

# BARRENS OF CARCOSA

CARCOSA MODULE 6

by Geoffrey McKinney



**BARRENS OF CARCOSA** contains a large-scale hex map, introductory information, geographical notes, and detailed encounters keyed to the map. This module presents a complete setting for **ADVANCED DUNGEONS & DRAGONS**, intended for use by experienced Dungeon Masters. It can be used on its own, in conjunction with your own campaign world, or as the northeast quarter of a larger campaign area that includes **THE YUTHLUGATHAP SWAMPS**, **JUNGLES OF THE K'NAANTHOA**, and **THE MOUNTAINS OF DREAM**.

Luigi Castellani's cover art depicts the Yellow Men of Dulaja worshipping a purple worm shoal (cf. hex 3609 within).

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### INTRODUCTION

*Barrens of Carcosa* assumes that the Dungeon Master possesses the following three

#### **ADVANCED DUNGEONS & DRAGONS**

volumes written by Gary Gygax:

#### **MONSTER MANUAL**

#### **PLAYERS HANDBOOK**

#### **DUNGEON MASTERS GUIDE**

The present book also makes use of the Cthulhu Mythos section of the early printings of **DEITIES & DEMIGODS** by James M. Ward with Robert J. Kuntz. While possession of this book is helpful, it is not necessary. Fortunately, the Cthulhu Mythos section of **DEITIES & DEMIGODS** has been available for free since at least 2002 here:

[http://www.angelfire.com/extreme/kengage/ct\\_hulhu/index.html](http://www.angelfire.com/extreme/kengage/ct_hulhu/index.html)

### MANKIND IN CARCOSA

Thirteen races of men exist in the lands of Carcosa: Black, Blue, Bone (transparent except for their skeletons), Brown, Dolm, Green, Jale, Orange, Purple, Red, Ulfire, White, and Yellow Men. (The Dungeon Master can easily disregard these outré colors and hues of skin if they do not correspond with his conception of the setting.)

The lands of Carcosa have two additional primary colors: ulfire and jale. "The sense impressions caused in [an observer] by these two additional primary colors can only be vaguely hinted at by analogy. Just as blue is delicate and mysterious, yellow clear and unsubtle, and red sanguine and passionate, so

he felt ulfire to be wild and painful, and jale dreamlike, feverish, and voluptuous." (David Lindsay, *A Voyage to Arcturus*, chapter 6: "Joiwind")

Dolm "stand[s] in the same relation to jale as green to red." It is "a compound of ulfire and blue". (David Lindsay, *A Voyage to Arcturus*, chapter 18: "Haunte")

Black, Brown, and White Men have dark brown to black hair and eyes. Bone Men have transparent hair and eyes. The other nine races of Men have black hair and eyes, with tints in direct light of the same color as their skin.

The thirteen races tend to regard each other with suspicion, and the Bone Men are especially shunned by others.

Jale Men are reputed to be the most adept at magic.

Unless otherwise noted, the human civilizations of the lands of Carcosa have the technology level reflected in the equipment lists in the **AD&D PLAYERS HANDBOOK**.

### THE SNAKE-MEN

For tens of millions of years the civilizations of the Snake-Men were mighty upon the lands of Carcosa. They delved deeply into the arcane mysteries and laid the foundations of the systematic practice of magic. Some say that from shambling man-apes the Snake-Men bred the various races of humans as slaves. At the height of their powers, the Snake-Men destroyed themselves by releasing ultratelluric forces impossible to control. The human races have since dabbled in the magic of the Snake-Men, achieving a mere fraction of the proficiency of their extinct masters.



## CARCOSA CAMPAIGN MAP HEX DESCRIPTIONS

This book includes a map of a small portion of the lands of Carcosa. As the distance between two parallel sides of a hex is 5 miles, the map covers an area approximately 85 miles north to south and 113 miles east to west (9,605 square miles). Only the most pronounced of features are drawn on the map. Most of the blank hexes are certainly not featureless land. Many hexes on the map are given points of interest. Of course, these encounters are only the merest fraction of what can be found in the lands represented on the map.

### HEX MAP

#### Geographic Features

**Abkehadgh River:** The dark, deep, and swift waters of this river flow out of the Black Lake (found north of the map included in this module), and most men shun drinking from the Abkehadgh. After running through the Iaks'lgn'gh Jungle for about 10 miles, the river becomes slow and shallow, with its edges often indistinct. It regains some of its might in the last few miles before emptying into the sea.

**Ad, Desert of:** Crisp, rolling dunes of light tan sand characterize the Desert of Ad. Cloaked nomads travel amongst a handful of oases, marked with growths of palm trees. Even magic-users hesitate to enter the desert to seek the various colors of lotus that grow under the moon, for the desert is haunted and is the place of the forbidden City of Pillars (hex 4703).

**Adgh Peaks:** Rising from the southern Ythkehab Hills, these dark blue, stony mountains never quite reach an elevation of 6,000'. Enigmatic, angular glyphs, typically

about 1' in size, can be found carved into various stones in the mountains. They do not correspond with any known language.

**Iaks'lgn'gh Jungle:** This rainforest is denser, darker, and wetter than any other on the map. Even at noon some shadowy patches can seem to be in twilight. Mysterious, liquid popping and plopping sounds in the jungle help the more than a dozen small bands of hunter-gatherers move unheard through the green darkness.

**Kakn'gh Hills:** Small tufts of hardy grasses grow on the mostly barren Kakn'gh Hills. The only type of tree that grows here is the occasional *umlotl* tree: a small-leaved, twisted deciduous tree with smooth, gray bark. Its wood is much harder than oak, and it will not burn. It is endemic to the Kakn'gh Hills.

**K'matht Jungle:** The mightiest trees of this jungle stand more than 300' tall and have diameters up to 50'. A still, green darkness broods within the jungle. Pre-human ruins and monuments are common herein, and many a hill that appears natural is in fact a ruin covered by the ages.

**K'naanothoa Ocean:** This vast, abyssal ocean washing upon the lands of Carcosa conceals untold depths and terrors from the insignificant men who wander upon the dry land. The salty, slate-blue waters are cold. No lack of weird predators threaten any who sail or swim in the ocean.

**Tchlolttep Jungle:** The temperature within this jungle hovers around 90° Fahrenheit during the day, dropping no more than 10° at night. Its almost constant 100% humidity does not help. Tales tell of a large crashed spaceship

deep in the jungle and gelatinous "men without bones" in its vicinity.

**Thuumyaayig Mountains:** Though these mountains rise only 13,000', the higher peaks have a year-round covering of snow. Evergreen trees dominate the woodlands blanketing the mountain slopes.

**Ythkehab Hills:** The bleak Ythkehab Hills are rumored to have been long ago the site of a battle between vast hosts of men. Whatever the truth of this, one need not dig deep to unearth human skulls (but, oddly, no other sort of bone) in the hills.

### Hex Locations

**2702 Edible Fungus Forest:** A forest of variously-colored fungi rises as high as 50' in a patch about 300' in diameter. Most of the fungi taste delicious, and none will do anything worse than leave a bitter taste in the mouth. Some types will stay edible for as long as a week after gathering. One particularly common fungus, a lime green mushroom 6" high, will (if cooked) heal 1-6 hp damage per person per day. It loses its healing properties 6 hours after someone picks it. Few things native to the area will venture within the forest because of the Spawn of Shub-Niggurath that lairs within: Thoky'hxfthag (AC 2; MV 12"; HD 8; hp 31; #AT 1; D 5-12; SD surprised only 1 in 6; INT average; AL N; XP 860), a bulbous purple fungoid twice the mass of a man. It has a single, colorless eye and a sharp, jagged beak. In this fungus forest, the Spawn has only a 1 in 6 chance of being surprised.

**2705 Remnant of the Primordial Ones:** High amongst the snows of the Thuumyaayig Mountains dwells the wretched remnant of an outpost of one of the prehuman, cyclopean

cities of the Primordial Ones. Only three in number, these Primordial Ones (AC 6; MV 18"/12"; HD 8; hp 44, 37, 45; #AT 3; D 1-6 [x 3]; SD immune to heat and cold; AL LE; XP 990, 920, 1000) have fallen far from the technological and scientific heights of their forebears. These epigones live a Stone Age existence amongst advanced geometrical structures encompassing about 2,000 square feet, excavated in the heart of the mountain 140 million years ago. Great murals of sophisticated artistry carved into the walls provide narratives of many of the old colony's military and scientific achievements. Aware and resentful of their fallen state, these crinoids direct their anger into hatred and blame of all other intelligent species, especially of the upstart, man. Deep within the structure, hidden in a stone coffer, the Primordial Ones keep their treasure: 1,329 e.p., 4,665 g.p., 18 gems (14 worth 50 g.p. each, 4 worth 500 g.p. each), and 5 pieces of gold jewelry of Deep One make, set with pearls (worth 2,000 g.p. each).

**2711 Village of the Ant-Men:** In the northern part of the hex amongst a field of boulders, a large chunk of brown shale houses an entire village of 1,288 (able-bodied: 322) tiny Red Men who stand only 3 millimeters tall. The village itself resembles a cliff dwelling of the Ancient Pueblo peoples of the Four Corners region of the United States, though it encompasses merely a couple of square feet. The Ant-Men forage for food nearby, fighting endless wars against various insects and spiders. They speak a language unrelated to any other on the planet, with their leader named Xxxadr. Far too small to yield any treasure, only the foolish will needlessly molest them, for their village magic-user (away the first time the PCs encounter the Ant-Men's village) will avenge his people with his idiosyncratic spells. After 3-18 days, an



invisible black pudding with maximum hit points, bound by the Ant Sorcerer, will attack the miscreants.

#### **2804 Wizard's Tower**

Blue Man citadel

Population: 8 (0-level apprentices)

Alignment: N

Leader: Weninke, Blue male N MU11

Hidden from casual view by the surrounding trees, a lone tower of relatively recent construction rises 25' in the Thuumyaayig Mountains. Little more than a lookout, below the ground stretch the dungeon laboratories of the wizard, Weninke. Now an old man, Weninke had devoted decades to fruitless experimentation with the opening of arcane gates. About a year ago, however, the wizard succeeded in opening a permanent gate to a Pleistocene scrub. Things can come from the scrub through this one-way gate, but nothing can use the gate to travel to the scrub. Each day has a 40% chance of something coming through the gate and exiting Weninke's dungeons. For particulars, use the appropriate encounter table on page 188 of the **AD&D DUNGEON MASTERS GUIDE**. Weninke is a kindly sort, though bumbling and absorbed by his experiments. He carefully catalogs the fauna coming through the gate, using it to estimate population ratios of the Pleistocene scrub. The megafauna have gained the attention of Aryua and the Knights of Annihilation (hex 3004). Whether Weninke will be able to convince Aryua that his magical experimentation is well-meaning remains to be seen.

**2806 Pyramid of the Ants:** In the depths of the Tchlolttep Jungle dwells a colony of innumerable giant ants (AC 3; MV 18"; HD 2; #AT 1; D 1-6; SA warriors have poison sting; AL N; XP 20+2/hp). These 2' long, fiery red ants

latch onto each other in long chains and intricate webs to form a 230' tall living pyramid with four sides 730' long at the base. It is not hollow, but is composed of solid ants. Perhaps 1% of the ants at any given time move on or through the pyramid, while the others remain stationary. These insects are not aggressive unless attacked or if someone tries to force his way into the pyramid, in which case 100-400 ants will detach and relentlessly attack, pursuing as far as 800' from the pyramid. Half-buried in the earth in the pyramid's center rests the Heart of the Jungle, a deep red garnet octahedron (the 8-sided Platonic solid) with 5" edges worth 25,000 g.p., a dim, steady glow barely perceptible deep within. If somehow stolen, the ants will cease their pyramidal tendencies and will behave as normal giant ants.

**2808 Q'ythmur, Spawn of Shub-Niggurath:** In a land of huge, broken slabs of blue-gray stone, a subterranean spring has filled a 20' diameter depression to a depth of 5'. With no silt or organisms within the water, it retains its crystalline transparency. An underwater 3' by 4' slab about 8' from the edge stands out because of its yellowish color. Closer inspection will reveal the sinuous runes of the Snake-Men winding over its entire surface, containing the 6th-level magic-user spell, *geas*. Unfortunately, the pool is not entirely lifeless, for the nigh-invisible Q'ythmur (AC 10; MV //24"; HD 10; hp 80; #AT 1; D 2-12; SD invisible in water, immune to fire, cold, and bludgeoning attacks; INT low; AL CE; XP 3,820) undulates through the water. This colorless and transparent ooze is about 6' in diameter and 18" thick, and it will attack anyone who enters the water. If slain, a dark spot will appear in Q'ythmur's midst. Cutting into it will reveal the spot to in fact be an Elder Sign (detailed on page 48 of early printings of

the **AD&D DEITIES & DEMIGODS** cyclopedia).

