

OD&DITIES

The Original Dungeons and Dragons Fanzine



ISSUE 5

SEPTEMBER 2001

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Editorial

Well, here we are again. Two months after Issue 4, which hit 26,000 words, we bring you Issue 5, which is a spectacular 37,000 words! The contributions, as can be seen on our contents page, have been coming in at an incredible rate. This is thanks especially to James Mishler, whose work features predominantly in this issue. A 16,000 word Gazetteer for the Mystara setting, and of wonderful quality. I recommend you leap straight to it - but don't forget to read the rest of the issue! Also, take a look at Flail Lake, by James John Gregoire, a fascinating area that can be inserted into any campaign. The Prancing Ki-Rin Saloon is also highly recommended - although designed as part of the famous City State of the Invincible Overlord, it will fit into Mystara, or indeed any other campaign setting with only a little tweak.

Thanks also to Jesse Walker, who has completed a wonderful redesign of the OD&DITIES homepage. If you have explored it properly, do so now - it is well worth it. Our thanks must also go to Web Warlock, the person who did the .pdf conversion work when our usual conversions man had to drop out at the last moment. I must, at this point, insert a quick plug for my online OD&D Game, set in the world of Pelinore. Click on 'Pelinore Campaign' on the homepage for more details.

Last issue, following the sad demise of Tome of Mystara, I said that OD&DITIES would now accept Mystara articles, and also articles for other campaign settings - notably, in this issue, the City State Campaign. I never dreamed the response would be so good. Thank you. Keep it coming! When OD&DITIES originally started out, it was designed to be a generic D&D fanzine only, but I think that we have kept that theme running. There are articles for any D&D player, but if you don't think there are enough in this issue, there is one sure cure - send them in!

With five issues now in the bag, thought must be given to the future of OD&DITIES. What do you, the readers, want to see? There are several options open at this point. OD&DITIES has grown beyond my wildest dreams - do you want to see a more frequent, but smaller magazine? Less frequent but bigger - both of these are possible. One comment that has come in is the absence of maps - this issue is now resolved with Issue 5, which comes with no less than four maps detailing areas mentioned in the issue. (Note - these maps will not be held on the site once Issue Six comes out, in November. If you want them then, just e-mail me on Methuslah@tongue.fsnet.co.uk)

I am curious about what use you make of the articles in OD&DITIES. To what extent do you use them in your campaign, and are there any funny stories to do with this - I am naturally curious, and I'm sure other readers are too - please send in any experiences you have had with any of the articles in this or any other issue.

Well, thanks for the wonderful response there has been to OD&DITIES thus far, and I'm already looking forward to reading what comes in for Issue Six.

Richard Tongue,
Editor, OD&DITIES

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Letters

More comments from people on OD&DITIES magazine and the articles therein. Any comments, questions or inquires you have are most welcome - please send them, as usual, to

Methuslah@tongue.fsnet.co.uk

Hi Richard,

I thought I'd send you a letter that actually has something to do with issue 4. I read with interest Daniel Eustace's article on revising Weapon Mastery rules to make them more balanced. I agree that, taken as they are (and in conjunction with fighter combat options gained through level advancement), the existing rules could turn warriors into one-person armies. I myself have modified Weapon Mastery in my campaign: namely, I don't give my players any hit roll bonuses whatsoever due to Weapon Mastery (improvements to THAC0 derived from level advancement are sufficient, in my opinion), and I also use some of the fighter options presented in Dawn of the Emperors (parrying and dodging) - except that I allow them for all character classes. Still, I found the Deflect Factor to be a sound idea, in that it could provide a character with added protection, at the cost of an attack. I also found Dan's combination of this rule with multiple attacks (to yield less protection, but still allow attacks to be made) to be quite well balanced. I was pleasantly surprised by his Intelligence- and Wisdom-based modifications for die roll damage due to offensive spells. I had been pondering such a thing myself, to find some way to confer added benefits for higher scores in these two attributes. This, combined with his suggestion to allow higher-level clerics to cast certain spells as needed (as opposed to praying for them beforehand), certainly increases the strength of clerics - a much-ignored class in my own opinion! This, or a slight modification thereof, is something I might wish to use in my own campaign.

Overall, an excellent article, one which gives the DM much food for thought!

Geoff Gander

Thanks, Geoff! I'm glad you liked the article. I share your opinions on Weapon Mastery and was reluctant to use it in the past - if I do then I will use this system to correct the old one. To all readers, please check out the errata to Issue 4 as it is relevant to this article.

Richard,

Another outstanding issue, I haven't had time to dissect it yet but from the quick read through I gave it i am well impressed. Kudos to James on the character classes he created especially the necromancer, I loved it. The change in layout is impressive it gives the feel of a real paper magazine. The zine is going from strength to strength. keep up the good work.

Jason O'Brien.

Thanks for the comments, Jason. With the help of Shane Mclean and Jesse Walker (who has an article in this issue), OD&DITIES is going from strength to strength. My goal is to make OD&DITIES as much like a paper magazine as possible, with the added bonus that you don't have to pay for it!

Wow, great issue. My favourite was the Necromancer class, followed by the Barbarian & Ranger. This makes me want to run OD&D again! I skimmed the adventure and it looks good, but there was no map for

the goblin caves. I like the PDF format for reading and printing, but it is nice to also have RTF for cut and paste into the DM's notes, or to make customised player handouts. Kudos on a fanzine that keeps getting better!

Mike Harvey

I'm glad you liked the character classes. I was a bit nervous about putting four in one issue, but when James Mishler sent in his Necromancer and Ranger I just had to put

them in Issue 4. The response so far has been extremely positive. I will provide an RTF version of all issues of OD&DITIES on request. Also, maps are now appearing for OD&DITIES! There is a map covering the Goblin Caves of Issue 4, and one to illustrate the campaign described in this issue. If you create maps for articles you send in, please send them along - but make sure they are in a format that is quite common.

DUNGEONS & DRAGONS Rules Cyclopedia

Compiled by Aaron Allston

Reviewed by Jesse Walker

The *D&D Rules Cyclopedia* in one word; fantastic! Originally published in 1991, the *Cyclopedia* presents all the rules from the D&D Boxed Set series, including *Basic*, *Expert*, *Companion*, and *Masters*, in one well written, easy to understand tome - and all without destroying the flavour of the original Boxed Sets. The *Cyclopedia* itself is an attractive 304 page hard-bound book with an excellent piece on the front cover by Jeff Easley. The overall production is first rate and durable, though, the white spine can get a little grubby after a while. The neat interior layout is divided into three columns interspersed with clear, precise tables and black-and-white artwork.

As already noted, the *Rules Cyclopedia* is the collation of all the necessary rules to play the OD&D game from the earlier Boxed Sets - a complete RPG in one book. No longer must players and DMs search through nine separate rulebooks to find that certain spell or monster. The *Cyclopedia* covers DM and player's information for character creation and classes - levels 1 to 36, spells and spell casting, complete lists of weaponry and equipment, movement,

encounters, lethal and non-lethal combat, mass warfare, experience, NPCs, strongholds and domains, all the original monsters from the Boxed Sets, immortals, DM procedures, treasure, campaigning, planes of existence, as well as rule expansions such as optional skills and talents from the Gazetteer series - and all fully indexed!

As if all that wasn't already enough, Appendix 1 provides a 16 page overview of the Known World and the HOLLOW WORLD game settings - complete with a number of very useful full colour maps. Further, in Appendix 2, is a comprehensive four page rules guide for converting OD&D to AD&D 2nd Edition game statistics and vice versa. One of the great features of the book is all the extra information and advice for novice DMs putting together adventures or a campaign - elements which were lacking in the *Cyclopedia's* AD&D counterparts. What a magnificent spread!!

Any gripes? For one, the interior artwork. Don't get me wrong, the artwork of Terry Dykstra is attractive and professional, but it

just doesn't quite capture the feeling of the artwork by Larry Elmore and Jeff Easley from the Boxed Set series. One other minor gripe is the player character record sheet. Now, putting a detailed character sheet in the back of a rulebook was a major innovation for TSR at the time - if you've ever played AD&D you'll know what I mean - but the character sheet in the *Rules Cyclopedia*, whilst serviceable, is a bit dull. Here, I would have thought, was a fantastic opportunity to make a graphically appealing sheet that would really capture the feeling of

OD&D...but alas, no.

These minor personal quibbles aside, this really is an indispensable book. I only give it 9 out of 10 because I've got to give myself somewhere to go if the great DM in the sky ever decides to write an OD&D manual! Whether you play OD&D, or are looking to become involved with OD&D for the first time, the *Rules Cyclopedia* is an essential buy.

Score = 9 out of 10

DRAGONQUEST

Royce Richardson

Introduction

The DragonQuest Adventure Game (DQ), published in 1992, was part of the Thunder Rift campaign setting, TSR's last serious attempt at marketing D&D.

It was marketed as an intro to D&D for kids 10-12 years of age who had never played the game before and who had no parent or older sibling to guide them.

Components

Opening the box you found a beautifully illustrated 32-page rulebook with simply written, detailed instructions including the most easily understood explanation of the D&D combat mechanic I've ever read in my life, a 24-page adventure book with three adventures and instructions on how to design your own dungeon, a four-page guide on converting from DQ to D&D and using D&D materials with DQ, a gameboard that opened up to nearly six square feet of playing space, over 100 full-colour stand-ups representing heroes, monsters, and doors, a set of polyhedral dice, a deck of 180 colour-coded cards with information on 9 pre-rolled heroes, 50 assorted monsters from kobolds to gold dragons to mummies, 16

Cleric spells, 16 Wizard/Elf spells, 30 equipment cards, 10 traps, 10 special items (fountains, gongs, shrines, swirling lights, etc.), 30 magical and non-magical treasures, plus 9 blank do-it-yourself cards; six plastic miniatures and six Ral Partha miniatures.

All for \$22.95.

Differences and Distinctions

The idea behind DQ seems to have been to create a game as similar to D&D as possible but with the barest minimum of rules to read and memorise and charts to consult. Thus, the greatest differences between DQ and D&D were in all the areas that contributed to character advancement. For starters, the monsters of DQ had no listing for Hit Dice, therefore no experience points for monsters killed or overcome could be assigned toward character advancement. Indeed, the only advice on game balance that fledgling DM's were given was that it should be a good fight if the hit points of the heroes equalled the hit points of the monsters.

Instead, everytime you completed an adventure, one excursion on the DQ gameboard, you went up a level. It didn't matter if the adventure took up four rooms, 12 rooms, or every room on the board, you went up a level. Going up a level meant you got another entire hit dice worth of hit points (all 4, 6, or 8 points) plus your constitution bonus. Spellcasters got another spell. Everybody, regardless of class, saw their fighting score, DQ's THAC0, go down by one.

Another big difference was spell eligibility. The spells were never given a level of difficulty and were open to any appropriate class, regardless of the level of the spellcaster. What 1st level party wouldn't love to have its cleric packing resurrection? Or a 2nd level wizard with two lightning bolt spells?

The last big area of difference was in saving throws and rogue success checks.

Not thief, mind you, but rogue. Saves and roguish success were determined by saving throws made against the appropriate attribute. Shades of 3e and Tunnels and Trolls!

Oh, yes, the combat mechanic. DQ had no "to hit" charts. Instead, heroes and monsters had a fighting score (think THAC0). The attacker subtracted the defender's AC from his fighting score. This generated an attack number which had to be equalled or exceeded, after modifications, on a d20 roll.

By now I'm sure you're thinking, "Right, all well and good for the little ones. But you certainly couldn't expect prep schoolers and adults to play like this."

I could, 'cause they have.

House Rules

When modifying DQ, I wanted something simple enough that a 10-year-old could design and DM a dungeon, yet complex enough that teens and adults would sincerely enjoy running in it. These are the changes I made, your actual (s)mileage may vary:

1. Although the rulebook went in-depth about the character attributes and how they influenced the game, character generation was never discussed. I'm confident, however, that any bright youngster could have figured it out for himself from reading the rulebook and studying the hero cards. As the characters provided with the game tend to be a bit too super heroic, make everyone roll up their own character. But use only 3d6 and no re-rolling ones. That's because every four adventures you can raise one attribute by one point. Again, shades of 3e!

2. Group the spells by level. These are the spell books I came up with.

a. Clerical:

1st--Cure, Protection, Turn Undead
2nd--Antidote, Charm, Resist Fire/Cold
3rd--Command, Cure Lycanthropy, Resist Acid
4th--Hold, Remove Traps, Resist Poison
5th--Invisibility, Resist Lightning, Revive

b. Wizard/Elf:

1st--Detect Magic, Magic Missile
2nd--Haste, Wall of Fog
3rd--Resist Fire/Cold, Sleep
4th--Fear, Shocking Grasp
5th--Fireball, Hold
6th--Invisibility, Lightning Bolt

Spell acquisition follows the chart for each class in the Expert Set.

3. I tried two methods of character advancement. The first one involved going

through the Basic and Expert sets and writing down each monster's HD and XP value on the back of its card and playing as usual. The second method, the easier one, borrowed from DQ's idea of going up a level after each adventure. After the first adventure you're at 2nd level. Two more adventures gets you to 3rd level, after that three more adventures gets you to 4th, four more adventures to 5th, etc. By the time you're at 5th level you've had ten separate adventures, which is about the same number of TSR modules you would have had to go through to get there. Just make to design your dungeons using a goodly amount of the DQ board to give your players a sense of accomplishment.

4. The conversion sheet suggested basing saving throws on attributes as follows:
Poison, Death, Paralysis, Turn to Stone--
Constitution
Magic Wands, Staves, Spells--Wisdom

Dragon Breath--Dexterity.

For rogue skills, I use the following:
Open Locks, Pick Pockets, Move Silently,
Hide in Shadows--Dexterity
Climb Sheer Surfaces--Strength
Hear Noise--Wisdom
Find/Remove Traps--the average of
Intelligence and Dexterity, rounded down.
AS3E!

Well, that's all, folks. Some of you may be thinking I was a bit round the bend to put that much work into an entry-level product for kids. All I can say is that it's been worth it; I wouldn't take anything for my DQ set. Everything is in one box, all I have to do come game time is grab it and some rough paper and run. If you have one in your collection gathering dust, I hope this article will encourage you to take it out again and look at it in a new light.

Imagine Magazine

Richard Tongue

I tell here the sad story of a wonderful magazine - TSR UK's house magazine, Imagine. In 1983 TSR UK, knowing they had a large fanbase that could support it, successfully lobbied the home company to set up a new magazine, Imagine, which would cover D&D and AD&D. The magazine was a great success, on all front. The articles were outstanding and informative, the short stories were without exception excellent, and the scenarios were better than any other magazine was producing around that time. In Issue 16 it began a new running feature, the design of a campaign world named Pelinore. This world

was also excellent, designed by the same people who would later bring us Warhammer Fantasy Roleplay. Although it covered only one small area - the City League and County of Cerwyn, each issue covered a new area of the campaign world, that was loaded with adventure ideas. What happened to this magazine? TSR US killed it, in 1985. However, the thirty issues they produced are some of the best of any magazine I have ever seen. If you ever run across any of these, or the independent follow-up Game Master Publications, pick them up. They are well worth it.

Getting Started

Richard Tongue

One of the most important elements of a successful campaign is the first adventure. It must be created with care, and with consideration to several important factors. First, if you are attempting to introduce new players to the game, or to your campaign world, you have to keep elements simple, but also showcase the game and demonstrate the rules, as well as providing the players with information about the campaign world. It is also a good idea to provide the players with an enemy at this point, one that will last throughout the campaign that will follow.

To begin with, you must find out what characters your players will be using. Sometimes, especially with new players, this can be a problem. An obvious solution is to generate characters beforehand, and this is highly recommended. You must work out if there are any gaps in your party that could affect the game. The most obvious example is the Cleric, whose healing skills are very useful to any adventuring party. If there is no Cleric in your party, you will have to be careful to allow plenty of NPC healing - you might wish to consider adding a Cleric NPC to the party as a GM-controlled character (often useful anyway when you are playing with inexperienced players - he allows you to provide in-game advice and help keep the part alive.)

Once you have worked out what characters you are using, you must select your adventure. You might wish to use a published adventure, one of the 'B' modules. If so, then a lot of your work is done for you, but it does present other difficulties. It might assume knowledge of the game system, or knowledge of the background. They are also not campaign specific, so if you are running in a home-

brew campaign, you will have to add detail anyway.

This article will assume that you wish to create your own adventure. The first adventure must hook your players into the campaign, and so must introduce NPC's, a local area for the players to explore, hooks for future adventures, sources of supply for equipment and training.

Now, the first step is to work out the basic plot. What do the PC's have to do, and why. You should already have worked out why the PC's are together, and this might provide the reason for the first adventure. The idea we will use here is that a group of bandits have been raiding supply shipments of iron from a mining village. The PC's are hired by the owner of the mine, a Dwarf. They know that there is an informer in the village, who they might be able to obtain information from. The bandits have a small lair in a nearby mountain range, with the PC's must clear, to recover the ore shipments that have been stolen.

Next, break down the adventure into its component parts. One - the PC's are hired by the Dwarf, and informed about the nature of the problem. Two - the PC's wander around the village talking to the locals. They discover who the informer is, through working out who knew about the supply routes, and get information about the bandit lair.

Three, the PC's journey to the bandit lair, having various encounters along the way, and then they finally enter the bandit lair, a small, one-level dungeon, and capture or kill the bandits, recovering what they have stolen. Optionally, they might have further encounters along the way home. These five

stages are fairly common to this type of adventure.

Now that the adventure has been plotted, you must add encounters to these stages, and flesh out the skeleton you have constructed. The first part of the adventure is hard to alter - it is a simple meeting with a patron. However, you can describe the mine, and maybe some of the patron's assistants. If one of the PC's is a Dwarf, he can be introduced at this point.

For the second part, you have to work out who the informer is, and how the PC's will find out about him. Let us say that it is the bartender of the local inn. He also has access to a group of three thugs (1st level fighters), who work for the bandits and have been assigned to protect the informant. There is also a runner (a 1st level Thief) who takes information from the bartender to the bandits. By questioning the caravan guards, the PC's will find out that the bartender always questions the guards about the shipments, and a check through the roster will show that he was once a caravan guard himself, before being wounded in a goblin ambush, and so is familiar with the route. If confronted with force, the bartender will admit the truth, and will offer to supply information. Later, the thugs will attempt to kill the PC's so they cannot pass on the information. If the PC's do not work it out, they will come anyway, with the bartender, to 'inquire' why the PC's are so inquisitive.

The third part of the adventure easily lends itself. Wilderness travel is often hard to describe in detail, so the best method is to dodge it. Describe the route the PC's take, and the encounters the PC's have en route. For this adventure, three encounters are about right. One with a small group of bandits, attempting to ambush the PC's, another with a group of friendly Centaurs

and a third with a group of Goblins who might or might not be hostile, depending on the players reactions.

The fourth involves a dungeon crawl. The dungeon must be mapped, and the enemies the PC's must face have to be worked out. The description in the Basic DM's rulebook about creating a dungeon is useful for this purpose, and this article will not rehash those ideas (designing a dungeon will be described in a future 'Getting Started'.) This dungeon will have to include quarters for the bandits and their leader, and the stores of iron ore that they have stolen.

The final part of the adventure, where they must return home, is easy to run - often it can just be run through fairly quickly, just describing the trip home and the reception they get when they come in.

Now that the adventure is described, and you have filled out the basic plot line. I assume that you have been following along, creating your own adventure along similar lines. If not, do so now, before reading on. Take the five parts of the adventure as outlines - Patron, Village, Wilderness, Dungeon, Return, create your own reason for adventuring, and fill them in, in the same way as shown in the example.

Once you have done this, the next step is to fit the adventure into your campaign world. As this is the first adventure, it is important to showcase the campaign world to the players. The best way to do this is to introduce NPC's that are stereotypical of their race / class / culture, as well as working out descriptions of the buildings and people that fit the campaign. The buildings could be typical Medieval, Viking halls, Oriental, or of any other type, and the people could be of different types as well.

Examples of the NPC's will depend on the campaign in question. For example, if the campaign is set on Karameikos, some encounters might include a Tralardan Priest, a Thyatian noble, a Elf from the Rudlebb Forest, and many others. These should be slotted in where appropriate in the game. Names are also highly important, and should be chosen with care to make them relevant to the campaign setting.

In the adventure described, suitable places for encounters are in parts two and three, with people in the village, shopkeepers or travellers, or in the wilderness - inhabitants of the mountains, Dwarves, Gnomes and so forth. These encounters can be friendly or hostile, but should all provide the PC's with information about the campaign world.

It goes without saying that any maps or statistics required should be readied beforehand. It should be said that maps should be kept simple to begin with. The village should be small, and laid out in an easy-to-describe manner, and the dungeon should be easy for the players to map from your descriptions.

When you are preparing the statistics for the creatures that your players are to meet, it is important to remember that it is their first adventure. The creatures should be easy to defeat. Kobolds, Goblins, Normal Bats and the like are all suitable. The PC's will not have the expertise to deal with more powerful creatures, either in or out of the game. First-level NPC's should also be the standard form, as they are easier to kill, perhaps with a second or third level leader. (One tip - have the PC's face a Clerical group - 1st Level Clerics are easier opponents than most other 1st level NPC's.) It is an excellent idea to avoid character death unless it cannot be helped - fudge rolls to avoid this. If a player loses his character

in his first ever session, it is unlikely that he will return for a second session.

Finally, one critical element of the first adventure should be introducing hooks for further adventures. In the brigand adventure described, there are questions left unanswered. Why were shipments of iron ore being diverted, when there were other, more profitable cargoes elsewhere? What made the bartender turn against his former employer? These could form the lead to future adventures, later on in the campaign. Other hooks can be introduced in the form of encounters. Tales of a monster roaming a nearby forest, strange happenings in the lower levels of the mines, old legends about mysterious tombs, all of these can be introduced in order to set up adventures. Perhaps the bandit leader has a brooch belonging to an old noble family, which the nobles will then accuse the PC's of stealing.

Of course, there is one more golden rule, and it is simply this. No matter what else you do, **HAVE FUN!**

Next issue : Designing your initial campaign setting

The Isle (Part One)

James John Gregoire

My name is Jider. I am a Fighter from the City of Specularum. My current position is that of senior member and lead mapper of the adventuring party called "The Blades". The story I'm about to write is that of utter desperation and of great human endeavour. It is a story of fantastic creatures and vast treasure hoards of gold. It is not a fairy tale or a work of fiction. It is not to be read lightly and later described by the reader as "a good read". It is not to be read, set down, and forgotten. It is the story of twenty-three men. It is my personal account of the events that transpired in the Duke's Year of 1121. The year that we travelled to the Isle Of Dread.

