

P R I M E V A L

THE ROLE

GAMEMASTER'S COMPANION



RICHARD BAKER AND
STEVE TOWNSHEND



PRIMEVAL
THULE

GAMEMASTER'S COMPANION

Welcome back to the savage age of Thule! In this fierce land, bold heroes face dangers ranging from sub-human beastmen to saber-tooth cats to elder horrors sleeping in jungle-covered temples. Doom draws near as the eternal snows advance southward with each passing year, but for this one bright moment, Thule still lives—and it is a fierce, intense, and marvelous moment indeed.

This supplement expands the range of tools and threats the Gamemaster can use to bring the Primeval Thule campaign to life. In this book you will find:

- New rules for Fame, Power, and Sanity;
- Raid and small battle mass combat rules;
- A new campaign arc and a new adventure site ;
- Two new villainous organizations;
- 14 new Thulean monster and villain entries, including the Great Old One Yga-Ygo;
- Encounter tables for each region of Thule.

Adventure in a savage age awaits you!





GAMEMASTER'S COMPANION

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Before the great glaciers covered the northern world for the last time, there was an age of legends now forgotten in the modern world. This is the doomed land of Thule, savage and spectacular, fierce and cruel, a world of wonders and terrors. Sages say this is a doomed age—but for one splendid moment, the villains and heroes of this dying land strive and slay, fighting back against the coming of the night.

Welcome to Thule! This is a world of bold barbarians and mysterious sorcerers, forbidding glaciers and steaming jungles haunted by prehistoric beasts. In this lost age, terrible monstrosities from prehuman times linger in the wild places, and mankind is a young and superstitious race. Adventure lies just beyond the next hill or down the next shadowed alleyway; heroes are larger-than-life freebooters and sellswords, carving their names into the annals of a doomed land.

This booklet supplements the PRIMEVAL THULE *Campaign Setting* hardcover, providing you, the Gamemaster, with additional material to breathe life into your Thulean campaign. In these pages you'll find new systems for handling the player characters' personal fame, power, and sanity, as well as adjudicating battles between bands of followers; expanded source material introducing new villainous factions, a new campaign arc, and a new adventure site you can use as ingredients in creating your own Thulean adventures; a selection of never-before detailed Thulean monsters, including the Great Old One Yga-Ygo; and, last but not least, a set of random encounter tables covering the primeval continent. Think of this booklet as a "GM toolbox" filled with interesting new toys to introduce into your PRIMEVAL THULE campaign. Use as many or as few as you like.

If you are not familiar with the PRIMEVAL THULE setting, you'll find that much of this information is perfectly usable in any 5e game. New monsters or villain groups are naturally useful in any game, while systems such as fame and power provide you with

a new set of tools to describe the player characters' influence in your campaign world. If you'd like to know more about Thule, we recommend downloading the PRIMEVAL THULE *Traveler's Guide* (available at www.drivethrurpg.com). It's a free PDF accessory that gives you a great overview of this savage and intense setting.

FAME, POWER, AND SANITY

Ability scores are a good measure of a character's basic strengths and weaknesses, but they don't address some important components of a character's makeup. Gamemasters are often confronted with situations in which a character's natural talents should be overshadowed by other elements of his or her identity. For example, a high-ranking noble with a very ordinary Charisma score might rely on his social status to overawe a common footman and gain admittance to a banquet. Likewise, a pit fighter famed for a hundred bloody kills in the arena might be soft-spoken or unassuming in personal interactions, but street thugs who recognize him or her might flee the encounter on sight. Fame and Power are therefore presented here as additional "ability scores."

Likewise, a character's mental stability is not easily measured by any other ability score. Chapter 4 of the PRIMEVAL THULE *Campaign Setting* presents a basic set of guidelines for using the sanity options in the core rulebooks. If you find that you would prefer a more

detailed alternative, you can incorporate the Sanity score system presented here.

Initial Scores: Determine Fame, Power, and Sanity scores the same way you determine other ability scores. If you use an ability array, add 13, 11, and 9 to the scores to be assigned. If you use a point-buy system, add 10 to the number of points they can spend. (If you only use Fame and Power but not Sanity, instead add two 11's to the array or 5 to the number of points to spend.)

Modify the scores as shown in Table 2. (Initial character level refers to what level your character is when you begin the campaign.)

Table 2: Level and Narrative Modifiers

Situation	Fame, Power, and Sanity Adjustments
Initial Character Level	
1st	-2 Fame, -2 Power
10th or higher	+2 Fame, +2 Power, +2 Sanity
Narrative	
Atlantean Noble	+2 Fame, +2 Power
Escaped Slave	-2 Fame, -2 Power
Guardian of the Nine	+2 Sanity
Katagian Pit Fighter	+2 Fame
Panjandrum	+2 Power
Tribal Outcast	+2 Fame, -2 Power

FAME

Every day, some barbarian warrior or another roaming the wilderness slays a fearsome beast or cuts a band of slavers to pieces, a clever rogue pulls off a theft that leaves a whole city talking, or a mysterious sorcerer scatters a street gang with magic. Tales of great deeds, both dark and heroic, spread like wildfire through the marketplaces and winesinks of Thule—and when the same names turn up again and again in these tales, the owners of those names find that they are known by people they've never met in places they have never been.

A character's Fame score measures the extent to which he or she is known by strangers, for good or for ill. A character with a low Fame is known only by his or her family and immediate neighbors. An average Fame score means that the character is known by most people in a neighborhood or good-sized tribe. A high Fame score (14 or 15) means that people in other communities or nearby cities are likely to have heard of the character, especially if they have a reason to be interested in the character's trade or doings. Finally, the name of a character with an exceptional Fame score is known in all but the most isolated or backwards places. A beginning character with an unusually high Fame score probably has a well-known parent or family.

Fame is useful for opening doors and establishing credibility in the right area. A noble who needs a difficult rival removed might seek out a renowned assassin for the job; a jungle trader who discovers a strange

artifact might bring it to the doorstep of a famous wizard. Unfortunately, fame means that a character can sometimes be recognized or found more easily than others.

Gaining and Losing Fame: Fame can't be improved with normal ability score increases. Instead, Fame improves with specific events, as shown below:

- The character is publicly acknowledged or condemned by authority figures for a heroic or villainous deed (+1 Fame, no more than three times in a character's career).
- The character gains followers (+1 Fame).
- The character gains the ability to launch a raid (+1 Fame).
- The character gains a bonus to interaction checks from his or her narrative (the 6th-level benefit in many cases) (+2 Fame).
- The character gains a title (+2 Fame).
- The first time a character calls a horde or raises an army (+4 Fame).

A character's maximum Fame score is 20.

Time is the only thing that dims fame (after all, spectacular failure is just as noteworthy as success). Characters who end their adventuring careers or otherwise drop out of sight lose 1 Fame per year, to a maximum loss of 5 Fame from their highest total score.

Fame Checks: Typically, a Fame check arises in a social situation when a character attempts to make use of his or her reputation to gain a NPC's help. Examples include:

- Gaining an audience with a busy ruler.
- Recruiting a crew for a dangerous voyage.
- Intimidating foes (you can use Fame as the base ability for Fame/Intimidation checks).
- NPCs attempting to locate or learn something about a famous character can make a Fame/History, Fame/Investigation, or Fame/Persuasion check, using the target's Fame score as the base ability.

Fame Saving Throws: A Fame save should be a rare event, but you can use a Fame save to see if a PC is recognized unexpectedly. In general, recognition in one's normal setting is a DC 10 save, recognition in nearby settings is a DC 15 save, and recognition in a distant city or isolated area is a DC 20 save.

FAME AND POWER VS. CHARISMA

The new abilities presented here are most useful when interacting with NPCs, which means that they sometimes replace Charisma checks. That's okay—plenty of extremely dangerous high-level fighters can't make an Intimidation check to save their lives, because they simply don't have a good Charisma score. Fame and Power let you separate a character's authority and reputation from his or her personal charm, because they shouldn't always be the same thing.

POWER

Power measures a character's authority, rank, influence, and social status. Characters with low Power are nobodies—they might be able to appeal to city authorities or tribal leaders through personal persuasion, but they can't use their place in society to force others to take actions they desire. Characters with average Power scores are generally accorded the privileges any citizen in good standing might expect, but are still subject to the whims of the mighty. Characters with high Power scores can use their social rank or influence to direct significant civic resources to their own purposes, while characters with extremely high Power scores (18 or more) are great princes, important chiefs, or the powers behind the throne.

Gaining and Losing Power: Just like Fame, Power can't be improved with normal ability score increases. Instead, Power improves with specific events, as shown below. Characters can also "buy" Power by spending time and money to set up networks of hirelings, informants, or valuable contacts.

- The character spends 1,000 gp and 10 days of free time buying influence (+1 Power, one time only).
- The character gains a title or position of minor authority (+1 Power).
- The character builds a stronghold or gains a position of moderate authority (+2 Power).
- The character gains followers (+2 Power).
- The character spends 5,000 gp and 30 days of free time buying influence (+2 Power, one time only).
- The character gains the ability to call a horde or army, or gains a position of great authority (+3 Power).
- The character spends 25,000 gp and 90 days of free time buying influence (+3 Power, one time only).

A character's maximum Power score is 20. Characters lose Power if they lose positions, titles, or strongholds that granted increases of Power.

Power Checks: Ability checks against Power are useful for testing whether a character can get something done purely through the weight of his or her title and the reach of his or her family or organization. Examples include:

- Directing local authorities to guard a location (or leave it unguarded).
- Arranging the release of a prisoner.
- Getting a royal councilor to propose a favorable law.
- Banishing a rival or malefactor from one's tribe.
- Getting a distant tribe to search their lands for a fugitive.
- Using your position to gain someone's cooperation (you can use Power as the base ability for Power/Intimidation or Power/Persuasion checks).

Power Saving Throws: Like Fame saving throws, Power saves are rare. Most uses of Power are applications of skill and training, not the sort of

in-the-moment test a saving throw represents. You might call for a Power save when circumstances do not allow a character to prepare for the test—for example, when the character suddenly needs to defy an arrest order or resist a NPC's use of Power.

ALTERNATIVE RULE: THE SANITY ABILITY

You may decide to track Sanity as a score instead of using the Madness rules described in Chapter 4 of the *PRIMEVAL THULE Campaign Setting*. This approach models sanity as a resource that is gradually eroded by repeated exposures to unnatural threats, a slippery slope that grows steeper as a character nears the breaking point. Experienced adventurers build up a formidable reserve of inner strength against madness, but even warriors with nerves of steel can be briefly overwhelmed by a sudden shock.

Gaining and Losing Sanity: Characters naturally improve Sanity over time; adventurers are made of stern stuff, and a lifetime of daring escapes and victories over savage foes helps to prepare them for the day when they meet something horribly abnormal. Sanity cannot be improved with normal ability score increases, and like other scores, maxes out at 20. Unlike other scores, Sanity can sometimes dip below 1; characters at 0 Sanity are insane. Sanity is gained or lost for the following:

- Gain a level or go one year without being exposed to a Sanity save (gain 1d2–1 Sanity).
- Fail a Sanity save (–1, –1d4, or –1d6 Sanity for the first, second, or third failed Sanity save in the same day).
- A *restoration* spell of 2nd level or higher restores 1 Sanity lost within the last day.
- A *restoration* spell of 5th level or higher restores 2d4 lost Sanity (but cannot increase Sanity above the character's previous maximum).

Sanity Checks: Characters rarely make ability checks against their Sanity scores. The Sanity score is purely a measure of resistance to madness.

Sanity Saving Throws: Characters who encounter profound shocks to their sense of what is right and normal in the world may be required to make a Sanity save. Situations calling for a Sanity save include:

- Encountering an aberration, undead, or extraterrestrial creature for the first time (DC 8).
- Seeing an ally defeated by an aberration, undead, or extraterrestrial creature (DC 8).
- Being charmed by an aberration, undead, or extraterrestrial creature (DC 8).
- Witnessing alien or unwholesome magic (DC 5 + spell level).
- Exposure to an alien environment (DC 10).

