LEXICON

GEOGRAPHICUM
ARCANUM

VOLUME 1

Species of the Hollow Earth

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The world is hollow. The outer world exists not upon a solid orb but upon a crust, engineered untold millennia ago. On the other side of that crust there is another world, an inner world, with its own realms and races, bathed in the red light of an arcane inner sun. The inner world mirrors the outer one fairly closely with respect to its mundane geography but its inhabitants are quite extraordinarily different...

This volume of *Lexicon Geographicum Arcanum* is aimed at players and referees alike. It describes the playable species of the Hollow Earth campaign setting, expanding on the information in the core rules for humans, dwarves, elves, and halflings, and providing two new original options (with "race-as-class" classes): Fomorians and Neanderthals.

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GEOGRAPHICUM
ARCANUM

Being a Geographical Dictionary
in Several Volumes
(this being the FIRST)

Representing divers Remarkable Places and Persons
And a Secret History of the Whole of

THE WORLD
(BOTH THE SURFACE AND THE INSIDE THEREOF)
To which is added an INDEX of names.

All very necessary for the right understanding of events by Scholars and even
ADVENTURERS AND OTHER MALIGNANTS.
by
Andrew Marrington

CREDITS

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Introduction

IN 1692, EDMOND HALLEY, better known as the astronomer for whom Halley's Comet is named, published a paper in the Philosophical Transactions of the Royal Society, an august academic periodical still active today, in which he advanced the hypothesis that the world was hollow and contained within it another world. This hypothesis was based on empirical observation of anomalous compass readings which suggested that there were four poles, although Halley conceded that insufficient observations had been made to verify the theory, merely that it was a possible explanation. Imperfect though his observations may have been, Halley stumbled upon a fundamental truth...

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It is rare that someone from the outer world finds themselves in the inner world, or vice versa. Most such traffic is magical, as there are few stable physical connections between the outer world and the inner world. If someone from the outer world were to travel to the inner one, they would notice some fairly significant differences:

- The sun is red, not yellow. It is smaller and more violent than the sun of the outer world, with frequent solar flares visible with the naked eye. This makes colours seem darker and more vivid, and somewhat unrealistic, like Technicolor.

- There is no horizon. The surface curves "up" relative to one standing upon it. Staring into the distance reveals land as far as the eye can see, until the haze of atmosphere blurs the vision. On the surface of the outer world, one can see about 3 miles from a normal elevation – from a comparable elevation on the surface of the inner world, one could see large objects at many times this range, and a person at about 12 miles.

- The sun never moves – it is always at "high noon". There is no night. There are no seasons.

- An inhabitant of the outer world who travels to the inner world by magical means will automatically acquire the native language of the place in the inner world they appear, and vice versa. This is caused by a magical property of the Earth's crust and was intended by the Engineers to help dwarf troubleshooters.

- The same does not apply to somebody who travels between the worlds by tunnelling.

Lexicon Geographicum Arcanum is a series which explores the Hollow Earth as part of an holistic view of the Early Modern Era for weird fantasy roleplaying.

Species of the Hollow Earth

MOST people are unaware that the World is home to other species of intelligent life beyond humankind, and has been home in the past to even more. Those learned people who have discovered the sometimes terrible truth that we are not alone have wondered that there is a similarity between the world's intelligent species (at least those thus far discovered) which clearly differentiates them from beasts, beyond simply the faculty of language and the ability to use tools. All intelligent species outwardly resemble each other to at least some extent: they are possessed of two arms, two legs, a head, opposing fingers and thumbs, and broadly similar organs. The primary intelligent species of the world resemble each other so closely that we can call the non-human species "demihumans" to mark their very close resemblence.

Most of the world's intelligent life appears to have been created by the Engineers, an incredibly advanced people which disappeared from this orb untold millennia ago. It is possible that the similarities which exist between all of the intelligent species of the world, both inner and outer, are due to a common creator. Perhaps the Engineers formed us all in their image, with only small deviations to differentiate us?

> ²⁶ And God said, Let vs make man in our Image, after our likenesse: and let them haue dominion ouer the fish of the sea, and ouer the foule of the aire, and ouer the cattell, and ouer all the earth, and ouer euery creeping thing that creepeth vpon the earth.
> ²⁷ So God created man in his owne Image, in the Image of God created hee him; male and female created hee them.
>
> (Genesis 1:26–27)

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North Pole

Inner Surface

Inner Sun

Surface World

South Pole
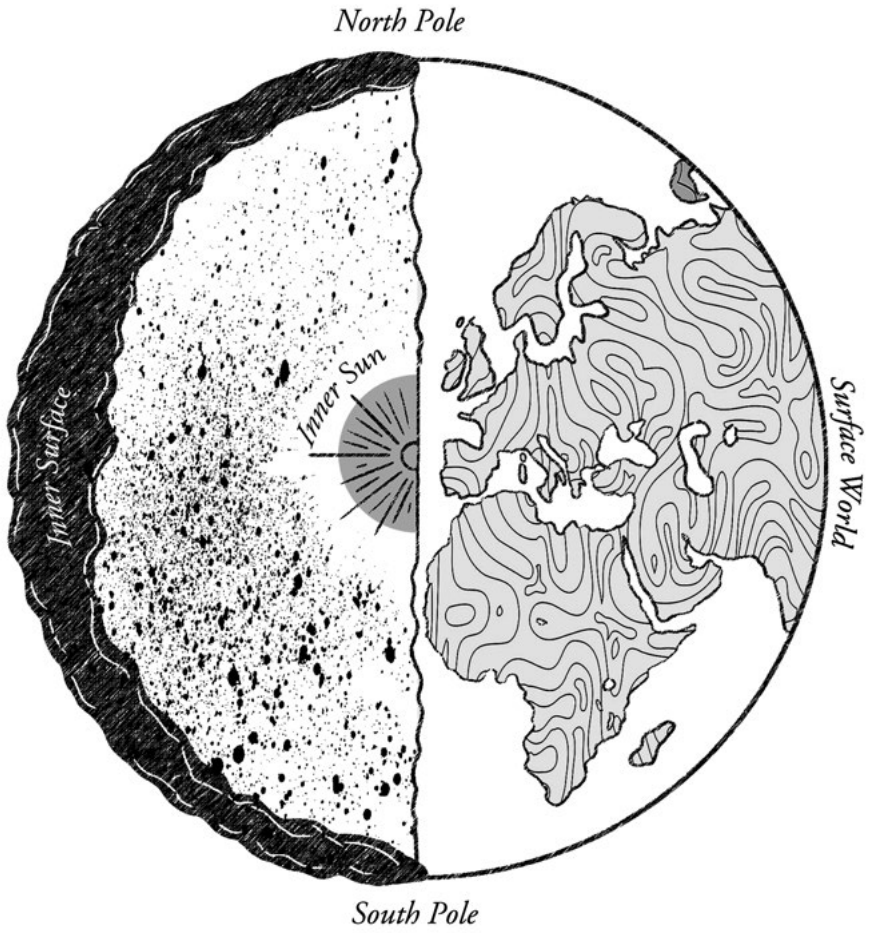
Chapter 1

Human

Humanity is the only species of intelligent life which inhabits the surface of the world in modern times. Although it is split into various races and nations, most starkly divided between Old World and New, all humans are much alike when considered against the other, less well-known peoples of the Hollow Earth. In its hubris, humankind fancies itself the master of the world, but only very few understand even the smallest part of the truth of this world, and one cannot be master of that which one does not understand.

Age

As a general rule, human children become young adults around the age of 14 years, and mature adults at the age of 21 years. From the age of 40, they start making aging rolls as per the usual aging rules, every 1 year.

Table 1: Human Age Categories

		Aging Rolls			
Young Adult	Adult	No Modifier	-2	-4	Interval
14	21	40	50	60	1

Height and Weight

You can choose or randomly determine your character's height and weight. To randomly generate your character's height and weight, roll 2d10 (for adults) or 2d6 (for young adults) and record this as the *modifier*. Your character's height and weight then depends on gender and age category as shown in Table 2.

Table 2: Human Height and Weight by Age and Gender

Age	Gender	Height	Weight
Adult	Female	$4'6'' + modifier''$	$85 + (modifier \times 5)$ lbs
Adult	Male	$5'0'' + modifier''$	$120 + (modifier \times 5)$ lbs
Young	Female	$4'6'' + modifier''$	$70 + (modifier \times 5)$ lbs
Young	Male	$4'8'' + modifier''$	$85 + (modifier \times 5)$ lbs

Societies of the Surface World

Humans divide themselves into races, tribes, religious sects, and nations. In the early 17th Century (as reckoned by the calendar of the Christian religion), a state of warfare, violence, and superstition exists between most of the nations of the surface world. Divided by their petty differences, the humans of the surface are blissfully unaware, for the most part, of the aliens who inhabit the Hollow Earth, to say nothing of the true nature of the world, or its construction in the time before time by

the Engineers.

