other side of the surface on which they are placed (save lead), to a limit of 12 inches. The **gazing panels** afford views into #36, #50, #53, and #55.

Sliding Partitions: Shifting stonework that **locks** into place via iron pegs can be moved to divide the hallway (#53) from the dining vault (#50) and the amphitheatre (#55). This feature was used to gas those within the partitioned rooms.

57. CREATURE PITS:

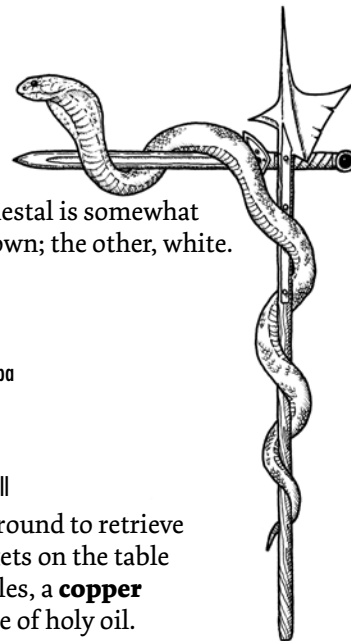
- ✦ Covered, bar-locked pits, 10 feet deep
- ✦ Two revolving secret doors in northeastern wall

Each pit currently holds **1d4 human captives**, "chosen ones" scheduled to be turned into **essence grubs**³⁹. These captives were spice traders en route from Ythorium to Xambaala before their caravan rudely was intercepted by the **anthropophagi**.

58. MEDITATION CHAMBER:

- ✦ Undiscovered revolving panel conceals secret door
- ✦ Frescoes of agrarian life on walls
- ✦ Short pedestal carved from red granite, with ragged piece of cloth

The style of the frescoes indicates an age pre-dating when the ancient Hyperboreans took to the worship



of Xathoqqua. The cloth on the pedestal is somewhat ragged at the edges. One side is brown; the other, white. This item is a **cloth of two faces**⁴⁰.

59. ANTECHAMBER:

- ✦ Humid, with bubbling, steaming baptismal spa
- ✦ Weapons and robes strewn about floor
- ✦ Small table in corner with ritual items
- ✦ 5 snake-men and 2 spitting cobras
- ✦ Revolving panel (secret door) in northern wall

The relaxing ophidians will need 1 round to retrieve their weapons. The ritualistic trinkets on the table include a pair of snake-shaped rattles, a **copper ouroboros** (2-gp value), and a bottle of holy oil.

Snake-Men (x5): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 with shield); HD 2+2 (hp 11); #A 1/1 (bite or scimitar); D 1d4 (bite) or 1d8 (scimitar, one-handed) or 1d10 (scimitar, two-handed); SV 16; ML 9; XP 107.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns.

Gear: small shield, scimitar, fine robe.

Snakes, Spitting Cobras (x2): AL N; SZ S; MV 30; DX 15; AC 7; HD 1 (hp 5); #A 1/1 (bite); D 1; SV 16; ML 7; XP 43.

Special: Once per day can spit venom to range 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 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.

60. PREPARATORY CHAMBER OF TRUE ESSENCE:

- ✦ Shelves with bronze utensils: blades, clamps, thin forks, hooks, phials, tubes
- ✦ Granite lectern with skin-bound tome
- ✦ 2 snake-man magicians engaged in gruesome ritual

When the PCs enter, the **2 snake-man magicians** will be in the midst of transforming a human soul into an **essence grub**⁴¹. Newly "born" grubs will be thrown into the pits (#61 and #62), whence they cannot escape. The tome consists of vellum pages bound in dæmon's skin. In the snake-man language⁴², it describes the science and sorcery that transform a human into an essence grub. Current success ratio is 1-in-4; the others do not survive transmogrification.

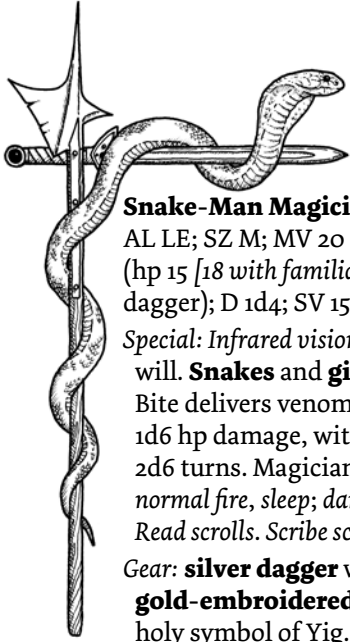
³⁸ See APPENDIX B.

³⁹ *ibid.*

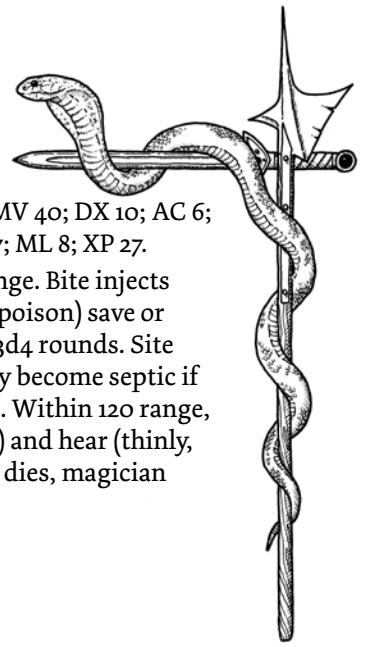
⁴⁰ See APPENDIX C.

⁴¹ See APPENDIX B.

⁴² A script of long, sweeping, curvilinear characters, the full meaning of which is revealed only through the smells of its chemical inks.



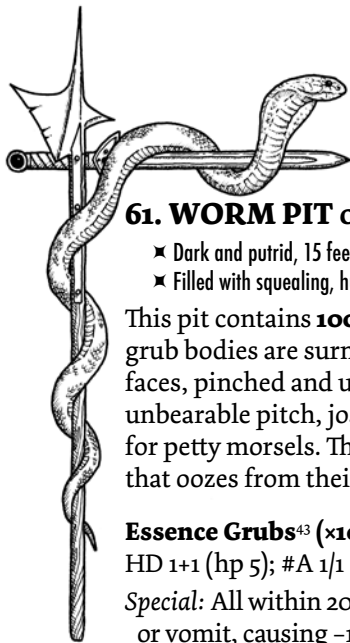
Snake-Man Magicians (x2) (3RD-LEVEL MAGICIANS): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 3+2 (hp 15 [18 with familiar]); FA 2; CA 3; #A 1/1 (bite or dagger); D 1d4; SV 15 [device +2, sorcery +2]; ML 9; XP 157.
Special: Infrared vision to 60-foot range. Can alter self at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make death (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns. Magician spells (*charm person, influence normal fire, sleep; darkness, flaming sphere*). Read magic. Read scrolls. Scribe scrolls.
 Gear: **silver dagger** with tiger-eye stone (75-gp value), **gold-embroidered red silk robe** (75-gp value), golden holy symbol of Yig.



Viper Familiars (x2): AL N; SZ S; MV 40; DX 10; AC 6; HD 1/2 (hp 3); #A 1/1 (bite); D 1; SV 17; ML 8; XP 27.
Special: Infrared vision to 30-foot range. Bite injects venom once per day; make death (poison) save or suffer 1 hp damage per round for 3d4 rounds. Site of wound purple and swollen; may become septic if victim survives (*cure disease* heals). Within 120 range, magician can see ("tunnel vision") and hear (thinly, metallicly) through animal; if it dies, magician suffers 1 hp damage per level.







61. WORM PIT OF HUMAN ESSENCE:

- ✦ Dark and putrid, 15 feet deep
- ✦ Filled with squealing, human-faced essence grubs

This pit contains **100 essence grubs**. Their dirty grub bodies are surmounted with vaguely human faces, pinched and ugly. They squeal and whine at an unbearable pitch, jostling and nipping at one another for petty morsels. They writhe in the hoary, putrid slime that oozes from their bodies.