Table 3: Madness Effects

Short-term Madness	
d% Roll	Effect (lasts 1d10 minutes or until successful save)
01-20	Badly unsettled. The character is frightened.
21-40	Senses reeling. The character has tactical disadvantage on ability checks and attack rolls.
41-55	Panicked. The character is frightened and must flee, as per the <i>fear</i> spell.
56-60	Berserk. The character treats all creatures as hostile. He must move toward the closest creature each round and make a melee attack.
61-80	Flight of reason. The character babbles, screams, laughs, or weeps, and is incapacitated.
81-90	Overwhelmed. The character is paralyzed.
91-100	Merciful oblivion. The character falls unconscious.
Persistent Madness	
d% Roll	Effect
01-20	Disturbing behavior. Tactical disadvantage on Charisma checks.
21-40	Amnesia. Tactical disadvantage on Intelligence checks, and the character recalls nothing of what happened for 1d100 days around the time he or she fell to 0 Sanity.
41-55	Shaky. The character must make a Sanity save (DC 5) at the beginning of each encounter or begin frightened, as per <i>fear</i> spell. The character can attempt a new save at the end of each turn to act normally for the rest of the encounter.
56-65	Severe hallucinations. Tactical disadvantage on ability checks and attack rolls.
66-80	Maniac. At the end of each turn in combat, the character must make a Sanity save (DC 10) or go berserk, as described above. The character and anyone attacking the character gain tactical advantage on attack rolls. The character can attempt a save at the end of each round to recover, and only goes berserk once per encounter.
81-90	Unable to cope. The character loses the ability to speak. He or she begins each encounter incapacitated, but can attempt a Sanity save (DC 10) at the end of each turn to shake it off and act normally for the rest of the encounter.
91-100	Stupor. The character is paralyzed and loses all volition, but can walk if led by another.

- Hearing or seeing a Great Old One at a distance (DC 10).
- Exposure to a profoundly abnormal alien environment (DC 15).
- Encountering a Great Old One (DC 15, double Sanity loss on failure).

Failed Sanity Save: When a character fails a Sanity save, he or she loses 1 Sanity and gains a temporary madness effect (see the Madness effects below). The temporary madness lasts 1d10 minutes, but the character can attempt a new Sanity save (DC 10) to recover at the end of each of his or her turns. (Failing saves to recover from madness does not cost additional Sanity.) If a character is exposed to multiple shocks in the same day, the effects of additional failures worsen; a character who fails a second Sanity save in the same day loses 1d4 Sanity, and a third (or subsequent) failed save costs 1d6 Sanity.

When a character fails a Sanity save and is reduced to 0 Sanity or less, he or she gains a persistent madness effect. At the beginning of each day, the character can attempt a new Sanity save (DC 10) to regain 1 Sanity and end the persistent effect. If the character fails three Sanity saves to recover from persistent madness, the duration extends to one month, after which he or she attempts a new save once per month to end the effect.

FOLLOWER COMBAT

Thule is a warlike land. Heroes often find themselves in the middle of pitched battles between barbarian war parties, crews of bloodthirsty corsairs, or squads of grim legionaries. This is especially true when PCs with the appropriate character narratives reach a level at which they can summon raids or command the services of an elite company of followers. So what happens when a group of PCs leading sixty or seventy screaming Nimothan barbarians attacks a slaver outpost manned by a hundred mercenary guards? This section presents a quick-and-dirty mass combat system that can help you decide.

STEP 1: DETERMINE SIDES AND SURPRISE

Decide which force is attacking and which is defending. If it's not clear, both sides are attacking, and neither side gains any benefit from defensive terrain. The GM also determines if one side gains surprise.

STEP 2: COMBAT POWER AND BASE DAMAGE

To determine the **combat power** of a side, add up the total Challenge Rating of the combatants. Count

anything less than $\frac{1}{2}$ as $\frac{1}{2}$ and round fractions down. Do not include the PCs. Challenge Rating is a good measure of an individual creature's ability to both absorb damage and dish it out, so the total CR of a formation is a reasonable estimate of its strength. For example, if a PC is leading a raid of 75 tribal warriors (CR 1/8) with a tame tyrannosaurus, the war party has a combat power of 37 for the warriors and 8 for the tyrannosaurus, for a total of 45.

The **base damage** inflicted by a warband each round is equal to 20 percent of its current combat power, rounding down to the nearest whole number (minimum 1). In the example above, the base damage for a war party of 75 tribal warriors and their T Rex is 9 (45 times 20 percent).

STEP 3: RESOLVING COMBAT

At the end of each round of combat, after you have resolved the actions of the PCs and any monsters or villains they're handling in person, resolve one round of follower combat. The attacking and defending forces make an opposed **battle roll** (d20); the side with the higher result "wins" that round, and deals their base damage to the combat power of the losing side. The losing side deals $\frac{1}{2}$ of its base damage to the winning side. If the result is a tie, neither side takes any damage—the fighting was inconclusive.

Command: If a force has a clear commander and that commander spends his or her turn directing the battle, the commander can substitute a Charisma/Intimidation skill check for the battle roll. (Intimidate is a good way to measure how good a character is at demanding attention in a stressful situation, and characters who can easily gain training in Intimidation—for example, fighters, free blades, or ice reavers—tend to be the sort of characters you'd want to see as competent battle leaders.)

Terrain: Good defensive terrain—simple field fortifications or anything that impedes the attackers'

movement or provides defenders with cover—gives the defending side tactical advantage on its battle roll. Superior defensive terrain, such as fighting from fortress walls, not only gives the defending side tactical advantage on its check, but also reduces the damage the defenders take to half the attackers' base damage (if the attacking side wins that round) or none (if the defending side wins).

Surprise: If one side gains surprise, it has tactical advantage on its battle roll. The benefit of surprise lasts until the side with the advantage of surprise fails to win a battle roll, so it's possible that surprise might persist throughout a battle.

STEP 4: MORALE AND VICTORY

Few forces manage to stick it out to the bitter end. Each time a side loses a battle roll while it is at half or less its original combat power, make a **morale check**. Roll a d20; on a roll of 10 or better, the force succeeds. On a failure, the force's morale fails, and it breaks (see below). A commander may substitute a Charisma/Intimidation check for the morale check.

Elite followers (for example, the elite companies many character narratives provide) do not need to make morale checks. They do not retreat or surrender as long as the PC to whom they are loyal is still fighting. In fact, a PC can order them to remain behind and cover a retreat if necessary.

Break: When a force fails a morale check, it loses the battle. If possible, the force retreats. If retreat is not possible, the force surrenders. In rare cases when it's clear that surrender means certain death a broken force stands its ground and keeps fighting, but its battle rolls from that point forward are made with tactical disadvantage.

Total Defeat: When a warband is reduced to 0 combat power, it is completely defeated and the battle ends. Some members of the force may still live (see Tallying Losses), but they are scattered, badly wounded, disarmed, exhausted, or otherwise unable to keep fighting.



STEP 5: TALLYING LOSSES

Divide losses in a side's combat power proportionally among all participating groups of followers. In the earlier example, the tyrannosaurus accounted for 8/45 (or about 20 percent) of the PC raid's combat power. That means 80 percent of the losses hit the tribal warriors. If the raid sustained 16 damage to its combat power in winning its battle, 12 points of combat power loss goes to the tribal warriors, and 4 points to the dinosaur. Twenty-four tribal warriors are casualties, and the tyrannosaurus is about half-dead.

Casualties: Not all casualties are battlefield deaths. Of the individuals represented by "lost" combat power after a battle, you can assume that one-third are dead, one-third are badly wounded (half hit points), and one-third are unhurt but scattered. If one side retreats, half of the badly wounded and scattered casualties are left behind on the battlefield. Their fate is determined by the victors.

PLAYER CHARACTERS

In general, PCs do not participate in mass combat resolution. The best way to provide the players with the opportunity to participate in a bigger battle is to create one or more encounters for the PCs that take place within the battle. These encounters might be enemy leader groups, champions, or even batches of ordinary enemy combatants that the PC party can engage in normal combat. Build these "in-battle" encounters using the normal guidelines for encounter construction.

There are three exceptions to this rule of thumb:

A character who uses his or her action to command followers can serve as the force's commander, and make a Charisma/Intimidation check for the warband's battle roll. The character must be in a position to direct the battle (visible to most followers, for example).

Characters who direct their actions at the enemy force instead of their own immediate opponents may inflict casualties that reduce the enemy's combat power before the fighting for the round is resolved. For example, if a wizard uses a *fireball* spell to kill eight enemy warriors engaged in the surrounding battle, the enemy force immediately loses 4 combat power.

If the PCs defeat an enemy whose CR is at least half the average party level, their side gains a +1 on its battle roll this round. If a PC is reduced to 0 hp, the enemy side gains a +1 to its battle roll this turn.

INVADERS FROM BEYOND

New Campaign Arc

In Thule, invasions march on the sandaled feet of soldiers or they arrive by the arms of slaves plying the oars of warships. No one suspects that as each day passes an invasion of another kind silently creeps over Thule from the remote world of Yuggoth. Attracted to Thule by its magic and abundant resources, the mi-go have watched the world for countless ages. Perhaps the might of the Thule's first empires deterred them from expansion in the past, but that time is over. With the fey extinguished and Atlantis fallen, Yuggoth longs to colonize and dominate all of Thule.

The mi-go constructed an artifact on their faraway homeworld of Yuggoth that allows them to project their minds into Thulean bodies. In order to do this, mi-go agents first remove the brains of the Thulean hosts and replace them with a receptor fungus from Yuggoth. The artifact does the rest, projecting mi-go colonists into these second skins. To complete the deception, the mi-go transfer each Thulean's memories into the fungal brain and cover up the surgery. Their ultimate goal is to replace the leaders of Thule's most powerful city-states and gradually control the world.

This campaign arc is composed of a series of standalone adventures along the theme of the mi-go invasion. Each episode of the arc describes the mi-go goal followed by a potential hook to draw the PCs in, and the general scope of what each episode might entail. Prior to the conclusion the adventures can occur whenever you see fit, in the order you choose. They are presented below as a series of escalating threats. Since the mi-go invasion creeps steadily across Thule, this campaign arc works well interspersed among other adventures or as a series of related side quests that grows more urgent as the campaign unfolds. Furthermore, the mi-go don't invade from a single point, but scatter their invasion across the face of Thule. Therefore, the episodes of this arc can take place anywhere you please.

THE HEADHUNTERS

The mi-go replace the minds of a tribe of Phoori headhunters that worship them. In this guise the mi-go carry on the headhunters' activities, capturing more brains for the invasion. The characters become involved when a village on the outskirts of civilization falls prey to guerilla attacks from the headhunters of Phoor. Concerned for the stability of his territory, magistrate Gann Kho summons the PCs to deal with the savages by bringing him the head of their leader. The magistrate promises the characters wealth, favors, and anything else within his means, should they succeed and preserve his realm.

Adventure: Soon after the PCs arrive in the area the headhunters attack. The headhunters don't loot the village, but they take the severed heads of their fallen foes. The headhunter encampment lies in the swamp near the village. There the characters confront the small band and their chief, gathered among strange standing stones created by no mortal craft (a means of communication with Yuggoth for those who can activate it). None of the villagers' heads can be found. Stranger still, the headhunters' own heads show evidence of having been sewn onto their necks. If examined, the insides of their skulls contain a kind of shriveled fungal mass where their brains should be.

DREAMS OF FALLING FORTUNE

Cultists of Yga-Ygo cooperate with the mi-go to bring the aliens more capable puppets. The heroes catch wind of the plot when a strange rumor reaches their ears: Argo Ahsi, a wealthy and unscrupulous merchant, has found or won the Dreaming Ruby. The gem is a prize of such grandeur that all thieves dream of it, but none ever attains it. So great is the ruby's value it could

purchase virtually anything in Thule. Whenever the PCs sleep they dream of the gem, but until they visit Argo Ahsi's city the dream gem remains out of reach.

Adventure: Argo Ahsi is secretly a high cultist of Yga-Ygo, the Dweller in Dreams. He does not keep the ruby in the physical world but secrets it away in a dream, where it acts as a beacon to attract greedy fortune seekers to the city. Once the PCs are in the city, they dream of the gem the first time they rest. In this vision they can venture to Argo Ahsi's dream palace, a magnificent structure built with alien stonework in a strange realm among the stars (this realm is a dream reflection of Yuggoth, and the stone resembles that of the standing stones in the Headhunters episode). There, inside the dream, they face the gem's guardians: Argo Ahsi's dream-seekers and other strange creatures of the dreamscape (you might use aberrant creatures and those with psychic abilities).

While the PCs are in the dream palace, the dream-seekers can divine their whereabouts in the city. Mi-go assassins inhabiting the stitched-on heads of former fortune seekers—or possibly animals or horrific monsters like those from the Great Hunt episode—attempt to ambush the sleeping PCs and take their heads. Defeating the would-be assassins reveals the same phenomenon as with the Phoori: brainless heads, empty but for a shriveled fungus.

If the PCs confront Argo Ahsi in his real palace they discover a shrine to Yga-Ygo, filled with comatose cultists as well as several decapitated bodies. If the PCs manage to capture the priceless ruby from the dream they awaken with it in the physical world, but soon discover it is as much a curse as it is a blessing, for a priceless ruby can hardly be sold, and every night it acts as a beacon in the dreams of fortune seekers intent on killing the owners and taking the gem for themselves.