Western Europe is embroiled in religious wars between rival Christian sects. The Thirty Years War rages across the Holy Roman Empire, fought between Catholic and Protestant powers. Religious animosity between the Catholic Spanish and various Protestant sects of the Spanish Netherlands both instigated and continues to fan the flames of conflict in the Eighty Years War. Conflicting Protestant movements rip apart England and accelerate that country's rush to civil war - one of the principle differences of opinion between King and Parliament being the extent of anti-Catholic measures, along with arguments over how to pay for England's military adventures aimed at crushing Presbyterianism in Scotland and Catholicism in Ireland. Sporadic civil war and the constant threat of new rebellions over religious toleration (and how much of it should be tolerated) also threaten France. In Spain itself the Inquisition hunts down secret Jews and Muslims, along with heretical Christians (and probably the odd Magic-User), even while the Conquistadors from Spain and neighbouring Portugal bring both the Cross and the Sword to the New World. Of course, economic and territorial ambitions underpin all of these conflicts, but religious zeal provides a thin vaneer of legitimacy for the actions of warmongering princes and politicians.

The Balkans, Middle East, and North Africa are dominated by the Ottoman Empire, which also politicises religion to justify its conquests and atrocities. The Sunni Ottomans and Shia Safavids struggle for control of the Caucasus each using their interpretation of Islam as justification. The Ottomans impose the devşirme tribute on their Christian subjects in the Balkans, taking their children to be converted to Islam and trained as civil servants and as the feared Janissaries, the shock soldiers of their wars on all fronts of their huge, sprawling empire, waged on Christian and Muslim alike. The Ottomans and their clients preside over a slave trade connecting Crimea with Algeria, fed by the slave raids of the Barbary pirates in the West, and the overland slave routes from East Africa, a trade in human misery of every skin colour.

Other sprawling empires of the period include Russia, which emerged from devastating wars and famines at the start of the century under the leadership of a new imperial dynasty, the Romanovs. Forced to cede territory to the Polish-Lithuanian Commonwealth, Russia is regarded as distant, backwards and chaotic by most of Europe. It stretches from the Caucasus Mountains in the south to the Arctic in the north, and since the late 16th Century Russia has expanded further and further into the vast Siberian East, conquering its pagan native peoples and colonizing their lands. By the 1640s, Russians enter the Amur basin, brushing up against the borders of China.

China too is embroiled in turmoil, the death throes of the Ming Dynasty. The growing power of the Manchu has allowed them to defeat and humiliate Joseon, the Ming's traditional ally in Korea. They threaten China itself as the Ming Emperor's power reaches its nadir. The Chinese people starve and refuse to pay their taxes, and the stage is set for the final collapse of the dynasty and its replacement by the Manchu Qing. Here in China too there is religious conflict and intolerance, aimed at destroying the Muslim and Christian populations of China and preventing further in-roads of those religions against Chinese folk religion, Buddhism, Taoism, and Confucianism.

In contrast to the collapsing Ming Dynasty in China, the newly established Tokugawa Shogunate has brought stability to Japan, along with dramatically in-

creased persecution of Christians, ultimately leading to their near total extermination in Japan. European powers are expelled and Japan becomes a closed country in 1635. A rigid class system is imposed, with the samurai on top, and those whose professions are religiously undesirable under Buddhism (including butchers, executioners, sex workers, and entertainers) are beneath even the lowest classes, labelled as sub-human, and restricted to separate villages and neighbourhoods.

The Mughal Empire rules most of India from its capital in Agra. It is prosperous and powerful despite the opulent decadence of the imperial court, and the standing of living even of common labourers compares favourably with Europe. Here too religious divides separate the Muslim dynasty from the Hindu majority, although Hindus can still be found in the highest levels of the imperial bureaucracy. Religious tension simmers beneath the surface though, even as extravagant monuments like the Taj Mahal are erected.

On the periphery of these great Asian empires, the Dutch, Spanish, and Portuguese are transforming trade routes into the arteries of empire. Spices, tea, coffee, textiles, and slaves are shipped backwards and forwards across the Indian Ocean, from the distant East Indies, along the coastline of Ceylon and India, across the Gulf of Oman, and all along the coast of East Africa, enriching conquistadors, company men, and tributary sultans.

Similarly, the Americas are alternately plundered, settled, and converted by the Dutch, Spanish, and Portuguese, with the English and French thrown in for good measure - although not for want of trying by other would-be colonial powers, like the Swedes and Danes. Conquistadors bring the Cross by the sword, and plunder the vast wealth of the ancient civilizations of the Americas. Settlers come seeking a profitable place to grow cash-crops, and occasionally a place free from the sectarian conflicts of Europe (where they can export their own version of the One True Faith). Both die at appalling rates, succumbing to disease and violence, and those who survive need more labour to help establish their fledging colonies. Their call is answered by slavers in West Africa, exporting Africans to the Americas in cramped ships, human grist for the mills of the New World.

The surface of the world in the early 17th Century then is no glittering golden era, no setting for genteel period drama, but a place where life is miserable for the vast majority, where sectarian conflict and material greed drive human suffering. Any fair reflection on the human societies of the Earth's surface cannot count us the superior of those creatures who dwell within the Hollow Earth - perhaps, even, the opposite...

Atlanteans

Although the human peoples of the surface are likely already familiar to the reader, these are not the only humans to be found in the world. For although the Engineers seem to have intended the surface of the Earth to be the dominion of humankind, humans can be found in the inner world too. The myths and legends of surface dwelling societies tell the tale of ancient Atlantis, a proud island nation lost to the world over ten thousand years ago. Like so many myths, these stories have a basis in fact.

 In all the history of humankind, no human nation has reached such unparalleled heights of sorcerous power as Atlantis. Before the Indus Valley civilisation, Atlanteans explored the world from their island home by means of ships capable of sailing open seas, trading with and learning from all the ancient human nations now lost to time. Perhaps in those days there were even relics of the Engineers still to be found on the surface of the world. Atlantis became rich and its scholars became the first systematic human practitioners of the magical arts, combining fragments of spellcraft gleamed from every tribe and nation the Atlanteans had visited with their own scientific observation and experimentation. Having mastered sorcery, Atlantis would surely be the master of the Earth...

 It seems that the surface of the world was never intended for such open and unrestrained use of arcane power. The planetary defence mechanisms left behind by the Engineers moved to protect the rest of nascent humanity from the would-be sorcerer tyrants of Atlantis, provoking radical climate change and surging ocean levels to drown the island nation just as it approached the cusp of global imperium.

Tsunamis smashed Atlantean cities, and drowned thousands. Only just in time did the High Council of Sorcerers discover the ancient magic required to "upturn" their ruined city-state, flipping it from the outer world to the inner, a cataclysmic shift with horrendous casualties, but which saved the rump of Atlantean civilisation.

Inside the Hollow Earth they have rebuilt their city state and rediscovered so much of what they had once mastered on the surface. They built ships and established trading routes with the nation states of the Neanderthals, and even the Fomorians. They are aware of but have had limited contact with the other species of the Hollow Earth as direct ocean trade with the elves is impossible, and the dwarves seem to desire to minimise their interactions in all but the most essential and unavoidable of circumstances.

Through the centuries their society has undergone upheavals, civil wars, and revolutions, and Atlantis has been ruled by dynasties, senates, and consuls - but always it has been dominated by sorcerers, who comprise the Atlantean ruling class. Alone among the human nations, and perhaps thanks to its isolation from their surface dwelling cousins, Atlantis openly embraces and celebrates magic users and their art, and it is common enough that Atlanteans have never developed some of the more recent technological innovations of surface dwelling humans, most significantly, gunpowder. Instead of these petty inventions, Atlantean science continues to pursue the far greater power of arcane magic.

Atlantean Sorcery

In addition to the usual range of magic user spells, Atlantean magic users have developed new spells, undiscovered by sorcerers of the surface world. These spells are presented here and are intended to be compatible with the *Weird Magic System*. They are thus all presented without levels - they could be incorporated as level 1 spell in a campaign employing the core rules system or a blend of the two. Table 3 serves as the first half of the miscast table for all Atlantean spells.

