

NEPHILIDIA

So decadent are the vampire lords of Nephilidia that they fear equally the sun, the sea, dry land, and, indeed any surface not hewn by an intelligent hand. Distinguishable from ordinary vampires by the gills on their necks and their glassy blue eyes, they prefer to travel via subterranean aqueducts, sewers, or other shallow, watertight, artificial constructions.

The Young Queen, Naxxala rules while her sister NYVIAN is away in Veivodia.

The Cup: Keeps the waters stagnant.

The Yal: Whoever owns it rules Nephilidia.

The Coin: Attracts the greedy by keeping the legends alive.

The Sword: Keeps the knights' armor, horses and weapons from aging.

Naxxala: HD: 20 Alternate Form: Jelly Fish, Spider
HP: 100 Spells: Suggestion, Otherwise as NYVIAN

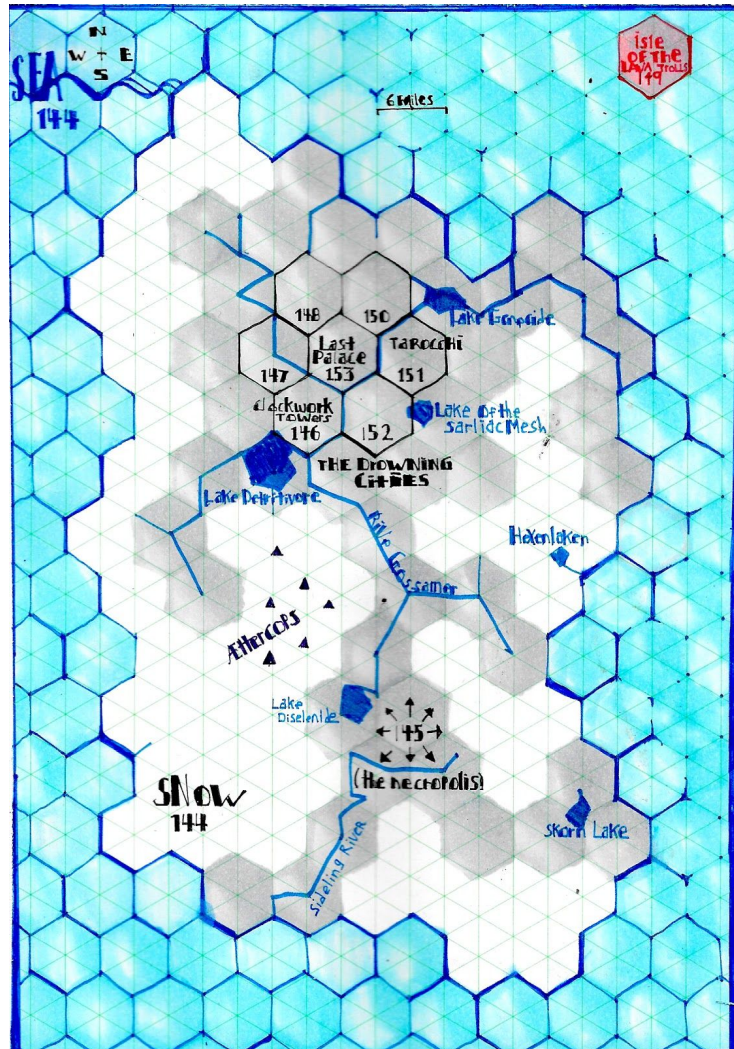
NEPHILIDIA

Huntress: Has ranger levels, controls hunting beasts: • Bat (outside) (white) • Dog-sized Spider (in ruins) • Eye Spider (in ruins) (dog-sized) • Decoy "Civilians" in clothes, made of algae, h.p. golems

Vampire Witch: Has Medic/Usur/Wizard levels. Always has a rune painted on eyes and back of the neck that activates an offensive spell. Claws inject a spell. web, sleep, freeze, frost, normal weapons

Most prefer never to leave their half-drowned empire of Nephilidia. Inside its tarnished palaces and rotting halls they sit--forever knee-deep in black and stagnant water, with strange algae stretched like cobwebs from the surface to the once-ornate walls and crumbling statuary--endlessly elaborating cruel and languid intrigues, attended by naught but eyeless fish.

Nephildia once had another name, and another before that, but now it is only Nephilidia--the sun's weakened gleam silhouetting nothing but immense sea spiders and the scaffolds of illegible, unmoving machines rusting in snow and the enormous moon, in its turn, describing only the charcoaled surfaces of black-armored knights and the pale of their ghost-colored steeds.



THE EMPIRE

This is the map of Nephilidia in my DM's notebook. You can ignore the numbers for now. The four ancient curses and seven great houses which define the borders of Nephilidia lay claim to:

-The Nephilidian Sea: blue on the map—an area extending at least twelve miles in every direction around the island (though much further by the reckoning of every seagoing civilization, accustomed as they are to giving the isle the widest berth the exigencies of statecraft and commerce will allow). It is home to abandoned ships and a few species of monstrous animals: results of abyssal gigantism brought to the surface by forces unknown.

-Near-featureless expanses of tundra: white on the map. The snow is occasionally punctuated by stone ruins and what appear to be old machines, corroded beyond the possibility of repair or even identification.

-The Necropolis: gray on the map. Identical to the tundra on the surface and to untutored visitors, these areas contain a labyrinth of linked ruins sufficiently flooded and intact to house the vampires and other photophobic species which make up the unseen majority of the island's population. In game terms: this is the dungeons.

-The Drowning Cities: a subsection of the Necropolis and so also gray. The clutch of relatively organized subterranean territories where the great vampire families make their homes and devise their schemes, at the center of which lies The Last Palace, where dwells The Young Queen, Naxxala, mistress of the isle so long as her sister is away on state business (see *Red & Pleasant Land*).

This pack which, as usual, is shows my DM notebook pages and tries to clarify anything that'd be unclear if you weren't me, contains:

- random tables for encounters in the sea and on the tundra
- a generator for making the dungeons that fill the Necropolis
- a keyed map of The Last Palace at the heart of the Drowning Cities
- stats and descriptions for all the creatures and things described above
- and a version of the d1000 Random Treasure Tables that I use for the entire Cube World

Other places on the map will be described in future products assuming I don't die first.

THE BLOODBATH SUNSET

Nephilidia's days are dangerous, its nights are worse, but the transition between is the most fearful of all. Nephilidian sunsets—whether seen from the bow of a ship or across flat field expanses of boundless snow, are heart-rendingly beautiful. Anyone seeing one must save or be transfixed for d4 rounds, unable to fight or move.

THE NEPHILIDIAN SEA

Weather is a non-issue in Nephilidian waters thanks to the jewelled Cup of Nyctythas—an artifact residing in the Last Palace vault—the waters here are nearly as still as those in the flooded crypts of the Necropolis. The seafloor below, however, is extraordinarily shallow and erratic, usually less than 30' deep, with the result that tall ships cannot safely navigate within twelve miles of the island. Those seeking to explore in a ship's boat or other small craft normally move at about two hexes per hour.

Roll an encounter for every hex crossed or every two hours whichever happens first:

Nephilidian Sea Encounters (d100)

- 1-9 D4 Nephilidian Jellyfish
- 10-13 Gargantuan Black Lantern Shark (will bite the hull out of a ship)
- 14-24 Giant Sea Spider (walk on water)
- 25-29 Derelict Ship (roll on table below)
- 30-33 Harpoon Golem (walking on seafloor)
- 34-00 No encounter

Random Derelicts In The Nephilidian Sea (d100)

- 1-39 Nothing of interest
- 40-43 Raiders, roll d100 again for other contents.
- 44-53 Giant sea spider, roll d100 again for other contents.
- 54-55 Roll on Random Treasure Table twice.
- 56-57 Random luxury goods d100lbs worth d100 per lb.
- 58-59 Opium or other drugs d100lbs worth 20gp per lb.
- 60-62 Exotic leather and furs d100lbs worth 20gp per lb.
- 63-66 Spices d100lbs worth d10gp per lb.
- 67-68 Black pearls: d12 lbs worth 100gp per lb.
- 69 Ancient Nephilidian spider silk—d100lbs worth 100gp per lb.
- 70-99 Amount of GP shown on dice x10.
- 00 Roll three times

ON THE ISLAND

Assume a walking speed of one hex per hour walking, one every two hours searching (for example, searching for an entrance to the Necropolis) and two hexes per hour mounted. Roll an encounter every two hours:

Random Nephilidian Encounters

	DAYTIME OUTSIDE	NIGHT OUTSIDE	INSIDE
1-4	None	Knights (D4) (Mounted) or Vampire Witch	Knights (D4) or Vampire Witch
5-10	None	Pawns (D4) or Huntress	Pawns (D4) or Huntress
11	None	None	Bishop
12	Raiders	None	Escorted Bishop (roll d10 twice more on this table)
13	Raiders	Escorted Lord (roll d10 twice more on this table)	Escorted Lord (roll d10 twice more on this table)
14-17	D4 Sea Spiders	D4 Sea Spiders	D4 Sea Spiders
18-22	Clockwork	Knight (Mounted)	D4 Nephilidian Jellyfish
23-24	Hoar Fox	Hoar Fox	Ceiling Falls In
25	Winter Treant	Winter Treant	Rune Trap as "Weird Vortex" spell
26-00	No Encounter	No Encounter	No Encounter

SOUPS Sea and Snow in Nephilidia

Derelict's hunt the coasts

ROLL ON THE DERELECT TABLE

19 to **40** **HARPOON GOLEM**
 Creeps around the shallows
HD: 12 HP: 54
SPD: 120' (H2O)
 Collapse on land
Morale: 12
ATK: 2 at KS +10 to hit
D12 grab OR D10 throw harpoon

Giant Sea Spider (Walks On Water)
Morale: 8 Place in a saucepan
 (bring to a boil)
 2 at KS
ATK: +6 to hit
leg-stab d6 + Save vs. Poison OR d6 more
 (from which the isle takes its name)
HD: 6 HP: 30
SPD: 120' land 90' walk on water

Nephilidian Jellyfish

(Paralysis)
HD: 5 HP: 22
SPD: 90' (Water Only)
Morale: 7
ATK: +5 to hit
3 at KS Save Or Be Paralyzed then they eat you at D4hp/round
Save Or Be Transfixed d4 rounds

The sea hexes around Nephilidia are unsafe for tall ships to navigate, shallow and uneven. Those closer than 12 miles offshore need a small boat.