**2811 The Logician:** A 4' high dome of stone, scarcely distinguishable in the rocky barrens, houses a natural entrance to the depths, plunging 400' at such a steep angle that it must be clambered down using both hands and feet. It terminates in a 60' square cavern, partly natural but worked by hands into designs and symbols otherwise unknown on the planet. Strange, flat faces of stone seem to stare at those within. This is the immemorial lair of the Logician (AC 10; MV 6"; HD 6; hp 26; #AT 2; D 1-6/1-6; SA *ESP, clairaudience, clairvoyance,* and *telekinesis* each 1 time/day, INT supra-genius; AL LN; XP 606), a floating 4' diameter mass of lime green encephalic tissue, with a gray, 6' long tentacle tipped with a bony, dark gray spike. This ancient entity will engage in melee only in self-defense. The Logician exists to contemplate the stark truths of existence, stripped of all illusion, and it readily imparts its scientific knowledge and logical rigor to others telepathically. Each day spent under the Logician's tutelage will either increase one's intelligence by 1 point (up to a maximum of 18), or, if a saving throw vs. spells is failed, the student will despair of existence and wish for dissolution. This the Logician swiftly grants, being able to slay such a one automatically with a single thrust of its tentacle (no attack or damage rolls necessary in this circumstance). The Logician impassively regards this as a boon, the ultimate stripping of illusions.

**2903 Osseous Circle:** In the waste, blackened bones of many species litter a circle with a 300' radius. Fauna native to the region have learned not to enter the circle, for in its center is an 8' high, heavily-weathered stone statue of a mighty man with his hands outstretched. Any living thing (even if silent and/or invisible)

coming within 300' of the statue will be met with a blistering 360° barrage of burning red, orange, and yellow light causing 4-24 points of damage (save vs. wands for half) each round to each being within the area of effect. The statue has an effective armor class of 2, and if it suffers 60 points of damage it will shatter, revealing inside its hollow interior a *potion of diminution* and a *wand of illumination* with 3 charges.

**2907 A Business Proposition:** In a particularly dark and dank corner of the Tchlottep Jungle, a misshapen black mass (about half the size of a man) of putrid fungus grows out of a human skeleton made of solid silver (worth 1,640 s.p.). This is Azyeglath (AC 10; MV 3"; HD 4; hp 16; #AT 1; D 1-6; SA paralyze [save avoids]; SD immune to fire and heat; INT average; AL CE, XP 239), a Spawn of Shub-Niggurath. If approached within 20' by a capable-looking group of humans, spores will detach from the fungus, float upwards about 10' and pop, showering all within 30' with a fine black dust smelling of raw mushrooms, initiating telepathic contact with the Spawn. It explains that though it can subsist on nearly any organic material, it prefers living men. If supplied with one, Azyeglath will attach to its torso, paralyzing him. Over the next six days while the Spawn absorbs nutrients, chemical catalysts will turn the skeleton into one of the following:

- 01: solid copper (weighing 140 lbs., worth 1,400 c.p.)
- 02-90: solid silver (weighing 164 lbs, worth 1,640 s.p.)
- 91-99: solid gold (weighing 300 lbs., worth 3,000 g.p.)
- 00: solid platinum (weighing 335 lbs., worth 3,350 p.p.)



The above values reflect skeletons of average sized males. Adjust upwards or downwards as appropriate. Azyeglath will allow its suppliers to take the metallic skeleton in exchange for a new victim. Only living humans provide the correct chemical base for the transmutation. In combat the fungus will attach to a paralyzed foe, automatically doing 1-6 points of damage each round until slain.

### **2913 Alien Crystalline Intelligence:** An

irregular patch of crystals about 1,100' across inexorably increases its diameter by 10% each year. This mineral agglomeration appears as quartz crystals in the shape of six-sided prisms terminating in six-sided pyramids, each about the size of a child's thumb, growing like grass out of the rocky ground. Every color imaginable is present. No power known to man can harm the stone. Those with an intelligence score of 18 coming within 10' will sense that the growing crystalline thing possesses an utterly alien intelligence, too foreign to admit of communication with man. Any human touching his bare skin to the crystals will feel a surge of power within himself. If he continues the touch for more than 10 seconds, his body will turn into pure crystal of the same color as his skin. For the most part, his basic nature will remain unchanged. For example, he will still need to eat, drink, breath, sleep, etc. He changes as follows:

\* He can no longer swim or float.

\* His natural armor class will become 3.

Wearing mundane armor (other than a shield) will not benefit him.

\* He suffers +1 hit point per die of damage from bludgeoning attacks with stone or metal.

\* If he loses more than half his hit points to cold-based attacks, he has a 75% chance (no saving throw) of shattering if hit within a turn by a bludgeoning attack with stone or metal.

Half of Crystal Men will have a crystalline morphology identical in shape to their original bodies. The other 50% of Crystal Men will turn into humanoid conglomerations of crystals. These latter can fire a volley of small, sharp crystals from their bodies with a range of 6"/12"/18", doing 1-6 points of damage. The supply of missiles is inexhaustible. This sort of Crystal Man suffers double damage from bludgeoning attacks with stone or metal.

### **3001 Ullcha**

Jale Man hamlet

Population: 277 (able-bodied 249)

Alignment: N

Resources: Gems

Leader: Wangulen, the Paramount Infinitude of All, Jale male N F5

Significant NPCs: Wingkul, Jale male N F4 (leader of the warriors)

Malen, Jale male N F3 (leader of the workers)

Relmu, Jale female N F1 (alchemist)

The chitinous husk of a centipede-like myriapod 600' long stretches upon the barren landscape. This gargantuan corpse serves as the home of the Ullchans, perhaps the friendliest and most welcoming men on the planet. Oddly, everyone in the village appears about 20 years old. The sensual and seductive young women without exception possess an unmatched, exotic beauty. Relmu the alchemist will freely offer potions of virility, allowing males to theoretically impregnate 10 females in a day. If necessary, the Ullchans will offer rough, uncut gems (worth 10-50 g.p. each) in exchange for mating with their women. The villagers in fact spawned 11 years ago from the dead myriapod in which they reside, emerging from it as young adults. The infertile Ullchans can never conceive human infants, but 1 in 1,000 couplings by a male of any color with an Ullchan female will generate an embryonic myriapod of the sort that spawned Ullcha.

Three months later a giant myriapod will eat its way out of its mother and begin to range widely and to feed voraciously on any organic matter (living or dead), other than the people that gave it birth. The myriapod will grow 10' per month for 5 years until it reaches its full size of 600'. It will have AC 5, MV 12", one HD for every 10' of length (thus up to 60 HD), and its bite will do 1-12 points of damage for every 50' (or fraction thereof) in length. At full growth, it will die and spawn 50-500 young adult humans of the same color as its father.

### **3004 The Knights of Annihilation**

Black Man citadel

Population: 23 (one F5 lieutenant in plate and shield with battle axe, and the rest are 0-level men-at-arms in chain and shield with long sword and hand axe)

Alignment: LG

Leader: Aryua, Black male LG F9

In the northern Thuumyaayig Mountains a castle of similar structure to those of 14th-century France rises from a rocky outcropping, its black and golden-yellow banners flapping boldly in the wind. This castle serves as the stronghold of implacable foes of the Old Ones and all their works (including Spawn and worshipers of the Old Ones). The knights fight an unending war of extermination. In the rock below the castle, Aryua several years ago uncovered a cache of magic armor and weapons. Each warrior possesses at least a +1 melee weapon, while Aryua and his lieutenant each bear a +3 sword. Further, Aryua wears +5 plate mail. Atop the castle are four ballistae, pointing in each of the cardinal directions. The Knights of Annihilation will welcome lawful good Black fighters into their ranks, while they will provisionally and reluctantly accept non-evil fighters or fighters of other races. Aryua has recently become aware of a Blue magic-user bringing dangerous Pleistocene

megafauna into the region. The zealous warriors have not yet found his lair (hex 2804). A reward of 1,000 g.p. is offered to the man who reveals its location. Aryua will not attack the bizarre myriapod-village of Ullcha (hex 3001) since he has concluded that it is natural (for the lands of Carcosa, anyway) rather than a work of the Old Ones.

**3009 Beetle Farmers:** A massive tree with a diameter of 50' towers 300' high in the K'matht Jungle. Various shapes, sizes, and colors of fungus grow from more than two-thirds of the tree. Its partially-hollow interior serves as the lair of 9 giant boring beetles (AC 3; MV 6"; HD 5; hp 20, 29, 19, 28, 19, 21, 13, 23, 14; #AT 1; D 5-20; AL N; XP 190, 235, 185, 230, 185, 195, 155, 205, 160). They form a collective intelligence roughly equal to that of a man. Human corpses serve as excellent fertilizer for the molds and fungi the beetles cultivate in the winding tunnels inside the tree, so they will attack unless outnumbered 2 to 1. These giant beetles do not check morale until five of their number are slain, at which time their communal intelligence will disappear, reducing them to the mental level of typical boring beetles. Scattered throughout their lair are 1,981 s.p., 206 p.p., and 16 gems (5 worth 10 g.p. each, 6 worth 500 g.p. each, and 5 worth 1,000 g.p. each). It will take 3-18 man-hours to find all of the treasure. During such a search, each magic-user has a 7% chance per level of intuiting that a certain small patch of deep purple fungus will, when burned and inhaled for 1 hour, give knowledge of the 2nd-level magic-user spell, *stinking cloud*. The magic-user can either cast this spell one time (assuming that he is high enough level) or copy it into his spell book as though from a scroll.

**3010 Spirit of the Jungle:** As soundless as smoke, L'ghdrashgmglw (AC 9; MV 9"; HD 2;



hp 16; #AT 1; D 2-8; SA radiates heat at will: 1-8 hp damage/round to all within 20', surprises 11 in 12; SD immune to cold, cannot be surprised; INT low; AL N; XP 84), a Spawn of Shub-Niggurath, dwells and wanders within the dark heart of the K'matht Jungle. This 7' tall, green-furred ape-man has sharp teeth and no eyes. The acuity of its senses of hearing and smell more than make up for its lack of vision. Ancient and woodwise, L'ghdrashgmglw can pass without trace through the jungle, and it can track anything that moves here. This Spawn prefers solitude, and it will attack only if dreadfully provoked. It will grunt, bellow loudly, and throw stones to encourage men to stay more than 60' away from it. A dry, rocky cave hidden in K'matht's depths serves as its lair. A human skull, a few human bones, and an old backpack holding a piece of amber (worth 150 g.p.) are all that is within. The ape-man is encountered in its lair only 5% of the time. The Orange Men of Bajasla (hex 3410) will whisper rumors and legends of L'ghdrashgmglw to those who specifically ask about it.

**3105 Matterplay:** Among the Thuumyaayig Mountains weird life spontaneously generates and evolves in the valley of Matterplay. The naked rock of the mountains rises steeply over the nameless stream (nearly 100' wide) that winds through the half-mile wide valley. The stream pours from a tarn, and two miles south of that disappears at the end of a box canyon into a long, narrow fissure leading to unknown subterranean depths. Riotous life--plant, animal, and unclassifiable blends of the two--continuously generates full-grown from nothing along the valley floor and 30' up the valley sides. Each boldly colored organism is completely unique, the sole member of its own biological class, each weighing less than 25 pounds. The air hums with small winged

reptile-like things and flying arthropods. None of the lifeforms will attack unless seriously provoked, and even then only 10% can do any damage (1 hp per round). Each has an AC of 10 to 7 and 1-3 hp. Lastly, each organism lives for only 70-120 minutes before naturally expiring. Contact with the water of the shallow stream (4" at its deepest) causes an odd tingling sensation to travel through one's body. Continuous contact for more than 5-10 minutes causes a new eye to open on one's forehead (no saving throw) that allows one to see one of the following:

1. music as shifting veils of color
2. odors as varying shadows
3. in the entire electromagnetic spectrum
4. the Truth, causing despair (movement rate halved and unable to attack or cast spells)

The eye and its effect vanish after 4-48 hours. The water can affect a man only once, and the water loses its potency if removed from Matterplay.

### **3108 Slave Market**

Brown Man citadel

Population: 51 (one F4, three F3, eight F2, twelve F1, and the rest are 0-level, all guards of the slaves)

Alignment: N

Leader: Upuska, Brown male N F8

In the hot, dusty barrens between the K'matht Jungle and the Kakn'gh Hills rises a stadium-like structure built of tan stone, 150' in diameter and 100' tall. Its sole entrance is to the north, consisting of an underground tunnel covered by a stone slab 10' by 10' by 2', moved by a mechanism inside the citadel. This serves as the central slave market in the lands of Carcosa. On any given day, 102-300 (2d100 + 100) slaves languish within, representing all 13 races of men. Not only do Upuska's men capture slaves on raids, but they breed them as

well. The masters of the citadel are a brutal lot, and the slaves lead wretched lives. Typical prices (which can vary depending on circumstances) are as follows:

old male: 100 g.p.

old female: 100 g.p.

mature male: 400 g.p.

mature female: 500 g.p.

adolescent male: 350 g.p.

adolescent female: 500 g.p.

male child: 200 g.p.

female child: 250 g.p.

infant (either gender): 100 g.p.