Essence Grubs⁴³ (×100): AL CE; SZ S; MV 20; DX 5; AC 6; HD 1+1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 5; XP 24.

Special: All within 20 feet must make *death* (poison) saves or vomit, causing -1 penalties to attack rolls and AC.

These creatures were once human. The snake-men ensnared their essence within vermiform bodies as part of their plan to resurrect a gargantuan petrified serpent (#68). They may subsist indefinitely in their new bodies if properly fed.

The essence grubs retain fragments of their erstwhile selves. Though they are hostile and hungry for flesh, they are not particularly combative. If they notice intelligent onlookers, their voices will merge in a repulsive clamour. They will call up taunts and pleas in their raspy, pathetic voices, demanding food, asking nonsensical personal questions, and begging for freedom or release from their pain.

62. WORM PIT OF HUMAN ESSENCE: This pit is smaller than the pit to its west (#61), though it is also of 15-foot depth. It contains **48 essence grubs**, reacting with the same rasping taunts and pleas. They cannot escape the pit.

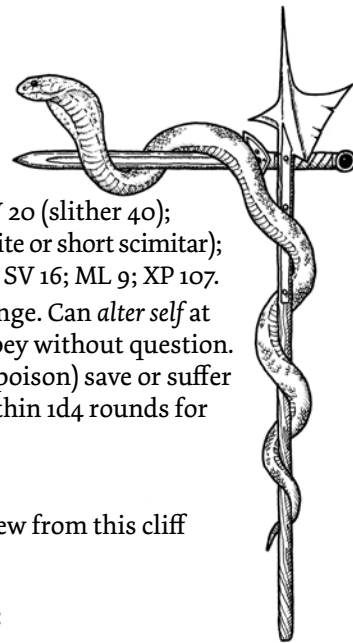
Essence Grubs⁴⁴ (×48): AL CE; SZ S; MV 20; DX 5; AC 6; HD 1+1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 5; XP 24.

Special: All within 20 feet must make *death* (poison) saves or vomit, causing a -1 penalty to attack rolls and AC.

63. GRUB FARM:

- ✦ Stone barns with lofts
- ✦ Stunted, alien livestock in pens
- ✦ Giant wormholes
- ✦ 8 snake-men who tend the grubs

The **snake-men** here are charged with feeding and maintaining the **essence grubs**⁴⁵ in #61 and #62. The penned animals (which look like patchily furred, eight-legged opossums) are bartered from the **babi-ngepet** (#64) in exchange for grubs. The referee may determine that the wormholes lead deeper into Underborea, that a monstrous creature lives within them, or that a now-deceased **purple worm** caused them.



Snake-Men (×8): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 11); #A 1/1 (bite or short scimitar); D 1d4 (bite) or 1d6 (short scimitar); SV 16; ML 9; XP 107.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns.

Gear: short scimitar.

N.B.: See text at #41 for what the view from this cliff reveals.

64. UNDERBOREA GROVE:

- ✦ Misted and humid plateau
- ✦ 20-foot mushrooms; liver-spotted caps aglow with mustard phosphorescence
- ✦ River more heard than seen: rush of water, dim reflexions
- ✦ Barely visible ruins in the murk
- ✦ 2-in-6 chance that a **babi-ngepet** moves through grove

Mists rise from the swift-flowing river. The bridge that spans it (#65) is just visible, glowing sickly by fungus light. Two ruined structures can be explored on the plateau: One is an old domed building of similar architectonics to the cyclopean enclave⁴⁶; the other appears to be a fallen tower with stony tendrils extending from what was its roof. The referee may stock both structures with encounters of his choosing. Otherwise, they may be merely hollow husks, like the shells left behind by snails, filled only with the swinish stench and rancid droppings of the **babi-ngepet**.

If the **babi-ngepet** is here, it usually will be in its semi-human form of an obese man with grossly porcine features. It will carry a sealable bag that contains 3 **essence grubs** recently purchased from the **snake-men**, writhing mycelium fibres from the alien fungus towering overhead, or bloodily pulsating life forms that exist partly on other planes of existence. The latter two commodities are the currency the **babi-ngepet** uses to purchase the grubs from the snake-men.

Dæmon, Sublunary, Babi-Ngepet: UT 13; AL CE; SZ M; MV 40; DX 10; AC 3; HD 9 (hp 42); #A 1/1 (gore); D 2d6; SV 12; ML 9; XP 1,500.

Special: 7-in-20 *spell resistance* vs. CA 12 casters. Harmed only by silver or magical weapons. Can cast *charm person* thrice per day; *sorcery* save at -2 penalty.

⁴³ See APPENDIX B.

⁴⁴ *ibid.*

⁴⁵ *ibid.*

⁴⁶ See LEVEL TWO, #33

ENDING THE ADVENTURE: The players possibly will have put together the nature of the threat to Xambaala: The **snake-men**, for their ends, have created the cannibal cult amongst the duped slave caste, fomenting the violent mood from which the free people of Xambaala avert their senses. What the players do with this information is up to them. These final encounters, though, provide a way to end the snake-men's involvement in the affairs of Xambaala, if not remedy all the town's woes.

The snake-men described in these final areas are the most powerful and cunning of those working beneath Xambaala. They likely will become aware of the PCs' actions and be prepared to confront them—or take active steps to defeat the party before

they find this last redoubt. The enclave described here will not be restocked if it is mostly or completely wiped out.

The PCs may wish to relay information about the machinations of this alien race to the satrap of Xambaala, seeking reward for helping to preserve the town's power structure. Other parties may wish to revisit the slaves and find a way to effect their liberation, free from the cruel ploys of the snake-men. Others still simply may take what treasure they have found and move on into the howling wilds of Hyperborea, in search of the next adventure and the next cache of ancient loot. The bold or foolish might descend deeper into Underborea, braving the gaping abyss (#66) with steel and spell.

