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# HERCYNIAN GRIMOIRE™

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&  
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# HERCYNIAN GRIMOIRE – Vol. 1, No. 1

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# GLOWING WORDS

Welcome to the first issue of the *Hercynian Grimoire*, a new, irregular publication dedicated to providing new and cool stuff for your *Castles & Crusades* and *Labyrinth Lord* games! Yes, you read that right – every article in every issue will have dual stats, primarily in *Castles & Crusades* terms, with notations and additions as needed for *Labyrinth Lord*. In such cases, the needful stats for *Labyrinth Lord* will be indicated in brackets, thus and so: [LL: Stats for *Labyrinth Lord*].

The *Hercynian Grimoire* will be released on an irregular schedule, in that new issues of the publication may be released every week or every other week, depending on sales and our ability to write in a timely fashion. Each issue of *Hercynian Grimoire* will be released at an initial discount, with the discount to be rescinded when the next issue releases, though no sooner than one week after release. This is to give our core fans the benefit of the discount for their early adoption of each issue. We have no plans to compile issues of *Hercynian Grimoire*, or to offer issues on sale or discounted through bundles at a later time.

I say "our" ability to write because I am joined in this endeavor, as in all my future writing endeavors, by my lovely and talented wife, Jodi Moran-Mishler. She is not, sad to say, a gamer, but she has played from time to time, and her interest in myths, legends, monsters, and magic go back to her early childhood. She is not merely my writing partner, she is my muse. I am sometimes relieved that she is not a gamer, as her ability to conjure up creatures deadly and evil is diabolical. Her knowledge and creativity will come into good use in future developments.

Most materials to be included herein are framed in terms applicable to my new campaign setting, the **Olden Lands**, detailed in the forthcoming *Chronicles of Mhoriedh* line of products. The Olden Lands is a classic fantasy role-playing game campaign setting, incorporating elements of High and Low Fantasy, Swords & Sorcery, and Historical Adventure, and thus any materials herein presented should be readily adaptable to any fantasy campaign setting with minimal effort.

Regarding the name of this publication, in myth and legend the *hercinia* was a bird native to the vast, mysterious and mystical Hercynian Forest of the ancient world, of which the Black Forest of Germany is the largest remnant. The plumage of the *hercinia* was of such a bright and shining nature that travelers through the great forest did not need torches, as the light from the birds acted as their guide in the darkness. And so we hope this publication to be, a guide to Judges and players in negotiating the development of their games, a light in the wilderness of adventure. And so welcome to the first issue of *Hercynian Grimoire*!

We hope you enjoy!

James Mishler and Jodi Moran-Mishler

# GNOLLS, THE HYENA-MEN

Gnolls are the most bestial and unusual of the major humanoid races. Legends hold that gnolls are descended from a misbegotten magical crossing between gnomes and trolls. While such ideas are fanciful and farcical, there is some sliver of truth in the old legends. Gnolls are not a natural race; that is, they did not arise through a natural evolutionary process, nor are they a divinely-created race.

Their stunted intellectual capabilities and spiritual nature indicates that they are either a creation of demonic beings, likely a Demon Prince; descended from the vat-grown creations of a powerful wizard; or possibly a misbegotten crossbreed of human and hyena via the earliest werehyenas. Legends from the far South, in the lands where hyenas are native and found in great numbers, claim that they are descended from a tribe of witches and their werehyena companions.

Sages differ and argue, having little evidence one way or the other. The gnolls themselves, possessing no native spiritual myths or legends, neither know nor care about their origins.

**DESCRIPTION:** Gnolls usually resemble bipedal hyenas with malformed forepaws possessed of a semi-opposable thumb. They are tall, often topping seven feet in height; their light frame possesses a surprisingly mighty strength. They possess the great crushing jaws of their hyena cousins; some of the most bestial packs prefer to attack with their bite (2d4) or slam with their blunt, hefty forepaws (2d4) rather than use weapons (or perhaps they are incapable of such use).

Gnoll heads greatly favor the form of their hyena cousins, with large sagittal crests (often accentuated with a Mohawk-trimmed hairstyle), long tooth-filled maws, and heavy jaw structure. Eyes are round, black, and glisten; at night they glow red when they reflect torch or moonlight. Ears are large and furry and often quite long and pointed.

Gnoll fur ranges from brownish-red to tan-yellow, with white, brown, and tan mixed in throughout. Most packs and tribes are also marked by a mix of stripes (northern tribes) and spots (southern tribes) though due to interbreeding only the most isolated packs possess a single, recognizable pattern of stripes or spots.

Gnoll males and females appear little different to the uninitiated, due to ample fur that covers genitalia (which in any event, would be difficult to distinguish without close, personal inspection). This has given rise to the belief that there are only male gnolls, as females are as vicious and predatory as the males.

Females tend to be slightly shorter, though heavier and fleshier than the males, and certainly no weaker. Breasts are usually hidden by the fur as well, save when the female is lactating during the feeding of cubs (when she usually stays in or very near the home caverns, anyway). Females have six breasts,

though not all lactate at the same time, the number depending on the number of cubs currently feeding (litters consisting of one to three cubs).

Gnolls can, and will, eat just about any flesh, many (especially cowards) preferring carrion over fresh meat. They also eat bones and bone marrow, cartilage, sinew, offal, fur, hair — any and all parts of an animal can be consumed thanks to strong teeth, massive jaws, and an iron stomach. Only the hair remains after digestion, and is excreted in the form of pellets. A single adult gnoll can fully consume a human baby in less than two minutes, a young child in five, and a whole pack of gnolls can finish off a horse or cow in less than a half-hour. Gnolls always eat their food raw; cooking flesh is an unknown concept, and would be thought odd and rather repulsive.

**PERSONALITY:** Gnolls are usually organized into packs led by male and female pack leaders. A strong and successful pack leader can attract up to 20 or 30 members of the same sex. Each gnoll in the pack knows its current, exact position in the pack hierarchy; as each is always desirous of increasing his or her status, the hierarchy changes all the time, often suddenly. Status fights are usually quick and dirty, with the loser only rarely dying, as the winner prefers to gloat over a living victim. Status determines who gets first choice of loot, whether rotting carrion, live prey, weapons, or gold.

Gnoll females determine if and when to mate, allowing males of the same or greater status to “court” them through, oddly enough, presenting themselves in a submissive manner. The stronger the male and the better and more debasing the begging, the more likely the gnoll female will allow the male to mate with her.

Gnolls hunt and scavenge prey singly or in small groups of two to eight warriors; when they have found carrion or while chasing down their prey, they let out with loud whoops, cries, titters, and laughter to call other gnolls of the pack to eat. Feeding is first come, first serve, with each gnoll feasting until he is gorged or pushed away by a higher-status gnoll. Note that there is no concept as “table manners” among gnolls, with satiated gnolls leaving their kill with their muzzles, chests, and arms covered in blood and offal. Females bring any remaining tidbits back to the pack cubs and pups, while males often take along a choice rib or other piece for snacking later.

**RACIAL AFFINITIES:** Gnolls do not generally relate well with any other races, save for their half-blood cousins the gnoles. All other races are to be dominated and/or eaten. They especially enjoy the flesh of elves and halflings, which they find the sweetest and most succulent. Hands are a delicacy, with fingers being picked clean first of all. The few gnolls who break away from their cultural background of anthropophagy and cannibalism have a very difficult time convincing others, gnolls and members of other races alike, of their more civilized nature.

Of the other races, gnolls can work best with the orcs and goblinoids, who are much like them in culture and society – nasty, brutal, domineering, and chaotic. Gnolls work best with these races when led by their more intelligent gnole cousins. Of course, cooperation is always temporary, and gnolls always seek to improve their status in the greater tribal hierarchy. These daily struggles, which are common among gnoll kind, cause no end of grief for the organized orcs and goblinoids.

**ENVIRONMENT:** Gnolls are native to tropical and sub-tropical climates, particularly plains, scrub, and wastelands, less so jungles, hills, and mountains. They can be found elsewhere in the world, for being nomadic, they are a far-wandering race, and are often swept up in the migrations of larger, stronger, more organized humanoid tribes. They find it difficult to thrive in temperate climates, and intensely dislike cold, wet sub-arctic regions.

They tend to be nomadic or semi-nomadic, living in caves or in the open under the stars. If they live in any sort of non-natural structure, it is usually an old ruin built by other races or, possibly, a recently sacked location. In temperate climates they much prefer caves and dungeons, and often are found therein exclusively. They do not build any of their own shelters, nor do they modify existing structures save to further destroy the ruined features and leave piles of trash and filth.

## IN THE OLDEN LANDS

Gnolls arose in the southern lands of Mandayan, south of the Thunder Plains. In ancient days they spread north, into the Thunder Plains, the Yasdunn Jungle, and the plains and wastes of Eosha. From there in more recent times they migrated west, often together with hordes of orcs and men, in the long centuries of the Dark Age following the Doom of Elysiion. Kryx readily added them to his armies, and thus the gnolls spread further west and north, into Deshret, the Purple Plains, and Alspadia.

Small clans and bands were also transported north of the Serene Sea during the rule of the Elysian Empire and the Itlanian Empire, usually as slaves, often destined for gladiatorial arenas due to their exotic and menacing form. These and other gnolls that made their way into and through the Underworld were the ancestors of the small population of northern gnolls. They are rarely found north of the Middle Lands, as they cannot regularly out-compete the bugbears of the Northern Wilds.

In Deshret and on the Purple Plains, the gnolls encountered jackals, and as is their way, soon added their bloodline to their own. Many of the gnoll clans of these regions are jackal-headed rather than hyena-headed, that or some mix between the two. In these lands they have become the favored warrior-slaves of the cultists dedicated to the Crimson God, for he takes the form of a jackal-headed man.

In the north, from Mhordlakh to the Storm Coast, the gnolls often interbred with the native foxes, and in the far north, with wolves. This breed of gnoll is slightly smaller and more

intelligent. Due to the small numbers of gnolls in the north, most such clans are actually gnoles, with very few full-blooded gnolls extant in the clans.

In Eosha, Kryx, and to a lesser extent in Deshret, gnolls have integrated with the local human societies, such that their half-breed cousins, the gnoles, often outnumber them. While their gnole cousins can be found in all levels of society, gnolls are still relegated to the lower class, found in their own quarters of cities or in hamlets on the outskirts of towns. There they serve as unskilled labor, mercenary muscle, and otherwise perform jobs that are considered the lowest of the low.

## RACIAL ABILITIES

**COWARDLY:** Gnolls are cowards at heart, bullies through and through, and when faced with superior forces or even moderate setbacks, have a tendency to flee or surrender. Upon the initial encounter, a gnoll that is outnumbered or part of a group that is outnumbered must make a Charisma saving throw or flee if at all possible. Similarly, saves must be made whenever first struck and wounded in combat and when first reduced to less than half of maximum hit points. Modifiers to the saving throw are at the Judge's discretion based on the circumstances. If the gnoll is unable to flee, he will seek to interpose his allies between himself and the threatening force. If this is not possible, he will attempt to surrender. If surrender is not possible, he will continue to fight, but at a -2 penalty to hit and to Armor Class due to being shaken with fear. [LL: Saving throws are against Death, with a modifier based on Charisma.]

**DARKVISION:** Gnolls can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Gnolls can function well with no light at all. Darkvision is spoiled by bright lights, such as from a lantern or other light source. A gnoll requires one minute his or her eyes to adjust when a light source is extinguished before gaining full use of Darkvision. [LL: Gnolls have 60' infravision.]

**ENHANCED SENSE OF SMELL:** This ability allows gnolls to detect the presence, but not the specific location, of creatures within 30 feet or within 60 feet if the other creature it is upwind. Strong scents, such as smoke or rotting garbage, can be detected at twice those ranges. Overpowering scents, such as skunk musk or stink butter, can be detected at three times these ranges. If a gnoll becomes familiar with an individual, he can learn the individual's scent and recognize it. It should further be noted that false, powerful odors can easily mask other scents and completely spoil this ability.

**MARTIAL PROWESS:** Gnolls come from very violent societies in which fights and contests of strength are common and necessary for survival and part of the everyday struggle for dominance in gnoll society. This has inured them to great amounts of pain and given most a great capacity to fend off blows and fight unarmed. As such, gnolls receive a +1 bonus to their Armor Class whenever they are not wearing any type of armor. This ability combines with magical rings, robes and

other similar devices that confer an Armor Class bonus but are not armor. This bonus adds to the unarmored Armor Class of gnoll monks. [LL: -1 AC bonus when unarmored.]

**STINK BUTTER:** Gnolls possess glands near the anus that secrete an extra-powerful, stinking, gooey fluid, normally used in small amounts to mark their territory to other gnolls and predators. Gnolls can actually expel the fluid as an area attack once per day. All non-gnolls in a 30 foot radius must make a Constitution save (CL level or HD of the gnoll) [LL: Save versus Poison] or suffer a -1 penalty to all attack and damage rolls due to nausea and repulsion. If the save is failed with a Natural 1, the victim is dazed with nausea for a number of rounds equal to the level or HD of the gnoll, and is incapable of taking any actions save defending itself.

Evil witches use gnoll stink butter as a fuel for their torches and lamps; when used in such a way, a Chaotic Evil spellcaster within 30 feet gains a +1 bonus to the CL of any spell they cast [LL: Targets save against the spellcaster's spells at a -1 penalty.]

## RACIAL TRAITS

### CASTLES & CRUSADES

**LANGUAGES:** Common, Gnoll, Goblin, Ogre, Orc. All gnolls can also speak with hyenas, jackals, foxes, wolves, and similar mammalian scavenger/predators.

**SIZE:** Medium (7' tall)

**MOVEMENT:** 30 ft.

**TYPICAL CLASSES:** Barbarian, Fighter, Ranger

**ATTRIBUTE MODIFIERS:** +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma

## REQUIREMENTS AND LIMITATIONS

### LABYRINTH LORD

**Requirements:** STR 9, CON 9

**Ability Modifiers:** +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma

**Ability Min/Max:** STR 9/19, DEX 3/17, CON 9/19, INT 3/16, WIS 3/16, CHA 3/12

### GNOLL CLASSES AVAILABLE

Class	Level Limit
Cleric	5
Fighter	9
Ranger	5
Thief	9

### GNOLL THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick Locks	-10%
Find/Remove Traps	-10%
Pick Pockets	-5%
Move Silently	+10%
Climb Walls	-10%
Hide in Shadows	+10%
Hear Noise	+/-0

### GNOLL AGE CATEGORIES

Age Stage	Age
Adolescent	10
Adult	15
Middle Age	30
Old/Elderly	45
Venerable	60
Age Limit	+2d10

## GNOLL SPECIAL ABILITIES

The following special abilities are all optional; please ask your Judge before you take one for your character. All have a unique cost, and it is suggested that gnoll a character be limited to taking only one special ability.

**BONE CRUSHER:** This gnoll possesses a much stronger bite attack; the bite does not deal extra damage, but when an attack hits with a Natural 20, the bite breaks a limb. On such a hit, roll a d12: 1+2 Neck, 3+4 Right Arm, 5+6 Left Arm, 7-9 Right Leg, 10-12 Left Leg. If the roll indicates a neck strike, the bite snaps the victim's neck instantly, killing it, unless it makes a CL 5 Strength saving throw (LL: Saving throw versus Death). If it is any other limb, and the target fails his saving throw, the bone is broken and the limb is useless until healed. Bones require one week of complete bed rest per point of damage suffered, even with lesser forms of magical healing; a *heal* spell or superior magic can knit the bone instantly. If the save is made, the target merely suffers maximum damage from the bite.

It is believed that wearing a necklace made from the teeth of a bone crusher wards away gnolls, hyenas, cave hyenas, and werehyenas.

**Cost:** Bone-crusher gnolls are even more primitive than their brethren. Their hands are malformed and more like paws, and they are unable to use missile weapons. They also suffer a penalty of -2 to hit with melee and thrown weapons.

**CHARMING BEAST:** This ability allows the gnoll to *charm person*, as per the wizard/magic-user spell of the same name. The effect may be used once per day per three levels (rounded up) and is used as though the gnoll were a spellcaster of a level equal to its level. If the charming beast has surprise and is alone with the target, the target suffers a penalty of -4 to its saving throw. Even if they do not share a language, the gnoll can communicate with the charmed being through a kind of empathy when it is within sight, with limited suggestion capabilities, usually having its new "friend" acquire things for it, such as fleshy babies, livestock, and weapons.

It is believed that wearing the tail of a charming beast makes one immune to *charm* spells and similar magical effects; conversely, an eye of a charming beast can be used as a material component in a *charm person* spell to increase the CL of the spell by 4 [LL: The target of the spell suffers a -4 penalty to their saving throw].

**Cost:** Charming beasts are less bestial than their brethren, and thus do not gain their usual bonuses to Strength and Constitution, though they still suffer the usual penalties to Intelligence and Wisdom.

**CORPSE RIPPER:** Gnolls with this ability are unusual, and most feared; they usually function as tribal shamans, though they may possess no class levels *per se*. When a corpse ripper feasts upon rotting human flesh (often dug from a shallow grave) it heals 1d8 hit points. If the corpse was that of a spell caster, the corpse ripper gains experience as though he had slain the spell caster. Whenever the corpse ripper consumes the corpse of a spell caster, it gains the ability to cast one random spell of the spells known and memorized by the caster at the time of his death. Each such spell can be cast once per day, at a level equal to the Corpse Ripper's full level. The corpse ripper may know a total number of levels of spells equal to its level or HD. If it can gain a new spell and it already is filled with spell knowledge, it can forget a number of levels of spells required to gain the new spell knowledge.

Additionally, a gnoll or human slain by the bite of a corpse ripper has a chance to rise three days later as a ghoul in the service of the corpse ripper; the chance is a percentage equal to the total points of damage the victim suffered from the bites of the corpse ripper. A Corpse Ripper may have as many HD of such servants at one time as it has levels or HD. Ghouls that are created beyond this number are free-willed, often causing no end of grief in the local area.

Legends say that if one eats the heart of a corpse ripper, they gain their powers, though the false corpse ripper slowly transforms to a ghoulish gnoll.

**Cost:** A corpse ripper must have scores of at least 9 in Intelligence, Wisdom, and Charisma. Also, whenever a target makes a saving throw against a spell cast by a corpse ripper with a Natural 20, the ghost of the spell caster from whom the corpse ripper gained the spell manifests and attacks the corpse ripper. If the corpse ripper is slain, the ghost consumes his soul and he cannot be *raised* or *resurrected* short of a *wish*.

**WEREHYENA:** This gnoll is a werehyena. Refer to the werehyena entry on page 25.

**Cost:** The gnoll is forevermore a werehyena; willing acceptance of this curse means that it *cannot* be lifted or removed, short of application of a *wish* spell cast by a divine being.

**WITCH-FRIEND:** This gnoll has a mystical tie with spell casters of Chaotic Evil sort. Such spell casters can bind a willing gnoll to their service (a service which a gnoll typically eagerly seeks) through an eight-hour ceremony during the night of the New Moon. The ceremony requires the sacrifice and consumption of a human child born since the prior New Moon.

Additionally, if the spell caster already has a familiar, the gnoll must eat it, live, at the end of the ceremony (the spell caster is not penalized by the death of her familiar in this fashion, but she can never again summon another familiar). Finally, 100 gp per level or HD of the gnoll in exotic and magical materials must be expended in the course of the ritual.

The gnoll's mistress gains the following bonuses:

- A bonus to her hit points equal to the gnoll's level or HD;
- She adds the gnoll's level or HD to the CL of any *charm*-type spell she casts or power she uses [LL: Targets suffer a penalty to their saving throws equal to the level or HD of the gnoll];
- She and the gnoll share an empathic link, and are able to communicate telepathically up to a distance of one mile per level or HD of the gnoll, along with sense use and spell-casting abilities as per a magical familiar (cf. *summon familiar/find familiar* spell);
- The ability to *polymorph* at will into the form of a normal hyena.

The gnoll gains the following benefits:

- A bonus to his hit points equal to the level of his mistress;
- A bonus to his Intelligence score equal to the Intelligence bonus of his mistress (though no less than +0);
- A saving throw bonus against magic equal to his mistress' spell casting level;
- The ability to *polymorph* at will into the form of a normal hyena or a normal (if brutish and bestial-looking) human (this is not the same as hyena lycanthropy);
- During the nights of the New Moon, the gnoll can *polymorph* to the form of a large cave hyena; in this form, he acts as his master's mount, and can run tirelessly during the night hours. If his mistress can cast the *fly* spell upon him, the spell will last the entire night, and he can easily bear his mistress and all she can carry, again without tiring.

If ever one or the other dies, they lose all abilities gained, including hit points, and additionally permanently lose a number of hit points equal to the hit points initially gained. If the survivor is *polymorphed* (using said gained ability) at the time of the death of the other, the survivor is forevermore stuck in that shape.

**Cost:** The cost is absolute, unquestioning obedience to the gnoll's mistress. The gnoll can turn on his mistress, but when he does so, he suffers a -4 penalty to hit and a -4 penalty to save against any spells cast by his mistress, and in addition, he automatically and without saving throw suffers the effect of a curse spell of his mistress' choice, which remains with him even if he slays or flees from his mistress. ☞

# GNOLES, THE MANNISH-BEASTS

Gnoles result from the crossing of gnolls and humans; the crossbreed is a stable race, with the result of any cross with a gnole, whether with a human, gnoll, or other gnole, being a gnole. In some areas entire tribes, clans, and bands of "gnolls" are actually gnoles, the local humans knowing no better.

**DESCRIPTION:** Gnoles tend to favor their human side in their face and form, with more fully-developed hands and a greater capability, through greater intelligence and manipulative talent, to use and even make tools. The jaw is heavy, and teeth are sharp. The ears are distinctly gnoll-like. Their fur is shorter and softer, and more hair-like, but does cover their whole body like that of gnolls. Coloration varies widely, with most gnoll fur, skin, and eye color most like that of the local human population than that of their gnoll forebears. In most cases, eyes are human-like, though 1 in 8 gnoles possess gnoll-like eyes. Some gnoles can even be mistaken for tall, ugly, hairy humans when seen in shadow. They stand about 6' tall and are usually thin, though muscular.

**PERSONALITY:** Regardless of their human-like appearance and greater intellect, most gnoles are fully gnoll at heart, with the savage rage of their brethren re-focused to suave, fiendish cunning and diabolical pleasure in inflicting pain and suffering. They prefer to capture their victims alive, the better to slowly torture them before, or even as, they feast upon their flesh. Many gnoles are anthropophagic and cannibalistic, though gnoles raised and living in human society tend not to be, though the temptation is always calling them. Gnole culture can vary as widely as their origins, and it is possible for a gnole to escape the backward, cruel, and malignant culture that is their gnoll heritage... possible, but very rare.

**RACIAL AFFINITIES:** Gnoles tend to get along more with humans than their gnoll brethren do, and fit in better with the organized hordes of orcs and goblinoids that their gnoll cousins have such difficulty in adapting to. They still consider most other races as nothing more than potential stock for the larder.

**ENVIRONMENT:** Gnoles can be found wherever gnolls have roamed. They are very common in gnoll-infested lands.

## IN THE OLDEN LANDS

Gnoles are a common race in Mandayan, the Yasdunn, Eosha, Kryx, and Deshret. There they are well adapted into the local human communities, suffering minimal prejudice, unlike their full-blooded gnoll cousins.

They are less commonly known elsewhere, though wherever gnolls are found, especially further from their homelands, most of the clans and bands will actually be made up of gnoles, rather than full-blooded gnolls. These gnolls however are culturally little different from their gnoll cousins, as they have not been assimilated into the local human society.

## RACIAL ABILITIES

**DARKVISION:** Gnoles can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Gnoles can function well with no light at all. Darkvision is spoiled by bright lights, such as from a lantern or other light source. A gnole requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of Darkvision. [LL: Gnoles have 60' infravision.]