A virgin adolescent or mature female will sell for 5-10 times more than the average. Upuska will purchase suitable slaves for resale at 50% of the prices listed above. He usually has coins equal to 21,000 to 26,000 g.p. in his well-hidden and fiendishly-trapped coffer.

### **3111 Voluptuaries of the Tormancean Spray**

Jale Man citadel

Population: 44 (all 0-level voluptuaries)

Alignment: N

Leader: None

The flora of the K'matht Jungle mostly obscures a low building with four 99' long walls, made of polished marble of the most delicate roseate hues. Situated a mere 100' within the jungle, no doors or windows appear on the building, though a hand-sized image of a multicolored jale, ulfire, and dolm blossom (also of marble) is in the center of the western wall. Searching the surrounding jungle for 1 turn will reveal a few such flowers (called Tormancean Sprays), any one of which brushed against the image will cause a secret door to silently open. Within the air is warm, humid, and somewhat misty--the result of geothermal heat. Millennia ago this structure was a temple to a forgotten god, but the descendants of the priests degenerated into drugged debauchees. They never leave the

temple, having long ago lost the knowledge of the existence of the planet outside. Generations are born, live, and die within this tiny world. They have no concept of clothing and perform only two tasks: the cultivation of the Tormancean Sprays growing within, and the generation of offspring. This latter task is now performed in such a desultory manner that it is falling into desuetude, promising eventual extinction. Virtually the entire existence of this languorous people is spent wandering amongst the hallucinations induced by the powdered Tormancean Spray, staring slack-jawed at the indescribable colors, geometries, architectures, and symphonies of the blossom. So pathetic are these people that they will barely even notice any intruders, and they are utterly incapable of fighting or even fleeing effectively. A single dose of the Tormancean Spray makes one helplessly entranced by the hallucinations for 12 hours, during which time one needs only water (the flower providing any necessary nutrients). A single blossom provides one dose, which loses its effectiveness 24 hours after preparation. A dose could fetch 91-110 g.p. Each dose taken necessitates a save vs. poison to avoid addiction. Those addicted will single-mindedly pursue their next dose of Tormancean Spray. After 30 days without a dose (and every 7 days thereafter), a new saving throw is allowed to attempt to shake the addiction.

**3116 Byakhee Lair:** Ten miles north of the Mountains of Dream a great mass of blackened, twisted metal beams towers 200' high, covering an area 1,000' across. Generally shunned, this pile serves as the occasional lair of 3 Byakhee (AC 9; MV 6"/24"; HD 10; hp 44, 48, 39; #AT 2; D 1-10/1-10; AL CE; XP 2566, 2622, 2496) which have a 1 in 8 chance of being here on any given day. They creep through the metal and fly about on their bat-like wings.



The Byakhee attack 60% of the time, ignoring travelers otherwise, though those who enter the monsters' lair near the top of the metallic mass will certainly suffer attack. Anyone carrying an Elder Sign (such as that in hex 2808) can command these Byakhee, which make unparalleled steeds as they can teleport anywhere in the universe.

**3202 Sabre-Tooth Tigers:** A mated pair of sabre-tooth tigers (AC 6; MV 12"; HD 7+2; hp 41, 45; #AT 3; D 2-5/2-5/2-12; SA rear claws for 2-8/2-8; SD surprised only on a 1; AL N; XP 960, 1000) ranges through this hex and up to 10 miles outside the hex as well. Their favorite human prey reside in Ullcha (hex 3001). Almost always hungry, these tigers have a 95% chance of attacking any group of 12 or fewer. Close examination will reveal a hemispherical protuberance under the skin at the back of the skull of the male. This is a scarlet and blue spherical *ioun stone*.

### **3205 Ohnikosno**

Brown Man village

Population: 592 (able-bodied: 148)

Alignment: CN

Resources: Edible fungi

Leader: Yowoti, the Coruscating One, Brown male CN MU9

Significant NPCs: Kotana, Brown male N F4 (military leader)

Heke, Brown male CE MU4 (adviser of Yowoti)

In the Kakngh Hills a 3' diameter cave entrance leads straight down for 40' (with iron rungs set 18" apart along the entire height of the wall) to the village of Ohnikosno in a system of natural limestone caverns. Kotana has recently become aware of the threat from the citadel in hex 3004. Consequently, he has ensured that every able-bodied man of the village has in his possession at all times a short bow and 20

arrows. Two sentinels always watch to prevent enemies from descending into the village. Each of the bowmen has an assigned post to man in the event of an invasion. Aryua's zealots (hex 3004) or any other hostile force will meet a concerted barrage of arrows if they attempt to descend to Ohnikosno. Other visitors will be treated according to their own behavior. The people feed mostly on the diverse edible fungi of the caves and on the blind white eels that swim through the still black subterranean lake fed by hidden springs. Over the generations the Ohnikosnoans have developed an aversion for light and the open air, thus they venture abroad but rarely. They can see well in any condition other than total darkness. Yowoti leads his people in the worship of a secret node of a weird entity discovered 29 years ago in a cavern that had never known the tread of man. This node is a shifting, amorphous globule of palpable darkness roughly 9' in diameter. Anyone thrown into the node will instantly vanish from view and suffer annihilation (no saving throw). A total of 60 hp damage inflicted on the node by fire-based magic will collapse it. A *light* spell will cause 2-16 hp damage, and a *continual light* or a *prismatic spray* spell will destroy it.

**3209 Cult of the Scorpion:** Six months ago three Purple brigands uncovered a prehuman altar covered in unknown hieroglyphs within the outskirts of the K'matht Jungle. Becoming magically imbued with the hate and anger of the forgotten scorpion deity to which the altar had been built, the three brigands became the god's devotees. Granted the divine gift of straw-colored giant scorpion mounts (AC 3; MV 15"; HD 5+5; hp 23, 27, 29; #AT 3; D 1-10/1-10/1-4; SA poison sting; AL N; XP 788, 812, 824), Anadnta (AC 2 [plate and shield]; MV 6"; F2; hp 11; #AT 1; D 1-6 [lance] or 1-8 [long sword]; AL N; XP 42), Njao, and Didje (AC 4

[chain and shield]; MV 9"; F1; hp 6 each; #AT 1; D 1-6 [lance] or 2-7 [mace]; AL N; XP 16) lurk within the borders of the jungle and attack those that look weak enough to be defeated. The giant scorpions repeatedly sting those placed upon the altar, turning their bodies to mush. In a hollowed-out tree about 15' from the altar the brigands have hidden a chest containing their treasure: 3,966 g.p., a silver bracelet (worth 200 g.p.), and a silver crown studded with aquamarines (worth 3,000 g.p.).

**3312 Plaything of the Red Sorcerer:** Less a stream than a trickle flows south out of the K'matht Jungle to vanish in a crack 800' from the green darkness. Here a blood red human skull and attached spine hang from a wooden post fixed within the stony ground. Magic-users will have a 10% chance per level of recognizing the bones as a magic-user's sign to beware. Anyone in the vicinity for more than a minute will hear a woman's hysterical shrieks rise from the crack into which the water seeps. She can do little else than beg for release. To open her prison, the red skull must be removed and the post pushed firmly straight down. A 10' cube of stone will fade away, revealing a Jale woman in a recess not much larger than a coffin below the vanished stone. She wears only a necklace of gold set with deep red rubies (worth 8,000 g.p.). Her long imprisonment and intermittent torments have driven all her previous memories, even her name, from her mind. She knows only that one she calls the Red Sorcerer keeps her here, where she magically needs nothing other than water, and he periodically returns to subject her to further tortures and degradations. The young woman will desperately offer her necklace and herself as a lifelong slave in exchange for her release. Cautious PCs will return her (along with her necklace) to her years-long confinement by pulling the wooden

post upward and placing thereon the skull and spine, causing the stone to reappear. Otherwise the Red Sorcerer will discover the theft of his toy and/or necklace when he returns in 20-50 days. The Dungeon Master will then divide by 5 the PCs' distance in miles from this hex, giving the number of days it will take for Xibaitopi, the Red Sorcerer (AC 10; MV 12"; MU9; hp 31; AL N; XP 1372), to find them. He carries a *wand of fire* (18 charges) and will arrive with 11 servants (AC 4 [chain and shield]; MV 9"; HD 1; hp 1, 6, 3, 1, 8, 6, 9, 7, 10, 5, 3; #AT 1; D 2-8 [morning star]; AL N; XP 10 + 1/hp). The Red Sorcerer will offer no mercy and take no prisoners other than the Jale woman.

### 3401 Cubic Castle

Jale Man citadel

Population: 16 (two F2, one MU2, three F1, one MU1, eight 0-level)

Alignment: CE

Leader: Mawiza, Jale male CE MU6

Along the eastern bank of the Abkehadgh River stands a cubical stone structure with 100' edges and no apparent doors or windows. A secret door at the far eastern end of the northern wall opens to the vocaliation, "q'ythnaachgah". Every 4-48 hours, 1-9 of the residents of the cube will leave or enter to acquire or bring back food, mundane supplies, or material components for spells. Within the fire-lit stronghold the oddly-angled corridors lead only to rooms with 3 walls or with 5 or more walls (and never any with arcs or curves). The magic-user Mawiza spends his days delving into the secrets of invoking, conjuring, and bargaining with demons of ooze and slime. A subterranean canal allows some of the waters of the Abkehadgh to flow through the square tower, allowing the initiates to capture some of the repulsive living things that wash down the river. Mawiza



considers himself a lesser ally (rather than a devotee) of Nyarlathotep, but it is doubtful that Nyarlathotep is aware of him. The men of the citadel worship Nglthoklyeh (hex 3601), a Spawn of Shub-Niggurath. They will leave unmolested any who do not interfere with them, but will allow only Jale Men to join their coven.

### **3403 Xiiaopi**

Red Man village

Population: 1,160 (able-bodied: 290)

Alignment: CE

Resources: *Umlotl* wood

Leader: Kooi, Mirror of Sleepers, Red male CE  
F7

Significant NPCs: Xiboitaipi, Red male CE  
MU7 (master of the primal rites)

Xibiooi, Red male CE F3 (village elder, 109  
years old)

Xitai, Red male CE C2 (spy in league with  
Baaihiigi [hex 3806])

By the eastern bank of the Abkehadgh River in the Kakn'gh Hills stands the village of Xiiaopi, constructed of the hard and inflammable but twisted wood of the *umlotl* tree. Perhaps the influence of Nyarlathotep of the Black Lake (to the north of the map included with this module) enters the dark waters of the river, for the Xiiaopians worship the Crawling Chaos and perform its dark rites in a subterranean grotto. This sly, furtive folk will permit only interested Red Men to descend the 99 steps found in Xibiooi's house to the cavern-fane where they perform their rituals to their lord. Hundreds of ancient scrolls of human skin covered with the hieroglyphs of the Snake-Men fill stone recesses in the cave. Those studying these secrets of Nyarlathotep have a 1% (cumulative) chance per hour of succumbing to an insane obsession with the cult of the Crawling Chaos. Such unfortunates will refuse to leave the village. Three years ago a young

cleric of Nyarlathotep named Baaihiigi (see hex 3806) claimed rightful rule of the village and its rites, but most remained loyal to Kooi and drove Baaihiigi and his few dozen partisans away. Xitai, a disciple of Baaihiigi, secretly spies upon the village and gives any important information to Baaihiigi for the latter's eventual conquest of Xiiaopi.

**3407 The Faceless Sphinx:** Lonely in these lands of barren, broken rock stands a yardang, 20' long and 12' high, shaped by the unholy winds into a faceless sphinx facing north. A Spawn of Shub-Niggurath, Thokeihn'gh (AC 10; MV 12"/21"; HD 1; hp 8; #AT 1; D 1-6; SA drain blood; SD harmed only by fire; INT high; AL CE; XP 26), venerates the sphinx as the symbol of Nyarlathotep. This Spawn appears as a green-scaled, man-sized bird with a mouth like a large sucker instead of a beak. A successful attack roll indicates that Thokeihn'gh has attached its sucker-mouth to its victim, automatically doing 1-6 hp damage each round as it ingests the unfortunate's blood. The Spawn will not disengage until its victim lies dead, and Thokeihn'gh's invulnerability to almost any attack usually means that its bite is fatal. Fortunately, this Spawn is not particularly aggressive and prefers to spend its hours in contemplation of the mysteries of Nyarlathotep. It can give accurate directions to the Black Lake (to the north of the map included with this module). If persistently interrupted, or if it or the sphinx is attacked, Thokeihn'gh will fight to the death, pursuing foes as far as 200' to 500' from the sphinx.