THE LOST CHILDREN

The mi-go begin to colonize Thule's villages, but a disease impedes their expansion. The PCs discover this when they stumble upon a remote tribal village on their way to or from Thule's wildest regions. The village is inhabited solely by children.

Adventure: The children claim that the adults have all been possessed by evil spirits. By night the adults attack the village stockade in disorganized waves while the children fend them off. By the light of day the children hunt them in the forest, armed with bows and spears. Some of the children try to save their parents, but the feral creatures always attempt to crush the skulls of the children and devour their brains. In truth the tribe's adults were all infiltrated by mi-go but the transplants went awry and the mi-go went mad. The reason for this is a rare, lewdly-shaped fungus called the gray dalliance, unique to this region; its spores attack the mi-go fungus in the heads of their



hosts. Whether or not the PCs draw this connection, they can complete the adventure by dispatching the fungus-mad adults. The gray dalliance fungus only thrives in this environment, but even when dried and crumbled, mi-go possessing humanoid hosts react to it as if allergic, a potential tool for the PCs to use (within reason) when detecting the mi-go.

ONE OF US

At this point, the mi-go perfect their brain replacement surgery. They subtly take over entire populations by targeting specific authority figures for replacement. The PCs encounter this horrific plot when a personal connection (friend, family, patron, ally, or even a king) important to one or more of the characters sends a messenger bearing a cryptic request for aid. The message hints at being watched by a cult, not having much time left, and not knowing whom to trust. The setting should be a civilized area of any size—a small village or large city appropriate to the campaign.

Adventure: When the PCs arrive to investigate, the city seems cleaner, more orderly, suspiciously idyllic and free of problems. There is new stonework of solid design but strange architecture. At first the PCs' contact cannot be located, giving the PCs free reign to investigate. Whenever they inquire about their contact's whereabouts, they receive casual explanations from the inhabitants. When the PCs rest, they are watched. Their contact turns up the following day, apologizes for the alarm, and dismisses the matter, assuring them it was trivial. Elaborate on the unfolding situation as you wish, adding eerie occurrences, giving the citizens strange ticks, behaviors, or waking/sleeping hours.

Once the PCs enter the town they will not be allowed to leave, as the mi-go have replaced almost everyone in positions of power. The mi-go now hide their brain surgery subtly in the hairline at the back of the head, and otherwise appear as normal people. They wait for the PCs to let their guard down (likely at night) and ambush them. The PCs complete this adventure when they escape the town or destroy it.

THE GREAT HUNT

The mi-go see no reason why their techniques couldn't be used with a variety of terrestrial subjects beyond humans. They establish a laboratory to house their wildest experiments, creating a menagerie of half-human monsters. The heroes are drawn into this latest plot when the famous hunter Uthar the Tiger approaches the PCs (and other bands of capable hunters, rogues, and mercenaries) with a wager: After contributing a share of treasure to the pool, whichever party can capture or slay the mightiest or most unique beast wins a princely sum from the other contestants, and the right to the prestigious title, the Fang of the Starcrowns.

Adventure: The hunters try to sabotage one another on the expedition as each competes to locate and capture a prize beast. The tracks of strange creatures lead into the Vaults of Khor deep within the mountains. There the PCs discover a mi-go laboratory where monstrous half-human experiments inhabited by mi-go minds roam free among other horrors from beyond the stars such as nightgaunts, moon-beasts, and star-things. Here too can be found the plans for replacing minds with fungal growth and the key to the mi-go invasion. Defeating one of these beasts will surely win the contest for the PCs . . . even if the subject is still half-human.

CONCLUSION: VOYAGE TO YUGGOTH

On Yuggoth, hordes of mi-go lie dreaming in terrible vaults, their minds engaged in controlling their chosen guises in Thule. When the characters discover conclusive evidence that many or most of Thule's leaders have been replaced by mi-go, the final step is clear: Somehow the mi-go must be stopped, or all of Thule will fall under their control. To stop the mi-go the PCs must find a way to travel to Yuggoth and destroy the device that allows the mi-go to take over the bodies of Thuleans.

Adventure: When a human mage reverse-engineers the process that mi-go use to inhabit Thuleans, the PCs gain the ability to travel to Yuggoth in the shapes of mi-go. Their new bodies can tolerate the conditions of the alien world. On Yuggoth they must infiltrate the mi-go civilization just as the mi-go infiltrated Thule. Here, facing alien creatures and aided by strange advanced technologies, they can destroy the device, freeing Thule from mi-go influence.

NEW ORGANIZATIONS

Cabals and conspiracies with the ability to influence events across a continent are rare indeed in this era of history. The city-states of Thule are too fiercely independent, and the tribes of the interior too savage and unruly, for most human power groups to impose their will on people more than a few days' travel from their strongholds. But while it is true that few secret societies manage to make themselves influential throughout the entire continent, it's also true that many of these hidden power groups are almost completely unknown outside their home regions. New threats are constantly gathering in the far corners of Thule, just waiting to be discovered by bold (or unlucky) heroes. Two such groups worthy of more attention are the Pride of Nergal and the Pale Hand.

THE PALE HAND

The strange, grim people known as the Hyperboreans are rarely encountered in this day. Once they dwelled in the isles of the utter north, lands legendary for their fantastic beasts and eerie wonders. Long ago the polar ice swallowed Hyperborea and destroyed the mysterious Hyperborean civilization, or so the sages and storytellers of Thule believe. The tale is true enough, but one last evil remnant of the ancient Hyperborean civilization lingers still: the secret brotherhood known as the Pale Hand.

The Pale Hand is a circle of evil warlocks devoted to the powers of ice, darkness, and destruction. Formerly the high lords and princes of their people, the brothers of the Pale Hand chose to ally themselves with the Great Doom, the malevolent polar spirit that threatened their lands. With their dark rites and sinister spells they hastened the coming of the ice—and now that Hyperborea and Nimoth have fallen to the endless winter, the Pale Hand warlocks chant new spells in their frozen castles to bring the same terrible doom down upon the continent of Thule.

A Pale Hand agent might be a Nimothan pirate magically enslaved by one of the warlocks, a Hyperborean sword-for-hire engaged in arcane skullduggery, or a conjured hezrou or vrock dispatched to retrieve an object of interest. Few heroes or freeblades who run into a Pale Hand agent succeed in tracking the servant's activities back to its master. Even if heroes fighting the Pale Hand come to know the identity of the enemy they face, the leaders of the Pale Hand are almost impossible to reach—their towers and keeps are hidden in arctic wastes, hundreds of miles from any lands inhabited by humans.

PRINCES OF THE PALE HAND

The Pale Hand numbers only a dozen or so members, who take the title "prince." Each is a warlock of greater or lesser power, sworn to serve their joint

purpose of bringing endless winter down upon Thule—and after that, all of the Earth. The Pale Hand princes in turn rule over their own strongholds. Some are the masters of their ancestral keeps, and command loyal households of kin and servants. Others rule over only slaves and monsters, or even dwell alone in the icy desolation. The princes rarely gather, and ignore each other for the most part. There is little point in jockeying for favor or position when each prince reigns over a waste of ice as vast as a kingdom. A prince's primary aspiration is to be the last survivor at the end of all things, and so each pursues the Pale Hand agenda in his or her own way.

The Ur-Prince, or leader, of the Pale Hand is a gaunt and hateful man named Khuuth dra Mauv. Ur-Prince Khuuth is centuries old, and reigns over a frigid castle where he is served by a host of demonic spirits. He rules over the others only by virtue of his royal bloodline, and the other princes give him only perfunctory obedience—Hyperboreans respect ancient forms, and from time to time they expect Ur-Prince Khuuth to summon them to renew their oaths of fealty. However, the Pale Hand prince most often seen in Thule is actually a princess, the sardonic Ydril ze Omun. Princess Ydril visits the northerly ports from time to time in a white trireme whose rowers are never seen, trading rare jewels seen nowhere else in Thule for Thulean artifacts or odd mystic reagents, such as the feathers of an archaeopteryx or the fangs of a giant viper. While Ydril is the only member of the Pale Hand to travel openly in Thule, most of her colleagues command agents or spies (often supernatural) to study developments and search out opportunities.

PALE HAND PLOTS

Most sinister organizations in Thule desire power and dominion—their goal is to bring Thule under their sway and rule it, openly or in secret. The goal of the Pale Hand, on the other hand, is destruction. The princes pursue this goal through direct magical attack, using their powers to send harsh winters, blight summers with unseasonable frost, or lure monsters of the icy wastes to plague the land. Cities such as Beothoe and Hurhun were weakened before their falls by Pale Hand efforts; today, Akal-Amo, Droum, and Nim are coming under Pale Hand attack, although no one yet realizes it. The Pale Hand warlocks also despise Atlantean science, seeing it as a tool that might be turned against their cold theurgy, and do what they can to locate and destroy Atlantean lore.

THE PRIDE OF NERGAL

Strong of resolve and discipline as the bronze that covers its warriors from head to foot, the Pride of Nergal is a military brotherhood hungry for the glory of conquest and the riches of plunder. An army of

mercenaries and opportunists in search of a war, the Pride owes its first allegiance to Nergal. The Lord of Battle's creed emphasizes conquest and subjugation, and his symbol—the snarling lion—the Pride displays upon their helmets, shields, and armor. The Pride of Nergal harbors no scruples against whom they make war, except that they refuse to fight against the interests of Lomar, since the lion's share of the Pride is comprised of Lomari citizens and their slaves.

It is said in Thule that a Lomari warrior is worth five Kalays, three Nimothans, or even two Atlanteans. Whether or not this is true, most Thuleans believe it; as evidence they need look only as far as the charred, toppled walls and barren fields of Hurhun, or speak to one of the multitude of starving paupers in defeated Droum, shackled in heavy tribute to Lomar after their inglorious defeat. Thuleans perceive Lomari warriors with equal parts awe, dread, and hatred, and the Pride of Nergal carefully exploits this reputation. They extort protection from wealthy merchants as “taxes” or “imperial duties,” win thrones or crush rebellions for despots in exchange for lands of their own to rule, and organize legions to invade and subjugate new lands, extending their reach each year.

Brutalizing Thule as masterless warriors may seem to run counter to the fiercely honorable culture of Lomar, but the Pride is a thoroughly Lomari organization. For over a hundred years, the City of Triumphs expanded by conquering neighboring lands. However, Lomar's history of brutal conquests and harsh victory terms made the kings of Thule defensive, wary, and more eager to set aside their differences in the interest of allegiance against Lomar. Thus for the past two decades Lomar's conquests have been stymied with inconclusive wars. The Emperor refused to engage in wars that Lomar might lose, and so Zosheer's bell remained silent and Lomar's armies remained close to home. As the monuments in Triumph Square rusted with the years, Lomari veterans reflected upon their days of former glory while their sons restlessly yearned to prove their mettle in battle.

Ambitious nobles, merchants, and priests of Nergal in Lomar's upper echelons contrived a solution: If the city of Lomar could find no war to fight, there was no reason why individual warriors couldn't seek their own wars and make their own conquests. Various martial societies and elite brotherhoods formed with different objects of conquest in mind, most acting with the tacit approval of the Emperor. The Pride of Nergal is the largest and best-organized of these societies, and they have set themselves the goal of ringing the Inner Sea with Lomari steel. In this way Lomar expands its influence across the map, conquering lands and dominating trade routes hitherto inaccessible to them. The members of the Pride gain the opportunity to win themselves glory and riches, while Lomar's economic and military power grows with each success.

LOST ISLE OF THALAS

Adventure Site

A mysterious isle in the Atlantean Ocean a hundred miles south of Thule, Thalás was a thriving colony of the Atlantean Empire, a center of culture and trade. Now all that remains of the sprawling city is an acropolis where the Atlanteans constructed a magnificent temple to Asura. All the rest, like Atlantis itself, is lost beneath the waves. The histories tell of a wealthy and decadent society; the people of every land spoke of the pleasures of Thalás, of its four mighty colossi, its courtesans, the spectacles of its theatre, and the riches that could be won in trade.

In its days of grandeur, Thalás's ships patrolled the sea lanes, exchanging wares with Katagia, Orech, Quodeth, and older, now forgotten, lands. The flowers known as Asura's Kiss grew wild on the hillsides, their petals the colors of the dawn. The sweet nectar of the kiss was a potent opiate, and honey cultivated from Thalás's slopes made a mead that inspired heady hallucinations. Of all the Atlantean cities, Thalás had the richest culture. Some say that the art of theatre was born there; fragments of the *Tragedy of the Crimson Prince* and the *Fall of Imystrahl* are all that survive of this legacy.