We were not the first group of proud adventurers to decide to make the trip to the Isle Of Dread. I must also say, grievously, that we will not be the last. Many determined groups have made the journey and survived. I do not know anything of the other's journeys to the Isle except rumours. I can only write truthfully of the experiences we endured.

We had actually decided to take on the expedition, the year before, in 1120. We had earned a reputation as an adventuring group renowned for their extreme ruthlessness. We numbered twenty-three fighting men strong. The Blades would take on any job or adventure and would always return home victorious, usually without losing a single man. We were truly unmatched in any armed conflict. The fact of our sheer numbers coupled with our great skill and courage meant death to any that challenged us. That was all to change.

Back then to become a member of The Blades, you could only be a male Fighter. We did not tolerate any whining wizards, preachy clerics, or snivelling thieves in our midst. We were equally discriminatory towards demi-humans: the halflings, elves, and dwarves. They all have different problems, but all stem from their race. (Because of the lack of original members still alive, the group is now open to all classes and gender.) All men willing to join The Blades had to undergo a gruelling initiation by passing a wide variety of tests and combats. I now have a difficult time trying to remember my first couple of months with The Blades. Fatigue, injuries, and mind numbing marches have left me with a faint memory of my first weeks. Nevertheless, I passed my trials and earned my commission. I excelled, and soon was promoted. It is the greatest achievement of my life.

Our group's leaders had always weighed the advantages and disadvantages of attempting a run on the Isle. But in late 1120 The Blades next mission, a trip to the Isle Of Dread was announced. All twenty-three Fighters were to set off early next year, 1121. Our leader, Delimer, threw a week long celebration of the announcement, and all participated. We then had two months furlong to rest and recuperate before the first loading onto the transport ships would take place. We all felt exuberantly powerful, and the group went home to their wives and concubines to show them.

The group's leaders did not take leave, nor had any time for expression of their

earnestness. We had an trip to the Isle Of Dread to plan, and only two months to do it! This group included myself, our aforementioned leader Delimer, and our chief financial officer, a man named Drongo. Firstly, we needed a ship. We thought we needed a ship that could haul approximately 50 tons. This weight proved to be far short of the actual needed. But, that may seem like a massive amount, and you may be asking yourself, why that much? Let me explain:

As I have said before, The Blades had twenty three members. Each member had their individual equipment, armour, and weapons, usually with a replacement set of each. We all rode the finest war horses complete with plate mail barding, and each Fighter usually had a second back-up horse with armour as well. We all were used to carrying this standard equipment where ever we went, and were not too encumbered by it. But we were to take on the Isle Of Dread! We would not have access to a weapons shop or armorer's forge for at least six months, maybe a year. We had figured the weight of the iron rations, fodder, and water at around 10 tons. This also was a dire miscalculation. We also recommended to the men to triple or quadruple their usual ammunition and personal supplies. They, of course, needed amount was three times that. We had completely forgotten the ship's crews rations or weight. You could say we were completely out of our element. The Blades were used to fighting on land and near large towns for re-supply. We were already at a disadvantage and we hadn't even spent a gold piece.

We started the search for our ship. Like most groups who want to take up the challenge of sailing to the Thanegioth Archipelago, we begun at the docks of the fine city of Specularum. Since most of The

Blades called Specularum home, we had many military contacts in and around the harbour area. I found an newly commissioned ship, named the Amanda. She was a fine sort, a large sailing ship converted for troop transport. Her price of thirty-five thousand gold pieces was not too costly, and was easily within the budget of the combined wealth of The Blades. We purchased her at the start of the new year, 1121, and began outfitting her.

We fitted her with two modified light catapults. These weapons were the newest in siege weapon technology. At sea, the combatant with the longest range usually wins a naval battle. I was told these splendid catapults could launch a modified flaming shot 450 yards, and a newly invented small steel shot over 550 yards! Standard light catapults can only fire rock shot up to 300 yards. We planned to sink any pirate vessel long before they had a chance to feel our longswords. The price of five thousand gold pieces apiece, didn't deter our efforts one bit. We fitted them fore and aft on the Amanda, with the new shot being stored in the hold. A pulley system allowed quick access to the shot during a fight. This pulley modification was one of only a few things that went as planned during our voyage, as you will see.

The next stage of our equipping strategy was the hiring of the crew. We had heard that some adventuring groups trying an attempt on the Isle Of Dread suffered crew mutinies. Rumours told of entire crews who would wait until an injured and weakened party returned from a foray on the island and had loaded their boat with treasure. Then they would simply kill the party and sail back. We didn't believe all we heard of course, but we couldn't gamble on a mutiny. We set off to hire the most skilled and loyal crew available. Of course they all had to be male Fighters, not normal sailors. At first this

proved almost an insurmountable obstacle.

During the time of our adventure, and still to this day, the navy of the Grand Duchy of Karameikos has a stringent recruitment policy. All young men not enrolled at a school of magic or handicapped were to serve in the Duke's armed forces for one year. After that time, men who were sailors are given large stay on bonuses to continue serving their Duke at sea. This means almost all trained sailors already have a job, with the Duke. The only ones left to pick from for private crews were: dismissed army and navy veterans, the very young, school of magic drop-outs, or cripples. We needed men of high calibre, not the standard mercenary sailor available in Specularum. We required outside help.

Luckily, two members of The Blades came from the Empire of Thyatis. The Emperor of Thyatis was known throughout the continent for his arena combats. Slaves, criminals, and small groups of mercenaries fought to entertain the crowds in the great coliseums of Thyatis City. Pitched naval battles were also staged by filling an entire coliseum with water. After some discreet inquiries into some of these groups, we had found our men. They were a specialised mercenary company that only fought the water battles of the coliseums. They were 20 elite soldiers with one surly captain, and all could handle a boat. With a little training in sailing ships they would be perfect. Until we found out their fee.

The captain of the Thyatian mercenary group met with us in Specularum six weeks after we bought the Amanda. His name was Jalik, and he was an retired Thyatian naval commander. Jalik explained that his group charged the Emperor of Thyatis five thousand gold pieces each time they fought a dramatised sea battle in a coliseum. These

battles rarely took more than a couple of hours to finish. Jalik also explained that a staged battle in four feet of water in a comfortable coliseum was entirely different than an expedition to the Isle Of Dread. We countered his reluctance by promising that all his mercenaries would become honorary Blades. But the negotiations still took three days. We settled on five hundred gold pieces per man, per month. The captain, Jalik, was hired at three thousand gold pieces per month. This was truly an unprecedented sum, but we had our captain and crew!

Our financial officer, Drongo, had managed to negotiate a considerable discount on the price of rations with the local Specularum provisioners. We started loading the iron rations, fodder, and water barrels at the beginning of the third month of the year 1121. Extra rope, oil lamps, oil flasks, parchment, pens, grappling hooks, and nets were also purchased and loaded aboard the Amanda. Extra slots were cut into the bulkheads on her deck, in which to tie the mighty steeds of The Blades during their travel to the Isle. I have to admit, I was very proud of our new ship, and rightly so!

One final problem was presented before me as they finished the final loading of supplies. I still hadn't hired a navigator to guide us to the Isle Of Dread! As lead mapper, I was charged with the assignment of finding one. I expected one to show up in one stage of the plan or another. Maybe I had foolishly thought that I would somehow lead the group to the Isle. The urgency of the matter finally struck home. I quickly interviewed several different applicants, but I eliminated them all due to incompetence. How could we have overlooked filling this important position, I asked myself! I kept postponing the report of my lack of progress to our leader, Delimer.

Finally, after one week of searching, I found one seemingly qualified individual who went by the name of Windholm. He hadn't the fighting experience of the rest of us, but he still claimed to be of the Fighter occupation. He also stated that he had been a merchant ship's navigator that they had sailed the continent many times on business. He also told me, in the interview, that he resigned his duty due to financial problems. (I now know that these statements were utterly false). After a quick and inadequate check on Windholm's background and service record, I hired him as Ship's Navigator for the Amanda. I have accepted the fact that my actions that day, hiring the man who went by the name of Windholm, ultimately lead to the horrible deaths of many members of The Blades. Several of them were lifelong friends of mine.

With our ship outfitted and crew hired, our next priority was to assemble The Blades. This had proven hard to accomplish in the past, especially after extended leave. By the end of the third month we had everyone present except one. One member, Melnair, had found himself a new home in the Specularum city jail. After a short meeting with our jail contacts, we bailed him out of his new found lodgings. Much to our surprise, Melnair hesitated to join our little expedition! After some prodding he gathered his gear and met us on the city dock. We figured, after all, we could not go to the Isle without someone who could speak fluent Gnoll and Bugbear.

With the sun just breaking the horizon in the early morning hour of the first day of our journey, we all climbed the plank to board our ship. The usual low morning fog clogged the city. I noticed there were none of the usual sounds of the harbour, not even a seagull. Being one of the leaders of our little group, I didn't show my deep growing

fear that we may never see our home again. The Blades had seen far worse situations than this one.....

I had just joined The Blades and it was one of my first missions. We had been hired to clear out a small goblin infestation. We met the small group of non-humans, cornered them, and sliced them to shreds. Afterwards, we were given a large bonus to track the source of the tribal influence. In the Broken Lands we were surrounded by a force of 1,000 battle hardened orcs and ogres! Even as we faced their battle drums and fires, I had never felt this much feeling of foreboding. This morning, the day we left Specularum for the Isle, I had a deeper and knowing feeling. It is one that I still can't explain in words. We had, of course, routed that force of vile and stinking orcs. We would return from this mission as well, I told myself. I stood in attention at my place on the dock and watched the horses and men board the Amanda. This was not a pretty sight, most of our men swearing and whipping their horses. But we were The Blades! We were going to the Isle Of Dread!

Watch for the next part of 'The Isle' in OD&DITIES 6, due in November!

Swords High!

Richard Tongue

Introduction

'You live in a small village known as Tharsis. It has been in existence since the time of your great-grandfathers, when a pair of heroes known as Kentuss and Yindar led a group of refugees from the Civil Wars up to these remote lands, cleared them of monsters and miscreants, and settled here, dying under mysterious circumstances. Since these times, nothing has come to trouble your people, and you live well but simply. Then, one day, the Knights appeared. A group of three men wearing black armour claimed to be 'Knights of Heldan', and stated that Tharsis was now part of your domain. The old elders of the village came out to meet the Knights, and one of them, who in his youth had been a fighter of some note, and was a descendant of Kentuss, drew his sword and attacked one of them. He was quickly dispatched, and the three Knights told the populace to expect retaliation. It came the next day. An army of a thousand humanoid, goblins, orcs and hobgoblins, led by the evil knights, marched on Tharsis. The elders surrendered to the Knights, and were killed for their troubles. The village was ransacked as a gesture, and everything of value was taken. When the Knights departed again, the new Elders convened and determined that the village could not resist the Knights, and that they had no powers against such vast forces, but a group of adventurers could be sent forth into the wilderness, with the object of gaining men and powers that could be used against the Knights. You are the chosen heroes, and the Elders summon you to the Council chambers, to be briefed on the journey ahead.'

"My brave warriors. Your first task must be to leave this immediate area. We

have little importance beyond this village - no one from outside will help us in our plight. The Council has few contacts beyond our village, but you may act in our name in the outside world. We have some knowledge which may help you in your quest - the tomb of Kentuss and Yindar is somewhere near. His tomb contains treasures that will help you in your quest, if you can get past his guardians. Seek out the elves of the forests, and the dwarves of the mountains, the help that they may offer you could be beyond comparison. As for a place to start, set out on the road to Inverton, on the coast to the north. There is civilisation, and the tools you will need to succeed in your brave quest. Since the Knights ransacked the village, there is little of worth left to offer you, but we do have this. (He tosses a bag, containing 200 GP, at one of the PC's.) It is not much, and certainly less than you will need, but it should be sufficient as a beginning. We also have some equipment, but we can spare little. It would be better for us that the Knights do not know of your absence until you can protect us. Select four items each as you leave. Good Luck, for all our sakes!"

"You are taken from the chamber, and ushered into a large room, where a collection of equipment, thirty-six items, have been laid out on the floor for you to chose as you will. When you have selected, one of the village's best huntsmen takes you from the village via a secret trail under cover of darkness, through the misty forests. When you emerge, you are on the trail heading north, to Inverton. The huntsman bids you farewell, then returns back into the forest, vanishing from your sight after a few minutes. Your eyes turn to the road, and under the rising sun of dawn, you set out to meet your destiny."

Equipment Available

Dagger (1d4)	Sling (1d4)	Quarterstaff (1d6)
Two-Handed Sword (1d10)	Short Bow (1d6)	12 Arrows
Battle Axe (1d8)	Short Sword (1d6)	Short Sword (1d6)
Shield (-1 AC)	Shield (-1 AC)	Shield (-1 AC)
Helm (-1 AC)	Leather Armour (AC 7)	Leather Armour (AC 7)
Leather Armour (AC 7)	Padded Armour (AC 8)	Ring Mail Armour (AC 6)
Lantern	Flask of Oil	Flask of Oil
Vial of Greek Fire	Spellbook	Holy Symbol
Vial of Holy Water	Clove of Garlic	Sprig of Wolfsbane
Rope (50')	Rope (50')	Grappling Hook
Potion of Healing (Blue)	Potion of Strength (Purple)	Potion of Levitation (Red)
Alchemist's Kit	Thieves' Tools	Hammer and Spikes (12)

Players' Knowledge of the World

Your knowledge of the world outside is limited to what travelling merchants have told you, and a few things your parents knew. Situated in the Forest of Mists as you are, the village is out of touch with the world. Most of what you know is conjecture, and may or may not be true, but still is worth paying attention too. The area you live in is on the northern borders of the Empire of Man, which extends for many miles in all directions. However, the Empire does not touch you directly - no Imperial representative has ever come through even to collect taxes. At last knowledge, the Empire was in considerable trouble : it may even have fallen by this time. Your area has historically been quiet, but it lies on the fringes of the Badlands to the South, an ancient wasteland that has never been explored or settled. The Elders conjecture that the Knights of Heldan originate there.

The main town in your region is Inverton, almost a small city, which lies on the northern coast. It is ruled by a Duke who is appointed by the Merchant League, but you do not know who the current Duke is. The Elders' advice to go to Inverton first is probably correct, as the size of the town means that you are likely to find some aid

there, or at least some clue as to how the Knights of Heldan can be defeated. The trail to Inverton is a long one, dotted with border posts and is somewhat dangerous - gangs of orcs and hobgoblins raid it with impunity in some places, and the hamlets and villages that dot it's path are well fortified by necessity. It has been reasoned that they too may have felt the force of the Heldannic Knights, and allies may be found there.

Other features of note are the Ironfist mountains, wherein tribes of barbarians, giants, orcs, and dwarves - they have a large settlement, Kaz-Kaladrid, there, buried inside a mountain according to the rumours. The Forest of Shadows is also of importance, lying to the East. Parts of it are said to be civilised, with humans living there, others wild, where Elven tribes roam. Some areas are said to be inhabited by ferocious Beastmen, making it a dangerous place indeed for travellers. The River Avalon is the main artery of trade, following south from Inverton far to the West, towards the civilised lands, where it leads into Lake Falcon, almost an inland sea by all accounts, ruled by pirate kings who dominate the settlements of that area. No villager has ever set out on such a quest as yours. The perils that lie ahead are tremendous, but so are the

possible rewards if you succeed.

DM's Guide to the Campaign Setting

History

The Northlands were first settled 200 years ago, by the Imperium in its last days of glory. The Empire fell nearly fifty years ago, wracked by civil war and famine. Although a small area centred around the old capital still claims dominion over the Empire, it is dead. Since the fall of the Empire, little has happened to disturb the Northlands - this much is correct. There have been two major wars with the Orcs in recent years (269-74 and 279-85), but these hardly affected the majority of the region. The most notable event of the last ten years was the Dragonrage, when a flight of three Red Dragons swept north from the Badlands and destroyed several towns, until a band of heroes led by the ruler of Inverton slew them.

Geography

The Forest of Mists

The Forest of Mists is a small forest near the Badlands, comparatively free of monsters. A few small Goblin tribes lurk in the southern areas of the forest, but they spend most of their time fighting themselves, and are not usually a threat to anyone dwelling in the forest.

The Trail

The trail leads north from the Forest of Mists to Inverton, passing through many small villages on the way. In some areas, the path is dangerous and inhabited by many humanoid tribes - the Black Spider Orcs are particularly dangerous in many places. Bandits are also a perennial problem. To some extent action is being taken - the Inverton Merchant League have established several keeps along the trail where travellers can rest in safety, although only nine have

been completed, seven of them on the northern section of the trail. All the villages and hamlets are well fortified in case of attack, but some are overrun occasionally anyway.

Inverton

Also known as the City of Merchants, Inverton is the main town of the area, through which trade flows west towards the Old Empire, and north across the Sea of Tempests. It is nominally ruled by the Merchant League, but the Duke they elect is the real power, for he reigns until his death. The current Duke is an outcast Elf, Delphuss, known for his actions during the Dragonrage.

Forest of Shadows

The Forest of Shadows is a dark place. Some small villages of humans exist on its northern fringes, to make use of the lumber, but the interior is a dangerous place. Several Elf tribes, found nowhere else in the area, live here, and a Druidic temple can be found in the heart of the forest. The southern reaches are occupied by Orcs and Beastmen, who periodically make war on the north but are stopped by the Elves, who have become insular and isolated from the rest of the region,

Sea of Tempests

The Sea of Tempests separates the mainland from the Dark Continent, Ajur, and the Land of Odin to the north. It can be difficult to traverse in some places, but ships cross quite often since the first crossings made a century ago, by the famed explorer Ragnar.

River Avalon

The River Avalon flows from just east of Inverton into Lake Falcon, to the east. It has several settlements on its borders, including several gnome holdings. Trade down the river is frequent, and forms a critical link

with the rest. Since the fall of the Empire, however, river pirates have become a common sight, especially as a traveller moves further east.

Lake Falcon

Lake Falcon may more accurately be described as an Inland Sea, surrounded by several small towns, of which Narborel is the largest. These are ruled by outlaw or pirate kings, who make their livings preying on the trade routes through their lands. Many make war on each other, and all rule dens of thieves and vagabonds. It is known as an excellent area to hire mercenaries from.

Ironfist Mountains

Languages of the Northlands

Common	Human language, spoken widely throughout the Reaches.
Auld Common	Old human language, predecessor of Common, spoken amongst the clergy and intellectuals.
Elvish	Spoken by the Elves of the Forest of Shadows
Dwarven	Spoken by the Dwarves of the Reaches, almost a second trade language.
Gnomish	Fairly uncommon tongue, spoken by the Gnomes of the River Avalon.
Orcish	Brutish tongue spoken by Orcs throughout the Reaches, with many local variations.
Dark Tongue	Language used by Chaotic Cultists when praying to their gods.
Skyrimmer	Spoken by the Barbarians of the Ironfist mountains. Has no written form.
Thieves' Cant	Language of Thieves, common throughout the Reaches. Has no written form.
Arcane	Magical language - spells are usually written in this language.
Draconian	Language of Dragons. No written form - can be used to incant spells.
Lughwyd	Language of the tribesmen of Ajur. Rare.
Runic	Language of the civilisation of Odin.

The Ironfist mountains are a series of steadily ascending peaks, that reach up to the coast from the west, where cliffs twenty thousand feet high exist, some with whole cities carved into the rock. It is inhabited by some tribes of Hobgoblins and by several Giants, and it is believed that Dragons live in some of the northern mountains. The area is ruled by Dwarves, principally from their city under the earth at Kaz-Kaladrid. Many of the western mountains are pockmarked with caverns, the result of a thousand years of mining and exploration, and it is believed that a route exists, under the earth, from the western side of the mountains to the east. Such a route would be extremely valuable to traders.

Early Encounters

The following are a series of encounters that the PC's experience during their first few days on the road. They can be skipped if required, but they provide information on how to play the game as well as giving some extra information about the setting.

1 : Merchant

The PC's meet a travelling merchant, riding his horse up the road. He offers them some money if they will stay with him until the next Inn, three hours ahead. When they arrive, he presents them with 5pp, 15gp, 7ep, 25sp and 90cp, the contents of his smaller saddlebag. In addition, he offers them free choice of two items from a selection of his wares, listed below.

12 Arrows	Silver Dagger
Shield	
Map of the Area	Sprig of Bluespur
Vial of Oil	
Bottle of Wine	Ruby (worth 10gp)
Red Vial(Antidote)	

2 : Bandits

A group of bandits equal in number to the amount of PC's with greater than 5 hp meets the PC's on the road, and demands a toll of 100gp. They may pay, in which case the PC's will be allowed to go, or fight. They are armed with short swords and shields, and carry a total of 405gp and 71sp between them - their taking for the day.

3 : Outrider

The dead body of a messenger is found on the road. An arrow pierces the back of his neck. If the PC's examine the body, they will find that clutched in his hand is a message for the next keep along the line, warning of an imminent attack. If the PC's warn the Keep, which means travelling back

the way they came, they will be rewarded with 50gp.

4 : Wolves

In the night, one of the PC's is disturbed by a howl, and wakes up to see three Wolves entering the camp. The PC's must try and scare them away. Careful examination of the area will discover a goblin lurking in the trees nearby, with a Ring of Animal Control (2 charges remaining), who hoped to loot the PC's bodies.

5 : Orc attacks

The PC's arrive at a devastated village, the buildings in ruins, many people dead. They will be asked to go after the Orcs that did this, to rescue several prisoners that were taking them. Finding them involves a search through considerable territory, with several encounters - an escaped prisoner, an Ogre willing to help for a price, and several small bands of Orcs. Once the main camp is found, the PC's return to the village and lead a detachment of ten volunteers against the Orcs. Any surviving volunteers (and possibly the Ogre) join the party as their first mercenary unit.

Overall Objectives

The overall objective of the PC's is, of course, to raise a small army and return to the village to liberate it from the Heldannic Knights, gaining in experience and performing other missions to gain money along the way, as well as gathering assistance from various other sources, such as magical training or information on the Knights of Helden. Once this mission is completed, and the village liberated, the PC's have three options. The campaign can end there, which is a natural breakpoint. The PC's could take their army and do other things with it, forming a small kingdom for

themselves on the frontier, for example. However, to continue in the spirit of the previous campaign sessions, they could instead continue on, driving back the actions of the Heldannic Knights in other areas, and finally leading an army into the Badlands to find and destroy their base.