### **3410 Bajasla**

Orange Man village

Population: 816 (able-bodied: 204)

Alignment: N

Resources: Herbs

Leader: Chaji, the Ravishment of the Sun,  
Orange female N 0-level

Significant NPCs: Beveskwa, Orange male N  
F3 (chief guard of Chaji)

Pojelkwa, Orange male N F1 (Priest of the  
Light)

Within the K'matht Jungle a tribe of Orange Men inhabits the ruins of an ancient castle of a Dolm wizard who stripped it of all equipment and supplies at his exodus. In this state the jungle tribe of Bajasla found what became their home, providing them an effective shelter against the jungle's dangerous flora and fauna. About two months ago, a small mirror (activated by a spell cast long ago by the Dolm wizard for this purpose) began blinking the word "INCOMING!" in the Dolm Man language in a neon orange light. Ignorant of the language of the Dolm Men, the Bajaslans follow the interpretation of Pojelkwa that the symbol's color is a good omen. Actually, a meteor will strike this area in 5-20 days, destroying everything and leaving a crater 1 mile in diameter. The people of Bajasla are completely unaware both of this danger and of the possible attack of Tejekastat (hex 3611). Either calamity would be to the PCs' detriment, as Chaji and her people are a welcoming though cautious people, willing to provide shelter and basic succor to visitors in need. A magic-user holding the mirror and meditating upon it will discover the secret to the castle's safety: if a magic-user casts any spell whatsoever upon the mirror, it will evaporate into blue wisps, and a mighty magic will lift the castle over the jungle canopy, glide 2 miles north, and then gently land in its new location, which would avoid the meteor strike and leave the Tejekastatians scratching their heads.

**3504 Stone Cube of the Great Race:** The shattered ruins of a stone castle lie scattered over hundreds of feet of rocky ground.

Opportunists have already stripped what little remains of the structure of anything edible or of a military nature. A search of 3-6 turns will reveal an undamaged stone of unknown type, roughly cubical in shape, about 1' across, and weighing a mere 15 pounds. The pale gray surfaces have been polished and carved with non-linguistic, angular designs. This is an incredibly ancient device of the Great Race used for identifying the abilities of the random Spawn of Shub-Niggurath. When such a monster is in sight and no more than 100' away, any man with at least a 10 intelligence can touch his forehead to the cube while looking in the Spawn's direction. The knowledge of any special abilities as well as the number of hit dice of the Spawn will impress themselves upon the user's intellect in the following time frames:

intelligence 10-12: 4 rounds

intelligence 13-15: 3 rounds

intelligence 16-17: 2 rounds

intelligence 18: 1 round

During the above given times, the holder of the cube must remain motionless and concentrate. If he suffers any damage during this time, his concentration will be broken, and he must begin the process anew. Because of the relative incompatibility of the cube with man's intellect, it has a 5% non-cumulative chance with each successful use of becoming inoperative. This will not be apparent until the next attempted use. The cube is AC 7 and has 45 hp. If nonfunctional or destroyed, only members of the Great Race could even possibly repair it.

**3506 Bride of Yog-Sothoth:** Atop one of the highest of the Kakn'gh Hills stands a 90' diameter ring of 36 standing stones, each worn smooth by the passage of millennia, and each about 8' apart and 15' tall. About 20' within the southeastern arc of the circle sits a 4' high by 6' long by 3' wide altar stone with two iron

manacles (sized for human wrists) held by short chains emerging from the altar's sides. Anyone approaching the standing stones will hear the warning and pleading screams from the naked young Purple woman named Nara, held captive by a ball-and-chain within a small cave about 50' to the south of the circle. Her insane father, Anaadedon (an old 5th-level cleric of Yog-Sothoth), keeps her here for sacrifice to Yog-Sothoth when the stars are right (which will be on the winter solstice, though Nara does not know this). Her older sister, Aitsa, already suffered this fate 16 years ago. Nara has been captive for about 5 months, and she has no idea where her food and water come from, nor why she has remained unharmed by any of the many dangers of the lands of Carcosa. The solution to all these mysteries is the presence of Aitsa's invisible offspring, a Spawn of Yog-Sothoth (AC -2 or 3; MV 12"; HD 16; hp 88; #AT 6; D 1-6 [x 6]; SA horror; SD invisibility; AL CE; XP 6660). Full details of Spawn of Yog-Sothoth immediately follow this hex description. It lurks around the standing stones, keeping Nara intact for Yog-Sothoth when Anaadedon returns on the winter solstice to open the extra-dimensional portals. The Spawn will attack any who approach within 15' of Nara's prison-cave. She will warn those who come near of invisible demons which have devoured men alive before her very eyes. Anaadedon keeps within the cave a sack of riches containing 700 p.p. and a purple garnet (worth 500 g.p.). Nara will offer herself and the treasure as reward for rescue from a fate worse than death.

#### **YOG-SOTHOTH, SPAWN OF**

FREQUENCY: Very rare  
NO. APPEARING: 1  
ARMOR CLASS: -2 or 3  
MOVE: 12"

HIT DICE: 16  
% IN LAIR: 50%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 6  
DAMAGE/ATTACK: 1-6 (x 6)  
SPECIAL ATTACKS: Fear aura  
SPECIAL DEFENSES: Invisibility  
MAGIC RESISTANCE: 25%  
INTELLIGENCE: Very  
ALIGNMENT: Chaotic evil  
SIZE: L (20' dia.)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil  
LEVEL/X. P. VALUE: VIII/4,900 + 20 per hp

These monstrosities are born to human females impregnated by Yog-Sothoth. Their birth nine months later invariably slays their mother. The Spawn are invisible (treat as AC -2) unless magic renders their true form visible: smaller versions of Yog-Sothoth. Anyone or anything of up to 4 HD/levels seeing one will be automatically stunned and horrified as long as the Spawn is in sight. Such a creature can do nothing but physically defend itself against attacks.

**3510 Black Goat of Shub-Niggurath:** In this area of the K'matht Jungle lie the torn and shredded corpses of four Blue Men clothed in loin-cloths. Their stone-tipped spears and obsidian knives lie amongst them. Underneath one body rests the Black Goat of Shub-Niggurath: an exquisitely-carved goat of black stone quarried from Mount Voormithadreth (to the northwest of the map included with this module) encased in a 4" cube of clear crystal. Any human will gain an 18 constitution with all its benefits while he possesses the cube. (If he already has an 18 constitution, he will gain 1 hp per level, or 1 hp if 0-level.) In return, he will suffer nightly visions in his sleep of the weird and outré caverns beneath



Voormithadreth, and of Shub-Niggurath ceaselessly spawning miscegenations of life. After 3-18 nights, a Byakhee, Deep One, Great Race, Mi-Go, Primordial One, or Shoggoth (equal chance of each) will incarnate from his nightmare and attack him and anyone nearby. This will occur every 3-18 nights thereafter. (Re-roll after each incarnation, as they appear at unpredictable times.) The possessor must save vs. spells to relinquish the Goat, and he receives a new saving throw after each incarnation from his nightmares. Until he makes this saving throw, he will fight to the death to retain the cube. The crystal surrounding the idol will shatter if it suffers a total of 50 hp bludgeoning damage. The uncovered Goat (in addition to its other power) emits radiation in a 15' radius that mutates each human's body and mind into one of the six types of monsters listed above (save vs. spells to avoid). An untransformed human must make a new saving throw for each hour he is within range of the radiation. A total of 30 hp bludgeoning damage will destroy the Goat and its radiation.

### **3601 Nglthoklyeh, Spawn of Shub-Niggurath:**

In low rock formations a forboding black cave entrance faces west. The magical darkness filling the cave keeps everything inside cloaked in blackness to those peering within from outside. Any light source (torch, lantern, spell, etc.) will dim by 90% while inside the cave. Exploration will reveal a pool with blind white fish and crayfish, as well as the stalagmites, stalactites, columns, ledges, and weirdly beautiful rock formations and crystals adorning a vast, 200' diameter cavern. Nglthoklyeh (AC 9; MV 9"; HD 10; hp 44; #AT 1; D 3-24; SA extreme body heat does 1-6 points of damage per round to all within 20'; SD regenerates 3 hp every round; INT very; AL CE; XP 2566) lurks within. This bone-white

amoeboid has a 10' diameter and can travel upon walls and ceiling. It has a 5 in 6 chance of surprising foes inside its lair. Nglthoklyeh will telepathically bargain for its life if reduced to 5 or fewer hp, offering its foes the choice of gold or of the 6th-level magic-user spell, *glassee*. Nhlthoklyeh will lift the illusion concealing 2,222 g.p. scattered within the pool. (The Spawn's death will also dispel the illusion.) Or, if the spell is chosen, Nglthoklyeh will spend 16 hours imparting knowledge of the *glassee* spell. The magic-user can either cast this spell one time or copy it into his spell book as though from a scroll. At times of solar eclipse, the Jale Men from the citadel in hex 3401 come here to worship Nglthoklyeh.

**3609 Purple Worm Shoal:** Near the southeastern edge of this hex writhes a shoal of purple worms (AC 6; MV 9"; HD 15; #AT 1 and 1; D 2-24/2-8; SA swallow whole, poison sting; AL N; XP 4900 + 20/hp) in a patch of soil about 2 miles in diameter that contains organic substances narcotic to the worms. At any given time 6-24 purple worms (of which one-third are hatchlings 5' long with 1+4 HD) burrow through the loose, rich soils. The worms cannot surprise anyone, for their numbers and relatively shallow burrowings make the ground continually swell and heave. Each group (defined as within a 20' diameter circle) of living things on the soil has a 1 in 6 chance each turn of suffering attack by a purple worm (1 in 3 chance of it being a hatchling). A person digging through the soil will each turn find 2-12 treasures as follows:

- 01-25: copper ingot worth 10 c.p.
- 26-55: silver ingot worth 10 s.p.
- 56-80: electrum ingot worth 10 e.p.
- 81-97: gold ingot worth 10 g.p.
- 98-00: uncut gem worth 200-500 g.p.

The Yellow Men of Dulaja (hex 3710) worship these purple worms. On any given visit there is a 1 in 20 chance that Maotchejti, the Worm Pontifex, and 2-8 other cultists will be present. They stand safely upon the rocky ground as Maotchejti chants prayers and invocations while shallowly cutting his arms and hands with a flint knife.

### 3611 Tejekastat

Dolm Man town

Population: 1,368 (able-bodied 342)

Alignment: N

Resources: Barrels

Leader: Aqas, Foundation of Benedictions,  
Dolm male N F7

Significant NPCs: Kastqal, Dolm male N F2  
(leader of the anti-Bajasla faction)

Kuos, Dolm male N F4 (leader of the anti-  
Dulaja faction)

Afqat, Dolm male N MU3 (Keeper of the  
Frogs)

Takenak, Dolm male CN 0-level (crazed  
prophet)

Along the sodden edges of the K'matht Jungle, the people of Tejekastat dwell in their wretched mud huts. Centuries ago their nomadic ancestors found within the jungle the 20' tall statue of a frog flawlessly carved of obsidian. They settled here and ever since have venerated the frogs that spawn in profusion around the idol. Every 21 to 30 years a mega-clutch of hundreds of 3' long killer frogs (AC 8; MV 6"/12"; HD 1+4; #AT 3; D 1-2/1-2/2-5; SA surprise [1-4], jump; AL N; XP 36 + 2/hp) hatches and devours the villagers and each other. The Tejekastatians regard this as divinely ordained. The next such hatching will occur in 2 weeks, which will probably reduce the village's population by a third. Recently an old prophet spoke in an ecstatic trance: "Destroy the village." Kastqal thinks it refers to the Orange Man village, Bajasla (hex 3410), and

this interpretation has the favor of Aqas. He plans to send his forces to attack in 5-20 days, led by the 24-man cavalry, mounted on giant frogs (AC 7; MV 3"/9"; HD 3, #AT 1; D 2-8; SA surprise [1-4], jump, tongue; AL N; XP 45 + 3/hp). Kuos disagrees and wishes to instead decimate Dulaja, the village of torturers (hex 3710). Afqat, who alone knows that the killer frogs will soon hatch, understands the prophecy to mean that Tejekastat itself must suffer destruction. At the hatching Afqat will go completely mad and seek to slay every Tejekastatian using his *wand of fire* (command word: Sirishississ) with 42 charges.

**3707 Sorcerous Razor Sphere:** A silvery rod of an unknown metal juts 3' out of the ground, tipped with an orange crystal that blinks with light every 10 seconds. If someone covers the light when it blinks, the rod will inexorably sink into the earth, followed by a tremor felt within 40'. Then a granite chamber (20' across, 15' high) will rise from the ground where the rod was. The single door will easily pull open to reveal within hundreds of gleaming razors (some circular and some triangular, all about 1" in diameter) floating and gently rotating in the form of a sphere 10' in diameter. A human-like brain is submerged in a basin full of clear, thick liquid, standing upon a 4' tall pedestal near the far wall. An *ESP* spell used to detect the thoughts of the brain will reveal that it can impart knowledge to a magic-user of a random magic spell. None of the particulars of the process will be made known other than the requirement of walking amongst the floating razors. Upon doing so, they will whirl to life and within seconds (and without anesthesia) turn the magic-user into a mass of bloody body parts. Following this the body will over the course of 5 rounds be gradually restored to wholeness. Any magic-user undergoing this procedure will gain knowledge of a randomly-

determined spell (of a level that he can cast) that he does not have memorized, but he may derive this benefit only once. He can either cast his gained spell once, or he may copy it into his spell book as though from a scroll. Any repeat procedures on a given magic-user will impart only insanity (type as per the Dungeon Master's whim). This latter fate is shared by any non-magic-user submitting to the razors. Interference with the magic once it has begun will result in the death of the participant (no saving throw). A single blow will smash the brain, which will cause the razors to clatter to the ground and destroy the magic.