## RACIAL TRAITS

**CASTLES & CRUSADES**

**LANGUAGES:** Common, Gnoll, Goblin, Ogre, Orc.

**SIZE:** Medium (6' tall)

**MOVEMENT:** 30 ft.

**TYPICAL CLASSES:** Fighter, Thief, Illusionist

**ATTRIBUTE MODIFIERS:** None

## REQUIREMENTS AND LIMITATIONS

**LABYRINTH LORD**

**Requirements:** STR 6, CON 6

**Ability Modifiers:** None

**Ability Min/Max:** STR 6/18, DEX 3/18, CON 6/18, INT 3/18, WIS 3/18, CHA 3/16

### GNOLE CLASSES AVAILABLE

Class	Level Limit
Assassin	9
Cleric	5
Fighter	12
Illusionist	9
Magic-user	9
Ranger	9
Thief	12

### GNOLE THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick Locks	+/-0%
Find/Remove Traps	+/-0%
Pick Pockets	+/-0%
Move Silently	+10%
Climb Walls	+/-0%
Hide in Shadows	+10%
Hear Noise	+/-0

### GNOLE AGE CATEGORIES

Age Stage	Age
Adolescent	12
Adult	18
Middle Age	40
Old/Elderly	60
Venerable	80
Age Limit	+2d10



## D66 FEROCIOUS FIGHTERS

D66	NPC Fighter
11	<p><b>LUCREZIA THE BOLD</b> is a Neutral Itlanian human 1<sup>st</sup> level Fighter, with STR 16 and CHA 16. She has olive skin, curly black hair, dark brown eyes, and pearly white teeth. She is a follower of the Sword Queen, converted by a vision she had while being chased by bandits near her rural home village. She wears studded leather armor and carries a spear and shield.</p>
12	<p><b>HOOTING HERMUND</b> is a Neutral Gottic half-elven 1<sup>st</sup> level Cleric/Fighter, with STR 15 and WIS 14, from a petty domain in western Gyax. He is a priest of the Laughing God, and brings merriment, wine, and trouble wherever he goes. He wears splint mail and wields a staff and long bow.</p>
13	<p><b>MIRAAJ AL-FARID</b> is a Good Kartaghan human 2<sup>nd</sup> level Fighter, with STR 16 and DEX 16, from the Tritonian Isles. He is a sailor and sometimes pirate, though he treats his victims with respect in the hopes that he will be able to pluck their purses another day. He wears studded leather armor and wields a scimitar and short bow. He owns a <i>potion of healing</i>.</p>
14	<p><b>TOMOS MOLYDEUS</b> is a Lawful Good Elysian human 3<sup>rd</sup> level Knight [Fighter], with STR 16 and CHA 15, from the Isles of Dread south of Itlania. He is descended from a long line of nobles of the isles, and can claim descent from the first Elysian colonists almost two millennia ago. He has a very strong sense of noblesse oblige. He wears plate mail, wields a long sword and shield, and owns a <i>bag of holding</i>. He hosts fabulous tournaments on the great island of Trómonisi.</p>
15	<p><b>NHOLVENY ORRIDHÚLU</b> is an Evil Nhor half-orc 4<sup>th</sup> level Assassin/Fighter, with STR 17 and DEX 18. He is a wandering mercenary archer and assassin. He is a devotee of the King of Hell, and dedicates his victims to his infernal master. He wears studded leather armor and wields a scimitar, dagger, and short bow. For his dedicated service, the King of Hell has given him a devil-blooded steed, a swift black steppe horse that, once per day, can <i>fly</i> for one hour as per the spell</p>
16	<p><b>TUPHET NUHURUM</b> is a Good Deshreti human 7<sup>th</sup> level Fighter, with STR 16 and INT 14, from Ibadigk on the Kizilu River. He was a temple guard of the Temple of the Hidden God until he had an affair with a temple maiden. Since that time he has been unable to find the hidden temples of his deity, and seeks a way to redeem himself in the eyes of the Master of Wisdom. He wears <i>magical plate mail +2</i>, wields a <i>magical khopesh sword +1</i>.</p>

D66	NPC Fighter
21	<p><b>IRAJ ARDHASHAN</b> is a Lawful Deshreti human 1<sup>st</sup> level Fighter, with STR 17 and DEX 15, from the steppes bordering the Rubiye Tündlün in northern Deshret. He is a follower of the God of Law following the precepts of the Second Prophet; his kinsmen were slain by zealous Saracens who mistook them for Paynims. He wears scale mail and wields a scimitar, lance, and short bow.</p>
22	<p><b>MORGAN HAEARNBLAIDH</b> is a Neutral Mhoriedhel human 1<sup>st</sup> level Fighter, with STR 16 and CON 14. When still a young maiden she slew a dire wolf that had entered the family's longhouse and tried to eat her little brother. She still wears the pelt of the wolf as a cape. She wears chain mail and wields a long sword, shield, and a short bow.</p>
23	<p><b>HENRYKK FROSTHILL</b> is a Chaotic Gotha goblin-man 2<sup>nd</sup> level Fighter, with STR 18 and DEX 14, of the Hoarfrost Coast. Abandoned by his human mother as a mere pulling babe, he was raised by bugbears and avenged himself by slaughtering his mother's people and selling her into slavery in Ogroth. He wears splint mail and wields a shield, falchion, and spiked club.</p>
24	<p><b>MOLAGARDH BAELEIKH</b> is a Chaotic Evil Kryx half-orc 3<sup>rd</sup> level Fighter, with STR 16 and DEX 16. A deserter from the legions of Kryx, he has alternated between mercenary service and brigandage ever since. He is still hunted by bounty hunters from Kryx, as his captain framed him as the embezzler of the legion's funds after he deserted. He wears chain mail and wields a shield, scimitar, and light crossbow.</p>
25	<p><b>ALFREDO AEGIPANO</b> is a Neutral Itlanian half-elven 4<sup>th</sup> level Fighter/Wizard [Magic-user], with STR 16 and INT 18, from the elven settlements in the southern Aegipan Peaks. He hunts lycanthropes, doppelgangers, and like beasts that plague the lands in altered forms. He wields <i>Lykomortos</i>, a <i>magical long sword +1/+2 vs. lycanthropes</i>, and possesses a <i>crystal ball with clairaudience</i>. He also wears a suit of plate mail and wields a long bow.</p>
26	<p><b>MADIDU GHANIM</b> is an Evil Eoshan gnole 8<sup>th</sup> level Fighter, with STR 14 and DEX 14, from a village near the ruins of Okeánopolis at the Gates of Dawn. He is the recently ousted leader of a band of brigands that preyed on caravans crossing the Dawn Peaks near the Gates. He claims to have a map of the ruined city that provides the hiding place of a great number of treasure caches. He possesses a <i>magical short bow +2</i> and a <i>bag of holding</i>.</p>

D66	NPC Fighter
31	<b>UNZO RUSTYGUTS</b> is a Neutral Gotha half-ogre 1 <sup>st</sup> level Fighter, with STR 18 and DEX 14, from the Starcrag Peaks in Auriante. Surly and unpleasant, his mother's love and kindness kept his ogrish side from predominating nonetheless. With the death of his mother he has taken to wandering. He has a <i>magical ring of protection +1</i> , an heirloom from his mother's father, a great hero of the Starcrag. He otherwise only possesses a bastard sword and a large club.
32	<b>URYAGHEL YOUNES</b> is a Lawful Good Manday human 1 <sup>st</sup> level Paladin [Second Prophet], with STR 15 and CHA 18, from the Hills of Dhoraw in Eosha. Uryaghel quests in search of the legendary <i>Crown of the Harpies</i> , which will enable his people to control the plague of harpies that haunt his homeland. He wears plate mail and wields a long sword, shield, and lance. He rides a mudahatu (see Mandayan Nyumbanyama, below).
33	<b>MATIMA NIMZEE</b> is a Neutral Manday human 2 <sup>nd</sup> level Barbarian [Fighter], with STR 15 and CON 18, from the Yasdunn Jungle. She was taken as a slave by Eoshan slavers but escaped, and seeks a way to return to her homeland. She wears studded leather armor and wields a shield, short sword, and spear.
34	<b>ZAYAR THE MIGHTY</b> is a Good Eoshan human 3 <sup>rd</sup> level Barbarian [Ranger], with STR 17 and CON 17, from mountain tribes of the Dawn Peaks in northeastern Eosha. He recently acquired an <i>efreeti bottle</i> , and seeks a way to properly dispose of the bottle and the creature within. He wears studded leather armor and wields a shield, scimitar, and spear.
35	<b>ELEPHENOR HALF-ELVEN</b> is a Lawful Elysian half-elven 5 <sup>th</sup> level Cleric [God of Law]/Fighter, with STR 15 and WIS 15, from the Dragon Isles. Orphaned, Elephenor lived among the beasts of the Dragon isles until the God of Law spoke to him and told him he must go forth into the world to bring the Word of Law unto the peoples. He is almost cruel in his zealotry. He wears <i>magical chain mail +1</i> and <i>boots of speed</i> , plus owns a <i>potion of clairaudience</i> . He wields a mace and shield.
36	<b>RAIMO MERESTE</b> is a Neutral Fair elven 9 <sup>th</sup> level Knight [Fighter], with STR 14 and CHA 14, from the Isle Most Fair in the Sunrise Sea. He is in exile for taking the defense of the Isle too far and performing punitive raids on the Thundigoth barbarians. He wields a <i>magical long sword +2</i> , a <i>magical long bow +1</i> , and has a <i>potion of ESP</i> , two <i>potions of healing</i> , a <i>ring of fire resistance</i> , a <i>ring of x-ray vision</i> , and an <i>elven cloak</i> . He wears plate mail armor.

D66	NPC Fighter
41	<b>RANYA VALESKA</b> is a Chaotic Evil Mhordlakhy human 1 <sup>st</sup> level Anti-Paladin of the Dungeon God, with STR 17 and CHA 18, from Mhordlakh. A petty daughter of a petty, poor noble, she was married off to a loathsome merchant, whom she killed in their marriage bed. The Dark One heard her cries of rage and hatred and gave her strength to slay. She wears plate mail and wields a long sword and shield.
42	<b>CONNOR MAKCANAGH</b> is a Chaotic Guidhel half-elven 1 <sup>st</sup> level Barbarian [Fighter] with STR 16 and CON 16, from the Northern Wilds. Enslaved by the goblins of the Morghluidh Mountains, he has recently escaped and is now looking for adventure and loot. He wears furs and wields a broad sword. Upon escaping he stole an old treasure map that is said to show the way to the Lost Mithril Mine of Morghluidh.
43	<b>SVEIN BLOODBARD</b> is an Evil Thundigoth human 2 <sup>nd</sup> level Cleric [Blood God]/Fighter, with STR 17 and WIS 16, from the Isles of Blood. He is a viking pirate, dedicated to murder, rapine, and plunder. He normally leads a fierce band of berserkers, but all his followers died when their ship foundered on the Storm Coast, and now he wanders. He wears scale mail armor and shield and wields a <i>magical spear +1</i> and a broad sword.
44	<b>MIRCEA IONESCU</b> is a Good Bagaudian human 3 <sup>rd</sup> level Knight [Fighter], with STR 18 and, CHA 15, from Zelyoskagh. Sixth son of a petty nobleman, he was a lieutenant in a mercenary company that was destroyed during the recent Paynim incursions. He seeks to build a resistance force against the raiding Paynims. He possesses a <i>ring of invisibility</i> that has saved his life more than once. He wears plate mail and wields a shield, long sword, and lance.
45	<b>KÜLKRÜL BEY</b> is an Evil Kartaghan human 5 <sup>th</sup> level Barbarian [Fighter], with STR 14 and CON 15, from the Purple Plains. He was a master of a small band of warriors during the recent incursions into the east, but his men died in an ambush led by a wizard. He now loathes all wizards. He wears scale mail and wields a <i>magical short bow +2</i> , lance, and scimitar. He has a <i>ring of spell turning</i> , which he took from the dead hand of the wizard who slew his men.
46	<b>AMPHRITIRON DEMODAX</b> is a Neutral Elysian human 10 <sup>th</sup> level Knight [Fighter], with STR 17 and DEX 16, from Kryxophon. His family is among the oldest of the noble Elysian families extant in the South due to their unswerving loyalty to whoever rules or might rule. Honor is nothing more than a word to him. He wears <i>magical plate mail +1</i> and wields a <i>magical war hammer +2</i> and shield.

D66	NPC Fighter
51	<b>GRISHA THE WATCHFUL</b> is a Lawful Mhordlakhy human 1 <sup>st</sup> level Fighter, with STR 14 and DEX 14, from the Orcish land of Nhor. He is from an independent village in the Twilight Peaks vales; his people were taken in a raid by orc slavers while he was away. He wears studded leather armor, and wields a scimitar, shield, and short bow. He possesses a gold holy symbol of the Western Rite.
52	<b>HYUKHYAK LONGTONGUE</b> is a Chaotic Eoshan gnoll 1 <sup>st</sup> level Fighter, with STR 18 and CON 16, from Mekhnazai in Eosha. He served with a slave band that was recently destroyed by locals; he is as far as he knows the only survivor in enemy territory, so he is looking for friends and allies to use and abuse till he can get back home. He has the power of the <i>charming beast</i> . He wears scale mail and wields a scimitar, shield, and short bow.
53	<b>ORMGEIER BLACKAXE</b> is an Evil Gotha half-ogre 2 <sup>nd</sup> level Cleric [Dungeon God]/Fighter, with STR 16 and WIS 14, from the Storm Coast. Purple-skinned with three horns and a great fanged maw, Ormgeier lives for slaughter and rule. He wields a <i>Svartǫx</i> , a <i>magical two-handed axe +1</i> . He recently broke with his tribe when they turned from the revering the Dungeon God to worship the King of Hell. He now seeks to join a cult of the Dungeon God.
54	<b>BOHDAN MAKSIMOV</b> is a Neutral Mhordlakhy human 3 <sup>rd</sup> level Knight [Fighter] with STR 17 and CHA 17, from Mhordlakh. Son of an Elf-touched Bagaudian concubine, he shares her pale skin, platinum hair, and etched features. He quests to attract the attentions of a princess; being the son of a concubine, he has no inheritance. He wears plate mail and wields a <i>magical long sword +1</i> , lance, and mace.
55	<b>FASTRED UNDERHILL, GOBLIN-SHANKER</b> is a Good Thornshire Hairfoot halfling 6 <sup>th</sup> level Fighter/Thief, with STR 15 and DEX 18, from the Thornshire. Fastred earned his epithet in battle against goblins. It was from the goblin boss that he took his <i>ring of protection +4</i> . His <i>ring of invisibility</i> he got from a wizard in return for a favor. He wears leather armor and wields a short sword, dagger, and short bow.
56	<b>RADEGUNDA DRAGONSLAYER</b> is a Good Gotha human 11 <sup>th</sup> level Barbarian [Fighter], with STR 17 and CON 18, from the western Starcrag Peaks. She earned her name honestly, slaying an ice dragon all on her own, though she had the help of <i>Garagrimr</i> , her <i>magical long sword +1/+3 versus dragons</i> . She wears <i>magical chain mail +2</i> , a <i>belt of giant strength</i> , and carries a <i>magical shield +1</i> , all items she won from the dragon's hoard.

D66	NPC Fighter
61	<b>ALI IBN SAYEED BEN SÜLEYMANI</b> is a Neutral Kartaghan human 1 <sup>st</sup> level Barbarian [Fighter], with STR 15 and CON 15, from the Purple Plains. He was part of the latest Saracen incursion. He and some friends went into a local ruin and, on the paths of the Underworld, ended up elsewhere. During his adventure he found a <i>ring of protection +1</i> . He wears scale mail and wields a shield, scimitar, and spear.
62	<b>RHUSZTASZI KHUBIDI</b> is an Evil Kryx half-ogre 1 <sup>st</sup> level Fighter, with STR 16 and DEX 14, from Kryxophon. He has reddish-orange skin, five horns, and an ox tail. He was a marine on a Kryxon war barge that was thrown far off course by a storm, and smashed on a shore with most hands lost. He has a blunderbuss with enough powder for five shots, wears scale mail, and otherwise wields a flail.
63	<b>NAKHÛ TSZENGË</b> is a Neutral Kartaghan half-orc 2 <sup>nd</sup> level Barbarian [Fighter], with STR 17 and CON 17, from the southern Purple Plains. He is from a tribe that still follows the Lord of Horses, and is on a quest to follow the Paynim and Saracen hordes and assist their victims. To this end his shaman gave him a <i>horn of the horse lord</i> (acts as a <i>horn of valhalla</i> but summons nomads with their steeds). He otherwise wears studded leather armor and wields a scimitar and short bow.
64	<b>ZADEH KHEKHSAB</b> is a Neutral Dshreti jackal-headed gnole 3 <sup>rd</sup> level Fighter, with STR 17 and DEX 14, from southern Dshret. She was an archer in her village until a clan of orcs invaded. She fled through the Underworld in a nearby pyramid and now wanders. She has a <i>magical short bow +2</i> , a <i>ring of protection +2</i> , and a <i>flying carpet</i> . She wears plate mail and wields a long sword and shield.
65	<b>AKIHIKO HIRATA</b> is a Lawful Good Mupanyo human 6 <sup>th</sup> level Paladin, with STR 18 and CHA 18. A samurai dedicated to the Dragon King of Heaven, his village was raided by slavers from Eosha and he has resolved to not return until he has rescued all their captives. He wears the equivalent of plate mail and wields a katana, wakizashi, and long bow.
66	<b>VOLKHAN KHESZARVICH</b> is a Chaotic Evil Mhordlakhy human 12 <sup>th</sup> level Anti-Paladin, with STR 17 and CHA 18, from Mhordlakh. From a cadet branch of the old Imperial Line, his attempt to reclaim the throne was ended dramatically by the Wizard-Princes when his army was transformed into a warped black forest. Today he wanders. He has a <i>magical long sword +1/+2 vs. spell casters</i> , a <i>magical spear +3</i> , and wears <i>plate mail +1</i> and an <i>amulet of proof against detection and location</i> .

# SPELLS ARCANES AND OCCULT

Alsadree was a wizard from the southern realm of Eosha, a native of Zagigi, the City of Wizards on the Eoshan coast. He was a famous astronomer, puissant astrologer, and a master of arcane magic dealing with the celestial realms among the Eternal Stars. His apprentices scattered far and wide following his death during the collapse of the First Caliphate in the early 17<sup>th</sup> Century, so his spells are well known across the Olden Lands.

## ALASADREE'S EMPOWERMENT OF THE ULTRANIC ORB

**LEVEL 1 WIZARD/INTELLIGENCE [1<sup>ST</sup> LEVEL MAGIC-USER]**

**Casting Time:** 1 round

**Range:** Touch

**Duration:** 10 minutes per level or until used

**Save:** Varies

**Spell Resistance:** Yes

**Components:** V, S, M, F

This spell empowers a gemstone with six different abilities, only one of which may be used. The spell must be cast upon a gemstone of no less than 10 gp value; the type is irrelevant to the needs of the spell. Once cast, the gemstone disappears, replaced by an orb of pure ultranic power in shimmering shades of dolm, jale, and ulfire. The orb can be held in the wizard's hand or allowed to circle his head like an Ioun stone as he wishes. At any time within 10 minutes per level of the wizard the wizard may call upon one of six of the orb's powers; this may be done in the same round as the wizard casts a spell and, if the wizard is not surprised, in the initial round of combat before initiative is even rolled. The duration of the effect of the orb is counted from its activation, not from its creation.

The wizard may have only one such orb prepared at any one time for every three levels (rounded up), and may use only one orb per round.

Targets of the powers must be within sight and within 60 feet.

*Dolm Disco Orb:* The orb flies to a point one foot above the head of a single target and begins emitting a strange, pulsing, keening sound as it flashes glittering jets of dolm light to a radius of 15 feet. The target and all those caught within the radius of the flashing orb must make Charisma saving throws [LL: Save versus Spells] or be forced to dance and prance, suffering no ill effect if the save is successful. Those forced to dance are still allowed to act as they otherwise wish, but suffer a -4 penalty to hit and grant their opponents a +4 bonus to hit them. Those who save are immune to the siren call of the orb for this one casting of the spell. The orb follows the initial target, even if he saved against the original dance attack. The orb acts thusly for a number of rounds equal to the level of the caster before disappearing, upon which all the dancers are freed from their cavorting duress. During the duration the affected beings are bathed in an aura of luminous dolm.

*Hale Healing Orb:* The orb flashes into the wounds of a single target and cure 1d4 hit points plus 1 point per level of the caster. However, the target will thereafter have an irreducible scar where the orb struck him, glittering in scintillating colors of dolm, jale, and ulfire, marking him as a user of ultranic power to any who might see him.

*Jale Jocularly Orb:* The orb flashes to any point within 60 feet and then explodes; all within 15 feet of the orb must make a Charisma saving throw [LL: Save versus Spells] or be forced to engage in jocular, lighthearted, even one might say intoxicating conversation with others for one round per level of the caster. If combat thereby ceases, or is thereby avoided, at the end of the duration the victims will enjoy a greater friendliness with the caster and others in the area, changing fear, anger, and hatred to neutrality; neutrality to friendliness and amity; and friendliness and amity to something approaching full alliance, congenial comity, or even amorous approachment. During the duration the affected beings are bathed in an aura of glittering jale.

*Salubrious Stunning Orb:* The target must make a Charisma saving throw [LL: Save versus Spells] as the orb flashes into his eyes, or he will be stunned for 1d4 rounds plus 1 round per level of the caster as the colors of the orb swirl through his mind. If the saving throw is successful the target is merely dazed for one round.

*Ulfire Unfriendliness Orb:* The orb flashes to any point within 60 feet and then explodes; all within 15 feet of the orb must make a Charisma saving throw [LL: Save versus Spells] or be forced to berate, mistreat, insult, and otherwise verbally abuse and to a lesser extent even physically accost all others for one round per level of the caster. If combat thereby begins, any such afflicted gain a +1 bonus to hit and damage until the end of the effect. At the end of the duration, even if combat was avoided, the victims attitude toward one another will markedly decline in quality, friendship fading to neutrality; neutrality to hostility; and hostility to undying enmity. During the duration the affected beings are bathed in an aura of gleaming ulfire.

*Wonderful Wounding Orb:* The single target of this orb must make a Constitution saving throw [LL: Save versus Spells] as the orb strikes him or suffer 1d4 points of damage plus 1 point of damage per level of the caster. If the saving throw is successful, the target suffers merely 1d4 points of damage.

The magical focus required to cast this spell is a bracelet, bracer, or armband of platinum in which three gems – a dolm emerald, a jale topaz, and an ulfire ruby – have been set. The creation or acquisition of such an item is at the discretion of the Judge, though it is suggested that the item costs no less than 1,000 gp. The caster must wear the bracelet when casting the spell; the orb appears in the hand of the arm upon which the bracelet depends. If the bracelet is removed from the caster's arm, any existing orbs disappear instantly. ☸

# SPELL SONGS OF SALAMACINE

Salamacine was a powerful witch of Mhoriedh who discovered the strength of the use of songs in her spells rather than the usual chanting ritual. Unlike most of her sisters in Mhoriedh, she was quite mercenary, and her spell songs have thus spread far and wide across the Olden Lands since her disappearance a century ago. Some claim she was imprisoned by the White Queen when she spurned her offers of servitude.

## SALAMACINE'S MALEVOLENT MELODY

**LEVEL 4 WITCHCRAFT/CHARISMA [4<sup>TH</sup> LEVEL MAGIC-USER]**

**Casting Time:** 1 round

**Range:** 50' [LL: 120']

**Duration:** Special

**Save:** Charisma negates [LL: Save versus Spells]

**Spell Resistance:** Yes

**Components:** V, S, F

By means of this spell song the witch controls the physical actions of any humanoid that is Medium-size or smaller. After establishing control of the target's body, the witch can make the body perform any action she wishes, even over the complaints and curses of the target, who still controls his own mind and can speak unless the witch dictates otherwise. Control is retained as long as the witch can see the subject and continues to sing and direct the body of the victim by using her wand. Every 10 minutes of this, the witch must make a concentration check [LL: saving throw against spells] or her tongue tires, her singing breaks, and the spell ends.