To accomplish the adventure, the PC's are liable to wander all over the face of the Northlands, and possibly beyond, in which case further maps will be required. However, there are a series of adventures which they are likely to undertake over the course of the campaign, particularly in the early stages of the campaign when they are low on ideas.

Visiting Inverton

(Levels 2 - 4)

Inverton is an ideal place for the PC's to establish connections. Solving the problem of Duke Delphuss is a good place to start, as then he will owe them favours the PC's can use, but other possibilities are present. There is a thriving Wizards' Guild in Inverton which may be a rich source of quests, and a Mercenaries' Guild that will no doubt be the PC's first port of call.

Finding the Tomb of Kentuss and Yindar

(Levels 4 - 6)

The Tomb is hidden just north of the Forest of Mists, and locating it should be quite difficult - finding a Sage who knows it's location but demands a favour first should be the type of idea. The tomb is immense, starting as a barrow but working down into four levels, with all manner of monsters from Goblins to Undead. The treasure itself is guarded by a Red Dragon, who must be slain to access the treasure. There are 1,000gp and 500sp in hard currency, but there is Kentuss's spellbook, which should contain at least four spells of each level up to three and should prove invaluable for a

PC sorcerer, and there is Almeron, Yindar's famous two-handed sword. It is a Lawful Two-handed sword +2, +3 vs. Dragons, with the primary ability to Detect Evil once per day. In addition, it is *intelligent*, with an Intelligence of 13 and an Ego of 9, The sword will serve an Lawful fighter or Paladin, but will refuse to fight for anyone of Chaotic alignment or against anyone of Lawful alignment. It will make these restrictions perfectly clear to it's user. To help, it speaks Common, Auld Common and Orcish, and will translate for it's user.

Visiting the Forest of Shadows

(Levels 3 - 7)

The Forest of Shadows is a dangerous place, and the PC's will have several encounters to get through before finding someone helpful. The Elves of the forest will help by sending a detachment with the PC's, but will require a series of quests to be performed first against the Orcs of the Forest, and against a Red Dragon that is burning down portions to the south.

Finding the Dragon Crystal

(Levels 2 - 6)

The legend of the Dragon Crystal should be revealed to the PC's early on in the adventure, possibly even from the travelling merchant of Encounter 1. However, their first direct encounter with it should be when they find a mysterious crystal in a treasure horde, when fighting some bandits, orcs, goblins, etc. This is a portion of the Dragon Crystal, and when combined with the other two fragments it forms a powerful ward against Evil, equal to a ring of protection +3 vs. Chaotics. This adventure can be used to send the PC's into new areas, such as down the River Avalon, for example.

We the People....

(Levels 3 - 5)

A sorcerer named Bargle has seized a town

on Lake Falcon, and the PC's are hired by the ex-bandit ruler of the town to slay him and restore his dominion. The PC's can go and kill Bargle, a powerful sorcerer, but then a group of citizens calling themselves the 'Freedom League' ask the PC's to stop the bandit from taking over the town again, and to stop his army by force to put a council of elected citizens in control.

Deepwater

(Levels 2 - 4)

A sea monster of undetermined nature has been menacing River Avalon in recent times, and a merchant hires the PC's to investigate. They determine that all of the activities centre on a Gnomish village which is enjoying a sudden burst of prosperity, since the arrival of a Master Mechanic from the east....

Voyage to the Sundered Isles

(Levels 3 - 6)

Many centuries ago, a group of towns whose inhabitants would not embrace the True Faith were punished by God by having their land torn from the coast and placed far out to sea. An inquisitive Mage from Inverton requests the PC's and some of their men come with him to the isles, to find some rumoured lost magical treasure.

The Tomb of Osrak

(Levels 1 - 3)

A series of small villages near the Forest of Mists have been complaining of reduced crop yields, cattle vanishing mysteriously. Then, the village of Highoak vanishes overnight, every inhabitant killed or gone. Even the graveyard is empty, but a series of shambling tracks lead up to the tomb of an ancient Knight of Chaos - Osrak. The Undead hordes must be stopped, and Osrak himself finally destroyed.

Kaz-Kaladrid

(Levels 4 - 8)

The Dwarves at Kaz-Kaladrid are facing an incredible calamity. They are willing to help the PC's, and provide them with Grungni's Axe, a special magical weapon (+ 1 Battle Axe, + 3 against Chaotic Spellcasters), but they need help themselves first. The lower levels of their community have been overrun, by Goblins, Orcs, Ratmen and Shadow Elves. They can only be contained for a short time. A party of adventurers must move down the levels of Kaz-Kaladrid, into areas unexplored since Grungni's time, and find a way to stop the rise from the lower levels (which is being caused by an underground volcano filling some levels with lava, and slowly rising - it can be stopped using ancient technology).

Designer's Notes

Many of the B series of modules, such as Rahasia, can be slotted into this campaign with little work, or some of the X modules - X1, X2 and X3 would be easy to add. All types of adventures can be run in this setting - wilderness, dungeon, or urban, but when designing adventures always remember the overriding goal of the campaign. (Take a look at the article 'Epic Heroes' in Issue 3 for ideas.) The Knights of Heldan (Heldannic Knights) were used in this campaign because there is a great deal of material about them on the net, which can be used to add flavour to this campaign (look at dnd.starflung.com). With a little work, this campaign can be moved anywhere, but is probably best if used to introduce newcomers to OD&D. A map of the setting as a whole is provided, but individual dungeon maps are not. (If anyone creates them for their campaign, it would be excellent if they could be sent in). Variant character classes, such as those provided in OD&DITIES or in the Creature Crucible series should be provided if the PC's ask for them, but care must be taken to both involve

them in the campaign on a fair basis (difficult with some classes, easier with others), and to make sure that the player can come to grips with the character. It is recommended that such classes not be used by beginning players. The first five encounters that are detailed are designed to highlight different aspects of the setting, as well as provide the PC's with more information about the game world. As for religion, which is a matter of vital importance, the local religion is the 'True Faith', which has essentially the same beliefs as early Christianity. There are 'heretical' sects in various places worshipping gods of Nature(Neutral) or gods of Chaos(Chaos). Such a simplistic theology was selected, again, to make it easier for new players. If a different religious system is preferred, then it can be easily slotted in.

Final Goal

These quests are merely part of the final journey. By the time the PC's reach level 6, the effect of the Knights of Heldan will be felt throughout the land, with raids everywhere. By this point, if the PC's have been successful, they have procured magical items to help them in their mission, powerful allies who can help them in the battle (an ninth-level Magic-User could be very useful,

for example, and a small mercenary army, consisting of various types of forces. If (as is possible) the PC's have forgotten the village, then a messenger from home, almost dead, will arrive at the PC's current location and tell them that the Elders need help now - the Knights are planning to destroy Tharsis to unearth a magical gem supposedly buried under the village. The PC's should rush home with their army, then defeat the horde of Orcs and Goblins controlled by the Knights (with luck). For this battle, the War Machine rules can be used if available, or else the DM will have to work out a simple system of running the mass combat. After that, the PC's themselves, fighting alone, can enter the cave headquarters of the Governor of the District, and kill him, ending the menace to the region.

At this point, the PC's can feel their quest is over. They can retire, disband their army, and join the elders. However, they could instead go south, into the Badlands, and find the source of the Knights of Heldan, and end this threat for good. After that, what they do is their own business - but will undoubtedly be fun. They could set up their own domain in the Badlands, enter politics, explore the 'new world' with Inverton as a base, or head West to the Old Empire, and beyond.

Kuvartma

Patron Immortal of Strength, Fury, and of the Moon

James Mishler

Game Statistics: Temporal, Sphere of Entropy. 7th level Immortal; AC -19/-17/-15/-13/or -11, depending on the phase of the moon; hp 110; HD 21; MV 150' (50'), 360' (120') flying; #AT 2 and 2; D 2d6+6 (Claw) and 2d4+12/1d8+11 [+10/+8/+6/+4/or +2 additional depending on the phase of the moon] (tusked shield); AM 50%; Save IM7;

AL C; Str 24, Int 19, Wis 15, Dex 22, Con 20, Cha 18. Powers: Height Increase, Howl, Weapon Mastery (tusked shield), Swoop. Weapon: tusked shield +10/+8/+6/+4/or +2. Armour: tusked shield +10/+8/+6/+4/or +2. Note: Weapon Mastery with the tusked shield provides an additional AC bonus of +3 versus all attacks.

Follower's Alignment: Any. Clerics must be Neutral or Chaotic. Kuvartma has, after millennia of thought, finally turned from his hatred of humans in general and today actively pursues the worship and service of humans, though most of his followers are still found among humanoid tribes.

Special Cleric Powers: Clerics of Kuvartma are required to use both of their weapon mastery slots at 1st level to learn the use of the tusked shield. They thusly begin play at 1st level Skilled in its use. They may learn to use other weapons, but will always prefer to use and master the use of the tusked shield first. Humanoid and human clerics also gain access to the 3rd level magic-user fly spell, as a 3rd level spell. When this spell is cast, blood red bat wings spring from the back of the caster. Under the full moon the caster may fly at twice normal speed [720' (240')].

History: Kuvartma was born in 930 BCCC, amongst the winged ape slaves of a long lost and forgotten city-state. Kuvartma grew fast and strong, and was quickly initiated into the gladiatorial arena for the amusement of his human masters. He excelled in combat, and revelled in the use of his tusked shield to defeat his opponents. However, within his bestial soul he longed for freedom, and prayed to the moon, the ancient goddess of his ancestors, for the power to affect the release of his people. The Immortal Alinah, Patroness of the Silver Moon, heard his plea. She granted certain of her winged ape followers' clerical spells, and, with Kuvartma at the head of the ape rebels, they were able to cast down and destroy their human masters in 950 BCCC.

After razing the city-state to the ground and leaving no stone standing, Kuvartma and his followers engaged in a general raid against

humankind. They traversed the length and breadth of the wilderlands, slaughtering humans and torching settlements wherever they could. This wholesale slaughter was not what Alinah had sponsored her followers for, and as they had turned against her, so then she turned from them, taking away her clerical benefits (though some still followed her, and turned away from the slaughter). The loss of the Moon Goddesses' patronage drove Kuvartma insane, and he fled into the wilderness.

While wandering the wilderlands Kuvartma came upon a tall, black-cloaked being, which he wished to destroy but could not raise a claw against. The being spoke to him of power, and of the patronage of his people, for he had witnessed the destruction wrought by Kuvartma's people, and desired to turn that power to his own use. Kuvartma agreed, and thus became the tool of Margonne, the Immortal Patron of Dark Plots. Kuvartma gathered his people, those that would still follow him, and returned to the west, where they built their own city. There Kuvartma led his people as king until, after many years of service, he was raised to the ranks of the Immortals under the patronage of Margonne.

Personality: Kuvartma is a beast at heart, and often reacts with animal instinct against things that stand in his way, especially when the moon is full. However, he is quite capable of rational thought, and has learned the finer points of planning and plotting at the foot of the master, Margonne. There are Immortals that theorise that his continued bestial character is merely a ploy to get other Immortals to underestimate him.

Kuvartma is singularly concerned with the well being of his natal peoples, the winged apes, as well as with the growth of his cults among the human and humanoid population. His relative weakness among the ranks of

the Immortals after so many millennia of existence is due primarily to his prior lack of involvement in the greater arena of Immortal activity. This has recently begun to change with his active attempt to take over the patronage of the moon from his former patron, Alinah.

Allies: Margonne, his old master, still calls upon Kuvartma from time to time, while conversely Kuvartma can call upon the wisdom of Margonne. He has at times worked or conspired with Vivistat, Feninva, and Mururlu. However, there are no Immortals that would call him friend.

Enemies: Alinah is his greatest enemy, for having abandoned him and his people millennia ago. He has taken on the patronage of the Moon in direct competition with his old patron. Most peace loving Immortals, such as Sinakad and Sashu, are his indirect enemies, though he pays them little heed.

Appearance: Kuvartma appears as a giant ape, 14' tall with gigantic blood red bat wings and enormous claws. He wields his Shield of Lunar Might in one hand, allowing him to claw twice and attack with the shield twice in the same round.

Symbol: A silver tusked shield, based upon Kuvartma's very own. It may at times be fully silver, gibbous silver, quarter silver, crescent silver, or completely black, depending on the scribe and his purpose.

The Shield of Lunar Might: Kuvartma's shield, the self-same one he used in the gladiator pits and during the great raid, later enchanted with his own Immortal might, varies in power based on the phases of the moon. It is +10 during the full moon, +8 during the gibbous moon, +6 during the

quarter moon, +4 during the crescent moon, and +2 during the new moon. It is enchanted for attack as well as defence. The shield will reflect the phase of the moon with a silvery glow, the remainder turning a dull, sackcloth black.

Temples and Cults: As mentioned, Kuvartma was little known until recently save among his own people and a limited number of humanoid tribes. To his people he was, quite naturally, the patron of their kingdom and their ancient hero-god. To the humanoid tribes (orc, goblin, hobgoblin, and gnoll) he was a patron of strength and might, as well as patron of freedom from human oppression. Within the last century, however, he has founded cults and temples within the human realms. These cults revere him as a patron of the moon, of strength, and to a lesser degree, of rulership. These cults are few and far between, and are generally found far from regions that revere Alinah, the better to slowly grow their power. They generally remain hidden from the sight of the local authorities, due to their bloody practices.

Ceremonies and Sacrifices: Kuvartma's followers meet four times per moon, once each at the peak of the new moon, the first quarter moon, the full moon, and the last quarter moon. During this time they hold a reverential ritual in the honour of their Immortal. Following the ritual of the full moon, they then hold another ceremony of a very different sort. During this festival they force human slaves and captives to battle each other to the death in a gladiatorial pit (they have been promised that the last survivor will be "freed"). The last survivor is then sacrificed to their Immortal upon a blood-drenched altar, amidst great bestial howling and beating of the chest.

Apes, Winged

James Mishler

Armour Class:	6
Hit Dice:	4+1 (M)
Move:	120' (40')
Flying:	150' (50')
Attacks:	2 claws or 1 weapon
Damage:	1d4/1d4 or by weapon
No. Appearing:	1d6 (3d6)
Save As:	F4
Morale:	9
Treasure Type:	(U) A
Intelligence:	8
Alignment:	Chaotic
XP Value:	125

Monster Type: Humanoid (Rare)

Winged apes are a very unusual evolutionary offshoot, the creation of a long-lost Immortal, or an ancient magical experiment. They themselves do not know. They are distantly related to the common apes of jungle-covered mountain highlands (with whom they may interbreed). They are more intelligent than their cousins, having an intellect equal to that of the lesser goblinoid races. Their wings are great leathery things, not unlike those of bats. Most are black in colour, though some mountain tribes have a rusty red fur, while most arctic tribes have white fur.

Winged apes are omnivorous, though they much prefer the taste of human flesh. They never cook their food, and prefer it fresh. Females will gather vegetables, tubers, and roots while the males hunt for animal or human flesh.

Winged apes do not generally manufacture their own weapons or goods; they are far more likely to steal their weapons and supplies from humans. They will not wear armour, though they will wear jewellery, belts, scabbards, and pouches. They know

well the value of treasure, and use it among themselves, as would any advanced culture; they especially enjoy using it to lure humans into traps and ambushes. Some clans actually keep human slaves, at least, until the hunters return empty handed.

Winged ape clans are highly territorial, with wide-ranging territories due to their flight capabilities. The number in lair indicates combatant males and females; a similar number of children will be found in the lair. Children have 1 HD and a single claw attack for 1d2 points of damage. A clan of seven or more adults will be led by a Silverback, a larger, stronger male with 5+2 HD and claw damage of 1d6/1d6. A clan of 12 or more adults will also have a Bloodback, a shaman of Kuvartma with the powers of a second to fourth level shaman.

From time to time a Great Silverback will arise and form an extended tribe of three to eight clans. Each clan would have its own Silverback and Bloodback; the Great Silverback will have an AC of 4, 8+4 HD, do claw damage of 1d8/1d8, and have a hug attack for 2d6. The Great Bloodback may be as advanced as seventh level as a shaman. There are legends of an entire kingdom of winged apes far to the west, as advanced culturally as the human realms, but none have ever returned from those lands to substantiate the rumours.

Terrain: Cavern, Ruins; Mountain, Hill.

The Prancing Ki-Rin Saloon

Cutpurse Row, off the Street of Shadows, City State of the Invincible Overlord

James Mishler

[NOTE: This setting uses the humanoid character rules from GAZ 10, The Orcs of Thar. The rules are taken seriously, with humanoid thieving skills and other, unusual skills being retained.]

Sign: The faded and scarred sign depicts a male oriental unicorn rampant, wearing a hideous grin, proudly displaying his private parts. In his front hooves he carries a large tankard, with a frothy head, which is being lifted to his grinning lips. The name "Prancing Ki-Rin Saloon" is painted in practised Common above and "Rhazakh Khyrez Runkel" is scribbled in halting Black Speech below.

Hours: Open from about dusk till dawn. Dusk to midnight are "early" hours, midnight to dawn are "late" hours. The owner and crew live in the saloon, and sleep there during the day.

Description: The Prancing Ki-Rin has been described as a rat warren; a large, loud, and dangerous rat warren, but a rat warren nonetheless. The floors are covered in slop, slime, and old crusted blood, while the tables are little better. The two windows on the south wall of the main room are boarded up, to keep out sunlight in the daytime, and the tavern room is only marginally lit, just enough for the servers and the owner to tell copper from gold. The room is smoky and choked, from the cheap torches and candles to the odd things being burnt and inhaled in water pipes and tabac bowls.

The main room is about 50' east to west by 40' north to south, not counting the three

semi-private 10' by 10' booths at the north end. A large, mostly unused fireplace stands on the west wall, while the east wall is dominated by a series of shelves covered in old bottles, flasks, skulls, etc.; the bar stands before the shelves. If once there ever was a mirror, it has long since vanished. There is also a trap door behind the bar (visible to those seated at the bar) that leads down to the cellar. The trap door is not locked.

A large, rat-gnawed dicing table stands to the left of the entrance, near the fireplace. A game of bones is often being played under the feet of a dancing orc wench. If the heavy dice table is pushed aside (a loud and obvious manoeuvre), it reveals a hole with stairs leading down into the tunnels of the city-state. The stairs wind through the bowels of the earth and enter the five-level dungeon on level 1, via the spiral stairs north west of room F. The rest of the room is cluttered with a bewildering array of mismatched, once-abandoned, and decrepit tables, chairs, benches, and stools. Naturally, a lone chair sits in the northern shadow of the fireplace. Tattered remnants of banners, clothing, old rusty weapons, and things less savoury dangle from the rafters, which are coated in centuries of soot, grime, and smoke.

The three semi-private booths on the north end can comfortably seat six, eight, or six respectively, more if goblin sized, fewer if troll sized. They are cordoned off by thick, ancient rugs bearing unrecognisable designs and stains. The westernmost booth has a secret door underneath the table (known only to Jagyuk and a select few) that leads through the north wall to an alleyway behind

the saloon; otherwise there are no other exits from the booths.

There are two obvious exits from the main room, other than the front entrance. The door in the north east corner is always locked, and can be unlocked by a key held by Grilna or Jagyuk. The other is behind the bar, and is usually unlocked. Both doors lead to a hall that connects to the "entertainment rooms," the cellar, and the living quarters.

The hall has six doors. One door leads to the cellar stair and the side exit, four doors lead to "entertainment rooms," while the last door leads to the living quarters.

The door to the cellar stair is locked, and only Jagyuk holds the key. The stairs go down a bit to a small landing, then turn left and down into the cellar. Another short set of stairs turns right on the landing and goes up to the side door, which is heavily barred and double locked from the inside (again, the only key is held by Jagyuk). Deliveries of barrels of beer, ale, and food arrive at about an hour before dusk, delivered by a troll and four orc assistants. The cellar is about 20' by 30', is filled with barrels and crates of beer and ale, and is otherwise empty, save for a few rats. A ramp leads to the trap door above, which opens out into the common room behind the bar. The cellar is not connected to the dungeons below.

The "entertainment rooms" are 10' by 10'. Each contains only a large, bug-infested sleeping pallet of old furs and cast-off bedding. The stench is awful for humans, enticing for humanoids (and the bugs are a ready snack after an entertaining workout). The doors to the rooms are flimsy, and cannot be locked. There are no windows.

The door to the living quarters is unlocked. The short hallway contains three doors, one each to the east, south, and west. The eastern

door leads to a storage room that contains several dozen torches and candles, several broken chairs, extra rags for the sleeping pallets, bins of stale bread, wheels of mouldy cheese, racks of worm-ridden meats, and not a single cleaning item. The western door leads to the wenches' quarters, complete with nine filthy, infested sleeping pallets. Hidden in each pallet can be found 2d6 copper and 1d6 silver pieces. The two windows in the wenches' room are boarded up. The doors to both these rooms are unlocked. The south door is locked, with keys held by Jagyuk and Grilna. This door leads to Jagyuk's "suite," which consists of a study, a bedroom, and a large safe.

The largish "study," complete with ancient desk, large table with chairs, and empty and unused bookshelf, opens to the hallway through the locked door. An unlocked door in the northwest corner of the study leads to the bedroom, which is a slightly fancier version of one of the "entertainment" rooms; it is as bare as the other rooms, save for a barrel of moderately good beer, about half full, and two tankards. A large, iron door on the east wall of the study leads to the "safe," an 8' by 4' room with iron-lined walls. The lock on the door is exceptionally good, and any attempt to open the lock by a thief would suffer a -25% penalty. The safe room contains a large chest, a small box, and two sacks. The chest is not locked, but is trapped with a poison needle; save versus poison at -2 or fall into a coma for 1d3 weeks. The chest contains 1,000+10d100 silver pieces and 300+2d100 gold pieces. The small box, which is locked but not trapped, contains 3d10 packets of "tabac substitute," each worth 2d20 gold pieces. The sacks each contain 200+2d100 copper pieces. Three normal swords, a morning star, and a suit of chain mail hang from pegs on the walls.

Clientele: The denizens are mostly

humanoids, of the most violent sort, who desire only their own company, that of the few villainous humans low enough to work with their ilk, and the press of the warm bodies of the willing orcish serving wenches.