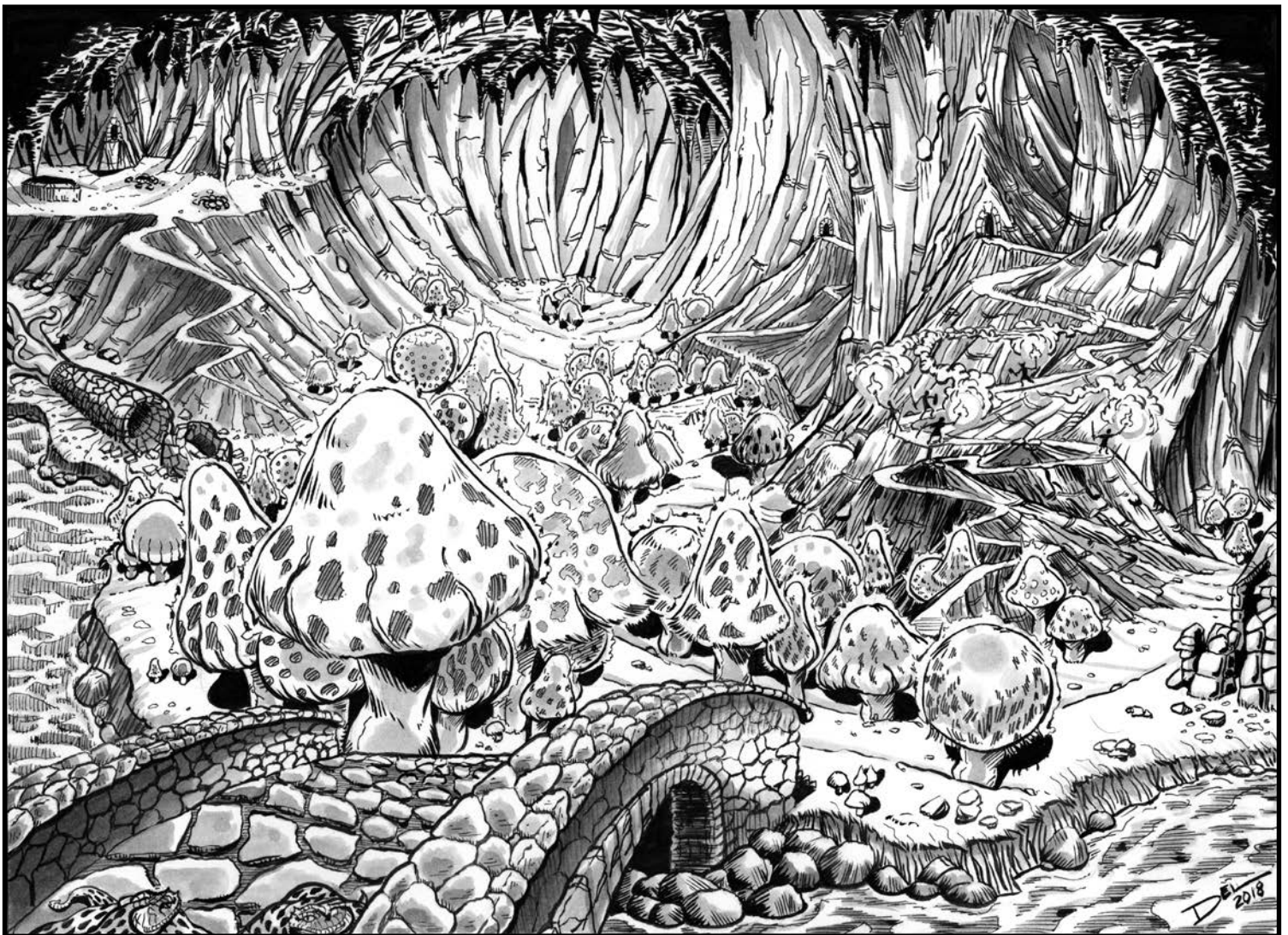
65. SERPENT BRIDGE:

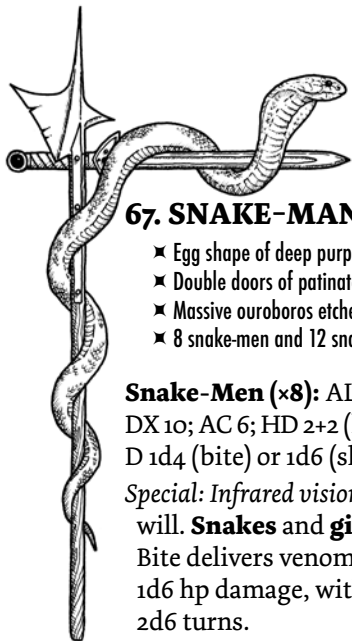
- ✦ Silhouette just visible in the mists rising from the river
- ✦ 2 giant water snakes, 25 feet long, guard the northern end

Snakes, Giant Water (x2): AL N; SZ L; MV 30 (swim 40); DX 8; AC 6; HD 3 (hp 15); #A 1/1 (bite); D 1d6; SV 15; ML 6; XP 95.

Special: Bite injects venom thrice per day. Victim must make *death* (poison) save or become numb-skinned after 1d6 rounds; paralysis takes effect 1d4 turns later and lasts 1d6+6 turns.

66. GAPING ABYSS: On the northern side of the bridge is a chasm into stygian darkness (though crags and fissures make descent appear almost invitingly easy). From here the snake-man enclave first ascended to meddle in the affairs of man. Amongst other Underborean locales, this yawning fissure might lead to a **mi-go** enclave with a training lodge for **oon** assassins. Deeper still, ruled by **fire giants**, the **dwarf** clan that once sent a lost band to mine near the surface now fortifies against even stranger Chaos-spawned races that throng the darkness.





67. SNAKE-MAN LODGE:

- ✦ Egg shape of deep purple porphyry, origin and age impossible to determine
- ✦ Double doors of patinated bronze at narrow end
- ✦ Massive ouroboros etched on warm, granite-tiled floor
- ✦ 8 snake-men and 12 snake-man young writhe and coil around one another

Snake-Men (×8): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 11); #A 1/1 (bite or short scimitar); D 1d4 (bite) or 1d6 (short scimitar); SV 16; ML 9; XP 107.
Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns.

Gear: short scimitar.

Snake-Man Young (×12): Two-foot-long, colourless, salamander-like reptiles with vestigial forelimbs. AL LE; SZ S; MV 20; DX 6; AC 8; HD 1/2 (hp 3); #A 1/1 (bite); D 1; SV 17; ML 5; XP 9.

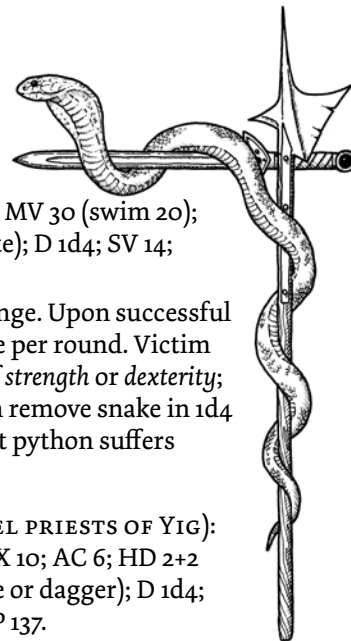
Special: *Infrared vision* to 30-foot range. Bite delivers venom; make *death* (poison) save at +2 bonus or suffer 1d3 hp damage, with numbness within 1d4 rounds for 1 turn (-2 penalty to attack rolls and AC).

68. ASPECT OF YIG: An enormous petrified serpent, approximately 360 feet long, lies betwixt the lodge (#67) and the temple (#69). Natural calamity has calcified it so that it appears as stone. The snake-men aspire to resurrect the beast, luring it to the surface of the world in an attempt to overthrow Xambaala and beyond.

69. SNAKE-MAN TEMPLE:

- ✦ Egg shape of deep purple porphyry, origin and age impossible to determine
- ✦ Double doors of patinated bronze at narrow end
- ✦ Slick floor permeated by deep heat
- ✦ Giant python venerated by 6 snake-man priests and 1 snake-man illusionist

The **snake-men** worship the **giant python**, 40 feet in length, as a lesser avatar of Yig because of its cunning intelligence, robust size, and mesmerizing scale pattern. The **6 snake-man priests** oft are too absorbed in their rites to notice any outside noises; they must be roused by the **snake-man illusionist**, **Ssettaphœbe**. Although she is the most potent of their number, she defers to the holiness of the priests—unless she needs their help to defeat an obstacle to their ultimate plan.



Snake, Giant Python: AL N; SZ L; MV 30 (swim 20); DX 8; AC 6; HD 5 (hp 38); #A 1/1 (bite); D 1d4; SV 14; ML 8; XP 300.

Special: *Infrared vision* to 60-foot range. Upon successful bite, constricts for 2d6 hp damage per round. Victim can escape via *extraordinary feat of strength* or *dexterity*; allies whose strength totals 75 can remove snake in 1d4 rounds. Whilst constricting, giant python suffers -2 AC penalty (AC 8).

Snake-Man Priests (×6) (2ND-LEVEL PRIESTS OF YIG): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6; HD 2+2 (hp 11); FA 2; TA 2; CA 2; #A 1/1 (bite or dagger); D 1d4; SV 16 [*death* +2, *sorcery* +2]; ML 9; XP 137.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns. Cleric spells (*cause fear*, *cure light wounds*, *sanctuary*). *Turn undead*. *Befriend animals* ×1 per day (reptiles only).