### **3710 Dulaja**

Yellow Man village

Population: 676 (able-bodied 169)

Alignment: CE

Resources: Jewelry

Leader: Amumay, Solace of the Fated Gifts,  
Yellow male CE MU5

Significant NPCs: Maotchejti, Yellow male CE  
MU3 (Worm Pontifex, wears headdress  
in the shape of a purple worm)

Mache, Yellow male CE F5 (Crown of  
Torments, the chief torturer)

In the Iaks'Ign'gh Jungle squats a village of igloo-shaped structures hewn from dull, black stone. Woe betide any who fall into the clutches of these Yellow Men, the People of the Worms, for they have studied deeply the Snake-Men sigils that mar the interiors of most of the village's buildings. From their millennia-long study, the People of the Worms have learned and put into practice the eons-old ophidian torments. They consider any visitors fated to become Gifts of the Worms. They will subject such unfortunates to the most refined and exquisite of tortures for a time dependent on the number of current Gifts, for they must always have thirteen. When new gifts arrive, the longest-kept of the current Gifts are slain.

The Dulajans worship the purple worms found 5 miles northwest in hex 3609. Fortunately for surrounding villages, the veins of unearthly metals below Dulaja that repel the purple worms also leeches into the drinking water and foodstuffs of these Yellow Men, making them become extremely weak and ill (no fighting ability) if they travel more than 5 miles away from their village and its subterranean metals.

**3803 Legend of the Icy Wastes:** The Yellow Men of the Icy Wastes of the north whisper legends of one of Shub-Niggurath's Spawn that they name B'naachdra (AC 5; MV 18"; HD 6; hp 20; #AT 2; D 2-7/2-7; SD immune to cold; INT non-; AL N; XP 345). It has been trapped here for millennia within a 10' square block of cloudy white ice that reveals within a greenish thing larger than a man. Only by inflicting 100 hp of damage with magical fire will the changeless block of ice shatter. This is of questionable wisdom, as the freed B'naachdra will be voracious and will attack any living thing, fighting to the death. It looks rather like an 8' long green lobster with bubble-like protrusions covering its carapace. It has only one large, dolm eye. Within its intestines are 13 e.p., 15 g.p., 6 p.p., and an eye agate worth 200 g.p.

### **3806 Primal Shrine of Nyarlathotep**

Red Man citadel

Population: 43 (one F2, forty-one 0-level)

Alignment: CE

Leader: Baaihiigi, Red male CE C9 (evil high  
priest of Nyarlathotep)

Banished from Xiiapi (hex 3403) three years ago, Baaihiigi and his few dozen followers found the entrance to an underground shrine to the Crawling Chaos predating not only mankind, but even the Snake-Men. Little more than a large crack in the earth, the descent terminates over 700' down in a vast, miles-



wide cavern of titan toadstools and a sunless ocean of black, oily waters. Erupting from the waters 100' from the fungous shore belches a column of sickly green flame that reaches the roof hundreds of feet overhead, casting an unsteady light (but no heat) throughout the fane. The evil high priest Baaihiigi and his fellow cultists wear hoodless, inky black robes and perform human sacrifices here during solar eclipses, throwing them into the inky sea. The more victims, the more propitious the sacrifice. Baaihiigi, believing himself a chosen of Nyarlathotep, continually plots the conquest of his native Xiiiaopi as its rightful overlord. His spy in the village helps him lay his plans.

### **3811 Sanctum of the Poison Master**

Purple Man citadel

Population: 66 (six MU1 apprentices, eighteen F1 guards, and forty-one 0-level laborers)

Alignment: N

Leader: Lanarawana, Purple male N MU2  
Eight years ago Lanarawana, searching in the Iaks'lgn'gh Jungle for the material components of a spell, realized that a creeper-covered outcropping was in fact the top 6' of a buried tower of dull black stone. Within he discovered the ruined laboratories of eons-gone Snake-Men apothecaries. Their scrolls and codices of treated dinosaur hides contain their research notes on the extraction of various venoms and the concoctions of poisons. Devoting his life to continuing these studies, Lanarawana attracted a handful of interested students. With their wealth from their trade in poisons and venoms, they have hired men to brave the jungle depths in search of desired flora and fauna, as well as personal guards (though the concealed nature of their domicile prevents most attacks). Lanarawana and his men are aware of the dangers of the People of the Worms (hex 3710) and thus take precautions when too far north.

Lanarawana has thus far uncovered the secrets of six of the ancient ingestible toxins of the Snake-Men. They affect only humans and related species, and a saving throw vs. poison is allowed for each to avoid all effects.

The first toxin makes the blood caustic after 2-8 hours. Any damage taken from weapons or from creatures' natural weaponry will cause the victim an additional 1-4 hp damage from his own shed blood burning his skin. This will occur for the next 3-18 attacks, or for the next 8-32 days, whichever elapses first.

The second toxin takes effect in 1-4 hours, causing the victim's skin to emit an odor in a 50' radius hateful to all reptiles. If an affected man is in an area with reptiles, he has three 1 in 6 chances per day of one or more reptiles attacking him. The effects wear off after 7-42 days.

The third toxin immediately turns its victim's hair on his head into dozens of small snakes that attack the person they are attached to, automatically causing 1-4 hp damage per round until they die in 2-8 rounds. They can all be slain or torn-out in a single round, but this causes 3-12 hp damage. The dead snakes will fall out in 24 hours, and hair will regrow normally after 3 months.

The fourth toxin causes a mass of black mambas to grow in the victim's stomach, bursting out 3-12 days later, causing 5-20 hp damage. When this occurs, the victim has a 50% chance of being bitten (save vs. poison or die). Further, the victim will be utterly incapacitated for 1 day if he suffered up to 7 hp damage from the erupting snakes, 2 days if he suffered 8-14 hp damage, or 3 days if he suffered 15-20 hp damage.

The fifth toxin takes effect in 1-6 rounds, making its victim unable to see any reptile or dinosaur. The Dungeon Master will have to make appropriate adjustments to attack rolls, etc. This condition lasts for 20-80 days.

The sixth toxin takes effect in 1-6 rounds, making its victim unable to see any non-reptilian or non-dinosaurian creature. He cannot see even himself. The Dungeon Master will have to make appropriate adjustments to attack rolls, etc. This malady persists for 20-80 days.

Lanarawana does not keep a stock of poisons, but instead makes them to order. The time required and the cost depends on the availability of ingredients, subject to vagaries of time and circumstance. Any given poison will take 2-8 days to concoct and will cost 200 to 1,200 g.p. Half of the payment must be made in advance. Re-roll these numbers after the passage of 2 weeks. Lanarawana will inform buyers that the poisons will remain potent for 5-12 months in their specially-sealed opaque purple bottles. They otherwise lose their potency in 9-36 hours. Only Lanarawana or his apprentices can effectively re-seal the bottles.

**3901 Screaming Warscape:** The Jale village of Kura and the White village of Ua (both a little to the north of the map included with this module), as well as the latter's castle in hex 4001, know to avoid this cursed land. The partially-decayed bodies of human warriors of all races litter the ground in an area covering roughly 2 square miles. Most of the corpses still wear their armor and many still clutch their weapons. The particulars of such range from wooden clubs and stone axes up to medieval technology, as though warriors of all ages fought and died here. Anyone spending at least 10 minutes among the dead will begin to

hear them keening horribly: first one corpse, then another, then two more, etc. in a quickly-mounting crescendo. This will so shake the victim that he will temporarily lose 1-3 levels of experience (save vs. spells to avoid). These levels return at the rate of 1 level per week. The weapons of the corpses lie under a curse as to do a maximum of 1 point of damage per attack. The armor also has been cursed so as to offer no protection but only encumbrance. Regardless of the passage of time, the corpses will not experience further decay.

#### **4001 The Tower of Indomitable Strength**

White Man castle

Population: 42 (one MU3, two F3, seven F2, thirteen F1, eighteen 0-level)

Alignment: LE

Leader: Oea, White male LE F5

The White Men of this crenellated castle of gray granite spent many years building it, and only last year did it see completion. The fort's captain, Oea, is the younger brother of Akainix, the king of Ua (a little to the north of the map included with this module). The forceful and fiery brothers decided long ago that, since the lands of Carcosa are filled with conquest and oppression, they would do the conquering and oppressing. Stabled within the castle are 19 giant fire lizards (AC 3; MV 9"; HD 10; hp 50, 52, 39, 34, 49, 48, 36, 44, 43, 46, 45, 41, 49, 46, 39, 50, 52, 53, 49; #AT 3; D 1-8/1-8/2-16; SA fire puff; SD immune to fire; AL N; XP 1350 + 14/hp) that the fighters of the tower ride on raids, reconnaissance, and into battle. Oea's personal mount has 53 hp. Generally speaking, a mounted party will attack first and ask questions later, unless of course they face an obviously superior force. They will first treat with any group that includes a White Man, giving the chance to yield 10-100 g.p. per man (exact amount differing with each encounter)

before sternly ordering them out of this hex and away from the village of Ua.

#### **4007 Chus**

Orange Man village

Population: 936 (able-bodied 234)

Alignment: N

Resources: Simple flint tools

Leader: Lorankwa, Omnipresent

Preponderancy of True Men, Orange male N MU3

Significant NPCs: Movakwa, Orange male NE F2 (keeper of the dead)

Bobojkwa, Orange male NG F1 (about the only man of initiative in the village)

Few villages indeed can claim to have sunk to the level of squalor and wretchedness of Chus. Its hemispherical mud habitations are of the most primitive. No art or technology is in evidence beyond knapped flint tools the villagers use to dig the nutritious grubs that keep them alive. Each of the naked and listless Chusians suffers from 1-4 ailments (such as an ability score dropping to 3-6, wounds taking twice as long to heal, attacking at -3, unencumbered movement rate of 6", etc.) resulting from the weird radioactive energies emanating from a stone of the Primordial Ones deposited outside the village 74 years ago. Its malignant influence has seeped through the soil in a 2-mile radius, irradiating the grubs upon which the village survives. Every 2-12 days, the Spawn of Shub-Niggurath known as Iakgua (hex 4107) descends upon Chus to select a victim. The hapless villagers armed with only rocks and sticks tried a few times to fight back, but each time it only led to more dead villagers. They have therefore taken to leaving their dead on the northeastern outskirts of the village for Iakgua. When no corpses are available, the Chusians must take their chances. Last year the despairing villagers decided to depart en masse to the southwest.

This resulted in Iakgua herding them back into their village. The only bright spot is that the Spawn protects its herd from other predators. In spite of this, most of the people of Chus would be glad to be rid of Iakgua. Bobojkwa will press any visiting PCs to slay the Spawn and loot its rumored treasures. If asked, he will accompany the PCs to Iakgua's spire and will fight if given a decent weapon. His only ailment is that his wounds take twice as long to heal. Movakwa, however, will oppose this, arguing that one corpse a week is a bargain for the protection Iakgua affords. He has in fact begun worshiping the Spawn, and he plans to soon begin ensuring that Iakgua will have a corpse available at every one of its incursions. Lorankwa is no help, as he lies dying in his hut (death in 5-30 days).

#### **4010 Yaagahchag, Spawn of Shub-Niggurath:**

In the darkest heart of the Iaks'Ign'gh Jungle, Yaagahchag waits. The typical cries and calls of the jungle fall into silence within 300' of the mouth of its cave-lair. Pale, unhealthy creepers partially obscure the 4' high, 8' wide opening. Any who pushes them aside will see about 6' past the entrance 1,000 cubes (with inch-long edges) of precious metals stacked into a 10" cube. The ceiling of the 20' by 20' cave rises to an average height of 10'. If anyone comes more than 3' into the cave, the tireless Yaagahchag (AC 2; MV 12"; HD 6; hp 26; #AT 2; D 2-9/2-9; SA gaze causes *confusion* [as the spell]; MR 25%; INT low; AL CE; XP 556) erupts from behind a thin, stone-like excretion in the wall to the left. This attack surprises 5 out of 6 times. The Spawn is a flattened hexagonal disk, 4' in diameter and 1' thick, covered in slimy, dripping dolm feathers. Its six eyes, scattered irregularly about its top, glare with orange bale. Two of its six legs end in toothed mouths. After consuming its victims, Yaagahchag expels any precious metals (copper, silver,



electrum, gold, and platinum) it swallowed in the form of cubes. It has stacked these cubes into a perfect cube, and it will not expel more cubes until it has accumulated 331 additional cubes in its body so it can then have 1,331 cubes to make a perfect cube consisting of eleven cubes along each edge. Each cube is worth 2 coins of the same metal. The 1,000 cubes on the floor are:

880 copper cubes (worth 1,760 c.p.)

73 silver cubes (worth 146 s.p.)

29 electrum cubes (worth 58 e.p.)

13 gold cubes (worth 26 g.p.)

5 platinum cubes (worth 10 p.p.)

Yaagahchag's innards hold 76 copper, 27 silver, 14 electrum, and 4 gold cubes. This Spawn will bargain for its life with all 1,121 cubes if necessary.