During the early hours there will be 1d4-1 trolls, 1d8-1 gnolls, 2d6 goblins, 3d6 orcs, and 1d6 human scum in the saloon; double the number during late hours. Most are of normal monster level for their type, with the humans generally being 1st level chaotic fighters or thieves, with the rarer cleric or magic-user. There is a 10% chance of a more experienced adventurer for each type at any one time; if one is indicated, keep checking for more until a roll greater than 10% is made; higher level customers will be 2nd to 5th level (1d4+1 for humans; 1d6 levels for humanoids).

Any trolls and gnolls present have a 60% chance of ganging together and shaking down humans present for no less than 5 gold each; any that can't pay are beaten and robbed of what they do have. Jagyuk will not interfere or (more laughably) call the guard, as he gets a cut. Anyone that defeats the trolls and gnolls gains the other customers immediate respect and fear. Note that if a dwarf, elf, or halfling enters the saloon, they will not get out without a fight, if they get out at all. It will only be a matter of 1d6+4 rounds after they sit down before someone starts a fight. There is a 3% chance during any one night that a Chaotic fighter, avenger, magic-user, cleric, or sorcerer of 9th to 12th level will be present, looking for likely recruits and lieutenants for his or her army. 1d4-1 of the semi-private booths will be in use, and 1d4-1 of the "entertainment rooms" will be occupied (as will one or more of the serving wenches).

Food & Drink: The saloon serves three kinds of food: stale bread, mouldy cheese,

and "seasoned" meat, by the loaf, quarter wheel, and hunk. Bread costs one copper per loaf, cheese three coppers per quarter, and meat five coppers per hunk (don't inquire as to its origins, and remember that worms are mostly protein). Poor beer (one cp per jack) and slightly less poor ale (three cp per mug) are the common fare. Orcish Potato Beer and Pale Goblin Ale are both available at five coppers per stein. A speciality drink of the bar is the Balrog Blast, the contents of which have never been revealed to the living. A Balrog Blast costs two gold pieces and causes the imbiber to immediately save versus poison or become instantly inebriated (+2 to strength, -4 to dexterity, intelligence, and wisdom), a state that will last 3d4 hours. Clean glasses and mugs are not available at any price. Common tabac is available, with prices ranging from three coppers per pipe for local stuff to a gold piece per pipe for good imported stuff. Other, more nefarious materials are available from Jagyuk, especially tabac "substitutes", from Chimera Blue at two gold per pipe to Soul Reaver Smash at 40 gold per pipe.

Rooms: There are generally no rooms available (for sleeping, that is). Anyone that tries to crash in the common room (including those that pass out) will generally be beaten, robbed, and then unceremoniously dumped out the front door at closing time. An "entertainment room" and "companionship" may be had for a full day (dawn to dusk) for a total cost of no less than 12 gold.

Proprietor & Crew: The proprietor, Jagyuk the Grotesque, is an orcish hunchback from the Majestic Mountains. He raided many a dwarven delving in his day, but eventually decided to settle down in the city-state, where he "bought" the Prancing Ki-Rin from the prior owner, Nine-Finger Letsal, a human that had gotten tired of the non-

human ruffraff that had begun to frequent his bar. Or so Jagyuk claims, as one day Letsal simply failed to show up and Jagyuk appeared with a writ of ownership; Letsal hasn't been seen or heard from since. In the five years since the bar has turned into a humanoid haven in the city-state. Jagyuk has 10 female orc slaves to serve the customers and dance at their whim while he tends the bar. The serving wenches are available for more "private services" at a very affordable price, ranging from 2d6 silvers for "handsome" humanoids to 2d6 gold for "ugly" humans.

Jagyuk the Grotesque: 2nd level Orc (HD 3d8); AC 6 (chain mail + dexterity penalty); hp 19; MV 90' (30'); #AT 1; THAC0 15; Dmg 1d8+2 (morning star + strength bonus); Save F3; ML 10; AL C; S 16, I 11, W 11, D 8, C 17, Ch 3 (18 to humanoids). Skills: Intimidate (16), Knowledge [Taverner] (11), Hide in Shadows (15%), Move Silently (25%). Jagyuk carries the daily till with him: 10d10 cp, 10d6 sp, 10d4 gp, as well as 1d4-1 packets of "tabac substitute", each valued at 2d20 gp. His morning star is always at his side, whether he is at the bar or in his room. He also wears a chain on his neck that holds a ring with a key for every lock in the building.

The slave matron and Jagyuk's favourite is Grilna the Green, a devotee of the ancient orcish "Dance of the Twelve Veils," which for human viewers is at least twelve veils too few. She has made several times her own price in tips from grateful humanoid customers, but stays on because she is afforded security by Jagyuk and adoration by the patrons of the saloon.

Grilna the Green: 1st level Orc (HD 2); AC 6 (Orc base 8 + dexterity bonus); hp 12; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4 (dagger); Save F2; ML 9; AL C; S 10, I 11, W 11, D 16, C 10, Ch 3 (18 to humanoids). Skills: Courtesan (18/3), Bawling (18/3),

Drinking (10), Cooking (11). Grilna carries 3d10 cp, 2d8 sp, and 1d6 gp, as well as her dagger. She carries a key ring with two keys, one to the hallway door and the other to the suite.

Orc Slaves (9): 0-level Orcs (HD 1); AC 8 (Orc base 8); hp 6, 5, 5, 4, 4, 4, 3, 2, 1; MV 120' (40'); #AT 1; THAC0 20; Dmg 1 point (punch); Save F1; ML 6; AL C. Each serving wench carries 2d6 cp, 1d8 sp, and 1d6 gp.

Regulars: Most of the clientele at the Prancing Ki-Rin are of the itinerant sort, however, there is a garrulous troll that often frequents the bar (he'll be the first high-level troll present, if any). Hrakhim Grey-Mane, as he is called, is an old adventuring troll from the Desert Lands far to the south and west. His sandy-coloured hide is knotty and covered in old scars (which he reopens constantly to keep them there, often while telling the story of how he got them). Hrakhim keeps his ear to the ground and knows a lot of the goings-on in the city-state, especially anything that involves the humanoid population. If befriended he will defend his allies against the depredations of the other trolls and gnolls, should they be accosted. He wears chain mail in the style of the desert nomads, and wields a great curved two-handed sword that he calls a "tulwahr."

Hrakhim Grey-Mane: 3rd level Troll (HD 8d8+4); AC 5 (chain mail); hp 67; MV 90' (30'); #AT 2 claws/1 bite or 1 sword; THAC0 12 (9 with sword); Dmg 1d6/1d6/1d10 or 2d6+2 (two-handed sword + Skilled + strength bonus); Save F8; ML 9; AL C (Neutral tendencies); S 14, I 12, W 12, D 10, C 17, Ch 4 (12 to humanoids). Skills: Intimidate (14), Knowledge [Desert Lands] (12), Drinking (17), Storytelling (12/4). Hrakhim has a room in a tenement on Dead Broke Street. He normally wears his armour, carries his sword, and bears a purse holding

5d6 copper, 10d10 silver, and 3d6 gold pieces.

Jagyuk doesn't have the time or the inclination to run the bones, so he leaves that to travelling gamblers that he allows use the table... for a cut, of course. Currently, the table man is a goblin from Trollslor, one Rhung the Swift. Rhung is no more crooked than the average professional gambler, but he is smarter than most. He has also paid for three sets of weighted dice. The dice he uses are all made from elven maiden knucklebones, or so he will claim. The three different dice sets give him a +1, +3, or a +5 to his Gambling skill.

Rhung the Swift: 4th level Goblin (HD 4d8-4); AC 5 (Goblin base 8 + dexterity bonus);

hp 15; MV 120' (40'); #AT 1; THACO 16; Dmg 1d4 (dagger); Save F4; ML 7; AL C; S 10, I 13, W 11, D 18, C 10, Ch 4 (15 to humanoids). Skills: Gambling (15/4), Hide in Shadows (24%), Move Silently (35%), Alertness (15), Servility (15/4), Pick Pockets (35%). Rhung carries two daggers. On bad nights (D100: 01 to 15) he will only have 5d6 copper, 2d6 silver, and 1d8 gold pieces. On average nights (16 to 65) he will have 10d10 copper, 5d6 silver, and 5d4 gold pieces. On good nights (66 to 100) he can carry five to ten times the wealth of an average night (1d6+4). Rhung lives in the tenement just north of the saloon; well-paid guards will usually escort him home on a good night.

Thyme and Thyme Again

R.E.B. Tongue

In OD&D, it is interesting to note that only two herbs are given to exist - Garlic and Wolfsbane, to be used against Vampires or Lycanthropes respectively. However, it would seem logical that other herbs should exist in the game, with different uses - there is at least one character, the Druid, that should have more access to materials of this sort, and it could not hurt for this ability to be given to Elves as well. In the real world of course, a enormous variety of herbs, both beneficial and poisonous, exist, with a variety of uses. Garlic and Wolfsbane would seem to be some of the least common types of herb to find, due to their specialised uses. This article presents some other types of herb for use in OD&D, and a new skill, Herb Lore, which should be allowed to Elves and Druids, or (optionally), any other character with a background suited to it. Herb Lore is a percentile skill, on a similar

basis to the Thieves' special skills. Success means that the character can identify a herb, once found, or be able to find a desired herb (modifiers should be given for terrain). Also, at modifiers set by the DM, it allows the use of herbs. It begins at 25%, and rises 5% per level to a maximum of 85%. Herb Lore is free to Elves and Druids, but should be allowed to other characters with suitable backgrounds, at a cost of an additional 10% experience to rise in level.

(A fighter, for example, would then require 2,100 exp. to rise to Level 2.)

One new type of herb, which fills a gap in the game anyway, is Bluespur. This is a mild healing herb, which heals 1d3 hp per dose, and is simply chewed. It costs 5gp for a dose, and can be found in most temperate and sub-tropical climates. It's best use is for a new party, who will otherwise lack any

form of cheap healing. (Even if they have a Cleric, he will not be able to cast Cure Light Wounds until Level 2) Redleaf is another fairly common herb, which aids in curing poisons. It is taken boiled in water, with the water being drunk as hot as is tolerable. Redleaf costs 12gp for a dose, and can be found in similar climates to Bluespur. For each dose taken whilst a PC has poison in his system, the PC can make a Saving Throw vs. Poisons with a +5 modifier to the throw. Again, it's best use is for beginning parties. Dragonsfire is a rare plant with a very hot taste, but it promotes Agility. When chewed, it costs 25gp per dose or can be found in desert or steppe terrain. When taken, a dose will provide a +5 modifier to Saving Throws vs. Dragon Breath and add 1d3 to the recipient's Dexterity. The effects last for an amount of turns equal to Constitution -20. (It is actually a minor poison.) Dragonsfire is highly prized by Thieves. Orb Berries are small, purple berries, that grow in sub-tropical or tropical terrain. These are highly prized as a paralysing agent. They are fairly common, costing 10gp per dose. When taken, the recipient must make a Saving Throw vs. Paralyzation. If he fails, then he is paralysed for 2d6 turns. This is useful for paralysing an enemy, or using on a party member who has been *charmed*. Grave Grass is a herb found only in graveyards, or locations where a dead body has been abandoned, and is quite rare. It has the effect of providing aid to those wishing to contact the dead. When a magic-user, cleric or elf eats this grass, his chance of successfully contacting the dead through magic over the next hour are doubled. It cannot be bought as it must be eaten as soon as it is picked.

Greyslimes is a fairly disgusting goo, often found floating on stagnant water, sometimes underground. Eating it requires a Constitution check, or it will simply be spat out, but if it is swallowed then the character

gains increased resistance against drowning, enabling to the character to hold his breath for three times longer than normal. This is often found in seaports, bottled, and costs 14gp per dose. Lanadon's Bane is a fairly vicious herb. When applied to the skin, it causes the bearer to come out in a rash which rapidly spreads across the body, until after 1d3 + 3 days the victim is incapacitated. He will lose hit points at the rate of 1d6 per day, until he falls below 3, at which point all poisons or diseases will leave his system. If hit points fall below 0, then a saving throw vs. Poison must be made, and failure means death. It can be found in swamps or marshes, growing close to the ground, and costs 50gp per dose, although it can usually only be found in assassin's guilds. Fader Leaf is a well known plant, which closely resembles ivy and can be found on the side of tall buildings (-5% to Herb Lore skill to identify). It is a very powerful hallucinogen. Any character taking it will experience hallucinations for 1d6 hours, which can be of any nature determined by the DM. A saving throw vs. Poison may be taken to attempt to resist it, but the character can choose to accept the hallucinations. There is a 5% chance of becoming addicted to the herb each time it is used. It is found primarily on old buildings, and costs 10gp a dose. Finally, Lightroot is an orange plant which must be crushed into a paste, and then applied to the skin. It will then produce luminescence for 8 hours, which can be useful in a dungeon. It is found in swamps, and costs 18gp a dose. This is useful to PC's since it replaces the need for torches, but carries problems - it makes the PC easily visible. These herbs can be found in many places. A stall in a village market might have a selection on offer, depending upon what terrain the village exists on. A city herbalist is liable to have a wider selection of some of the herbs, as it will have greater

access to trade - but will increase the cost. Introducing these into a normal campaign is easily - just start play with them, or the next time the PC's go to a marketplace have them meet a herbalist. If the campaign is well established, an interesting way to bring the

PC's attention to the new herbs is to use a henchman, either a Druid or an Elf, who might have a stock of such herbs available. An example of an Elf henchman is below, in 'Compendium' format. May your concoctions continue to brew with potency.

Lyrec

(Lawful Elf, 3rd Level)

Strength	13	(+1)	THACO	19	<u>Saving Throws</u>	
Dexterity	14	(+1)	Armour Class	6	DR / P	12
Constitution	8	(- 1)			MW	13
Intelligence	15	(+1)	<u>Hit Points</u>	(12)	P / TTS	13
Wisdom	12	(0)	12		BA	15
Charisma	13	(+1)	Herb Lore : 35%		R / S / S	15

Spells : Analyse (1), Ventriloquism (1), Web (2)
 Equipment : *Long Sword + 1* (1d8 + 1), Leather Armour, Rope (50'), *Potion of Healing*, *Potion of Strength*, Herbal Pouch (2 Bluespur, 2 Redleaf, 1 Dragonsfire, 2 Orb Berries, 1 Lightroot), 35gp, 23ep, 98sp

Lyrec was raised by Wood Elves, in happy surroundings, and learned the use of various herbs found in the forest. She grew tired of the forest however, and left her tribe secretly one night to search for adventure. She certainly found it, joining a Thieves' Guild

in the city and using her magical skills to their advantage. Now, however, she pines for the wilderness again, and seeks a party to hire her as a guide, or as a partner in a few ideas for adventure she has.

Flail Lake

James John Gregoire

The floor of the huge cavern is a deep underground lake, called Flail Lake by the local inhabitants. The cavern is truly awesome, at nearly 5 miles wide and 4 miles long. The sheer walls dome high overhead at 500 feet, easily out of sight of lamp or torch light. Three small islands, actually raised sections of the cavern floor , are spaced around the lake. Flail Lake has a sinister reputation, anyone unfortunate enough to fall in, would be seen to flail about helpless before sinking beneath the black water. Several groups of aquatic monsters live in the brackish water. The most common kind

is a type of mutated and blind sea serpent, some over 30 feet long. The jaws of this monster are full of teeth, some say that it can bite through the wood of the strongest ship's hull. There are no survivors of a recent serpent attack to verify this claim, however. To add to it's danger, the water of Flail Lake is so cold, at a constant 33 degrees, that one would die of exposure as quickly as from an attack by a monster.

Despite all the hazards, many creatures call Flail Lake's three islands home. The only way to get to Flail Lake from the surface is

to take the old lava tube. The Tube, as the inhabitants call it, is 20 feet wide, half flooded, and nearly 100 miles long. The Tube starts from a surface lake, in the Cruth Mountains, hidden behind a waterfall. Sailing through the waterfall, a boat can float all the way down the Tube. Following the slow current, and after quite a bit of twisting and turning, the boat finally ends up in Flail Lake. Most people who make the trip, do so in modified river boats. The Tube is a rough trip indeed, and the boats who intend to return to the surface, must be poled all the way back through the Tube. This can take a matter of weeks, but can be shortened if magic is employed. So most surface visitors end up staying at Flail Lake for long periods, if not permanently.

There are other entrances to the lake ; two main tunnels which lead from the Underdark, run into Flail Lake. These are where most of the foot traffic comes from. All types of non-humans and monsters who frequent the islands of Flail Lake enter from one of the two mazes, and take a ferry to one of the islands. This makes Flail Lake a melting pot of monstrous proportions. The ferries that move these creatures around are heavily armed and enchanted. There is usually no trouble on the two ferries. It costs 25 gold pieces, or equivalent trade, for a one way trip to one of the islands from one of the two tunnels.

Flail Lake's most infamous building is its only Inn, Tor's Place. It sits on a small jagged island on the north side of Flail Lake. Tor's Place is a huge rickety four story building painted black. Tiny windows dot the walls at uneven heights, all complete with bars. The only entrance is the front doors. These are 20 feet high, painted black, and swing outward. The doors have 3 locks, and can be barred with two gigantic steel bars from the inside. Each door has a

peephole which can be slid shut. Inside Tor's Place is a remarkable sight. The building has only 2 floors, not 4. The second and third floors have been torn out, leaving a 30 foot high first floor and the upstairs 4th floor. The main first floor is the bar/common room, nicknamed the Slaughterhouse. A five foot wide series of scaffolding runs along the walls all the way to the ceiling. Table are placed at odd heights on the scaffolding all the way to the ceiling. Chairs and stools are haphazardly placed around the tables. If one wishes a seat, he or she must climb the outside of the scaffolding, as high as 30 feet. Then a customer can either hang on, tie himself on, or find a table. When crowded, Tor's Place seems to shudder with all the bodies hanging and sitting on the scaffolding. This place is where one can chat up a cute Kobold female warrior one moment and turn to stare in the eye of her boyfriend, a frost giant. Drow elves, goblins, Wererats, and all kinds of non-humans frequent Tor's Place on a nightly basis. Once a Red Dragon poked his head in looking for someone, and to have a keg of brew. Tor's Place can hold up to 350 clinging customers at one time.

The main attraction of Tor's Place is not the impressive seating arrangement, it is the Cage. Located on the floor of the Slaughterhouse is a 15 x 15 steel cage. Every night there are "The Fights" in the Cage. These are always to the death, and no mercy is ever shown. Two combatants are locked in the Cage, and an iron bell is rung and the fight begins. Wagering is welcomed at the bar, and Tor sets the odds. Wild shouting and stomping of the feet and appendages on the scaffolding accompany the screams of the fighters in the Cage. This unearthly din can be heard almost anywhere on Flail Lake.

Because of the patronage of the Underdark

customers, Tor's Place is always kept dimly lit. Most of the creatures here prefer no light, but Tor keeps a few lamps lit for the human clientele. This makes the corners and upper scaffolds of the Slaughterhouse full of shadows. For the first time visitor, this darkness, and the place is filled with drunken monsters of all sorts, can be unnerving! This place is not for weak characters, or the faint of heart.

The 4th floor contains private rooms for rent. These are small, dark, but relatively clean sleeping chambers. Each one has a straw bed, a chest with two locks, and a chair. They rent for 50 gold a night in advance. The room and chest keys are handled by Madam Relt. A powerful wizard, Madam Relt uses her magic to keep track of thieves and guest alike. There are 30 tiny rooms on the 4th floor of Tor's Place. Several are rented by the year, by powerful adventurers and leaders of the Underdark.

A 40 foot high keep dominates the island in the centre of Flail Lake. Its walls are made of black stone, and are peppered with merlons on top. This is the home of the chaotic monk order of Kaul. These monks are fanatically reclusive, choosing some of the most out of the way places on earth. This sect has occupied an outpost here since Flail Lake was first discovered by humans. The keep's walls are 15 feet thick black granite, with no windows, arrow slits, or gates of any kind. The walls were built right to the waters edge of their tiny island. One could easily paddle a boat around the keep while touching the walls the entire time, as the water is a 30 foot drop off around the island. Nothing is really known about the monks and their customs. Months can go by before anyone spots a single monk, usually walking slowly atop the walls, burning incense. During the Aquatic Troll War some 30 years ago, when most of the buildings on Flail

Lake were levelled, the monks repelled the co-ordinated attack easily.

The third island of Flail Lake, located in the south part of the lake, has a chequered past. It has been built up and torn down for centuries, starting with the ancient Drow elves. But in the last 30 years, since the troll invasions stopped, one group has settled the island. These people are simple smugglers and thieves, calling themselves the Uncles. They have four wooden buildings on the island and one 40 foot stone tower equipped with a single ballista. The mostly make a profit in the slave trade with the other civilisations in the Underdark. Their favourite order of business is to kidnap young humans and elves from the Grand Duchy on the surface. This involves the use of drugs and poisons, and then the quick shipment of these unfortunates to Flail Lake. A young female human, uninjured, can fetch 20,000 gold pieces or more to the right buyer in the Underdark, three times that amount for any young magically inclined.

The Uncles buy and sell most of the boats used on Flail Lake and the Tube. They are also the only boat repair shop within 100 miles, surface or Underdark, of the lake. They also sell weapons and armour at 50 times the listed price in the Rules Cyclopedia. (As an example, a normal sword would cost the buyer 500 gold, a crossbow with 30 quarrels a small sum of 2000 gold, and a suit of Plate Mail only 3000 gold!). Regular equipment items cost between 50-100 times their regular listed price in the Rules Cyclopedia. (A lantern with 5 oil flasks and tinderbox, costs you 3000 at the Uncles). Because of their inflated prices, the Uncles love gems and jewellery. They usually offer a discount of up to 30 percent to customers who pay by jewel. The Uncles love new customers, but are wary of a ambush or trick. They always

use poison, sleep and deadly, to down the attacker or slave prospect. They also keep a few bodyguards on the island for artillery purposes. Three Hill Giants throw glass floats of flammable lamp oil or poison into boats approaching the island. If this turn away unwanted visitors, the Uncles use their ballista and heavy crossbows, quarrels coated with poison. If this fails, the Uncles flee the island, returning with a massive counter attack, using up favours owed to

them by powerful Underdark leaders. The Uncles will always try to avoid a direct fight with groups found in these parts. They have learned that if they run away, taking their portable treasure with them, they can continue their market strategies on Flail Lake later.

The Uncles have a small magic shop, all prices are with the jewel discount. No cash is accepted for magic items, no exceptions.