The target continues to resist control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +5, depending on the type of action required, with +5 reserved for self-destructive actions. Protection from evil or a similar spell can prevent the witch from exercising control while the subject is so warded, but it does not prevent the establishment of control or dispel it.

The focus for this spell is the witch's wand, which is waved in a manner indicative of the actions forced upon the target.

## SALAMACINE'S MOTIVE MELODY

**LEVEL 1 WITCHCRAFT/CHARISMA [1<sup>ST</sup> LEVEL MAGIC-USER]**

**Casting Time:** 1 round

**Range:** 50' [LL: 120']

**Duration:** Special

**Save:** None

**Spell Resistance:** No

**Components:** V, S, F

The Motive Melody spell song causes a number of inanimate, mundane items to come to life and move, dance, and operate as directed by the witch. One item can be animated per level of the witch, plus 1d6 additional items if desired. The exact items animated during the spell can be changed, as long as the total number of items remains no more than her allotted

number. Items that are carried or worn by another creature cannot be animated.

Animated objects cannot be used to attack, only to perform simple, mundane, unskilled tasks. Example tasks include sweeping, dusting, stirring a pot, chopping wood, washing dishes, making beds... all the simple kinds of actions that do not require much skill or great strength. Multiple and different such tasks may be performed during a single spell, to the limit of the number of animated items available.

All items must remain in the sight of the witch, who must continue to sing and wave her wand to direct the efforts of the animated items. If the witch limits herself to a number of items no greater than her level, she can direct them to perform a single task in which she herself has some skill, such as make a dress, cook dinner, carve a doll, build a fire, paint a picture, dance a complicated court dance, perform a pantomime or puppet play, and so forth. Should the witch at any point cease her singing or waving her wand, the spell ends. The spell also ends if the witch attempts to use the animated items to attack.

The focus of this spell is the witch's wand, which must be used to direct the actions of the motivated items.

## SIREN SONG OF SALAMACINE

**LEVEL 2 WITCHCRAFT/CHARISMA [2<sup>ND</sup> LEVEL MAGIC-USER]**

**Casting Time:** 10 minutes

**Range:** Touch

**Duration:** Special

**Save:** Spells/Charisma negates

**Spell Resistance:** Yes

**Components:** V, S, M, F

The Siren Song is among Salamacine's most known and widespread spell songs. With this spell, the witch enchants the willing target of the spell with the ability to cast a potent charm person spell. This ability lasts for only 24 hours. If the recipient of this spell has with her an item from her target of the charm when this spell is cast, the target of the charm suffers a -2 penalty to his saving throw.

The recipient of the spell must sing her siren song for one minute before the charm person effect can be affected. The target of the charm then gets his saving throw, at a penalty if the above conditions were met. If successful, the charm lasts as per the normal charm person spell. If the recipient of the spell is noted for terrible skill or talent at singing, the target of the charm gets a +4 bonus to resist the spell.

The material component for this spell is a lock of hair from a dryad, nymph, or siren; the focus is the witch's wand. If an item from the charm target is present during casting, it is destroyed in the casting of the spell. ☸

## D66 FAIRIES AND NYMPHS

D66	Fairy	D66	Fairy
11	<p><b>ZEPHYR THE GUARDIAN</b> is a Good Seelie pixie. He looks like a 2' tall human though his ears are pointed like a typical fairy. He wears the clothing appropriate to a Southern sultan, complete with turban, vest, pantaloons, and curly slippers topped with bells. Skin, hair, eyes, and clothes all glow orange. He is usually invisible and silent except to the young children he befriends and guards. He hates those who are unkind to children, and hunts them down with no mercy. Those he hunts hear the jangle of his bells as he nears them, but have no clue from what direction the sound comes. He is unusual in that he is often found in cities and towns, rather than in the countryside, for he seeks out the orphans and the urchins of the urban areas to help them. He possesses the <i>azure pearl of empathy</i>, which allows him to read emotions when held.</p>	14	<p><b>JACK BLUEBLOOD</b> is a Chaotic Evil Unseelie sidhe. 6' tall, well-build, and ruggedly handsome, looks very human, unless seen in a mirror, and then it can be seen that he has no face. He wears fine clothes and usually is accoutered with rich armor and fine weapons, as he takes the part of a wandering knight or minstrel. In this guise he seduces young maidens, especially the daughters of rich and powerful men, and bilks them for all the treasure they can steal from their fathers, until at the end he steals their soul. He stores these souls in gems, which he keeps in his lair amidst the treasures his paramours gave to him. His lair is in a ruined castle in the rugged hills of western Gyra, near the verge of the Verdulann Forest. The castle is guarded by the zombies and skeletons he created from the bodies of his foolish lovers.</p>
12	<p><b>BRISBIÈNE THE FAIR</b> is a Chaotic Evil Unseelie sidhe. She stands 6' tall and is very fair and elf-like. She and everything she wears is bone white, save for her eyes which are glistening black. She has an impassive face that never shows emotion. She lives to steal the breath of children, but can be warded off by a Lawful holy symbol or a circle of salt. She possesses a magical silver flute, <i>Rimpianto</i>. The flute has the power to charm groups of children; enchant a group of adults to dance the tarantella; or summon 1d4 hellhounds. She is usually found in Iltania or Alspadia. It is said that she can be summoned by offerings of litters of kittens and puppies, and that she can be hired to steal the breath of certain children, provided the employer is willing to pay the price...</p>	15	<p><b>SAPHYNX THE SYLPH</b> is a Neutral sylph. She usually takes the form of a 6" tall winged pixie-shaped wisp of fog and mist, with glittering sky-blue gems for eyes. She can also take the form of a 6' tall nude elven maiden with fog-white skin, glittering blue eyes, and golden eagle wings. She acts as a messenger between the nymphs of land, water, and sky. She knows magical songs to summon butterflies, eagles, sphinxes, and air elementals, and will trade these to mortals for years off of their life. She has many lairs amidst the tallest peaks of the Twilight Peaks, the Starcrag, the Ormakh Mountains, the Thunder Peaks, and the Utter Aeries. She often takes mortal lover, but never for more than three days. She leaves them with a smile, a kiss, and a feather from her wings that summons a giant eagle to help.</p>
13	<p><b>SACHETT THE CHANDLER</b> is a Good Seelie pixie. She stands 2' tall, has a fox-like face, large furry ears, fine elven hands, is covered in soft purple down-like fur, and has wings like a dragonfly. She is a master chandler, using her <i>magical mold of magnificence</i> to create magical candles. She usually makes candles that improve meditation, enhance the casting of healing spells, extend the duration of protection and abjuration magic, and bring peace and tranquility to the mind. She trades these candles for rumors, spell knowledge, and other favors with Good witches and wizards. She is usually found in Mhoriedh, where she is a good friend of the Witch Queen and her coven. She can also be found at the great summer fairs of Adlerstadt, where she spends time in the beer gardens of the gnomes of Hugelheim.</p>	16	<p><b>ANNIER THE HEALER</b> is a Good sidhe. He looks like a 6' tall elf with golden yellow hair, emerald green eyes, and pale white skin. He has a scar upon his temple that he keeps to remind him of the frailty of mortals. He wears red and white robes and carried a jeweled caduceus. The caduceus has the power to raise the dead once per week. He is a master healer, healing any and all who are sick or injured. He often lives among the Witches of Mhoriedh. He seeks allies to rescue his young half-elven son, a mere child of Mhoriedh, who has been kidnapped by the ogres of Ogroth to sacrifice to their dark and grim god. To such heroes he offers the full extent of his powers during their lifetime, such that they shall not know death until the Reaper comes to claim them at the end of a long, fruitful life.</p>

D66	Fairy
21	<p><b>FERDY THE FERRET</b> is a Neutral Unseelie brownie. He looks like an 18" tall old white-haired human man with a permanent frown etched across his face. He wears a filthy white shirt, a black cracked leather vest, a checked kilt in sickly green and blood red, and an old stinking, shapeless red beret. He is a broker of knowledge and rumor; he sells information about everyone and everything he knows. If his beret is stolen and he is threatened with it being washed, he grudgingly reveals the location of a single pot of leprechaun gold or hidden wizard treasure to save his skin, though he places a <i>curse</i> on those who do not tip him well for his coaxed services. What is not known to others is that if his beret is washed, his memory is washed away with it, which is why he never washes it.</p>
22	<p><b>HEXERELL THE COBBLER</b> is a Neutral leprechaun. He is 2' tall and looks like a portly human, with red hair and beard, twinkling blue eyes, and ruddy pink skin. He wears green clothing of the stereotypical leprechaun styles, complete with golden wire-rimmed crystal spectacles and a fine ivory pipe. He's a cobbler, dedicated to his craft as an art, and has little use for the gold that his fellows value. He is never found without his toolbox, which holds an impossibly wide array of tools and samples and materials. He makes very fine shoes of normal sort, sturdy and handsome or fey and beautiful. He can also manufacture any sort of magical slippers, shoes, or boots, a pair requiring a full month to make. He only does so for the sake of the art; the money he earns is merely squirreled away in pots, the whereabouts he promptly forgets.</p>
23	<p><b>ISMENIA ROSETHORN</b> is a Neutral dryad. She is 4' tall with bark-brown skin and deep auburn hair. Her eyes sparkle like bright green pools. She wears a simple shift made of green, red, and brown leaves. She also wears a ring of fire resistance. She is native to a mixed forest of oak, maple, and walnut in eastern Gyrax, near Adlerstadt. She is playful to those who treat her and the forest well, but unmerciful to those who treat her trees or animals poorly. She knows all the hidden entrances to the Underworld of Adlerstein found in her groves. She often seeks assistance against the unpleasant things that can roam out of those cavern entrances, especially of late since adventurers have been plumbing the depths of the dungeons. Her fox familiar, Filiwik, is a cousin of Rheinaerth the Trickster, the Fox Lord. Should anything happen to him or Ismenia, the Trickster will be most wroth.</p>

D66	Fairy
24	<p><b>RENADELLE RIVER-MAIDEN</b> is an Evil Unseelie nixie. She looks like a 4' tall curvaceous elven maiden with light blue skin, sea-green hair, glistening black eyes, and webbed hands and feet. She wears a diaphanous white dress. She is one of the River Maidens of the Great Heart River, but she has no set home, and she wanders up and down river at will. She seeks an elven or human husband, and if she finds one that she likes, she will charm him, drowning any spouse or lover he may already have. Her husbands only last a month or three before she becomes bored of them. She has a magical comb that enables her to change self three times per day; the comb must be worn and always looks the same, and her footsteps always leave behind small pools of water in any guise.</p>
25	<p><b>PLOUGH THE PLUCKY</b> is a Neutral Unseelie brownie. He stands 18" tall with an overly large bulbous head, wing-like ears, carrot-nose, and scrawny spindly arms and legs on a barrel-shaped body. His skin is pale white, but usually covered in filth and scabs that he considers pleasurable to the skin. He wears tattered rags that he considers finery. He carries a large magical jar tied to a wooden rack upon his back. The jar contains Lord Szmolder, a powerful fire salamander, who hisses and crackles his rage for all to see. Through his command of the jar and Lord Szmolder, Plough is able to punish any who do not see his beauty and finery as he does, for he is immune to fire of all kinds and can loose at will with a 3d6 10' diameter fireball, even as Lord Szmolder begs for rescue and promises gold and jewels to any who save him.</p>
26	<p><b>FLYXWISK THE FLIPPANT</b> is a Neutral pixie. He looks like a 12" tall green-haired elf with pale white skin, green eyes, and golden dragonfly wings. He wears a fine white shirt, blue pantaloons, blue curly slippers, and a fine blue and black striped peaked wizard's hat. He claims to be a journeyman historian, while others might be unkind and call him an inveterate master gossip. He carries a magical dowsing wand that can lead him to tomes, grimoires, and books within 120', and gladly sells these services for a cut of the take of any such items recovered. He is often found in the upper levels of the dungeons of Castle Adlerstein, where he offers his services to likely looking adventurers. He is considered a plague by the gnomes who manage access to the dungeons, and for his part, he returns the favor with unkind rumors of the gnomes and their proclivities, none of which are true.</p>

D66	Fairy
31	<p><b>MELUSINE THE ACCURSED</b> is a Good Seelie sidhe. She normally takes the form of a beautiful human maiden, with a 5' tall voluptuous figure, long golden blonde hair, creamy milky skin, glittering blue eyes, and pearly white teeth. But she is accursed such that every Saturday her lower torso and legs are transformed into those of a wyvern; she also gains the wyvern's wings and stinging tail. Ashamed of her curse, the only way to break it is for her to marry a mortal man who, never during their years as husband and wife, sees her in her transformed shape. Thus she seeks out a goodly knight or noble lord who can keep a promise to leave her alone on Saturdays; for him she will be obedient and loving, a powerful helpmate, and give him many strong and talented children. But if he breaks his promise, she will kidnap their children, flee, and haunt him and his descendents until their dying days.</p>
32	<p><b>MIYATA THE MURDERESS</b> is a Chaotic Evil Unseelie naiad accursed to become a kappa; thus her head has formed a bowl atop it that hold water. She otherwise remains beautiful, with a 5' tall lithe graceful figure, long auburn hair, and forest green eyes. She used to wear clothing, but in her madness now goes about in the nude, with long fingernails and toenails giving her quite a mixed appearance of beauty and horror. Years ago, she spurned a mortal wizard who wanted to be her lover; he slew her children and cursed her to become a kappa. The local villagers, who she thought were her friends, gave her no assistance, so she in turn drowned their children, and since has taken to drowning every child she can find. She now haunts a new village, who is offering a handsome reward for anyone who can stop her vicious rampage.</p>
33	<p><b>GLIMERON THE GREEN</b> is a Good Seelie pixie. He stands 12" tall, and has Lincoln green skin, glittering black eyes, mossy green hair, and a long, carrot-like nose. He seeks to destroy the wizard who kidnapped his lover, the sprite Shindeeleigh, whose faerie dust was known to have potent magical properties. He does not know if she still lives or is dead. The wizard also cursed him with his green skin, moss-like hair, and long nose. Normally a happy-go-lucky kind of guy, he is now prone to fits of weeping and melancholy due to the loss of his lover and his former good looks. He seeks assistance to find the wizard Hargamhelion, in order to find and hopefully free his love. To this end he promises mortals gold, jewels, gems, and a bracelet that provides improved invisibility to the wearer.</p>

D66	Fairy
34	<p><b>SKONDDA TOADSTOOL</b> is an Evil Unseelie trow. She is 4' tall and almost as wide, with warty leathery grayish-green skin, bristly black hair in all the wrong places, beady glistening rat-like eyes, wide toad-like lips, and mere slits for a nose. Her fingers are skeletal on stick-like arms, but her feet are large, fat, and webbed at the ends of fat, soft legs. She is remarkably even more unpleasant to deal with than she looks, having a high-pitched whiny child-like voice. She wears a black obsidian collar covered in unusual and unreadable runes and sigil that is said to be able to control giants. As those who doubted her in the past, much to their chagrin discovered, she can indeed control giants, and often is found dealing with a hill giant; the giant is either a kinsman of or is Florgh the chieftain who has worked out a treaty with her such that they she leaves his clan alone in return for treasure and regular labors.</p>
35	<p><b>RELIA RAVENHEART</b> is an Evil Unseelie sidhe. She appears to be a 5' tall, voluptuous, luscious human maiden with long glossy chestnut hair, wide violet eyes, and deep red lips with milky white skin. She claims to be an escapee from a witch's castle, where she claims her brother is still being held amidst the treasures and bones of the witch's previous victims. However, in fact, she is in cahoots with the witch, Walpurgia, and seeks to bring unsuspecting victims into their trap, which happens to be a large cavern, the residence of their pet fire dragon Fyrhaultix. In case she is made or get in trouble before she gets to the castle, she is armed with a wand of magic missiles, a potion of polymorph, and a ring of invisibility. She also has a poisoned dagger in a sheath on her inner right thigh. She has a thing for young, blonde, dumb, and muscular men.</p>
36	<p><b>FINARION FINESMITH</b> is a Neutral sidhe. He appears as a 6' tall muscular human with elven ears, long platinum blond hair, fine but strong fingers, and skin burnished bronze by long ages at the forge. He is the master weapon smith of his shie, which is the ruling shie of a great fairy king. He forges the swords and other weapons to be enchanted by the king's wizards. He has recently finished two golden shields that can grow to the size of a door or shrink to the size of a coin depending on the need. One he has given to the king, the other he has kept to give to some mortal worthy. He now seeks out honorable knights who have gone on great quests and have a great need for a magical shield of his sort. He wanders the Middle Lands in the guise of a mortal master smith, serving the great dukes and kings of the realm.</p>



D66	Fairy
41	<p><b>GLAXWINN THE SWIFT</b> is a Neutral pixie. He stands 12" tall, and looks like a miniature elf, with golden blond hair, golden eyes, pale skin, extra-long ears, and a drooping nose. He wears a yellow shirt, a golden vest, and golden pantaloons, with royal blue slippers and a royal blue sash. He wields a staff upon which is carried the standard of whichever fairy king or queen he currently represents. For he is a messenger and courier for fairy royalty, having served as such for centuries, and was a notable figure at the court of the Gottic Emperor in the heyday of that fallen empire. Today he continues as a messenger and courier, usually conveying such between the fairy realm of Twixt and the mortal realms of the elves of Avalandia and the lords of Gyra, Aurlandia, Gregorius, and Mhoriedh. He knows many secrets, no few lost to mortal men, and has a noted weakness for apple wine.</p> <p><b>SPRINSA SEASPRAY</b> is a Good Seelie naiad. She is 5' tall, cute and voluptuous, with light blue skin, long strawberry blond hair, glittering blue eyes, and pearl-pink lips. She wears a pure white cape over gold necklaces, bracelets, anklets, rings, and belt, and nothing else. She lives in grotto in a lagoon along a lovely lonesome shore of the Serene Sea, and is always happy to meet someone new. She is very garrulous, always speaking, often of things she should not, such as her large cache of pearls she has stashed in her grotto. She is friendly with the local peasants, but they are not interested in philosophy, history, or other subjects of which Sprinsa considers herself a master, but really knows little about. She is far too trusting of strangers, as thus far she has had the luck to only meet folk of goodly sort. One of her rings is a <i>ring of protection +3</i>.</p> <p><b>ERIANTH ROWANWOOD</b> is a Neutral dryad. She is 4' tall and slim, with light bark-brown skin, leaf-green hair, and glistening black eyes. She wears a modest covering of red and white rowan flowers, which have a tendency to fall off one by one in the presence of a handsome elf or human man. She is a young dryad, as is her grove, for her trees were planted in recent decades by the witches of Mhoriedh; the variety of rowan trees that were planted were of the highest known quality for the making of witching wands. She guards her grove against all but the witches, who themselves only harvest one or two wand lengths a year. Her grove is also home to many herbs, for she is a master herbalist. In addition to her normal dryad powers, she has the spell casting powers of a 6<sup>th</sup> level gray witch.</p>

D66	Fairy
44	<p><b>GLISTINKAROL THE MAGICIAN</b> is a Neutral pixie. He takes the form of a 12" tall plump bipedal gray tabby cat with emerald green eyes wearing a black and red cape, a black top hat, and a black cane with a brass knob. He has the spell casting abilities of a 8<sup>th</sup> level wizard in addition to his other, normal pixie abilities. He can manifest his wings at need, but does not change out of his cat-like guise otherwise. For he is being hunted by a bevy of powerful trow sorcerers, from whom he stole magical power (ergo, his spell casting abilities). If he changes to his normal shape, or even out of the cast form, they can track him down. He hates anyone mispronouncing his name; it is GLEESTINKAROLL! His cane is actually a <i>wand of wonder</i>, his hat is a <i>bag of tricks</i> (equal chance of being equal to a gray, tan, or rust bag each pull) and his cape is a <i>cloak of protection +3</i>, all items also stolen from the trow sorcerers.</p> <p><b>BRISTIRRA ALKAHEST</b> is a Chaotic Evil Unseelie sidhe. She stands 6' tall and is thin, but that is all that is know of her appearance, for she is otherwise covered head to toe with white veil, dress, apron, gloves, and boots all spotted and spattered with blood and odd, bubbling chemicals. She is an experimental alchemist and transmuter, seeing the essence of life and magic to further her arcane knowledge. She possesses many secrets of sorcery and eldritch wizardry, and has the spell casting abilities of a 9<sup>th</sup> level wizard. She has a wand of polymorph, and always has a brace of potions of polymorph at hand. Most of her spells are of the transformative variety; she has many lower-level spells that transform or transmute specific body parts or specific creatures into other specific creatures. She is served by a pair of flesh golems, each of many different species.</p> <p><b>MISTLETWINK DUSTBIN</b> is Neutral Seelie brownie. He is 18" tall and lanky, with dull brown skin, dull black eyes, dull brown hair, and a large potato-shaped nose. He wears a simple brown burlap cloth as a shirt and an old gray rag as a loincloth. He is the custodian at a noble sidhe's manor house; he does an unremarkable if thorough job. As his master likes to have parties and guests, every day he sweeps up his weight in fairy dust. This he keeps in sacks in his cottage; his attic and root cellar are full of the bags of dust, which he refers to as his "retirement fund." It is, as with all fairy dust, worth 10 times its weight in gold. While he likes his master well enough, and is as loyal as any petty servant, he is always interested in improving his lot, and gold and gems are a strong temptation.</p>

D66	Fairy
51	<p><b>OPALKISS WANDERSWIFT</b> is a Good Seelie pixie. She is 12" tall and appears in the form of a human baby with short purple and green hair, fair skin, twinkling orange eyes, blue freckles, rainbow shimmering beetle wings, and wearing a pink dress. She is the stepdaughter of a fairy noble lord, and is being tutored in the ways of magic by Perdobar the Patient, a fairy wizard who often loses his patience with his young charge. Though older than she appears, she has the willfulness and trouble-making skills of a human toddler combined with potent fairy magical abilities. Opalkiss uses her crystal ball to spy on the mortal world, often disappearing into it when she finds a group of children playing fun games or in danger. Her mentor often has to come and rescue her, or, as often, those poor mortals who were doing nothing wrong but whose actions were misunderstood by the young fairy maiden.</p>
52	<p><b>KING JENDLINNM, THE SINISTER</b> is a Chaotic Evil Unseelie sidhe. He stands 7' tall with a lean angular build like an elf, has pitch black skin, bone white hair, glowing yellow-green eyes, and long fingers each with three knuckles. He is dressed in red and black finery, and wields a dagger of burning torment, a wand of enchantment, and a rope of entanglement. He is a king among the Unseelie courts, his people made of unfriendly sidhe, fearsome slugh, troublesome trow, and surly spriggans. He kidnaps mortals and fey alike, tormenting them to find out their secrets that he can blackmail others with, then usually throws them to his trow and spriggans that they can have a bit of fun and a snack. He especially seeks out secrets of sorcery and eldritch wizardry, as he always desired more magical power. His one weakness is cats; he is deathly allergic to cats, and even seeing or hearing one is enough to cause him to flee.</p>
53	<p><b>PRINCESS ALURIELIENA</b> is a Neutral nereid. She is 5' tall with ice-blue skin, sea green eyes, and royal blue hair; her hands and feet are webbed and her legs are scaled. She wears diaphanous white gowns trimmed in pearls and gold. She is a daughter of the Lady of the Serene Sea, and thus a demi-goddess; by legend her daughter was the mother of Meromagnus, the first emperor of Imlania. She lairs in the shallows of the Sea of Dread south of Imlanis, where she receives the sacrifices given to her mother by sailors for calm seas and swift winds. If she is directly petitioned and given a worthy sacrifice, she sends assistance in the form of dolphins and small whales. Her palace stands upon the edge of the Deeps.</p>