Warlords ruled Thalás in its early days; the last of these was Prince Ardos the Stoic. When the Atlantean emperor summoned Ardos to lead a fleet in the war with Quodeth in 1451, Ardos appointed his brother Breon as regent in his absence. As Ardos departed he swore that Thalás would never fall as long as he lived. This proclamation caused no end of trouble. Long after Ardos's ship was lost at sea the people of Thalás anticipated his return, and rumors of his supposed exploits took the shape of legends. Breon dutifully ruled Thalás in his brother's stead. Lacking the true prince's authority, he found it difficult to pass measures to manage the city. Instead he made small changes, gradually abolishing the monarchy in favor of a council elected from the families of Thalás. On the pinnacle of Thalás he built a temple to Asura, an observatory, and a theatre, overshadowing his brother's stately palace.

Despite the more even distribution of power he implemented, Breon was disliked and called usurper. He brought trade but no conquests; he built ships but did not expand the empire's territory. Rumors spread that he was a sorcerer who had transformed his brother into a fish and flung him into the sea. In the tenth year of his regency, Atlantean nobles assassinated him in the theatre. As the nobles squabbled for control of Thalás, legend has it Breon's mutilated corpse rose from the dead to accuse his assassins before the council, and that they were subsequently tried and executed. Whether or not the story is accurate, it is certainly true that Breon established a strong system of governance in Thalás before he, like his brother, departed.

CAMPAIGN TOOLS

The reasons why Thalás sank beneath the sea with Atlantis are a mystery, yet a legend remains: In the darkness of the dawning world, as Asura gathered firewood to kindle the sun, four virtuous titans accompanied the goddess as her champions. Their names were Truth, Strength, Honor, and Nobility. They competed constantly for her affections, and their quarreling shook the earth. Weary of their bickering, Asura removed her mantle and cast it over the ocean to see which one would catch it. All four scrambled into the sea to retrieve it, and they held the garment over their heads just above the water.

“Let he who is the most faithful remain here until all the rest have given up,” Asura told them. “That one shall return my garment whole and untrorn, and he shall I choose as my consort.”

Not to be outdone by his fellows, the titans held the goddess’s stray garment above the water for many thousands of years, and a fair and lush land, called Thalás,

grew on top of it. But when Atlantis fell, the titan called Nobility departed to aid the empire. The others sank beneath the weight of the burden, and the titans and much of the isle they supported descended into the sea. Beneath the waters they still hold fast, in competition to the last, to become the greatest of virtues.

THE THALASIAN ACROPOLIS

The parts of Thalás that the ocean did not devour, the jungle overran, turning up the paving stones of the plazas and pulling down its disintegrating walls with vines and creepers. However Thalás’s cultural and religious center still stands upon the pinnacle of the isle. This is where the Atlanteans built their temples, their theatre, and their watchtower. The rest of Thalás is an undersea ruin buried in the murky deep.



1. Gates of Asura (submerged): A brick-paved path leads from the submerged ruins of lower Thalasia to the bronze gates of its acropolis. The gates complete equal halves of a rising sun, its rays forming the bars that connect the upper halves of the gates. Coral and kelp grow in the two sunken plazas that extend from the gates, and next to these squat two wide round buildings. In one of these, hammers lay in the underwater gloom beside sheets of precious metal, and ancient coins stamped with the crown of Asura glimmer beneath the silt. In the other, stacks of various weights and measures lie in ordered piles.

2. Palace of Ardos: A small palace, once overlooked the island from the hill, its floors tiled with mosaics, its walls painted with frescoes of Atlantean life, and its roof crowned with a marble dome. This ruin is all that remains, parts of which have fallen into the sea. The island breeze laments in its halls.

3. Council House and Plaza of Virtues (submerged): Marble statues of proud titans face one another across this plaza, in the center of which stands a fountain sculpted in the likeness of the goddess Asura facing east, carrying a bundle of kindling. The names of the titans—Truth, Nobility, Strength, and Honor—are inscribed upon the pedestals at their feet. Beside the plaza stands a building decorated with reliefs of kings and triumphant heroes. Inside the hall, immense pillars rise almost to the surface of the water.

4. Agora/Marketplace: The path leads up from the submerged lower city and onto dry land. Here lies a broad paved area that once served as a public gathering place and thriving market plaza, now mostly overgrown by the jungle. Besides the theatre and temple, three other buildings adjoin the marketplace in various states of disrepair. To the north stands a luxurious, columned structure with a bath or spring at its center, as well as tiled floors and wall frescoes depicting Atlantean banquets and festivals. On the northeast hill, Ardos's Tower looks out over the waves. Symbols of various Thulean gods—as well as several unidentifiable icons—decorate the chambers of the southern structure, where a series of stalls divides the area into smaller portions like an indoor market.

5. Theatre and Odeon: The tiers of the Thalasian theatre rise level by level. A row of columns separates the audience from backstage where old theatrical masks hang, and frescoes of ancient Atlantean tragedies including the *Sersidyen Cycle*, the *Chimerae*, *Evenor the King*, and several others paint the walls. Connected to the theatre to the north is the odeon. The roof remains intact, and any sound uttered within it flits among the columns, resonating throughout the chamber in strange, seemingly random echoes.

6. Pillars of Sacrifice: Two colossal stone pillars loom above the water. Unlike the rest of the architecture on the isle, this stone is roughly hewn. A crude stone slab stands beneath them, carved with reliefs, scratched and darkened with stains.

7. Temple of Asura: Atlanteans were not known for their piety, and some say that the gods smote their empire for the sin of their pride; yet on Thalasia Asura's temple still gleams in the dawn, immaculately preserved despite the ravages of time and the succession of changing inhabitants on the isle. Beyond a quiet forest of tall columns a massive flight of stairs ascends to the high platform of the oracle. The narcotic flower called Asura's kiss blooms on the hillside in the colors of the dawn.

8. Thalasian Tombs: This sunken plaza once held the monuments and tombs of Thalasia. Now stony sentinels garbed in silt and seaweed stand silent watch over sarcophagi carved in the likenesses of proud Atlanteans.

9. Breon's Observatory: A tall, slender tower peeks above the treetops. Etched diagrams of constellations illustrate its walls. On the floor, mystical symbols and overlap in dizzying patterns. More recent marks appear in faded chalk above these, and dried blood fills some of the lines upon the floor.

10. New Village: On a small peninsula apart from the old Atlantean buildings, rough temporary structures of wood and reeds cluster together near makeshift docks and the crashing surf. Several simple wooden huts slump beside well made longhouses crafted with far greater skill.

BESTIARY OF THULE

Monsters, villains, and Things that Should Not Be lurk in the hidden places of the primeval continent. Some are mundane foes armed with nothing more than natural ferocity or human ambition, but others are supernatural threats of appalling power.

CHIMERA, THULEAN

This powerful beast has the body of a lion and large, leathery wings. Curling ram's horns sprout from its leonine head, and its tail is a long, scaly serpent's body, complete with fanged, snapping jaws.

Many of Thule's dangerous creatures are perfectly natural (if large and fierce) beasts, but others are supernatural—crossbreeds, hybrids, or monstrosities born from corrupted nature or bred in alchemical laboratories by inhuman mages. Some of the most fantastic and impossible monsters of later myth are in fact the dim memories of terrors that stalk the jungles of Thule. The strange monstrosities known as chimeras are one example. Like many other subjects of legend, Thulean chimeras live up to the wild tales told about their kind in some regards, and differ significantly in others. Chimeras in myth are often depicted as having three heads—a lion, a dragon, and a goat—but Thulean chimeras actually have only one, a lion-like head crowned

by large horns. Their tails, however, are large, venomous serpents. No one knows how or where chimeras were first bred, but over the centuries a small number of these supernatural predators have spread across the primeval continent. They lurk in shadowed valleys and vine-covered ruins, creatures of low, wicked cunning with bellies gnawed by insatiable hunger.

Chimeras are exceptionally fierce and ill-tempered combatants, throwing themselves into battle with a flurry of bites, gores, claw swipes, and even venomous spittle. They lash out with claw, bite, or fang against anything nearby, but are clever enough to seek to weaken large or dangerous prey with flyby attacks, spitting venom or raking with claws before landing to finish off their prey. Only the boldest of hunters dares to face such a foe.

THULEAN CHIMERA CR 7

CE Large monstrosity XP 2,900

Senses darkvision 60 ft., average Perception 12

Languages Urgan

BASE STATS

AC 15 (natural armor)

hp 123 (13d10+52)

Speed 40 ft., fly 60 ft.

ABILITY SCORES

Str 21 (+5), **Dex** 14 (+2), **Con** 19 (+4)

Int 4 (-3), **Wis** 14 (+2), **Cha** 13 (+1)

TRAITS

Multiple Heads The chimera gains tactical advantage on Wisdom/Perception checks and on saves against being blinded, charmed, frightened, or stunned.

Chimera Charge If the chimera moves at least 10 feet and then hits the target with a gore attack, the target takes an extra 1d8 damage and must make a Str save (DC 16) or be knocked prone. If the target falls prone, the chimera gains a bonus action to make a bite attack against it.

Wild Flyer Enemies suffer tactical disadvantage on opportunity attacks against a flying chimera when it moves out of their reach.

COMBAT ACTIONS

Multiattack The chimera attacks twice with its claws, once with its bite or gore, and once with its serpent fangs or venomous spit.

Claw (melee weapon) *Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d6+5 slashing damage.

Bite (melee weapon) *Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+5 piercing damage.

Gore (melee weapon) *Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+5 bludgeoning damage.

Serpent Fangs (melee weapon) *Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d6+5 piercing damage, and if the target is a living creature, it must make a Con save (DC 16). On a failed save, it takes an additional 2d8 poison damage and is poisoned for 1 minute. On a successful save, it takes half damage.

Venomous Spit (ranged weapon) *Attack:* +8 to hit, range 30 feet, one target. *Hit:* The target must make a Con save (DC 16). On a success, it takes 2d8 poison damage. On a failure, it takes 4d8 poison damage and is poisoned for 1 minute.

COMBAT REACTIONS

Chimera Fury (Recharge 4+) When an enemy hits the chimera with a melee attack, it reacts with a random attack against the triggering enemy. Roll d6: 1-2, claw; 3, bite; 4, gore; 5, serpent fangs; 6, venomous spit.



MANTICORE, THULEAN

This fearsome creature has a lion's body, a human-like head, and powerful vulture-like wings. Its wide mouth is filled with three rows of sharp fangs, but its most frightening aspect is a huge, segmented scorpion tail and deadly sting.

The Thulean manticore is a wicked man-eater that delights in acts of malice, great or small. Its bestial nature drives it to kill and consume any weaker creature that crosses its path, but the manticore's hateful spirit leads it to prize above all others the flesh of other thinking creatures—prey with the capacity to know dread and despair when the manticore strikes. Its love of cruelty for cruelty's sake means that the manticore is inclined to toy with its prey, often engaging in false banter with those it intends to kill, and sometimes feigning disinterest (or even helpfulness) to savor the delicious moment of betrayal to come. Few creatures have such an evil reputation.

Manticores are thankfully rare beasts, and are most often found in or near old rakshasa places of power. Their evil race was bred thousands of years ago by powerful sorcerer-rajass to serve as guardians or living instruments of terror. They live for centuries, and few die of natural causes. All manticores are male—the creatures do not reproduce in any normal sense, but when a manticore dies, a new manticore sometimes spawns from the remains a few days or weeks later, and swiftly grows to adult size. Newly born manticores have no memories of their forebears, and are completely new individuals (although they often go to some lengths to discover who or what killed their “parent,” so that a suitable punishment can be arranged).

With a long lifespan and an evil curiosity about things that other creatures want, need, or fear, a manticore often picks up strange secrets or odd tidbits of lore. Of course, convincing a manticore to share what it knows without devouring the asker is tricky at best.

THULEAN MANTICORE

CR 9

NE Large monstrosity

XP 5,000

Senses darkvision 60 ft., average Perception 16

Languages Giant, Rakshasa, Low Atlantean

BASE STATS

AC 17 (natural armor)

hp 152 (16d10+64)

Speed 40 ft., fly 60 ft.

ABILITY SCORES

Str 22 (+6), **Dex** 19 (+4), **Con** 18 (+4)

Int 10 (+0), **Wis** 15 (+2), **Cha** 16 (+3)

TRAITS

Saves Dex +8, Con +8, Wis +6, Cha +7

Skills History +4, Perception +6, Stealth +8

Immune frightened


Unnatural Quickness The manticore rolls two initiative dice. It acts normally on the higher roll. On the lower roll, it can move or take one action. If the manticore takes damage or must make a save during its turn (for example, ongoing damage from poison, or the opportunity to attempt a save to end an effect) these effects are resolved on its first turn each round.

COMBAT ACTIONS

Multiattack The manticore attacks twice with its claws, once with its bite or grinding teeth, and once with its sting.