The Bloodbath SUNSET
NEPHILIDIAN SUNSETS are really nice

Sea Encounters

- 1-9 Nephilidian Jellyfish
 - 10-13 Gargantuan Black Lantern Shark
 - 14-24 Giant Sea Spider
 - 25-29 Derelect Ship
 - 30-33 Harpoon Golem
 - 34-40 No Encounter
- clock works ↓

15 **HD: 15 HP: 75 SPD: 120'** **Morale: 10** **ATK: +10 to hit**
Gargantuan Black Lantern Shark
 50' will bite the hull out of a ship to eat the crew

Random Nephilidia Encounters

- 1-4 Knights or Vampire Witch
 - 5-10 Pawns or Huntress
 - 11 Bishop ← (inside)
 - 12 Escorted Bishop roll D10 twice more on this table. 14 oz
 - 13 Escorted Lord roll d5 12
 - 14-17 D4 SEA SPIDERS
 - 18-22 Knight (marine) or D4 Jellyfish
 - 23-24 Ceiling Falls in (inside)
 - 25 Run trap As "Weird Vortex" spell
 - 26-40 No encounter
- Only at night - Otherwise No Encounter
- 12-13 Raiders (Outside Only)
- Doymc
 18-22 Clockworks →
 23-24 Hoar Fox (outside)
 25 Winter Treat (outside)



Winter Treat

10+ D20 →
 20
 15 vs fire

HD: 9+
HP: 45+
SPD: 120'
Morale: 11

ATK: 3 at KS
+9 3d6/3d6/3d6

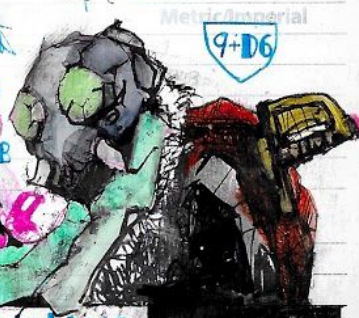


Hoar Fox **14**
HD: 2 HP: 8
SPD: 120'
Morale: 4
ATK: +2 Frost Bite D12
Pet worth 500 GP

Raiders

HD: 2 d4 (cutlass/santor?)
ATK: +HD (spear)
 Each has 50% chance of crossbow d6.

D4 thieves D4 fighters
2 in 6 chance of wizard
1 in 6 chance of cleric



Encounter Landscape

- 1-30 Flat
- 31-50 Low hills
- 51-60 Minor ruin (d4 rooms, no roof)
- 61-64 Large machine husk
- 65-66 Mountain
- 67 Cliff
- 68-75 River (minor tributaries appear and disappear quickly as the entire continent is sinking)
- 76-80 Pond
- 81 Boulders
- 83-90 Bridge
- 91-96 Ruins
- 97-00 Broken land/ice

Typical Ruins in Nephilidia—This generates the layout of the aboveground portions of Nephilidian ruins. Drop as many dice as you like onto a piece of graph paper. Where the dice fall indicates the placement of each structure, the result gives details about the structure.

D4 Church

- 1-Roll twice (two churches)
- 2-Vorn
- 3-Tittivila
- 4-White-Lipped Goddess

D6 Castle

- 1-In a lake
- 2-A single tall tower on a peak
- 3-Built into city wall
- 4-Small squat tower
- 5-Nothing but walls
- 6-None

D8 Inn

- 1-7 Number of rooms left.
- 8-Two inns, roll d6 twice on this table

D10

- 1-4 City Wall ends here
- 5 Partial bridge (implies river)
- 6 Full bridge (implies river)
- 7 Scaffold of large machine, purpose unknown
- 8-9 Pond/Lake
- 10 Walls around market square

D12

- 1-4 City Wall ends here
- 5 Partial bridge (implies river)
- 7 Bridge (implies river)
- 8 Stairs down into Necropolis or, in white hexes, flooded basement
- 9 Pond/Lake
- 10-12 Walls around market square

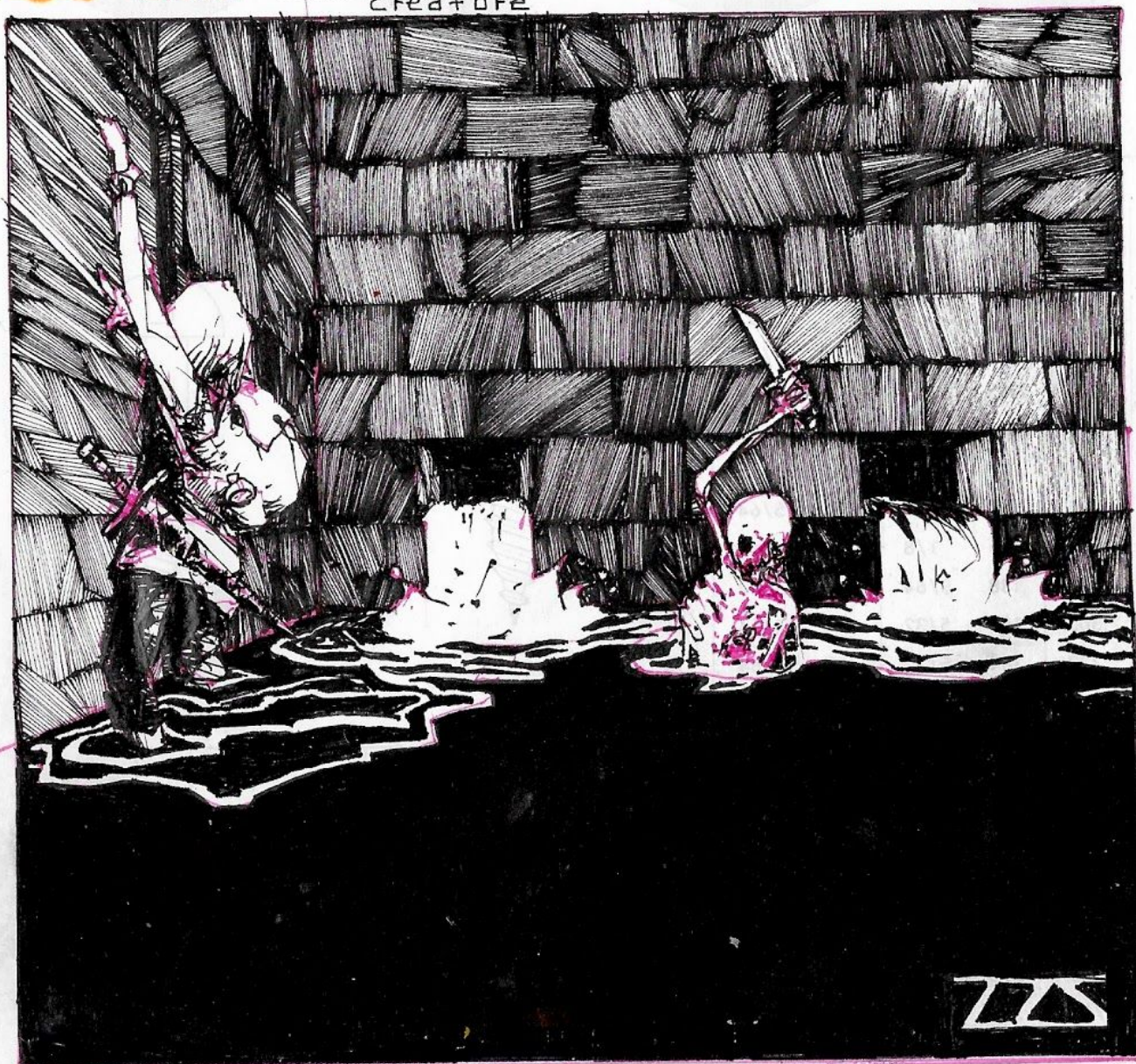
D20 = Center of population and number of homes there, these will have d4 rooms each.

These **RANDOM NEPHILION DUNGEONS** consist of **one Color** plus **Yellow**. So, like, the blue dungeons are all the blue rooms plus all the yellow ones they connect to. In addition, key features are placed on the terminal rooms as follows:

①	②	③	④
North Edge Boss	North Edge Entrance	North Edge Key	North Edge Treasure
West Edge Key	East Edge Treasure	West Edge Treasure	East Edge Key
Entrance South Edge	South Edge Boss	West Edge entrance	East Edge Boss
Treasure South Edge	Key South Edge	Treasure South Edge	Key South Edge

- | | | | | |
|---|--|---|--|---|
| 1. NONE
2. NONE
3. NONE
4. NONE
5. NONE | 6. Eye of Fate
7. Pawn
8. Huntress
9. Octopus (orange only)
10. Bonefish (orange only) | 11. Plasmic Ghoul (blue only)
12. Skeleton (blue only)
13. Water Wyrd
14. Giant Isopod
15. Electric Eel | 16. Jellyfish
17. Giant Sea Spider
18. Pit Grub
19. Raiders
20. Pirates
Random Encounters | Light
1. None
2. Torches
3. Phosphorescent algae
4. Roll Per Room |
|---|--|---|--|---|

- | Roll d4 again | Color | Type | Flooding | Encounters | Boss |
|---------------|--------|--|----------|------------|---|
| 1. | Blue | Crypts | 3-4' | D20 | Lich, Eye of Flame and Fear, Crypt Lord |
| 2. | Green | Forgotten halls, rich with history | 2-4' | D20 | Mouth Mound or Giant Ooze |
| 3. | Pink | Colonized by a powerful occult force | 3-4' | D8 | Lich, Vampire, Witch or Demon |
| 4. | Orange | Colonized by an intelligent aquatic creature | 3-6' | D20 | Seasphinx or Deep Eye |



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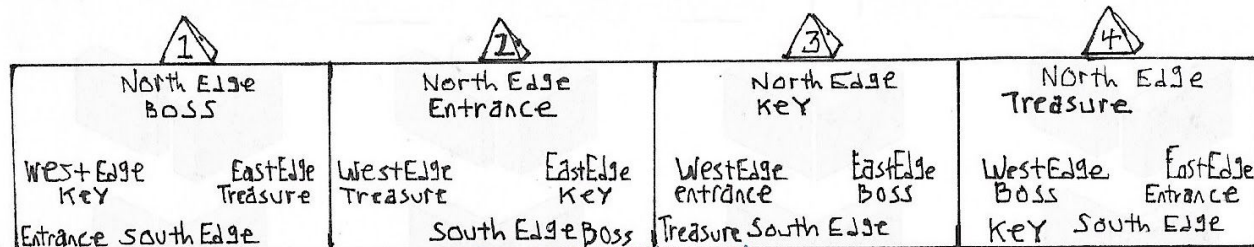
THE NECROPOLIS

The vast Necropolis is essentially an immense network of linked dungeons, all partially flooded, spidering through the graveyard of dead civilizations that forms the embalmed heart of Nephilidia. My DM notebook includes a graphic generator to quickly create Nephilidian Dungeons, which I've included here.