<u>Item</u>	<u>Cost</u>
Ring of Infravision	30,000 gp
Scroll of Disintegrate	20,000 gp
10 Quarrels +1	2,000 / ea.
Scroll of Purify Food/Water	12,000 gp
Pouch of Holding (3,500/cn)	60,000 gp
3 potions extra healing	15,000 gp/ea
Ring /w Cont. light	20,000 gp
Mace +2	30,000 gp
Boots of Elvenkind	20,000 gp
Potion of water breathing	20,000 gp

Groups travelling in and around Flail Lake (d20):

1-2: 3 Fire Giants and 6 Hell Hounds (2 per giant): These three are from a small Drow city north of Flail Lake. These creatures are headed toward Tor's Place for a night of heavy drinking and gambling. They always keep their Hell Hounds muzzled and tied on leads outside the building. They will take the ferry from the north tunnel directly to The Slaughterhouse. They carry a huge sack each: #1: 3,500 pp, potion of super healing. #2: 4,320 pp, 1,000 gp, and a diamond necklace worth 10,000 gp. #3: 3,000 gp, 1,200 pp, and a keg of powerful dwarven brandy (almost empty from the trip, worth only 100gp). They are not interested in anything but getting to their favourite watering hole.

3-4: Chaotic 10th level Magic-User and 2

charmed Trolls: A M-U named Gunith Deemworthy, is travelling with his new found friends to see the Uncles. Gunith will act the part of a friendly fellow traveller, keeping the trolls at either side. He will strike up a conversation and talk about the latest edible mushrooms for sale, the next fight at the Slaughterhouse between a Wyvern and the Orc Champion, and the price of shipping his trolls to market. If the party shows any weakness he will attempt to surprise with fireballs, if he believes he will win. Gunith considers the trolls disposable, and really doesn't think he will get much from the detestable Uncles. Gunith travels without light, relying on an infravision spell, and the trolls natural senses to find his way in the tunnels. He speaks fluent Troll, common, elven, and orc. He will use the ferry system to land at the Uncles where he is a regular customer. Later he will stay at Tor's Place, for the championship fight.

5-6: Two Drow elven messenger/scouts: These two are hurriedly delivering their message to a resident villain, Rex Doomfiler. They will first go to Tor's, but then search elsewhere. Mr. Doomfiler is currently hiding out with the Uncles and is involved in most blackmail and extortion schemes in the area. Mr. Doomfiler's latest blackmail concerned an Drow Elven prince, and the message is that Rex can expect several invisible stalkers to visit if he doesn't come to the palace and apologise in person. The two messengers speak fluent common, elven, orc, gnome, hobgoblin, and troll. They have no lights, of course, using their 90 foot infravision.

7-8: A Young Adult Red Dragon: This cunning monster has used a polymorph self spell from a scroll to polymorph himself into a male Drow Elf Fighter. The dragon is actually named Torch, but goes by Xillian Gond in elf form. He left his lair deep in the Underdark to come to Tor's to do some business. Torch is on a quest for magic items, as his smallish hoard hidden far away doesn't have a single one. If he encounters a party who obviously has magic, he will become very interested, joining or tailing them. The dragon has learned most the languages in the Underdark, with the exception of some of the oozes, jellies, and slimes.

9-10: Orc chieftain, 4 orc bodyguards, and 3 pack lizards. These orcs are planning to stay at Tor's. They have a small camp somewhere in the southern tunnels. They would rather flee than get into a scrape with any of the wandering bands in this area. The pack lizards are giant 10 foot long geckos with fitted pack saddles. They are domesticated and will not bite, unless cornered. The orcs are carrying hides and pieces of giant rats and other smaller lizards,

raised near their camp (value 50gp). Just enough for one nights party at Tor's.

11-12: 1 Umber Hulk. This ravenous creature is tunnelling through the rock near the lake. It is 10 feet tall and 5 feet wide humanoid creature, with 6 eyes spaced around it's head. Two big mandibles complete it's huge head. It knows better than to tunnel under the lake and pierce the lake bed. This would cause a massive flood and a drop in the level of Flail Lake. It's gaze causes confusion as per the spell. It carries no treasure, but Umber Hulk gall bladders have brought a price of 10,000 gp at some wizards guilds.

13-14: 5 Large Sword Spiders: These spiders are set in an ambush neat the south entrance. They are 4 feet wide hairy black spiders. But the danger of these predators is that their legs resemble longswords. All four sit on the ceiling of the tunnel. As anything passes beneath them, they pounce down impaling the victim. Calculate as 8 charging attacks with long sword damage. Once on the ground the spiders can only use 4 attacks.

15-16: 25 Human Slavers, 1 Slaver Leader, and 1 Slaver Wizard. This party is from the surface and have just finished business with the Uncles. They are all on their way to Tor's for a 3 day party before setting off back to the surface. The Slaver Leader is a 12th level Fighter named Quengar the Slave Master. He is an unimpressive small man, at only 5'1", balding, and quite smelly. He has been in the slave trade most of his life-, and his henchmen all fear him, not from his physical prowess, but as he is 2nd in command of the Iron Ring. The Iron Ring is the top slavers guild on the continent. One word from Quengar and not only would you receive a slow death by torture, but your entire family, all your friends, and all of

your friends' friends would be sold into slavery to the Drow Elves. The wizard with the party is a 8th level M-U, named Slive. He is said to have some orcish blood in him, but many a person has fallen from a lightning bolt for asking him about it. The 25 slavers are evil, depraved men who find no other satisfaction than committing heinous acts on all the people they force into slavery. All are thieves of the most basic level, turning to beating and robbing victims when not employed by the Iron Ring.

17-18: 20 Hobgoblins, 2 Drow fighter, 1 Drow Noble, 10 human slaves. These Underdark dwellers are transporting the slaves they just bought from the Uncles. The price for all 10 was 150,000 gp in gems and two sets of elven chain mail +1. They have been hanging out at the Slaughterhouse for almost a week, waiting for the slavers who

were overdue. Like most customers at the Slaughterhouse they slept in the scaffolding or on the floor, with about another 100 monsters and non-humans. They are anxious to get back to their city.

19-20: A 20th level Paladin, Sir Thomas Yunet is travelling in around Flail Lake on a mission to root out the slave trade, and bring back any of the participants to justice. He will automatically assume the party is evil and stop them. Unless a character with a high charisma takes charge of the situation, Sir Thomas will order them to drop all weapons and magic and surrender. The Paladin carries a Sword +4, and wears Plate +3/Shield +3. With dex bonus (18 dex) his effective armor class is (-7). The best way to avoid this trouble is to explain to Sir Thomas that the characters are not evil, and level any proof.

Ryaset of Angorit

James Mishler

The Ryaset (Kingdom) of Angorit is a little-known realm on the Serpent Peninsula. It is often included among the possessions of the Seers of Yav, and in fact was for a time a dependency of the Divinarchy, however, it has for some centuries been an independent state. Those that have heard of it have heard little that is good, as it is a land steeped in the faith of Kala, the Sindhi Immortal Queen of Death. It is known as a slave holding, trading, and taking state. Trade goods that come from the land include slaves, ivory, gemstones, and many and various spices and strange herbs, including the rare and potent lotus blossoms.

General Overview

Location: Dread Sea Coast, on the north-eastern neck of the Serpent Peninsula, on the verge of the Nakakande Rain Forest.

Area: 14,114 sq. miles, mostly grassland, jungle, and heavily forested hills.

Population: 72,000, including the city of Angorit. Of these about seven hundred or so, mostly nobles, are chambahara, a shapeshifting race descended from humans and shapeshifting creatures. Note that it is not common knowledge that the chambahara rule the Ryaset, though there have always been myths and legends of their presence. There is almost no demihuman or humanoid presence. Most of the human natives are of Dharvandhran descent, though there is a sizeable mixed race slave population.

Languages: Angorit, Karutunda, and Ancient Dharvandhran

Coinage: Rhati (gp), Bhati (sp), Sharhati (cp).

Ruler: Rhavanna Rhyskyarta, the Immortal Rajah

Government: Absolute monarchy, enforced by princes, the Legion of Fiend Brothers, and the priesthood of Kala

Cities: Angorit, pop. 10,000, including about 200 chambahara.

Resources: Slaves, ivory, gems (pearls, emeralds, sapphires, and diamonds), slaves, lotus blooms, herbs, spices. A moderately sustainable form of slash and burn agriculture is used in the forest to grow various grains and roots, while some rice is grown along the rivers of forest and plain. Heavy farming (wheat and barley) is found only in the eastern plain. Goats, cattle, and pigs are raised, and hunters regularly bring in no small number of antelopes, gazelles, and camels from the plains. However, most of the poor still go hungry, as the wealthy and powerful feast.

Religion: Worship of Kala is required, all other Immortals are banned.

Law: The Rajah's word is law. Most laws are written in the Holy Book of Kala-Angra-Rahat. The Legion of Fiend Brothers and the Priests of Kala enforce the laws. Blasphemy, which ranges from mentioning an Immortal other than Kala (punishable by having a finger cut off) to actually proselytise the worship of another Immortal (punishable with death by torture), is one of the more dangerous laws. The consumption of monkey or ape flesh is also forbidden, for religious reasons, and is punishable with death by starvation (the victim is hung in a cage in the market, and none may feed him or give him water under pain of suffering the

same fate).

Allies: None, though they have some commerce with various slave traders and pirates.

Enemies: The Karimari, the city-state of Kladanovic, the city-state of Tyjaret, the Karutunda tribes, and the Divinarchy of Yav.

Description: Angorit is a hot, muggy land in the lowlands and jungles, and a hot, dry land in the grasslands. In spring the land suffers from an incessant downpour, which provides most of the water for the summer, until the thunderstorms of the autumn arrive. The eastern grasslands are far more welcoming than the western, and are home to no small number of slave-worked plantations, as well as the few ranches that the kingdom contains. The people of Angorit are mostly descended from the Dharvandhran of ancient Asandha, a short, extremely dark-complected people. However, the lower classes have assimilated a fair amount of Yav, Karimari, and Karutunda blood as well, as the peoples of the slave caste are almost entirely descended from Yav, Karimari, and Karutunda captives.

Notable Sites: The city of Angorit itself is ancient, said to be over two and a one half millennia old. Much of it lies in ruins, as the power and wealth of the Rajah has declined over the centuries. The vast, sprawling palace of the Rajah and the equally vast Temple of Kala dominate the city. Both are said to contain the riches of ages, hidden in vast underground dungeons. The rest of the city is divided into sections based on the various clans, in between which lies a no mans land of shadowy, haunted ruins. Monkeys run freely through the city, as it is against the law to harm them.

History: It is written in the Book of Kala-

Angra-Rahat that the first Rajah of Angorit, Rajah Rhemmarat Kalarthu, set the first stone for the foundation of the city of Angorit 2,700 years ago. The Rajah and his followers had fled the destruction of the Ancient Kingdoms after the earth bore fire and black waters rose from the Sea of Dread to wipe the blasphemers of the Ancient Kingdoms to the Boiling Hells. The followers of Kala were spared her wrath, and were allowed to rebuild their kingdom at the site of Angorit. What is not common knowledge is that the leaders of the refugees were yakshas and rakshasas, horrible entropic shape-shifting spirit beings.

The kingdom grew strong in the centuries following its creation, and for centuries was uncontested in its control over the Barren Plain and the Konumtali Savannah. However, they were unable to conquer the Karimari, and had to satisfy themselves with containing the Karimari peoples to their region of the rain forest (which suited the Karimari just fine). Eventually they were thrown out of the southern jungles by the Sheyallia Elves. Then, in the mid-13th century, Rajah Yomya Kodhapatna decided to conquer the Karimari once and for all. Much to his chagrin (or, would have been, had he survived), he discovered the true power of the Karimari when they tore down the walls of his city with their elephant and triceratops cavalry.

The city itself nearly extirpated, the Angorit became an insular, xenophobic people, and no longer tried to hold the lands they had once conquered. They remained more or less satisfied with their small chunk of the peninsula, and had little affect of the world around them for nearly a thousand years; they were even ignored or overlooked by the Nithians. Then, in the sixth century BC, the power of the Sheyallia elves was destroyed in a horrible war with the Tanagoro (the ancient Yav), and the Tanagoro themselves

fled from their land, at the behest of the Prophet Mulongo. The Rajah of that time took advantage of the situation and began to conquer those Tanagoro that had not followed their brethren in their migration. By 400 BC the Rajah controlled the entire eastern half of the peninsula and had re-conquered much of the western Barren Plain, intermittently warring with the Heirosean kingdom to the east. His only major opponent was the Tanagoro kingdom of Gwondoya, which controlled the western half of the peninsula. The Rajah even had a few small colonies on Thanegia Island.

Then, in 400 BC, the Tanagoro returned from the Arm of the Immortals. They quickly destroyed or absorbed the colonies on Thanegia Island, and, over a period of 200 years re-conquered all the lands they had lost on the peninsula itself (including Gwondoya). The Tanagoro Empire then more or less annexed the city for two hundred years, and the Rajah, for the first time in history, paid another king tribute. However, this state of affairs lasted only until 1 AC, when the Tanagoro Empire fell into a long, bitter civil war. The empire fell into numerous warring petty kingdoms, which then once again reverted to barbarism. During this period Angorit again grew great, and conquered much of the peninsula. They also put a permanent end to their old opponent, the city of Gondwoya, in 245 AC.

The new empire of Angorit swelled to greater power, until 315 AC, when Ruthinians arrived and conquered the Heirosean kingdoms to the east, as well as the easternmost portion of the Angorit Barren Plain. Angorit suffered more setbacks in the early 5th century, when the first wave of Traladaran refugees swarmed into the lands of the Neck, and conquered the Rajah's remaining territories in that

region, finishing the job begun by the Ruthinians a century earlier. Shortly thereafter a flood of refugees arrived from Sind, the majority of whom were other yakshas, rakshasas, nagas, lycanthropes, and other chambahara. These people either submitted to the rule of the reigning shape-shifters (and were absorbed into the nobility) or were slain.

The city thereafter had about 300 years of peace, during which they intermittently war with the Ruthinians, the Viseri (Traladarans of Tyjaret and Kladanovit), and the Tanagoro. Then, in the late 8th century, the Tanagoro united once again as the Divinarchy of Yav, and the armies of Angorit could not stand against the power of the seers. Finally, after a century of fighting a long retreat, in 867 AC the Rajah and the Yav Mokubu settled on the Yabhala River as the final boundary between the two peoples. Since then the Rajah has been content with intermittent raids against the Tyjaret, Kladanovic, and the tribes of the Konumtali Savannah. Also, Angorit has become a famous port of call for the pirates of Cubia Occidental, slavers, and other ne'er do well types of the Dread Sea.

Important Figures: Rajah Rhavanna Rhyskyarta, Dharbhan Jhorat (Grand Lama of Kala), Palghat Kurn (Grand Buraiya Assassin of Angorit and Chief of the Black Lotus Secret Police), Chanja Balaghat (Master of the Legion of Fiend Brothers).

Flora and Fauna: Snakes, lizards, bats, tigers, pocket dragons, elephants, panthers, wild boar, monkeys, apes, insects (giant, normal, and exotic), and the rare, small dinosaur can be found in the deep forests and jungles. Baboons, antelopes, cattle, gazelles, oryxes, elephants, giraffes, lions, rhinos, warthogs, and zebras can be found in the northern plains. All sorts of man-eating plants can be found in both the grasslands

and in the forests. As for monsters, there are actually few, as the chambahara do not want intelligent monsters that can threaten them in the region, and they enjoy hunting such beasts for sport. As an interesting side note, domesticated zebras are the steeds of choice for the wealthy and powerful, while horses, camels, and such beasts are reserved for the lower classes.

Armies: The Rajah has a standing army of 1,200, broken into six units. Of these, the most dangerous is the Legion of Fiend Brothers, all of whom are dedicated clerics or avengers of Kala. The Fiend Brothers police the city, helping maintain a high level of faithfulness on the part of the populace. There are another 1,000 or so common soldiers, called up on a regular basis from among the noble and middle classes to serve as guards at various forts throughout the ryaset; these soldiers are irregulars at best. The Rajah also controls a small "navy" of two war galleys and six small galleys, with about 600 marines, used mainly to patrol the coast against any allied pirates that might turn rogue.

Races of Angorit

Angorit Dharvandhran – These people are distantly related to the modern Sindhi folk to the east. They are the remnants of an ancient people that once thrived in these lands, however, their culture has degenerated much over the years, as they are insular and xenophobic in the extreme. The Dharvandhran folk of Angorit worship Kala exclusively, though they also have many odd superstitions, such as an extreme reverence for monkeys. The Angorit Dharvandhran speak Angorit, a dialect of Ancient Dharvandhran, and write in the Dharvandhran script, which is unrelated to any other (save Sindhi, but only most distantly). The Angorit Dharvandhran folk have coal-black hair, dark brown or black

eyes, swarthy skin, and are lithe of build.

Karimari – The Karimari are the most singular people of the Dread Sea Coast. They inhabit the Nakakande Rain Forest of the Serpent Peninsula, and are rarely seen outside of it. The few that travel outside the forests never speak of their homeland, and almost invariably return home after a few years of adventuring. The Karimari are atavistic in the extreme, and maintain an extremely primitive lifestyle, preferring their ancient ways to those of the "modern" cultures. They follow a shamanic faith, of which little is spoken or known. They speak their own language, which is unrelated to any other; they have no known written language. The Karimari have very short, black hair, ebony skin, brown eyes, and are the shortest and lightest built humans known, being compared favourably in size with large halflings.

Karutunda – The Karutunda are distantly related to the Dharvandhran folk of the east and the Hulean peoples of the west. They range across the Konumtali Savannah and the grasslands of the Neck, where they follow the great herds of grazing beasts upon their zebra steeds. Though the city-states of Kladanovic and Tyjaret lay claim to parts of their lands, the Karutunda are unfettered and unconquered by the people of the cities. The Karutunda wander their lands in small clan groups; some clans are allies, while others feud continually. Karutunda only rarely adventure beyond their savannahs, and are found usually only as slaves or more rarely as mercenaries. Karutunda follow a shamanic faith. They speak their own language, which has no written form, and no close relatives. Karutunda have midnight black hair, swarthy (nearly blue) skin, startlingly hazel or gray eyes, and are extremely short and lithe of build, nearly on par with elves.

Yavi/Yavende (AKA Tanagoro) – The Yav dominate the southern lands of the Serpent Peninsula, and are only rarely encountered north of the city-states of the Neck. The Yav are a hybrid human race, having a very strong elven heritage dating back countless millennia. The Yav are divided into two major cultural sub-groups, the Yavi and the Yavende. The Yavi are a people obsessed with fate and ruled by seers, and are the dominant group in Yavdlom; they are most common on Thanegia Isle and in the cities and towns of Yavdlom. The Yavende are those that have rejected or never been dominated by the way of the seers, and continue to follow the ancient faith of Vodun; they are found on the Serpent Peninsula proper, in the isles of the Western Thanegioth Peninsula, and in the rural areas of Thanegia Isle. Both groups of the Yav speak Yavdlom, which is written in a script derived from ancient elvish. The Yav have ebony skin, black hair, brown, blue, hazel, or green eyes, and tend to be tall on the average. Yavi are lean, while Yavende are more muscular. This difference is culturally based, as the Yavi tend toward ascetic urban life while the Yavende generally live in more rural conditions. All Yav folk have slightly pointed ears, and many Yavi do not have earlobes.

Society of Angorit

Society in Angorit is much like that of the Kingdom of Sind to the east, as the people of Angorit are descended more or less from the same peoples as that of Sind. The caste system has developed rather differently here, though, as the social and political pressures that were behind the developments in Sind never occurred in Angorit. There are thus three simple castes, the Kshara (nobility), the Ridhya (priest-descended families), and the Prajya (the commoners). The slave population forms an effective "fourth caste"

but is not recognised as such, since they are not considered human, they are considered property. There is more play among the various castes, especially as anyone recognised as having mystical talent, regardless of caste, will be inducted into the Ridhya caste (though many Prajya with ties to the Immortals go unrecognised).

The Rajah is the absolute ruler of the ryaset; his word is law, and is to be obeyed even by the Grand Lama. The princes of the towns oversee the rajah's will in their domains. Most domains are inheritable by one or more noble clans, however, the rajah can remove a clan from rule or even the nobility at whim (though this is exceedingly rare, as such actions have caused civil war in the past). There are about 2,000 residents of Kshara caste, 10,000 of the Ridhya caste, and the balance of the population (~60,000) are of the Prajya caste.

The Kshara caste clans are descended from the original warrior-founders of the ryaset. They maintain a strong warrior tradition, though a fair number of them are now magic-users, clerics, or merchants. Kshara that become clerics remain Kshara, though they still have the responsibilities of a Ridhya. Kshara caste clans that lose their noble status are usually reduced to Ridhya caste, or simply wiped out.

The Ridhya caste clans are descended from the founding clerics of the ryaset, with additional blood that has come in over the millennia by the simple fact that clerical status, as such, cannot truly be inherited. Thus, most folk of the Ridhya caste are not Rishya, but most Rishya do come from the Ridhya caste. The vast majority of the Ridhya are merchants, business owners, craftsmen, and warriors.

The Temple of Kala in Angorit

The Temple of Kala is not just one of many

faiths in Angorit, it is the only faith, by law and pretty well in fact. The temple and its religion (and its priests) intrude on every aspect of life in Angorit, from birth, childhood, education (such as it is), marriage, professions and craft, to death and the afterworld (or the next life, as the case may be). All holidays, even the Rajah's Birthday, are religious in nature. All residents are forced not only to pay their regular taxes (grinding as they are) they are also forced to pay a steep (15%) tithe to the temple. From time to time, they are even forced to give up a member of their family for sacrifice to Kala.

Most folk do not know any other way of life, and, like peasants elsewhere, make do the best they can under the circumstances. Many are actually fervent believers in the ways of Kala, believing that if they serve her well in life they will be rewarded in the afterlife, or in a better position in their next life. Some have struck out against the temple, ranging from the peasant that secretly maintains a small shrine to Himayeti (Ixion), to those that have joined one of the White Lotus cells (see below). Life expectancy of heretics, apostates, and rebels, however, is very short in Angorit.