**4107 Iakgua, Spawn of Shub-Niggurath:** High atop a 200' tall natural spire of craggy rock, Iakgua (AC 5; MV 6"/6"; HD 4; hp 27; #AT 1; D 1-10; SD surprised only 1 in 8, regenerates 2 hp/round; MR 20%; INT average; AL CE; XP 283) watches and broods from its cave noisome with offal. This Spawn of Shub-Niggurath is similar in bodily appearance to a 200 lb. featherless blue buzzard. While it has an irregular and jagged beak, it has no mouth. Six eyes like those of a fly placed haphazardly around its head give it 360° vision. Iakgua feeds through the countless small suckers on its hide, which slowly liquify its prey. This abomination can consume only human flesh which has been dead for at least 4 days. The intelligent though noncommunicative Iakgua regards the villagers of Chus (hex 4007) as its livestock. Every 2-12 days, Iakgua ponderously flaps the 2 miles to Chus to select a meal. Sometimes it finds corpses, which it prefers. Failing that, the Spawn will settle for a live victim. Scattered amongst the waste and human bone fragments in its lair are 211 c.p.,

98 s.p., 63 e.p., 52 g.p., an uncut bloodstone worth 150 g.p., and a gold crown figured as a purple worm (worth 1,000 g.p.). The men of Dulaja (hex 3710) will give their friendship (such as it is) to any who return this lost crown to their Worm Pontifex, Maotchejti.

#### **4111 Lyeng**

Bone Man hamlet

Population: 388 (able-bodied: 388)

Alignment: N

Resources: Glass

Leader: Jiu, the Illuminator of All Hues, Bone male N 0-level

Significant NPCs: Ngoy, Bone male N 0-level (leader of water gathering)

Lajk, Bone male N 0-level (warlord of the males, mostly melee combatants)

Kej, Bone male N 0-level (ceremonial guardian of the pools)

Xuwe, Bone female N 0-level (war-leader of the females, mostly archers)

Nearly 100,000 years ago a meteor eradicated all life in a half-mile radius within the Iaks'Ign'gh Jungle, leaving behind only sheets of slightly cloudy, colorless glass. The lingering radiations ultimately settled into ten pools of chromatic, vaporous liquids. Over a millennium past, Jiu led a tribe of his people to this place and regarded it as their destined abode. They crafted habitable domes from the omnipresent glass and discovered the extraordinary properties of the pools. Each pool is roughly 20' in diameter and 6' deep at the center. A different, subtly-glowing liquid fills each pool: blue, colorless, dolm, green, jale, orange, purple, red, ulfire, and yellow. The liquids are nearly weightless and evaporate within minutes if taken from the pools. Any Bone Man who submerges himself in a pool will become opaque and take on its color until he enters another pool. The pools also grant perfect health and restore youth.

Consequently, the village appears to be oddly multiracial and without any aged inhabitants. A side effect of the pools is sterility, so no children live in Lyeng, either. The pools cause 1-6 hp damage per round to Black, Brown, or White Men, while the other nine races derive neither benefit nor harm. The pools grant sustenance to Bone Men, freeing them from want of food. They still need drink, and they therefore leave the glassy waste only to draw water from the Abkehadgh River less than a mile from the edge of the waste. Once submerged in a pool, a Bone Man must re-submerge himself in any of the pools at least once per month or forever lose all benefits from the pools (and he will remain sterile). Since all the inhabitants of Lyeng are centuries old, they will die of immediately accumulated old age if away from the pools for more than 30 days. While the Bone Men of Lyeng lead a relatively tranquil and even philosophical existence, they are deadly if threatened since every single man and woman is able to take-up arms. Visiting Bone Men will be given an open invitation to join the village, while all others will be curtly told that there is nothing here for them. Their numbers and determination in protecting the pools leave them typically unmolested.

#### **4208 Orbital Unit 97-310A-16**

Green Man habitat

Population: 329 (able-bodied: 82)

Alignment: LN

Resources: Advanced technology

Leader: Pauna, the Autocrator That Sees Infinity, Green male LN F8

Significant NPCs: Apps, Technocrator, Green male LN F4 (engineer)

Kapur, Weapons Chief, Green male LN F6 (in charge of the arsenal)

Tikan, Biocrator, Green female N MU3 (prime biological technician)

Deep in the Iaks'Ign'gh Jungle, a half-mile diameter blackened crater scars the land in which nothing grows and fauna seldom intrude. In the center of the crater stands an Orbital Lift-Off and Descent Unit. Abandoned by its former crew of starfaring humans (who fell into madness and went native in the dark jungle), Green Men have inhabited it for over three centuries. The Orbital Unit is made of a light gray (almost white) metal impervious to normal weapons. It ignores the first 25 points of damage of each attack against it. Over the generations the Green Men inhabiting the Orbital Unit have studied the databanks and have acculturated into a society more akin to an advanced starfaring race than to the typical degenerate races of the lands of Carcosa. Hygienic and basically disease-free, all the inhabitants of this society wear immaculate white jumpsuits. They regard the other men of Carcosa with a mixture of disbelief and disdain. They have all the technological devices necessary for the prospering of a community of this size. Every 36 days the Orbital Unit blasts into geosynchronous orbit 200 miles above the surface, and it descends 36 days later. This endlessly repeats with exacting precision. The first time the PCs see the blasted crater, the Orbital Unit will be present, and 3-36 days will remain before its next ascent. Anyone in the blackened crater during lift-off (but not during its gentle descents) will take 10-100 points of damage (save vs. breath weapon for half damage) from the fiery explosion. Anyone within 300' of the Orbital Unit when it blasts-off will take 15-150 points of damage (save vs. breath weapon for half damage). Tikan the Biocrator was born in Sima, a Green Man village to the north of the map included with this module, thirty-six years ago. During her searches for eldritch lore and material components for magic spells, she came across hints and clues as to the existence

of Orbital Unit 97-310A-16. After seeking it for a year, she finally found it two years ago. She obtained permission to join this society, and her deep intelligence (score of 18) allowed her to swiftly master the Orbital Unit's medical lore and technology. The Dungeon Master may wish to rule that none of the technology within the Orbital Unit will function when brought more than a mile away from it.

#### **4210 Aqanak**

Dolm Man hamlet

Population: 218 (able-bodied: 55)

Alignment: CN

Resources: Iron

Leader: Akiuk, Uttermost Essence of Radiance,  
Dolm male CE MU6

Significant NPCs: Alowe, Dolm male NE F5  
(warlord)

Koaswalak, Dolm male CN MU3 (hierophant  
of Mogq'yth)

Kesetona, Dolm female N 0-level  
(revolutionary foe of Mogq'yth)

The men of Aqanak dwell in the dozens of shallow caves along the northern side of the canyon cut by the Abkehadgh River. The 55 warriors of this belligerent tribe in recent years have made raids on the white lotus automaton village of Dulashtatunaja (hex 4513), but thus far this has not led to reprisals by the automatons. With veins of iron plentiful in Aqanak's mines, the warriors of the village are well accoutered with arms and armor. The women of this village suffer under abject slavery. Oddly, the Aqanaki males have no attraction towards the females, nor any regard for them other than as servants. The women net and spear the wriggling things in the river for food. An old crone named Kesetona alone of the females harbors within her breast an ardent hope to somehow put an end to Mogq'yth, the goddess of Aqanak. This deity is a grotesque Spawn of Shub-Niggurath that

reposes in the largest and deepest of the village's caves. The horrid thing is a white pulpy mass of shapeless, soft flesh the size of an apatosaurus. It can neither move nor fight, and its limited consciousness is too outré to permit of communication with man. The Aqanaki males regularly fertilize Mogq'yth, which every 8 months spawns 6-36 Dolm Men. Kesetona will try to convince any PCs she meets to slay Mogq'yth (AC 10; hp 94). She will offer in return any docile and comely slave-girls the PCs might desire. With Mogq'yth destroyed, Kesetona believes that the females of the village could use their wiles to obtain a better lot in life. Mogq'yth's cave is guarded by 2-5 0-level men (hp 4-6) in plate and armed with long swords. Slaying the deity will drive the men of the village into a murderous rage. Kesetona figures that would be the PCs' problem, not hers.

#### **4304 Devotees of the Sciences**

Multiracial citadel

Population: 22 (twelve F1, six F2, and three  
MU1)

Alignment: N

Leader: Wawankwa, neutral male Orange Man  
F3

Less than a mile west of the Desert of Ad are stone ruins of unknown origin which serve as the temporary domicile of the male and female Devotees of the Sciences. They wear over their armor light gray hooded robes, and they keep their heads shaved bald. A human of any color can enter this discipline if he has an 18 intelligence and vows lifelong adherence to the Devotees' single-minded quest to expand their scientific knowledge. All else they count as loss. The Devotees have followed unearthed clues to try to discover some of the Great Race frozen in time (in hex 4402). Wawankwa and the others have the knowledge to free these individuals of the Great Race, and they plan to



implore in return gifts of knowledge. Any who leads the Devotees to the ruins of the Great Race in hex 4402 can gain a reward of up to 1,000 g.p. per person. The aggressiveness of the Tower of Indomitable Strength in hex 4001 causes Wawankwa and his followers to do their best to not draw attention to themselves.

**4306 Sorcerers' Tomb:** A hexagonal clearing 50' across in the Iaks'Ign'gh Jungle holds in its center a hexagonal structure of black stone 10' across and 1' high. Nothing whatsoever grows in the clearing, and no animal will enter, and they will in fact panic if forced inside. Any magic-user will recognize the stonework as that of the Snake-Men. The secret door in its center will grind open if the fresh blood of a magic-user is spilled upon it. At the bottom of 961 steeply-descending steps not meant for the foot of man lies a hexagonal chamber 20' across and 10' high. Upon six stone biers lay six dry mummies of the Snake-Men, all of them "gorgeously enrobed in the costliest of fabrics, and lavishly laden with ornaments of gold, jewels, and unknown shining metals" ("The Nameless City" by H. P. Lovecraft). On a crudely and much more recently built bier alongside one of the biers of the Snake-Men lies the moldering skeleton of a man, its left hand clutching a bone scroll-case. It contains a document written in the common tongue with instructions to burn at least a pound of the vile S'Ig (cf. hex 4506) within the tomb to reveal prehistoric mysteries. Once done, any magic-user present will be able to see the eldritch sigils of the Snake-Men covering the floor, walls, and ceiling. If a magic-user studies the runes before they fade in 18 hours, he will discover that they include the 2nd-level magic-user spell, *mirror image*. The treasures of the Snake-Men sorcerers would be worth about 9,000 g.p. if not for the poison infused throughout them. Anyone touching the

precious fabrics, stones, or metals must save vs. poison or die. The only way to purge the toxin is through heat sufficient to melt gold, which will of course destroy the fabrics. The melted-down metals will be worth 1,200 g.p. The 16 precious but unalterably poisonous stones would (if not toxic) be worth 100-400 g.p. each.

**4402 Frozen in Time:** A ruined and forgotten city of the Great Race lies mostly buried under the sands of the Desert of Ad. Stone blocks, broken megaliths, and even a "pavement", all of dark granite, protrude from the sand. Worn curvilinear designs cover much of the stones' surfaces, and occasional curvilinear hieroglyphs can be discerned upon them. At night a monstrous wind blows here, shifting the sands to cover some ruins and newly expose others. The wind comes out of an opening 3' in diameter, mostly blocked with sand and debris. It opens onto a steep passageway 18' high and 10' wide leading down for at least a mile into the bowels of the abandoned city...but not quite abandoned. One chamber, with broken glass littering the floor and hundreds of volumes of books filled with the Great Race's curvilinear hieroglyphs (which crumble to dust if opened), contains nine of the Great Race (AC 5; MV 15"; HD 8; hp 46, 41, 34, 20, 42, 32, 51, 50, 33; #AT 2; D 1-8/1-8; SD immune to magical control; AL N; XP 650 + 10/hp) trapped in temporal stasis, frozen in the space between moments. The fine, undisturbed dust of geologic eras coats their rugose, conical forms. Removing them from this room will free them from stasis. They will reward each of their benefactors with gifts of knowledge.