The intention is you can print this map out, circle the parts you're using in black pen, write a few notes (it's smaller than a standard piece of paper, so that should help) and be ready to go.

The generator is largely self-explanatory, with some notes here hopefully clarify anything obscure. There are two basic important concepts:

1. Orientation



Each of these dungeons (or megadungeon sections) is based around a cross-shaped basic plan with four major features always placed at the edges corresponding to the cardinal directions:

- The Entrance to the area or dungeon.
- The Boss—the mastermind or most powerful creature in the area, placed at a point furthest from the entrance. They'll have treasure.
- The Treasure—this can signify a literal treasure or just an interesting secret.
- The Key—again, this can be a literal key or merely an object or piece of information that makes accessing another area possible (often the Treasure or Boss, though it can also be the exit or anything else, including something in another dungeon or location entirely) which is placed at the point furthest from the Treasure.

As shown, you roll a D4 to see how these features are placed on the map, obviously don't tell the players this is how it's set up. You have to decide who the Boss is (some options are given for each dungeon type) and what the Treasure and Key are. If you're pressed for time simply make them a large treasure hoard and the only key that will open the door to that hoard respectively.

2. Type/Color

Roll d4 again	Color	TYPE	Flooding	Encounters	Boss
1.	Blue	Crypts	3-4'	D20	Lich, Eye of Flame and Fear, Crypt Lord
2.	Green	Forgotten halls, rich with history	2-4'	D20	Mouth Mound or Giant Ooze
3.	Pink	Colonized by a powerful occult force	3-4'	D8	Lich, Vampire, Witch, or Demon
4.	Orange	Colonized by an intelligent aquatic creature	3-6'	D20	Sea Sphix or Deep Eye

Each dungeon or area consists of two kinds of rooms: rooms colored yellow on the map and rooms of one other color. Which other color depends on the kind of area being explored, as shown.

So, again: your dungeon will consist of:

- Blue rooms and the yellow rooms they connect to, or
- Green rooms and the yellow rooms they connect to, or
- Pink rooms and the yellow rooms they connect to, or
- Orange rooms and the rooms they connect to

These two variables—orientation and color—allow for sixteen different basic permutations of Nephilidian-style dungeon, which should keep any party busy long enough to allow you to create some more planned-out content.

Other notes:

-Assume rooms are connected by open arched doorways, 3' wide, in the center of their border unless a door or opening is drawn in. So, for example, the yellow "Whisperers or Shark Zombie" room in the upper-right shares a 60' long border with the blue "Dead Tree Fills Passage" room, so the doorway connecting them would be 30' in from either side, just under the "h" and "a" in the word "shark" on the map.

-Each color of map has its own edges, indicated near that edge of the map in the same color as the color for that dungeon. So, for example, the blue rooms' eastern edge is that perfectly square room just above the locked pink room.

-When reading the map, read any text in black that's in a room you're using and anything written in the same color as the rooms you're using. So if you're running a pink dungeon ("colonized by a powerful occult force") read the black and pink text in the yellow and pink rooms.

-Roll D4 to see how the dungeon is lit

-Obviously these rooms will need fleshing out in terms of dungeon dressing, atmosphere, etc, make up whatever you like, just remember what you've said in case players return. These corridors will be characterized by webs of black algae, cracked marble, columns and arches, carvings of unknown origin, blind fish (usually harmless) and a general air of neglect. Customise them to taste, as always. They generally don't have intelligent, organized human colonies (like a "goblin section" etc) or the kinds of cultural ephemera associated with them as the vampires devoured anything remotely civilized centuries ago.

-Anything with "or" means you get to choose—circle which option you've chosen on your printout

-Random encounters are very important in these dungeons since most rooms just list static contents, roll every ten minutes or whenever the party makes a lot of noise.

-A D1000 Treasure Table is attached to roll on whenever it says "treasure". To reward PCs with an item specific to Nephilidia, roll d8 on the table at the end of this pdf.

-Creatures all have stats listed at the end of this pdf

-Most rooms should be self-explanatory, notes on specific rooms that may be obscure follow, in alphabetical order. If something isn't listed, check in the back to make sure its not the name of a monster:

Chained:... The chained hourglass is magical and will cease to work if removed from this room. What's it do? Whatever you like. Possibilities: Stop time for everyone but you for an hour? Eight hours? Reverse it and you go back in time one hour?

Encounter Treasure Underwater (sideways) Sorry if this is hard to read. Anyway, there will always be a random encounter here and there's a treasure somewhere on the floor, hidden by the algae-clogged surface.

Floating Garden The immortal Nephilidians developed the patient art of leaving floating objects with unusual shape—hoops, spheres, pyramids—to be consumed by algae, thus creating floating gardens of strange black-haired geometric things.

Library—To search a library in Nephilidia, see the Searching Libraries In Nephilidia section later on.

Magic Alarm... Echoes through halls with a piercing song, causing a random encounter check.

Patch of Mirror Water Anyone reflected in a puddle of mirror water must face the evil clones of themselves who crawl out of it.

Records of the Dead Or... You can place information pointing to other adventures in the records, the stairs up to the observatory allow an escape to the surface.

Relief Carving of Old Emperors These were usually humans, worshippers of Vorn or Tittivila.

Room A and Room B If it's a tunnel, the tunnel will be completely filled with water.

Rune Trap... Magical traps activated by seeing a rune, usually carved on a wall by a previous civilization to protect something. Save or the effect occurs, (as if by a 5th-level caster if that's relevant).

Secret Door - Dead Wizard With Potions Roll d4+1 random potions on the Random Treasure Table.

Shrine to Spider Gods Called Rangda in Drownesia and simply "The Spider Gods" here, these shrines might be built by the vampires, by the short-lived human civilization that preceded them, or it might have started as a shrine to another god and had the old statues retroactively recarved to depict limbs being eaten off by spiders and furnishings hanging with marble webs.

1. Treasure 2. Encounter... The Raider Trap here is likely something with a tripwire or other simple device. See Raiders in the creature section for the composition of the raiders' party.

Whisperers or... Whisperers are bean-shaped lumps of flesh the size of a bread roll that float on the surface—2d20 of them. They whisper secrets with their weird mouths. They will whisper one of the PCs' secrets each time the PCs come close enough to hear. These things are worth 300gp each to the right witch or wizard but they must be kept wet at all times.

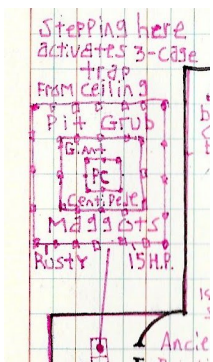
THE LAST PALACE

The Last Palace, from whose Throne Pool the Young Queen rules, lies deep within the subterranean complex of the Drowning Cities and can only be reached after many sessions worth of adventure underground, and most non-vampires only ever find it by accident. Although looting The Last Palace is a challenge fit for a very brave or high-level party, the complex offers a window into many of the ideas most characteristic of Nephilidia, and thus is a place-of-interest even for DMs whose parties aren't quite ready to take it on.

The first thing to remember is that the approach to the palace will be unsignalled, and will seem much like the rest of the Necropolis: neglected, algae-filled, haunted by weird fish. The Nephilidian Empire needs no pomp or intimidation, the cold sea is its herald, the white wastes its procession, whispers in every corner of the Cube cry its conquests and titles.

Most of these rooms are unlit, with 10' ceiling and 3' of water. Notes are organized by room number:

1-5. These rooms are the only approach to the palace. As indicated, they can only be reached from other parts of the Drowned Cities (that is, after exploring other dungeon areas) and are connected to them via ventilation-shaft-width tunnels, completely flooded. The vampires have no problem navigating these tunnels and they have no reason to welcome other visitors.



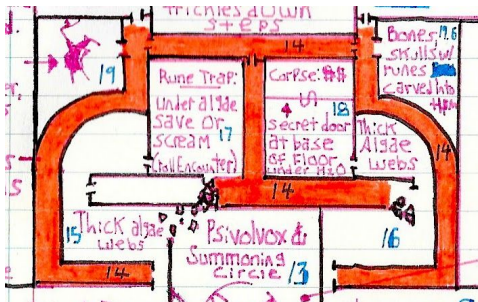
1. The trap is one of the few working mechanisms derived from the clockworks or whoever built them: stepping on the indicated stone drops a 2' square cage, then a 4' square cage with 3 giant centipedes on top of that and a 6' square cage with pit grub maggots on top of that. It also makes a lot of noise, triggering a random encounter check. Anyone standing within 3' of the target when the cage drops must save or take 2d6 from the falling cages but may cause them to land askew. The rusty cages have 15 hp each (slashing or piercing weapons won't work on metal) and the creatures cannot crawl through the bars of the cages unless they're damaged.

6-7. Ceilings here are 20'. Stars are statues and the gash down the center is a 50' gorge underwater. The text is broken up so: "15' statues have been recarved to show spiders eating them. Ancient kings ponting north in "Tomb Gesture"". That is: cultured individuals will recognize these now-desecrated statues of ancient kings are pointing to the north wall the way statues point to king's tombs in ancient Vornite cultures. It's a clue.

8, 10 The secret doors are really just doors that were sealed over with a thin facing of inch-thick stone that looks different, lost behind layers of algae. Five minutes work with a hammer will crack open the fragile outer walls.