Gear: dagger, fine robe, silver holy symbol of Yig.

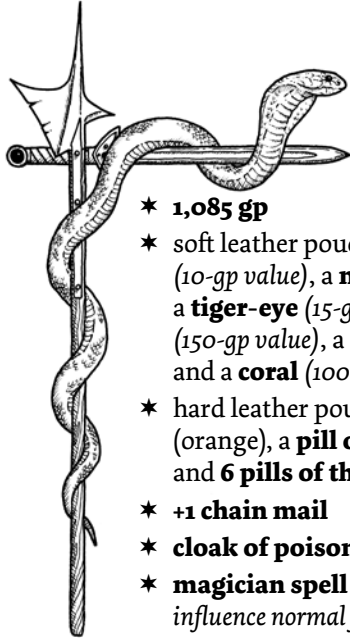
Ssettaphœbe [sseh-tah-FEE-bee] (5TH-LEVEL SNAKE-MAN ILLUSIONIST): AL LE; SZ M; MV 20 (slither 40); DX 10; AC 6 (5 vs. melee with quarterstaff); HD 5+2 (hp 24); FA 2; CA 5; #A 1/1 (bite, quarterstaff, or short sword [+1]); D 1d4 (bite) or 1d6 (quarterstaff) or 1d6+1 (short sword); SV 14 [*device* +2, *sorcery* +2]; ML 9; XP 307.

Special: *Infrared vision* to 60-foot range. Can *alter self* at will. **Snakes** and **giant snakes** obey without question. Bite delivers venom; make *death* (poison) save or suffer 1d6 hp damage, with paralysis within 1d4 rounds for 2d6 turns. Illusionist spells (*light*, *mirror image*, *terrify*; *hypnotic pattern*, *invisibility*; *spectral phantasm*). *Perceive illusion* (+2 bonus to illusion saves; if caster 3+ levels lower, bonus equal to level difference). *Read magic*. *Read scrolls*. *Scribe scrolls*.

Gear: +1 **short sword**, quarterstaff, **gold-embroidered purple silk robe** (100-gp value), golden holy symbol of Yig.

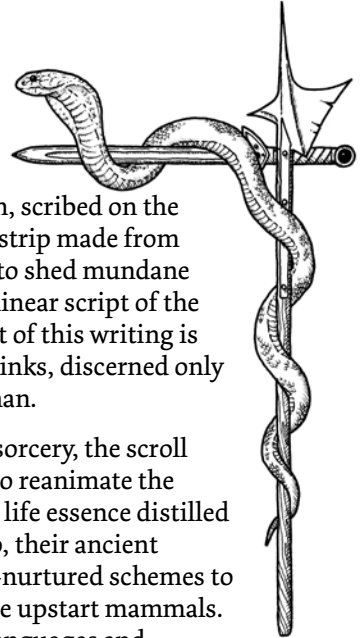
At the eastern end of the structure, a raised dais holds an altar carved from soapstone. To the rear of the altar stands a narrow lectern of like material. A long, cedar-carved chest behind the lectern contains the following items:





- * **1,085 gp**
- * soft leather pouch holding a **blue quartz** (10-gp value), a **moss agate** (10-gp value), a **tiger-eye** (15-gp value), an **alexandrite** (150-gp value), a **chrysoberyl** (150-gp value), and a **coral** (100-gp value)
- * hard leather pouch holding a **pill of heroic action** (orange), a **pill of invisibility** (ochre), and **6 pills of the serpent's tongue**⁴⁷ (green)
- * **+1 chain mail**
- * **cloak of poisonousness**
- * **magician spell book** (*charm person, detect magic, influence normal fire, sleep; darkness, flaming sphere*)
- * **illusionist spell book** (*light, mirror image, phantasm, terrify; hypnotic pattern, improved phantasm, invisibility; spectral phantasm*)

⁴⁷ See APPENDIX C.



A strange **scroll** coils on the lectern, scribed on the single twisted surface of a Möbius strip made from shimmering alien skin that seems to shed mundane light. The scroll is writ in the curvilinear script of the snake-men. At least half the import of this writing is carried in the chemical tang of the inks, discerned only by senses far sharper than the human.

If deciphered through research or sorcery, the scroll reveals the plan of the snake-men to reanimate the great avatar of Yig through human life essence distilled into **essence grubs**⁴⁸. It details, too, their ancient hatred of humanity and their long-nurtured schemes to retake all the surface lands from the upstart mammals. Valuable only to scholars of alien languages and eschatology, the scroll (if its import is cognized at all) might fetch **500 gp**.

⁴⁸ See APPENDIX B.



APPENDIX A: NEW SPELL



Summon Toad Swarm

Level: wch 3 | Range: 90 feet |
Duration: 1 round per CA level

The sorcerer *summons* a horde of fat, warty toads that manifest around his person. The *toad swarm* will attack 1 round after being *summoned*, surging forth as directed. The *toad swarm* will pursue its target (at 30 MV) to the spell's range limit.

As long as the caster concentrates and points at the target, the victim will be assailed by the *swarm*, knocked down and overborne unless he makes an *avoidance* saving throw. An overborne victim has one chance to escape: The round after being overborne, he may attempt an *extraordinary feat of strength* to break free; otherwise, the victim will remain *prone* as long as the *swarm* persists. A *toad swarm* can be directed to hop to another opponent within range, but 1 round will elapse for every 30 feet betwixt the targets.



APPENDIX B: NEW MONSTERS



ESSENCE GRUB

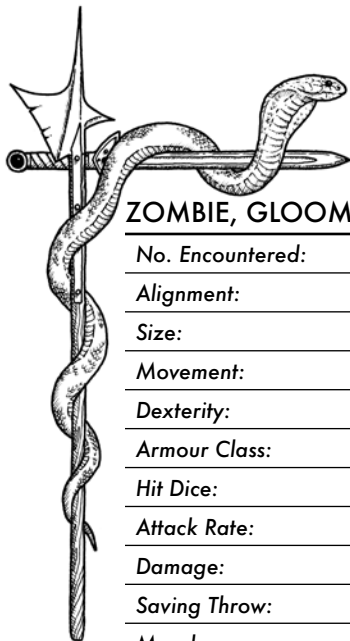
No. Encountered:	8d20
Alignment:	Chaotic Evil
Size:	S
Movement:	20
Dexterity:	5
Armour Class:	6
Hit Dice:	1+1
Attack Rate:	1/1 (bite)
Damage:	1d4
Saving Throw:	16
Morale:	5
Experience Points:	24
Treasure Class:	—

Products of **snake-man** sorcery, these wretched creatures, once human, appear as slimy larvæ with the pinched faces of humans. Typically the foul beings are found writhing and squirming in vast pits. They are voraciously hungry, seeking any sustenance they can devour (but preferring raw flesh). Essence grubs are insane, though they seem to recollect disjointed memories of their former lives. They shriek and whine incessantly, begging and taunting anyone within hearing.

Special:

- * Putrid white slime exudes from the grubs' bodies. All within 20 feet must make *death* (poison) saving throws or vomit the contents of their stomachs, causing a -1 penalty to attack rolls and armour class.



**ZOMBIE, GLOOM-EATER** (*Undead Type 2*)

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

These undead humanoids, oft referred to as “gloom-eaters”, are the soulless corpses of men or humanoids animated by witchcraft, necromancy, or a netherworldly curse. These particular horrors feed on the vitality of men through their baleful bite. Like other zombies, gloom-eaters oft are tasked with 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 slowly and rely on trapping or surprizing their opponents. Gloom-eater zombies use their strength-draining bites to sap the vigour from their prey before feasting on their flesh, entrails, and brains.