Avatar

Range: Self
Duration: 1 hour/level
Reversible: No

This spell allows a deity, demon, extra-planar entity, or Engineer to inhabit the caster's body for the duration. The caster must know and pronounce the *true name* of the entity to whom they wish to grant control of over their body, or a random (and likely horrible) entity should be selected by the referee. The caster will have no control over their physical form for the duration of the spell, but they will remember everything the entity saw, did, experienced, and thought about while their body was the entity's avatar. If their body is killed while serving as the entity's avatar, the entity returns to its usual plane of existence, but the caster dies. The spell can be ended by mutual consent (by both the entity and caster), or by the expiration of its full duration.

Azédarac's Philtre

Range: Potion
Duration: Permanent
Reversible: Yes

This spell can only be cast into a potion. The caster chooses the level at which to cast the spell (up to their own character level) and creates the potion using the usual rules. They may attempt to cast the spell at a higher level using the rules for risky casting (if these are used in the campaign). The resulting potion will send the drinker back in time. Each spell level sends the imbiber back in time 100 years (thus if this spell is cast at level 7, it can be used to send the person who drinks the potion back in time 700 years). With the use of a laboratory, the exact strength of the potion can be adjusted to be more precise - the last 100 years of travel can be reduced to a shorter duration. A potion cannot be adjusted to permit time travel for a period of less than 100 years. A laboratory worth 1000sp or more allows adjustments in blocks of 10 years, a laboratory worth 2000sp or more allows adjustments in blocks of individual years, a laboratory worth 4000sp or more allows adjustments in blocks of months, and a laboratory worth 8000sp or more allows adjustments in blocks of days.

There is always some inaccuracy when adjusting a potion - the referee secretly rolls 1d10, treating a "0" on the die as a zero not a ten. The adjusted potion is inaccurate by the number of "blocks" rolled (thus, if adjusted in blocks of 10 years, a roll of 3 on 1d10 would either reduce or increase the efficacy of the potion by 30 years).

The reversed version of this spell can be used to prepare a potion which will send the drinker forward in time by the same duration.

Create Golem

Range: Touch
Duration: Instant
Reversible: No

This spell is used to breathe life into a golem with a maximum of 1 HD/level, which will be bound to the will of the caster. Prior to casting the spell, the golem must be constructed. Constructing a golem requires the use of a laboratory worth 1,000sp for each HD of the golem. The golem can be made of iron, stone, or flesh. Irrespective of materials, the golem costs 4,500sp/HD to construct. Flesh golems require one humanoid carcass per HD to construct, take 1 week/HD to construct, and have Armour 12. Stone golems take 2 weeks/HD to construct, and have Armour 16. Iron golems take 3 weeks/HD to construct, and have Armour 18. Golems do not suffer the effects of morale, get a +4 to all saves against Magic, and obey the spoken commands of the caster to the best of their ability.

Dream Walking

Range: Touch
Duration: Length of dream
Reversible: No

This spell can be cast on a sleeping person. The caster and one companion for every caster level beyond the first are magically transported into the dreams of the target. Companions transported into the target's dreams must be physically present in the same immediate area as the caster. While they are inside the target's dreams, their own physical bodies sleep. Time spent inside the target's dreams counts as hours spent sleeping.

The caster and their companions can explore the target's dreams, but they cannot control them using this spell. The caster and their companions appear to have their normal physical forms, complete with their abilities, equipment, spells, and so on, while in the target's dream. The referee describes the "dream world" to the caster and companions, and all action inside the dream is played out according to the usual rules for play. The dream world is less constant and predictable than the real world, especially with respect to the passage of time, and may change to include random creatures, places, and memories from the target's subconscious. The caster cannot influence which elements of the target's subsconscious are included or emphasized in the dream state.

The target is always present somewhere in their dream world, either in their own form or in the form of an avatar. They are not aware of the intrusion into their dream by means of the spell, and will likely not realise that they are in a dream. They may or may not remember the details of their identity or real life, at the referee's discretion. If the target is killed during the dream, they wake up, ending the dream instantly. When the dream ends, the caster and their companions leave the dream world and wake up in their own bodies.

Dream walking is not without risk. If the caster is killed in the dream world, any companions present with them in the dream will wake up instantly. If the caster or their companions is killed in the dream world, they risk never waking up in the real world and remaining trapped in a dream state of their own upon a failed save versus magic. Characters trapped in such dreams must be "rescued" by another dream walker casting this spell on them, and finding and killing them in their own dream world - naturally, trapped characters do not know they are trapped and will resist being killed in their own dreams! Most risky of all - if the target of the spell is killed while asleep, then any dream walkers present in their dreams at the time of the target's demise must make a save versus magic. If they pass, then they are trapped in their own dream worlds waiting to be rescued as described previously. If they fail their saving throw, then their minds are lost in the void, and while their body remains physically alive, apparently asleep, until it dies of natural causes, their consciousness is lost forever, like a dream forgotten.

Puppet

Range: 30'
Duration: 1 turn/level
Reversible: No

This spell affects one creature capable of speech within range. An unwilling target may make a save versus Magic to avoid the effects of the spell. The caster gains control of the creature's speech for the duration of the spell, effectively turning them into a ventriloquist's puppet. The caster can choose to speak themselves or to speak through the victim of the spell while it is in effect - they cannot speak through both their own mouth and the victim's mouth simultaneously. While speaking through the target of the spell, the victim will speak in their own voice. The victim cannot speak except as directed by the caster for the duration of the spell.

Song of Elmo the Archwizard

Range: 20'/level
Duration: 1 turn/level
Reversible: No

Causes 1d4 HD of creatures per level within range to start singing a childish song in West Atlantean patois (irrespective of whether they understand the language). Creatures affected by the spell cannot talk, nor cast spells, as they cannot stop singing to do it. Only creatures with the power of speech are affected (humans and similar creatures who are mute or otherwise lack their voice are still affected - they simply silently mouthe the words). Singing also makes most forms of stealth in most situations impractical. An unwilling creature within range can attempt a saving throw versus Magic, and if successful, the spell's duration against them is measured in rounds instead of turns.

Transfer Years

Range: Touch
Duration: Instantaneous
Reversible: Yes

Reduces the caster's physical age by 1 year/level, and increases the target's physical age by the same amount. If the target is unwilling, they may make a save versus Magic to avoid the effects of the spell. Apply the aging rules as appropriate. If the caster's physical age is reduced to below 0 years, they wink out of existence as a result of casting this spell. Cannot be cast on the same target by the same caster twice, nor can the spell be cast on elves or other ageless creatures.

When reversed, the spell increases the caster's physical age by 1 year/level, and decreases the target's physical age by the same amount.

Table 3: Atlantean Spell-Specific Miscast Table

1	The caster's lungs are filled with sea water in recollection of the drowning of ancient Atlantis. They immediately start drowning even if they are on dry land. This takes as many rounds as the caster has points of Constitution. Each round the caster makes a save versus Poison to cough up some water - this can be modified by assistance from others at the referee's discretion. The caster must successfully "cough up" 2d4 times within the time limit or die of drowning.
2	The caster rapidly physically ages. Roll 1d10 per spell level of the miscast spell. This is the number of years the caster ages. If this exceeds their maximum age, they die instantly. Otherwise, applying the aging rules as usual.
3	The caster becomes dramatically physically younger. Roll 1d10 per spell level of the miscast spell. This is the number of years the caster's age reduces by. If this reduces the caster's age below 0, they blink out of existence altogether. Otherwise, apply the appropriate ability score modifiers for the caster's new age category. This process can restore ability score points lost through aging.
4	The caster's biological sex changes. Roll 1d6. On a roll of 1 to 3, their gender identity changes to conform to their new biological sex. On a 4 or 5, their gender identity remains unchanged. On a 6, their gender identity expands to encompass both their new and old biological sex.
5	The caster begins to speak in tongues. Erase all of their known languages and the record of their not known languages. Then, use the usual language rules to determine whether they speak each language the first time they encounter that language again after suffering this miscast result. Treat the first language they gain in this fashion as their native language for the purposes of determining similar/foreign language groups for subsequent languages.
6	The caster's skin colour changes. No other phenotype changes occur. The new skin colour could be one in the normal range for the caster's species or could be an unnatural colour. Roll on Table 12 on p.22 or otherwise randomize the new colour.
7-12	See the Weird Magic System Miscast Table in *VAM* or *EC*

Ventriloquism

Range: 60'
Duration: 2 turns/level
Reversible: No

The caster may make their voice appear to come from any location or source within the spell range.