11 The water here all eventually drips down this 40' deep shaft. You can put a treasure down there if you're feeling generous.

13. The psivolvox will interrupt its meal to try to kill interlopers. If it's defeated and the corpse of the mouth mound is cleared away, the summoning circle will give advantage (roll twice and pick the better result) to every roll when attempting to use a *Summoning* spell.



14. 10' high 10' corridors. The pair of jellycubes are semi-intelligent and sense vibrations and movement in the water so will try to arrange themselves so that they can "sandwich" prey between them.

15-18 The algae webs are so thick you can't see past until they're moved away.

18 Steps down, there was once a bath here—ceiling is 20' high, water is 10' deep, secret door is a regular door covered in algae and submerged.

19-19.6 Ceilings in this area are all 15' with doorways completely under 10' of water unless otherwise noted.

The blue rectangles indicate where I screwed up the numbering when I drew the map. These are the perils of showing you my real DM notebook.

19 Huntress' lair beneath is a 30' cube room, completely underwater.

19.1 The statue's body is entirely above water. Ice-9 is a liquid turns water into a form of room-temperature ice. It doesn't work on, like, the moisture and water inside someone's body, just on open water, extends to 30' radius. The water will solidify and roll a random encounter.

19.2 If there's no other light, the light from the shadow lantern will be visible from here. The thin rim around the fountain is dry, as are the heads of the fountain's figures

19.3 Starts with 3' of water and 10' ceilings, water rises 1' per round. Doors are 20hp stone and can only be damaged by blunt or point-force weapons (like picks).

19.4 Ceilings 20'. Door submerged. The shadow lantern in the ceiling casts living shadows of everyone who enters. It won't work when not in this room.

19.5 Ceilings 20'. Door submerged.

19.6 It says "Bones, skulls w/runes carved into them". Probably harmless.



20 A (dry) bridge over a low moat. The swans are immortal but harmless, and their hearts are pure gold (1000gp) and contain the souls of the dead kings of Nephilidia. **No random encounters past this point.**

21 The note here is pointing to the doors on either side of room 20.

22 The Pawns here have legs instead of worm tails. Their berths are irregularly placed from the 10' mark all the way up to the ceiling.

23 The ceilings are 35' tall (he is taller) and the water is 20' deep, the door ways to 24 and 25 are gaps in the wall that extend to the ceiling. Nyrgutt's body fills the chamber, the unsubmerged parts of him looking like small islands in the dark water. Nyrgutt will awake if anything living enters the chamber and is very perceptive (he has six eyes). The noise of Nyrgutt awakening will alert everyone in the chambers beyond that there are intruders and knights will be immediately sent to 24 and 25 to defend the palace.

24, 25 Steps up from 23: 15' ceiling, 10' of water. Ordinary-sized doors submerged.

26-27 15' ceiling, 10' of water. Doors reach ceiling. Bars on prisons have 50 hp each.

28-32 30' ceiling, 10' water. This is the palace proper—d4 pawns and d4 knights in each of these rooms. The knights will not be wearing plate armor in the high water here, just leather.

29 The Duelling Pool is surrounded by a dry balcony from which spectators watch. Prisoners are sometimes brought here for trial by combat (the only form of justice in the Empire) but mostly it's just bored knights fighting each other.

30 Small statues of past emperors here weighing 40lbs and worth 3000gp each.

31 The Aquarium is walled off with glass to the ceiling and contains the most grotesque and beautiful specimens of mutant fish yet found in the Empire. They're worth 10,000gp alive to a collector.

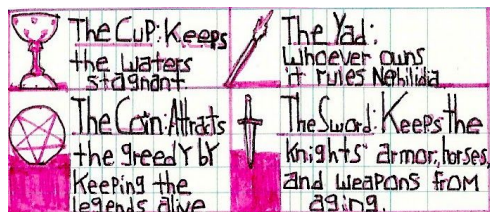
32 The rook sits in the center of the library, its head near the ceiling. The bookshelves are entirely above water. See *Searching Libraries In Nephilidia* below if the party starts searching it.



33 The floors of this area and those beyond are raised. The moat has only 3' of water so the guarding knights can wear armor and stand easily. The bridges have no railings and are 1' above the water.

34 Throne pool has a dry walkway around it, level with the bridge. At any given moment the room (4' deep) contains Naxxala and the visitors shown on the dice. The ancient, cracked throne has an 8-eyed spider-goddess carved onto it, one eye is missing. The key to the Shrine (35) fits in the missing eye.

35 The shrine contains ten treasure rolls worth of treasure plus the four Nyctythatic Artifacts:



The Cup—which keeps the waters of whatever nation it is in stagnant.

The Yod—a short stick with a hand on top—a form of pointer used for reading from lecterns. Whoever possesses it rules Nephilidia and has the right to control all its knights, bishops, rooks and pawns.

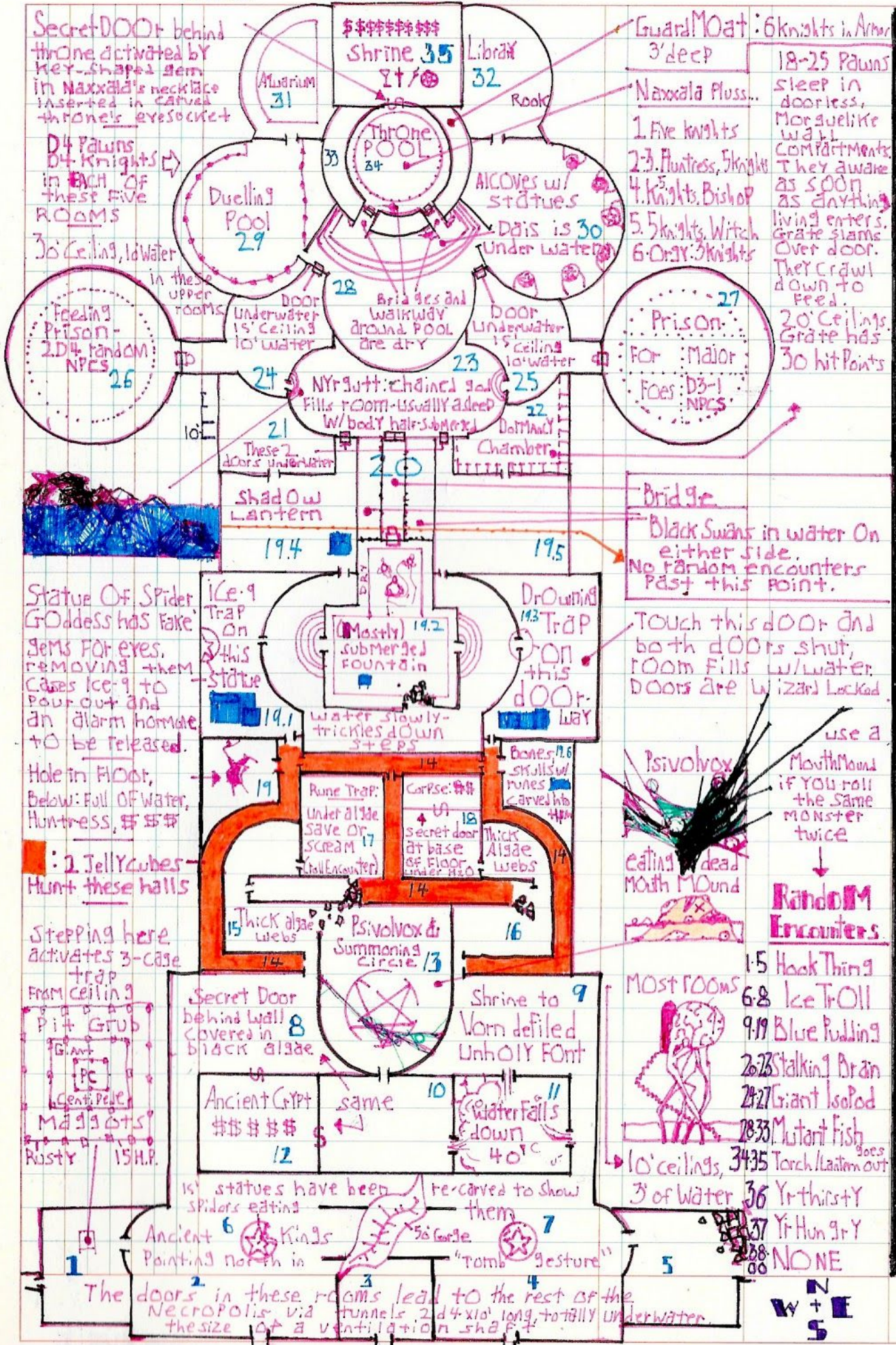
The Coin—keeps the legends of the Nephilidia's wealth alive and so ensures that a steady stream of victims comes to the isle.

The Sword—prevents the horses, arms and accoutrements of any army under the owners'

dominion from succumbing to decay of any kind.

Each is worth 20,000gp.

The Last Palace



SEARCHING LIBRARIES IN NEPHILIDIA

-When searching for books in libraries in Nephilidia, calculate the searching part of the party's local Library Skill. Likely some party members will be searching for books while others are keeping guard, so only use the party members actually searching to figure out the party's Library Skill. It equals:

(All the searchers' points of Languages skill added up) + (all the searchers' points of Search skill added up) +/- (all the searchers' Intelligence modifiers added up) + 1 per wizard +2 per searcher who speaks any Nephilidian language + 10 if Comprehend Languages or similar magic is being employed

If you're not using LoTFP's skill system, know that basically the first and second terms, Languages skill and Search skill, need a number between 1 and 6 and estimate. In LoTFP those are skills mostly only Specialists/Thieves have.

-Finding anything good takes at least ten minutes.

-Roll d100 every ten minutes, if the modified result is equal to or less than the searchers' combined Library Skill, the party has found one (and only one, no matter how many characters are searching). Roll d100+700 on the Random Treasure Table.



-Interesting book results have three entries listed: VALUABLE, MANUAL, and SPECIAL. What those result means depends on a few things:

-If none of the characters searching understand any ancient *or* Nephilidian languages then use the VALUABLE number: they've simply found a rare or beautifully illustrated and bound book, scroll or tablet worth gp = the number rolled, it's treasure. You'll get xp if you can get it out of the dungeon.