**4506 Aarate**

Purple Man village

Population: 740 (able-bodied: 185)

Alignment: NE

Resources: Exotic blooms

Leader: Injo, the Glorious Obliteration of All

Graces, Purple male NE F4 (high priest)

Significant NPCs: Mparawan, Purple male N  
F2 (preparer of S'lg's food)

Naamii, Purple female N F2 (consort of Injo)

A riot of colors splashes a cleft, pervaded by a sweet odor with an undercurrent of blood, in the Iaks'Ign'gh Jungle. A sickening display of the most grotesquely-shaped and outré flower blossoms fills the sides and bottom of the cleft, into which waters ceaselessly trickle. Even in the deadest calm, the flowers bend and sway. Supreme among them grows S'lg (AC 9; MV 0"; HD 12; hp 66; #AT 4; D 1-8 [x 4]; SA automatic damage after a hit, poison; AL N; XP 2092), a garishly multi-colored bloom about 3' in diameter growing from thorned, purplish-green stems twisted together in a mammoth-sized mass. S'lg can read all human thoughts within 60'. It attacks by constricting with its thorned tendrils, doing automatic damage each round after a successful hit. Such victims must make a saving throw vs. poison each round or suffer an additional 1-6 hp damage. S'lg is the god of the Purple Men who reside in the cleft. They derive all their sustenance from immersion in the flowers' fragrance and from the trickling waters. They single-mindedly worship S'lg and venerate its attendant flowers, having no other goal or purpose than to tend to these superior beings. Though typically abstracted and dreamy, the Aarateans will have extreme reactions if anyone attacks S'lg or despoils the flowers. The able-bodied will attack, while the rest will shriek and run about hysterically. To sustain itself, S'lg must desiccate an adult Purple Man once every three months. No other color of man has the proper nutrients. Injo and Mparawan at the proper times select a Purple Man to give to S'lg. If S'lg is destroyed, the Purple Men will be as those shaking off the trammels of an all-

encompassing dream. They will thereafter require normal food.

#### **4513 Dulashtatunaja**

white lotus automaton village

Population: 481

Alignment: N

Resources: White lotus powder

Leader: Elejanay, Lotus Overking, Yellow male  
N MU9

Significant NPCs: Kuybalimaw, Yellow male N  
F6 (warlord)

Lati, Yellow male N F4 (captain of Elejanay's  
personal guard of six N F2)

Walujsa, Yellow male NE MU3 (spy)

The bizarre and abstracted Elejanay has ruled the village of Dulashtatunaja for the last 22 years. During this time he used all of his immense store of white lotus powder and his hired muscle to turn virtually the entire population of this formerly Yellow Man village into white lotus automatons (AC variable; MV as human; HD 1; #AT 1; D by weapon type; AL N; XP 10 + 1/hp) over which he has complete control. Elejanay has set his automaton minions the onerous task of constructing and maintaining fortifications of stacked sand-bags surrounding the village. The roughly circular defenses are about 180 yards in diameter, 6' high, and 3' thick. At 10' intervals along the interior of the wall are 2' high stacks of sand-bags allowing archers to easily fire missiles over the wall. Its single gate is 12' wide, made of stout timber, and faces the shore. The village of Aqanak (hex 4210) in recent years has raided Dulashtatunaja. While these raids have not been very damaging, Elejanay has decided that they waste too much time better spent on fortifying the village. In 3-30 days Elejanay plans to lead half of his forces northwest to force an end to the raids. This will be a limited strike. If another strike becomes necessary, it will be a genocidal one. The power Elejanay

has over the white lotus automatons deeply intrigues Walujsa, newly arrived in the village as a henchman. He secretly spies upon Elejanay to try to discover the secret of his power, but thus far has not been successful.

#### **4601 Temple of the Slime God**

Brown Man citadel

Population: 61 (sixteen F1 guards and forty-four 0-level slaves)

Alignment: CE

Leader: Zargeph, slime magician

Nearly a mile north of the Desert of Ad broods a squat, circular structure of jale stone about 300' in diameter and 12' high. Inside dwell 44 loathsome slaves who (along with the guards) willingly serve the dozens of gray oozes, ochre jellies, green slimes, and black puddings that ooze about Jublex's fane and its adjuncts. Four large gray oozes (AC 8; MV 1"; HD 3+3; hp 27 each; #AT 1; D 2-16; SA corrosive properties; SD immunity to most spells; AL N; XP 335) serve as lieutenants to Zargeph the slime magician (AC 10; MV 6"; HD 6; hp 33; #AT 1; D 1-10; SA spells; SD immune to fire, cold, and electricity; AL CE; XP 698), a heap of putrescent, glossy black ooze that leaves a trail of slime wherever it moves (floors, walls, or ceiling). Unimaginably old and blasphemously wise, it can cast spells as an 8th-level magic-user.

**4605 Cxax, Spawn of Shub-Niggurath:** A stagnant pool (100' by 30' and 20' deep) fills a depression where the Iaks'lgn'gh Jungle meets the foothills of the Adgh Peaks. The loathsome Cxax (AC 10; MV //12"; HD 3; hp 18; #AT 1; D 2-9; SA electricity; SD immune to poison; INT non-; AL N; XP 159) slithers and wriggles through the waters. It looks like a 12' long blue earthworm with two expressionless eyes and a chitinous beak growing from its mouth. It will attack any who enters the waters. If Cxax is

reduced to 5 or fewer hp, it can (once per day) generate an electrical strike that causes 5-30 points of damage (save vs. breath weapon for half damage) to all within 20'. If Cxax is slain without it first using its electrical discharge, its corpse will explosively generate a discharge that does its normal damage to all within 40'. The bottom of a broken obelisk stands in 3' of water about 8' from the pool's edge, jutting 4' above the surface. Hieroglyphs of the Deep Ones worn to indecipherability cover its hard, lime-green stone. Any who rubs his hands all over the obelisk's submerged surfaces has a 35% chance of fortuitously opening a secret compartment holding 193 g.p. and a red-brown spinel worth 250 g.p.

**4606 A Warning:** Alongside a little-used path skirting the Iaks'lgn'gh Jungle hang six corpses from a baobab-like tree. They were Orange brigands, looking to carry-off Purple lovelies from Maldzi (hex 4706) for their base amusements. Hearing rumors of the beauty of the Maldzians but not of their martial prowess, the brigands soon ruthfully discovered that they had bitten off more than they could chew. Spear wounds riddle the naked and castrated corpses. A sign hangs from the neck of one corpse, painted in common in its blood: "'Ware Maldzi to the northeast." Queen Laidzidzima of Maldzi will replace these corpses with the bodies of any so impertinent as to take them down. Hiding in the jungle's edge is the Orange Man, Didinkwa (AC 10; MV 12"; 0-level; hp 6 [currently down to 1]; AL CE; XP 11), lone survivor of the brigands. Naked, unarmed, castrated, and with one eye gouged-out, Didinkwa will certainly approach any party with an Orange Man (50% chance otherwise) to try to enlist its aid in his vengeance against Maldzi in general and Nadnnpitsi (the warrior-woman who mutilated him) in particular. He will tempt



others with tales of the beauty of the Maldzians (true) and their fabulous wealth (false).

Didinkwa asks only for Nadnnpitsi, whom he plans to first torture and then leave as an offering to the plant-god S'lg (hex 4506).

#### **4607 Ustakalus**

White Man village

Population: 796 (able-bodied: 199)

Alignment: N

Resources: Shellfish

Leader: None

Significant NPCs: Moala, White female N 0-level (window-maker)

Agulu, White male N 0-level (clown)

Kvnjima, White male N 0-level (puppet showman)

Apaus, White male N 0-level (manikin carver)

The rotting, dilapidated wooden houses of Ustakalus stand on a promontory that becomes an island except during low tide. The people here shuffle through life without meaning or purpose. They occasionally tell tales of the glory days of Ustakalus, famed for its wealth and power, but those irretrievable times stand centuries gone. Today the inhabitants accomplish nothing more than gathering enough shellfish to stave off starvation.

Otherwise they engage in morbid and disturbing pastimes. For example, Apaus has a collection of two dozen manikins he has carved out of wood. So long as anyone is within 10' of one, he will have a cumulative 1% chance per day of himself turning into a manikin (save vs. spells to avoid). In any case, he will nightly suffer disquieting dreams of manikins.

Kvnjima puts on a one-man puppet show. Each person watching must save vs. spells or lose 1 point intelligence, wisdom, and charisma when he next goes to sleep. Agulu wanders the town with his face painted a dull gray in such a way as to give him a horrified expression. He likes to follow strangers. If slain, he turns into a 6'

long earthworm (AC 10; MV 6"; HD 1; hp 6; #AT 1; D 1-3; AL N; XP 16) and tries to squirm into the ground. Moala makes windows that when looked through make reality seem 2-dimensional, cheap, plastic, and unreal. Each time a person gazes through one of her windows, he has a 1% chance of falling into despair and committing suicide in 1-6 days, typically by casting himself out of one of Moala's windows.

#### **4703 The City of Pillars**

Brown Man city

Population: 6,952 (able-bodied 1,738)

Alignment: LE

Resources: Incense

Leader: Dihniyumote, Brown male LE MU6 (figurehead and disciple of Alhazred)

Significant NPCs: Chokosno, Brown male LE F5 (commander of the guard)

Kassaywanuwe, Brown male NE F1 (master of the souk)

Biluwa, Brown female N MU1 (enthralling storyteller)

Uku, Brown male N F2 (owner of tavern, the Simoom)

Nooso, Brown male LE F2 (caravan master)

In the heart of the Desert of Ad stands a sprawling city of dull white limestone called the City of Pillars for its 361 pillars that tower as high as 60'. None of the buildings rise more than a single story above the ground, though many have subsurface levels. The actual name of this city, prehuman in its origins, is so ancient and terrible that all (save for Alhazred the Mad) have forgotten it. Outwardly the city is a loud and bustling marketplace, especially for the various grades and types of incense gathered from the desert. Perceptive visitors will detect an undercurrent of hostility to all that is foreign. Criminals (especially foreign ones) receive swift and harsh punishment, typically by cutting-off an appropriate body

part, with decapitation the method of execution. The actual potentate of the City of Pillars is Alhazred (AC 10; MV 12"; MU9; hp 24; AL CE; XP 1,288), a simulacrum (as per the spell, with 50% of his old knowledge and personality) of the original Alhazred created shortly after the horrible death of the original in the streets of this very city. The Alhazred simulacrum resides in a subterranean tomb-complex over 10,000 years old, filled with arcane hieroglyphs, tricks, traps, and weird and ancient treasures, including a copy of *The Necronomicon*. The complex is accessible via a secret entrance 600' west of the City of Pillars. Included within the forbidden pages of *The Necronomicon* are the following six special versions of magic-user spells:

*conjure elemental* (This summons one of Cthuga's Flame Creatures with the same material requirements for summoning a fire elemental. Special protection against an uncontrolled Cthuga's Flame Creature can be had by standing within a hand-drawn, inscribed, or inlaid Elder Sign. )

*monster summoning III* (summons 1-4 Deep Ones or 1-4 Spawn of Shub-Niggurath with 4 HD each)

*monster summoning IV* (summons 1-3 Mi-Go or 1-3 Spawn of Shub-Niggurath with 5 HD each)

*monster summoning VI* (summons 1-2 of the Great Race, 1-2 Primordial Ones, or 1-2 Spawn of Shub-Niggurath with 8 HD each)

*gate* (summons one of the Great Old Ones)

*monster summoning VII* (summons 1-2 Byakhee, 1 Spawn of Yog-Sothoth [see hex 3506], 1 Shoggoth, or 1-2 Spawn of Shub-Niggurath with 10 HD each)

Each of the above *monster summoning* spells has an equal chance of summoning each listed monster type, except for *monster summoning VII*, which has a 10% chance of summoning a Shoggoth and a 30% chance for each of the other possibilities.

#### **4706 Maldzi**

Purple Man village

Population: 800 (able-bodied: 200)

Alignment: N

Resources: Bows

Leader: Laidzidzima, Jewel of All Colors,  
Purple female NG F10

Significant NPCs: Nadnnpitsi, Purple female N  
F6 (scout)

Nopei, Purple female NG MU5 (ancient  
adviser to Laidzidzima)

A stone's throw away from the Iaks'Ign'gh Jungle stand Maldzi's huts of red fibers, home to a fierce and proud tribe of warrior-women. While the females are a tall and haughty lot, the males are puny and looked upon with some pity. The 200 warrior-women of the tribe go into battle or on the hunt stark naked, with bright yellow circular swirls painted upon their bodies. The sense of mystical confidence imparted by this pigment gives the women a +1 to attack rolls and to initiative, and when so painted they never surrender. They typically fight with short bows, 8' long spears, and short swords. The young Queen Laidzidzima is an indomitable and fearless leader. She will scorn to speak with males save in extremis. Her adviser, the crone Nopei, has through the decades learned that insights can come even from the mouths of males, so she tempers Laidzidzima somewhat. The queen's long-term plans to slay S'lg (hex 4506) and incorporate its slave-people under her rule have been recently superseded by growing infestations of Spawn of Shub-Niggurath. Her spear-women know to slay such abominations on sight. The women

of Maldzi regard the White village of Ustakalus (hex 4607) as beneath contempt, else they would have conquered it long ago.

**4801 Ruined Cult Pyramid:** Carved blocks of a dark green stone form a weathered, four-sided pyramid with 50' long bases and an apex 30' above the desert sands. A secret door in the center of the southern base opens into a 5' by 5' passage leading 20' down to a subterranean chamber 20' by 20' by 10' high. Nonprecious colored stones form mosaics on the walls of horned and fanged human skulls with long, sinuous tentacles twisting around them. If the chamber ever held treasure, thieves and looters have long since carried it away.