Chapter 2

Dwarf

THE dwarves were created by the Engineers who built the Hollow Earth in the time before time. They were created as servitors to maintain the creation of their masters, but over the eons most of the truth of their origins has been forgotten, leaving existence bereft of meaning for most dwarves. There is nothing for most dwarves but work, endless work, as time allows chaos to encroach upon the perfect creation of the Engineers. Ironically the dwarves know too much; they know enough to know that what is most important to know has already been known and long since forgotten. This is their curse, the terrible knowledge which slowly murders their species, killing the joy of life, and with it the love between dwarves which leads to the birth of successive generations.

Unlike the other inhabitants of the Hollow Earth, it is common knowledge amongst the dwarves that the world is hollow and that they live on the inside of it. The dwarves know that they are custodians of this hollow world for the Engineers. The Engineers are the closest things the dwarves have for gods, but they have been gone for millennia. Beyond a few artifacts and the world itself, the dwarves have nothing left of the Engineers. Access to the Great Archive of the Engineers was lost dozens of centuries ago, when the elves invaded the Hollow Earth by means of magic, occupying the island the elves now call Tír na nÓg, which had been forbidden to the races of the Hollow Earth, for it lay above the Great Archive. The dwarves fought to defend the Great Archive against these invaders, but since the Engineers had not created them with the ability to use magic, the dwarves were gradually pushed back by the elves. Eventually, the dwarves were forced to make a terrible decision - collapse the subterranean passages beneath Tír na nÓg on top of the fighting armies and in so doing cut off their only access to the Great Archive, or allow the invaders access to the forbidden knowledge of the Engineers. Their duty ingrained in their DNA, the dwarves protected the Great Archive even at the cost of losing their own access to it forever. Over the years the collective memory of the contents of the Great Archive has passed into dimly remembered mythology as successive generations of dwarves struggle to pass on what they know to the generation which succeeds them.

The dwarves know there are no gods, and that all the world is but a mechanism whose designers have long abandoned it, a mechanism whose maintenance is their responsibility, against whose inexorable decay their labour is ultimately futile.

Unlike the other species of the Hollow Earth, the dwarves are spread almost everywhere, living mostly hidden from view between mountains, linked by a subterranean network of tunnels. The continents were once linked through such tunnels by high-speed transports and cables which carried communication signals across great distances, but after the dwarves lost access to the Great Archives they gradually lost the ability to maintain such high technology, and the great train and communication networks of the Engineers run through the veins of the earth no more. The dwarves do the best they can, travelling these tunnels to tend to the ancient mechanisms which maintain the world's gravity (to both the inner and outer world), and filter its atmosphere, but these too are losing battles, for as the ancient machinery develops faults not encountered in generations, the dwarves can no longer consult the Great Archive to find the appropriate maintenance procedure.

The dwarves are not just maintenance staff - they are also zoo keepers, charged with keeping the various civilizations of the Hollow Earth intact and more or less separate from each other. Here too they have not been as successful as once they were, finding it especially difficult to counteract the abilities of magic users since the Engineers, in their wisdom, designed the dwarves to be incapable of wielding magic (and thus incapable of challenging the supremacy of their now absent masters). Historically the dwarves have only directly confronted the inhabitants of the Hollow Earth when they have felt there was no other option - generally they prefer to work in the shadows to contrive to keep each species to the area assigned to it by the Engineers, or to at least prevent their further spread. When the sea monsters around Tír na nÓg proved inadequate to prevent the elves spreading to the surrounding islands, for example, the dwarves built fleets for the Fomorians, and gave them maps sufficient to navigate to Tír na nÓg and the new elven colonies, working through proxies where possible, hoping that the Fomorians would further dissuade the elves.

The few dwarves who become adventures are those who throw off the malaise of the rest of the culture, and deny the doom of their people, determined to live in the world they know to be dying, and to enjoy it while they can. They are still hesitant to share the secrets of their people and the Hollow Earth with the non-dwarves they befriend, however, because to do so would break not only a deep-seated cultural taboo, but also every instinct written into their DNA by the Engineers in the time before time.

Age

As a general rule, dwarven children become young adults around the age of 42 years, and mature adults at the age of 100 years. From the age of 200, they start making aging rolls as per the usual aging rules, every 5 years.

Table 4: Dwarf Age Categories

		Aging Rolls			
Young Adult	*Adult*	*No Modifier*	*-2*	*-4*	*Interval*
42	100	200	250	300	5

Height and Weight

You can choose or randomly determine your character's height and weight. To randomly generate your character's height and weight, roll 2d4 (for adults) or 2d3 (for young adults) and record this as the *modifier*. Your character's height and weight then depends on gender and age category as shown in Table 5.

Table 5: Dwarf Height and Weight by Age and Gender

Age	*Gender*	*Height*	*Weight*
Adult	Female	$3'7'' + modifier''$	$100 + (modifier \times 7)$ lbs
Adult	Male	$4'1'' + modifier''$	$130 + (modifier \times 7)$ lbs
Young	Female	$3'7'' + modifier''$	$82 + (modifier \times 7)$ lbs
Young	Male	$3'9'' + modifier''$	$92 + (modifier \times 7)$ lbs

Chapter 3

Elf

The elves are creatures of Chaos, bathed in the arcane fires of magic. They once ruled the surface of the world, but retreated into the Hollow Earth through eldritch sorcery in the earliest days of humanity. The *Tuatha Dé Danann*, sometimes called sidhe, fairy folk, or elves in the mythology of those who dwell in our world, once inhabited Ireland before the arrival of the first humans, the Gaels. Having just been involved in a cataclysmic war with the Fomorians, the elves retreated to the Hollow Earth, which they call the Otherworld, rather than fight the human settlers. They have lived in the Otherworld for untold millennia and although they are ageless, few if any elves still live who can remember Ireland before the first men.

The elves have many gods, chief amongst whom is the mother goddess Danu. Tuatha Dé Danann means "the peoples of the goddess Danu". Once they reach adulthood, elves are effectively ageless, maintaining the appearance of eternal youth. For this reason the part of the Otherworld they call home is called Tír na nÓg, meaning "Land of Youth". Elves have also settled on a few nearby islands, and there is some trade by sea between these colonies and Tír na nÓg, although elves prefer not to sail long distances due to the risk of sea monsters and Fomorian sea raiders. Although they left Ireland and the rest of the world of humans in the time before history, elves have often interacted with humans through magical means, which led to them becoming an integral part of the pre-Christian religion of the Irish. Many elven kings, queens and other leaders have become "gods" to the pre-Christian Gaels or figures in modern Irish folklore, although naturally many of the stories and depictions are distorted through their retelling over centuries. Amongst the elves, there are stories of elves who travelled from the Otherworld back to the world of humankind - none of them have ever been known to return.

The elves live in Tír na nÓg with the Brownies, their halfling servants. Although long-lived, halflings do age and die. Most elven families have been served by halflings of the same lineage for centuries. Halflings do most of the housework, farming, gardening, and other manual labour, leaving the elves to pursue martial, cultural, spiritual and magical pursuits.

Although generally peaceful, the elves are occasionally called to arms to defend their homes against the Fomorians and other residents of the Otherworld. Like the elves, the Fomorians once lived in Ireland, but were driven into the Otherworld or destroyed after the death of their warlord leader Balor. The Fomorians raid el-

ven lands from the sea, taking slaves, looting, and destroying homes. These violent incursions recur frequently and stop the elves from sinking into total decadence. They also serve to thin out the numbers of the otherwise undying sidhe. The elves have also fought against other residents of the Otherworld, although far less frequently.

In the earliest days of their time in the Otherworld, the elves fought a war with a nation of short, gruff, bearded warriors who lived underneath the mountains of Tír na nÓg, who had been determined to drive the elves into the sea. Instead, thanks to their use of magic, the elves drove them from the surface and chased them into their subterranean lairs, and all that stopped them chasing their adversaries ever deeper beneath the surface of the earth was a massive collapse, triggered by the retreating enemy to stop further incursion, crushing what remained of their own armies as well as those of the elves.

Age

Elves are effectively ageless. By the standards of other intelligent species they mature extremely slowly, and once they reach a mature state, they never age. Elves become fully mature around the age of 180 years.

Table 6: Elven Age Categories

		Aging Rolls			
Young Adult	*Adult*	*No Modifier*	*-2*	*-4*	*Interval*
100	180	Elves never make aging rolls			

Height and Weight

You can choose or randomly determine your character's height and weight. To randomly generate your character's height and weight, roll 2d6 (for adults) or 2d4 (for young adults) and record this as the *modifier*. Your character's height and weight then depends on gender and age category as shown in Table 7.