D66	Fairy
54	<p><b>HELIOTROPE THE WAYWARD</b> is a Chaotic Evil Unseelie pixie. She stand 12" tall when in her normal form, which has the appearance of an elf with bone-white glittering skin with wild platinum blond hair and glowing white eyes. Few ever see her in such a form, however, save in court, as normally she takes the form of a mote of light, a will-o-wisp, and in such forms guide mortals to their deaths in swamps, marshes, dark forests, and wastelands. She dances and giggles around them as they sink to their deaths or are torn apart by horrible beasts. She likes to collect souvenirs of her victories, and her hollowed-out tree lair in the northern Verdulann is filled with rings, earrings, bracelets, wands, and other such jewelry and items. Through the magic of Twixt, she can appear wherever she wishes in the mortal world, but usually is found in the Verdulann, Gyraax, or Bagaudia.</p>
55	<p><b>MIRIELINE THE WISE</b> is a Good Seelie undine. She is 5' tall, lithe and slender, with raven black hair, light blue skin, and dark brown eyes. She has webbed hands and feet, but is not scaled. She wears a white toga in the ancient Elysian style, trimmed in green and bronze. She also wears a crown of bronze and topaz, the legendary <i>crown of the wise</i>, said to provide the wearer with wisdom and empathy. She resides in a pool at the heart of an ancient Elysian temple complex on an island in the Tritonian Sea at the heart of the Serene Sea. The temple complex is connected to the Underworld via numerous paths, and thus is accessible without need of a ship if one knows the way. There, kings and queen, lovers and fools seek out her wisdom in love and politics. She and her vast treasure, given her by supplicants, are guarded by a dozen cyclopes, refugees from the Isle of Cyclopes, who are absolutely loyal to her and cannot be bribed.</p>
56	<p><b>EMBERNIX THE FIERCE</b> is a Neutral Seelie sidhe. She takes the form of a 6' tall thin and angular but muscular elf with golden blonde hair, milky white skin, and steely blue eyes. Her hair is usually dyed scarlet and crimson in the blood of her enemies. She wears plate mail and wields the magical long sword <i>Gilthalion, the Goblin-Bane</i>, formerly the sword of her lover who was slain by an Unseelie lord. She now hunts that lord with her lover's blade, and has vowed to never rest until he and his goblin, trow, and slugh minions are all dead. Her quest has caused no end of difficulties for the Seelie Court, as the Unseelie lord she hunts is the son of King Jendlinnm the Sinister, a foe none wish to stir to wrath...</p>

D66	Fairy
61	<p><b>IRINLIE SEIRGAR-FRIEND</b> is a Neutral Seelie leprechaun. He takes the appearance of a 2' tall young adult human with nut brown skin, black hair, green eyes, and a light, patchy beard. He wears a green jacket over a green shirt, green pantaloons, and a red neckerchief in the gypsy style. He is a friend of the Seirgar gypsies, and is among the few non-Seirgary to have ever learned their language. He is still young as far as fey go, merely a few centuries old, and thus is still quite arrogant after an unearned fashion. He believes he has a greater wit and cunning than he really does, especially when it comes to hiding and caching gold as leprechauns are wont to do. This overconfidence has cost him no few pots of gold over the years. He can be found wherever the Seirgar roam, though Mhoriedh is a favored secondary home.</p>
62	<p><b>SZANDO THE EXOTIC</b> is a Neutral Seelie sidhe. He has the appearance of a fat halfling that stands 5' tall, a giant among the wee folk. His skin is very tan, his hair atop his head is curly gray, his fluffy and prodigious beard is yellow gold, and the curly hair atop his large feet is reddish-brown. His merry eyes twinkle royal blue. He is a master story-teller, wandering the mortal lands far and wide ever seeking new and interesting tales. He never stays in one place long, but his favored haunts are all in the Thornshire among the halflings, where he is well known and highly respected. He has no few children among the halflings, who can be known for their twinkling blue eyes, great girth, and unnatural height. He often has a favored status at Seelie and Unseelie courts alike for his story-telling talents.</p>
63	<p><b>GLINKRISS PIXIE-LED</b> is a Good Seelie changeling. He appears in the form of a 6' tall human with average build, dirty blond hair, tan skin, and green eyes. He was abandoned by his human parents when they realized their babe had been exchanged for a changeling, and was taken in by pixies that raised him as their own. He is fiercely loyal to his pixie shee and to pixies in general. His adoptive sister, the pixie princess Briar Rose, was recently kidnapped by an Unseelie band who sought to find a new concubine for their dark master, an Unseelie sidhe lord. He has vowed to never rest until he finds her and rescues her from her duress vile. To this end his pixie family has given him a <i>magical dancing long sword +1</i>, a set of <i>cloak and boots of elvenkind</i>, and a <i>wand of detecting secret doors</i>. The Unseelie Lord's hold is in the mortal world, and thus he wanders there, where all is new to him.</p>

D66	Fairy
64	<p><b>ESKMEE MOONDANCER</b> is a Neutral nixie. She has the form of a 5' tall curvaceous elven maiden with light green skin, long foam yellow hair, and blue eyes. She wears only a belt of silver squares, each holding a rainbow variety of glittering moonstones. She dances day and night upon the waters of her pool. The belt is magical, such that any who dance with her by the light of the full moon are healed of all wounds and cured of all diseases. She offers this dance to any who would dance with her. However, those who dance with her who are handsome, witty, and pleasant may tempt her to keep them as her dance partner for a longer time than they thought, and if they succumb to her charms at the end of the dance and kiss her, they will follow her to her grotto at the bottom of her pool, there to remain with her for a week or 10 years, as the whim strikes her.</p>
65	<p><b>CAERIST THE ORACLE</b> is a Neutral Seelie sidhe. She takes the form of a 6' tall willowy elf, with long dark black hair, pale white skin, and light blue eyes. She wears a simple blue floor-length peasant dress and a silver diadem bearing a large blue sapphire. The diadem has the power to discern truth from lies, but only to the extent that the wearer knows if she hears truth or lies, not where the truth lies. She is apprentice to the fey wizard Ourocordax, renowned as a master of divination magic. She and her master can be found in a tower on the verge of the mortal world and Twixt, and thus can be found wherever they may be sought, if one knows the way. While Ourocordax is above such things, Caerist is mercenary enough to offer her services to those who can pay the price, which is not paid in gold or treasure...</p>
66	<p><b>TANITH SKYMAIDEN</b> is a Good Seelie sylph. She takes the form of a 12" tall elf maiden, with dark purple hair, pale lavender skin, shining violet eyes, and mauve lips. She wears diaphanous glittering blue gowns that leave nothing to the imagination. She resides in a palace upon a flying island above the Purple Plains. She helps maidens decide which of their lovers they should marry. The maidens call to her by calling out her name three times and shooting an arrow into the sky with a note written in their own blood. The arrow, if caught by a hawk, is brought to her. She appears in the maiden's dreams to answer her questions, but often her price for her wisdom can be steep, for she can ask the maiden for treasure, to go on a quest, or even for the maiden's first-born child! She is fond of the old Kartaghan clans dedicated to the Horse Lord, not so much the Paynim and the Saracens.</p>

# GNOLL ENCOUNTER GENERATOR

## ORGANIZATION (D100)

### Map 01: Mhordlakh & Bagaudia

01-10	Lone Gnoll
11-20	Pair
21-30	Gang of 1d3+2
31-60	Band of 5d8
61-90	Clan of 1d3+1 Bands
91-00	Tribe of 1d3+1 Clans

### Map 02: Middle Lands & Northern Wilds

01-05	Lone Gnoll
06-15	Pair
16-40	Gang of 1d3+2
41-85	Band of 5d8
86-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

### Map 03: Thundigoth & Sea of Storms

01-15	Lone Gnoll
16-30	Pair
31-50	Gang of 1d3+2
51-90	Band of 5d8
91-98	Clan of 1d3+1 Bands
99-00	Tribe of 1d3+1 Clans

### Map 04: Alspadia & Nhor

01-10	Lone Gnoll
11-20	Pair
21-40	Gang of 1d3+2
41-60	Band of 5d10
61-90	Clan of 1d3+1 Bands
91-00	Tribe of 1d3+1 Clans

### Map 05: Elyson & Itania

01-05	Lone Gnoll
06-10	Pair
11-20	Gang of 1d3+2
21-80	Band of 5d10
81-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

### Map 06: Auriante & Sunrise Sea

01-05	Lone Gnoll
06-10	Pair
11-30	Gang of 1d3+2
31-70	Band of 5d10
71-95	Clan of 1d3+1 Bands
96-00	Tribe of 1d3+1 Clans

### Map 07: Deshret & Purple Plains

01-05	Lone Gnoll
06-10	Pair
11-20	Gang of 1d4+2
21-60	Band of 6d10
61-90	Clan of 1d3+1 Bands
91-00	Tribe of 1d3+1 Clans

### Map 08: Kryx & Great Southern Swamp

01-10	Lone Gnoll
11-20	Pair
21-35	Gang of 1d4+2
36-70	Band of 6d10
71-85	Clan of 1d3+1 Bands
86-00	Tribe of 1d4+1 Clans

### Map 09: Eosha & Steaming Sea

01-10	Lone Gnoll
11-20	Pair
21-30	Gang of 1d4+2
31-60	Band of 6d10
61-80	Clan of 1d3+1 Bands
81-00	Tribe of 1d6+1 Clans

When generating a gnoll encounter, use these charts to determine the number and type of gnolls (gnolls/mixed/gnoles), as well as presence of leaders, spell casters, pets, superior pets, and lycanthropes. Pets will be the same as the primary makeup of the group; hyenas for hyena-gnolls, jackals for jackal-gnolls, foxes for fox-gnolls, and wolves for wolf-gnolls, with the appropriate type of superior pet or lycanthrope as indicated.

## GNOLL TYPE (D100)

### Map 01: Mhordlakh & Bagaudia

01-15	Hyena (01-10/11-40/41-00)
16-30	Jackal (01-10/11-60/61-00)
31-60	Fox (01-15/16-70/71-00)
61-00	Wolf (01-20/21-80/81-00)

### Map 02: Middle Lands & Northern Wilds

01-10	Hyena (01-05/06-10/11-00)
11-20	Jackal (01-10/11-20/21-00)
21-60	Fox (01-10/11-40/41-00)
61-00	Wolf (01-10/11-60/61-00)

### Map 03: Thundigoth & Sea of Storms

01-05	Hyena (01-10/11-20/21-00)
06-10	Jackal (01-10/11-40/41-00)
11-40	Fox (01-10/11-60/61-00)
41-00	Wolf (01-10/11-80/81-00)

### Map 04: Alspadia & Nhor

01-40	Hyena (01-20/21-50/51-00)
41-80	Jackal (01-25/26-60/61-00)
81-00	Fox (01-10/11-80/81-00)

### Map 05: Elyson & Itania

01-30	Hyena (01-10/11-50/51-00)
31-60	Jackal (01-10/11-70/71-00)
61-00	Fox (01-10/11-80/81-00)

### Map 06: Auriante & Sunrise Sea

01-30	Hyena (01-10/11-40/41-00)
31-50	Jackal (01-10/11-60/61-00)
51-00	Fox (01-10/11-80/81-00)

### Map 07: Deshret & Purple Plains

01-60	Hyena (01-25/26-60/61-00)
61-00	Jackal (01-30/31-60/61-00)

### Map 08: Kryx & Great Southern Swamp

01-80	Hyena (01-30/31-70/71-00)
81-00	Jackal (01-25/26-60/61-00)

### Map 09: Eosha & Steaming Sea

01-90	Hyena (01-30/31-70/71-00)
91-00	Jackal (01-20/21-60/61-00)

## GNOLL ORIGINS (D100)

GNOLL	GNOLE	LONE OR PAIR ORIGINS
01-10	01-20	Mated Pair
11-20	21-30	Messengers
21-40	31-50	Adventurers
41-80	51-90	Survivors from Failed Gang
81-00	91-00	Escaped Slaves

## GNOLL AND GNOLE CLASSES

<b>D100</b>	<b>Gnoll Class – Castles &amp; Crusades</b>
01-30	Fighter
31-40	Ranger
41-80	Barbarian
81-90	Thief
91-00	Cleric
<b>D100</b>	<b>Gnole Class – Castles &amp; Crusades</b>
01-20	Fighter
21-25	Ranger
25-30	Barbarian
31-40	Assassin
41-60	Thief
61-70	Wizard
71-90	Illusionist
91-00	Cleric
<b>D100</b>	<b>Gnoll Class – Labyrinth Lord</b>
01-10	Cleric
11-70	Fighter
71-00	Thief
<b>D100</b>	<b>Gnole Class – Labyrinth Lord</b>
01-20	Assassin
21-30	Cleric
31-40	Fighter
41-60	Illusionist
61-70	Magic-user
71-80	Ranger
81-00	Thief

**LONE GNOLL:** Lone gnolls have a 15% chance of having 1d3 levels in a class; when rolling the percentage, on a Natural 01, roll a d10 to determine his level [LL: Roll a die closest to the maximum level for the gnoll's class to determine his level]. A gnoll has a 5% chance of having any one special gnoll ability. Otherwise, he is a normal 2 HD gnoll or 1 HD gnole. A lone gnoll has a percentage chance equal to his hit points of having a pet; halve this chance for gnoles. If a pet is present, roll again to see if the pet is superior; if so, roll again, and if the roll is successful, the gnoll is a lycanthrope with a superior pet. Roll on the Origins table above; treat a Mated Pair as a Messenger.

**PAIR:** Roll as per Lone Gnoll above for each gnoll or gnole for their level or hit dice. Pool their hit points to determine the percentage chance of having a pet. Roll on the Origins table above to determine why there are two gnolls, a gnoll and a gnole, or two gnoles running around.

**GANG:** A gang of gnolls is led by one leader-type of 3<sup>rd</sup> to 5<sup>th</sup> level in a class. The balance of the members of the gang is invariably in normal gnolls or gnoles. Roll d6 to determine the gender of the gang members: 1-3 Male, 4+5 Female, 6 Mixed. Add together all the hit points of the gnolls, doubling the hit points of the leader if he is a spell caster. This is the base chance the gang has of having 1d3 pets; determine chance of superior pets as per above. If the leader is a lycanthrope, there is a percentage chance equal to his hit points that the

entire gang is made up of lycanthropes. Gangs exist purely to raid, plunder, pillage, and do other unpleasant things; they are usually part of a larger group out on a raid, but might simply be a very small independent band. If there is a nearby ruin, there is a 5% chance per member of the gang that they are lairing therein; otherwise they are camping in the wilds.

**BAND:** Bands are the basic operating level of gnoll society. They are made up of a fairly balanced mix of males and females, with an additional number of 1 HD or ½ HD young equal to 50% of the total number in the band. There is one 3<sup>rd</sup> level leader per 20 members of the band and one leader of 4<sup>th</sup> to 6<sup>th</sup> level. The leader has an equal chance of being male or female; the most powerful secondary leader is the leader's mate. Bands always have 1d3 hyena pets per 20 members or portion thereof; chance of superior pets is a percentage equal to the hit point total of all leaders, double value for spell casters. If lycanthropes are indicated, all leaders will be lycanthropes. Bands are usually nomadic, temporarily living in cave systems or ruins, unless they are native to the Underworld.

**CLAN:** Clans consist of two or more bands that have grouped together, usually based on blood relations or forged by a powerful personality. In addition to the leaders of the bands, a clan has a leader of 6<sup>th</sup> to 8<sup>th</sup> level, who has one personal lieutenant plus one additional lieutenant per constituent band. Lieutenants are of 3<sup>rd</sup> to 5<sup>th</sup> level. There is a 1% chance per level of the leader that the leader is actually not of gnoll blood at all; these are usually humans, though might potentially be half-orcs, goblin-men, or even ogres or half-ogres. The leader is definitely not of gnoll blood if he is of a level higher than a gnoll or gnole can attain. If the leader is not of gnoll blood, there is a 5% chance per level of the leader that his personal lieutenant is also not a gnoll, and a 50% chance that the lieutenant is a priest or anti-cleric with 1d4 acolytes and adepts. If the leader is of gnoll blood, her personal lieutenant is her mate. In addition to the normal pets of the bands, a clan always has 2d6 cave hyenas. If the gnoll leaders of any one band are lycanthropes, so are the gnoll leaders of the clan. Unless they are found in a wasteland or plain, the gnoll clan is usually based in a cave, ruin, or the Underworld.

**TRIBE:** Tribes consist of two or more clans that have grouped together, usually forged by a powerful personality. In addition to the leaders of the bands and clans, a tribe has a leader of 9<sup>th</sup> to 12<sup>th</sup> level, who has one personal captain of 6<sup>th</sup> to 8<sup>th</sup> level, plus one additional lieutenant per constituent clan. Lieutenants are of 3<sup>rd</sup> to 5<sup>th</sup> level. There is a 3% chance per level of the leader that the leader is actually not of gnoll blood, as per above. If so, he is likely to have a leadership cadre of 1d6 followers plus one follower per clan in the tribe of the same race, mixed races, or an altogether different race (such as a cleric of the Dungeon God assisted by seven ogres). Tribes are only rarely nomadic, and are often based in conquered towns or castles or the ruins thereof; groups of this size are rare in the Underworld. ☸

# MAGICAL MISCELLANEA

**GIRDLE OF CELERITY:** This girdle, when worn, provides the wearer with a Dexterity score of 18, doubles his base speed, and grants an additional attack each round. However, the wearer ages one year per day it is worn (or portion thereof).

**HORN OF HUNTING:** This horn is made from the horn of a young aurochs, chased with silver in designs depicting a hunt. When blown, the wielder and all allies within 10 feet gain a +4 to hit and +4 to damage against normal animals and beasts during the next eight hours. This effect can only be used once per week, but it can otherwise be used as a normal horn. The blower of the horn will be attacked by any normal, wild animals encountered within the week following use of the horn, and suffers a -2 penalty to control or calm domestic animals.

**NECKLACE OF THE NECROMAGE:** This simple gold necklace bears a platinum skull upon each plaque. When worn by a living being, it provides neither bonuses nor penalties. When worn by an undead being, the undead being's appearance is altered to that which it had in life; whole, hale, and hearty. Any scent is masked, and if the undead is intelligent enough to will it so, it can provide the undead being with the normal sounds of movement. An undead being wearing the necklace cannot be detected as such by any magical means short of *true sight*. Finally, the necklace allows the undead being to consume normal food and drink without any unusual effects or appearances. While wearing the necklace, an undead being loses its normal immunity to charm, sleep, and mind-affecting spells. Also, if the necklace is worn continuously for more than an hour, every hour after the first the necklace has a 5% chance of burning out and becoming useless for 2d6 days.

**NECKLACE OF USEFUL ITEMS:** When found this simple silver chain necklace has 1d10+10 gold bangles hanging from it. If a bangle is pulled off the necklace, the one who pulled the bangle off can wish for it to take on the form of any one normal item worth 10 gp or less. The item is permanent.

**POTION OF ICE AND FROST:** Upon consuming this potion, the imbiber can breathe out a blast of ice and frost, much like a white dragon. The blast takes the form of a cone 80' long by 30' wide at the end, and deals 6d6 points of cold damage. Those caught in the area of effect can make a CL 6 Dexterity save [LL: Save versus Breath Weapon] to suffer only half damage. The potential to breath out the cold attack lasts for 1d6+6 x 10 minutes. If the imbiber does not breathe it out in that time, he must make a CL 6 Constitution save [LL: Save versus Spells] or suffer 3d6 points of damage.

**RING OF MEMORY:** When the wearer says the magic words, the following hour of experiences can be remembered in perfect detail so long as the ring is worn. The memory stored in the ring can be changed simply by saying the magic word and filling it with a new hour of memories. If the ring is used to store a memory more than three times in a single 24 hour

period, the wearer must make a CL 6 Intelligence saving throw [LL: Save versus Spells] or lose the prior 1d6 days of his own memories.

**ROSE OF BEAUTY:** These special rose bushes grown only in fey soil near places of high faerie activity. If the scent of the blooming flower is smelled, she who smells it gains a bonus of 1d3 points of Charisma for 24 hours. This bonus can be gained only once in any 24 hour period. A full bloom cut and properly processed can be used to make a *potion of beauty*. This potion provides the imbiber with a Charisma score of 18 for 1d6+6 x 10 minutes. Any attempt to use a rose of beauty or a potion of beauty more than once ins 24 hours requires the user to make a CL 3 Charisma save (LL: Save versus Spells) or permanently lose 1d3 points of Charisma.

**SILVER PEAR OF PLENTY:** When this life-sized silver pear is placed in a bushel with one ripe piece of fruit, the next morning the bushel will be overflowing with more fruit of the same type as was left with the silver pear the night before.

**WAND OF ELEMENTAL WRATH:** This wand takes the form of a glass rod 12" long in which flowing colors of brown, blue, green, and white can be seen to coruscate and writhe. When the wielder says the magic words, a random elemental attack emanates from the end of the wand. Bolts target one being within 120 feet; the target gets a CL 3 Dexterity saving throw to avoid the bolt entirely [LL: Save versus Wands]. Balls/Strikes/Showers affect everyone within a 20' radius sphere centered at a point within 240 feet; those in the area may make a CL 6 Dexterity save [LL: Save versus Wands] to take only half damage. Storms affect a cylindrical area 40 feet radius and 40 feet tall centered at a point within 480 feet; those caught within can make a CL 12 Dexterity save [LL: Save versus Wands] to take only half damage.

D12	Elemental Attack
1	3d6 Fire Bolt, costs 1 charge
2	3d6 Ice Bolt, costs 1 charge
3	3d6 Lighting Bolt, costs 1 charge
4	3d6 Sand Bolt, costs 1 charge
5	6d6 Fireball, costs 3 charges
6	6d6 Frostball, costs 3 charges
7	6d6 Thunderstrike, costs 3 charges
8	6d6 Rock Shower, costs 3 charges
9	12d6 Fire Storm, costs 5 charges
10	12d6 Ice Storm, costs 5 charges
11	12d6 Lightning Storm, costs 5 charges
12	12d6 Meteor Storm, costs 5 charges

**WHIP OF DOMINATION:** This normal-looking whip can be used by the wielder three times per day to *hypnotize*, twice per day to engender a *suggestion*, twice per day to *scare* a target, and once per day to create a *mass suggestion*, with all effects as per the illusionist spells as cast by a 9<sup>th</sup> level illusionist. ☹

# MONSTROUS MENAGERIE

## HYENAS IN THE OLDEN LANDS

Hyenas are common in the far southern continent of Mandayan, living in the arid plains and wastelands. They are also found in southern Olden Lands, notably Eosha, Kryx, and Deshret, where they are less common but not quite rare. They are rare upon the Purple Plains, and from the stories of the Kartaghans are well known in the West. They are only rarely encountered elsewhere and then almost invariably in conjunction with bands, clans, or tribes of gnolls.

It should be remembered that gnolls can speak with hyenas and other such hunter-scavenger mammals (including jackals, foxes, and wolves). Thus, when hyenas gibber out a warning to their pack mates, their gnoll allies can understand everything the hyena says.

### HYENA

#### CASTLES & CRUSADES

No. Enc.:	1d6 (4d4 per pack)
Size:	Medium
HD:	3 (d8)
Move:	30 ft.
AC:	13
Attacks:	Bite (2d4)
Special:	Feign Death, Overbear, Twilight Vision
Saves:	P
Int:	Animal
Alignment:	Neutral
Type:	Animal
Treasure:	Nil
XP:	40 + 3/hp

#### LABYRINTH LORD

No. Enc.:	1d6 (4d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	6
Hit Dice:	3
Attacks:	1 Bite
Damage:	2d4
Save:	F2
Morale:	7
Hoard Class:	None
XP:	80

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations, which often sound like hysterical laughter. They are highly intelligent animals, with an intellect bordering on true intelligence. Their gibbering might seem nothing more than noises to men, but among hyenas and gnolls it provides a low level of simple communication.

The statistics presented above are for a striped hyena, which is about 3 feet long and weighs about 120 pounds. Spotted hyenas are larger, sometimes exceeding 4 feet long and up to 180 pounds. Spotted hyenas have +3 hp and do 2d6 points

of damage with their bite attack, and they do not *feign death*, instead they get a +2 bonus to hit due to their great savagery after they have been wounded.

**ORGANIZATION:** In the Olden Lands hyenas live and hunt in packs of four to 16; in Mandayan they may gather in larger groups, or "clans," of 60 to 80. The pack usually spreads out during the hunt, and usually only one to six hyenas are encountered at a time. However, the raucous laughter they make as they hunt is used to call to other hyenas from their pack; 1d6 additional hyenas arrive every 1d6 minutes until the whole pack has arrived to join the hunt.