**4902 Zhahshashgor, Spawn of Shub-Niggurath:** An ancient well in an oasis of 38 palm trees stands within the Desert of Ad, about two miles from the northern edge of the sands. Those drawing water from the well have a 40% chance of being attacked by the horror that lurks in the well. Zhahshashgor (AC 5; MV 12"/3"; HD 10; hp 44; #AT 1 or 2; D 2-7/2-7; SD cannot be surprised; INT high; AL CE; XP 1966) appears as a 10' long, bone-white worm covered with suckers and with a gaping maw on both ends of its body. It can attack twice each round if at least two opponents are within 10' of each other. Zhahshashgor can squirm up the sides of the 60' deep well with no difficulty. Xinan the Heretic (hex 5201) worships the worm and makes obeisance to it. In return, Zhahshashgor leaves Xinan unmolested and allows him to occasionally skim a handful of coins from the treasure chest buried 4' deep below a tree 11' from the well. A careful inspection of the ground around this tree will reveal that the ground here has been recently dug. The locked chest (to which Xinan holds the key) contains 982 s.p., 609 e.p., 286 g.p., and 85 p.p. Zhahshashgor will certainly

attack anyone besides Xinan who digs for the chest.

**4905 Cxaxhloatep, Spawn of Shub-Niggurath:**

In the red sands of the beach wriggles Cxaxhloatep (AC 9; MV 6"/15"(6"); HD 3; hp 18; #AT 1; D 2-12; SD immune to surprise; INT very; AL CE; XP 104), a Spawn of Shub-Niggurath that is a 12' long ulfire annelidoid covered with suckers. It has four expressionless black eyes and no mouth. The Spawn communicates telepathically in the common tongue. Cxaxhloatep attacks with a psychic whip with a 30' range, but only in self-defense, preferring to meditate in solitude upon the weird wonders in the depths of the oceans. It will reveal in conversion that it has recently arrived on these shores from the lands far to the east. If slain, Cxaxhloatep's hide will harden into a coppery substance that weighs 296 pounds and is worth 500 g.p.

**5004 Hills of Spectral Mists:** Mists roll in seemingly out of nowhere in a roughly 1 mile diameter stretch of the Ythkehab Hills. This has a 30% chance of occurring on any given night. The eerie mists are white, gray, or pale green. They fill the entire area save for not quite reaching the four highest hilltops. Anyone within the area will suffer from the first mist to envelop him. A saving throw vs. poison indicates that he has managed to flee the area or make it to a high hilltop without being enveloped. Anyone suffering the effect of one mist will be immune to the other mists during the 2-12 days that the effects from the mists last. The White Mist turns many organisms into living skeletons. Things without bones are immune. A man thus affected can still talk, move normally, perform magic, etc. Nearly everyone will shun him, however. The Gray Mist affects its victims' vision so that they cannot see living matter save for bones, chitin,



and exoskeletons. The Dungeon Master should make appropriate adjustments to attack rolls, AC, etc. Nor can the victim see anything illusory, having complete immunity to any form of visual deception. The Green Mist turns its victim into a cloud of gas. He can move as fast through the air as an unencumbered man, and he can pass through any opening regardless of size. In this state he can communicate telepathically in any language he knows. His senses of sight, hearing, and smell remain normal. He can still perform spells (of either a magical or clerical nature) that do not require any material components.

### **5201 Tsapaj**

Bone Man village

Population: 776 (able-bodied: 194)

Alignment: LN

Resources: Grain

Leader: Puik, Blossoming Preceptor of the Awake, Bone male LN F5

Significant NPCs: Xinan, Bone male CE F3 (cultist of Zhahshashgor)

Mbol, Bone male LN F1 (high priest of the Metal Gods)

The Tsapajians built their village of igloo-shaped stone dwellings beneath a crescent-shaped cliff 110' tall, thus enabling themselves to have to defend Tsapaj only from the north. Ranged 15' apart, the Metal Gods face north, protecting the 300' wide entrance to the village's natural enclosure. These 19 deities are in fact non-functioning (for the most part) iron golems created long ago by a wizard who managed to magically link them so as to carry-out commands in concert. Each has small crystals of different sizes and colors set in its chest luminously blinking in predictable patterns. At any given time, 0-5 priests (0-level) closely observe the lights, calculating the periodicities and coincidences of the flashing lights, basing a sort of astrology upon them.

The fearsome aspects of the Metal Gods prevent any attacks upon Tsapaj from the Dolm village of Kuosap or from the nearby Dolm brigands (both north of the map included with this module). The Tsapajians and the priests in particular will slay anyone who molests their Metal Gods. Eighteen of the golems are in fact now permanently inanimate. One of the Metal Gods can be animated by any magic-user who issues it any command. Unfortunately, it will certainly and irreversibly become uncontrollably violent, attacking every living thing in sight (AC 3; MV 6"; HD 18; hp 80; #AT 1; D 4-40; SA poison gas; SD hit only by +3 weapons, immunity to most spells; AL N; XP 14,550). The Metal God going berserk will deeply disturb the Tsapajians. They will engage it in combat only if fleeing is impossible, and their attack rolls against it will be at -3. Xinan, the village heretic, secretly worships Zhahshashgor (a Spawn of Shub-Niggurath in hex 4902). If the single functioning Metal God goes berserk, Xinan will have a 50% chance of convincing the Tsapajians to abandon their gods in favor of Zhahshashgor. If the Metal God suffers destruction after going berserk, Xinan will have a 75% chance of success. If Xinan fails in either case, the villagers will immediately slay him. Xinan possesses the key to the treasure chest in hex 4902.

**5203 Overmind-731:** Six miles north of the village of Onokaro (hex 5204) a cylindrical chamber (50' diameter, 30' high) sits upright and mostly buried in the center of a 400' diameter crater. A 10' diameter patch of its unique silvery metal is exposed and gleams brightly in the sun. Twenty man-hours of excavation will reveal a circular, 25' diameter door in the top of the chamber. Once it is cleared, the door will swing open at the silent command of the module's sole occupant:

Overmind-731, a huge yellow brain about the size of a mastodon. It floats in midair in the otherwise empty chamber. The brain is one component of a collective intelligence. The enigmatic mystery of the interstellar gateway to the city of Carcosa (north of the map included with this module) came to the attention of the Collective centuries ago, and it dispatched Overmind-731 to these lands to prepare for a major incursion of the Collective to acquire the knowledge and power of the gateway. A little over a century ago, Overmind-731 mentally enslaved several wandering tribes of Blue Men to establish Onokaro. The resultant clones carried out their directive to eliminate the originals from which they were cloned. Now Overmind-731 uses the Onokaroans to assist in the initial planning stages of the Collective's agenda for the gateway to the alien city of Carcosa. It may take centuries before the Collective makes its move. Overmind-731 (AC 10; MV 0"; HD 15; hp 120; #AT 0; D Nil; SD regenerates 1 hp/round; AL LN; XP 7650) can use all the following powers without limit (one power per round) as a 15th-level magic-user: *charm person, ESP, clairaudience, clairvoyance, confusion, telekinesis*. Overmind-731's mental powers have a 50% chance each round of not functioning if the brain has 15 or fewer hit points remaining. It can telepathically communicate with any intelligent creature within 20 miles.

#### **5204 Onokaro**

Blue Man village

Population: 940 (able-bodied: 235)

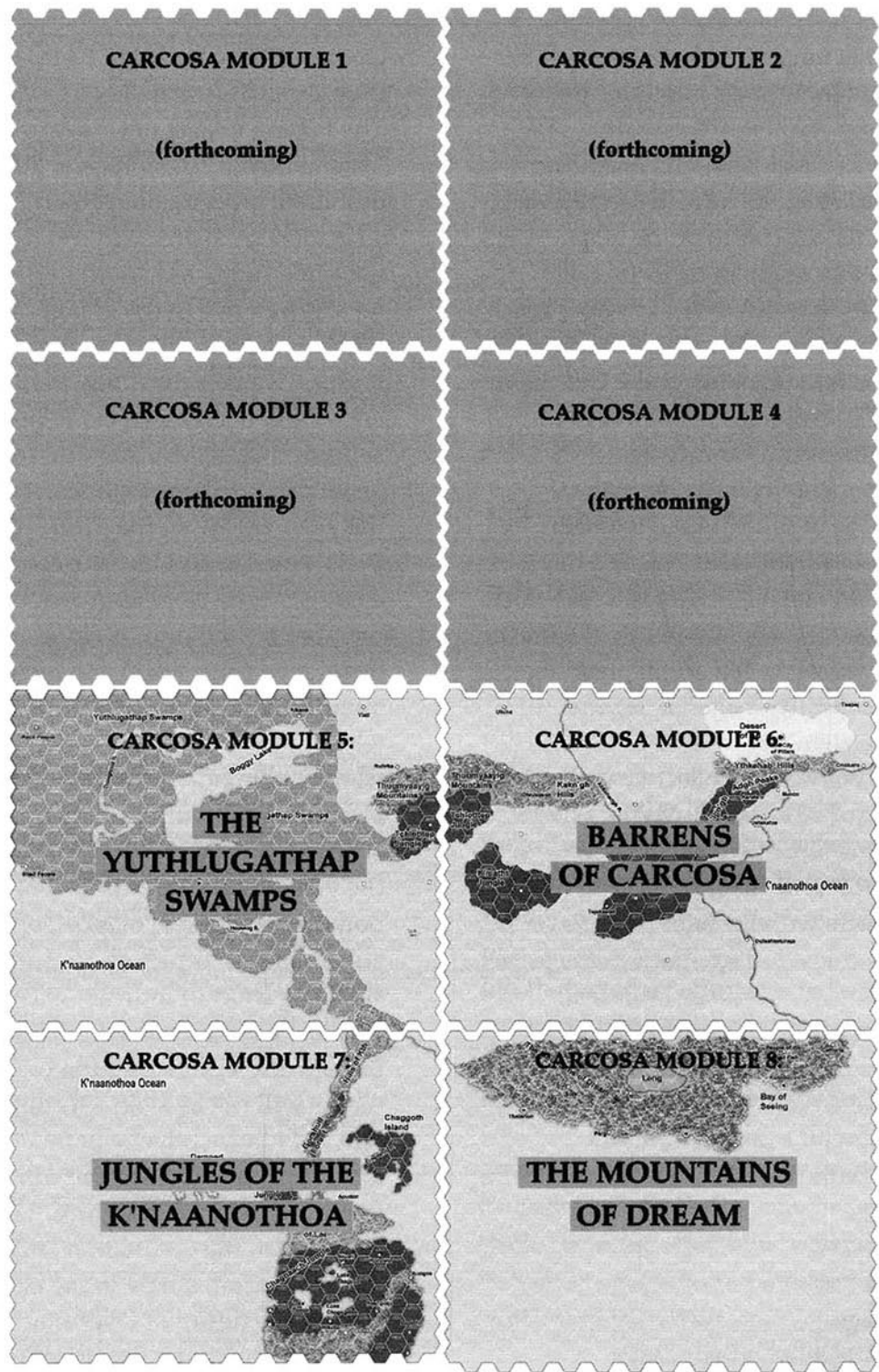
Alignment: LN

Resources: Fish

Leader: Aweide, Arbiter of Invincibility, Blue LN male F6

Significant NPCs: Oinga, Blue female LN MU4 (Inquisitor)

Obatawe, Blue male LN F3 (Master of Masks)  
Wentamo, Blue male LN F1 (Master of Revels)  
The fishing village of Onokaro initially appears unremarkable. The villagers go about their mundane tasks amongst their humble wooden structures. A visitor will feel that something is not quite right, and shortly he will realize that no children live in the village. The youngest Onokaroans are young adults. The secret lies under Aweide's dwelling. In natural caverns are a bank of eighteen clone-pods and a collection of genetic material from which 3,344 genetically-distinct Blue Men can be grown. All the villagers are sterile products of the clone-pods. Aweide and his predecessors take care to ensure that no clone is grown of any living member of Onokaro. A clone emerges fully-developed (physically and mentally) two years after the cloning process starts. Aweide telepathically receives exacting instructions from Overmind-731 (in hex 5203) regarding population growth. During times of solar eclipse (painstakingly calculated by Wentamo), the villagers go into a frenzy of insanity. They don their enigmatic masks (sold by Obatwe) and engage in orgies of sex and violence barely stopping short of murder--except for visitors, who the Onokaroans will mark for death, though any visitor wearing one of Obatwe's masks will not be slain. Of course, the villagers will not inform anyone of this. As soon as the moon appears to cover the sun in the slightest, the revels begin in full force. They suddenly cease when the occultation ends. Whether this all results from a flaw in the cloning process or is a bizarre desire of Overmind-731 is a mystery. Oinga the Inquisitor is a humorless woman of middle-age tasked with ensuring that visitors to Onokaro include none of CE, CG, or CN alignment. Her informants and spies in the village ensure that little here escapes her notice.



## CARCOSA

Each of the eight Carcosa modules serves as a complete sword and sorcery setting for the play of AD&D, and they can also be combined as pictured above to form a larger campaign area.

## THE WILDERNESS

This forthcoming series of sixteen modules will detail a quintessential fantasy campaign world for the AD&D game. Each module can be used on its own, or they may be joined into a larger setting.



Cartography by Dion Williams (aka Burning ~ Torso)

1 hex = 5 miles