-If any of the characters read any Nephilidian language then the Special book is found. Special books have special rules given on the table. Translations of important books into Nephilidian are common, so important books written in other tongues can be found.

-If any of the characters read ancient languages but none read any Nephilidian language then a MANUAL is found. Manuals are nonfiction books on various subjects. Any character can gain advantage to an intelligence check on that subject if they spend ten minutes consulting the book when the question comes up and the book will grant a permanent +1 to checks involving that subject if they possess it while they level up (this is permanent)—no PC may gain the benefit from two books during one level-up and no two PCs can benefit from the same book at once. When in doubt: the books will not be applicable to concepts invented after they were published.

-If a character just examines the first book they find off the shelf, roll d20 on the Useless Books table at the end of the Random Treasure Table document.

CREATURES

Sorry I don't have pictures of most of the Nephilidian vampires--they're in *Red & Pleasant Land* if you don't have it.

Bishop Act as advisors to their monarchs and chaplains to their Knights— to whom they are equal in rank. They command Pawns and bow to the Colorless Queen, and teach the Gospel of Slime.

HD 7 HP 30 Speed 120' (in land or water in any form) **Armor** unarmored or 18 when wearing armor

Attack

Grapple +5 to hit with 12 Strength

Charm Person or Monster.

On a successful Charm or grapple: vampire bite.

Misericorde: A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

Spells (each twice/day, as 10th level Cleric): *Cause Serious Wounds*, *Putrefy Food and Water*, *Cause Fear*, *Conjure Animals*, *Command Gout Of Corruption* (twice/day, no save): Bishop vomits a small steaming river of putrescent ooze. Every foe in a 10' wide, 50' long path (or 500 cubic feet) must save (by dodging) or inhale the miasmatic white goo. This causes damage as *Cause Serious Wounds* and causes the victim to lose a point of Wisdom per day until they drink holy water or until *Remove Curse*, *Cure Disease* or similar magic is cast. All objects in the Gout are corroded beyond use unless they are magic or magically protected. Any holy object touching the substance becomes unholy.

Touch of Antithesis (once/day): A single enemy Cleric touched cannot use or be affected by any divine magic for two days. No save.

Special

If reduced to zero hit points, a bishop will turn into white ooze, seep away at 2x human speed, reform at some distance as an ordinary-sized white chess bishop and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.

Bishops can transform into swimming foetuses with jellyfish-like faces. Same hit points. In this form, they may use their Charm abilities or bite a helpless victim.

Typical Voivodjan vampire vulnerabilities, resistances and abilities.

Bonefish —small skeletal fish. Always d6 of them

HD 1 HP 5 Speed 120' (swim only) **Armor 13 Morale 12 Attack +1** to hit, d6hp bite **Special** Turn as 1HD undead usual undead immunities.

Blue Ooze Translucent, amoebic, 3-5' in diameter, slurping hungrily through melancholy halls

HD 3 HP 15 Speed 90' Armor 16 Morale 9 Attack +3 to hit, d10 hp acid **Defense** Immune to fire, magic, half damage from blunt weapons. **Special** Edged weapon attacks split pieces of the appropriate number of HP off the creature and create a second ooze—so an axe or sword doing 4 hp would create a 4hp ooze (same stats other than HP). These secondary oozes can also split when attacked, but new oozes automatically leak one hp per round after they're "born" until they're dead.

Blue Pudding (see Blue Ooze)

Clockworks Strange jagged, rusting irregularly painted machines, very old and often powered by turned keys, like dolls for mammoth children. Designed to imitate, mock or perhaps replace the island's lost population and wildlife, pointless and erratic.

HD D4 HP D4 x d6 Speed 90' Armor 13 Morale n/a Attack +1 to hit, d6hp law or bite **Special** Clockworks act every round as if under a *Confusion* spell.

Crypt Lord A bizarre and frustrating form of lich employed to protect ancient tombs, often found unmoving in strange marble thrones.

HD 8 HP 40 Speed 90' Armor 17 Morale 12 Attack +5 d8hp (grab) or... **Special** : Teleportation (simultaneously on every other character in sight)—save at disadvantage (roll twice and pick the worst) or else be teleported and separated. The 1st foe will be teleported 2d4 rooms north, the 2nd 2d4 rooms south, the 3rd 2d4 rooms west, the 4th 2d4 rooms east, the 5th to join their ally in the north, the 6th to join their ally at in the south, etc. If the PCs have not seen these rooms they won't know what direction they're facing. If there's no room to go to or the placement is ambiguous, pick the most interesting option. **Special** usual undead characteristics

Deep Eye 6' diameter floating eyemonster with a pair of lobster-claw-like arms—its lair will have water at least 10' deep.

HD 10 HP 40 Speed 120' Armor 18 Morale 10 Attack 2 atks: +10 claw d12hp + eye ray **Special** Eye ray heats the water in a 60' cone enough to do d8 damage per round to anyone who doesn't save, plus an additional d6 to anyone holding metal, plus an additional d12 to anyone in metal armor, and an additional d20 to anyone in plate. The eye can also cast any spell cast upon it in the round after it is so attacked.

Demons There are lots of kinds of demons, if you need one right away:

Stag Demon Bipedal, in a robe, head of a stag, carries a silver staff with a burning candle on either end.

HD 7 HP 35 Speed 120' Armor 17 Morale 12 Attack +7 d12 plus save vs spell or seek to destroy everything you carry until demon is defeated, starting with the most valuable items **Defense** Demons don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic. Animals will avoid the demon. Holy water does d6hp. Only weapons coated in holy water, the blood of another demon, blessed by a cleric (or wielded by a blessed individual) can harm demons. **Special** Demons in Nephilidia are usually bound to serve the Queen.

Electric Eel Nephilidian eels are pale white and gross like everything else here.

HD 1 HP 2 Speed 120' (in water only) Armor 12 Morale 5 Attack +2 to hit d4 hp electrical damage

Eye of Fate The hand of a thief with a lunatic's eye in the palm, set atop a serpent's body. On an errand for some witch or another.

HD 3 HP 12 Speed 120' Armor 13 Morale 7 Attack +3 to hit, d4 grab or by spell **Spells** Looking into the eye causes the target to save or act as if under a *Confusion* spell as if cast by a 5th-level caster



Eye of Flame and Fear A strange form of lich, its death's head containing two gems, one red, one black.

HD 12 HP 50 Speed 90' Armor 18 Morale 12 Attack Black Gem: Save or flee for d6 rounds (at will), Red Gem 12d6hp Fireball (save for half) (usable every third round) **Special** Usual undead immunities **Treasure** The gems are worth 1-2000 gp each and twice as much to an alchemist, but have no special properties on their own.

Fountain Golem Fountains featuring d4 stone statues (cherubs, sea monsters, heroes, gods, anything) that come to life and attack. Stats refer to each statue:

HD 4 HP 20 Speed 120' Armor 19 (15 against weapons designed to harm stone-like picks and hammers) **Morale 12 Attack +4** to hit, d4 grab with 18 strength. After a successful grab, the golem will press the victims face against whatever part of its body water comes out of doing d6 drowning damage per round. **Special/Defense** Usual construct characteristics

Gargantuan black lanternshark Looks like the ninja lanternshark (google it) only it's 50' long. Will bite the hull out of a ship to eat the passengers.

HD 15 HP 75 Speed 120' Armor 16 Morale 10 Attack +10 6d6hp

Giant Centipede Two and a half feet long.

HD 3 HP 12 Speed 60' Armor 13 Morale 7 Attack +3 to hit d4hp plus save or take d12hp more from poison.

Giant Isopod Google "giant isopod" only this version is 10' long, bluish, and eats people

HD 5 HP 20 Speed 120' including climbing Armor 18 Morale 6 Attack +5 to hit bite for d10hp

Giant Ooze A genus of turbid, translucent goos, at least 20' in diameter.

HD: 10 HP: 50 Speed: 90' Armor: 18 Morale: 12 Attack: +8 to hit touch (d12 and dissolves d12 AC worth of armor per successful attack). Ignores AC from armor when attacking. **Special/Defense** Roll d6:

1-2 Giant Vermillion Ooze—Takes double damage from magic, immune to metal, half damage from anything else

3-4 Giant Pale Ooze—Takes double damage from fire, immune to metal, 50% chance of reflecting magical attacks on caster.

5-6 Giant Black Ooze—Takes double damage from non-metal weapons, immune to magic.

Giant Sea Spider eggshell white, resembles members of the genus Nymphonidae only 15' tall. Amphibious. Creep on to ships to eat the passengers.

HD 6 HP 30 Speed 120' (on the surface) 60' (swimming) Armor 16 Morale 8 Attack +6 to hit leg-stab d6 hp + save vs Poison or take d6 more

Harpoon Golem 40' rusting iron constructs, stick-figure-like, purpose unknown

HD 12 HP 54 Speed 120' (walking in water—collapse on land) Armor 19 (half damage from swords and thrusting weapons) **Morale 12 Attack 2** attacks +10 to hit D12hp grab or d10hp throw harpoon.

Hoar Fox Silver-white foxes hunted for their pelts

HD 2 HP 8 Speed 120' Armor 14 Morale 4 Attack: +2 Frost bite d412 **Treasure:** Pelt worth 500gp



Hook Thing Mangled flesh golems, half-construct, half-dead, let loose in some forgotten war. They kill for reasons unknown.

HD 5 HP 25 Speed 120' Armor 17 Morale 11 Attack 2 attacks +5 d8hp hook Special Mindless

Horse —see Osc Lithicum Stalking Horse

Hunting Spiders giant white wolf spiders, the size of a cat, used by huntresses as sight-hounds

HD 2 HP 8 Speed 120' (incl climbing sheer surfaces) **Armor 14 Morale 10 Attack:** +2 d4 bite plus save vs poison or be stunned for one round

Huntress So-named because they actively hunt humans on the isle, especially in corners where the knights are not nimble enough to go. They often set traps for raiders.

HD 2d4 HP HDx5 Speed 120' Armor 14 Morale 10

Attack

+HD to hit bola, net, D6hp light crossbow or d8hp cutlass

Grapple +HD with 18 Str

Charm Person or Monster.