**ECOLOGY:** Hyenas are hunters and scavengers, preferring to steal prey from others if at all possible, but not above fighting for their meals. Where hyenas are found, wolves and dogs are rare, or are used to having their kills stolen by the hyenas. Hyenas are generally active at dawn and dusk, seeking unwise and unwitting diurnal prey in the hours when their twilight vision helps them the most. They are less commonly encountered at night, when they are no more able to see in the dark than other creatures.

**TREASURE:** It is said that those who wear a hyena's tongue between their foot and the sole of their sandal are not barked at by dogs. Other legends say that the genitalia of a male hyena can be used in the making of a *philter of love*.

**RANGE:** Hyenas are found in arid wastes, dry plains, and light jungle and forest lands, as well as hill and mountain lands verging on these regions.

**COMBAT:** A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Hyenas have a +4 bonus on Hide checks in areas of tall grass or heavy undergrowth [LL: Hyenas surprise on a 1-3].

**FEIGN DEATH:** Striped hyenas can *feign death* once per day for up to 20 minutes as per the 6<sup>th</sup> level monk ability [LL: As per the 3<sup>rd</sup> level magic-user spell]. This is used as a last-ditch attempt to get more powerful attackers to ignore the hyena. A creature must make a Mental (Wisdom) based saving throw or ignores the hyena, assuming it is dead [LL: Saving throw against Spells].

**OVERBEAR:** A hyena that hits with its bite attack can, at the same time, attempt to trip and hold down a small or medium-sized opponent. Those struck must make a CL 5 Dexterity save [LL: Save versus Wands] or fall prone. Hyenas attacking a tripped victim get the usual bonus to hit against prone targets; small-size victims who fail a CL 5 Strength save [LL: Save versus Death] are held down and considered defenseless, giving the hyenas an even better bonus to hit.

## HYENA, CAVE

### CASTLES & CRUSADES

**No. Enc.:** 1d4 (2d4 per pack)  
**Size:** Large  
**HD:** 5 (d8)  
**Move:** 40 ft.  
**AC:** 13  
**Attacks:** Bite (2d8)  
**Special:** Bone Crusher, Darkvision 60 ft., Overbear, Twilight Vision  
**Saves:** P  
**Int:** Inferior  
**Alignment:** Neutral (Evil)  
**Type:** Animal  
**Treasure:** Nil  
**XP:** 160 + 5/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (2d4)  
**Alignment:** Neutral (Evil)  
**Movement:** 150' (50')  
**Armor Class:** 6  
**Hit Dice:** 5  
**Attacks:** Bite  
**Damage:** 2d8  
**Save:** F3  
**Morale:** 8  
**Hoard Class:** None  
**XP:** 500

Cave hyenas are large, muscular cousins of the common hyena. Extinct in most of the world, they are usually found only in Lost World regions or among certain packs of gnolls, from which it is believed they are throwbacks to an earlier, original form of the gnoll race. At 6 feet long and 420 pounds, they are about the size of a lion. They are more intelligent than their smaller cousins, bordering on human intellect, with a very high level of cunning. They have a true language, even if it is crude, and can express higher-order ideas among themselves and with gnolls.

**ORGANIZATION:** Cave hyenas live and hunt in packs of two to eight; in Mandayan and Lost World areas they gather in larger groups, of 20 to 40. The pack usually spreads out during the hunt, and usually only one to four cave hyenas are encountered at a time. However, the raucous laughter they make as they hunt is used to call to other cave hyenas from their pack; 1d4 additional cave hyenas arrive every 1d6 minutes until the whole pack has arrived to join the hunt.

**ECOLOGY:** Cave hyenas, like smaller hyenas, are both scavengers and predators, though they are much more predatory, especially in situations where they are the largest predators in the region. Having Darkvision as well as Twilight Vision, cave hyenas are active in the dusk, night, and dawn hours. They especially enjoy hunting intelligent prey at night, when their gibbering laughter adds a degree of terror to their prey's actions.

**TREASURE:** It is said that those who wear a cave hyena's pelt can transform to a cave hyena from dusk to dawn during the night of the New Moon. Unfortunately, upon doing so, the wearer must make a Charisma saving throw against a CL equal to the HD of the cave hyena; failure indicates that the wearer is permanently transformed into a werehyena! [LL: Save versus Death.] Otherwise, the pelt loses its magic during the dusk hours of the next morning. The pelt can be reused each New Moon, but the saving throw must be made each time it is used.

**RANGE:** Unless they are with gnolls, or in an area that formerly was home to gnolls, cave hyenas are found only in Lost World areas, in arid wastes, dry plains, and light jungle and forest lands, as well as hill and mountain lands verging on these regions.

**COMBAT:** A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear. Cave hyenas have a +4 bonus on Hide checks in areas of tall grass or heavy undergrowth [LL: Cave hyenas surprise on a 1-3].

**BONE CRUSHER:** When a cave hyena hits with its bite with a Natural 20, the bite breaks a limb. On such a hit, roll a d12: 1+2 Neck, 3+4 Right Arm, 5+6 Left Arm, 7-9 Right Leg, 10-12 Left Leg. If the roll indicates a neck strike, the bite snaps the victim's neck instantly, killing it, unless it makes a CL 5 Strength saving throw (LL: Saving throw versus Death). If it is any other limb, and the target fails his saving throw, the bone is broken and the limb is useless until healed. Bones require one week of complete bed rest per point of damage suffered, even with lesser forms of magical healing; a *heal* spell or superior magic can knit the bone instantly. If the save is made, the target merely suffers maximum damage from the bite.

**OVERBEAR:** A cave hyena that hits with its bite attack can, at the same time, attempt to trip and hold down a small or medium-sized opponent. Those struck must make a CL 7 Dexterity save [LL: Save versus Wands] or fall prone. Hyenas attacking a tripped victim get the usual bonus to hit against prone targets; small-size victims who fail a CL 7 Strength save [LL: Save versus Death] are held down and considered defenseless, giving the hyenas an even better bonus to hit.



## LYCANTHROPE, WEREHYENA

### CASTLES & CRUSADES

**N. Enc:** 1d4 (1d4 per pack)  
**Size:** Large  
**HD:** 6 (d8)  
**Move:** 30 ft., 40 ft. (as cave hyena)  
**AC:** 16  
**Attacks:** Bite (3d8)  
**Special:** Alternate Form, Bone Crusher, Charming Beast, Curse/Disease of Lycanthropy, Hyena Empathy, Regeneration 2, Twilight Vision, Witch Mount  
**Saves:** P  
**Int:** Low  
**Alignment:** Any, usually Chaotic Evil  
**Type:** Shapechanger  
**Treasure:** 6  
**XP:** 420 + 6/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (1d4)  
**Alignment:** Chaotic Evil  
**Movement:** 120' (40'), 150' (50') (as cave hyena)  
**Armor Class:** 3  
**Hit Dice:** 6  
**Attacks:** Bite  
**Damage:** 3d8  
**Save:** F6  
**Morale:** 9  
**Hoard Class:** XX  
**XP:** 1,570

Werehyenas are natively one of three creature types -- human, a gnoll/gnole, or a hyena. The base form that they werehyena takes when it is transformed is that of a cave hyena of particularly large size and fearsome aspect.

Gnoll werehyenas have no hybrid form, as they are already hybrids of humans and hyenas; instead they gain the ability to take on a human form, albeit an ugly, brutish, and primitive-looking human form. Gnole werehyenas can take on a human form indistinguishable from normal humans save for an odd glint in their eyes. Human werehyenas can take on a hybrid form that is generally indistinguishable from a common, if remarkably bestial, gnoll. And hyena werehyenas are bale to take on the cave hyena form, as well as primitive gnoll and human forms.

Both gnoll and human werehyenas can take the form of a large, muscular cave hyena the size of a small horse or large pony.

**ORGANIZATION:** Werehyenas are generally loners, with such small groups as exist usually being a mated pair, siblings, or otherwise a family. Usually one member of the family gave the disease to the others, and is the absolute, unquestioned leader of the group due to its ability to charm the other members of the family using its Charming Beast ability.

**ECOLOGY:** Werehyenas are not natural creatures. They result from being cursed or infected by another werehyena, or through application of chaotic, evil magic, usually witchcraft or sorcery, most often through wearing a cave hyena pelt. Human and gnoll werehyenas move in their normal social circles by day, often rising to positions of leadership and wealth due to their magical abilities. Similarly, werehyena hyenas lead their packs, often beginning a brutal campaign against nearby settlements of humans, and destroying all nearby competitors for food and territory.

**TREASURE:** Human werehyenas often become werehyenas by seeking wealth and power, thus they naturally collect amble material wealth. Similarly, hyena werehyenas prey on men like few other beasts, and, in being partly of human and gnoll sort, become greedy for mannish treasures and wealth. Additionally, all the various superstitions regarding hyenas, cave hyenas, Bone Crushers, and Charming Beasts apply to werehyenas, making their carcasses veritable treasure troves for evil spell casters!

**RANGE:** Werehyenas are found wherever hyenas and gnolls are found, and often much further afield. They are rarely encountered in cities, preferring small towns and villages in the countryside.

**COMBAT:** Werehyenas in cave hyena form have a +6 bonus on Hide checks in areas of tall grass or heavy undergrowth [LL: Cave hyenas surprise on a 1-4].

**ALTERNATE FORM:** A werehyena can assume each of its alternate forms once per day, remain in that form as long as desired, and can always return to its native form thereafter. It retains the following abilities in human form: Alternate Form and Twilight Vision. It has all the normal abilities of a gnoll in its gnoll form, as well as Alternate Form and Twilight Vision; if it already had Charming Beast as a gnoll, it can use the ability at will in gnoll form. Werehyenas are immune to polymorph attacks or effects unless they wish to be affected.

**BONE CRUSHER:** When in cave hyena or gnoll form and the werehyena hits with its bite with a Natural 20, the bite breaks a limb. On such a hit, roll a d12: 1+2 Neck, 3+4 Right Arm, 5+6 Left Arm, 7-9 Right Leg, 10-12 Left Leg. If the roll indicates a neck strike, the bite snaps the victim's neck instantly, killing it, unless it makes a CL 5 Strength saving throw (LL: Saving throw versus Death). If it is any other limb, and the target fails his saving throw, the bone is broken and the limb is useless until healed. Bones require one week of complete bed rest per point of damage suffered, even with lesser forms of magical healing; a *heal* spell or superior magic can knit the bone instantly. If the save is made, the target merely suffers maximum damage from the bite.

**CHARMING BEAST:** This ability allows the werehyena to *charm person*, as per the wizard/magic-user spell of the same name, with the additional ability to affect hyenas and cave hyenas. The effect may be used at will. If the charming beast has surprise and is alone with the target, the target suffers a

penalty of -4 to its saving throw. Even if they do not share a language, the werehyena can communicate with the charmed being through a kind of empathy when it is within sight, with limited suggestion capabilities.

A werehyena may use this ability on another werehyena it created through giving it the curse/disease of lycanthropy, but the ability cannot otherwise be used on other werehyenas or lycanthropes.

**CURSE/DISEASE OF LYCANTHROPY:** The werehyena curse of lycanthropy affects gnolls, humans, and hyenas; other humanoid races that contract werehyena lycanthropy die rather than transform to lycanthropes.

**HYENA EMPATHY:** In addition to being able to speak its normal languages as a human or gnoll, the werehyena can speak with hyenas of all kinds. It can also communicate with them on an empathic level provided it has line of sight with the hyena.

**REGENERATION:** Werehyenas regenerate 2 hit points per round. They are susceptible to silver weapons, like other lycanthropes, suffering double damage from silver or silvered weapons, and cannot regenerate damage dealt by silver weapons (though such wounds will heal naturally over time and can be cured by other magic). [LL: Silver or magical weapons are needed to hit a werehyena.]

**WITCH MOUNT:** A werehyena who is allied with a Chaotic Evil spell caster may agree to serve as a mount while in cave hyena form. If so, any protective spell or movement spell the witch casts on herself also affects the werehyena as long as they are within 20 feet of one another.

#### **VAMPIRIC WEREHYENAS**

When a werehyena is slain, the body remains in or turns to its cave hyena form. At this point, if the body is not blessed by a Good-aligned cleric, burned to ashes, and the ashes dumped into a fast-flowing river, there is a 1 in 6 chance that the werehyena will return from the dead as a vampiric werehyena.

Vampiric werehyenas are identical to normal werehyenas, save that they are classed as Unique Undead and possess the salient abilities of blood-drinking vampires.

## **MANDAYAN NYUMBANYAMA**

The great radinyama or “thunder beasts” of the south have always been a mystery. They represent an entirely different form of life than most peoples of the Olden Lands are used to. They are certainly not mammals, but neither are they birds nor lizards. They have lizard-like skin, but many of them have feathers, or even soft, fur-like feathers. They lay eggs, tend to the nest, and raise their young as do birds. There are carnivores, omnivores, and herbivores; most of the domesticated species are omnivorous.

Radinyama cannot thrive outside of the Great Southern Swamp, the Yasdunn Jungle, and the Thunder Plains; similarly, their sea-dwelling cousins cannot thrive outside of the Sea of Beasts, which demarks the southern edge of the Thunder Plains in Mandayan. Outside those ranges, the great thunder beasts sicken and grow weak. Those few that survive long enough to reproduce end up laying eggs that are sterile or, more rarely, hatch weak, smaller versions of the parent beast, such that in each subsequent generation that manages to survive their numbers dwindle even as the creatures grow smaller. Rarely do these beasts survive for more than three to five generations outside of their home range, and this only in Eosha, southern Mandayan, and the waters and isles of the Steaming Sea. There are a few notable isles of the Steaming Sea where they can thrive; these are all covered with strange, ancient ruins of black basalt and odd geometric shapes.

In Eosha and the civilized lands in far southern Mandayan, thunder beasts have not only survived, but thrived, adapted, evolved, and even been domesticated. The domesticated and adapted versions of the thunder beasts are known as nyumbanyama, or “house beasts.” They are able to thrive in Eosha, Mandayan, in the Great Southern Swamp, on the Thunder Plains, in the Yasdunn Jungle, and the isles of the Steaming Sea, but no further from the Thunder Plains. They, like the greater radinyama, are only found elsewhere as short-live curiosities.

In the lands they are found, feral versions of the nyumbanyama compete with more standard creatures, vying for the same niches, resources, and territories as rats and cats, dogs and wolves, horses, cattle, elephants, and so forth. There are diseases that run rampant throughout the South that only affect mammalian creatures, thus the nyumbanyama have a slight edge over mammals, both in the wilds and in domestication. Most settlements and tribes of the region are dedicated to using one or the other, either normal domesticated animals such as chickens, dogs, horses, cattle, and elephants, or the nyumbanyama equivalents, the ardhirengo, mindajikuva, mudahatu, chinajinyama, and milimanyama. The names of these creatures are rendered in Mandayan Trade Tongue, with the Common Tongue translations in quotes for easier identification.

## COMMON STATISTICS FOR ALL NYUMBANYAMA:

All nyumbanyama have the following statistics:

### CASTLES & CRUSADES

**Saves:** P  
**Int:** Animal  
**Alignment:** Neutral  
**Type:** Animal  
**Treasure:** Nil

### LABYRINTH LORD

**Alignment:** Neutral  
**Hoard Class:** Nil

**RANGE:** As listed above.

## ARDHIRENGO (“Small-Wings”)

### CASTLES & CRUSADES

**No. Enc:** 1d8 (4d4 in flocks)  
**Size:** M (2' tall)  
**HD:** 1 (d8)  
**Move:** 20'  
**AC:** 13  
**Attacks:** 2 Claws (1/1), Bite (1d2)  
**Special:** Chattering Confusion, Twilight Vision  
**XP:** 7 + 1/hp

### LABYRINTH LORD

**No. Enc.:** 1d8 (4d4)  
**Movement:** 90' (30')  
**Armor Class:** 6  
**Hit Dice:** 1  
**Attacks:** 2 Claws, 1 Bite  
**Damage:** 1/1/1d2  
**Save:** F1  
**Morale:** 6  
**XP:** 13

The small, feathered “Small-Wings” fill the niche normally held by quail, chickens, turkeys, and other smaller ground birds. Their long wing-like arms are not functional for flight; however, their wings are good enough to assist them into the lower branches of trees, where many dwell day and night. They do not cluck nor screech; instead they chitter, chatter, jibber, and squeak not unlike squirrels. Descended from Archaeopteryx, there are many domesticated and wild breeds of these creatures. The domestic breeds have light plumage and tend to be smaller and meatier, while the wild breeds have darker plumage and are leaner, taller, and have larger and sharper claws. The statistics above are for a typical wild breed, or for feral breeds found near ruins.

**ORGANIZATION:** Ardhirengo usually live in flocks of four to 16, with smaller groups breaking off to hunt and gather during the day. They gather again at night in some safe place, usually a copse of tall trees, where they sleep amidst the branches.

**ECOLOGY:** Ardhirengo are omnivorous, though due to their cowardly nature they rarely hunt anything save for worms,

insects, and other small vermin. They are not above nibbling on carrion, but usually only when all other animals, even those of unthreatening sort, have had their fill. The domesticated versions survive well enough on grains and table scraps, much like chickens and pigs elsewhere.

**TREASURE:** Ardhirengo are one of the few nyumbanyama that collect treasure; they like to collect shiny things that they hide in the hollows of trees. Mandayan superstition holds that the left claw of a wild ardhirengo is lucky when worn as a periapt on the left shoulder. There is a scarlet-feathered golden-eyed wild variety, found only in the Yasdunn Jungle; its feathers have magical properties, such that they can be used in the creation of a cloak efficacious in the casting of astral travel spells.

**COMBAT:** Ardhirengo generally flee rather than fight, but if fight they must, they attack fiercely with small vestigial claws on the tips of their wing-like arms and with a tooth-filled beak.

**CHATTERING CONFUSION:** If more than 10 ardhirengo are encountered and attacked, they let off a fearsome chattering and jibbering that can cause confusion in anyone within 20 feet. Those who fail a Wisdom save [LL: Save versus Spells] are *confused* as per the spell, until they are removed from the area of effect and for 1d3 rounds thereafter.

## CHINAJINYAMA (“Butcher-Beasts”)

### CASTLES & CRUSADES

**No. Enc:** 1d4 (5d4 in herds)  
**Size:** L (18' long)  
**HD:** 5 (d8)  
**Move:** 30'  
**AC:** 15  
**Attacks:** 2 Stomps (2d6), Tail Swipe (2d4)  
**Special:** Tail Swipe, Trample  
**XP:** 160 + 5/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (5d4)  
**Movement:** 90' (30')  
**Armor Class:** 4  
**Hit Dice:** 5  
**Attacks:** 2 Stomps/Tail Swipe  
**Damage:** 2d6/2d6/2d4  
**Save:** F3  
**Morale:** 6  
**XP:** 500

The large, lumbering, and often quite fat “Butcher-Beasts” are so called because they are raised to be butchered and provide meat. They are a form of sauropod, related to the much larger and far more dangerous brontosaurus. The neck, body, and tail are each about six feet long, the neck and tail being notably thicker for their size than those of their wild, larger brethren. Their skin is grey, tan, ochre, or brown, with a lighter underbelly and sometimes with brighter stripes flowing from the neck all the way down the tail on the sides. They are

very docile and slow moving, plodding their way in the fenced-off ranches of their owners.

Butcher-Beasts are extremely docile, and usually only flee if attacked or in danger from some other source, such as a grass fire. Trained handlers can readily calm these beasts with a standardized series of sibilant, hissing whistles and calls that they innately understand and obey without question.

**ORGANIZATION:** Chinajinyama live in herds of five to 20, sometimes much larger herds on large ranches and wide open plains. They are led by a single bull that has no less than 6 hit points per hit die. Each herd consists of his females and children, both young and old, including older males who have not yet formed their own herds.

**ECOLOGY:** Chinajinyama are exclusively herbivorous, spending their entire day munching on tall grasses, shrubs, and any leaves of trees within the reach of their long necks. They produce prodigious piles of dung, which ranchers and nomads harvest for fuel or sell to farmers for fertilizer.

**TREASURE:** A single adult chinajinyama provides 2,000 pounds of meat, after removal of bones and offal. The meat is favorably compared to that of beef, though richer and grainer. The tail meat is especially favored, with the section of the tip rendered down in stews. The hide is useful as thick leather, though unlike cow leather does not take well to coloration.

**COMBAT:** Chinajinyama are cowardly, like cattle, and prefer to flee when danger presents itself. The flight of the females and young is covered by the bull and his elder sons if necessary, and gods help the smaller, man-sized creature that gets in their way, as a single stomp can easily crush the mightiest warrior. They can also swipe with their tail and stampede and trample en masse.

**TAIL SWIPE:** The chinajinyama can swipe with its tail in a whip-like fashion, with a successful hit indicating that the target must make a Dexterity saving throw [LL: Save versus Wands] or be knocked back and prone five feet for every 2 points of damage. Failure of a subsequent Constitution saving throw [LL: Save versus Death] indicates the target has been stunned for 1d4 rounds.

**TRAMPLE:** Anyone caught in front of a chinajinyama stampede must make a Dexterity save against CL 5 + 1 per additional chinajinyama in the herd [LL: Save versus Wands at -1 per chinajinyama after the first] or suffer 1d6 points of damage plus 1d6 points per point by which he misses the save. A Natural 1 on the save indicates that he took a direct hit and fell underneath for the full stampede, suffering maximum damage. A successful save indicates merely 1d6 points of damage. A Natural 20 indicates that he was able to climb aboard one of the creatures, suffering no damage, but ending up in an altogether different predicament...

## HEWARENGO ("Sky-Wings")

### CASTLES & CRUSADES

**No. Enc:** 1d4 (5d4 in flocks)  
**Size:** L (50' wingspan)  
**HD:** 5 (d8)  
**Move:** 5'  
**Fly:** 80'  
**AC:** 13  
**Attacks:** Bite (1d12)  
**Special:** Grab and Drop, Twilight Vision  
**XP:** 80 + 5/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (5d4)  
**Movement:** 15' (5')  
**Fly:** 240' (80')  
**Armor Class:** 6  
**Hit Dice:** 5  
**Attacks:** 1 Bite  
**Damage:** 1d12  
**Save:** F3  
**Morale:** 8  
**XP:** 200

The "Sky-Wings" are large, leathery-winged, feathered bird-like creatures that stand about 10' tall with a 50' wingspan. They are descended from Pterodactyls and Pteranodons. They are trained to be ridden by a passenger and ridden into war, much like pegasi, hippogriffs, and dragonnells elsewhere. There are many different breeds, usually denoted by the pattern of their skin and feather coloration and the shape of their beaks and crests. The breed listed above is the largest domesticated breed; there are many smaller breeds, ranging down in size to species equivalent to songbirds. They screech, chirp, twitter, and sing much like avian birds, though with a deeper guttural croaking sound.

**ORGANIZATION:** Hewarengo live in flocks much as do birds.

**ECOLOGY:** Wild and feral sky-wings live along high cliff faces and tall peaks, hunting in the plains or preferably wetlands and along the seacoast. Many breeds are divers of fish, with feathering designed to let water flow off quickly for ease of flight. They are omnivorous though prefer fish, insects, and small animals to fruits, grains, and seeds.

**TREASURE:** The largest breeds of hewarengo have a percentage chance equal to their hit points of having 1d4 gems in their gullet, swallowed to help their digestion; the gems are usually of 5 or 10 gp value, but may be higher. The rarer, more valuable stones can be used in the creation of *potions of flying* or in the creation of jewelry that is to be enchanted with flying magic.

**COMBAT:** Like most nyumbanyama, hewarengo are more likely to flee than to stay and fight, but those that are war trained enjoy a good battle. All sky-wings attack with their fanged beaks, biting and pecking at their opponents.