Special:

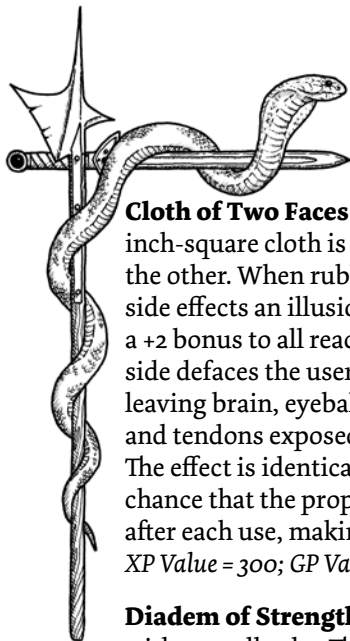
- ★ Slow to react, always attacking last on initiative; no running movement allowed.
- ★ Immune to poison, paralysis, fear, and cold.
- ★ *Cure disease* destroys zombie.
- ★ Arrows and bolts inflict but 1 hp damage (plus bonuses, if applicable); other piercing / thrusting weapons cause ½ damage (damage dice halved, with bonuses added afterwards).

- ★ Any natural 19 or 20 attack roll versus a zombie is considered a “head shot” inflicting maximum damage, regardless of weapon type; this mechanic supersedes the optional *critical hits* rule⁴⁹.
- ★ 3-in-6 chance per round of bite attempt.
- ★ Bite drains victim’s strength by 1d4 points (no saving throw allowed). A victim reduced to 0 ST has been tainted by the gloom and will become a gloom-eater zombie in 1d4 turns unless *cure disease* is cast. Strength can be restored at a rate of 1 point per 24 hours of rest.
- ★ Multiple zombies will attempt to *overbear* victims⁵⁰.

⁴⁹ See *AS&SH* VOL. III, p. 258: *ADVANCED COMBAT*, *critical hits*.
⁵⁰ See *AS&SH* VOL. III, p. 248: *COMBAT ACTIONS*, *melee*.



APPENDIX C: NEW MAGIC ITEMS



Cloth of Two Faces: This mundane-looking, eight-inch-square cloth is brown on one side and white on the other. When rubbed against the face, the brown side effects an illusion that beautifies the user, yielding a +2 bonus to all reaction rolls for 1 turn. The white side defaces the user: His skin and facial bones vanish, leaving brain, eyeballs, nasal cavity, veins, arteries, and tendons exposed in a most frightening display. The effect is identical to the *scare* spell. There is a 1-in-6 chance that the properties of the cloth will be reversed after each use, making this item risky to use.

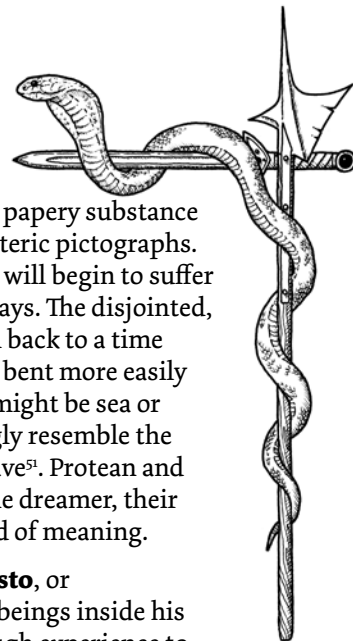
XP Value = 300; GP Value = 1,500.

Diadem of Strength: This thin bronze crown is set with a small ruby. The wearer gains 1 point of strength (18 maximum), but must wear it for at least 48 hours before deriving any benefit. If this item is worn by one whose strength score is already 18, then the wearer will gain an additional +1 attack bonus, and *extraordinary feats of strength* will be improved by +8%. *XP Value = 500; GP Value = 5,000.*

Diadem of Wisdom: This thin bronze crown is set with a small sapphire. The wearer gains 1 point of wisdom (18 maximum), but must wear it for at least 48 hours before deriving any benefit. If this item is worn by one whose wisdom score is already 18, then the wearer will gain an additional +1 *willpower adjustment*. *XP Value = 500; GP Value = 5,000.*

Enchanting Castanets: These convex shells are carved from the driftwood of a long-lost ship that grounded upon the jagged rocks of The Eyries. All aboard are believed to have perished, lured to their doom by the seductive calls of the islands' **harpies**. When played by a witch of 5th level or greater to accompany her *dance of beguilement*, the **enchanting castanets** impose a -1 penalty to observers' saving throws. *XP Value = 500; GP Value = 2,500.*

Laudatory Amulet: Fashioned of withered flesh and twisted herbs, this talisman instils in its bearer unflagging confidence. In combat situations, the bearer gains the benefit of a *bless* spell (i.e., +1 bonuses to attack rolls, morale checks, and saving throws vs. fear effects). The amulet may be invoked thusly only thrice. The fourth time it is called upon, the bearer will be wracked with self-doubt, suffering a *blight* instead; thereafter the amulet will be useless. *XP Value = 200; GP Value = 1,000.*



Manifesto of Xjel'kha: This flaky, papery substance is inscribed with Hyperborean Esoteric pictographs. Anyone possessing the **Manifesto** will begin to suffer troubling nightmares within 1d4 days. The disjointed, atavistic dreams will seem to crawl back to a time steeped in phantasm, when reality bent more easily to the will. In formless deeps that might be sea or space rise foul cities that troublingly resemble the architecture of the cyclopean enclave⁵¹. Protean and hideous creatures therein call to the dreamer, their voices quaking below the threshold of meaning.

If the owner deciphers the **Manifesto**, or communicates with the troubling beings inside his dream state, then he will gain enough experience to advance 1 level (12th-level maximum). Furthermore, so long as he possesses minimum attribute scores of 9 intelligence and 9 wisdom, he can invoke the following spell-like powers at a CA equal to his level:

Once per day:

- ★ *augury*
- ★ *black hand*

Once per week:

- ★ *confusion*

Once per month:

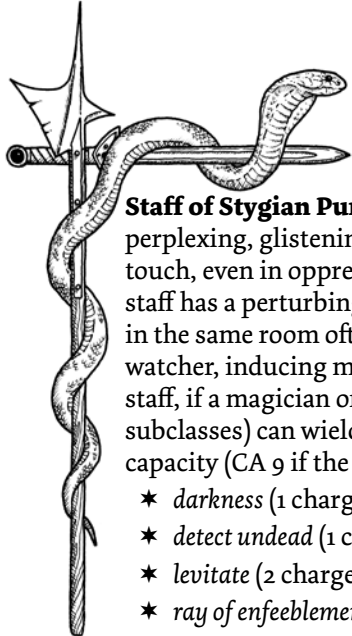
- ★ *contact otherworldly being* (sacrifice not required; chance of insanity applies)

In exchange for these gifts, the owner permanently will lose 1d4+1 points of charisma, and he will not part willingly with the **Manifesto** whilst he lives. One day the owner may be called upon by the alien entities in his dreams to perform some service. *XP Value = —; GP Value = 40,000.*

Pill of the Serpent's Tongue: Alchemists without peer, the insidious **snake-men** craft these lozenge-shaped capsules to empower themselves to speak the languages of man. Swallowing one of these pills grants a man or quasi-man the benefit of a *tongues* spell for 1d4+6 turns. The effect is imperfect, however: The speaker's accent may betray him as an outlander, and always are there certain words and phrases unpronounceable to alien maxillæ.

Swallowing two of these pills endows the consumer with the ability to prevaricate, as the *indiscernible lie* spell (reverse of *discern lie*). He further gains a +2 bonus to any reaction rolls whilst under the pills' effects. Alas, this dosage is mildly hazardous to humans, requiring a *death* (poison) saving throw to stave off headaches and nausea for 1d4 days thereafter. *XP Value = 400; GP Value = 800.*

⁵¹ See PART IV: LEVEL TWO, #33.