Claw (melee weapon) **Attack:** +10 to hit, reach 5 ft., one target. **Hit:** 1d10+6 slashing damage.

Bite (melee weapon) **Attack:** +10 to hit, reach 5 ft., one target. **Hit:** 3d6+6 piercing damage.

Grinding Teeth **Attack:** special, reach 5 ft., one weapon or shield wielded by a creature. The wielder must make a Str or Dex save (DC 16). On a failure, any normal item is destroyed. A magical item is not destroyed, but is instead wrenched away and flung 1d6 × 5 feet in a random direction.

Sting (melee weapon) **Attack:** +10 to hit, reach 10 ft., one target. **Hit:** 2d6+6 piercing damage, and if the target is a living creature, it must make a Con save (DC 16). On a failed save, it takes an additional 6d8 poison damage and is poisoned for 1 minute. On a successful save, it takes half damage.

Roar (Recharge 6) Each enemy within 60 feet must make a Wis save (DC 15) or become frightened for 1 minute. An affected creature can repeat the save at the end of each of its turns to end the effect. If a creature's save succeeds, it is immune to the manticore's roar for 1 day.

THE PALE HAND

A secret cabal of Hyperborean warlocks and champions, the Pale Hand serves a terrible and inhuman master: the demonic spirit or malignant fate that is slowly crushing the lands of the far north beneath eternal winter. They are the last vestige of the sorcerer-princes who once formed the ruling elite of lost Hyperborea. When the Great Doom came upon their homeland, these cynical or cowardly lords chose to ally themselves with the force that destroyed their people and their culture, buying their own survival with the betrayal of their former empire. Now the Great Doom hungers to bring Thule under its icy dominion and the Pale Hand plots to feed more cities and human lives to the glaciers, preferring to rule over a polar wasteland than give up their longing for power.

Pale Hand agents are rare in Thule, and those who do journey to the primeval continent are often taken to be grim mercenaries with a knack for dark magic or mistaken for strange merchants dealing in the lost treasures of the north. They work to assassinate or corrupt priests of wholesome gods or influential nobles, unleash monsters in unsuspecting lands, or steal artifacts and other magical items that might be used to resist the coming darkness.

Ancient pacts and sinister magic bind many creatures of the polar waste to the Pale Hand. Hungry predators such as remorhazes or polar bears rarely

trouble servants of the Pale Hand, and intelligent creatures such as yetis or gnoph-keh often ally with them (although frost giants fought many wars against Hyperboreans long ago, and harbor an old hatred for the Pale Hand).

PALE HAND REAVER

Standing almost seven feet tall, this tall, thin human warrior is strikingly pale, with whitish-blond hair and eyes of light blue. He wears fantastically baroque armor, and wields a sword in one hand and a wand in the other.

PALE HAND REAVER CR 10

LE Medium humanoid (human) XP 5,900

Senses average Perception 12

Languages Nimothan, Low Atlantean, Auran

BASE STATS

AC 16 (none)

hp 127 (15d8+60)

Speed 30 ft.

ABILITY SCORES

Str 16 (+3), **Dex** 13 (+1), **Con** 18 (+4)

Int 13 (+1), **Wis** 14 (+2), **Cha** 19 (+4)

TRAITS

Saves Str +7, Int +5, Wis +6, Cha +8

Skills Athletics +7, Arcana +5, Investigation +5, Deception +8

Resist cold

Arcane Champion When the reaver uses its action to cast an at-will spell, it gains a bonus action to make one weapon attack. The reaver does not suffer tactical disadvantage for making a ranged attack in close combat.

Spells The reaver is a 7th-level caster. Its spellcasting ability is Charisma (save DC 16, +8 attack).

At Will: chill touch, mage hand, true strike

1st level (4): color spray, fog cloud, shield

2nd level (3): hold person, invisibility, suggestion

3rd level (3): gaseous form, sleet storm

4th level (2): dominate beast, ice storm

Equipment breastplate, longsword

COMBAT ACTIONS

Multiattack The reaver attacks three times with its sword.

Longsword (melee weapon) *Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+3 slashing damage and 2d8 cold damage.

COMBAT REACTIONS

Spell Parry The reaver adds 2 to its saving throw against one magical attack that allows a saving throw. If the magical attack affects only one target and this makes a save succeed that otherwise would have failed, the reaver redirects the attack against a target of its choice within 30 feet.

Reavers are the footsoldiers and elite bodyguards of the Pale Hand. They are few in number, and it's rare for more than one or two to be in the same place at the same time. Instead, a Pale Hand reaver engaged in a mission of importance relies on hired help—for example, berserkers, veterans, or gladiators paid well for their loyalty.



SNOW WEIRD

A swirling gyre of wind-driven snow seems to hover in the air, but the air is otherwise still.

SNOW WEIRD CR 9

NE Large elemental XP 5,000

Senses average Perception 11, darkvision 60 ft.

Languages Auran

BASE STATS

AC 14 (none)

hp 119 (14d10+42)

Speed 40 ft., fly 60 ft.

ABILITY SCORES

Str 15 (+2), **Dex** 18 (+4), **Con** 17 (+3)

Int 8 (-1), **Wis** 13 (+1), **Cha** 8 (-1)

TRAITS

Immune cold, poison; exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Vulnerable fire

Invisible in Snow The snow weird is invisible in snowy or icy environments.

Snow Form The snow weird can move into enemy spaces and remain there. It can move through an opening as small as 1 inch wide without squeezing.

COMBAT ACTIONS

Multiattack The snow weird makes two slam attacks.

Slam (melee weapon) *Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+4 bludgeoning damage and 2d8 cold damage.

Blizzard (Recharge 4+) Each creature in the snow weird's space must make a Strength save (DC 15). On a failure, a target takes 4d8 cold damage, and is blinded and deafened until the end of its next turn. On a success, the creature takes half damage and is neither blinded or deafened.

Snow weirds are vicious elementals that haunt the polar wastes. They are embodiments of the malevolent will of the Great Doom, and seek to freeze or scour any living thing they encounter that is not likewise a slave of endless winter. Pale Hand agents are often given enchanted silver whistles that can summon snow weirds to destroy their enemies—or terrorize their victims.

If you have access to the *PRIMEVAL THULE Player's Companion*, consider substituting ice magic spells such as *shivering cold*, *ice claw*, or *gelid fog* for the villains' prepared spells.

PRINCE OF THE PALE HAND

Extremely tall and thin, this pale human sorcerer has whitish-blond hair and eyes of steely blue. He wears dark robes of a baroque design, and carries a black blade marked with pale blue runes.

PALE HAND PRINCE CR 13

LE Medium humanoid (human) XP 10,000

Senses average Perception 16

Languages Nimothan, Low Atlantean, Auran

BASE STATS

AC 15 (*mage armor*)

hp 127 (17d8+51)

Speed 30 ft.

ABILITY SCORES

Str 11 (+0), **Dex** 14 (+2), **Con** 17 (+3)

Int 14 (+2), **Wis** 13 (+1), **Cha** 20 (+5)

TRAITS

Saves Dex +7, Con +8, Wis +6, Cha +10

Skills Arcana +7, History +7, Perception +6, Intimidation +10

Immune cold

Instant Simulacrum Once per day, the Pale Hand prince can use its action to cast *simulacrum* with no requirement for material components. The prince must be in a snowy or icy environment to use this ability, and the simulacrum created by this ability only lasts for one day.

Spells The Pale Hand prince is a 15th-level caster. Its spellcasting ability is Charisma (save DC 18, +10 attack).

At Will: *chill touch*, *mage hand*, *ray of frost*

1st level (4): *detect magic*, *fog cloud*, *mage armor*, *magic missile*

2nd level (3): *gust of wind*, *mirror image*, *levitate*

3rd level (3): *dispel magic*, *sleet storm*, *slow*

4th level (3): *dimension door*, *ice storm*

5th level (2): *cone of cold*, *conjure elemental*

6th level (1): *Otiluke's freezing sphere*

7th level (1): *finger of death*

8th level (1): *control weather*

Equipment robes, runescribed shortsword

COMBAT ACTIONS

Runescribed Shortsword (melee weapon) *Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6+2 slashing damage and 3d8 cold damage. A living creature that takes cold damage from the shortsword must make a Con save (DC 18) or be paralyzed until the end of its next turn.

A Prince of the Pale Hand is a formidable sorcerer, with the ability to marshal all the powers of winter against foes. If a Pale Hand prince suspects that battle is near, he uses *conjure elemental* or his Instant Simulacrum ability to provide himself with a suitable defender, perhaps in the semblance of one of the enemies he is about to fight.

THE PRIDE OF NERGA

The Pride of Nergal is a martial society founded by Lomari nobles, merchants, and priests devoted to the god of battle and dedicated to expanding Lomar's military presence throughout Thule. Clad in bronze armor engraved with the lion of Nergal, and armed with spears, shields, and Lomar's fearsome reputation for conquest, the warriors of the Pride seek to subjugate Thule by conquest, trade, or plunder.

BRONZE LION

The white scars of arrow, sword, and spear inscribe an epic of battle across the dark skin of this Lomari warrior. The lion upon his cuirass and shield roars a silent challenge, echoed in the warrior's proud eyes.

BRONZE LION CR 5

N Medium humanoid (human) XP 1,800

Senses average Perception 10

Languages Lomari

BASE STATS

AC 20 (bronze cuirass, shield)

hp 91 (14d8+28)

Speed 30 ft.

ABILITY SCORES

Str 16 (+3), **Dex** 14 (+2), **Con** 15 (+2)

Int 11 (+0), **Wis** 11 (+0), **Cha** 10 (+0)



TRAITS

Saves Str +6, Con +5

Skills Athletics +6, Intimidation +3

Formation Tactics When the Bronze Lion fights beside another Bronze Lion, it gains a +1 bonus to melee weapon attacks and a +1 bonus to all saving throws.

Stationary Fighter If the Bronze Lion does not move on its turn, its melee weapon attacks deal one extra die of damage.

Equipment spear

COMBAT ACTIONS

Multiattack The Bronze Lion makes 2 spear attacks.

Spear (melee weapon) **Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 1d6+3 (or 2d6+3) piercing damage.

Lomari citizens form the rank and file of the Pride. Each Bronze Lion buys his own armor, which he pays to have decorated with the lion of Nergal. The snarling lions depicted on the Pride's helms and shields, paired with the Lomari reputation for ferocious conquest, make them the most intimidating—and therefore the most respected—professional soldiers in Thule. Though the Bronze Lions don't operate under direct command of Lomar's Emperor, they exemplify the Lomari philosophy of battle and martial conquest through their devotion to Nergal.

SCORPION HELOT

The lean figure wears a black leather cuirass etched with the snarling lion of Nergal. He carries a bow, a dagger, two quivers of arrows, and keeps his eyes respectfully lowered in the presence of free men.

SCORPION HELOT CR 3

N Medium humanoid (human) XP 700

Senses average Perception 14

Languages Lomari, variable

BASE STATS

AC 15 (leather cuirass)

hp 55 (10d8+10)

Speed 30 ft.

ABILITY SCORES

Str 14 (+2), **Dex** 16 (+3), **Con** 13 (+1)

Int 8 (-1), **Wis** 14 (+2), **Cha** 10 (+0)

TRAITS

Saves Dex +5

Skills Athletics +4, Perception +2, Stealth +5

Poisoned Weapon The Scorpion helot can use an action to apply poison to an arrow or dagger. The first creature that is hit by the weapon takes 4d6 poison damage and must make a Con save (DC 13) or become poisoned. At the end of the poisoned creature's turn, it can attempt a new save to overcome the poison.

Witch-killer When the Scorpion helot uses a weapon attack against a humanoid target with the *Spells* trait, it gains tactical advantage on the attack and deals an extra 1d6 damage.

Equipment dagger, shortbow, 40 arrows, poison

COMBAT ACTIONS

Multiattack The Scorpion helot makes two shortbow attacks.

Rapid Volley The Scorpion helot makes four shortbow attacks with tactical disadvantage.

Dagger (melee weapon) **Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 1d4+2 piercing damage.

Shortbow (ranged weapon) **Attack:** +5 to hit, range 30 ft./120 ft., one target. **Hit:** 1d6+3 piercing damage.

One in every five Bronze Lions brings a capable slave into the Pride's service when that slave shows promise of excellence in archery. Called Scorpion helots for the venomous sting of their arrows, they reinforce the Bronze Lions and hunt beside their masters, serving as messengers, scouts, spies, administrators, and assassins.

Scorpion helots are not trained in the "honorable" arms and armor of Lomari warriors, but with short, light bows capable of firing arrows in a continuous stream when necessary. The Scorpions are instructed with special care on the hunting of sorcerers and other magicians, and trained in the use of poison as a means to silence them effectively. Though highly valued by their masters, Scorpion helots know their lives are expendable and sacrifice themselves for their masters when commanded.