**GRAB AND DROP:** The larger, war-trained sky-wings are trained to grab targets and drop them from great heights. This is a swoop and grapple attack; if successful, the hewarengo continues on its movement for the full round, and thereafter flies into the air with the target in its rear claws for as long as its rider desires or, if feral, for 1d4 rounds before dropping the victim to the ground. The victim suffers no damage while held, nor during the fall... but hitting the ground at the end of the fall is quite damaging.

### KIDOLEKUTA (“Finger-Nippers”)

#### CASTLES & CRUSADES

**No. Enc.:** 1d12 (10d10 in swarms)  
**Size:** S (1' long)  
**HD:** ½ (d8)  
**Move:** 40'  
**Climb:** 20'  
**AC:** 14  
**Attacks:** 1 Bite (1)  
**Special:** Darkvision 60', Poison  
**XP:** 7 + 1/hp

#### LABYRINTH LORD

**No. Enc.:** 1d12 (10d10)  
**Movement:** 120' (40')  
**Climb:** 60' (20')  
**Armor Class:** 5  
**Hit Dice:** ½  
**Attacks:** 1 Bite  
**Damage:** 1 + Poison  
**Save:** F1  
**Morale:** 7  
**XP:** 6

These “Finger-Nippers” are the vermin of the nyumbanyama. Small scavengers, these creatures fill the niche normally held by rats. They can walk on two legs or run and climb on four. They can burrow through soft dirt and gravel, though at a slow speed that is not useful in combat. Descended from Compsognathus and similar small dinosaurs, they are feathered, with feathers being long, soft, and down-like, almost furry. Skin is usually green to gray, while feathers are usually black, though some jungle breeds are as colorful as parrots. The sample breed above is a wild breed found in cities, towns, and ruins; smaller, non-poisonous breeds are kept by some as pets.

**ORGANIZATION:** Colonies of kidolekuta live in tunnel complexes burrowed in loose soil and gravel, in old ruined buildings, in the basements of large occupied buildings, and in the alleys of old, filthy cities. Due to their higher order of animal intellect, they are able to cooperate to take down larger prey, though due to cowardice, usually only the young, weak, and sick need to fear them.

**ECOLOGY:** Kidolekuta are omnivorous, though they prefer live prey or carrion. They generally eat insects, worms, and scraps. They fill the niche of rats; in some parts along the Serene Sea, colonies of kidolekuta that survive for more than

a few generations can be very unsettling of the local ecology, as they wipe out rats and then die themselves, leaving the smaller vermin to swarm throughout the city.

**TREASURE:** Kidolekuta, like ardhirengo and rats, love shiny things, and so can collect coins and small gems. Also, any beings who find their deep lair and somehow get there rarely leave, usually leaving behind their wealth and gear.

**COMBAT:** The kidolekuta attack in swarms, evenly dividing their forces among all available targets. If possible, they try to separate the young, weak, and sick from the group and then concentrate on taking them down. Their bite attack does not deal much damage, but the poison can be lethal.

**POISON:** Kidolekuta fangs are covered in a weak poison. A medium-sized victim gets a +4 bonus to their Constitution saving throw, small-sized +2 [LL: Save versus Poison]. A failed save indicates the victim is weakened and sickened, unable to act save to defend himself for 1d6 days. A Natural 1 on the saving throw indicates the victim is also knocked unconscious for 1d6 x 10 minutes.

### KUVUTANYAMA (“Dray-Beasts”)

#### CASTLES & CRUSADES

**No. Enc.:** 1d2 (2d4 in herds)  
**Size:** L (12' long)  
**HD:** 5 (d8)  
**Move:** 20'  
**AC:** 18  
**Attacks:** Spiked Tail (2d6)  
**Special:** Tail Swipe, Trample  
**XP:** 160 + 5/hp

#### LABYRINTH LORD

**No. Enc.:** 1d2 (2d4)  
**Movement:** 60' (20')  
**Armor Class:** 1  
**Hit Dice:** 5  
**Attacks:** Spiked Tail  
**Damage:** 2d6  
**Save:** F3  
**Morale:** 7  
**XP:** 500

The “Dray-Beasts” are descended from Stegosaurus and similar dinosaurs. They are heavily plated up top and heavily armored otherwise. Unlike their wild cousins, these are thoroughly docile. Their tail spikes are used both for defense and as excellent natural plows. Like the butcher-beasts, the dray-beasts innately understand and obey without question a series of standardized sibilant, hissing whistles and calls used by their trained handlers.

**ORGANIZATION:** Kuvutanyama are kept in much smaller herds than butcher-beasts, as they are of use only as dray-beasts, to plow fields or pull carts. Otherwise, they are organized as a herd just like the chinajinyama, though most of the older males other than the bull have been gelded to make

them more manageable. Even gelded, the males are far more aggressive in defense than the butcher-beasts, and the herd bull is as aggressive as any bovine bull. Kuvutanyama herds are often left to graze and sleep in a night pen that encircles the ranch house, as they are very aggressive with strangers and make for an excellent home defense system.

**ECOLOGY:** Kuvutanyama are herbivores; as they are work beasts, they are usually fed piles of hay, leaves, and grains rather than left to graze, though they are set to graze among the butcher-beasts whenever they are not needed.

**TREASURE:** Kuvutanyama plating can be used to make a suit of very heavy armor, the equivalent of plate mail, and heavy shields. A single adult can provide enough material for two suits and two shields, or six shields. Kuvutanyama armor weights 20% more than metal armor, but is resistant to rust. The four to eight spikes are often used as spear tips or embedded in spiked clubs.

**COMBAT:** Dray-beasts turn away from their opponents, flailing with their tail spikes. As they do not have the best view of medium and small-sized targets they suffer a -2 penalty to hit against such targets.

**TAIL SWIPE:** When the kuvutanyama swipes with its tail a successful hit indicates that the target must make a Dexterity saving throw [LL: Save versus Wands] or be knocked back and prone five feet for every 2 points of damage. Failure of a subsequent Constitution saving throw [LL: Save versus Death] indicates the target has been stunned for 1d4 rounds.

**TRAMPLE:** Anyone caught in front of a kuvutanyama stampede must make a Dexterity save against CL 5 + 1 per additional kuvutanyama in the herd [LL: Save versus Wands at -1 per kuvutanyama after the first] or suffer 1d6 points of damage plus 1d6 points per point by which he misses the save. A Natural 1 on the save indicates that he took a direct hit and fell underneath for the full stampede, suffering maximum damage. A successful save indicates merely 1d6 points of damage. A Natural 20 indicates that he was able to climb aboard one of the creatures, suffering no damage, but ending up in an altogether different predicament...

## MILIMANYAMA ("Mountain-Beasts")

### CASTLES & CRUSADES

**No. Enc:** 1d2 (2d3 in herds)  
**Size:** L (36' long)  
**HD:** 10 (d8)  
**Move:** 20'  
**AC:** 15  
**Attacks:** 2 Stomps (3d6), Tail Swipe (3d4)  
**Special:** Tail Swipe, Trample  
**XP:** 1,200 + 10/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (5d4)  
**Movement:** 60' (20')  
**Armor Class:** 4  
**Hit Dice:** 10  
**Attacks:** 2 Stomps, Tail Swipe  
**Damage:** 3d6/3d6/3d4  
**Save:** F5  
**Morale:** 9  
**XP:** 2,400

These "Mountain-Beasts" are rare, kept and bred only by a handful of houses in each region. They are medium-sized sauropods, about 36 feet long from the tip of nose to the end of its tail. The neck, body, and tail are each about 12 feet long, the neck and tail being notably thicker for their size than those of their wild, larger brethren. Their skin is grey, tan, ochre, or brown, with a lighter underbelly and sometimes with brighter stripes flowing from the neck all the way down the tail on the sides. They are slow moving.

Mountain-beasts are trained for war, much like elephants elsewhere. They are usually used as mobile archery platforms, with up to a dozen men riding in a howdah. They are also used to transport nobles in style, or large bundles of trade goods via caravan, as few creatures or bandits are foolish enough to attack a milimanyama. Trained handlers can readily calm these beasts with a standardized series of sibilant, hissing whistles and calls that they innately understand and obey without question.

**ORGANIZATION:** Milimanyama herd in the same fashion as chinajinyama, though bulls and cows alike are quite aggressive, as most are trained for war or at least self-defense.

**ECOLOGY:** Milimanyama are exclusively herbivorous, spending their entire day munching on tall grasses, shrubs, and any leaves of trees within the reach of their long necks. They produce prodigious piles of dung, which ranchers and nomads harvest for fuel or sell to farmers for fertilizer.

**TREASURE:** A single adult milimanyama provides five tons of meat, after removal of bones and offal. The meat is favorably compared to that of beef, though richer and grainer. The tail meat is especially favored, with the section of the tip rendered down in stews. The hide is useful as thick leather, though unlike cow leather does not take well to coloration. The hide

of milimanyama is so thick it is used as building material, as are the bones.

**COMBAT:** Milimanyama are almost eager for combat. When not used as archery platforms, they are used to break apart and smash ranks of massed infantry. They are not generally used against knights or pike, as spears can do intense damage to them when they charge. They can also swipe with their tail and stampede and trample en masse.

**TAIL SWIPE:** The milimanyama can swipe with its tail in a whip-like fashion, with a successful hit indicating that the target must make a CL 10 Dexterity saving throw [LL: Save versus Wands] or be knocked back and prone five feet for every point of damage. Failure of a subsequent CL 10 Constitution saving throw [LL: Save versus Death] indicates the target has been stunned for 1d8 rounds.

**TRAMPLE:** Anyone caught in front of a milimanyama stampede must make a Dexterity save against CL 10 + 1 per additional milimanyama in the herd [LL: Save versus Wands at -1 per milimanyama after the first] or suffer 1d10 points of damage plus 1d10 points per point by which he misses the save. A Natural 1 on the save indicates that he took a direct hit and fell underneath for the full stampede, suffering maximum damage. A successful save indicates merely 1d10 points of damage. A Natural 20 indicates that he was able to climb aboard one of the creatures.

## MINDAJIKUVA (“Hunter-Killers”)

### CASTLES & CRUSADES

**No. Enc:** 1d4 (3d4 in packs)  
**Size:** S (3' long)  
**HD:** 2 (d8)  
**Move:** 40'  
**AC:** 13  
**Attacks:** 2 Claws (1d3), Bite (2d3)  
**Special:** Overbear, Twilight Vision  
**XP:** 15 + 2/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (3d4)  
**Movement:** 150' (50')  
**Armor Class:** 6  
**Hit Dice:** 2  
**Attacks:** 2 Claws, Bite  
**Damage:** 1d3/1d3/2d3  
**Save:** F1  
**Morale:** 8  
**XP:** 29

The “Hunter-Killers” fill the same niche as cats, dogs, and similar smaller pets and beasts. They are two-legged feathered carnivores ranging in size from small cat to large dog sized. There are domesticated, semi-domesticated, and wild breeds, all descended from Velociraptors. Mindajikuva are among the most intelligent of the lesser thunder beasts, with an Inferior intellect rather than the usual Animal level of intelligence.

The breed detailed herein is native to the tall grasses of the Thunder Plains, and the domesticated version has spread throughout the region accessible to the nyumbanyama. They stand about 3' long in their crouched stance, with a long fanged snout, short useless forearms, and strong rear legs with prominent claws. Feathers are striped tan and dark brown or brown and grayish-green, and change to fit the wet or dry season. Smaller, less bloodthirsty breeds are kept as house pets, while this breed is kept as a hunting and war breed.

**ORGANIZATION:** Mindajikuva live and hunt in packs of up to 12. Packs are very organized, with strict hierarchies led by the females. Males tend to and guard the eggs once laid, leaving the females to hunt and gather. Mindajikuva raised among humans and humanoids think of their mammalian brothers as pack members, answering to the strongest and most respected female of the pack.

**ECOLOGY:** Though mindajikuva are omnivorous and can survive on vegetable matter and carrion, they only thrive on fresh meat, and hunt at all times. Though they are heavily feathered, they are strictly ground creatures, and do not live in or climb into trees as do the ardhirengo. They nest on the ground, building complex covered nest complexes out of whatever materials might be at hand, preferably the boughs and fallen branches of trees, vines, and tall grasses. Those familiar with the northern beavers often compare their nests with beaver lairs, though they are generally constructed in dry, forested vales rather than wet rivers and swamps.

**TREASURE:** Mindajikuva do not gather treasure, though some packs drag their prey to a common feeding ground when able, and thus the treasures of their victims might be found gathered in one place. Many mindajikuva are family pets, and thus may be found with collars that might have silver, gold, or even jewels. Mindajikuva feathers are sought by warriors and hunters, who wear them when stalking prey in the tall grasses; it is said to bring them luck, and at the very least it acts as good camouflage, if worn properly. It is said that eating the still-beating heart of a wild mindajikuva protects the consumer from any sort of magical fear for a full day.

**COMBAT:** Having a high level of cunning, they attack in synch using their hooting, barking, and coughing calls to one another to coordinate the attack. When they get their target on the ground through their overbear attack, they tear into him viciously with claw and tooth. Due to their feather coloring, they get a +4 bonus to Hide checks when in tall grasses or foliage [LL: Surprise on a 1-3].

**OVERBEAR:** A mindajikuva that hits with its bite attack can, at the same time, attempt to trip and hold down a small or medium-sized opponent. Those struck must make a CL 3 Dexterity save [LL: Save versus Wands] or fall prone. Mindajikuva attacking a tripped victim get the usual bonus to hit against prone targets; small-size victims who fail a CL 3 Strength save [LL: Save versus Death] are held down and considered defenseless, giving the hunter-killers an even better bonus to hit.

## MUDAHATU (“Long-Striders”)

### CASTLES & CRUSADES

**No. Enc:** 1d10 (10d10 in herds)  
**Size:** L (8' tall)  
**HD:** 3 (d8)  
**Move:** 50'  
**AC:** 12  
**Attacks:** Kick (1d6), Bite (1d6)  
**Special:** Twilight Vision  
**XP:** 20 + 3/hp

### LABYRINTH LORD

**No. Enc.:** 1d10 (10d10)  
**Movement:** 180' (60')  
**Armor Class:** 7  
**Hit Dice:** 3  
**Attacks:** Kick, Bite  
**Damage:** 1d6/1d6  
**Save:** F2  
**Morale:** 7 (9)  
**XP:** 50

These “Long-Striders” are the most common steeds ridden in Eosha and Mandayan. Horses are not unknown in those regions, but not as commonly used due to diseases that regularly affect mammals. A domesticated, evolved version of *Struthiomimus*, these two-legged omnivorous feathered beasts were long ages ago broken and trained as steeds.

There are many different breeds, ranging from common riding steeds, and larger heavier draft breeds, to the war breed listed above. All breeds are heavily feathered, with the feathers having a wide variety of colors, many quite colorful especially among the domesticated breeds.

**ORGANIZATION:** Mudahatu live in herds on the great steppe lands of the south. They also venture into the scrublands around jungles and forests, and there are smaller breeds that live in forest, said to be trained and ridden by a native halfling-like race.

**ECOLOGY:** Mudahatu are herbivores, grazing on tall grasses and shrubbery. They are also known to eat insects, worms, and small lizards, and are not averse to nipping a bit of carrion now and again, but generally do not eat meat as a rule, and do not hunt. They are opportunistic egg eaters, happily tearing into nests of eggs of other species as chance permits, and domesticated mudahatu enjoy raw eggs as treats.

**TREASURE:** Mudahatu tail feathers are as large as the feathers of ostriches and as varied and bright in coloration as those of peacocks. They are said to provide the wearer with fleetness of foot and stamina for running long distances.

**COMBAT:** Wild mudahatu are much more likely to run than to fight, being able to outrun most predators. However, domesticated variety equivalent to the above breed is usually trained to war, and will more happily kick and bite at an opponent than run away.

## VITANYAMA (“War-Beasts”)

### CASTLES & CRUSADES

**No. Enc:** 1d4 (4d4 in herds)  
**Size:** L (16' long)  
**HD:** 6 (d8)  
**Move:** 20'  
**AC:** 16  
**Attacks:** Gore (3d4)  
**Special:** Trample  
**XP:** 180 + 6/hp

### LABYRINTH LORD

**No. Enc.:** 1d4 (4d4)  
**Movement:** 90' (30')  
**Armor Class:** 3  
**Hit Dice:** 6  
**Attacks:** Gore  
**Damage:** 3d4  
**Save:** F3  
**Morale:** 9  
**XP:** 570

These “War-Beasts” are smaller, evolved variety of Triceratops. They are about 12' long, and are usually ridden by a driver known as a nyamajeledi or “beast-whip” who sits in a seat atop the great crest of the beast, while lancers sit in a small howdah atop the back of the beast. Nyamajeledi can readily control these beasts with a standardized series of sibilant, hissing whistles and calls that they innately understand and obey without question, though in the heat of battle a whip often helps remind them of who is in charge.

Vitanyama are the most colorful of the larger beasts. The body overall is a grayish-white color, lighter along the belly, but the sides are very colorful and bright, usually in alternating spots and rows of specific color patterns. The face and lines back along the large, wide crest are also colored in a similar fashion. The colors are common to herds and wider family units, and breeders tend to be known by their color and spot and line combinations.

**ORGANIZATION:** Vitanyama are kept in small herds, as large herds cause a breakdown of the authority of the bull of the herd. Otherwise, they are organized as a herd just like the chinajinyama and kuvutanyama. The herd bull is exceedingly aggressive, only controllable by a trained nyamajeledi.

**ECOLOGY:** Vitanyama are herbivores; as they are war beasts, they are usually fed piles of hay, leaves, and grains rather than left to graze, though they are set to graze whenever they are not needed. They graze in their own pens, as they do not tolerate other species in their pens

**TREASURE:** Vitanyama hide is used in the construction of armor and shields, as explained under the kuvutanyama, above. The vitanyama heart is considered to be a delicacy, with the hearts of the vitanyama slain in battle being reserved for the noble lords of the winning side. Otherwise the meat is considered too tough to eat, save when extremely hungry.



**COMBAT:** When let loose to commit havoc on their own, vitanyama love to gore their opponents, though this is obviously not done when they have a rider. Otherwise they trample their targets under their great bulk.

**TRAMPLE:** Anyone caught in front of a vitanyama stampede must make a Dexterity save against CL 6 + 1 per additional vitanyama in the herd [LL: Save versus Wands at -1 per vitanyama after the first] or suffer 1d6 points of damage plus 1d6 points per point by which he misses the save. A Natural 1 on the save indicates that he took a direct hit and fell underneath for the full stampede, suffering maximum damage. A successful save indicates merely 1d6 points of damage. A Natural 20 indicates that he was able to climb aboard one of the creatures, suffering no damage.

## ZELZANGYI

### CASTLES & CRUSADES

**No. Enc:** 1d6 (1d12 in lair)  
**Size:** M (6' long)  
**HD:** 2  
**Move:** 5'  
**Fly:** 120'  
**Swim:** 40'  
**AC:** 14  
**Attacks:** Bite (1d4 + 1d4 Electrical) and/or Constrict  
**Special:** Immune to Electricity, Zap Attack  
**Saves:** P  
**Int:** Animal  
**Alignment:** Neutral  
**Type:** Magical Beast  
**Treasure:** Nil  
**XP:** 25 + 2/hp

### LABYRINTH LORD

**No. Enc.:** 1d6 (1d12)  
**Alignment:** Neutral  
**Movement:** 30' (5')  
**Fly:** 360' (120')  
**Swim:** 120' (40')  
**Armor Class:** 5  
**Hit Dice:** 2  
**Attacks:** 1 Bite and/or Constrict  
**Damage:** 1d4 + 1d4  
**Save:** F1  
**Morale:** 7  
**Hoard Class:** None  
**XP:** 47

Zelzangyi are flying eels, 6' long with black to olive-green flesh and black bat-like wings.

**ORGANIZATION:** Zelzangyi band together for ease of hunting, though there are always loners (these typically have at least 6 hit points per hit die and a bad attitude). They hunt together and lair together in larger groups for protection against sharks and like predators.

**ECOLOGY:** Zelzangyi live in shallow coastal waters, sometimes in lagoons and brackish lakes with access to the sea. They prefer to live in and around reefs, where they hunt both in the rich waters and along the coasts of nearby atolls and islands. Fat, lazy monkeys and small apes are their favored terrestrial prey.

**TREASURE:** Zelzangyi do not collect treasure, nor do they bring their victims back to their lairs, which are usually only temporary. The skin of the zelzangyi, if carefully taken and properly treated, can be used to make gloves and belts that are readily enchanted to produce electrical effects. Similarly the wings can be incorporated into cloaks that provide protection against electrical attacks and effects.

**RANGE:** Zelzangyi are rare in tropical waters, very rare in sub-tropical and temperate waters.

**COMBAT:** Zelzangyi swarm their targets if possible, multiple zelzangyi focusing on a single target at a time. They bite, and then try to constrict extremities, especially legs, to reduce the target's ability to flee. As they have only animal intellect, they generally only attack if hungry or if threatened, and usually flee after taking any losses. They cover their retreat by using their zap attack.

**CONSTRICT:** A successful bite attack can lead to a constriction attack. In the round following the successful attack, the victim must make a Strength save. If this save fails, the victim is constricted, automatically suffering 1d6 points of electrical damage per round. Additionally, the zelzangyi can make a bite attack each round with a +2 bonus to hit. A victim can make additional Strength saves every round to escape constriction, but escape becomes more difficult as the zelzangyi tightens its grip. Strength saves to escape therefore suffer a -2 cumulative penalty for each round after the first that the victim is constricted.

**ZAP ATTACK:** Once per day a zelzangyi can produce a large burst of electrical energy, directed in a bolt 30 feet long by 5 feet wide. In water this takes the form of a sphere 15 feet in radius around the zelzangyi. Damage is 4d6, with a successful Dexterity save resulting in half damage [LL: Save versus Wands]. Those who fail the save are also stunned for 1d4 rounds. This attack uses all the stored energy of the zelzangyi, who will not be able to perform any electrical attacks for 24 hours, and thus the attack is usually only used as a last resort to aid in escape.