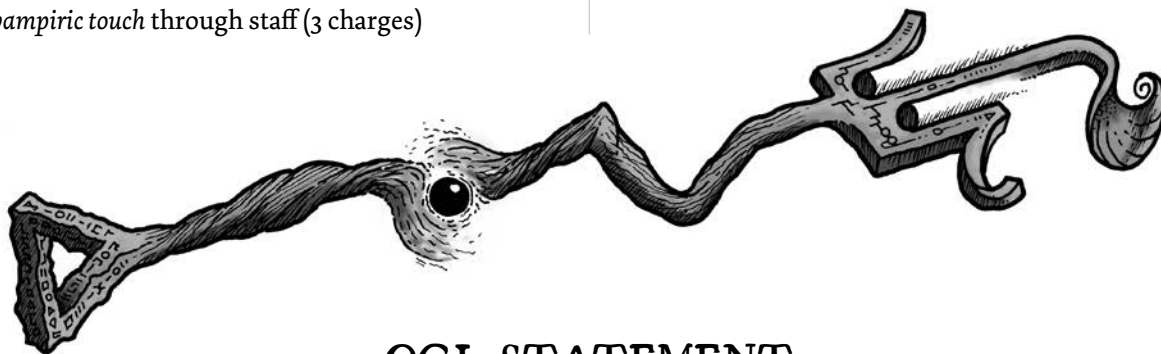
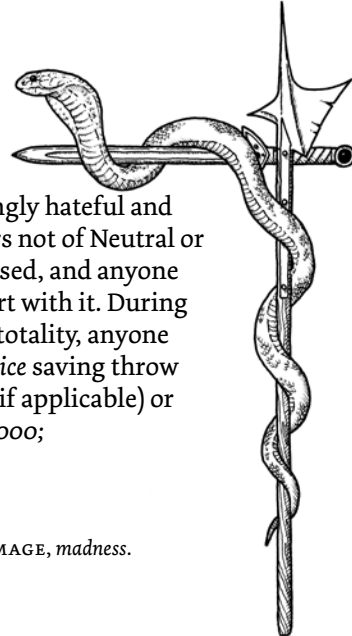


Staff of Stygian Purpose: This staff is crafted from a perplexing, glistening black stone, always cold to the touch, even in oppressive heat. Nauseous to behold, the staff has a perturbing, unearthly geometry. Eerily, those in the same room oft feel scrutinized by an unseen watcher, inducing mild paranoia. The owner of the staff, if a magician or cleric (or one of their respective subclasses) can wield the following powers at CA 6 capacity (CA 9 if the wielder is a witch):

- * *darkness* (1 charge)
- * *detect undead* (1 charge)
- * *levitate* (2 charges)
- * *ray of enfeeblement* (2 charges)
- * *vampiric touch* through staff (3 charges)

The staff emanates an overwhelmingly hateful and repellent presence to any characters not of Neutral or Evil alignment. The staff also is cursed, and anyone who claims it never will wish to part with it. During Saturnalia, at the moment of twin totality, anyone touching the staff must make a *device saving throw* (modified by *willpower adjustment*, if applicable) or succumb to *madness*⁵². *XP Value* = 4,000; *GP Value* = 20,000.

⁵² See AS&SH VOL. III, p. 264: SPECIAL DAMAGE, *madness*.



OGL STATEMENT

This printing of *Astonishing Swordsmen & Sorcerers of Hyperborea: The Anthropophagi of Xambaala* is done under version 1.0a of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all *Astonishing Swordsmen & Sorcerers of Hyperborea* logos, identifying marks, and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, italicized terms, boldfaced terms, artwork, maps, symbols, depictions, and illustrations, except such elements that are derived from the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistics are designated as Open Game Content (OGC), as well as spell names, monster names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is Open Content.

Some of the portions of this book that are delineated OGC originate from the System Reference Document and are Copyright 2000 Wizards of the Coast, Inc. The remainder of the OGC portions of this book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Astonishing Swordsmen & Sorcerers of Hyperborea: The Anthropophagi of Xambaala, Copyright 2018, North Wind Adventures, LLC; Author: Corey R. Walden"

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License.

You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

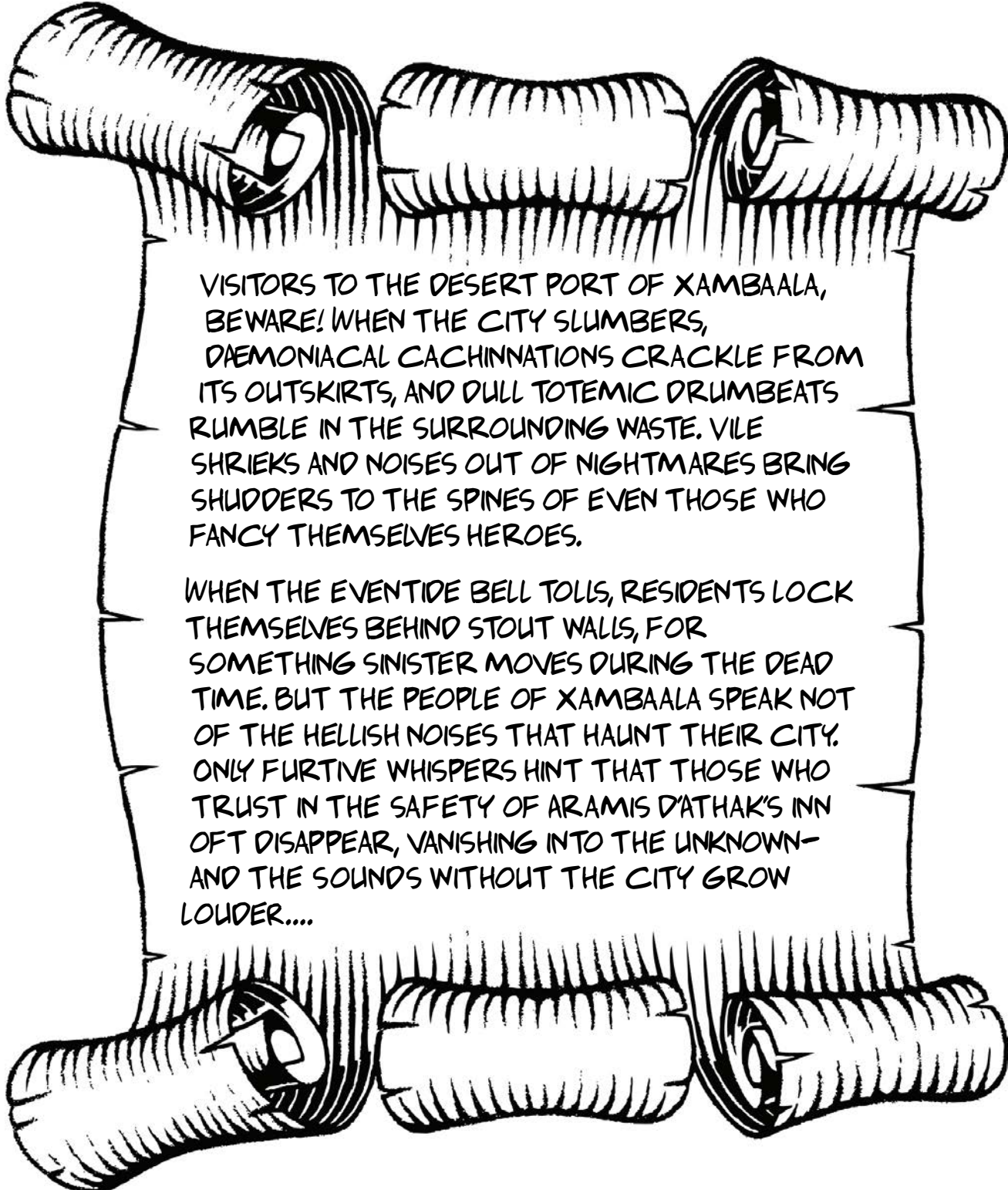
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