On a successful Charm or grapple: vampire bite

Defense

-If reduced to zero hit points, a witch will turn into sixteen black stones and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.

-Alternate form: Spider with an eye for a body, ragged black manta ray. Same hit points. In this form, they may use their Charm abilities or bite a helpless victim.

-Spells as 10th level magic-user—any spell but casting them costs hp equal to spell's level.

-Controls creatures: (In the snow only) Moon bat, (In Necropolis) Hunting spiders, Decoy golems—"Civilians" made of sea weed and clothed in human attire that appear human at 10' or more (these are trivial to "kill").

-Usual Nephilidian vampire characteristics (see below)

Ice Troll — 12'-15' tall and made of ice. Always ugly.

HD 12 HP 60 Speed 120' Armor 17 Morale 11 Attack +8 to hit claw d10hp Special/Defense:

-Regenerates d4 every round so long as anyone can see or hear it

-Everyone within 15' takes d8 frost damage at all times

-Ice trolls take double damage from electricity and hammers.

-Belly contains d10x400sp worth of things turned to gold.

Unique Attacks

Each troll's attacks are unique. Make one up or simply choose a spell they can cast at-will, likely ones include (d20):

1 Putrefy Food and Drink

2 Silence 15' Radius

3 Cause Disease

4 Antipathy/Sympathy 5 Anti-Magic Shell

6 Audible Glamour

7 Confusion

8 Feeblemind

9 Lose the Path

10 Forget

11 Slow

12 Holy Word

13 Darkness

14 Protection from Good

15 Bestow Curse

16 Symbol of Despair

17 Symbol of Insanity

18 False Seeing

19 Wall of Fog

20 MirrorImage

Jellycube A translucent stinging cube that completely fills its corridor.

HD 4 HP 20 Speed 90' Armor 13 Morale 12 Attack: +4 save or be paralyzed each round until you do save, or digest a paralyzed victim at 2d8 per round **Special** Requires a wisdom or perception roll of 19 to spot in a corridor. Magic that affects water affects jellycubes in a similar way **Treasure** One Random Treasure Roll

Jellyfish, Nephilidian—Bluish-lavender and milky white, 7' disk

HD 5 HP 22 Speed 90' Armor 13 Morale 7 Attack: 3 atks +5 sting—save vs Poison or be paralyzed until you do save. Usually paralyzed targets drown, while being eaten at d4hp/rnd.

Knight Soldiers in the army of the Colorless Queen. They outrank Pawns and are equal to Bishops. They have white hair, blue eyes, and plate armor in matte black kept perfect by the sword in the Queen's vault. They ride Osc Lithicum Stalking Horses.

HD 5 HP 20 Speed 120' (in land or water in any form) **Armor 19/20** vs missiles (plate+shield) in high water they wear leather armor: 14 **Attack**

-(Outside) Two-handed sword +5 to hit d10hp.

-(Inside) Longsword +5 to hit d6hp.

-(Grapple +5 with 13 Strength.

-Charm Person or Monster.

-On a successful Charm or grapple: vampire bite

-Misericorde: A cruciform hardwood (lignum vitae or ebony) stiletto specifically designed for impaling vampires. In a pinch it can be used as an ordinary weapon: d4 damage, no to-hit bonus.

Defense

-If reduced to zero hit points, a Colorless Knight will turn into a white mist, seep away at 2x human speed, reform some distance away as an ordinary-sized white chess knight and regenerate 1hp per round (unlike most other vampires). They remain invulnerable and powerless in this form until they regain 2 hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.

-Usual Voivodjan vampire vulnerabilities, resistances and abilities (see Vampires In General, p.82).

-The Colorless Knights can transform into small creatures resembling a cross between a manta ray and a lionfish. Same hit points. In this form, they may use their Charm abilities or bite a helpless victim.



Lava Babies d4+1 Bright red human babies the color of burning coals.

HD 1 HP 2 Speed 90' Armor 19 Morale 12 Attack/Special: Each time a lava baby looks at you, save or be so overcome by their cuteness that you hug it, taking d20hp. Once you've saved against a specific baby you are immune to its charms. In water, they heat the water around them so it does d4hp per round to anyone within 20'.

Lich in Nephilidia these are usually embalmed priests of the Spider Gods

HD 8 HP 25 Speed 90' Armor 17 (rusty plate) **Morale 12 Attack +3** bite or mace d6hp **Spells** (Each 2/day) *Confusion, Suggestion, Phantasmal Psychodelia, Hold Person, Dispel Magic, Wall of Fog, Sleep, Web, Summon, Protection From Normal Weapons, Heat Metal* **Special** Usual undead characteristics.

Living Shadow your shadow comes to life

HD As victim **HP** As victim **Speed** as victim **Armor** As victim but hit only by magic or light/fire **Morale 12 Attack** +victim's attack bonus drains 500xp **Special** Usual undead characteristics.

Lord Vampire lords are essentially retired knights. Their stats are the same.

Minotaur Zombie half-man, half-bull, all dead

HD 8 HP 32 Speed 120' Armor 13 Morale 12 Attack +6 to hit gore d12

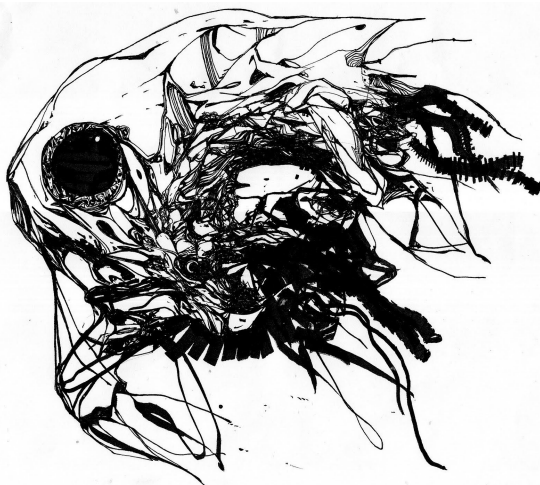


Moon Bats White fur, 2-foot wingspan

HD 2 HP 10 Speed 240' (flying) **Armor 13 Morale 6 Attack:** +2 d6hp bite **Special:** When moonbats land a bite they cannot easily be removed, their entire body begins sinking through the victims armor and clothes and into their skin and then inside their body until they eat the organs from inside. This inflicts 1hp per round. Removing them requires cutting them out, causing d4hp x the number of rounds the bat has been attached.

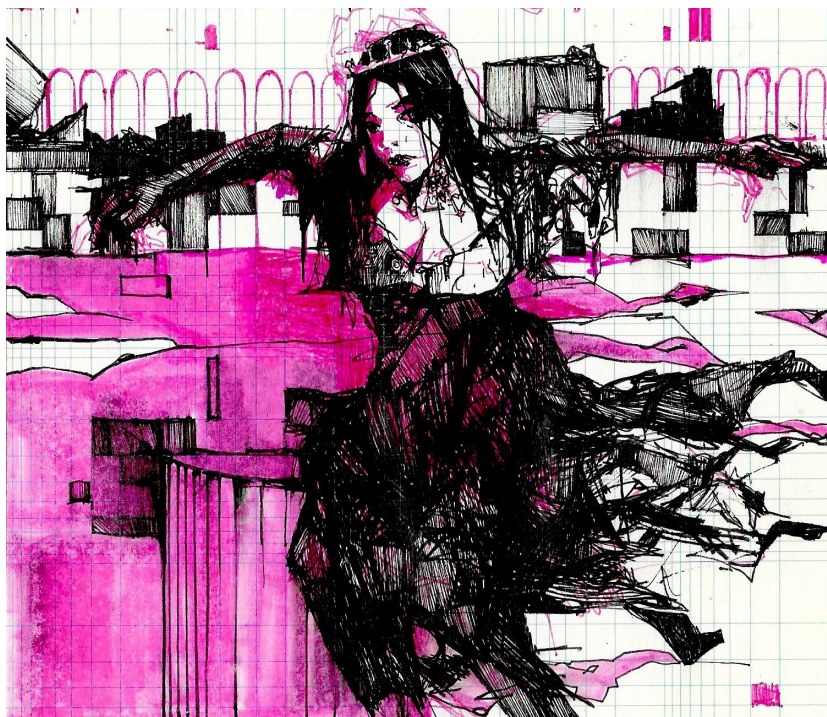
Mouth Mound A chaotic pile of eyes and mouths embedded in an amoeba of flesh.

HD 5 HP 25 Speed 120' Armor 18 Morale 7 Attack +5 to hit, d6hp little bites plus Special: The Mound constantly gibbers with its mouth causing anyone in hearing distance to save each round or act as if under a *Confusion* spell.



Mutant Fish (always d4 encountered) pale, hideous, deformed in 1000 ways. For months or years at a time they serve the vampires as subsistence food and only companions.

HD 1 HP 5 Speed 120' (swim only) Armor 13 Morale 8 Attack +1 to hit, d6hp bite



Naxxala Acting Queen of Nephilidia

HD 20 HP 100 Speed 120' Armor 15 Morale 11

Attack

+6 to hit dagger d4+2 damage plus usual vampire attacks

Grapple +4 with 16 Strength

Charm Person or Monster— saves are at -4 for those naturally attracted to women.

On a successful Charm or grapple: vampire bite

Special

-Alternate forms: Jellyfish (normal sized), Spider, pool of black blood

-A rune that activates a *Death* Spell is tattooed on her right eyelid and on the back of her neck. The runes will work on anyone within 10' who can see them clearly.

-May cast the following spells as a 10th level Magic-User twice per day: *Suggestion*, *Command*, *Sleep*, *White Tentacles* (as *Web*) *Sleep*, *White Tentacles* (as *Web*, inflicts d6 damage per round of entrapment), *Dispel Magic*, *Putrefy Food and Water*, *Hideous Vomiting* (as *Hideous Laughter*) plus the following Nephilidian spell:

Eelcurse

Duration: Permanent Range: 50'

Save: None

Area of effect: One creature

Any creature of 5 hit dice or less that the target touches or anyone the target kills in mêlée will immediately erupt in a mass of writhing pale lamprey eels that attacks the nearest foe 4 times per round at +10 to hit for d6 points of damage. The creatures have hit points, Armor and speed as the original creature but will die after 4 rounds. They will automatically win initiative unless the target takes precautions.