Table 7: Elf Height and Weight by Age and Gender

Age	*Gender*	*Height*	*Weight*
Adult	Female	$4'5'' + modifier''$	$80 + (modifier \times 3.5)$ lbs
Adult	Male	$4'5'' + modifier''$	$85 + (modifier \times 3.5)$ lbs
Young	Female	$4'5'' + modifier''$	$66 + (modifier \times 3.5)$ lbs
Young	Male	$4'3'' + modifier''$	$70 + (modifier \times 3.5)$ lbs

Alternate Elf Class: Warrior Elf

Those rare elves who escape the Hollow Earth for the Surface World are almost always capable of spellcasting, but inside the Hollow Earth, especially in their homeland of Tír na nÓg, not every elf masters the power of sorcery. This character class is provided both to generate such elves as player characters and to assist in the development of non-sorcerous non-player character elves.

Level Progression

Warrior Elves have the same hit dice, saving throws, and Search skill as regular elves, but progress twice as fast as regular elves, as shown in Table 8.

Table 8: Warrior Elf Level Progression

Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	Search
1	0	1d6	13	12	15	13	15	2 in 6
2	1,500	+1d6	13	12	15	13	15	2 in 6
3	3,000	+1d6	13	12	15	13	15	2 in 6
4	6,000	+1d6	11	10	13	11	13	3 in 6
5	12,000	+1d6	11	10	13	11	13	3 in 6
6	24,000	+1d6	11	10	13	11	13	3 in 6
7	48,000	+1d6	9	8	9	9	11	4 in 6
8	96,000	+1d6	9	8	9	9	11	4 in 6
9	192,000	+1d6	9	8	9	9	11	4 in 6
10	288,000	+2	7	6	7	7	9	5 in 6
11	384,000	+2	7	6	7	7	9	5 in 6
12	480,000	+2	7	6	7	7	9	5 in 6
13	576,000	+2	5	4	5	5	7	6 in 6
14	672,000	+2	5	4	5	5	7	6 in 6
15	768,000	+2	5	4	5	5	7	6 in 6
16	864,000	+2	5	4	5	5	7	6 in 6
17+	+96,000 lvl	+2/lvl	3	3	3	3	5	6 in 6

Other Special Abilities

Like regular elves, Warrior Elves can use the *press* and *defensive fighting* options when fighting in melee.

Chapter 4

Halfling

Halflings, or Brownies as they are sometimes called, live in the Hollow Earth, mostly in the elven homeland of Tír na nÓg. Most live as the servants of elven families. Since elves are immortal and halflings are not (living about one hundred years on average), it is common for halflings to serve the same elven master as their parents, and their grandparents and great-grandparents before them, going back many generations. They are not slaves, and are generally well-looked after by their elven masters, for if they would not, they would leave. They do not have their own language, and instead speak the tongue of their masters. They perform most of the manual labour for the elves, but are nevertheless characterized by elves as self-indulgent, because halflings spend their free time frivolously, in the judgement of elvenkind, eating, drinking, playing games, and generally being merry, instead of the "higher pursuits" of the elves.

Halflings generally have their own homes nearby the homes of their employers, and tend to be very house proud. In larger elven settlements, there tends to be a Brownie district, where the homes of all the halfling servants are found. All of the generations of a halfling family live under one roof. Generally speaking the adult males, unmarried females, and females whose children are grown will all work for the same elven master - it is rare that halflings from one household work for different elves. The roles they perform for the elves change over time, with older halflings generally employed in less physically demanding roles. Most halflings retire sometime in their nineties. Most halfling males will live in the same home for their entire life - the females will move only once, when they are married. Halflings like to say that the reason for their bare feet is that they don't like to walk very far so they don't need shoes - in reality their feet are naturally hard and insulated against the elements so as to render shoes redundant, but it does illustrate the halfling attitude about straying too far from home.

Age

As a general rule, halfling children become young adults around the age of 24 years, and mature adults at the age of 35 years. From the age of 70, they start making aging rolls as per the usual aging rules, every 1 year.

Table 9: Halfling Age Categories

| Young Adult | Adult | Aging Rolls | | | |
		No Modifier	-2	-4	Interval
24	35	70	80	100	1

Height and Weight

You can choose or randomly determine your character's height and weight by rolling 2d4 (for adults) or 2d3 (for young adults) and recording this as the *modifier*. Your character's height and weight then depends on gender and age category as shown in Table 10.

Table 10: Halfling Height and Weight by Age and Gender

Age	Gender	Height	Weight
Adult	Female	$2'6" + modifier''$	$25 + modifier$ lbs
Adult	Male	$2'8" + modifier''$	$30 + modifier$ lbs
Young	Female	$2'6" + modifier''$	$20 + modifier$ lbs
Young	Male	$2'8" + modifier''$	$25 + modifier$ lbs

Chapter 5

Fomorian

Fomorians are humanoids who live in the permafrost of the north of the Hollow Earth. Once they lived on the surface, and were the enemies of the elves, whom they fought for control of Ireland. Their leader, Balor, was slain, and most of their people was destroyed by the conquering elves. In order to preserve their species, the Engineers took the Fomorians into the Hollow Earth, settling them beneath Iceland in a land called *Tech Duinn* in elvish.

Fomorians speak both elvish and their own tongue. They both hate and are irresistibly attracted to elves. Fomorians do not "breed true" - they mutate with each generation. The elven form is considered by most fomorians to be the most desirable and beautiful, and very rarely a fomorian will closely resemble an elf, but most fomorians are born with deformities and variations inexplicable to any conventional understanding of the principles of heredity. Human-sized parents can give birth to giant children, and giants can father children smaller than halflings. Fomorians and elves can interbreed, and the children of such unions tend to exhibit less deformities and more closely resemble the elven parent. The effect does not persist to the next generation, however. It is rare that fomorian/elven unions are formed by mutual consent, unfortunately, with most "beautiful" fomorian children born to elven parents dragged back to Tech Duinn in chains. The fate of such elves is generally grim and awful.

Age

Fomorians are extremely long-lived, although unlike elves, they are not immortal. As shown in Table 11, as a general rule, fomorian children become young adults around the age of 60 years, and mature adults at the age of 112 years. From the age of 220, they start making aging rolls as per the usual aging rules, every 10 years.

Table 11: Fomorian Age Categories

		Aging Rolls			
Young Adult	Adult	No Modifier	-2	-4	Interval
60	112	220	320	420	10

Mutations

In their most "pure" form, fomorians resemble elves, although their skin pigmentations vary dramatically and without any indication of heredity (see Table 12). Almost all fomorians develop mutations in the womb and/or in childhood which distort this elf-like form. Fomorians born from fomorian/elven unions tend to develop fewer mutations than those with two fomorian parents (even if one of those parents was half-elven themselves). Unfortunately fomorians idealize elven standards of beauty, and most fomorians therefore detest their own appearance.

Most fomorians will roll on Table 13 and/or Table 14 several times. Some mutations can be rolled multiple times - where this is the case, it is marked in the tables. Other mutations can only be rolled once - if a fomorian rolls the same "once only" mutation twice, they should re-roll until they roll a different mutation.

Based on the number of mutations a fomorian has, and their severity, one can classify them as a *common fomorian* or a *beautiful fomorian*. Such a distinction is artificial, of course, but nevertheless a useful abstraction to understand a fomorian's place in fomorian society.

A small proportion of fomorians mutate into giants. Irrespective of their birth, the enormous size and sheer physical power of these giants makes them high status individuals, especially in times of war. Even gigantism does not "breed true" in fomorians, however; two giant parents may have a child of ordinary size. Irrespective of the severity of mutations, fomorians possess an inate ability to identify other fomorians on sight, so a fomorian will never be so mutated that another fomorian does not recognize them as their kin.

Alignment

Like elves, fomorians are touched by the stuff of Chaos, and are therefore of Chaotic alignment.