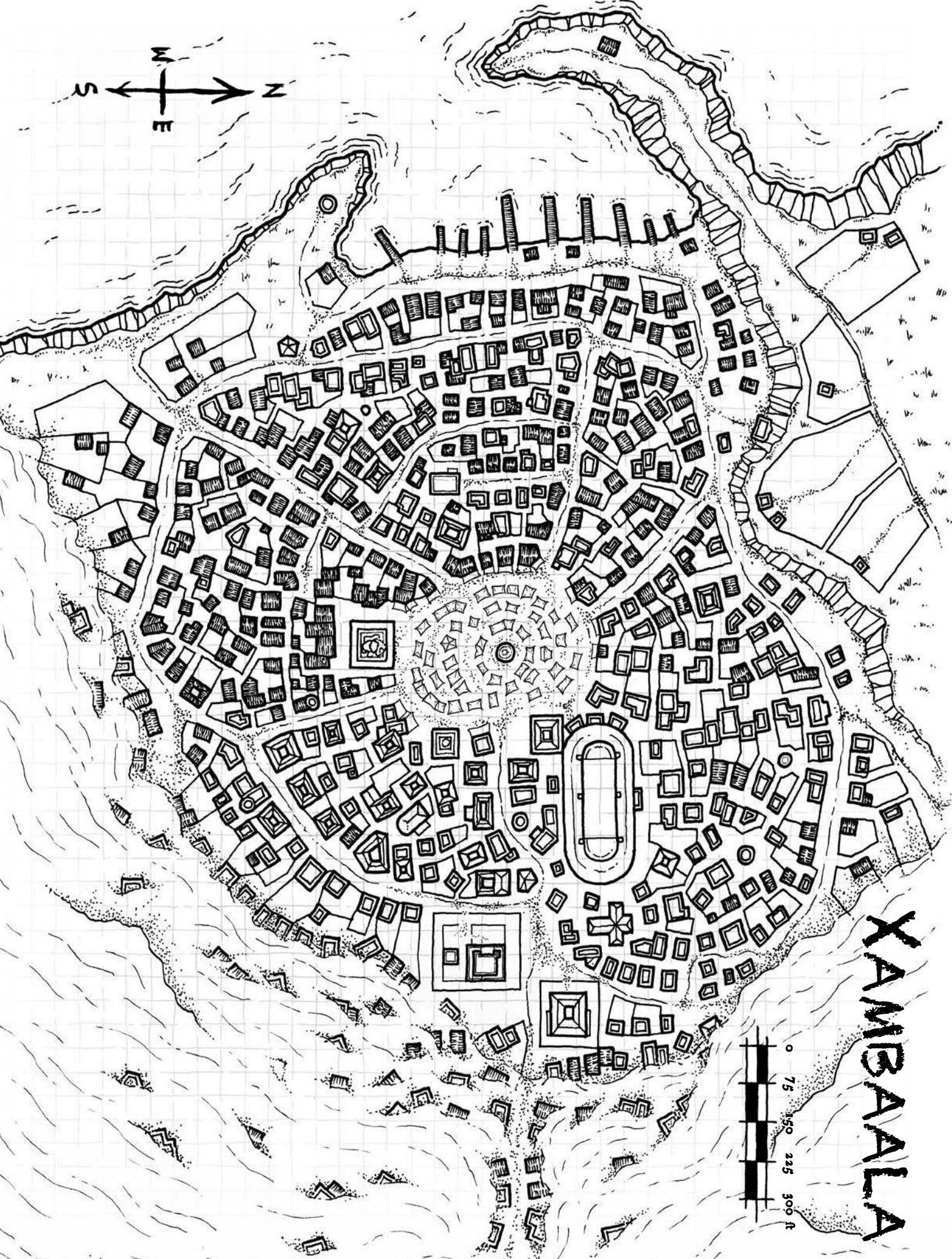
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. "Astonishing Swordsmen & Sorcerers of Hyperborea", "AS&SH", "The Anthropophagi of Xambaala", and all other North Wind Adventures product names and their respective logos are trademarks of North Wind Adventures, LLC in the USA and other countries. © 2018 North Wind Adventures, LLC.

Players' Handout #1:
CURIOUS BROADSIDE

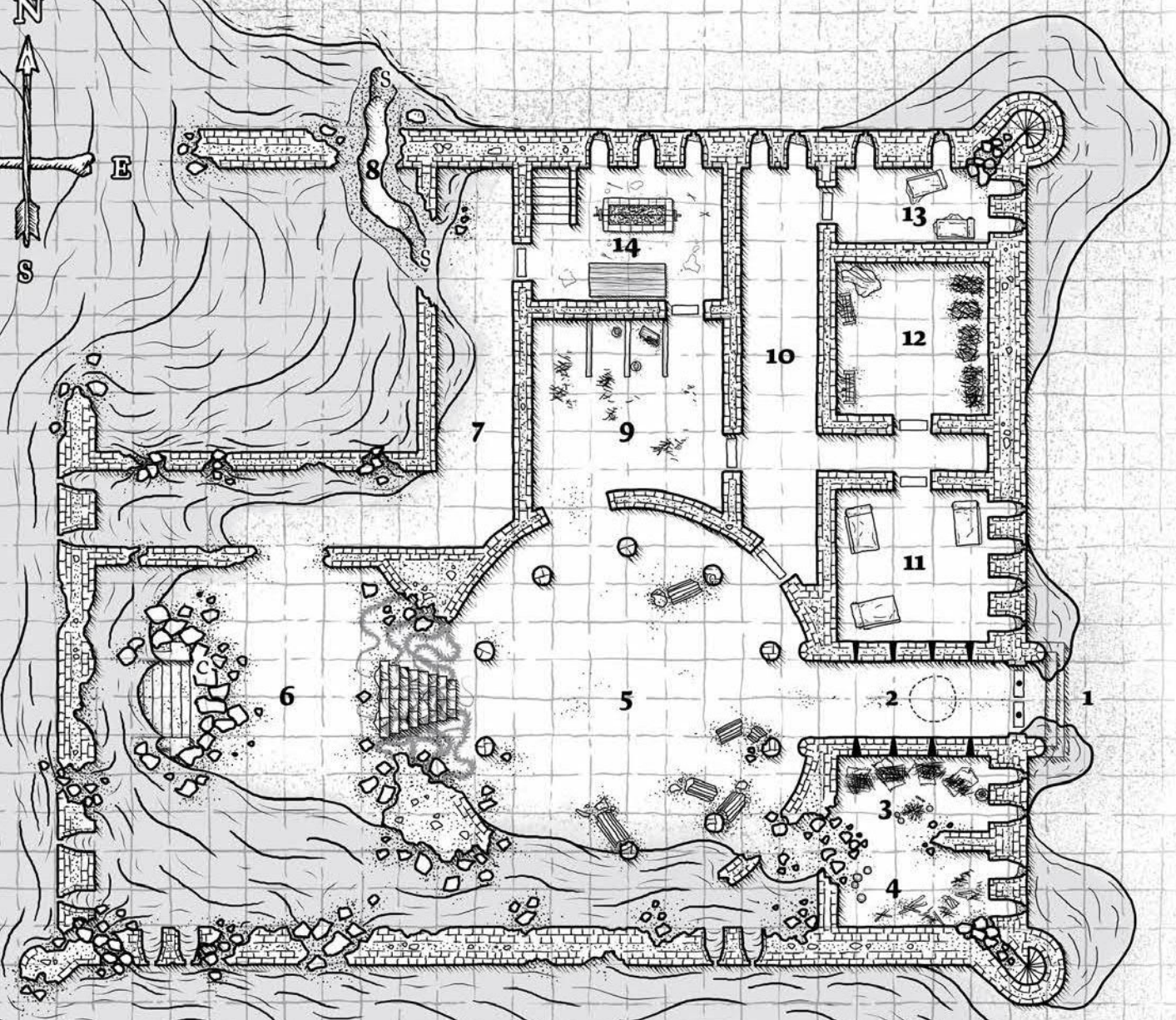
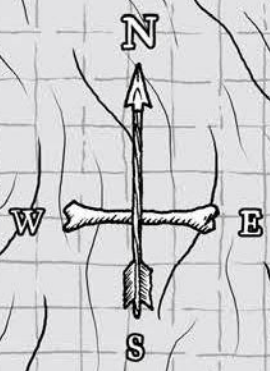