RED CHIMERA

This battlescarred giant wears a bronze lion helm adorned with curling horns. A lion skin hangs from its shoulders and its mighty thews heft a massive maul shaped like a ram's head.

RED CHIMERA CR 7
N Medium humanoid (human) XP 2,900

Senses average Perception 11
Languages Lomari, variable

BASE STATS

AC 14 (hide)
hp 112 (15d8+45)
Speed 30 ft.
Resist nonmagical weapons

ABILITY SCORES

Str 18 (+4), **Dex** 14 (+2), **Con** 16 (+3)
Int 9 (-1), **Wis** 12 (+1), **Cha** 17 (+3)

TRAITS

Saves Dex +5, Con +6, Wis +4
Skills Athletics +7, Intimidation +6, Performance +6
Gruesome Kill When the Red Chimera slays a living humanoid target, humanoid enemies within 10 feet of the Red Chimera must succeed at a Charisma save (DC 14) or become frightened of the Red Chimera for 1d4 rounds.
Melee Expert The Red Chimera's melee weapon attacks deal two extra die of damage (included in the attack). If its maul attack deals 15 or more damage against a target, the Red Chimera gains tactical advantage against that target until the end of the Red Chimera's next turn.

Equipment maul, pike

COMBAT ACTIONS

Multiattack The Red Chimera makes three melee attacks.
Crowd Attack The Red Chimera makes one maul attack against each enemy within its reach.
Maul (melee weapon) *Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4d6+4 bludgeoning damage.
Pike (melee weapon) *Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 3d10+4 piercing damage.

To bolster their units, the Pride purchases the biggest and best gladiators and pit fighters they can find. Clad in the hide of a lion and equipped with a stone maul or pike, a Red Chimera leads the charge into battle, clearing a path for the phalanx. As they

lay waste to their foes in the first moments of battle, the Red Chimeras use their gladiatorial showmanship to demoralize their enemy, making a bloody pulp of any that defy them. Like the double-headed beasts they take their name from they are dangerous from any angle, leaving broad red swaths of blood through crowds of foes. Veterans of a hundred battles, they shrug off blows that would slay lesser warriors.

LIONESSE OF NERGAL

The Lomari priestess's leonine features suggest a dark, forbidden beauty. Part woman and part animal, her cat-eyes dilate at sudden movements in eagerness to hunt and kill.

LIONESSE OF NERGAL CR 6

N Medium humanoid (human) XP 2,300
Senses average Perception 10
Languages Lomari

BASE STATS

AC 12 (robes)
hp 67 (15d8)
Speed 30 ft.

ABILITY SCORES

Str 12 (+1), **Dex** 14 (+2), **Con** 11 (+0)
Int 16 (+3), **Wis** 11 (+0), **Cha** 16 (+3)

TRAITS

Skills Deception +6, Intimidation +6, Persuasion +6
Spells The lioness is an 8th-level caster. Its spellcasting ability is Charisma (DC 14, +6 to hit).
At-will: *prestidigitation*, *true strike*
1st Level (4): *charm person*, *cure light wounds*, *disguise self*, *entangle*,
2nd Level (3): *find traps*, *spike growth*, *suggestion*
3rd Level (3): *animate dead*, *counterspell*, *dispel magic*, *wind wall*
4th Level (2): *hallucinatory terrain*, *polymorph*
Death Magic When the lioness reduces a creature to 0 hit points with a *Nergal's claw* attack, it can take one of the following bonus actions without spending a spell slot:
Cast *animate dead* upon the target
Cast *cure light wounds* upon itself
Cast *polymorph* upon itself to take the shape of a lion

Equipment dagger

COMBAT ACTIONS

Multiattack The lioness makes 2 *Nergal's claw* attacks. If the lioness hits a single target with both attacks, it can make a third *Nergal's claw* attack against the same target.
Nergal's Claw (melee spell) *Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4d6+6 slashing damage. If this attack reduces the target to 0 hit points, the lioness can cast *animate dead* upon the target as a bonus action without spending a spell slot. When polymorphed into a lion, the lioness can substitute the lion's *claw* attacks for this attack.
Dagger (melee weapon) *Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+1 piercing damage.

The Bronze Lions of the Pride of Nergal trust their arms and armor over sorcery. However, when a unit encounters a situation that cannot be mastered by martial strength alone, a lioness of Nergal travels from the temples in Lomar to turn the tide of battle and abjure fell sorcery used against the Pride.



TCHO-TCHO

Hateful and depraved, the Tcho-Tcho are a race of near-humans given over to the worship of dark, prehuman deities. They are zealous servants of the Great Old Ones, and unlike the more alien beings that also worship the primordial gods that ruled over the Earth, they are just human enough to carry out missions for their masters among the more civilized peoples of Thule without attracting undue attention. In fact, most Thuleans believe the Tcho-Tcho to be nothing more than a clannish, unfriendly tribal people with peculiar religious traditions. They lurk in isolated jungle valleys or gather in the poor and desperate neighborhoods of the city-states, keeping to themselves and greeting outsiders with stony silence.

Much as beastmen are atavistic relatives of true humans, the Tcho-Tcho are an ancient, degenerate branch of humankind. They are short, wiry, and hirsute, with long arms, wide mouths, and surprising strength for their slight statures. Most other people find the Tcho-Tcho to be unpleasant at best. They live in disgusting squalor, and entertain themselves by indulging base passions or inflicting petty acts of cruelty on small animals. They are cowardly creatures and retreat from shows of force . . . but lone travelers wandering through Tcho-Tcho slums have a way of vanishing. Whether these unfortunates are tortured to death, wind up in the cookpot, or are destined for sacrifice on a dark altar, they are never seen again.

Above all, Tcho-Tcho hate other peoples, especially true humans. The Tcho-Tcho believe (with some justification) that humans look down on them and their vile ways. This might explain why they serve the cults of dark powers so eagerly—the Tcho-Tcho believe that the Great Old Ones will one day destroy all who scorned them. While they revere all the Great Old Ones, the Tcho-Tcho are most often found worshipping Ithaqua, Cthulhu, and Nyarlathotep. Strangely enough, they fear the servants and holy places of Tsathoggua and Yog-Sothoth.

TCHO-TCHO CANNIBAL

This short, ill-favored human is less than 5 feet tall, with thick sideburns, narrow eyes, and a wiry build. His teeth are filed into points in his wide mouth. He carries a bow and a small bronze axe.

TCHO-TCHO CANNIBAL CR 1/2
CE Small humanoid (human) XP 100

Senses average Perception 13

Languages Dhari, Tcho-Tcho

BASE STATS

AC 15 (leather)

hp 22 (4d6+8)

Speed 30 ft.

ABILITY SCORES

Str 13 (+1), **Dex** 16 (+3), **Con** 15 (+2)

Int 10 (+0), **Wis** 13 (+1), **Cha** 8 (-1)

TRAITS

Skills Perception +3, Stealth +6, Survival +3

Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Deception and Persuasion checks against Tcho-Tcho are made with tactical disadvantage.

Poison Use The cannibal can use an action to apply poison to a weapon. The poison remains potent for 1 minute. Any creature hit by a weapon coated in Tcho-Tcho poison must make a Con save (DC 10) or take 1d6 poison damage and be poisoned for 1 minute. The creature may make a new save at the end of its turn each round to end the effect, but if it misses 3 saves, it falls unconscious for 1d4 hours.

Sneak Attack The cannibal deals an extra 1d6 damage when it hits a target and has tactical advantage on the attack roll or when the target is threatened by an ally of the Tcho-Tcho.

Equipment leather armor, short bow, bronze handaxe, 3 doses of Tcho-Tcho poison.

COMBAT ACTIONS

Handaxe (melee weapon) *Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d6+1 slashing damage.

Shortbow (ranged weapon) *Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d6+3 piercing damage.

Tcho-Tcho cannibals scorn anything like a fair fight. They prefer to use guerilla tactics, stalking foes from the cover of jungle underbrush or city rooftops, wearing down enemies with a rain of poisoned arrows from the shadows. Only when they outnumber their enemies by a margin of two or three to one do they show themselves and gather for a final rush to overwhelm their prey. Cannibals often set simple traps to lure in

unwary travelers; Tcho-Tcho slums in large cities are notorious for opium dens, brothels, and cheap wine-shops where lone visitors can be drugged and dragged off to their fate.

TCHO-TCHO LAMA

Dressed in tattered red robes, this repellent little man is short and thin. He has coarse sideburns, narrow eyes, and a wide mouth with teeth filed into points. He carries a fetish stick made from a thighbone but is otherwise unarmed.

TCHO-TCHO LAMA CR 4

CE Small humanoid (human) XP 1,100

Senses average Perception 16

Languages Dhari, Mi-Go, Tcho-Tcho

BASE STATS

AC 16 (none)

hp 49 (9d6+18)

Speed 30 ft.

ABILITY SCORES

Str 11 (+0), **Dex** 14 (+2), **Con** 15 (+2)

Int 12 (+1), **Wis** 19 (+4), **Cha** 12 (+1)

TRAITS

Saves Dex +4, Int +3, Wis +6, Cha +3

Skills Medicine +6, Perception +6, Religion +3, Stealth +4

Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Deception and Persuasion checks against Tcho-Tcho are made with tactical disadvantage.

Spells The lama is a 7th-level caster. Its spellcasting ability is Wisdom (save DC 14, +6 attack).

At Will: *guidance, ray of frost, resistance*

1st level (4): *bless, command, protection from good*

2nd level (3): *cure wounds, hold person, pass without trace*

3rd level (3): *animate dead, bestow curse*

4th level (2): *blight, summon nightgaunt**

* see PRIMEVAL THULE Campaign Setting, Chapter 7

Equipment robes, fetish stick

COMBAT ACTIONS

Multiattack The lama attacks twice with its open hand technique.

Open Hand (melee weapon) *Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1d6+2 bludgeoning damage. If the lama hits a creature twice in the same round with open hand attacks, the creature must make a Con save (DC 14) or be stunned until the end of the lama's next turn.

Fetish Stick (ranged spell) *Attack*: +6 to hit, range 30 ft., one creature. *Hit*: 2d6+4 psychic damage, and the target must make a Cha save (DC 14) or be frightened until the end of the lama's next turn.

The priests of the Tcho-Tcho are known as lamas. Versed in many dark secrets, these evil wise men and wise women pass themselves off as marketplace fortune-tellers or village seers, casting fortunes for a handful of copper coins. Tcho-Tcho lamas are venal and corrupt, and can sometimes be persuaded to share their dark lore with a suitable bribe. However, they delight in misleading outsiders by telling half-truths or giving bad advice.

TCHO-TCHO WATCHER

Small in stature with a sullen, shifty-eyed look to her, this human woman isn't even 4-1/2 feet tall. She has noticeable sideburns, dark eyes, and a wide mouth with teeth filed into points. She wears the clothing of a common laborer.

TCHO-TCHO WATCHER CR 3

CE Small humanoid (human) XP 700

Senses average Perception 14

Languages Dhari, Tcho-Tcho

BASE STATS

AC 15 (none)

hp 52 (8d6+24)

Speed 30 ft.

ABILITY SCORES

Str 14 (+2), **Dex** 17 (+3), **Con** 16 (+3)

Int 11 (+0), **Wis** 14 (+2), **Cha** 9 (-1)

TRAITS

Saves Dex +5, Con +5

Skills Acrobatics +5, Perception +4, Sleight of Hand +5, Stealth +7

Hateful Tcho-Tcho gain tactical advantage on saves against being charmed. Deception and Persuasion checks against Tcho-Tcho are made with tactical disadvantage.

Quick Action The watcher can use a bonus action on each of its turns to disengage, move, or hide.

Sneak Attack The watcher deals an extra 3d6 damage when it hits a target and has tactical advantage on the attack roll or when the target is threatened by an ally of the Tcho-Tcho.

Equipment ordinary clothing, leather cuirass, 2 bronze handaxes

COMBAT ACTIONS

Multiattack The watcher fights with a handaxe in each hand, and strikes twice with each.

Handaxe (melee or ranged weapon) *Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 1d6+2 slashing damage.

Watchers are elite scouts and spies tasked with undertaking missions of importance. They aren't terribly good at winning others' confidence, but they are sly and furtive, and have a knack for trailing and eavesdropping on potential enemies without attracting notice. Watchers generally avoid open combat, but when forced to fight they throw themselves into battle with the fury of cornered rats.



YGA-YGO, THE DWELLER IN DREAMS

The scaly, blood-red monstrosity's wormlike underbelly splits into a mass of suckered tentacles. Its two powerful arms end in nightmarish, scythe-like blades. Pairs of onyx-dark eyes gaze malevolently from each side of its scaly visage, above four saw-toothed jaws.