The temple itself is arranged on a strictly hierarchical structure, with the Grand Lama (High Priest) at the top, in residence at Angorit; six Lamas (Black, Red, Green, Blue, Yellow, and Brown, in descending order of precedence), one in or near each town; and hundreds of lesser Rishyas (clerics). There are also a nunnery and a monastery, in Angorit; the monks and nuns are Chaotic Mystics that serve the Grand Lama as diplomats and agents provocateur (filling the vacuum left by the absence of the Black Lotus in the ecclesiastic hierarchy). The Grand Lama and Lamas each sacrifice one human (or demihuman, though not humanoid) to Kala in a great ceremony

every month. Additional sacrifices are performed as the circumstances warrant. Most sacrifices are of slaves or war captives, as natives that are "called" by the Lamas to sacrifice can have a slave take their place.

The basic precepts of the Temple of Kala are as follows:

Kala is the creator of the world. Kala created the world, and all things in it, from an egg she found upon a lotus blossom. She breathes life into every living being, and takes back her breath when she wishes. All things exist to fulfill Kala's will.

When one serves Kala's will in life, by living out the life that one has been dealt according to dharma (the way of life according to the priests), that person will generate good karma (goodwill on the part of Kala). Those with good karma will be either granted final sanctuary in Kala's paradise in the afterlife or a better position in a future life. Those that generate bad karma will either be reborn in a lower position or, if they incur Kala's wrath enough, be damned to one of her hells in the afterworld.

The lamas and rishyas determine what is proper dharma according to one's station in life. The dharma of the nobles is to rule, the dharma of the priests is to interpret Kala's will, and the dharma of all others is to serve. All other Immortals are false; they are merely false-Immortals that wish to cause followers of Kala to fall from the proper path of dharma. Sacrifices are made for two reasons: non-believers are sacrificed to prove to Kala that her followers are ridding the world of the worshippers of false Immortals, as well as to give Kala's wayward "breath" (the victims soul) back to her. Believers are sacrificed to prove their own faith in Kala's will, by giving her breath back to her of their own volition. (At least, that's what the lamas claim, though most sacrificial believers are heavily drugged at

the time of sacrifice, those that cannot provide a slave replacement that is.)

Kala has many forms. The most common form she is depicted in is that of a black-cloaked matronly female holding a lotus blossom in one hand and a large egg in the other. Another common form is that of a six-armed woman, wearing a lotus and egg crown, usually bearing various goods or representations of men and animals in her hands. She is also often depicted in animal form, generally bat, cat, or snake form. Just about any form, however, can be attributed to her, as she created all things, and thus, thematically, all things are an extension of her.

Just as there are seven lamas, so are there seven stages in life: infancy, childhood, youth, young adult, married adult, parent, and grandparent. These are noted by the wearing of a mark upon the brow representative of the proper color according to stage, from brown at infancy through yellow, blue, green, red, black, and finally white as a grandparent. Prajya caste clans bear a solid circular dot, Ridhya caste clans a hollow circle, and Kshara clans bear a hollow diamond-shaped mark. Rishyas and lamas bear vertical marks; a rishya will have a vertical line from the tip of his nose to the top of his forehead, of the color of the lama he serves. The lamas will have a similar mark, along with two empty circles (or diamonds, if noble) on either side of the perpendicular line, again of the appropriate color. Mystics wear three perpendicular lines upon their brow, of the following colors, according to level of experience: none [representing that the individual does not exist at novice stage] (1), brown (2-3), yellow (4-5), blue (6-7), green (8-9), red (10-12), black (13-15), and white (16).

All rishyas and lamas are male; they are the "husbands" of Kala, and must remain

celibate and chaste. All priests shave their heads clean. They are expected to hold no wealth for themselves, giving all they find or earn to the temple. Most rishyas work directly for one of the lamas within the hierarchy, however, there are those that, while ostensibly under the authority of one or another lama, take to wandering the land or in foreign parts.

According to the Temple of Kala, women are supposed to be homemakers, there to support their families and bear children, as Kala supports all her people and is mother to all. Therefore, it is pretty much a man's world in the temple and in Angorit society.

Black Lotus, White Lotus

The Black Lotus is the Rajah's secret police force. They are an organisation of thieves and assassins that enforce the Rajah's will. They were originally an adjunct of the Temple of Kala, but over the centuries the secular ruler appropriated this portion of the Grand Lama's power. There are over 300 members of the Black Lotus, spread out across the realm and outside of it in cells of three to five members. Black Lotus operatives eliminate anything and anyone that the Rajah sees as a threat, especially heretics. They are also allowed to take out contracts on others provided the contract does not go against their primary purpose of supporting the Rajah's power. The Black Lotus has many connections in the underworld outside of the ryaset, from the fleshpits of Jahore in Sind to the Black Ring in Karameikos.

The White Lotus is a revolutionary group, originally founded centuries ago by Sindhi slaves that had been brought in to serve when a plague decimated the native slave population. The Sindhi slaves rose against their masters but were crushed; the scattered remnants of the Sindhi slave population was

absorbed into the native slave population, as was the memory of the White Lotus Rebellion. Today, several cells exist, most without knowledge of each other (some even work at cross-purposes at times). Some White Lotus cells have maintained a Mystic tradition, and receive support from co-religionists in Sind.

Gazetteer of Angorit

Angorit, City of

The city of Angorit is the capital of the ryaset. With a population of 8,000, the city is small by modern eastern standards, though it stands amidst the ruins of a city that once held more than ten times the current population. The city is divided into thirteen districts, each separated from the other by sections of ruins interspersed with jungle and swamp. The largest two sections are the Rajah's Palace and the Temple District. The Palace district consists of a huge palace complex (parts of which lie in ruins), as well as several streets with expensive shops, noble villas, and small shrines. The Temple District is dominated by the Great Temple of Kala, and contains several streets lined with shrines to Kala, religious shops, and the homes of the priests. There are eight noble districts, each commanded by a noble family, with attendant followers, slave quarters, and so forth. There is the Legion District, which houses the military, with its own small temple to Kala. Finally, there is the Craftsman District, home of the small middle class, and the Foreign Quarter, a ramshackle region of ruins near the river where the lower classes and foreign traders eke out a living. An extensive system of tunnels and caverns lies beneath the city. These caverns are inhabited by ghouls, bhuts, white apes, and crypt imps, as well as, of course, the ubiquitous clans of monkeys and innumerable insects and vermin. Several White Lotus cells are based in the tunnels.

Chombam Than Ghar (Western Jungle)

The western jungle is a region of hills, densely covered in sub-tropical and tropical forest west of the Yabhalam River. This is the wildest territory of the ryaset, as the land is not good for slash and burn agriculture (the soil washes rapidly downhill). The locals have all but reverted to a semi-nomadic hunter-gatherer style of life, hunting for food and gathering additional foodstuffs as well as lotus blooms and other materials for trade. There are caves in the hills that lead down into natural veins of silver and emeralds that have never been fully explored or exploited. There are fewer ruins in this section of the jungles than in the east and central regions, as it has always been a borderland for the Ryaset. However, the western jungles are infamous for the Caverns of Chandrasyr, also known as the Dungeon of the Red Wyrn. This old ruin, which lies atop the tallest hill in the region, was once the home base of Chandrasyr, a chambahara priest of Kala, who openly took the form of a red wyrm. Centuries ago he challenged the power of the rajah and lost. However, as neither he nor the army sent to dispatch him ever returned. Legend states that his great treasures still reside deep in the tunnels of his ruined fortress.

Dharvalore, Village of

The village of Dharvalore (pop. 780) stands on the Yabhalam River, between the Western and Central Jungles. It is the last rudimentary bit of civilisation before the wilds of the Western Jungle. A noble chambahara family, the Djaravalaras, rules Dharvalore; their crest is a tiger's head. Tigers are known to prowl the area around the village, but locals believe that they will only eat those that are without faith in Kala. The Prince of the Djaravalaras is Sringar, a magic-user of great prowess. His elder son, Rhompath, follows in his father's footsteps in the ways of magic. The two of them rule

Dharvalore, the Djaravalaras, and their charges with iron fists.

Gwondhor Drhan (Fort Gwondoya)

Fort Gwondoya is the last settlement in the ryaset west of Dharvalore. It is a large wood and stone structure, built in an octagonal shape, with a large stone central keep. The eight corners of the outer walls are cut from gigantic trees, carved into dragon-shaped figures and painted red. The glowing eyes of the dragon guardians are said to be rubies with continual light spells cast upon them. The dragons are supposed to frighten away the green dragons that inhabit the jungles to the west, across the undefined border. The 60 men stationed here are not fond of being on Dragon Duty, as it is called, but most are glad when the only encounters they have during their six-month tour are emerald thieves and lotus smugglers. The small village of 90 that serves the fort is primitive, and has no major amenities save for a well-stocked tavern. The commander of the fort, Sherakh Djaravalara, is the younger son of the Prince of Dharvalore, and a true devotee of Kala. He is hoping to be able to take down a green dragon so that the rajah will notice him.

Jalugwar, Village of

Jalugwar is a large village (pop. 750) in the center of the eastern jungle. It is the center for the gathering and processing of the lotus blossoms that thrive in this lowland jungle region. It is also the power center of the Krasnaravas, a chambahara clan that is opposed to the current rajah (though still strong supporters of the Temple of Kala).

The Krasnaravas have recently begun sponsoring adventuring parties to seek out the treasures of the lost temples and palaces of the eastern jungles (q.v.). Their successes thus far has brought in a fair amount of wealth, as well as caught the interest of the Black Lotus, the Buraiya Cult under the

control of the rajah.

Kaladhnan (Fort Kala)

Fort Kala stands on the Horn of Kala, a bit of land that juts out from the eastern plains into the Sea of Dread. It is built entirely of stone, and is octagonal in shape, with a great black tower that rises in the center. At the top of the tower is the Eye of Kala, a great magical beacon of red light that can be seen for ten miles in all directions. The beacon is active night and day. The commander of the beacon can use a secondary power of the beacon to view anything within ten miles as though he were present at that spot; this power is used to investigate ships that pass the horn. Information thus gleaned is quickly passed on to friendly pirates, the service for which the rajah gains a cut of the take. The fort is occupied by 90 guards, and is supplied and serviced by a small village of 120 fishermen and merchants. There is an inn and tavern in the village, the Sign of the Red Eye, run by an Ierendi expatriate and former pirate, "Gory" Hanse Kilgore. He is the commander's contact with the pirates.

Kalaputnam, Village of

Kalaputnam is the largest village in the ryaset (pop. 960). It is centered in the eastern plains, and is the market town for the farmers and ranchers that populate the plains. The Djaskyarta chambahara clan, a cadet clan of the royal Rhyskyarta clan, rules the village. Prince Vishanka Djaskyarta, the young ruler of Kalaputnam, recently began quietly investigating the rajah, as he has suspicions as to his true nature (though he does not as yet know that he is a rakshasa impersonator).

Karimaridhnan (Fort Karimari)

Fort Karimari is the quietest of all the forts in Angorit, as the Karimari have no intention of ever invading, and the Angorit know better than to try. Thus, posting at this fort is

seen as a chance to rest and relax. The worst duties the local guards have to attend to are the fights that break out when a travelling merchant try to trick or steal from visiting Karimari. The guards usually side with the Karimari, refund them their goods (with a bit more for their trouble), soundly beat the merchant, and expel him after fining him all his goods. There are 30 guards stationed at this simple, wooden fort, which is built upon the ruins of a much larger, ancient fort dating to the days of the first Angorit empire, before the rajah tried to invade Ulimwengu. A small village of 90 souls, called Kariputnam, has grown up around the fort, and is a center for trade with Ulimwengu (most folk that live here are actually merchants from Surabad, trying to get the jump on their competition).

Khet Myram (Eastern Fields)

The Khet Myram ("Plain of Flowers") is the breadbasket of the ryaset, such as it is. The bulk of the farms in the kingdom are found on this plain, as are ranches for goats, cattle, and horses. The farms and ranches are all owned by one or another of the noble houses of the ryaset, with most being absentee landlords. The plain is known for its flowers, notably the more common forms of lotus, including the white, yellow, purple, and orange lotuses, which occur in the swampy lowlands and along streams.

Khet Tahar (Northern Plains)

The Khet Tahar ("Plain of Thirst") is a very dry, almost desert-like region of tall grasslands, an extension of the Konumtali Savannah to the north. It is home to wandering clans of Karutunda, as well as to a few solitary ranchers and hermits. It is also home to many wild animals, including herds of wild cattle and antelope, prides of lions, and other normal savannah dwelling beasts. Vultures are ubiquitous, while chimeras and manticores are not unknown to fly out of the

northern plains in search of prey. Even green dragons have been sighted, hunting far and wide from their lairs in the western jungles near Gwondoya. Angorit hunters regularly mount expeditions into the plains to hunt large numbers of cattle and other beasts to sell in the markets in the city. They often clash with the southern wandering Karutunda; when they win, the expedition becomes a slave-taking party. When they lose, there are few survivors (which are usually sold into slavery to the merchants of Tyjaret or Kladanovic). The village of Ranjipur (q.v.) is the main trading post on the plains, where Karutunda, Yavi, and Viseri can trade in (relative) peace with native Angorit merchants.

Myram Than (Eastern Jungles)

The Myram Than ("Spice Jungles") are fairly densely populated, as far as jungle lands go, as they are home to large numbers of spices, lotuses, and other expensive plant materials. Ruins are found throughout, the homes of fallen noble clans from millennia passed. These ruins are home to wild animals, lotus smugglers, and even the rare monster or two. Ghosts haunt some of the ruins, while others are trapped with ancient traps left by their lost owners. Some still have hidden treasures, but most are simply empty ruins.

Ngor Haram Gharam (The Ghost Trees)

This is the name the Angorit have given to the ring of Guardian Trees that protect the lands of the Karimari. Every few years, another brave and foolhardy warrior of Angorit tests the Ghost Trees and tries to cross into Ulimwengu. The Angorit long ago decided that this was a test of their own warriors; those that tried it were too stupid to serve, anyway. Tales of horror have been handed down across the millennia about the attempt to take Ulimwengu, and the Ghost Trees fill the greatest part of that tale.

Nikongam Dhran (Fort Nikonga)

Fort Nikonga stands at the north-western tip of the ryaset, on the western bank of the Nikonga River. To the north lies the territory of Tyjaret, to the north and west the territory of Kladanovic. The fertile strip of land east of the river belongs is claimed by the rajah, but is currently unsettled; west of that is the haunted land of Gwondoya. The soldiers of Fort Nikonga are well aware that their posting is one of the worst in the ryaset, as they have to deal incessantly with feuding Karutunda clans, Viseri merchants and slavers, and the odd creatures that fly, crawl, and bound out of the western and northern plains. A small village of 120 serves the needs of the 60 soldiers of the fort.

Ranjipur, Village of

This village (pop. 660) stands in the plains of the northwest, on the banks of the Nikonga River. Its serves as a central trading ground for the merchants, hunters, and slavers that traverse the southern reaches of the Konumtali Savanna. It is also a springboard for adventuring Angorit that delve into the haunted lands of Gwondoya, and thus is somewhat of a boomtown. Its distance from the capital also makes it the home of no few dissidents, and it is the base of the White Lotus, a rebel group that strikes against the rule of the chambahara and the Temple of Kala. The Chompatta clan, one of the few human noble clans of the ryaset, rules the village, quite loosely. The clan prince, Krangir Chompatta, is a greedy merchant that cares only for the wealth that flows through the village. He cares not where his gold comes from, and happily takes the bribes of the White Lotus to turn a blind eye to their activities.

Rhanden Than Ghar (Central Jungles)

The central jungle lands are moderately populated, mostly by folk organised in small

farming villages. The landscape is dotted with the ruins of ancient palaces and villages, the most spectacular of which is the Rhavam Parakhet, the City of Monkeys (q.v.).

These jungles are fairly clear of large predators, however, smaller pests and dangerous animals remain all too common. Lotuses are rarer in these forests than in the eastern jungles, due to the higher elevation. The forest canopy extends to the very edge of the old walls of the city of Angorit, and in some places has broken through and reclaimed parts of the ruins.

Rhavam Parakhet, Ruins of

The legendary City of Monkeys stands amongst the highest hills in the central jungles, on the banks of the Angkharam River above a spectacular 200-foot waterfall. The "city" is not really a city, but is instead an ancient ruined palace; in fact, it is the ruined palace of Rajah Yomya Kodhapatna, the self same ruler that invaded Ulimwengu and brought down the destruction of his own kingdom 22 centuries ago. The palace was destroyed at that time, though subsequent rulers rebuilt and renovated portions of it from time to time since then. It finally was abandoned and left to the monkeys in the first century of the modern era, when the last Rajah to occupy it was slain during the onset of the Tanagoro civil wars. Today monkeys and apes of all kinds occupy the expansive ruins, fully twice the size of the modern palace of the Rajah in Angorit. Legend holds that the monkeys are ruled by a king that holds his court in the old halls of the rajahs, flanked by his ranks of monkey princes and ape guards. Great treasure is believed to remain within the ruins, but as it is death to harm a monkey, few try to reclaim the lost wealth for humanity.

Rhavanawar, Village of

This port on the southern edge of the realm (pop. 900), on the Yabhalam River, is the main slave port on the eastern Serpent Peninsula. It is the main port of call for the pirate allies of the Rajah, and is the homeport of the small navy of the ryaset. The village is ruled directly by the Rhyskyarta clan, by the Rajah's own grandson (and eldest living "heir"), Chandhar Rhyskyarta. This village is a pit of despair and degradation, as it is home to the slave training camps run by the Temple of Kala. The slaves are broken using the most inhumane methods known; those that do not break are sacrificed to Kala.

Sen Angkharam River

The Angorit River runs from the central highland jungles to the Sea of Dread. It is a wide, slow flowing river, navigable up to the city itself. The river is home to many species of fish, including the dreaded piranha, as well as to larger predators, notably alligators and giant catfish. The river is known for its swarms of large, colourful carp, which, at certain times of the year, are so thick in the water that one can almost walk across the river on their backs.

Sen Nikongam River

The Nikonga River slowly flows north out of the western hills. In the plains it is a slow and, especially during the driest months of the year, extremely shallow river. Some years the river becomes a mere stream, or ceases to flow at all. During the wet season the river flows deeply, and is home to all manner of beasts, including hippopotamuses, alligators, ibises, and other riverine animals.

Sen Yabhalam River

The Yabhalam River runs for its entire length along the southern edge of the ryaset. It partly forms the border between Angorit, Ulimwengu, and Yav. It is a deep and fast

flowing river. Alligators are rare, except near the swampy mouth. Piranhas are common, however, and remain a danger to travellers. There are only two bridges across the river, one at Surabad and the other at Dharvalore; otherwise travellers must rely on the itinerant ferrymen that ply their pole boats along the river.

Surabad, Village of

Surabad (pop. 730) commands the southern crossing of the Yalabham River, and is the center of the limited commerce that takes place between Angorit and Ulimwengu. It is also the major market village of the central Yalabham valley area, and as such is an important cross-roads of the state. The Virishana chambahara clan rules Surabad; their device is a red vampire bat upon a black field. The Virishana, of course, favour the form of the vampire bat; vampire bats hold the same vaunted position in the superstitions of locals that monkeys do in the city of Angorit. The Virishana prince, Ranjit Virishana, is the Black Lama of the temple of Kala, second in power only to the Grand Lama himself. He is out of favour with the Grand Lama (a political, internal dissent, not a true schismatic dissent), but continues to preside over the temple's ceremonies in the village. There are those that believe that the princes' personal favour in Kala's eyes has eclipsed that of Dharbhan Jhorat, the High Priest of Kala in Angorit, and thus caused the feud; the truth is far darker (and unsuspected), as Ranjit has become a nosferatu in the service of Kala. Ranjit also has the rajah's ear at this time, so the Grand Lama cannot openly move against his rival.

Tagharidhran (Fort Tyjaret)

The fort on the trade route to Tyjaret is more of a caravanserai than a simple fort; there are provisions for the keeping of dozens of wagons, animals, and the attendant

merchants and guards within the walls of the fortress. The guards are lax in collecting the usual tariffs and taxes, provided their hands are liberally plied with gold. There are 120 guards at the fortress, served by a small village of 300. The commander of the fort, a mercenary Yavende named Okondo Botande, is the greediest of the bunch, and is not beyond taking a bribe, arresting the briber, confiscating all the goods in the end and making his victim "disappear." He does, however, maintain a very tight military company, and has driven off several Karutunda raids in the past three years.

Yabhalam Dhran (Fort Yabhala)

This fort on the Yalabham River, between Surabad and Rhavanawar, is the primary defence against invading Yavi forces. It has not seen action in centuries, and is thus regarded as an easy posting. Mostly the guards stationed here attempt to keep foolhardy Angorit from crossing the river to brave the Ghost Trees. There are 60 guards at the simple, ancient stone fort, served by 120 villagers.

Major NPC's

Chandhar Rhyskyarta. Prince of Rhavanawar. Born 970 AC; apparent age 30. Chandhar is the grandson of the rajah, and the current heir apparent to the ryaset... though it is obvious that the rajah has no intention of dying anytime soon, regardless of the number of assassins Chandhar wastes on him. The only reason the rajah has not had Chandhar killed for his actions is that he prefers to keep him where he is very useful, guiding the slave trade through the kingdom. Chandhar is very good at what he does, and enjoys being the lord over his small kingdom of slaves. He is perhaps as despicable in his own way as the inhuman rajah himself. Hair: Black. Eyes: Brown. Height: 5'7". Lithe of form and swift of movement; wears expensive black silk

clothing, even on the hottest of days. Combat Notes: 12th level chambahara thief; AC 3 (+2 leather armor + dexterity bonus); hp 34; MV 120' (40'); #AT 1; THAC0 15 (5 primary and 7 secondary with katar +2, 11 with arjuna with +2 arrow); Dmg 4d4+6 primary and 3d4+6 secondary (+2 katar + Grand Master skill) or 1d6+2 (arjuna with +2 arrow); Save T12; ML 9; AL C; S 11, I 16, W 12, D 17, C 12, Ch 15. Weapon Mastery: Grand Master katar, basic arjuna. Skills: Disguise (16), Knowledge [Slave Trade] (16), Profession [Slave Merchant] (16), Danger Sense (12), Law and Justice [Angorit] (12), Bargaining (15), Deception (15), Persuasion (15). Chambahara abilities: May take snake, raven, piranha, and rat forms, and may transform 7 times per day. Magical items: +2 leather armor, +2 katar, 12 +2 arrows, bag of devouring.