VISITORS TO THE DESERT PORT OF XAMBAALA,
BEWARE! WHEN THE CITY SLUMBERS,
DAEMONICAL CACHINNATIONS CRACKLE FROM
ITS OUTSKIRTS, AND DULL TOTEMIC DRUMBEATS
RUMBLE IN THE SURROUNDING WASTE. VILE
SHRIEKS AND NOISES OUT OF NIGHTMARES BRING
SHUDDERS TO THE SPINES OF EVEN THOSE WHO
FANCY THEMSELVES HEROES.

WHEN THE EVENTIDE BELL TOLLS, RESIDENTS LOCK
THEMSELVES BEHIND STOUT WALLS, FOR
SOMETHING SINISTER MOVES DURING THE DEAD
TIME. BUT THE PEOPLE OF XAMBAALA SPEAK NOT
OF THE HELLISH NOISES THAT HAUNT THEIR CITY.
ONLY FURTIVE WHISPERS HINT THAT THOSE WHO
TRUST IN THE SAFETY OF ARAMIS D'ATHAK'S INN
OFT DISAPPEAR, VANISHING INTO THE UNKNOWN—
AND THE SOUNDS WITHOUT THE CITY GROW
LOUDER....



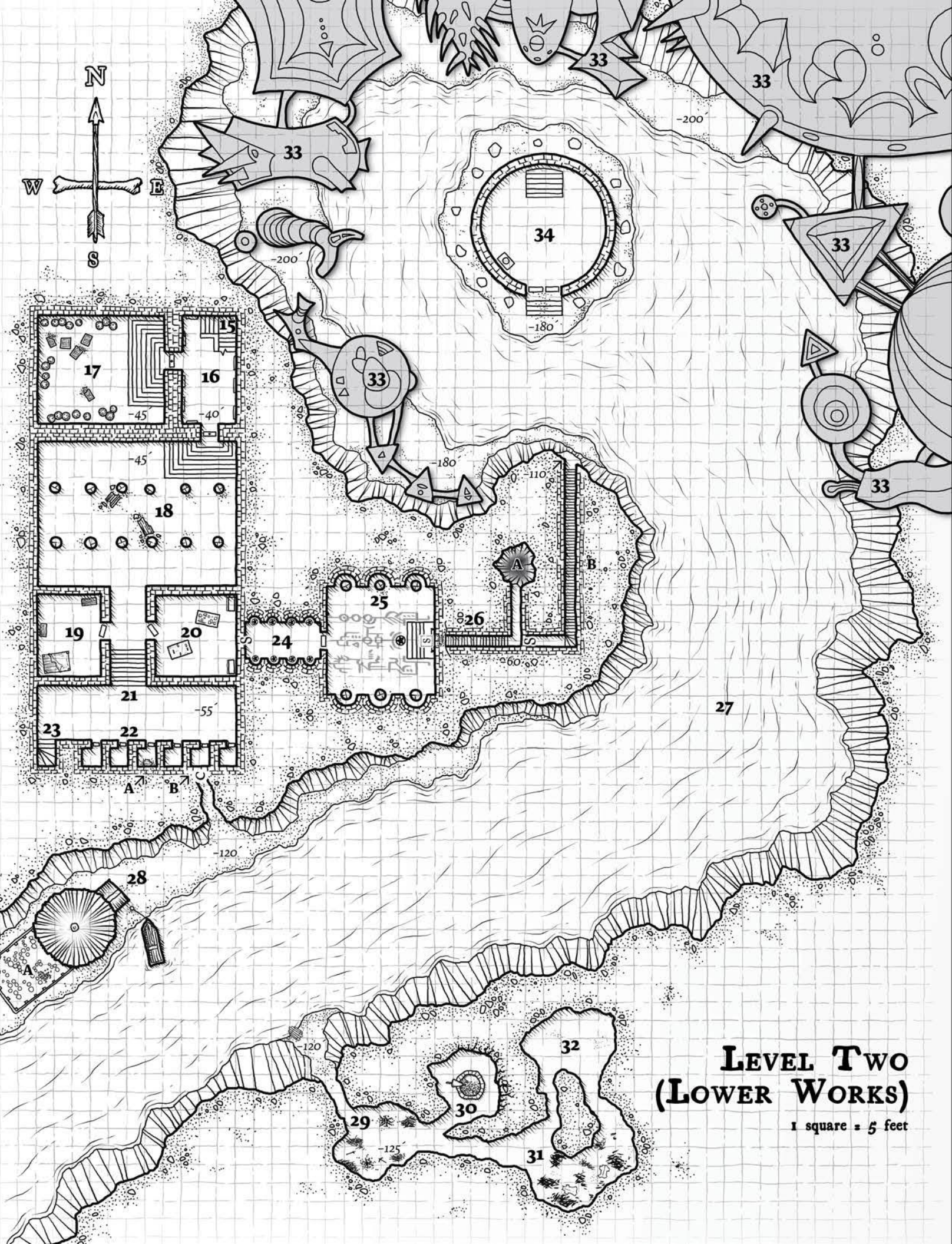
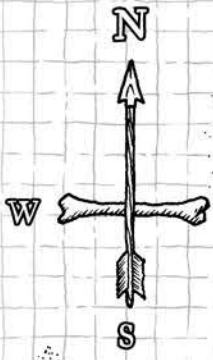
XAMBAAALA



THE WARLORD'S PALACE

LEVEL ONE (UPPER WORKS)

1 square = 5 feet



**LEVEL TWO
(LOWER WORKS)**
1 square = 5 feet



66

-550'

67

68

69

65

LEVEL THREE (GATEWAY TO UNDERBOREA)

1 square = 10 feet

64

40

41

64

-550'

63

39

42

61

62

44

45

60

60

38

36

49

46

47

60

60

43

50

51

56

48

55

59

58

-250'

GAZING

PARTITION

GAZING

GAZING

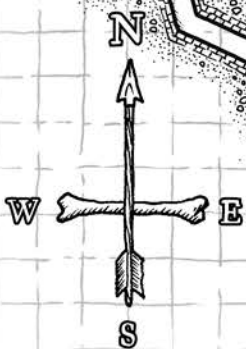
-255'

53

54

57

35



THE ANTHROPOPHAGI OF XAMBAALA™

An adventure in Hyperborea designed for from four to six characters of 1st through 3rd level



Furtive and odious tales circle through various Hyperborean ports of call. Rumours whisper of an ancient occult city, Xambaala, clinging to the edge of the Zakath Desert. Perhaps the hideous horrors said to assail the city in the darkest hours are exaggerated. Maybe too another explanation can be found for the foreigners who are said to have disappeared to some uncanny fate. But the whispering tongues also hint that gold glints in the shadows of Xambaala, ready to be taken by the bold.

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™



WWW.HYPERBOREA.TV

© 2018 North Wind Adventures, LLC
Made in the U.S.A.

\$24.00
ISBN 978-0-9851476-7-9