### IN THE OLDEN LANDS

Zelzangyi are found in the waters of the Steaming Sea, especially along the coast of Eosha and west of Mupan. The locathah of that region have domesticated them and train them as guard pets. They are less common in the waters of the Sunrise Sea, and are rare in the waters of the Sea of Fire, where they are generally only found along the shores of the Isle of Cyclopes. Some temples of the Lord of Deep Waters keep them as pets, and sacrifice their victims to swarms of zelzangyi in their watery arenas. ☸

# D666 DEMONIC AND DEVILISH TRAITS

D666	Trait	D666	Trait
111	Flames for hair	241	No chin
112	Hundreds of tiny horns instead of hair	242	Chin has 1d3 horns
113	Hair is alive, writhes	243	Flesh rotted away from lips and chin
114	Hair is made of worms or small snakes	244	Catfish-like feelers on chin
115	Hairs all have tiny eyes at the ends	245	Jaw hinges like that of a snake
116	Nothing Unusual	246	Nothing Unusual
121	Alicorn (Black, Red, or Gold)	251	Van Dyke
122	Horns are antelope spikes	252	Fu-Manchu
123	Horns are those of a ram	253	Soul Patch
124	Horns are deer antlers	254	Pharaonic Spike
125	Horns burn at the tips or are covered in gold	255	Cat Whiskers
126	Nothing Unusual	256	Nothing Unusual
131	Ears are on long tubes	261	Head attached directly to torso, cannot turn
132	Ears are gigantic or absent	262	Neck is serpentine, 1d6' long
133	Ears are those of a donkey	263	No neck, head hovers 3" to 6" above shoulders
134	Ears are shaped like mouths with tongues	264	Neck is frilled like a lizard's
135	Ears look like seashells or radar dishes	265	Neck is spring-like, causing head to bob and weave
136	Nothing Unusual	266	Roll Twice More
141	Brows highly expressive and mobile	311	Two heads, 50% chance other is different form
142	Eyebrows made of fire	312	Head is strangely shaped
143	Eyebrows absent	313	Head is twice as large as normal
144	Brow ridge caveman-like and prominent	314	Head is half as large as normal
145	Brows of horn	315	Head is in torso under shoulders
146	Nothing Unusual	316	Nothing Unusual
151	Third eye in middle of forehead	321	Chest covered with gold or silver plate
152	Eyes are many and spider-like or faceted like flies	322	Chest is heroically proportioned
153	No eyes, but can see just fine	323	Chest is open, revealing beating heart
154	Eyes are on tentacled, retractile stalks	324	2d4 pairs of breasts
155	Eyes are gemstones	325	Malformed twin grows out of chest
156	Nothing Unusual	326	Nothing Unusual
161	Nose missing, skeletal cartilage oozes slime	331	Entire torso is a cage, holding 1d4 captives
162	Nose has one or three nostrils	332	Abdomen is missing skin, showing guts
163	Nose is that of a pig, cat, or dog	333	Abdomen features large mouth (extra bite attack)
164	Nose is on the forehead or chin	334	Belly distended, faces of howling souls appear
165	Nose is 1d3 feet long	335	Belly emaciated, caved in
166	Roll Twice More	336	Nothing Unusual
211	Mouth is wide from ear to ear	341	Genitalia absent
212	Mouth is absent or very tiny	342	Genitalia plentiful, numerous, and vocal
213	Mouth opens to reveal another face	343	Genitalia large, obvious, and eager
214	Mouth contains another mouth with 1d6' reach	344	Leering face instead of genitalia
215	Mouth is vertical rather than horizontal	345	Vastly extendible tentacle or <i>sphere of annihilation</i>
216	Nothing Unusual	346	Nothing Unusual
221	Teeth are needle points	351	Legs missing flesh and muscle, open bone
222	Vampire-like canines	352	Legs goat-like
223	Teeth are dragon fangs	353	Legs dragon-like
224	Teeth are absent	354	Legs are undulating serpentine bodies
225	Teeth are of precious metal or gems	355	Legs absent, walks on double-length arms
226	Nothing Unusual	356	Nothing Unusual
231	Tongue is forked like a serpent's	361	Knees bend wrong way
232	Tongue is a prehensile tentacle 1d6' long	362	Knees have leering faces upon them
233	Tongue like a frog d6' long	363	Knees snap and crack when demon walks
234	Tongue has face on the end	364	Knees absent, walks stilt-like
235	Tongue burns with flame	365	Knees are extendible, extend height 5' per Order
236	Nothing Unusual	366	Roll Twice More

D666	Trait
411	Back of skull missing, brain open and obvious
412	Back of head is a second face, Janus-like
413	Back of head is window to the Chaos Worlds
414	Eyes in back of head
415	Back of head is 1d4+4' long tentacle
416	Nothing Unusual
421	Head has bat wings from sides
422	Head has raven wings from sides
423	Head has eight spider legs from top
424	Head covered in crown of small tentacles
425	Head covered in crown of nails
426	Nothing Unusual
431	Face is on chest, head is plain and spooky
432	Face is reversed, mouth on top, eyes below
433	Face looks like designed by Picasso
434	Face is sunken in otherwise empty skull
435	Face is pinched and protrudes 1d3' from head
436	Nothing Unusual
441	Arms are half as long as normal
442	Arms are twice as long as normal
443	Arms are absent, hands attached at shoulder
444	Arms are serpentine bodies
445	Arms are furry like a gorilla's
446	Nothing Unusual
451	Elbows absent, arms are difficult to maneuver
452	Elbows are extendible 5' per Order
453	Elbows are super-jointed, move in all directions
453	Elbows are spiked, +1 claw attack per round
455	Arms removable at elbows, 1d4 different arms
456	Nothing Unusual
461	Missing opposable thumbs
462	Extra thumb on other side of each hand
463	Missing little finger on each hand
464	1d4 extra fingers on each hand
465	No fingers, hands are hoofs or stumps
466	Roll Twice More
511	Stumpy, half-sized fingers
512	Double-length fingers
513	Fingers are double jointed
514	Fingers are tentacles
515	Fingers all have eyes at ends
516	Nothing Unusual
521	Face in palm of one or both hands (50/50)
522	Mouth in palm of one or both hands (50/50)
523	Large eye in palm of one or both hands (50/50)
524	Tongue in palm of one or both hands (50/50)
525	Anus in palm of one or both hands (50/50)
526	Nothing Unusual
531	Extra arm (50% chance is useful)
532	Two extra arms (50% chance each useful)
533	Three extra arms (50% chance each useful)
534	1d3+2 extra pairs of arms (50% chance each useful)
535	Arms and hands in place of legs and feet
536	Nothing Unusual

D666	Trait
541	Raven-winged
542	Bat-winged
543	Eagle-winged
544	Vulture-winged
545	Insect-winged
546	Nothing Unusual
551	Dragon scales here and there
552	Snake scales here and there
553	Patches of fur oddly placed
554	Bristly hair here and there
555	Feathers here and there
556	Nothing Unusual
561	Pimples or warts all over
562	Buboes or sores all over
563	Small sphincters with writhing tongues all over
564	Small thorns all over
565	Nails thrust in or poking out of body all over
566	Roll Twice More
611	Nimbus of flame all around body (harmless)
612	Nimbus of frost all around body (harmless)
613	Covered with and dripping slime (harmless)
614	Covered with and dripping blood
615	Covered with and dripping bile
616	Nothing Unusual
621	Small mouths all over body keen continuously
622	Small tentacles all over body wriggle continuously
623	Sphincters all over body fart continuously
624	Sores all over body ooze pus continuously
625	Wounds all over body weep blood continuously
626	Nothing Unusual
631	Body covered in writhing coat of flies
632	Body covered in writhing coat of fleas
633	Body covered in writhing coat of roaches
634	Body covered in writhing coat of snakes
635	Body covered in writhing coat of rats
636	Nothing Unusual
641	Tail is that of a monkey
642	Tail is that of a goat
643	Tail is that of a horse
644	Tail is that of a serpent
645	Tail is that of a bird
646	Nothing Unusual
651	Hooves are goat-like
652	Hooves are boar-like
653	Hooves are horse-like
654	Hooves are shod in iron
655	Hooves are shod in gold
656	Nothing Unusual
661	Voice is that of a child
662	Voice is that of a thousand buzzing insects
663	Voice is that of a thundercloud
664	Voice is mechanical or monotone
665	Voice is that of the opposite apparent gender
666	Roll Twice More

# D66 UNDERWORLD ODDITIES

D66	Description
11	<p><b>LIGHTNING SPHERE:</b> The center of this room is dominated by a 10' diameter floating blue crystal sphere. The inside of the sphere crackles with lightning and the scent of ozone fills the room. If the sphere is touched, small crackles of electricity deal 1d4 points of damage (no save). Small runes and sigils cover the sphere, and if studied, can provide the knowledge for the following spells: <i>shocking grasp</i>, <i>lightning bolt</i>, and <i>chain lightning</i>, as though the wizard were studying a spell book.</p> <p><b>BRONZE BULL:</b> This room has a large bronze bull in it. The bull sounds forth with loud, continuous bellows and garbled cries if anyone enters the room. Anyone who touches the bull must make a CL Dungeon Level (DL) Charisma save [LL: Save versus Spells] or be teleported into the abdomen, which is hollow. There they will not age, nor need to eat or drink, but the only way to be freed is for some other victim to touch the bull. The prior victim is freed next to the bull, and has a 1% chance per year of confinement of being insane.</p>
12	<p><b>ROOM OF BLUE FLAMES:</b> Whenever a fire source is brought into this room, it turns a bright blue for 1d6+2 rounds, and then explodes dealing DL d6 damage in a DL x 10' diameter sphere (CL DL Dexterity save [LL: save versus Breath Weapon] for half damage). Everything in the room is charred, and there are burned and shattered skeletons on the floor.</p>
13	<p><b>ROOM OF ANIMATED ANTICS:</b> This room is a fancy dining room, complete with tables, fine chairs, silver plates and utensils, silk table cloths, fine china, and etc. However, the items all animate and attack any interlopers. All items attack as fighters of DL level, with damage according to size. If any items are taken from the room, they de-animate and fall into dust.</p>
14	<p><b>SCORPION ALTAR:</b> This white marble altar is covered with the blood of countless sacrifices; the altar is held in the claws of a 15' long statue of a scorpion, its tail poised over the altar as if to strike. The eyes are huge rubies (5,000 gp each), while a large green emerald (5,000 gp) is used to depict a drop of venom on the scorpion's stinger.</p>
15	<p><b>ROOM OF FLOWERS:</b> This room is filled with bright flowers, purple ferns, and green vines, all very out of place in the depths of a dungeon. They are actually fungi that look like these terrestrial plants, and let off sweet-smelling spores that cause victims to fall asleep amidst the plants, there to never again wake and provide the plants with nutrients.</p>
16	

D66	Description
21	<p><b>ROOM OF GRABBING HANDS:</b> On the walls to either side of the wall with the entry can be seen large, round magic circles, the insides of which glow with power. If anyone steps inside the room, a giant pudgy blue hand and arm appears through one circle, a giant red clawed hand through the other. They vie to grab as many members of the party as they can, as in a game. They attack as fighters of DL level, grappling and dragging the victims through the gates to some unknown time and place...</p>
22	<p><b>ROOM OF LARGE METAL CLANKING BOXES:</b> This room is filled with large clanking metal boxes connected to each other and the walls, floor, and ceiling by metal tubes. The room smells of oil, blood, and tears. If any of the boxes or tubes is ruptured or smashed, there is a loud explosion elsewhere in the dungeon, and one room at random suffers terrible destruction, 20d6 points of damage to all within, with no saving throw. If more than three boxes or tubes are disrupted, this room explodes as per above.</p>
23	<p><b>CHAMBER OF BLAZING LIGHTS:</b> This room is shaped like a geodesic dome made of mirrors, including the floor tiled unevenly in mirrors. A dozen leering gargoyle faces are placed randomly in the ceiling. Whenever anyone crosses into the center of the room, the eyes of the gargoyles fire off bolts of red light that bounce around the room. A CL DL Dexterity save [LL: Save versus Wands] must be made each round or the victim is struck by a bouncing bolt for 2d4 points of damage.</p>
24	<p><b>ROOM OF SPIDERS:</b> This room is covered, walls, floor, and ceiling, with depictions of spiders, tiny to huge. Anyone who is poisoned by a spider who prays in this room for one minute gains a second saving throw against the poison at +4.</p>
25	<p><b>LIFELIKE IVORY STATUE:</b> This ivory statue is life-sized depiction of a beautiful, voluptuous woman with long hair, fine skin, perfect lips and almond-shaped eyes. If the statue is kissed on the lips, she comes to life, thanking her rescuers. She is actually a succubus, and turns on the party at first opportunity.</p>
26	<p><b>PILLAR OF PUREST GREEN:</b> This is a solid 4' wide, 16' tall free-standing pillar of purest green, not unlike jade, standing upon a golden pedestal. However, if touched, the seemingly solid pillar collapses and melts into a vast pool of a total of 16 HD worth of green slimes that can move at 20' rate [LL: 30' (10')]. Anyone within 5' of the pillar is automatically hit.</p>

D66	Description
31	<b>CHAMBER OF ULTIMATE DARKNESS:</b> No form of light will function in this room. No mortal magic can break the darkness of this chamber. A <i>magic missile</i> cast into the darkness will allow light to enter the room for 1d6 minutes before the darkness reestablishes itself. The room is a favorite haunt for shadows and grues.
32	<b>AVIARY OF THE DAMNED:</b> This room is designed to appear like a large aviary cage. The perches about the room are home to 3d10 small statues of birds, cunningly carved, with gems for eyes. If a statue is touched, the statues come to life and attack without quarter as per stirges, with the immunities of golems, though they can be hit by normal weapons. The gems are all paste and of no value. The birds will not leave the room.
33	<b>CHAMBER OF INTIMATE REJECTION:</b> When the party enters this otherwise plain room, forms walk forth from the shadowy corners and take on the shape of the friends and lovers of the party members. Each will be faced by one such form that has the statistics of a doppelganger of the loved one. When slain, they fade to shadows. They will follow their target out of the room until they or the target is slain. Only one such doppelganger will ever be formed per person.
34	<b>ROOM OF DROWNING DEATH:</b> This room seems like a normal room for the area of the dungeon, though it is damp and the air is slightly foggy. When the party reaches the center of the room, the floor transforms into a 10' deep pool of brackish water and the ceiling slowly rolls down to the level of the water in one minute, trapping the victims without air. You may add piranha or sharks if you wish...
35	<b>CORNUCOPIA OF DAMNATION:</b> This room has a large, wide table in the center covered with all sorts of good things to eat, surrounding a great centerpiece shaped like a cornucopia, in the mouth of which sits a happy cherub. The food is actually quite good and non-poisonous, however, whenever an individual takes even a bite, the cherub transforms into a small devil with a poof and the scent of sulfur. He will seek to be paid for the food in the usual manner...
36	<b>HALL OF HOLLOW VICTORIES:</b> This long chamber is filled with ratty, tattered taxidermied humans, wearing hunting gear and wielding broken bows and crossbows. Some are mere heads upon plaques hanging on the walls. Small plates tell the sad tale of the innocent animals they slew for sport. If anyone commiserates with the humans, 1d4 ghosts of animals appear and attack them.

D66	Description
41	<b>THE DONJON SUPREME:</b> This large chamber is filled with thousands of tiny cages in vast rows along the walls and throughout the room. The room is occupied by two devils, one tall, lanky, and tittering, the other short, stout, and whimpering. The short one can blast his target with a ray that will shrink them down to 1" in size, upon which the tall one grabs the target and locks him in a cage. They have 10d100 victims in their cages at any one time.
42	<b>ELEVATOR TO EVERYWHERE:</b> This small room has only one door. Next to the door is a panel with hundreds of buttons. If a button is pressed, the door slams shut and it cannot be opened. The room spins about for d100 minutes, and after it stops the door opens. When the door opens, it opens into another dungeon up to 100 miles away per minute traveled. None of the buttons are marked...
43	<b>HELLISH HABERDASHERY:</b> This small room only has a counter with a small silver bell. If the bell is rung a devil appears and asks what kind of hat the bell ringer desires. If he wishes a magic hat, he must pay in levels or in Attribute scores; normal hats can be bought for silver and gold. When the price is agreed upon, the hat appears on the buyer's head and the price disappears. The devil disappears if attacked and cannot be re-summoned; instead a war-devil appears and attacks if the bell is rung.
44	<b>MECHANICAL FRIEND:</b> This room has a large suit of armor sitting in the corner; when touched, the armor looks up and speaks in a sad, monotone voice. He is looking for a friend. If the armor is befriended, he follows the new friend like a puppy, always eager to go into the next dungeon level, but always frightened by what he finds. He only attacks if abandoned, and then attacks as per a bronze golem.
45	<b>WEIGHT ROOM:</b> This room is filled with gold and silver in the form of merchant weights, up to 10 pound weights. It also has many skeletons and the recently deceased, all dead of starvation. Any weight that leaves this room must be replaced with an equal or greater weight in <i>living flesh</i> . The last ones out of the room who fill the weight needed cannot leave!
46	<b>PLAY ROOM:</b> This room is shaped like a classic Greek amphitheater, with a stage at the bottom of the long benches. A play is run on the stage by a troupe of zombies led by a wight director assisted by skeletal stagehands. If the party merely watches the play, they remain undisturbed and may learn something about the dungeon, as the play is about the dungeon inhabitants. If they fail to applaud, cry, or laugh as appropriate, they are attacked!

D66	Description
51	<b>UNDERWORLD INN:</b> This complex of rooms is an Underworld inn managed by a hag and staffed by goblins. It is a neutral meeting ground for all the Underworld inhabitants, even adventurers. Anyone who enters the inn must sign a contract such that if they violate the sanctity of the peace of the inn they are transformed into a larva (no saving throw) and their goods are forfeit to the innkeeper. Prices are five to 10 times normal cost, but all measures are honest and as advertised.
52	<b>BURBLING POOL OF CHAOS:</b> This room has a vast pool of burbling, bubbling ooze at its heart. Every 1d6 minutes a random monster of random DL burst forth from the ooze, complete and adult and ravenous. If anyone touches the ooze in the pit, he is instantly sucked into the ooze, no saving throw, and lost to Primal Chaos. Spattered ooze acts as a random sort of ooze, usually green slime.
53	<b>CHAMBER OF INTELLECT UNBOUND:</b> This room is filled with racks covered in crystal and metal jars, each containing a brain. Several small mannequins sit on a table; they have no legs, but are life-like from the waist up. If a mannequin is plugged into the connector at the mouth of the jar, the brain within can speak and act through the mannequin. Most of the brains are mere peasants, who scream and flail, but some are wizards who can convey knowledge and wisdom. A few are mad, but also steeped in sorcery and eldritch wizardry.
54	<b>CHAMBER OF THE GIANT FOOT:</b> This vast chamber contains a right foot of a tremendous statue of black basalt. The portion visible is from the flat of the foot upon the statue base up to the ankle. The whole statue would stand more than half a mile tall, impossibly huge in the mind of any mortal. Those who get to a vantage to realize the full scope of the foot must make a CL DL Wisdom save [LL: Save versus Spells] or go mad for d100 days.
55	<b>IMPERIAL WINE CELLAR:</b> The one-way door into this room from the dungeon opens into the wine cellar of the Great King of the Elysians in Vasilopolis. The huge room is filled with racks of expensive high-quality wines. There are other doors, all going up into the kitchens. If the door to the dungeon closes, it is lost.
56	<b>HALL OF DANCING WEAPONS:</b> Any weapons unsheathed in this room animate and dance and sing. They fight each other to determine which of them is the mightiest even as they brag of their mighty deeds of arms. If the adventurers seek to regain their weapons, they must fight them for the honor. The animation magic does not leave this room.

D66	Description
61	<b>THE RED HOUND OF HELL:</b> This statue of a life-sized war hound is scarlet red like blood. It is first found in an otherwise nondescript room. The first person who touches it must make a CL DL Charisma save [LL: Save versus Spells] or be cursed. Whenever the accursed one enters a new dungeon level, whether in this dungeon or any other, the Red Hound appears in a burst of flames and sulfur and howls loudly three times. Thereafter the chances of a random encounter are doubled, and the chance for the party to surprise any being on that level is reduced by 1 for the rest of the day.
62	<b>THE MAGIC SINK:</b> This room is round with a deep well at the center. The well is of stone and covered in runes and sigils. Any spell cast in this room is lost down the well in a flash of magical lightning (no saving throw). There is a silver chain bolted to the lip of the well. If a chargeable magic item is lowered on it, and the one who lowers the item makes a CL DL Charisma save [LL: Save versus Spells] the item is charged 1d3 charges per DL. If the save fails, the item is lost in the well.
63	<b>THE RIGGED BET:</b> This room is decorated like a gambling den. At the center of the room is a table atop which sits a <i>Deck of Many Things</i> . The deck is stacked, however, with a doubling of all negative possibilities and not good ones. Anyone who leaves the room without drawing a card gets a +1 bonus to their saving throws until they leave the dungeon.
64	<b>THE THRONE OF SWORDS:</b> A large throne made of a hundred rusted swords sits at the center of this room. Three rounds after anyone sits in the throne, each person not on the throne or abasing themselves before the throne will be attacked by 1d3 swords flying out of the throne in a 30' radius. They attack as though they were DL level fighters and each deals 2d8 points of damage.
65	<b>RAT-ON-A-STICK VENDOR:</b> A small goblin, pushing a large bronze brazier on wheels, wanders the rooms and halls of the dungeon selling rat on a stick. Each rat-kabob costs 1 cp, and has a 1 in 20 chance of causing disease. He also has a barrel of brackish water in which blind fish can be seen to swim. If attacked the brazier transforms into a bronze golem and defends or avenges the goblin vendor.
66	<b>MUZAAK MONKEY:</b> A skeletal organ grinder with a small skeletal monkey stands in the corner. If anyone approaches, they come to life and begin to play, and will follow until the monkey is tipped in his jar. If attacked, they defend as though they were wights. Anything placed in the cup disappears permanently.

# OLDEN LANDS PREVIEW: ALSPADIA

## ALSPADIA, REALM OF

*Dozens of independent grand duchies, emirates, and other petty kingdoms*

**Major Settlements:** Avtázia (pop. 11,300), Batlázia (pop. 27,700), Hudieza (pop. 12,400), Matlázan (pop. 15,600), Totlania (pop. 18,000)

**Population:** 4,800,000 (including 60,000 Saracen and 20,000 Paynim invaders)

**Demi-humans:** Few (Giantings in the mountains)

**Humanoids:** Half-orc natives (120,000), plus Half-Orc (20,000) and Orc invaders (10,000).

**Monsters:** Usually the realm is only threatened by the vampires of the Mountains of Blood and their undead minions, and the petty machinations of the Faeries of Twixt. Of late, however, due to the recent invasions and wars, there have been many new threats from monsters native to the Underworld. Invaders include more undead, primarily skeletons, zombies, ghouls, and ghosts; giant spiders, snakes, and vermin, as well as oozes and slimes; goblinoids in small bands, for the first time in living memory; and in areas where the Paynims roam, basilisks, manticores, chimeras, devils, and demons. And of course, as is usual with such harsh times, the untended flesh of the battlefields has attracted jackals, wolves, and dire wolves.

**Resources:** Cotton, food (citrus fruits, sugar, wine), horses, iron

**Coinage:** Dinero (cp), soldado (sp), escudo (ep), doubloon (gp)

Alspadia is a land of highland plains, rugged forested mountains, and fertile river valleys. For long centuries the princes, grand dukes, and emirs of the realm have fought one another over land, honor, rights, and dominion. Every few generations, one lord conquers enough of the other domains to crown himself King or Sultan of Alspadia; his line lasts for a few generations before a dynastic struggle erupts and begins the whole dance anew. The dynasties are regularly flushed out of fools and weaklings through the simple expedience of being invaded by orcs from Nhor and/or Kartaghans from the Purple Plains on a regular basis. If the invaders are strong enough to conquer the cities and towns, the nobles retreat to their mountain fastness and then work together to oust the invaders... eventually.

Currently, the western realms are under siege by 80,000 Paynims and Saracens from the Purple Plains and 30,000 orcs and half-orcs from Nhor. The eastern lords, whose lands have not yet been invaded, concentrate their efforts on aggrandizing their own power by reducing the power of the western dukes, who are still trapped in their mountain fastnesses. The Great Plague has caused dramatic losses on the part of all factions, and whole regions have been all but depopulated. In these areas, monsters from the Underworld have debouched to claim the ruins, which are also haunted by the ghosts of the dead.

Alspadia was once the battleground between the Gregorian Church and the One True Faith, and while generally it remains so, in the previous century the Old Gods, who never really left, have made a comeback. The Iron God is revered by smiths and warriors alike, though the God of War and the Blue Lady are gaining more followers. Temples and shrines of the Lady of the Serene Sea can be found all along the coast. Most taverns have a small shrine to the Laughing God.

Cults of the Crimson God operate openly in a few areas, opposed by the Gregorian Church and the One True Faith and in secret by the Cult of the Silver Lady. Shrines to the King of Hell can be found throughout the land, erected by his Paynim followers. And of course, the power of the Blood God, the Dungeon God, the Reaper, and the Beast Cults and their followers have grown with the desolation of the land. The most popular of the Beast Cults is the cult of Dheabruezuño the Demon-Bull.

## MAJOR SETTLEMENTS

**AVTÁZIA** is the high-walled capital of the small west-central Emirate of Alzdorique. Nestled among the rocky western reaches of the Zamaran Highlands, Alzdorique and its capital city have weathered the tribulations of the last few years well enough, though the continual siege is straining the purse of the Emir and the souls of his people. The peoples of Alzdorique are solidly Saracen, being devout believers in the One True Faith. They are also tolerant of the devotees of the Gregorian Church, in accordance with the wishes of the Third Prophet, and are merciful to the half-orcs in their ranks who have accepted the One True Faith. Other faiths, however, are ruthlessly crushed, and half-orcs who do not convert are exiled.