Chanja Balaghat. Master of the Legion of Fiend Brothers. Born 955 AC; apparent age 45. Chanja is the hideously competent and horridly savage leader of the Fiend Brothers, the most fanatical corps of the Angorit military. He is perfectly aware of the nature of the rulers of his land, but he does not care. Provided that they continue in their intense reverence of Kala he will be more than happy to serve in their name. Chanja buys warrior slaves to fight against in his own private gladiator pit, where he dedicates their deaths to Kala. Hair: Black, magically dyed blood red. Eyes: Magically altered to blood red in their entirety. Height: 6' 2". A giant of a man among the Angorit, Chanja is heavily muscular yet swift; always wears his demon-shaped suit armor (his men believe he sleeps in it, and often he does). Combat Notes: 18th level Avenger; AC -5 (+3 suit armor + dexterity bonus); hp 105; MV 60' (20'); #AT 2 (3 against those he can hit with a 2); THAC0 7 (-3 primary and -1 secondary with firangh +2); Dmg 2d6+12 primary and 2d4+12 secondary (+2 firangh + Grand

Master skill + strength bonus); Save F18; ML 12; AL C; S 16, I 11, W 14, D 16, C 16, Ch 15. Weapon Mastery: Grand Master firangh, basic tabarh, arjuna, gagarzh, and katar. Skills: Intimidation (16), Artillery (11), Military Tactics (13), Ceremony [Kala] (14), Danger Sense (14), Leadership (15). Avenger abilities and spells: clerical level 6; detect evil 120', at will; turn or control undead; spells: cause fear (x2), bless, blight, curse. Magical items: +3 suit armor with healing, +2 shield, +2 firangh with slicing.

Dharbhan Jhorat. Grand Lama of Kala in Angorit. Born 935 AC; apparent age 65. Dharban almost seems like a grandfatherly figure, until one looks into his eyes and sees the fanaticism burning within. Then the realisation creeps up that this man has personally, with his own hands, sacrificed more than 3,000 people to his Immortal. He is well aware of the nature of the chambahara rule but he reveres them as the chosen children of Kala. He is currently in a power struggle with Ranjit Virishana of Surabad over the leadership of the Temple of Kala; he completely dominates in the city, but his power and influence is waning further into the countryside. Hair: Clean shaven, with a perpendicular white line from the tip of his nose to the top of his forehead, and two white hollow diamonds to either side of the line. Eyes: Brown. Height: 5' 4". Short and quick, if wizened and muscular, especially in the arms; always wears the white bloodstained robes of his office. Combat Notes: 21st level cleric of Kala; AC 3 (ring of protection +4 + dexterity bonus); hp 54; MV 120' (40'); #AT 1; THAC0 8 (-3 primary and -1 secondary with katar +3); Dmg 4d4+8 primary and 3d4+8 secondary (katar +3 + Grand Master skill + strength bonus); Save C21; ML 11; AL C; S 13, I 15, W 18, D 17, C 13, Ch 15. Weapon Mastery: Grand Master katar, basic garzh and lohagh. Skills: Alchemy (15), Knowledge

[Angorit history] (15), Nature Lore (15), Profession [Priest] (15), Ceremony [Kala] (20), Detect Deception (18), Mysticism (18), Leadership (15). Clerical spells: cure light wounds (x3), detect evil, detect magic, darkness, protection from evil, cause fear, bless, blight, hold person (x2), know alignment, snake charm, speak with animal, cure disease, cause disease (x2), curse (x2), speak with the dead, cure serious wounds (x2), dispel magic (x2), protection from evil 10' radius, commune, cure critical wounds (x2), dispel evil, quest, aerial servant, barrier, cureall, word of recall, earthquake, holy word, obliterate. Magical items: ring of protection +4, katar +3, staff of harming, ring of holiness.

Krangir Chompatta. Prince of Ranjipur. Born: 956; apparent age: 44. Krangir is one of the slimiest, slipperiest princes of the ryaset. He has fingers in every foul and corrupt purse in the north of Angorit, from the slave trade and lotus smuggling, to tax dodging and graft. He could care less about the politics, safety, or stability of the ryaset as long as everyone continues to bribe him to ignore their activities. He is no fool, however, so he judiciously uses his ring of human control to help situations along as needed. Krangir maintains a harem of foreign women; the more exotic, the better. Six muscular male foreign slaves always carry him in his elaborate sedan chair, with a small train of beautiful foreign slave women attend him, walking behind him in chains. He is always guarded by no less than four 2nd level fighters. Hair: Black. Eyes: Brown. Height: 5'6". Extremely corpulent build due to indolence, with several chins; usually wears only a turban, a loincloth, and lots of gem-studded jewellery, Krangir otherwise wears as little clothing as possible, as it always seems too hot to wear much. Combat Notes: 5th level thief; AC 5 (ring of protection +4 + dexterity bonus); hp

20; MV 120' (40'); #AT 1; THAC0 15(katar); Dmg 1d6+1 (katar + Skilled mastery); Save T5; ML 7; AL C; S 10, I 15, W 13, D 13, C 14, Ch 13. Weapon Mastery: Skilled katar, basic zafahr and garzh. Skills: Profession [Merchant] (15), Detect Deception (13), Gambling (13), Law and Justice [Angorit] (13), Bargaining (13), Deception (13). Magical items: Ring of protection +4, ring of human control.

Monkey King. King of the monkeys of Rhavam Parakhet; actually a randara cursed to remain in monkey form. Born. Unknown; apparent age: Ancient for a monkey. More than a thousand years ago the Monkey King was a typical randara, a wandering evil spirit with shapeshifting abilities (for more information check DMR2, the Creature Catalog, page 86). He was even more chaotic than the native shapeshifters of Angorit, and caused the then-Rajah no end of troubles. Somehow, the Rajah was able to have the randara cursed to remain in monkey form. For centuries the randara wandered the world in monkey form, trying to find a cure. He gave up about six centuries ago and returned to Angorit, where he haunts the ruins of Rhavam Parakhet and rules over the tribes of monkeys therein. He has built up a very powerful spy network in Angorit, thanks to the sacrosanct status of monkeys, and uses his followers to spy upon their human neighbours. He uses and trades the knowledge thus gained in order to gather greater wealth as well as secure human victims for his and his followers' dinner. The Monkey King can speak any human language as well as the chattering language of monkeys. His monkey followers (most of which are his descendants, for he can reproduce with normal monkeys) are more intelligent than others of their kind are elsewhere, have their own language, and can understand the language of man (some can even speak it, if haltingly). He also has a

small number of human minions, to perform the duties that his monkey followers cannot. Hair: Silvery gray, with some black patches, with a huge mane all around his face. Eyes: Black. Height: 4'0". The Monkey King appears to be a lean, weak old monkey, an appearance which belies an incredibly powerful physique; the Monkey King usually is garbed in expensive silks, wears a turban with jewelled corona, and bears a gem encrusted rod. Combat Notes: 14 HD randara with the spellcasting abilities of an 11th level cleric; AC 0 (natural; may only be hit by magical weapons, and even then only takes 1/2 damage); hp 80; MV 180' (60'); #AT 2 claws, 1 bite; THAC0 8; Dmg 2d6 claw, 3d6 bite; Save C11 (immune to the 1st, 2nd, and 3rd level spells of others); ML 10; AL C; S 18, I 13, W 13, D 16, C 10, Ch 3 (18 to monkeys). Skills: Intimidation [Monkeys only] (18), Knowledge [Angorit history] (13), Nature Lore (13), Survival [Jungle] (13), Danger Sense (13), Acrobatics (16), Stealth [Jungle] (16). Randara abilities: ESP at will; charm person once per day; it is unable to polymorph out of its current form, and is in fact immune to any shape changing spell or ability of mortal level. Clerical spells: cure light wounds, detect magic, darkness, cause fear, blight, bless, hold person, silence 15' radius, cause disease, curse (x2), cure serious wounds, create poison (x2), cure critical wounds, finger of death. Magical items: Rod of the Monkey King (grants a +2 bonus to the morale of all monkeys within 120', and the Monkey King may cast a polymorph other spell three times per day, which will only turn the victim into a monkey). He has numerous potions and scrolls, as well as other miscellaneous non-combat items, hidden away in his well-guarded and trapped hoard.

Okondo Botande. Mercenary captain of Fort Tyjaret. Born: 967 AC; apparent age: mid-30's. Okondo grew up in a jungle tribe

of Yavende that had rejected the teachings of the Ramla Seers of Yav. He thus grew up in the ways of Vodun, the shamanistic faith of his people. His clan was wiped out by a bokor, a Vodun follower of Entropy, when he was only 12 years old; he and the rest of the survivors were sold into slavery to pirates from Tortage. Okondo escaped slavery two years later when the galley he served on was shattered on the shores of the Crusader Coast. He then entered into a long period of wandering, serving as a mercenary wherever he went (always avoiding the sea, which he still despises to this day). He has been very successful, mostly because he has no scruples when it comes to his service. He is quite happy in his current contract, as there is plenty of graft to be had; he has built up a nice nest egg and is looking forward to retiring in the next two or three years. Hair: None. Eyes: Green. Height": 6'2". Muscular though lean, not bulky, with the swiftness of a panther; wears little more than a breechcloth when off duty, or whatever clothing is necessary for the occasion, though never ostentatious. Combat Notes: 13th level fighter; AC 0 (chain mail +2 + dexterity bonus); hp 95; MV 90' (30'); #AT 1 (or 2 against those he can hit with a 2); THAC0 11 (2 with sword +3); Dmg 2d8+5 (sword +3 + Expert skill + strength bonus); Save F13; ML 10; AL C; S 17, I 12, W 12, D 18, C 17, Ch 15. Weapon Mastery: Expert sword, skilled mace, tusked shield, basic dagger. Skills: Intimidation (17), Hunting (12), Military tactics (12), Profession [Mercenary] (12), Survival [Jungle] (12), Tracking (12), Leadership (15). Magical items: chain mail +2, sword +3, scarab of protection (7 charges remaining).

Palghat Kurn. Grand Buraiya (Assassin) of Angorit and Chief of the Black Lotus Secret Police. Born: 953 AC; apparent age: mid 50's. Palghat Kurn does not know who his family was; he was raised by the Black

Lotus since early childhood, and is steeped in their ways. He slowly rose to prominence, then to leadership, through continued service and devotion to the path of the Black Lotus. He is absolutely apolitical, and follows the dictates of the Rajah without question. Hair: Black. Eyes: Brown. Height: 5'7". Nondescript, of average build and average height and weight; anything goes as far as clothing, as he has no personal preferences and usually blends in to whatever setting and part he needs to play at the time. Combat Notes: 17th level chambahara Assassin; AC 1 (leather armor +3 + dexterity bonus); hp 63; MV 120' (40'); #AT 2; THAC0 11 (2 primary and 4 secondary with katar +2); Dmg 3d4+6 primary and 2d4+7 secondary (katar +2 + Master skill + strength bonus) or (weapon + skill + strength bonus); Save T17; ML 11; AL C; S 13, I 15, W 14, D 18, C 13, Ch 14. Weapon Mastery: Master katar, Expert blowgun. Skills: Alchemy (15), Disguise (15), Knowledge [Angorit underworld] (15), Lip Reading (15), Mimicry (15), Tracking (15), Ceremony [Kala] (14), Danger Sense (15), Acrobatics (18). Chambahara abilities: May take bat, rat, cat, panther, and crow forms, and may transform eight times per day. Assassin abilities: Base chance to assassinate on a successful strike from surprise equals 95% minus the target's level. Magical items: leather armor +3, katar +2 speeding, cloak of elvenkind, and three doses of black lotus powder.

Ranjit Virishana. Prince of Surabad and Black Lama of Angorit. Born: 943 AC; apparent age: late 40's. The Black Lama of Angorit would be the supremely evil denizen of Angorit, were it not for the presence of the Rajah himself. Ranjit became a rishya in the service of Kala, as he was the third son of the Prince of Surabad, destined for little inheritance in his turn. He rose steadily through the ranks until, when

he reached the rank of Brown (Least) Lama, his father and elder brothers were all slain in a hunting accident. Ranjit then returned to rule his domain, an unusual though not unheard of path for a Lama. He then quickly gained the Rajah's ear and confidence, which began the rift between him and the Grand Lama. He has since risen through the ranks rapidly, as his predecessors all died of old age, accident, or strange debilitating diseases. He became a nosferatu through a curse that struck him from a rotted ancient tome he discovered in an antediluvian ruin far to the east; he believes his undead status to be a happy fate. He now challenges the power of the Grand Lama (with a nod from Kala, who believes that Ranjit holds more promise than Dharbhan, but must prove himself). Hair: Clean shaven, with a perpendicular black line from the tip of his nose to the top of his forehead, and two black hollow diamonds to either side of the line. Eyes: Red. Height: 5'9". Build; clothing. Combat Notes: 16th level nosferatu chambahara wizard-priest of Kala; AC -2 (natural + ring of protection +4) plus immunity to non-magical weapons; hp 60; MV 120' (40') or 180' (60') flying; #AT 1 bite, gaze, or spell attack; THAC0 11; Dmg 1d4+3 (bite + strength bonus); Save C16; ML 10; AL C; S 18, I 15, W 16, D 15, C n/a, Ch 16. Weapon Mastery: no longer uses weapons. Skills: Alchemy (15), Magical Engineering (15), Ceremony [Kala] (18), Danger Sense (16), Mysticism (16), Leadership (16). Nosferatu abilities: immune to sleep, charm, and hold spells; may take the form of a dire wolf, a giant bat, or a gaseous cloud at will; regenerate 1 hit point per round; gaze as per a charm person spell with -2 to saving throw; may summon various types of vermin. Nosferatu weaknesses: cannot come within 10 feet of a strongly presented holy symbol (except Kala's); garlic repels; cannot cross running water except at bridges or in animal form.

Method of Destruction: Must be caught "asleep" at night and burned upon a pyre of white lotus blossoms, or, must have a silver katar blessed by a cleric of Aksyri (Ixion) thrust into his heart. Chambahara abilities: May take bat, giant bat, rat, snake, and giant snake forms, and may transform eight times per day. Clerical spells: cause light wounds (x2), darkness (x2), cause fear (x2), blight, hold person (x3), silence 15' radius, cause disease (x2), locate object, curse (x2), animate dead, cause serious wounds, dispel magic, sticks to snakes, commune, cause critical wounds, insect plague, finger of death, aerial servant, create normal animals, word of recall. Magic-user spells: sleep (x2), mirror image, phantasmal force, haste. Magical items: ring of protection +4, the jade lotus medallion (provides truesight at all times when worn), crystal ball with ESP.

Rhavanna Rhyskyarta. The Immortal Rajah of Angorit; is actually a rakshasa that replaced the true Rajah more than 40 years ago. Born: supposedly 890 AC; apparent age: mid-80's. The Immortal Rajah is so called for, though he appears to be little more than a human, he has lived for more than a full century. He shows few signs of ageing, beyond a few more wrinkles every other year. This is not due to elvish blood, as some claim. It is because the original rajah was slain, and his place was taken by a rakshasa, back in 955 AC. The rakshasa (whose true name is Yahandhar) is on his own quest for Immortality, or, failing that, a position among the other rakshasa kings of the planes of Entropy. To that end he has slowly built Angorit back to a position of moderate power; he is now at the point where his plans are finally coming to fruition, and has brought the state out of a centuries-long lethargy. He is marshalling his forces, building his treasury through he slave trade, and, once his plotting with the Black Lama has brought his peoples

religious fervour to a pitch will throw his forces at conquering the city-states and crusader kingdoms to the north. After several decades of consolidation, he figures he can take on the Divinarchy of Yav. While his plans and plots ripen, he bides his time with simple amusements, such as hunting slaves on his royal reserves (in human and other forms), bloody sacrifices to Kala, and toying with his peoples' hopes for freedom by tolerating the various White Lotus cells. Hair: Grey. Eyes: Brown. Height: 5'4". Lithe build with wizened, nut-brown skin; wears only the most sumptuous clothing, with many gems and jewels, and a grand turban the likes of which would seem to topple his small frame. His natural form is that of an 8' tall rhino-headed ogre, with a lion's fur for skin, gorilla arms, and the legs and tail of a zebra; his apish claws bend the wrong way. Combat Notes: 15 HD rakshasa with the spellcasting abilities of a 15th level cleric and an 8th level magic-user; AC -5 (natural) and immune to non-magical weapons, takes only 1/2 damage from magical weapons; hp 100; MV 120' (40'), or 360' (120') flying; #AT 3 or 1; THAC0 8; Dmg claw/claw/bite 1d8/1d8/2d6; Save F30; ML 10; AL C; S 20, I 16, W 16, D 16, C n/a, Ch 16. Weapon Mastery: none. Skills: Hunting (16), Knowledge [Angorit history] (16), Read/Write Dharvandhran [Angorit], Nature Lore (16), Planar Geography (16), Tracking (16), Ceremony [Kala] (16), Danger Sense (16), Mysticism (16), Deception (16). Rakshasa abilities: May take the form of any being after one turn of study; regenerate 3 hit points per round three rounds after being struck; spellcasting abilities. Clerical spells: cure light wounds (x3), detect magic, protection from evil (x2), blight (x2), hold person, confuse alignment, silence 15' radius, cause disease (x2), curse (x3), cure serious wounds, dispel magic (x2), cure critical wounds (x2), truesight, barrier, cureall, word of recall. Magic-user spells:

sleep, charm person (x2), mirror image, phantasmal force, wizard lock, clairvoyance, lightning bolt, confusion, wizard eye. Magical items: Rod of dominion, ring of spell turning, medallion of ESP 90' range, greater talisman of elemental travel.

Sherakh Djaravalara. Commander of Fort Gwondoya. Born: 970 AC; apparent age: 30. Sherakh burns with the need to prove himself, both to the rajah as well as to his father. He feels his father has unfairly treated him because he chose the path of the warrior rather than the path of magic that his older brother took. Thus, he seeks to curry the rajah's favour and replace his brother as heir to the domain of Dharvalore. He has not as yet decided to eliminate his brother from the succession more violently, as he would rather prove himself better to his living brother, the better that he could gloat and torment him later. His troops respect him to a certain level, but feel his recklessness will bring harm to all. They dare not challenge him, though, as they know well his prowess. Hair: Black. Eyes: Brown. Height: 5'11". Muscular, with a deep brown skin; wears sombre color clothing with a tiger-skin cloak when not in full panoply (still wears the cloak while in armor). Combat Notes: 12th level chambahara Avenger; AC 0 (lamellar armor +2 + dexterity bonus); hp 81; MV 90' (30'); #AT 1 (2 vs. those he can hit with a 2, and a secondary attack with his dhalwhar); THAC0 11 (5 primary and 7 secondary with dhalwhar, 9 with garavh); Dmg 3d6+5 primary, 2d8+5 secondary (dhalwhar + Master skill + strength bonus), or 1d6+4 (garavh + strength bonus); Save F12; ML 11; AL C; S 16, I 10, W 15, D 16, C 15, Ch 13. Weapon Mastery: Master dhalwhar, Skilled garavh, Basic katar and garzh. Skills: Intimidation (16), Ceremony [Kala] (15), Danger Sense (15), Endurance (16), Leadership (13), Deception (13). Chambahara abilities: May take tiger, hawk,

snake, and giant tiger forms, and may transform 7 times per day. Avenger abilities and spells: clerical level 4; detect evil 120', at will; turn or control undead; spells: cure light wounds, cause fear, speak with animal. Magical items: lamellar armor +2, potion of healing, potion of giant strength, and a medallion of ESP 30' range.

Sringar Djaravalara. Prince of Dharvalore. Born: 945 AC; apparent age: mid 50's. Sringar is the most powerful magic-user in the ryaset. He is not happy with the current status quo, and believes the model of government found in Jaibul to be a far more proper one. He has fostered a relationship with the Rajah of Jaibul, and has traded spells and information with the Black Rajah. He realises that his dreams of domination may not come to fruition in his lifetime, so he is grooming his eldest son and heir to become the first Jadugerya Rajah of Angorit. However, Sringar has been studying the possibilities behind the use of the magic jar spell, looking for a way to cheat time (and Kala) and expand his own life to the point where he can live to inherit his own domain... from himself... Hair: Black. Eyes: Brown. Height: 5'6". Lean and quick build; wears black and red striped robes and a silver skullcap, always carries his brass-shod lohanch (his staff of earth and fire). Combat Notes: 16th level chambahara magic-user; AC 2 (ring of protection +4 + dexterity bonus); hp 35; MV 120' (40'); #AT 2 with lohanch or 1 with katar, or 1 spell; THAC0 13 (5 primary and 7 secondary with lohanch, 9 with katar); Dmg 1d8+7 primary and 1d6+6 secondary (lohanch +2 + Master skill) or 2d4 (katar + Expert skill); Save M16; ML 9; AL C; S 10, I 18, W 16, D 18, C 10, Ch 13. Weapon Mastery: Master lohanch, Expert katar. Skills: Alchemy (18), Alternate Magics (18), Knowledge [Angorit history and politics] (18), Magical Engineering (18), Nature Lore (18), Planar

Geography (18), Mysticism (16), Deception (13), Leadership (13), Persuasion (13). Chambahara abilities: May take tiger, hummingbird, snake, giant snake, and dog forms, and may transform eight times per day. Magic-user spells: Charm person (x2), magic missile, protection from evil, sleep, detect invisible, invisibility, knock, mirror image, web, clairvoyance, dispel magic (x2), hold person, protection from normal missiles, confusion, dimension door, polymorph other, curse, cloudkill, conjure elemental, teleport, death spell, invisible stalker, create normal monsters, power word stun. Magical items: staff of earth and fire (15 charges), ring of protection +4, helm of telepathy (skullcap), ring of spell turning, broom of flying.

Vishanka Djaskyarta. Prince of Kalaputnam. Born: 978 AC; apparent age: 22. Vishanka was the third son of the younger brother of the former prince of Kalaputnam, and seventh in line to inherit the domain. He never dreamed he would be the prince, and planned to spend his days hunting and tending to a small ranch. However, in one fell swoop his uncle, cousins, and father were all slain, apparently in an attempt by his youngest cousin to eliminate all the competition. His young cousin died in his attempt to usurp the domain, and thus Vishanka inherited the domain at the tender age of 18. He has ruled fairly well, and puts a lighter grasp on his people than the other princes of the realm. He is absolutely unprepared to deal with the sharks that swim in the Angorit political sea, and is quickly learning that fact. He has suspicions about the rajah that he has begun investigating. He is also investigating the local White Lotus cells, hoping that there might be the possibility of an alliance to save his own skin. Hair: Black. Eyes: Green. Height: 5'6". Average build; wears expensive, if functional clothing. Combat

Notes: 2nd level chambahara Fighter; AC 3 (lamellar armor + dexterity bonus); hp 16; MV 90' (30'); #AT 1; THAC0 16; Dmg 1d8+3 (firangh +2 + Basic skill + strength bonus); Save F2; ML 9; AL N; S 15, I 13, W 13, D 15, C 13, Ch 16. Weapon Mastery: Basic firangh, katar, chakram, and arjuna. Skills: Wrestling (15), Disguise (13), Hunting (13), Nature Lore (13), Leadership (16). Chambahara abilities: May take cat form, and may transform three times per day. Magical items: firangh +2, amulet of protection from crystal balls and ESP.