Table 12: Fomorian Skin Colours

d10	Skin	d10	Skin
1	Fair	6	Yellow
2	Ruddy	7	Green
3	Albino	8	Blue
4	Jet Black	9	Violet
5	Red	10	Orange

Common Fomorians

Common fomorians are generally the product of unions between two fomorians. Sometimes a fomorian/elf union will produce a common fomorian, but all fomorian/fomorian unions produce common fomorians. They are not necessarily "low status" fomorians - most fomorian kings are common fomorians. Common fomorians have thick skin, which approaches leather. This affords some natural protection, but is irrespective thought of as unappealing by fomorians, who idealize the

Table 13: Major Fomorian Mutations

d20	Mutation	d20	Mutation
1	Goat-head, with horns. Gain an additional horn attack for 1d6 damage.	11	Prehensile feet. Can use feet as hands.
2	Halfling-sized. Use halfling height and weight formula. Cannot use large weapons, medium weapons must be used two-handed. 3 in 6 Stealth skill.	12	Stretched to be unnaturally tall for their frame. Double the base modifier when determining the fomorian's height. Note, this can combine with halfling-sized. Can be rolled multiple times.
3	One leg. Base exploration speed becomes 60', base combat speed 20'.	13	Fur. The fomorian's whole body is covered in fur, usually of a colour which contrasts sharply to their skin colour.
4	One arm. Cannot use weapons which require two hands.	14	Tusks. Gain an additional gore attack for 1d6 damage.
5	One eye. No depth perception. -2 to missile attacks at short range, -4 at medium, -6 at long.	15	Hound's snout and smell. +2 bonus to Search rolls for living (or recently deceased) targets. Increases to +3 against elves.
6	Bloated. Double the base modifier when determining the fomorian's weight. Can be rolled multiple times.	16	Hardened skin. The fomorian's skin becomes even more leathery. +1 natural Armour. Can be rolled multiple times.
7	Arms in wrong places. -2 to Dexterity ability score. Cannot throw. Can be rolled multiple times.	17	Over-muscled. The fomorian's Strength is determined by rolling 1d6 and adding 12.
8	Bestial. The fomorian possesses an animal-like appearance and temperament. -2 to Charisma, +1 to Strength, +1 to Dexterity. Can be rolled multiple times.	18	Hunchback. Reduce height by 1d6 inches (1d3 inches if already halfling-sized). Can be rolled multiple times.
9	Poison bite. Gain an additional bite attack for 1d3 damage. Enemies taking damage from this attack must save against Poison to resist falling unconscious as if affected by the *Sleep* spell cast by the same level caster as the fomorian.	19	Oversized cranium. Hit die reduces from d8 to d6. Gain the ability to cast spells as an elf of the same level. Spells granted at random, one for each spell "slot". Gains spells with each new slot. Each known spell is automatically prepared after 6 hours rest.
10	Tail. 3 in 6 Climb skill.	20	1d4 Minor Mutations. Can be rolled multiple times.

Table 14: Minor Fomorian Mutations

d6	Mutation
1	Unnaturally long tongue, which can extend up to 1d8 inches from the fomorian's face. Can be rolled multiple times.
2	Elven magic. The fomorian gains the ability to cast magic as per an elf of the same level, in exactly the same way as an elf can. If combined with oversized cranium, the fomorian can additionally prepare spells (either those automatically known through the oversized cranium mutation or from a spellbook) up to the normal daily limits in addition to the spells automatically prepared thanks to oversized cranium. The number of spells the fomorian can cast per day, however, is unaffected.
3	Cat's eyes. The fomorian gains infravision, the ability to see in the dark up to 60'. This is spoiled by the presence of light sources, which, if they exist in the fomorian's field of view, restrict the fomorian to only being able to see what those light sources illuminate.
4	Elven reflexes. The fomorian is only surprised on a 1 in 6, like an elf.
5	Ultra fertile. If the fomorian falls pregnant or impregnates someone else, the resulting pregnancy will produce a litter of 1d8 fomorians. Can be rolled multiple times, each time giving an additional +1d8 offspring.
6	Unnaturally long fingers, giving the fomorian +1 to the Tinker skill. Can be rolled multiple times.

soft skin and flawless complexions of the elves. Common fomorians also tend to be slightly bigger and bulkier than the elven ideal. The default method for determining height and weight for common fomorians is given in Table 15 (roll 2d6 for adults or 2d4 for young adults and record this as the *modifier* for use with the table), but may be modified by mutations rolled on Table 13.

Table 15: Common Fomorian Height and Weight by Age and Gender

Age	Gender	Height	Weight
Adult	Female	$4'6'' + modifier''$	$85 + (modifier \times 5)$ lbs
Adult	Male	$5'0'' + modifier''$	$120 + (modifier \times 5)$ lbs
Young	Female	$4'6'' + modifier''$	$70 + (modifier \times 5)$ lbs
Young	Male	$4'8'' + modifier''$	$85 + (modifier \times 5)$ lbs

Beautiful Fomorians

So-called beautiful fomorians are rare, and are exclusively the product of fomorian/elf unions. Beautiful fomorians are accorded a high-status in fomorian society irrespective of however low-ranking their parents were. They are highly sought after sexual partners, and often marry royalty and high-ranking nobility, even if their fomorian parent was a simple commoner. Beautiful fomorians have only minor mutations (from Table 14), and although their skin may be brightly coloured, it is no

thicker or harder than the skin of any elf. Likewise, beautiful fomorians share the same basical physical dimensions of elves as shown in Table 16 (roll 2d6 for adults or 2d4 for young adults and record this as the *modifier* for use with the table).

Table 16: Beautiful Fomorian Height and Weight by Age and Gender

Age	Gender	Height	Weight
Adult	Female	$4'5'' + modifier''$	$80 + (modifier \times 3.5)$ lbs
Adult	Male	$4'5'' + modifier''$	$85 + (modifier \times 3.5)$ lbs
Young	Female	$4'5'' + modifier''$	$66 + (modifier \times 3.5)$ lbs
Young	Male	$4'3'' + modifier''$	$70 + (modifier \times 3.5)$ lbs

Giant Fomorians

During adolescence, approximately 1 in 100 common fomorians experience a rapid acceleration in growth, and grow into a 13' tall giant by the time of adulthood. Beyond this vastly accelerated growth, giant fomorians also experience additional mutations compared to their smaller kin. Their sheer size guarantees their status in fomorian society despite their deformities - giants are the most deadly weapons in any fomorian army.

Common Fomorians

Armour: 13
Hit Points: 1d8
Movement Rate: 120′ (40′)
Attack Bonus: +1
Attacks: Claw attack for 1d4 damage or as per weapon
Save As: 1st level Elf
Morale: 8
Special: 1d3 Major Mutations (see Table 13)

Beautiful Fomorians

Armour: 12
Hit Points: 1d6
Movement Rate: 120′ (40′)
Attack Bonus: +1
Attacks: As per weapon
Save As: 1st level Elf
Morale: 8
Special: 50% chance of 1d3 Minor Mutations (see Table 14)

Giant Fomorians

Armour: 16
Hit Points: 13d8
Movement Rate: 90′ (30′)
Attack Bonus: +13
Attacks: Smash attack for 4d8 damage
Save As: 13th level Fighter
Morale: 10
Special: 1d6 Major Mutations (re-rolling any results of halfling-sized on Table 13)

Fomorian Player Characters

It is possible to create a fomorian player character. All such player characters are assumed to be *common* or so-called *beautiful* fomorians, rather than giants.

Mutations

All fomorians have a random skin tone determined by rolling on Table 12.

- Common fomorians start play with 1d3 Major Mutations from Table 13.
- Beautiful fomorians start play with 1d6 - 3 Minor Mutations from Table 14 (negative = no mutation).

Experience Progression

- Fomorians with the oversized cranium or elven magic mutations (or both) progress using the experience points progression of elves.
- Beautiful fomorians without spell-casting ability progress using the experience points progression of specialists.
- Common fomorians without spell-casting ability progress using the experience points progression of fighters.

Hit Points

All fomorians have a minimum of 4 hit points (modified by Constitution) at level 1.

- Common fomorians gain +1d8 hit points per level up to level 9, after which they gain +2 hit points per level.
- Beautiful fomorians gain +1d6 hit points per level up to level 9, after which they gain +2 hit points per level.

Saving Throws

Fomorians save as elves of the same level.

Other Special Abilities

Fomorians can use the *press* and *defensive fighting* options when fighting in melee.

- Common fomorians have a base Armour of 13, as opposed to 12.
- Beautiful fomorians have the regular base Armour of 12.

Chapter 6

Neanderthal

Neanderthals once inhabited the surface of the world through Europe, Asia Minor and the Levant. The rise of humanity seems to have doomed this human-like species to oblivion, but some populations were either taken into the Hollow Earth by the Engineers (or perhaps the dwarves) for their preservation, or found their way into the Hollow Earth of their own accord, perhaps through entrances which have long since closed up. There, bathed in the perpetual noon of the Inner Sun, over the millennia the Neanderthals evolved psionic powers, a sort of natural witchcraft. Some isolated neanderthal communities developed into creatures more terrifying still...