Remove Curse will end this awfulness.

-Usual Nephilidian Vampire characteristics

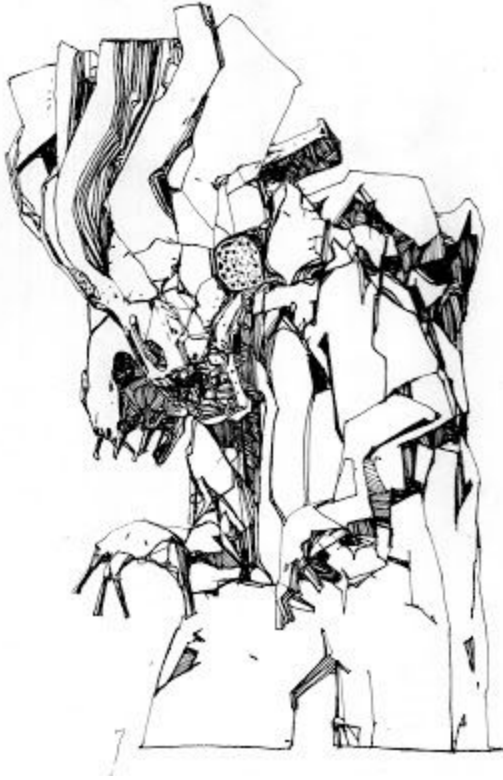
-If reduced to zero hit points on land, Naxxala will revert to bloodpool form

and escape at 1/2 human speed, reforming at a distance into an inert ordinary-sized chesspiece (a white queen) and regenerating 1hp per round. She remains invulnerable and powerless in this form until she regains 10hp and thereupon automatically reverts to ordinary form.

-Nephilidian vampire vulnerabilities, resistances and abilities.

Treasure: Her crown is worth 40,000gp.

Nephilidian jellyfish (see Jellyfish)



Nyrgutt a three-headed ice troll, 40' tall, once worshipped as a god, before Nephilidia had a name, imprisoned by the first vampire lords. He sleeps most of the time but is cursed to wake and attack as soon as anything living enters his chamber.

HD 20 HP 120 Speed 90' Armor 20 Morale 12 Attack 3 attacks +10 to hit crush 4d20hp **Special/Defense:**

-Nyrgutt doesn't need to breathe or digest, doesn't age, and is immune to poison, etc.

-Only spells cast three times can affect Nyrgutt.

-Holy water does d6hp.

-Only magic weapons, weapons coated in holy water, the blood of another demon, blessed by a cleric (or wielded by a blessed individual) can harm Nyrgutt.

-Nyrgutt's chains have 400hp and cannot be removed without being destroyed and having a *Remove Curse* spell cast on them. They keep him from leaving the room.

Octopus

HD 6 HP 30 Speed 120' Armor 13 Morale 7 Attack 4 attacks per round +6 grapple inflicts d4 with 16 Strength

Ooze, Blue See Blue Ooze

Ooze, Giant See Giant Ooze

Osc Lithicum Stalking Horse The breed of white courser favored by the knights of the Colorless House. They are skilled swimmers and frequently used for hunting. When slain, repulsive Pale Horses spring from their entrails.

HD 3 HP 15 Speed 240' Armor 19 (in full barding) **Attack** Hoof or bite +3 to hit d4/d4 **Special** If a Stalking Horse is slain, a Pale Horse— a kind of horse-headed ghoul— will burst forth and simultaneously attack all non- vampires within 7', attempting to strangle them with the slain horse's entrails at +6 to hit for 2d10hp. This happens as soon as the Stalking Horse dies (no initiative roll) and the Pale Horse then dies immediately after the attack, regardless of its outcome.

Pawn These are the commoners of Nephilidia. They are divided among themselves into eight ranks and together form the lowest rung in the hierarchy of the Colorless House— Knights and Bishops outrank them. They have no legs, and their lower bodies are like the tails of white worms. Their rank determines their hit points and attack bonus.

HD 4 HP 1-8(as rank)+5 Speed 120' (on land or water in any form) **Armor 12**

Attack

Grapple +5 with 1-8 Strength (as rank)

Charm Person or Monster.

On a successful Charm or grapple: vampire bite

Defense

-If reduced to zero hit points, a Colorless Pawn will turn into sixteen black stones and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher

is sufficient to revive them completely. They turn as 4 HD undead.

-Alternate form: lamprey eels. Same hit points. In this form, they may use their Charm abilities or bite a helpless victim.

-Usual Nephilidian vampire characteristics

Phiratheg Oh boy: Pinkish, creepily slight hairless nude humanoid with three heads (two of the heads have no features). d4 legs, a big mouth in their chest, arms ending in fleshy spikes and one other random extra limb. Eats people of course

HD 2 HP 8 Speed 60' Armor 12 Morale 6 Attack +3 to hit, d10 spike attack **Spell-like abilities:** *Mirror Image* (at will), *Command*

Pit grub a fat, centipede-like creature 10' long with a face full of paralyzing tentacles

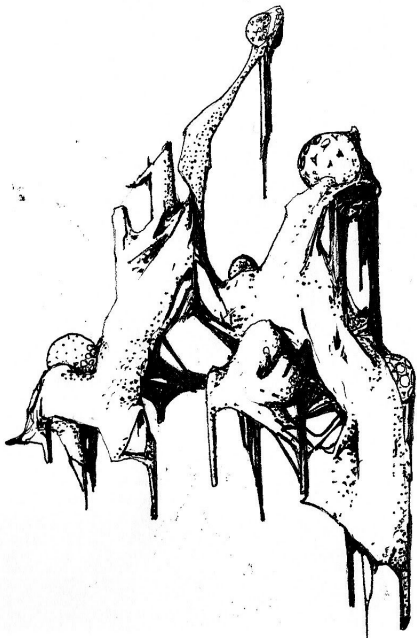
HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attack d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Pit grub maggots baby pit grubs—3' long

HD 1 HP 4 Speed 30' Armor 14 Morale 5 Attack 2 attacks per each round +2 to hit save vs Paralysis or be unable to move until you do.

Plasmic Ghoul A transparent ooze, 5 gallons in volume, surmounted by a lolling, rolling, zombie-like head.

HD: 5 **HP:** 15 **Speed:** 120' **Armor:** 12 **Morale:** 12 **Attack:** +5 to hit Touch (d10hp and dissolves d10 AC worth of metal armor per successful attack). Ignores AC from metal armor when attacking. **Special/Defense:** Turns as 5HD undead. Immune to non-magical attacks. Usual undead characteristics



Psivolvox This intelligent algae colony eats brains, so a library is a good place to hang out, stretched between walls on a hammock made from its own damp viridian skin. It will use its powers to get any creatures that enter its chambers to fight each other to the death and then kill themselves so it can partake of their delicious cerebella.

HD 5 **HP** 25 **Speed** 1' per hour **Armor** 13 **Morale** 12 **Attack** No normal attack **Special:** All the psivolvox's foes in the room must save or attack their allies. Victims may re-save every time they take or inflict 10 damage or reduce a friend to ohp. The effect ends if the psivolvox is slain.

Raiders Human treasure-seekers coming to Nephilidian generally wear masked helmets to prevent the corrupt air from poisoning their lungs (PCs are immune because diseases are boring in RPGs but don't tell them that). Each group will have d4 thieves and d4 fighters, 2 in 6 will have a wizard, and 1 in 6 will have a cleric.

HD/level 2d4 **HP** HDx4 **Speed** 120' **Armor** 9+D6 **Morale:** 7 **Attack** +HD to hit Broadsword or cutlass D8 + each raider had a 50% chance of having a light crossbow d6hp **Special:**

- 1 Spider god worshippers, want to join Nephilidians
- 2-3 Vornites, want to destroy all Nephilidians
- 4-5 Tittivilans, find the decay repulsive
- 6-9 Still have a large ship docked a few hexes away
- 10-12 On their way back, carrying 2 Treasure Rolls worth of stuff

13-14 Include a scholar, carrying an Interesting Book

15-16 Nornrik elves eager to trade information to take home

17 Starving: will pay for food

18 One is tattooed with a partial map of nearby ares

19 Accompanied by a trained wolf

20 Charmed by nearby vampire witch, will lead you to her

Treasure: One roll per every 5HD of party

Rook Hulking 50' tall grotesques that lie inert for days at a time made from the remains of a dead Pale Rook (see Red & Pleasant Land): first the corpse is sat on a throne and enmeshed in a kind of frame. Then the top of the Rook's head is sawn off like the lid off a pot and the head is filled with sea water nearly to the rim. If a vampire then sits floating in the head, the Colorless Rook comes to life, and can act as a powerful oracle or magical battery.

HD 20 **HP** 100 **Speed** sessile **Armor** 16 If anyone inside the head-bath utters a spell, the Rook will repeat it and the spell is treated as if it was cast twice that round (at the same target(s) or another). **Attack** None **Defense** The Colorless Rook is immune to magic.

Special

Spilling the water from the Rook's head renders it inert until refilled.

The Colorless Rook's oracular ability works as follows and it may read one creature's fate per round—

A given querent may only receive one pronouncement per day:

The querent rolls 5d20, noting the result and the order. Those are the next 5 results that creature will "roll" the next 5 times a d20 roll is called for, in order. (This may be put in more "in-world" terms, such as: "Your luck will be middling, then awful, then mixed, then impressive, then fair".) The querent may do as it pleases with this information.

Sea Sphinx Green as the seaweed forming her mane, face of a woman, forelimbs of a lion and lion-sized, lower body with fins and a fat eelish tail. Eager for knowledge.