Unfortunately for Emir Hafiz Ibn Khaldun Ben Farouk, Sheik Abdul Ibn Abbas Ben Süleyman and his warriors of the Beniye Süleymani Saracens to the north are not so tolerant, and only offer honorable terms if they are allowed to burn resident Gregorians as infidels. And as the Müstiszenaleviye Paynims to his south want to slaughter all his people, there is little he can do. Before the recent troubles, Avtázia had a well-regarded academy for teaching wizardry, focused on alchemy, the Academia de la Química Arcaño. Sadly, most of the students and their master died in an ill-conceived attack on the Paynim camp, and now only a handful of apprentices and students remain.

**BATLÁNZIA** is the capital of the south-eastern Principality of Alxoña. It is the largest city in the realm, and Alxoña the largest domain. It is an ancient city, with an extensive Underworld; the founding Elysians built their own city atop the ruins of some long-fallen city, presumably of the long-lost Empire of Deshret. It is one of the largest ports along the western shores of the Serene Sea, second only to Khartapur on the Paynim Coast, for it also stands at the mouth of the

River of Stars. Agents of the grandees to the west are always seeking to hire mercenaries to fight the Paynims and Saracens, while other agents are always seeking adventurers to loot the plague-ridden ruins of the western cities and towns ere the dukes and emirs can reconquer them from the nomads.

The lords and people of the city were once firm supporters of the Gregorian Church, and the city was a stopping point for the warriors and pilgrims of the Gothic Crusades. The pagan gods have made significant inroads in the hearts and minds of the Orxatans in years since them. Archbishop Eduardo is too concerned with maintaining the support of the petty nobility (mostly his cousins) to notice that he is losing the common people. He has also lost many of his priests, who have taken up the mendicant bowl to preach in the streets, as he is more concerned with his position and wealth than the needs of the flock. Many commoners have turned to the Blue Lady and the God of War or to the Crimson God. Prince Arcadio de Ortega “The Black Prince” is too concerned with his machinations in the west to notice the growing power of the Cult of the Crimson God and its evil high priest, Idris Baalshadid, and his close contacts with pirates in the Paynim Isles. It is only a matter of time before the cultic factions take their differences to the streets.

**HUDÍEZA** is the capital of the north-central Grand Duchy of Imitliza. It has the most extensive iron mines in the realm, and is renowned for the quality of its blades and armor. The arms and armor of the Choziro, Gitlón, and Szandová families have, for generations, been exported across the realm, to Itlania, Elysion, and even the Middle Lands. For centuries the dukes of Imitliza, zealous followers of the Gregorian Church, have been the enemies of the emirs of Alzdoríque to the south, and were most pleased when the lands around their city of Avtázia fell to the Beniye Süleymani Saracens and the Müstiszenaleviye Paynims. They have come to regret their schadenfreude, however, as the city has held, and to find food and loot, the Beniye Süleymani have taken to raiding the southern reaches of Imitliza to the outskirts of Hudíeza.

They have also come to regret the decision of the duke’s father who, to increase sales of the armor and weapons of his craftsmen (and to collect the tax revenues thereof), he declared that any man who came to him who owned a masterwork Hudíeza suit of plate and sword would be dubbed a knight of the realm. Sadly, many did, and for the last two decades the flower of Imitlizan chivalry has consisted of scarecrows in fine suits of armor, as men of true honor and valor went elsewhere. The few who actually reported for the defense of the realm were slaughtered a short while ago in the Battle of Orcbone Pass, and the only reason the Saracens did not come pouring through the pass is because their own camp was raided by Zharínülfer Paynim marauders from Matlázan. But it is only a matter of time, and many residents are already fleeing the city for the northern roads.

**MATLÁZAN**, at the confluence of the River of Night and the Black River, was the capital of the former Grand Duchy of Itluńása. Last year it fell to a combined horde of orcs and Paynims, the Ghānzūdhātük or “Bronze Head” orcs and the Zharínülfer or “Yellow Lotus” Paynims. Most of the Bronze Heads subsequently perished in a war between the two tribes, but the survivors were granted a place as auxiliaries in the Yellow Lotus when they converted to the faith of the Yellow God. The Yellow Lotus have 5,000 warriors and their Bronze Head auxiliaries are 1,500 strong (1,000 half-orcs, the rest orcs save for a score of half-ogres). Another 500 associated warriors of minor tribes are with the Yellow Lotus, for a grand total of 7,000 in the combined horde.

The rest of the populace consists of peoples captured in raids across the countryside, now reduced to slave status, if they are lucky enough not to be in the pens marked as “Orc Larder.” Barely a handful of the residents of the city survived; the horde now camps in the city’s ruins amidst thirteen pyramids, each built of a thousand skulls. The grand cathedral at the heart of the city is the only remaining intact building, and it has been desecrated to the worship of the King of Hell. The Yellow Priests were recently able to open a pit to their dread lord’s Hell in the former basilica. The first sacrifices were the former shamans of the Bronze Head Orcs, who served the Dungeon God, and had been held over after the battle for the festivities. Khan Ishēmök Evilík is a warrior-priest of the cult, and has dedicated his life to turning all of Alspadia into a sacrifice for his king and god.

**TOTLÁNIA** is the capital of the Grand Duchy of Totlíño, which rules the entirety of the Totlńnian Valley as well as portions of the western hill lands. The duke’s holdings in the hills are currently threatened by the Müstiszenaleviye, the “Blue Banner” or “Bawdy Banner” Paynim horde (their symbol is a yellow winged engorged male member on a blue field) that holds the central Imitlizan Valley. Their banners proudly proclaiming their proclivities to all, the peoples of Totlíño are quite naturally terrified. Thus far the three passes have held, but it was a near thing the last time, and as the Paynims have ceased concentrating their efforts on Avtázia in the north, they will be able to bring more warriors to their next push into the passes.

Grand Duke Hernando Totlńnusz-Mediálvar, “Old Ironhand,” has personally fought at each of the major battles in the passes. He is of an old line of Half-Elves, one of the few in the realm, and has ruled his duchy for more than 80 years. He is sadly fighting a battle on two fronts, against the Paynim in the west and against the Prince of Alxońa in the east. His agents in the east, seeking allies or mercenaries, have had a tendency to disappear, and he suspects the Black Prince. His great hope is his possession of the potent magical sword Sciadhmhór, the ancient elven blade of his forefathers, the wielder of which has never been overwhelmed so long as he held his ground. ❧



# OLDEN LANDS PREVIEW: THE OLDENWOOD

The Oldenwood is the last remnant in the Middle Lands of the vast forest that once covered the Olden Lands from Mhordlakh in the west to the Storm Coast in the east, and from the Cold North to the Serene Sea. First the halflings, then the races of men thinned out the forest. The elves retreated to the west, where they held the line at the Verd hulann, and the sylvan folk concentrated in and held the Immerwood in the south. Here in the north is where the tree-herds, the mighty treants, held their ground. And thus since time immemorial the Oldenwood has been left alone, though every few generations of men there must be reminders of the dangers of cutting greenwood in the eaves, rather than merely gathering fallen deadwood.

The Oldenwood covers more than 18,000 square miles of old growth forest amidst rolling and craggy hills and valleys, dingles and dales. Here and there a tall, sharp peak rises above the sea of green leaves. Other than the treants, it is a virtual paradise for natural and giant animals, for no man or even goblin is so foolish as to hunt in the Oldenwood. It is the home to Old Tree, the great and powerful, though sleepy, divine Lord of Trees. He resides in a great valley at the heart of the forest, where the treants meet with him to discuss policies and philosophy.

The Oldenwood is holy ground for many Animal Lords of the north, a neutral place where they can meet under the watchful eyes of Old Tree and discuss things diplomatically. Rheinaerdh the Trickster, the Fox Lord, dwells here most of the time, for he has few other places left that are as safe. He often sleeps amidst the roots of Old Tree, often awakened by Rhadhoskyr, the Squirrel Lord, who lairs in the branches of Old Tree and delivers him messages from other Animal Lords. He remains unbothered by the snoring of Old Tree, or by the gnawing sounds of Nhydhoegr, the Root Wym, who gnaws continually at the roots of Old Tree in an effort to keep him awake.

Sadly, of late, a darkening shadow has fallen over the Oldenwood. Unbeknownst to Old Tree, the ogres of Ogroth have been poisoning the roots of the trees and tree-herds through diabolical means in the Underworld. Long ago, even before the rise of the great forest of which the Oldenwood is but a remnant, the caverns, tunnels, and dungeons of a Dark Lord (whose name is long lost, even to the ogres) extended from under the roots of the northern Starcrag Peaks far and wide, including into Ogroth and under the Oldenwood.

There in those time-hoary dungeons they first corrupted Nhydhoegr, who after all is a dragon, and bribed him not only to not tell Old Tree of their plan, but also to lighten up on his chewing, that Old Tree would sleep more and notice less. They then used foul sorcery, the black blood of the earth, and pure Chaos to taint the wellsprings of the deep

waters from which the trees and tree-herds unsuspectingly drink. And so their vile poison bubbles up into the bark and wood and leaves and souls of the trees and treants. The ogres then send black, whispering cold winds south from their gorges to rustle amidst the quivering leaves of the Oldenwood.

Slow to anger, slower to act, but horrendously powerful when awakened the vile, wretched, undirected rage and hatred that burns and bubbles in the trees and tree-herds fester. Soon though, very soon, it shall reach a boiling point. And then the ogres shall march through the Oldenwood with their vast army of goblins, goblin-men, Gotha, and giant allies, together with their newly-minted treant allies to take Aurlandia and the Middle Kingdoms completely by surprise...

**NATIVE CREATURES:** Normal, large, and giant wild animals of all kinds native to temperate forests, including badgers, brown bears, beavers, bees, beetles, boars, cats, cattle (including aurochs), chipmunks, deer, dogs, eagles, foxes, hawks, horses, leopards, lizards, lynx, owls, porcupines, possums, ravens, robins, skunks, snakes, spiders, squirrels, ticks, toads, wasps, weasels, and wolves.

The Oldenwood is also home to many goodly or at least neutral sylvan and fey creatures, though other than the treants, they are found here in small numbers, the Immerwood to the south being the hold of the Sylvan Folk and the Verd hulann to the west being home to the Fey. Still, adventurers can encounter brownies, centaurs, dryads, fairy dragons, griffons, nixies, nymphs, pegasi, pixies, satyrs, sidhe, sprites, sylphs, and unicorns.

The eaves of the Oldenwood are not as well walked or guarded by the treants, in the past being neutral ground where the forces of the forest and men of the world could meet. In the past the eaves were shelter for the pagan Guidhel-blooded and Fey-touched peasant folk of Aurlandia and thus home to woodsmen, druids, and rangers who respected the forest and the treants, and revered Old Tree and the Animal Lords.

They have been mostly left alone in recent years by the treants and the kings of the Middle Lands, and thus of late the debatable region has become a haven for evil and cruel things, including bandits, brigands, sorcerers, witches, goblins, hobgoblins, bugbears, ogres, shadows, wraiths, dragons, and other things that go bump and boo in the night. Some of these are party to the great and terrible plot of the ogres of Ogroth, and work to further their ends by performing terrible deeds in the forest and laying the blame on the men of the Middle Kingdoms. ☸

# OLDEN LANDS PREVIEW: THE BLOOD GOD

The cult of the Blood God is ancient, older it is said even than the race of man. He/she/it has been worshipped by every race, and is even acknowledged by animals and beasts. Also known as the Avenger, the Berserker, the Slayer, and the Scourge, among similar names, the Blood God is inchoate, irrepressible infernal rage, hatred, vengeance, and bloodlust. It and its followers live to slay and to inflict pain and suffering. Sages speculate that the Blood God is the last vestige of one of the earliest gods, slain and/or exposed to Chaos by the Titans when they feared their creation. It rose from whatever lonely plot upon which its broken, shattered form had fallen filled with nothing but hatred for all living things.

The cults of the Blood God are as diverse and dissimilar as the peoples among which it arises. Many of the petty gods of hatred and slaughter of the Olden Lands are likely merely manifestations of the Blood God. The god concerns itself not with canon, and holds no philosophy other than unyielding hatred. All sacrifices are in the form of slaughter, whether in the form of a complex ritual upon an altar or in an alley with a knife in the back is all up to the priests.

Priests are potent in magic that invokes negative emotions; grants great strength, celerity, and stamina; and that inflict confusion, pain, and suffering, though not death, for death is reserved for a direct, personal, physical act. Similarly, they are steeped in the lore of various poisons, drugs, and powders that also create such effects. They are familiar with a variety of weapons; those that cause more pain and suffering are preferred.

The cults that rise up around the Blood God's power are directed by the founding priests, and thus can be as refined or savage as they desire. Priests of the Blood God usually dress in dark scarlet robes, sometimes with a mask and sometimes not; many wear nothing at all save a weapon harness and the blood and perhaps the flayed skin of their enemies. These details and all others of the cult are completely up to the founding priest.

As for an afterlife, rarely does consideration of such enter into cultic lore, as many are nihilistic, and believe that death is an end to all mortal things. Those who believe otherwise, however, hold that the Blood God will grant the follower a place of honor in his or her hall in the Hells, where they will fight against the demons and devils and other souls, ever to be reincarnated from the Great Blood Pit at the heart of the Blood God's hall. One's might and prowess, slaves and servants, and social position in this afterlife are determined by one's successes in the mortal life.

One of the current significant cults of the Blood God is the Brotherhood of Blood in the free city of Velantia. The Brotherhood is led by Evil High Priest Vladimir Szangrescu, the "Immanent Avatar of the Blood God." Szangrescu was born a peasant in the eaves of the Forest Malvaggio upon the foothills of the Mountains of Blood. Apprenticed at an early

age to a local hedge wizard, he sought the arcane lore and eldritch might found amidst the ancient ruins of the castles of the Mountains of Blood, and there found more than he was looking for. He was transformed into a vampire, and for decades he served his dark master in the violent and dangerous games played by those dark lords in their mountain vales. When his master was destroyed, he fled the mountains and eventually settled in Velantia, where he founded the Brotherhood in a bid to ascend to divine power.

The Brotherhood is divided into a series of ascending ranks and levels of mystery. The lower ranks are thugs and peasants, the middle ranks are merchants and guildsmen, and the upper ranks are gentry, nobles, and high-ranking guild members. Cult members meet in a hidden temple complex in the vast Underworld of the city, guarded by skeletons, zombies, and cult thugs. They wear scarlet robes trimmed with black, iron masks, and wield curved daggers. The orgiastic services include human sacrifice at an altar, baths of blood, and assignment of assassinations; these last are paid for by clients and upper-level members. Completion of assigned assassinations is the primary method of advancement in the cult. High-level cultists are allowed to drink of the Blood of the Blood God, and thereby gain strength and youth, among other powers and benefits. Szangrescu has three vampire brides from the Old Country, but they are merely his slaves and as such are decorative and not truly useful.

He has not yet made any of his higher-ranked cultists into vampires, as granting them such power would upset the careful balance he has built among them. As his cult has now grown to the point of requiring greater high-level assistance, he seeks talented converts outside the cult and outside the power structure in Velantia, in order that they might become his vampiric lieutenants. To this end he has acquired the Red Rogue Inn in the Thieves Quarter, a notable watering hole for adventurers, and uses the connections developed there to seek new recruits. ☹

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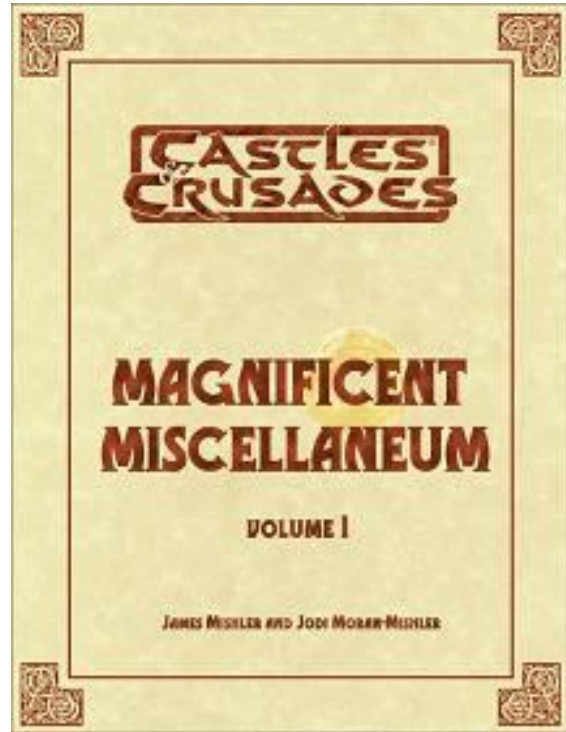
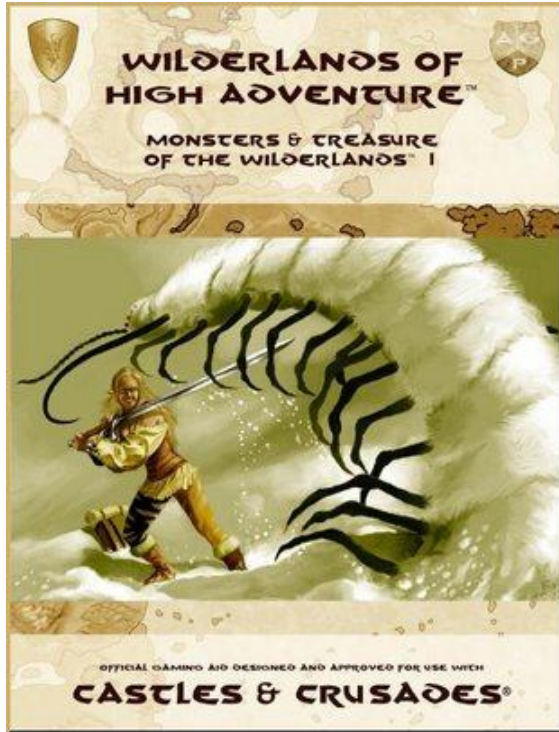
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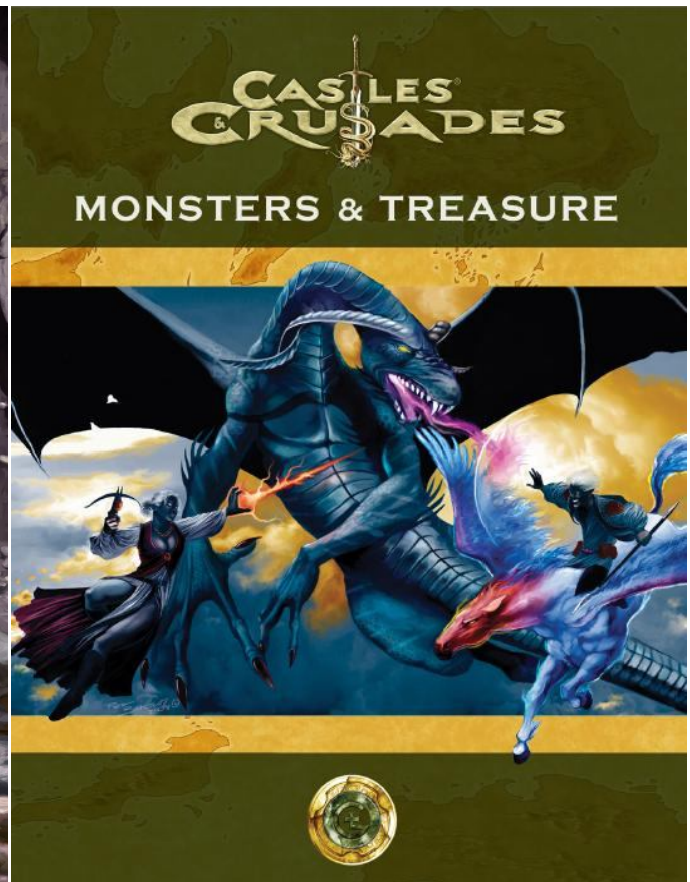
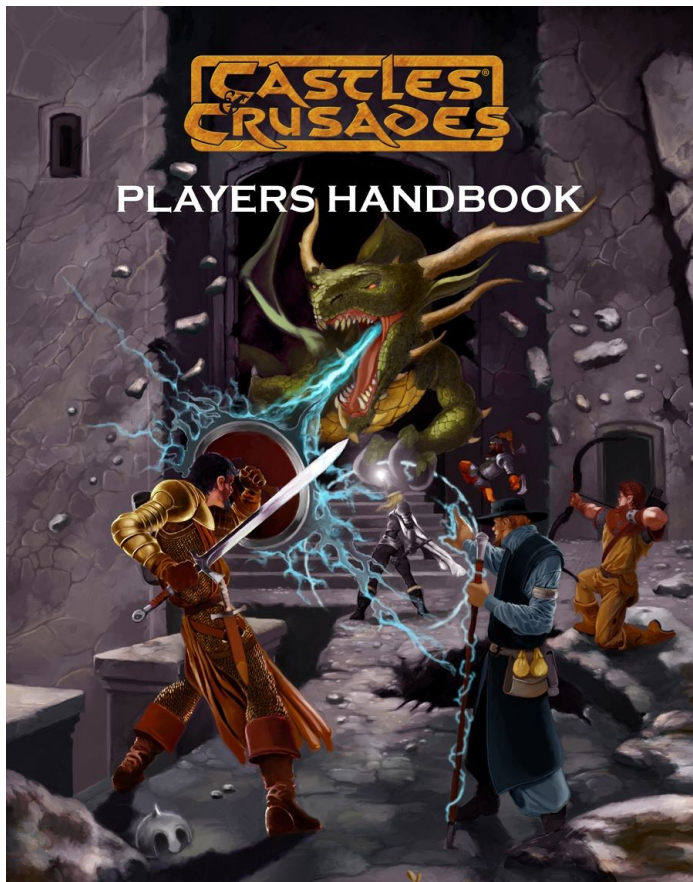
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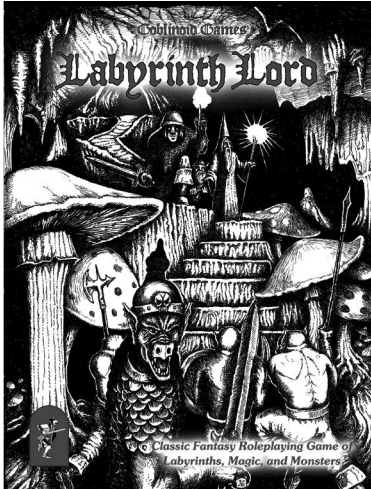
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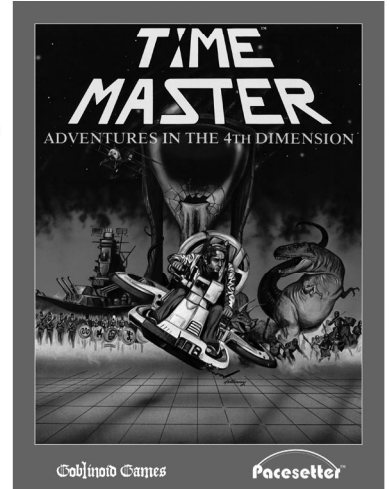
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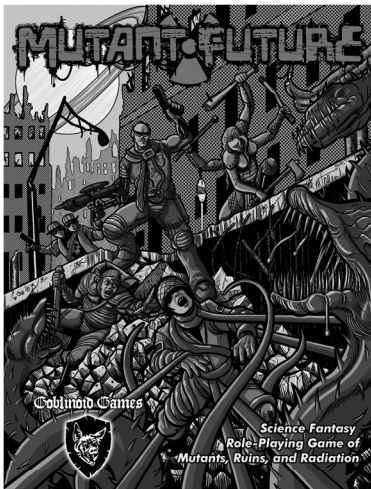
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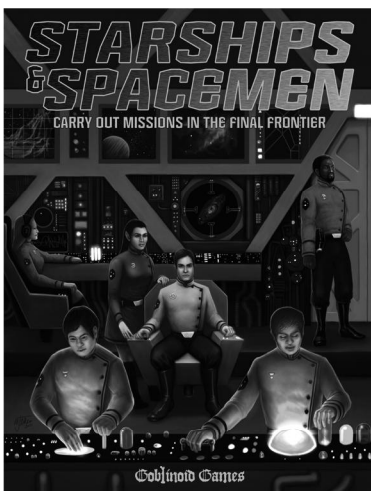
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