Like humans on the surface of the world, the Neanderthals have divided themselves into dozens of nations and potentates inside the Hollow Earth. Neanderthals have many different languages, cultures, religions and customs. Like humans, they wage war on each other for territory, trade, obscure sectarian differences, and dominance. Less frequently, they also clash with the elves and fomorians, although their homelands are divided by fierce oceans and so these inter-species conflicts are comparatively rare and limited to coastal regions. Inside the Hollow Earth, Neanderthals are populous but divided.

Neanderthals are slightly shorter than surface-dwelling humans, and tend to stockier builds. Their skin tones and hair colours do not exhibit the same variety as the humans spread across the surface of the Earth, but they are still far from uniform. On the whole, neanderthals tend towards fair skin and reddish hair colours, but there are many variations, and it is as easy for a neanderthal to identify another neanderthal's home region based on the other neanderthal's appearance as it is for a human. Neanderthals have larger craniums than humans, with sloping foreheads. Perhaps this larger cranial capacity facilitated their development of psionic powers once exposed to the sorcerous power of the Inner Sun?

Age

Neanderthal children grow faster than human children, but reach sexual maturity later than their surface-dwelling cousins. As a general rule, neanderthal children become young adults around the age of 16 years, and mature adults at the age of 24

Neanderthals

Armour: 12
Hit Points: 2d8
Movement Rate: 120′ (40′)
Attack Bonus: +2
Attacks: As per weapon
Save As: 2nd level Fighter
Morale: 7
Special: 10% chance of having psionic powers

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years. From the age of 40, they start making aging rolls as per the usual aging rules, every 1 year.

Table 17: Neanderthal Age Categories

		Aging Rolls			
Young Adult	*Adult*	*No Modifier*	*-2*	*-4*	*Interval*
16	24	40	50	60	1

Height and Weight

To randomly generate a neanderthal's height and weight, roll 2d10 (for adults) or 2d6 (for young adults) and record this as the *modifier*. The neanderthal's height and weight then depends on gender and age category as shown in Table 18.

Table 18: Neanderthal Height and Weight by Age and Gender

Age	*Gender*	*Height*	*Weight*
Adult	Female	$4'4'' + modifier''$	$90 + (modifier \times 5)$ lbs
Adult	Male	$4'8'' + modifier''$	$130 + (modifier \times 5)$ lbs
Young	Female	$4'4'' + modifier''$	$75 + (modifier \times 5)$ lbs
Young	Male	$4'6'' + modifier''$	$95 + (modifier \times 5)$ lbs

Psionic Powers

Approximately 1 in 10 Neanderthals develop psionic powers during their youth. In game terms, these are those individuals with Intelligence, Wisdom, and/or Charisma scores of 16 and above. Each day, the neanderthal gets a number of *psionic power points* equal to the sum of these three ability scores. Psionically gifted Neanderthals have one attack power, one defence power, and one other power, randomly rolled from Table 19. Most psionic powers are employed in a similar fashion to the way

Table 19: Psionic Powers

d6	Attack	Defence	Other
1	Blast	Blank	Projected Image
2	Read Thoughts	Shield Thoughts	Command
3	Crush Ego	Mental Barrier	Telekinesis
4	Madness	Fortress of the Mind	Clairvoyance
5	Unleash Id	Protect Other Minds	Levitate
6	Stop Thoughts	Repair Shattered Mind	Remote Surveillance

a magic user casts spells, except there is no requirement for the psion to have their hands free when they use a psionic power.

A psionic neanderthal regains power points while they sleep, at a rate of 1d8 power points per 1 hour of sleep. If the psionic neanderthal has levels, they may possess additional powers and power points, gained as they progress.

Treat Neanderthals without levels as level 1 for the purpose of the psionic powers described below.

Blank

Range: Touch
Cost: 15 power points
Description: The psion makes themselves or a person they touch effectively read "blank" for the purposes of any psionic power or spell which depends on the ability to detect thoughts. The subject of the power cannot be targeted by any psionic power, and is immune to the effects of spells which detect or read thoughts or emotions for the duration of the effect. The effect endures for one turn per psion level.

Blast

Range: 60 feet
Cost: 10 power points
Description: The psion targets any one intelligent being within 60 feet. The psion must be aware of the target's presence, although the psion does not need to be able to see them. The target must make a save versus Magic modified by the psion's level. If the target fails, they suffer 1d6 damage per level of the psion.

Clairvoyance

Range: As per spell
Cost: 15 power points
Description: This psionic power has the same range, duration and effect as the *Clairvoyance* spell.

Command

Range: 10 feet
Cost: 5 power points
Description: This psionic power is equivalent in its effect and duration to the *Command* spell.

Crush Ego

Range: 30 feet
Cost: 20 power points
Description: The psion targets any one intelligent being within 30 feet. The psion must be aware of the target's presence, although the psion does not need to be able to see them. The target is overwhelmed by feelings of depression and inadequacy for 1d4 turns multiplied by the psion's level. During this time, the target can defend themselves and fight back if attacked, but they cannot take any new initiatives, cast spells, use psionic powers, use any skills (including Search), map any area they explore, etc. They automatically fail any Charisma-based roll they are forced to make. The target is so immensely overwhelmed by feelings of inadequacy and intense melancholy that almost everything seems pointless to them. The target may make a save versus Magic modified by the psion's level - success reduces the duration of the effect by half.

Fortress of the Mind

Range: Self
Cost: 35 power points
Description: The psion fortifies their mind against any and all psionic powers and mind-affecting spells. The psion makes themselves completely immune to any hostile psionic power or mind-affecting spells while their mental fortress is erected. The fortress will endure for one turn per level of the psion, or until the psion uses a non-defensive psionic power, whichever is first.

Levitate

Range: 20 feet
Cost: 10 power points
Description: This psionic power has the same range, duration and effect as the *Levitate* spell - it works through an applied telekinesis.

Madness

Range: Touch
Cost: 30 power points
Description: The psion focusses their psionic energy on destroying the intellect of their target. The target must make a save versus Magic modified by the psion's level. If successful, the power has no effect. If unsuccessful, the target goes utterly mad. In the case of a player character, the referee may assume control of the character for the duration of the madness. After as many turns as the psion has levels, the mad character may attempt another save versus Magic (again modified by the psion's level) to snap out of their insanity. If this fails, the character remains completely mad for a number of days equal to the psion's level, at which point they may attempt another save versus Magic modified by the psion's level. If unsuccessful, they remain insane until they eventually pass a save versus Magic modified by the psion's level, which they may attempt after an interval of days equal to the psion's level, waiting that interval and repeating again as many times as it takes to pass the save and regain their sanity.

Mental Barrier

Range: Self
Cost: 20 power points
Description: This psionic power erects a mental shield around the psion's mind, which allows them to add their character level to any saving throw they are permitted to make against any other psionic power directed at them. The effect endures for as many turns as the psion has levels.

Projected Image

Range: 10 feet per level
Cost: 30 power points
Description: This psionic power has a similar effect and duration to the *Projected Image* spell, with the addition that ranged psionic powers can be used from the projected image.

Protect Other Minds

Range: 5 feet per level
Cost: Per Ally: 20 power points
Description: This psionic power allows the psion to give allies in range the benefits of the *Mental Barrier* psionic power. The effect is limited both by physical proximity and by the number of power points the psion is able to expend to protect their allies, and endures for as many turns as the psion has levels.

Read Thoughts

Range: 10 feet
Cost: 15 power points
Description: As per the spell *ESP*, but either the duration or the number of characters targetted by the effect may be replaced by the psion's level. Thus a level 3 psion can either read one character's thoughts for 3 turns or read the thoughts of 3 different characters for one turn.

Remote Surveillance

Range: Touch
Cost: 35 power points
Description: This psionic power has the same effect and duration as the *Remote Surveillance* spell.

Repair Shattered Mind

Range: Touch
Cost: 30 power points
Description: This power allows the psion to undo the effects of the *Stop Thoughts*, *Madness*, *Crush Ego* and/or *Unleash Id* powers or any similar spells. Should the target of the power be affected by multiple such afflictions, all are repaired through the use of this psionic power.