Weapons

The following weapons are not new; they are simply standard weapons with Angorit names. Physically, they have slightly different appearances and balances than their counterparts in the Known World. They act in all ways, as the standard weapon they are similar too, though one untrained in these specific variations of the weapons would have a -1 penalty to hit for the first three combats they use the weapon in. Weapons not listed here are not native to Angorit; natives cannot learn their use except through extraordinary circumstances, and they can only be purchased in Angorit at two to five times their normal cost.

Weapons marked with an asterisk (*) are new, and are described in full.

Arjuna (Short Bow): This bow is light, usually made with horn as well as wood. However, the pull is stronger and the arrow heavier, with a broader head than in the Known World and thus native arrows shot from these bows do an additional point of damage.

Baghnakh (Tiger Claws*): These strange items are worn on the hand, as gloves. They have claw-like projections that fit between the fingers, so that when the fingers are curled it looks like the wearer has iron

claws. These items in all ways (damage, defense, special effects, etc) work as a dagger, but cannot be thrown. They are usually used in pairs, one in each hand (see Two Weapons Combat, D&D Rules Cyclopeda page 110). Thieves can use a pair while climbing walls to gain a +5% bonus to Climb Walls per level of weapon mastery. Non-thieves that have at least Basic weapon mastery in their use can use them to climb walls at a chance equal to 10% per level of weapon mastery (thus, a Grand Master can use them to climb at a 50% chance). Baghnakh each cost 15 gold pieces each.

Chakram (Throwing Disk*): A chakram is a heavy metal hoop with a blade on the outside; contrary to popular belief, it is not designed to be a returning weapon (though there are legends of such having been enchanted by magic-users in the past). It is thrown as one would throw a Frisbee. Consider it a hand axe for range and damage purposes, and a dagger for special ability purposes. It cannot be used in melee combat, and thus has no defense value. A chakram costs 6 gold pieces.

Dhalwhar (Sword, Two-Handed): The Angorit two-handed sword differs greatly from its eastern counterpart. It is shorter (though still longer than a golakh), and is only single bladed. However, the blade is very thick and wide, comparable in many ways to a long axe rather than a sword. Thus, a non-native user suffers a -3 penalty for the first three combats and a -1 penalty for the subsequent three combats before he can get the balance right.

Firangh (Sword, Normal): This is pretty much a standard sword, except that the balance of the grip is designed for more overhand play than is normal in eastern swords, as it is slightly lighter (weighing

only 45 coins) and longer than a normal sword. It also has an extensive guard.

Gagarzh (Great Mace*): The gagarzh is a heavy version of the garzh that must be wielded two handed. It has a built in hand guard for each hand. The metal head is about twice the size of the head of a standard garzh, and is usually flanged with eight flanges, to spread damage wider across a wound. Use the cost, weight, damage, and special effects of the two-handed sword and the defensive abilities of the bastard sword, used two handed.

Galrakh (Hand axe): The axe head of this axe is more wedge shaped than those to the east, and it is not as balanced for throwing (use dagger range bands).

Garavh (Spear): This is little more than a typical spear. Non-native users do not suffer any penalties by using this spear.

Garzh (Mace): The garzh is a long mace with a light metal head. It is usually very fancy (really nice ones have inlaid gold and ivory). Its long haft can be held two handed, which will give the wielder a +1 to damage for each die of damage.

Golakh (Sword, Bastard): This heavy, single bladed, slightly curved sword is definitely designed for chopping action.

Hulargh (Poleaxe): This is basically a galrakh head on a much longer haft. The wedge-shaped head is balanced by a hammerhead on the obverse, and thus the weapon can be used as a bludgeon or as a piercing weapon.

Katar (Dagger): A katar is a punching dagger, held by a grip perpendicular to the blade rather than parallel. This unusual design changes several characteristics for

the standard description. First, the katar can only be thrown half the distance a dagger may normally be thrown, and is always at a -1 penalty to hit when thrown. Also, it does an additional point of damage per die of damage when wielded in melee combat. Characters unfamiliar with the katar also suffer a penalty of -2 to hit in combat for the first three combats, rather than the normal -1 penalty.

Kunjukh (Polearm/Spear): This is a dual weapon, with a halberd head at one end and a spear point at the other. It operates as either weapon, though it cannot be thrown as a spear. Because of the difficult balance, a non-native user suffers a -2 penalty rather than a -1 penalty for the first three combats.

Lohangh (Staff): This is as a typical staff, except that it is shod in iron, and has several iron plated sections along its length, strengthening it and adding one point to the damage it causes. Some lohagh are also plated with gold, silver, and gems, to

AC	Armor Type	Cost (gp)	Enc. (cn)	Notes
(-1)	Shield	10	100	
9	None	0	0	Basic clothing
8	Padded	10	100	Heavy quilted clothing or soft leather
7	Leather Armor	20	200	Hard, wax-boiled stiff leather
6	Studded Leather	60	300	Leather with metal studs
5	Chain Mail	120	400	
4	Lamellar Armor	200	450	Metal strips of glazed metal over leather
3	Plate Mail	300	500	
0	Suit Armor	1,500	750	Usually filigreed or specially designed

In the tropical heat of Angorit, characters will quickly find that wearing any kind of armor for any length of time will exhaust them (see D&D Rules Cyclopeda page 88). Thus, if outdoors in the heat and humidity, a character may walk or march no more than 1 hour plus a number of hours equal to the base armor class of his armor before becoming exhausted. Similarly, a character

ostentatiously show off the wealth of the owner.

Madu (Shield, Sword): This is a small round shield with two wavy short sword blades projecting from the sides. It is uncommon, except among nobility.

Tabarh (Battleaxe): This is a fairly standard single-bladed battleaxe, with a longer haft to blade ratio than is normal in the east.

Zafahr (Sword, Short): This is a short sword with a heavy grip and guard. Pirates, thieves, and bandits commonly use it, as its heavy pommel can be used as a sap.

Armor

Armor is standard as per eastern armors, however, because of the tropical heat and humidity, metal armor is rarely worn except directly before and during a battle. It is also rarer in Angorit, thus, characters must use the following price charts for armor purchased in Angorit:

in armor may not engage in combat for an extended period of time without becoming fatigued. The amount of time that may be spent in combat is equal to ten rounds plus five rounds per point of base AC.

Example: A character wearing chain mail (base AC 5) can march in the jungles no longer than six hours before becoming

exhausted.

Example: a character wearing suit armor can engage in battle in the swamps of Angorit no longer than ten rounds before he becomes exhausted.

These effects are cumulative, so a character that has marched for three hours has effectively been in battle for 30 rounds once battle begins, for exhaustion purposes. The Endurance skill can be used to resist the effects of exhaustion in one hour/ten round increments.

New Monsters

Chambahara

Armor Class:	Variable
Hit Dice:	As per class (M)
Move:	120' (40')
Attacks:	1 weapon or by animal form
Damage:	By weapon or as animal
No. Appearing:	1d6 (5d6)
Save As:	Varies
Morale:	11
Treasure Type:	A
Intelligence:	12
Alignment:	Chaotic (rarely Neutral)
XP Value:	Varies

Monster Type: Humanoid (Rare)

Chambahara are a humanoid race descended from generations of interbreeding between humans, yakshas, rakshasas, lamaras, nagas, doppelgangers, and other near-human shapeshifting races. They appear to be entirely human, and in fact, under most conditions cannot be distinguished from a human. However, a chambahara has the ability to change into one or more normal or even giant animal forms.

Unlike lycanthropes, chambahara do not need to rise in level through an additional

class, in addition to their base human class, as their power with their animal form never changes. A chambahara will in fact rise as any one normal human class (or even never rise in level, merely remaining otherwise a normal human to all intents and purposes). Thus, no two chambahara encountered are ever necessarily the same.

A chambahara has one base form that he may transform into. This will be an animal form, generally no smaller than that of a small rodent, and usually no larger than that of a tiger or horse. In the animal form, the chambahara will have all the characteristics of the animal, including armor class, movement, attacks, and damage. His attacks will be based on the hit dice of an animal of his level (thus, a 12th level fighter would attack in animal form as a 12 HD animal). His hit points would remain the same, as would his saving throws. The transformation to or from animal form takes one full round. Note that equipment, clothing, and armor does not change with the body of the chambahara.

A chambahara must choose one form to change into at puberty, and it will always change into that form. The form will reflect scars, missing limbs, etc, just as the normal human form does. The chambahara may transform to and transform back from the animal form three times per day. An advanced level chambahara may transform to and transform back from the animal form an addition one time per three levels advanced (four total times at 3rd level, five at 6th level, and so on, to 15 total times at 36th level). Advanced chambahara may also choose additional forms every 4th level (4th, 8th, 12th, etc.). Thus, a 36th level chambahara would be able to transform into and back from 10 different forms a total of 15 times per day. Starting at 12th level a chambahara may choose a giant size version of an animal that he may already transform

into as one of his choices. Note that in any form, no chambahara (under normal circumstances) would have any immunity to weapons or spells. In any form the chambahara will have the ability to converse with and understand any animals of the types he can transform into.

Some powerful chambahara are eventually able to choose true shapeshifting abilities, as their ancestors of old could, and take the form of other humans, or any other form they wish, at will. Others manifest stranger abilities, such as weapon immunities, spell-like powers, breath weapons, and so forth.

Chambahara live in tight-knit clans. In some areas they are actively hunted, and live on the edges of society. In others they rule, openly or otherwise. In some chambahara clans, the initial type of transformation is always the same for the clan member. In other clans, the chambahara may retain some element of their animal form in their human form (a hoof if the animal form is an ass, a lion tail if the form is a lion, etc.). Chambahara blood does not always run true, and some clans will be mixed, with true chambahara and non-shapeshifting human brothers and cousins that may still carry recessive chambahara traits.

Terrain: Any

Yaksha* [Rakshasa*]

Armor Class: -2 [-5]
Hit Dice: 9**** [15*****]
(M)
Move: 90' (30') [120' (40')]
Flying: 240' (80') [360' (120')]
Attacks: 2 claws/1 bite or by
weapon or by spell
Damage: 1d4/1d4/1d8
[1d8/1d8/2d6]
No. Appearing: 1d3 (1d3) [1 (1)]
Save As: F18 [F30]
Morale: 9 [10]

Treasure Type: F [G]
Intelligence: 13 [16]
Alignment: Chaotic
XP Value: 3,700 [10,050]

Monster Type: Monster -- Spirit (Rare [Very rare])

Yakshas and rakshasas are spirit beings from the Sphere of Entropy. It is believed that they were once, in a past life, evil nagas that served Kala or another Entropic Immortal in some grand capacity, and were rewarded in this life with power. Regardless of their origins, they are a strange dichotomy, for they are both of the spiritual nature and of the physical nature. They have no natural form, as such, as each in its base form appears as an amalgam of different animals in a humanoid form. One might have the head and arms of a tiger, the torso of a man, and the legs of an ass, while another might have the head of an elephant, the torso and arms of an ogre, and the legs of a rhino.

These beings rarely appear in such forms, however, as they are natural shapeshifters. They have a power equal to that of the doppelganger to imitate and transform into flawlessly any being it has a chance to study for more than one turn (they use an ESP like ability to do this, but they do not have ESP per se). It then usually slays the victim and takes his place, causing chaos and destruction in its wake.

Yakshas and rakshasas cannot be hit by non-magical weapons, and only take 1/2 damage from magical weapons. They are also immune to any sleep, charm, or hold spells of any kind, and save as fighters of twice their hit dice, due to a powerful magical immunity. Yakshas have the spellcasting abilities of a 9th level cleric, and rakshasas have the spellcasting abilities of a 15th level cleric and an 8th level magic-user. Yakshas may use any magic item usable by a fighter

or a cleric, and rakshasas may use any magic item usable by a fighter, cleric, or magic-user. They do not otherwise have any of the other abilities of clerics or magic-users (though rakshasas do have to maintain a spellbook, and can memorise different spells.)

Yakshas regenerate 1 hit point per round, beginning the third round after being hit, while rakshasas regenerate 3 hit points per round, again beginning three rounds after being struck. Yakshas and rakshasas take double damage from blessed weapons. They take damage from (with no saving throw against) a dispel evil spell; damage will be 1d6 per level of the casting cleric, up to 20d6 damage.

In any form these spirits may use their claw and bite attacks, doing full damage. They may use any weapon as though they had basic skill in its use, but they never learn any levels of weapon mastery (considering it a waste of time). They do learn skills, however, with yakshas knowing seven skills and rakshasas having ten skills. They can speak any language, though they must use a skill to learn how to read and write.

The yakshas and rakshasas generally revere Kala or other Entropic Immortals. There is a pantheon of yaksha and rakshasa Exalted level beings, great kings of millennia past that today rule their own planes. All yaksha and rakshasa endeavour to gain the power to become such kings themselves, and sacrifice anyone and anything to get that power. However, as they these beings do not age, and cannot die unless slain, they tend to take a longer view on their plans, when their inner bestial nature doesn't get the best of them.

Terrain: Any

New Magic Items

Lotus Blossoms

Lotus blossoms are the lifeblood of the

export trade of Angorit. They are naturally magical flowers, which grow in the swampy jungle-cloaked regions of the realm. They are subtly physically different from the more common lotus varieties; it requires an expert to discern a magical lotus blossom from its common, non-magical neighbours. Lotus blossoms do not detect as magical to spells. Many of the lotus flowers can fight back, such as the amber lotus, which can spray a sleeping pollen at nearby beings; these attacks do not lessen the potency of the gathered blossoms. Lotus magic only works when an alchemist has properly prepared the blossom. Each such derived potion, powder, or pill requires 1 hour of work per 20 gold piece retail value (an alchemist may work no more than 8 hours straight in a 24-hour period without suffering penalties to his skill roll). Note that the format for a single blossom to take during initial preparation must be decided before the number of doses available is determined. Once initial preparation is performed, the supply will remain potent for up to one month, and may not be used in the manufacture of any of the other alchemical final forms the lotus of that type might take. There are many other forms of distillates of lotus essence that various alchemists have discovered and lost over the years, and new ones are always being developed (though there are far more failures than successes). Ochalean alchemists are renown for their knowledge of the lotus, as their jungle-cloaked land is as replete with the blossoms as Angorit.

Special Note: A character may be under the effect of only one dose of a lotus distillate at a time, except powders. If he takes another dose, even of the same type, the effects of both are immediately nullified and the character takes 2d6 points of damage, with a saving throw against poison for 1/2 damage.

Amber Lotus (Rare) 200 gp per blossom

Each amber lotus blossom yields 3d4 doses of sleeping powder.

Sleeping Powder: May be blown from a blowgun, will form a 10' by 10' cloud. When inhaled, the victim must save versus poison or fall asleep as per a sleep spell. 100 gp per dose.

Black Lotus (Very Rare) 500 gp per blossom

Black lotus may be distilled into powder, petal, or incense form. Each blossom yields 1d4 doses of slaying powder, 1d6 petals of power, or one cone of incense.

Slaying Powder: May be blown from a blowgun, will form a 10' by 10' cloud. When inhaled, the victim must save versus poison at -4 or die; even if the victim saves he will still suffer 3d6 points of damage. 2,000 gp per dose.

Petal of Power: When ingested by a magic-user or elf, the first spell cast during the following turn is at +4 effective levels. The ingester must save versus poison or take 1d6 hit points of damage. 1,500 gp per petal.

Incense of Invocation: This incense, when inhaled for eight-hours uninterrupted (the period one cone will burn), will allow a Chaotic cleric to pray for one spell of the next higher level than he normally could. Thus, a 13th level cleric could memorise a 7th level spell. This ability only works for the next prayer period immediately following the period of meditation while inhaling the incense fumes. 5,000 gp per incense cone.

Blue Lotus (Very rare) 400 gp per blossom
A blue lotus blossom may be ground into 2d6+3 powder doses, distilled into 1d6 beads, or rendered into 1d3 potions.

Dazzling Powder: May be blown from a blowgun, will form a 10' by 10' cloud. When inhaled, the victim must save versus poison or be charmed, as per the charm person spell, as though cast by the first person the victim sees. 400 gp per dose.

Explosive Bead: A blue lotus bead, which appears not unlike a blue pearl a half-inch across, can be flung up to 30'. It will explode upon contact, and do 4d6 damage to any victim within 10', or 6d6 to a specific victim if it strikes him squarely and only 2d6 to others within 10'. The victims get to save versus spell for 1/2 damage. 1,200 gp per bead.

Potion of Energy: This potion, when imbibed by a magic-user or elf, will allow the imbiber to memorise one extra spell of the highest spell level he can cast, but only once, upon the next memorisation period. 2,000 gp per potion.

Green Lotus (Rare) 100 gp per blossom

A green lotus blossom may be ground into 2d4 doses of salve or distilled into 1d3 potions.

Salve of Heat and Fire Resistance: When rubbed onto the skin, this salve provides the characters with a bonus to resist normal heat and fire, such that the character takes only 1/2 damage, or none if saved against. 200 gp per dose.

Potion of Plant Control: When imbibed, this potion allows the imbiber to control plants as the magic-user spell of the same name. 500 gp per potion.

Orange Lotus (Uncommon) 15 gp per blossom

Orange lotus blossoms may be ground into 2d3 doses of powder or distilled into 1d3 pills.

Powder of Prevention: This powder, when sprinkled on food and eaten by a woman, will prevent pregnancy from occurring anytime during the following 28 days. 30 gp per dose.

Pill of Love: This pill, when dissolved in a drink and imbibed, will cause the imbiber to very favourably romantically view the next applicable person he or she encounters (the person must naturally be inclined toward the person of that sex and race). This translates to an automatic "Friendly" reaction regardless of past experiences; once past this first reaction, the rest is up to the concerned subject of the victims' affection. 75 gp per pill.

Purple Lotus (Uncommon) 20 gp per blossom

Purple lotus blossoms may be ground into 2d6+3 doses of powder, 2d4 pills, or distilled into 1d3 potions.

Powder of Potency: This powder, when sprinkled on food and eaten by a man, will double the chances of a conception occurring from any thusly "enhanced" activities performed during the following 24 hours. 20 gp per dose.

Pill of Prowess: When swallowed, this pill provides the consumer a +1 to morale, +1 to all saving throws, and a +1 to hit and to damage. This effect lasts for 1d6 turns. However, when the initial effect wears off, the subject suffers a -1 to morale, -1 to all saving throws, and a -1 to hit and to damage for double the amount of time he gained the bonus. 40 gp per pill.

Potion of Rejuvenation: This potion, when imbibed, causes the imbiber to heal at an additional hit point of damage per day for the following 1d4+1 days. 100 gp per

potion.

Red Lotus (Rare) 150 gp per blossom

The red lotus, when prepared, will derive 2d4 doses of powder, 1d6 beads, or one potion.

Pyrotechnic Powder Cracker: This powder is mixed with special minerals and packed firmly within a paper tube, along with a specially prepared wick. These "crackers", when lit and thrown (as per a flask of oil), will explode and cause 1d6 points of damage to any targets within 10' or 2d6 points of damage to a specific target if hit square on; these items do double damage against spirit-type monsters and undead. 300 gp per cracker.

Dehydration Bead: These beads, each of which is 1" across and flaming red in color, will, when dropped down a wet well, explode (doing damage as a pyrotechnic powder cracker, above) and cause the well to immediately dry up and go dry for one to three months. If cast into a body of water of lesser size, the effect is the same as per the crackers above. If thrown into a larger body of water, it will ineffectually sizzle and pop for a full round, then dissolve. If one of these beads strikes a water elemental, it will suffer 6d6 damage (n saving throw), while a similar attempt against a fire elemental will actually heal it of 3d6 damage. 500 gp per bead.

Potion of Flaming Doom: This vile potion, when mixed with alcohol and imbibed, will cause the imbiber to begin to burn, as the forces released burn the victims' body from within. The victim must make a saving throw against poison each round or suffer 2d6 damage; only when the saving throw has successfully been made three successive times will the effect subside; otherwise it continues until the victim burns to ashes.

1,500 gp per potion.

White Lotus (Uncommon) 10 gp per blossom

The blossoms of the white lotus can be ground into 4d4 doses of powder or distilled into 2d3 potions.

Powder of Stunning: May be blown from a blowgun, will form a 10' by 10' cloud. When inhaled, the victim must save versus poison or become dazed, suffering a +2 penalty to their AC, a -2 penalty to attacks, a -1 penalty to all saving throws, and a +2 penalty to all skill and ability checks. The effects last 4d4 rounds. 10 gp per dose.

Potion of Bliss: This potion (incorrectly known as Soma in the east), when imbibed, will provide the drinker with feelings of great happiness; he will also become quite lethargic, and unwilling to do anything other than sit and stare around in absolute bliss. The imbiber will suffer the effects of the powder of stunning, as above, except that all penalties are doubled in effect, and (if an NPC) the character must make a morale check to do anything except defend himself! The effects last for 2d3+2 hours. [NOTE: This potion is very dangerous, as it is addictive! A character that drinks this potion must make a saving throw against poison or become addicted, requiring the drinking of

another potion when the duration of the last is up. If the addict does not get the potion, he suffers horrible pain, and is affected as though struck with the powder of stunning, until he gets another potion. Every three straight days of clean living the victim may make another saving throw to try to break the addiction.] 25 gp per potion.

Yellow Lotus (Uncommon) 30 gp per blossom

The yellow lotus blossom may be ground into 2d4 doses of powder or 1d3 potions.

Powder of Blindness: May be blown from a blowgun, will form a 10' by 10' cloud. The victim must save versus poison or be blinded. The effects last for 1d6 turns. 60 gp per dose

Potion of Truth: When imbibed, the drinker must make a saving throw against poison or become extremely lethargic and pliable. During this time he must make an ability check against half his Wisdom score or he will answer a question put to him as truthfully as possible (he must roll for each question separately). One question may be asked every round. During this period he also suffers as though under the effects of the potion of bliss, above. The potion lasts for 5d6 rounds. 150 gp per potion.

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