HD 10 **HP** 50 **Speed** 90' (140' in water) **Armor** 18 **Morale** 10 **Attacks** 3 attacks: +10 to hit for d6 plus breath poison in a 30' cone save ve Breath or take 2d10 **Spells** (3/day) *Legend Lore, Forget* **Special** No-one can attack the sphinx unless they correctly answer a riddle she asks at the start of initiative. One guess per PC per round. If it is answered, she may ask another after 3 rounds. Some riddles:

I come to you when you wake, I touch you where you cry, I show you to the world? Light

A blanket covering all, never woven, never warming? Snow

I stand a beast of many burdens, four legged, mouthless, unmoving, what am I? Table

A thousand serpents on a crown, black, red or gold, then white in winter, intertwined, ever thinner, I grow even as I die, who am I? Hair

Shark Zombie A relatively small Northern Rot Shark shark—6-8'—but still a shark

HD 4 **HP** 22 **Speed** 120' **Armor** 14 **Morale** 10 **Attack** +6 2d4 **Special** Usual undead characteristics

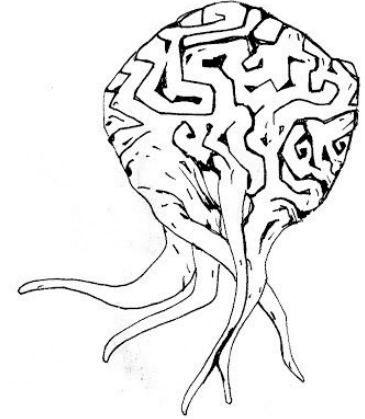


Skeleton Everyday animated skeletons. Attack anything living.

HD 3 HP 15 Speed 120' Armor 12 (half damage from arrows et al) **Morale 12 Attack +2** claw, bite or weapon d6

Stalking Brain 4' diameter brains on narrow legs, 12' tall.

HD 5 HP 20 Speed 120' (swim or walk) **Armor 16 Morale 9 Attack 2 attacks** +5 to hit strangle d8hp or brain blast (save or be unable to move until you do save, can affect everyone in 30' or just one target, at which case they must roll twice and pick the worst result to save)



Tyrannosaurus Rex Zombie Luckily it's too big to leave the room

HD 18 HP 72 Speed 90' Armor 17 Morale 12 Attack 2 attacks: +10 to hit claw for d10 then Bite 3d20 **Special** Usual undead characteristics, turns as if 5hd undead.

Vampire Witch The fearsome, scheming ladies of the Colorless realm. Known for bizarre deformities and outrageous fashions.

HD d10 HP HDx3 Speed 120' Armor 12 Morale 9

Attack +HD to hit claw d6 inflicts a spell she can cast

Grapple +HD with 16 Str

Charm Person or Monster.

On a successful Charm or grapple: vampire bite

Defense

-If reduced to zero hit points, a witch will turn into sixteen black stones and regenerate 1hp per hour. They remain invulnerable and powerless in this form until they regain their full hit points and then automatically revert to ordinary form. However, a drop of blood from another vampire of equivalent rank or higher is sufficient to revive them completely.

-Alternate form: black sea spider. Same hit points. In this form, they may use their Charm abilities or bite a helpless victim.

-Spells as 10th level magic-user—any spell but casting them costs hp equal to spell's level.

-Usual Nephilidian vampire characteristics (see below)

Water Wyrd A minor water elemental that forms into a translucent eel-like creature and tries to drown you

HD 4 HP 16 Speed 120' Armor: 16 Morale 12 Attack +6 to hit Save or take d4 drowning damage per round until you do save

Defense/Special: Only blunt weapons or magic do damage. It will reform after two rounds unless destroyed with water-affecting magic.

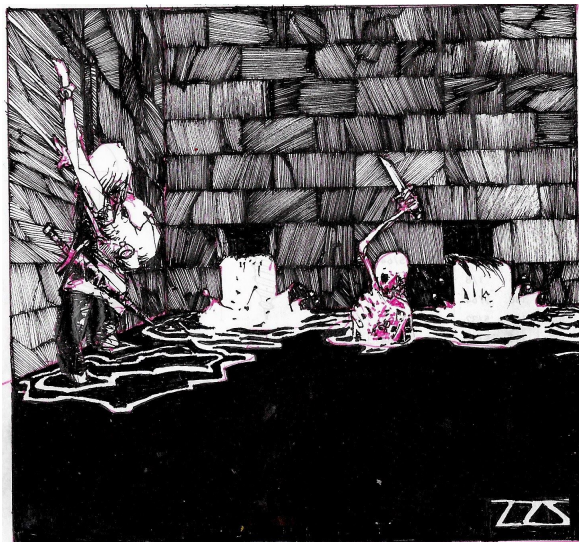
Purify Food/Water or a vial of holy water kills it.

Winter Treant Grim and ancient creatures, these living trees despise wood-wielding species (ie most intelligent ones), but are knowledgeable about the history of the island and despise the vampires most of all.

HD 9+ HP 45+ Speed 120' Armor: 20 Morale 10 Attack 3 Attacks +9 to hit 3d6 claw or grab (19 Str)

Wolf In case a team of raiders brings one

HD 3 HP 12 Speed 180' Armor 15 Morale 8+number in pack Attack Bite +3 to hit 2d4hp **Special** It is said anyone seeing a wolf must drink a toast to it the following night—or more will come.



Nephilidian Vampires in General

Attack:

-Vampire bite on a grappled victim: d4 damage, drains a level, adds the hp to vampires' own. Victims drained to 0 become 1hd vampires controlled by their slayer.

Defense:

-If reduced to 0hp, they will turn into an ooze if a bishop, a mist if a knight or lord, and 16 black stones if a pawn and regenerate 1hp per hour. They remain invulnerable and powerless in this form until regaining full hp, when they revert to ordinary form. A drop of blood from a higher-ranked vampire will revive them.

-Turn as undead of their HD

Special:

-Can transform—Same abilities as in ordinary form.

-Direct sunlight or a silver or wooden stake kills them permanently. Garlic holds them off for 1 rnd.

-Touch of holy water or silver does d6+1hp

-Can echolocate in the dark but prefer to use their eyes

-They are immune to poison, falling damage, and all forms of mind control (other than the power of a superior vampire or magic that controls undead). They cast no shadow and have no reflection.

-The severed tongue of a virgin, if placed in a vampire's mouth, will do 2d10 points of damage.

-Transforming into an alternate form does not take an attack/action but it must be the vampire's turn (i.e. a vampire cannot willingly transform in response to character action until its part of the initiative cycle).

-A natural 20 rolled with a wooden stake on a vampire by a character announcing their intent to stake should be considered a stake through the heart, a failed stake does no damage.

-If the vampire is being grappled or otherwise restrained by two or more limbs, a modified 22 or better with a wooden stake on a vampire by a character announcing their intent to stake should be considered a stake through the heart. For these purposes, the attacker should receive a +2 per limb restrained. Note however that most vampires will transform at the first opportunity if restrained.

-Vampires are worth zero experience points unless permanently slain, not just removed temporarily as obstacles by reducing them to 0hp.

-Clean running water causes Nephilidian vampires d4hp of damage if they are immersed, but they can cross it.

-Mirrors do not reflect vampires.

MAGIC ITEMS (D8)

1. Mantle of the Ray—This smoothly-textured cloak will be found rolled tightly in a fat scrollcase. It will immediately bond to whoever puts it on and cannot be removed for 24 hours thereafter. It grants the wearer the following abilities:

- Water breathing
- Infravision in water
- Swim at 120'
- Deliver a stinging touch once every 10 minutes doing 2d6hp damage

However the mantle will slowly encourage the wearer to believe they are a manta ray and they will require a wisdom check during any stressful situation (combat, for instance) to do anything that manta rays don't do, including cast spells, speak, or fight when running away would be easier. The wearer is allowed a check each round.

2. Nephildian Sleeve—This variety of long glove reaches nearly to the shoulder and have the runes of strange magic worked into their lace. When pulled on, the wearer's arm immediately self-amputates and becomes an eye of dread under the wearer's control. The user may see through the creature's eye. Only one of them may act in a combat round. The creature may reattach at any time up to an hour—if it is gone longer the separation is permanent.

3. Dissolving Cubes—A blue velvet-lined case containing 6 translucent cubes of different colors, the size of ice cubes. Each has a different effect upon contact with water...

- Ice-9*, turns water into a form of room-temperature ice. It doesn't work on, like, the moisture and water inside someone's body, just on open water, extends to 30' radius.
- Healing salts*, heals d8 hp to everyone within 5'.
- Blood smell*, attracts random encounters.
- Electrical charge* does d12hp to everyone in a 10' radius.
- Purify Water*—10' radius.
- Forms a water wyrd.

Chipping off a small piece will allow a PC to test the effect.

4. Gospel of Slime Sacred text of the Nephildian sect of the Spider Church, her clerics gain an extra *Cause Serious Wounds*, *Curse*, or *Power Word* spell once per day and a level. It also contains the spells listed under Scrolls below. Any other caster gains 1000xp.

5-8 Scrolls—these phonetically-written spells can be found on scrolls throughout Nephildia. They may be cast once by any character able to read the common trade tongue, or transcribed by a magic-user for use at the given level., but not both. The scroll disintegrates after use or transcription.

5. *Eelcurse*

Level: 3

Duration: Permanent Range: 50'

Save: None

Area of effect: One creature

Any creature of 5 hit dice or less that the target touches or anyone the target kills in mêlée will immediately erupt in a mass of writhing pale lamprey eels that attacks the nearest enemy 4 times per round at +10 to hit for d6 points of damage. The creatures have hit points, Armor and speed as the original creature but will die after 4 rounds. They will automatically win initiative unless the target takes precautions. *Remove Curse* will end this awfulness.

6. *Touch of Antithesis*

Level: 5

Duration: Instantaneous

Save: No

Area of effect: A single enemy Cleric touched cannot use or be affected by any divine magic for two days. This spell can be learned by clerics.

7. *White Tentacles*

Level: 3

As *Web*, inflicts d6 damage per round of entrapment.

8. *Gout Of Corruption*

Level: 5

Duration: Instantaneous

Save: Yes

Area of effect: 10' wide, 50' long path or 500 cubic feet
Caster vomits a small steaming river of putrescent ooze. Evmust save (by dodging) or inhale the miasmatic white goo. This causes damage as *Cause Serious Wounds* and causes the victim to lose a point of Wisdom per day until they drink holy water or until *Remove Curse*, *Cure Disease* or similar magic is cast. All objects in the Gout are corroded beyond use unless they are magic or magically protected. Any holy object touching the substance becomes unholy.