Shield Thoughts

Range: Self
Cost: 10 power points
Description: This psionic power can be used by reflex as an immediate reaction to *Read Thoughts*, *Stop Thoughts*, the spell *ESP*, or any spell which otherwise relies on reading thoughts. A psion with this power becomes immediately aware of any attempt to use such a psionic power or spell against them, and has the option to expend 10 power points to shield their thoughts. This permits them to add their level to any saving throw they make against the offending psionic power or spell, if a save is permitted, or to make a saving throw versus Magic (unmodified) if the offending power or spell does not normally permit a save to avoid the effects of the power or spell in question completely. The effects of this power endure for as many rounds as the psion has levels, during which time the psion cannot use any non-defensive psionic powers.

Stop Thoughts

Range: 5 feet per level
Cost: 50 power points
Description: The psion issues the psychic order to "Stop Thinking!" to all creatures within range. Animals and other unintelligent living creatures with brains are effectively immune, intelligent beings may make a save versus Magic to ignore the effect. If they fail, their ability to form coherent conscious thoughts is completely suppressed. In effect, intelligent beings who fail their save become like dumb animals. Their minds can only be repaired through the use of the *Repair Shattered Mind* power, *Heal* spell, or very similar effect.

Telekinesis

Range: 120 feet
Cost: 25 power points
Description: This psionic power has the same effect and duration as the *Telekinesis* spell.

Unleash Id

Range: 30 feet
Cost: 20 power points
Description: The psion targets any one intelligent being within 30 feet. The psion must be aware of the target's presence, although the psion does not need to be able to see them. The target must make a save versus Magic modified by the psion's level to resist the effect. If they fail, their id, that darkest part of their personality which embodies their base needs, wants, and impulses, is unleashed for one round per level of the psion. Each round, roll on Table 20 to see what the character does. If a character cannot act on the impulses rolled on Table 20, then they effectively do nothing that round as they babble incoherently, touch themselves inappropriately, bite their knuckles, or what have you. If the character is attacked while under the control of their unleashed id, then they will automatically retaliate in their next round.

Table 20: Unleash Id Effects

d6	Effect
1	Attacks the psion or the psion's allies
2	Consume random potion, food, drink, or drugs
3	Gratify sexual urge with most attractive person nearby
4	Attack an ally whilst screaming insults at them
5	Steal the most obviously valuable thing around
6	Cower and/or seek shelter from likely threats

Neanderthal Player Characters

It is possible to create a neanderthal player character. The most important distinction with such a character is whether they have psionic powers or not. Players may want to re-arrange scores in order to ensure that their neanderthal has psionic powers - since Neanderthals do not simply roll 3d6 for each ability, the referee may wish to restrict the re-arrangement of ability scores to those abilities rolled on 3d6.

Ability Scores

Neanderthals roll 3d6 for Constitution, Intelligence, Wisdom and Charisma. Neanderthals roll 4d6 and pick the lowest 3 for Dexterity, and roll 4d6 and pick the highest 3 for Strength.

Psionic Powers

Neanderthals with Intelligence, Wisdom, and/or Charisma scores of 16 and above have psionic powers, randomly determined from Table 19. At level 1, psionic Neanderthals gain one attack power, one defence power, and one other power. They also have as many psionic power points as the sum of their Intelligence, Wisdom and Charisma scores. At each subsequent level, they gain one additional power - the player selects which column in Table 19 to roll from (attack, defence or other), and then rolls randomly. If the character already has that power, then the character gains 1d8 psionic power points instead (this increases their maximum power points, as well as their current power points).

Level Progression

Neanderthals without psionic abilities gain levels at a different rate to Neanderthals with psionic powers, as shown in Table 21 (each type has its own experience column).

Table 21: Neanderthal Level Progression

	Experience							
Level	Psionic	Non-Psionic	HP	Paralyze	Poison	Breath	Device	Magic
1	0	0	2d8	14	12	15	13	16
2	3,000	2,200	+1d8	14	12	15	13	16
3	6,000	4,400	+1d8	14	12	15	13	16
4	12,000	8,800	+1d8	12	10	13	11	14
5	24,000	17,600	+1d8	12	10	13	11	14
6	48,000	35,200	+1d8	12	10	13	11	14
7	96,000	70,400	+1d8	10	8	9	9	12
8	192,000	140,800	+1d8	10	8	9	9	12
9	384,000	281,600	+1d8	10	8	9	9	12
10	576,000	422,400	+3	8	6	7	7	10
11	768,000	563,200	+3	8	6	7	7	10
12	960,000	704,000	+3	8	6	7	7	10
13	1,152,000	844,800	+3	6	4	5	5	8
14	1,344,000	985,600	+3	6	4	5	5	8
15	1,536,000	1,126,400	+3	6	4	5	5	8
16+	+192,000	+140,800	+3	4	2	2	3	6

Combat

Neanderthals attack with a +2 attack bonus. Neanderthals can use the *press* and *defensive fighting* options when fighting in melee.

Endnotes

L EXICON GEOGRAPHICUM ARCANUM is compiled out of my materials from my own campaign. I hope some of it is useful to you. I use plenty of materials from other people in my game, and while I have kept those materials out of the main body of this volume, if the *Species of the Hollow Earth* has been interesting to you, you might find some of these notes useful. My campaign started out of the *Lamentations of the Flame Princess* module *England Upturn'd* by Barry Blatt. *England Upturn'd* is an excellent module, which includes some details and materials for running a campaign set in England during the English Civil War. Its appendices are exceptional, and include write-ups of the Christian sects of the period which are at once perfectly contextualised and gameable, and deeply humorous and irreverent. It also includes the core concepts which led to this present volume - namely, that our world is in fact HOLLOW and that it is possible for the player characters (and other, even more terrible creatures) to travel between the inner and outer surfaces. Not all of the details of the Hollow Earth as described in *England Upturn'd* and *Lexicon Geographicum Arcanum* are the same, but both should be adaptable to each other easily enough.

OTHER SPECIES

The *Niflungr* are the sorcerous descendents of the ancient inhabitants of Doggerland before the North Sea drowned that now forgotten land, warped by the power of the Inner Sun. The *Colfach* underwent a rather less fortunate evolution than the Niflungr, who hunt them relentlessly. Descended from ancient Britons fleeing the invading Romans, they lack the sorcerous power of the Niflungr. Both of these species are described in *England Upturn'd*, along with suggested character classes.

TRAVEL BETWEEN THE SURFACE AND INNER WORLDS

There are a variety of ways that characters can travel between the surface world we know and the inner world. Some of these are briefly described below:

- Plates of the Earth's surface can be "upturned" - literally made to swivel around on an axis. These can be located more or less wherever the referee desires. *England Upturn'd* places such a plate beneath the unfortunate town of Fosdyke. This is how the surviving Atlanteans saved what remained of their shattered civilisation in ancient times. Finding such a plate and the

magic necessary to trigger its upturning could be suitable material for a major quest. Upturning a plate generally results in massive seismic activity, tsunamis, and devastation to the surrounding areas of both the inner and outer surfaces.

- By travelling through Hell, as described in *Going Through Forbidden Otherworlds* by Zzarchov Kowolski. In my campaign, the rune for the inner world was the rune for Niflheim.

- In a handful of still operating maintenance centres in the inner world, the dwarves have functional teleporters built by the Engineers. They look like transporter pads from *Star Trek*. These teleporters can transport organic matter (only) from the inner world to any place on the surface world in the same hemisphere. This avoids cross contamination, as those sent to the surface via teleporter cannot take artifacts from inside the Hollow Earth. This is a one way trip - a person must be standing on a teleporter pad for the device to work, they cannot be "beamed back" from the surface since there are no teleporters up there. The dwarves occasionally send grim troubleshooters on such one-way missions to the surface to hunt down escapees from the inner world - especially elves.

- It may be possible to travel between the surfaces through the deepest caves, through the very *Veins of the Earth* - although this was never attempted in my campaign. Yet.

- The spell *Teleport* will work. A spell like *My Journey to the Stars* from *Vaginas Are Magic!* could, at the referee's discretion, allow the subject to be reconstituted on the surface world. *Suicidal Winds* wouldn't allow passage through the crust, though. *Evacuation Code Deciphered* from *James Edward Raggi IV's Eldritch Cock* might also allow a caster in the inner world to escape to the surface, although several castings may be required as they may be transported into a dwarven service tunnel or other ancient subterranean structure before they reached the surface world. The *Lunar Womb* from that same volume would also allow a caster from the inner world to escape to the outer surface - provided the caster has seen the moon before, of course!

The Next Volume

The next volume of *Lexicon Geographicum Arcanum* will describe the Kingdom of England in 1642, as it teeters on the precipice of civil war. It will serve as a campaign setting/gazetteer rather than a dry history volume, to help England on the eve of war come alive as a setting for weird fantasy adventures for your gaming group.

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