Before Atlantis fell, Atlanteans dreamed of waves tall as mountains crashing down upon them. Before the armies of Lomar ravaged Hurhun, Hurhun's people dreamed their streets were canals of blood. When doom lies close at hand and prophecies unfurl from the lips of madmen and seers, the Dweller in Dreams draws near.

Also called "Doomsayer" and "Diredreamer," Yga-Ygo dwells beneath Thule's bedrock in deep subterranean caverns like a colossal worm in the skull of the world. Yga-Ygo's eyes look into the past and future: one eye sees from the perspective of Yga-Ygo's past self, another eye sees the future, and its two lower eyes perceive the present. During the centuries when it sleeps, Yga-Ygo's temporal eyes remain open, observing the past and future playing out like dreams. It stirs from sleep when its future eye perceives the place where a great calamity is soon to occur. Then Yga-Ygo awakens and

crawls the caverns beneath Thule's continents, leaving a wake of dark dreams in which lie images of the doom to come. When it arrives at its destination, Yga-Ygo nests below, provoking vivid dreams tinged with menacing hints of the coming threat. As the dreams of the doomed populace turn to nightmares, Yga-Ygo feeds on the abundant harvest of psychic energy released during the final days prior to the disaster.

Yga-Ygo's alien mind does not distinguish between good and evil, nor does it bear any special regard for sentient creatures except as a means of psychic sustenance. It understands intimately how to increase mental activity on a broad scale by triggering such emotions as anxiety, fear, obsession, and panic. By night Yga-Ygo creates insidious dreams to inspire these emotions, and it bolsters such dreams by day with the illusions it projects into the waking world. These illusions take the shapes of dreamlike symbols from the past and dreadful omens of the future that hint at the nature of the approaching doom. In light of these omens, as a civilization approaches its final days, chaos and anarchy prevail. Yga-Ygo's dreams and illusions tempt the primal compulsions of the avaricious and weak-willed among the populace. Desperate to fulfill their fantasies before the end they run amok, indulging in wanton acts of violence, depravity, greed, and lust. Horror, panic, and fear ripple through the populace, a psychic banquet of nightmares for Yga-Ygo's four-jawed maw.

Yga-Ygo's cult builds shrines in caves, which they decorate with the still-sleeping bodies of those lost to the soporific drug known as dreamdust, posing them in bizarre configurations as living sculptures. Yga-Ygo seldom speaks to its followers, since it naturally communicates in sensory telepathic images rather than in words. When it wishes to use words, it typically relays its message via vivid imagery to the soothsaying dream-seekers that worship it.

The mi-go follow the movements of Yga-Ygo's cults. Whenever possible they abduct sleepers affected by dreamdust in order to monitor the activity of their minds. Mi-go have successfully removed such minds from their skulls and projected the contents of their dreams for experiment and observation.

YGA-YGO, THE DWELLER IN DREAMS CR 23

NE Huge aberration (extraterrene) XP 50,000

Senses true sight 120 ft., average Perception 21

Languages telepathy 300 ft.

BASE STATS

AC 19 (natural armor)

hp 287 (25d12 + 125)

Speed 60 ft., burrow 20 ft.

Immune electricity, psychic

Resist cold, fire, nonmagical weapons

ABILITY SCORES

Str 22 (+6), **Dex** 24 (+7), **Con** 20 (+5)

Int 21 (+5), **Wis** 18 (+4), **Cha** 27 (+8)

TRAITS

Saves Dexterity +14, Intelligence +12, Wisdom +11, tactical advantage on saves against spells and magical effects.

Skills Deception +15, Insight +11, Perception +11, Persuasion +15

Epic Resilience (3/day) If Yga-Ygo fails a save, it can choose to succeed instead.

Magic Attacks Yga-Ygo's natural weapons are treated as magical.

Dweller in Dreams When using its *dream* spell-like ability, Yga-Ygo does not need to know the targets. When using its *project image* spell-like ability, Yga-Ygo can take the shape of any creature including a unique creature; in addition, Yga-Ygo can use its spell-like abilities through its projected image with the projected image as the origin point for the ability.

Psychic Tyrant Whenever Yga-Ygo scores a critical hit, it uses its *feblemind* spell-like ability upon the target as a bonus action without expending the ability, even if it already used *feblemind* for the day.

Spell-Like Abilities Yga-Ygo can cast the following spells as innate abilities. Its casting ability is Charisma (DC 23, +15 to hit).

At-will: *dream*, *mirage arcane*, *project image*, *sleep*, *suggestion*

3/day: *mass suggestion*, *modify memory*, *permanent image*

1/day: *feblemind*, *foresight*, *weird*

COMBAT ACTIONS

Multiattack Yga-Ygo makes three claw, bite, tentacle, or dream drain attacks in any combination.

Claw (melee weapon) *Attack*: +13 to hit, reach 15 ft., one target. *Hit*: 3d10+6 slashing damage and 3d6+8 psychic damage.

Bite (melee weapon) *Attack*: +13 to hit, reach 15 ft., one target. *Hit*: 4d8+12 piercing damage.

Tentacle (melee weapon) *Attack*: +13 to hit, reach 15 ft., one target. *Hit*: 4d6+6 bludgeoning damage, and the target is grappled (escape DC 21). Until this grapple ends, the target is restrained. Yga-Ygo has six tentacles, each of which can grapple one target.

Dream Drain (melee weapon) *Attack*: automatic hit, one grappled target. *Hit*: 4d8+8 psychic damage. If Yga-Ygo deals 25 or more damage with this attack, it recharges its *weird* spell-like ability.

Dream Purge (Recharges 5+) Yga-Ygo vomits dreams in a 60-foot cone. Each creature in the area must succeed on an Intelligence save (DC 20) or take 8d8+8 psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPECIAL REACTIONS

Yga-Ygo can make three special reactions each round from the options below. Special reactions are used at the end of another creature's turn, and only one special reaction can be used at a time. Yga-Ygo regains extended special actions at the end of its turn.

Tentacle Lash Yga-Ygo makes one tentacle attack.

Psychic Feed Yga-Ygo makes one dream drain attack.

Quick Cast (Uses 2 special reactions) Yga-Ygo uses a spell-like ability.

Time Jump (Recharge 4+, uses 3 special reactions) Yga-Ygo leaps forward in time, releasing all grappled characters and disappearing. It is removed from play. At the start of its next turn, it reappears in a space within 100 feet and gains tactical advantage on attack rolls and saving throws until the end of its next turn.

DREAM-SEEKER OF YGA-YGO

Beneath its cowl the dream-seeker's powdered skin is pale and hairless as a worm's. Its drowsy, sunken eyeballs twitch with unsettling rapidity, as though it dreams while its eyes are open. It wears a curved blade that suggests the scythe-like arm of Yga-Ygo, the Dweller-in-Dreams.

DREAM-SEEKER OF YGA-YGO

CR 3

NE Medium humanoid (human)

XP 700

Senses average Perception 8**Languages** Low Atlantean

BASE STATS

AC 14 (leather)**hp** 44 (8d8+8)**Speed** 30 ft.

ABILITY SCORES

Str 12 (+1), **Dex** 14 (+2), **Con** 12 (+1)**Int** 15 (+2), **Wis** 7 (-2), **Cha** 16 (+3)

TRAITS

Skills Deception +5, History +4, Persuasion +5

Spells Dream-seekers are 8th-level casters. Their spellcasting ability is Charisma (DC 13, +5 to hit). Dream-seekers have 2 spell slots for spells of levels 1-4.

At-will: *minor illusion*, *prestidigitation*

1st Level: *charm person*, *sleep*

2nd Level: *suggestion*

3rd Level: *major image*

4th Level: *hallucinatory terrain*, *phantasmal killer*

Invocations In addition to their spells, dream-seekers can cast the following invocations at will without expending a spell slot or components: *augury*, *disguise self*, *silent image*, *true strike*

Equipment scimitar, dreamdust (3 doses)

COMBAT ACTIONS

Multiattack The dream-seeker attacks twice with its scimitar.

Scimitar (melee weapon) *Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 2d8+1 slashing damage.

Dreamdust The dream-seeker scatters dream dust in 10-foot cone. Each creature in the area must make a Constitution save (DC 10) or fall unconscious for one minute, or until it takes damage or another creature uses an action to shake it awake.

Dream-seekers are cultists who devote themselves to Yga-Ygo. Some seek the Great Old One's knowledge of things to come, hoping to gain power or riches. Others seek knowledge of the past in order to glean glimpses of places, treasures, or arcane secrets lost to time. All of Yga-Ygo's followers partake of a powerful narcotic called dreamdust, made from the dried residue of Yga-Ygo's blood, to lull their bodies into a deep slumber fit for lucid dreaming.

Dreamdust can be taken as a powder, burned as incense, or ingested. It is highly addictive, and its users feel compelled to take it repeatedly. Each time, the drug's effect increases, extending sleep first for hours, then days, then weeks and years. Those who fall into a permanent coma from the drug wander the worlds of dream. If their physical bodies are not nurtured they die, and their souls continue to wander like ghosts through the dreamscape. These "Dreamlost" are bound to Yga-Ygo, and it is often their forms that Yga-Ygo assumes when it projects its consciousness into the waking world.

ENCOUNTER TABLES

The world of Thule has its own unique mix of monsters and villains. Many creatures that are common in typical fantasy settings—dark elves, dragons, and orcs, for example—are not normally encountered in Thule. Likewise, most other fantasy worlds are rarely visited by creatures such as mi-go or villains such as the Black Circle. These Thulean encounter tables provide you with a way to quickly generate random encounters appropriate for various regions in Thule, and also serve as a rough indicator of which parts of the continent are the most dangerous.

Check Frequency: Check for a random encounter once per 8 hours in wilderness travel: morning, afternoon, and night (a party will usually be encamped at night). In urban settings, check once each time the party heads for a significant new destination or enters a new neighborhood during the course of an adventure, but only if it's nighttime or the party is venturing into unsafe quarters. The PCs shouldn't run into random daytime threats in the safe areas of a typical city.

Encounter Chance: When you check for an encounter, roll d20. An encounter occurs on a roll of 18 or higher.

Base Level and Difficulty: Each encounter chart presented here is built around an assumed average party level that varies from area to area. The encounter difficulties provided for each encounter are calculated using the base party level for that area, assuming a party of 4 characters. If your PCs are above or below the area's base level or your group is bigger or smaller, the difficulties vary accordingly.

Group Descriptions: Encounters marked with an asterisk (*) are special groups. They are described at the end of this section.

Source: Most monsters can be found in the core rulebooks. Monsters from the PRIMEVAL THULE Campaign Setting (PTCS) or this book (PTGC) are noted here.

City (any)

Base party level 2

d8+d12	Result	Source
2	1d3 giant spiders (<i>deadly</i>)	
3	Wererat band* (<i>deadly</i>)	
4	Seven Knives squad* (<i>deadly</i>)	PTCS
5	1d6 swarms of bats (<i>medium</i>)	
6	Priest of Set* (<i>deadly</i>)	PTCS
7	2d6 giant rats (<i>medium</i>)	
8	Noble and 1d8 guards (<i>easy</i>)	
9	Trader* (<i>hard</i>)	
10	2d6 bandits (<i>medium</i>)	
11	1d4+2 guards (<i>easy</i>)	
12	Cult devotees* (<i>medium</i>)	
13	1d4+1 thugs (<i>hard</i>)	
14	Slaver band* (<i>medium</i>)	
15	1d3 Tcho-Tcho cannibals (<i>medium</i>)	PTGC
16	Deep One halfbreed (<i>hard</i>)	PTCS
17	2d4 skeletons (<i>medium</i>)	
18	Tcho-Tcho watcher (<i>hard</i>)	PTGC
19	1d3 ghouls (<i>hard</i>)	
20	1d6 shadows (<i>hard</i>)	

Claws of Imystrahl

Base party level 3

d8+d12	Result	Source
2	Saber-tooth cat (<i>deadly</i>)	PTCS
3	1d3 crested eagles (<i>medium</i>)	PTCS
4	1d4+1 crocodiles (<i>medium</i>)	
5	2d6 giant crabs (<i>easy</i>)	
6	Wolf pack* (<i>hard</i>)	
7	Patrol* (<i>deadly</i>)	
8	1d2 plesiosaurus (<i>medium</i>)	
9	Slaver band* (<i>easy</i>)	
10	Trader* (<i>medium</i>)	
11	Corsair dhow* (<i>hard</i>)	
12	1d6 Tcho-Tcho cannibals (<i>medium</i>)	PTGC
13	Cult devotees* (<i>easy</i>)	
14	2d6 skeletons (<i>medium</i>)	
15	1d3 harpies (<i>medium</i>)	
16	1d2 merrows (<i>medium</i>)	
17	Nightgaunt (<i>deadly</i>)	PTCS
18	1d3 ghouls (<i>deadly</i>)	
19	1d2 gricks (<i>deadly</i>)	
20	1d2 Deep One halfbreed (<i>deadly</i>)	PTCS

Dhar Mesh

Base party level 4

d8+d12	Result	Source
2	Giant viper (<i>deadly</i>)	PTCS
3	Winged ape (<i>deadly</i>)	PTCS
4	1d4+1 giant spiders (<i>medium</i>)	
5	Abominable sloth (<i>deadly</i>)	PTCS
6	Saber-tooth cat (<i>medium</i>)	PTCS
7	Thulean elk (<i>easy</i>)	PTCS
8	Wolf pack* (<i>medium</i>)	
9	Phoori scouts* (<i>hard</i>)	PTCS
10	Trader* (<i>easy</i>)	
11	Scouting party* (<i>easy</i>)	
12	Slave raid* (<i>deadly</i>)	
13	2d4 Tcho-Tcho cannibals (<i>medium</i>)	PTGC
14	2d8 stirges (<i>easy</i>)	
15	2d4 lizardfolk (<i>medium</i>)	
16	Serpentman fang guard (<i>deadly</i>)	PTCS
17	1d3 will-o'-wisps (<i>hard</i>)	
18	1d2 nightgaunts (<i>medium</i>)	PTCS
19	Troll (<i>deadly</i>)	
20	1d3 minotaurs (<i>deadly</i>)	

Hellumar, The Thousand Teeth

Base party level 5

d8+d12	Result	Source
2	Tyrannosaurus (<i>deadly</i>)	
3	Thulean chimera (<i>hard</i>)	PTGC
4	1d2 mammoths (<i>medium</i>)	
5	Abominable sloth (<i>medium</i>)	PTCS
6	1d3 saber-tooth cats (<i>hard</i>)	PTCS
7	Short-faced bear (<i>medium</i>)	PTCS
8	1d3 Thulean elk (<i>medium</i>)	PTCS
9	1d4+1 berserkers (<i>medium</i>)	
10	War party* (<i>hard</i>)	
11	Wolf pack* (<i>easy</i>)	
12	Beastman war party* (<i>hard</i>)	PTCS
13	Trader* (<i>easy</i>)	
14	Gnoll hunters* (<i>easy</i>)	
15	1d2 hill giants (<i>medium</i>)	
16	Ghoul pack* (<i>hard</i>)	
17	1d3 minotaurs (<i>medium</i>)	
18	1d3 nightgaunts (<i>hard</i>)	PTCS
19	Rakshasa honor guard (<i>deadly</i>)	PTCS
20	Moon-beast (<i>deadly</i>)	PTCS

Nimoth, Kang

Base party level 8

d8+d12	Result	Source
2	Remorhaz (<i>deadly</i>)	
3	1d2 gnoph-keh (<i>hard</i>)	PTCS
4	Hag hut* (<i>easy</i>)	
5	2d6 berserkers (<i>hard</i>)	
6	1d2 short-faced bears (<i>easy</i>)	PTCS
7	War party* (<i>medium</i>)	
8	1d4+1 minotaurs (<i>medium</i>)	
9	1d6+1 dire wolves (<i>easy</i>)	
10	1d2 mammoths (<i>medium</i>)	
11	1d8 Thulean musk ox (<i>medium</i>)	PTCS
12	1d3 saber-tooth cats (<i>medium</i>)	PTCS
13	1d4+2 yetis (<i>hard</i>)	
14	1d3 frost giants (<i>deadly</i>)	
15	1d3+1 wights (<i>medium</i>)	
16	1d3 frost corpses (<i>hard</i>)	PTCS
17	Pale Hand raid* (<i>deadly</i>)	PTGC
18	Manticore, Thulean (<i>hard</i>)	PTGC
19	Star-thing (<i>hard</i>)	PTCS
20	1d4+1 mi-go (<i>deadly</i>)	PTCS

Highlands of Nar

Base party level 3

d8+d12	Result	Source
2	1d3 giant scorpions (<i>deadly</i>)	
3	1d3 giant boars (<i>hard</i>)	
4	Mammoth (<i>deadly</i>)	
5	2d6 giant wolf spiders (<i>medium</i>)	
6	Rhinoceros (<i>medium</i>)	
7	1d6 lions (<i>medium</i>)	
8	Saber-tooth cat (<i>deadly</i>)	PTCS
9	Wolf pack* (<i>hard</i>)	
10	Slaver band* (<i>easy</i>)	
11	Scouting party* (<i>medium</i>)	
12	Trader* (<i>medium</i>)	
13	Patrol* (<i>deadly</i>)	
14	1d4+1 ghouls (<i>medium</i>)	
15	Cult devotees* (<i>medium</i>)	
16	Beastman gang* (<i>easy</i>)	PTCS
17	Minotaur (<i>hard</i>)	
18	1d2 perytons (<i>hard</i>)	
19	Nightgaunt (<i>deadly</i>)	PTCS
20	Hill giant (<i>deadly</i>)	

Kalayan the Golden (inland)

Base party level 2

d8+d12	Result	Source
2	Giant scorpion (<i>deadly</i>)	
3	Saber-tooth cat (<i>deadly</i>)	PTCS
4	Giant constrictor snake (<i>medium</i>)	
5	1d4+1 giant lizards (<i>medium</i>)	
6	1d2 crested eagles (<i>easy</i>)	PTCS
7	2d8 guards (<i>hard</i>)	
8	Trader* (<i>hard</i>)	
9	1d4+2 bandits (<i>easy</i>)	
10	Slaver band* (<i>medium</i>)	
11	Beastman gang* (<i>medium</i>)	PTCS
12	1d4+2 wolves (<i>medium</i>)	
13	Cult devotees* (<i>medium</i>)	
14	1d6 Tcho-Tcho cannibals (<i>hard</i>)	PTGC
15	1d3 giant spiders (<i>hard</i>)	
16	Beastman marauders* (<i>deadly</i>)	PTCS
17	1d4+1 skeletons (<i>medium</i>)	
18	1d3+1 ghouls (<i>hard</i>)	
19	1d3 harpies (<i>hard</i>)	
20	1d4+2 shadows (<i>deadly</i>)	

Kalayan Sea, Lake Haal

Base party level 5

d8+d12	Result	Source
2	3d4 harpies (<i>medium</i>)	
3	Giant shark (<i>medium</i>)	
4	Giant crocodile (<i>medium</i>)	
5	2d8 pteranodons (<i>easy</i>)	
6	2d6 crocodiles (<i>medium</i>)	
7	2d4 swarms of insects (<i>easy</i>)	
8	1d4 plesiosaurus (<i>medium</i>)	
9	Corsair ship* (<i>deadly</i>)	
10	Mosasaur (<i>hard</i>)	PTCS
11	Corsair dhow* (<i>easy</i>)	
12	Merchant ship* (<i>hard</i>)	
13	War canoe* (<i>medium</i>)	
14	2d6+2 stirges (<i>easy</i>)	
15	1d4 Deep One halfbreeds (<i>medium</i>)	PTCS
16	1d4+1 merrows (<i>hard</i>)	
17	Ghoul pack* (<i>hard</i>)	
18	1d2 winged apes (<i>medium</i>)	PTCS
19	Hydra (<i>deadly</i>)	
20	1d2 moon-beasts (<i>deadly</i>)	PTCS

Lands of the Long Shadow

Base party level 6

d8+d12	Result	Source
2	Demon band* (<i>deadly</i>)	
3	Rakshasa agent* (<i>deadly</i>)	PTCS
4	Chimera, Thulean (<i>hard</i>)	PTGC
5	Ghoul Pack* (<i>medium</i>)	
6	1d4 saber-tooth cats (<i>hard</i>)	PTCS
7	Gnoll hunters* (<i>easy</i>)	
8	Short-faced bear (<i>medium</i>)	PTCS
9	Mammoth (<i>medium</i>)	
10	Wolf pack* (<i>easy</i>)	
11	1d4+2 berserkers (<i>medium</i>)	
12	War party* (<i>hard</i>)	
13	Patrol* (<i>medium</i>)	
14	1d4 elk, Thulean (<i>medium</i>)	PTCS
15	2d8 skeletons (<i>easy</i>)	
16	Hag hut* (<i>medium</i>)	
17	1d2 frost giants (<i>hard</i>)	
18	1d3+1 yeti (<i>hard</i>)	
19	Manticore, Thulean (<i>deadly</i>)	PTGC
20	Cyclops, Thulean (<i>deadly</i>)	PTCS

GROUP DESCRIPTIONS

Encounters marked with an asterisk (*) are described here.

Beastman Gang: The gang includes 1 beastman hunter and 1d4+1 beastman warriors.

Beastman Marauders: A larger band out looking for trouble, the group includes 1 beastman cursemaker and 1d4+2 beastman hunters.

Beastman Warband: The warband is led by 1 beastman warchief. It includes 1 beastman cursemaker and 2d4 beastman hunters.

Corsair Dhow: The dhow is a small sailing ship about the size of a keelboat, but with a speed of 3 mph under sail. The crew includes 1d3 thugs and 1d6+6 bandits.

Corsair Ship: The corsair crew consists of 1 bandit captain, 1d4+1 thugs, and 1d10+10 bandits. Their vessel is a battered sailing ship or a longship.

Cult Devotees: The devotees are quite mad. The group includes 1d3 acolytes and 1d4+2 cultists. Substitute *acid splash*, *resistance*, *thaumaturgy*, *command*, *cure wounds*, and *shield of faith* for the normal acolyte spells.

Demon Band: Conjured long ago, this band of demons is now free to wander and slay. The group consists of 1d2 barlguras and 2d4 dretches.

Ghoul Pack: Hungry for the flesh of the living, the pack includes 1d4+2 ghouls and 1d3-1 ghosts.

Gnoll Hunters: The group consists of 1d4+2 gnolls and 1d3 giant hyenas. They are looking for easy prey.

Hag Hut: The party comes across a dilapidated hut, home to 1 green hag with 1d4 pet dire wolves. The hag is not necessarily hostile to the PCs unless the PCs are rude or seem weak enough to make for an easy meal.

Merchant Ship: A small galley with a crew of 1d10+10 commoners, 2d4 guards, and 1d3 thugs. The captain is equivalent to a bandit captain. They may mistake the PCs for pirates.

Pale Hand Spy: A Pale Hand reaver leads a group of 1d3+1 berserkers.

Patrol: This is a group of soldiers from a nearby city or settlement. There is a 25% chance they mistake the party for a band of outlaws or spies from an enemy city. The patrol includes 2d4 guards, 1d3–2 priests, and 1 veteran (the commander).

Phoori Scouts: This band of headhunters includes a Phoori beast master, his pet giant lizard, and 1d4 tribal warriors.

Rakshasa Agent: This is a rakshasa infiltrator in the guise of a human merchant. It is accompanied by loyal human hirelings, including 1d4 commoners and 1d2 veterans.

Scouting Party: A small group of wary barbarians who dislike trespassers. The party consists of 1d3 scouts and 1d4+2 tribal warriors.

Priest of Set: The group includes 1 priest and 1d2 temple guards of Set. Substitute *serpent fingers*, *ray of enfeeblement*, and *enthrall* for a 1st-, 2nd-, and 3rd-level spell the priest has prepared.

Seven Knives Squad: This band of thieves includes 1d6+1 Seven Knives thugs and a Seven Knives enforcer. In cities where the Seven Knives are not active, this group represents a local guild.

Slaver Band: This group consists of 1 thug (the leader) and 1d4+2 bandits. They have 2d6 commoners (their captives) bound to a coffle.

Slave Raid: These slavers are led by a bandit captain and include 1d3 thugs, 1d6+1 bandits, and 1 acolyte. They have already captured 3d6 commoners, who are bound to a coffle.

Trader: An independent trader with a couple of pack beasts (musk oxen or llamas) or a keelboat. The trader is equivalent to a spy, and he is escorted by 1d4+2 guards.

War Canoe: A group of hostile savages looking for a fight. The party consists of 1d6+3 tribal warriors, 1 berserker (the leader), and a minor shaman equivalent to an acolyte. The war canoe is a double-sized rowboat.

War Party: A band of hostile barbarians who attack unless one of the PCs happens to be on good terms with the tribe in question. The group includes 2d6 tribal warriors, 1d4 scouts, 1 druid, and a leader equivalent to a bandit captain.

Wererat Band: One wererat is accompanied by a swarm of rats.

Wolf Pack: The pack consists of 1d4+2 wolves and 1d4–2 dire wolves.

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