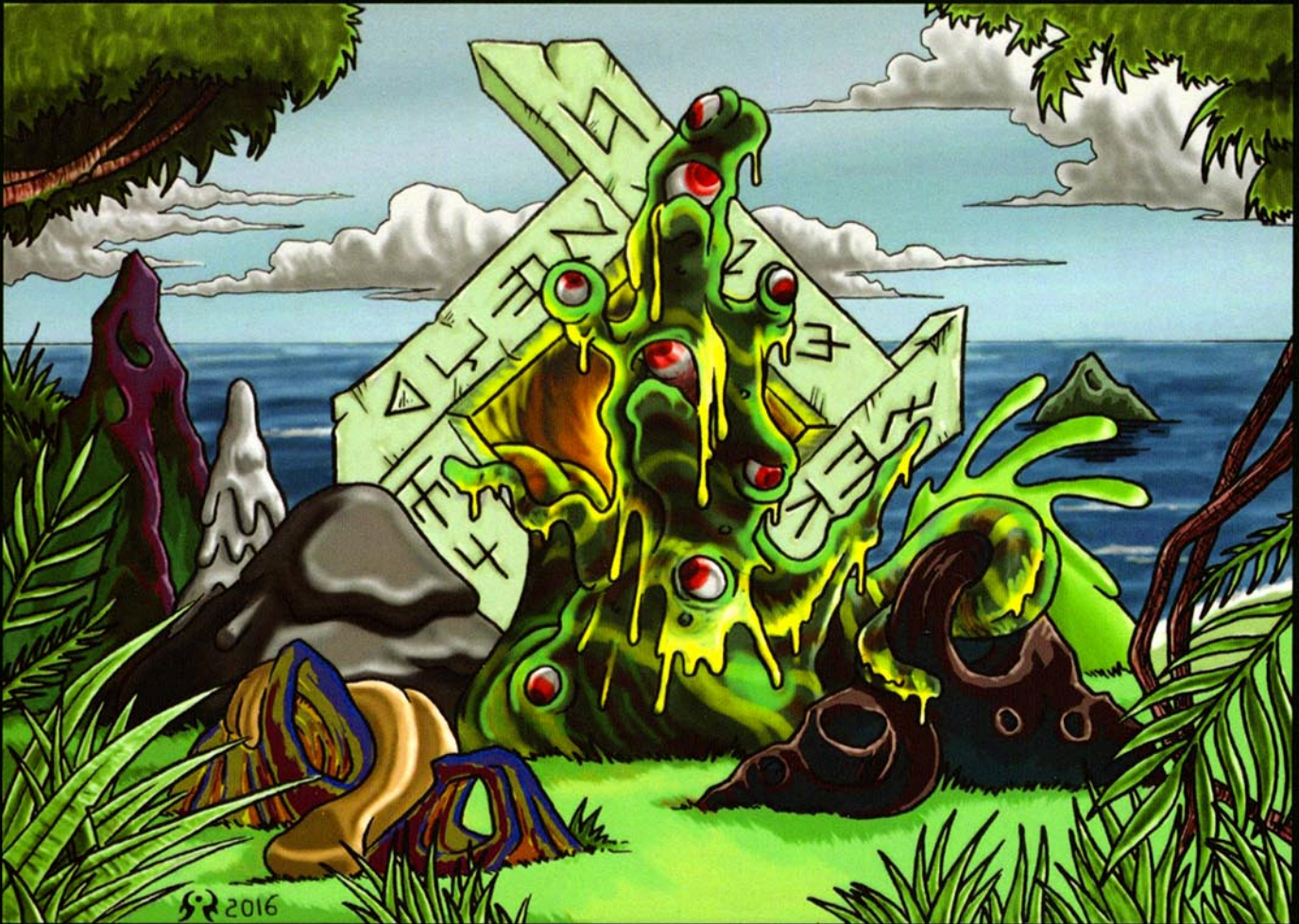


# JUNGLES OF THE K'NAANOTHOA

CARCOSA MODULE 7

by Geoffrey McKinney



**JUNGLES OF THE K'NAANOTHOA** 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 southwest quarter of a larger campaign area that includes **THE YUTHLUGATHAP SWAMPS**, **BARRENS OF CARCOSA**, and **THE MOUNTAINS OF DREAM**.

Luigi Castellani's cover art depicts the Faceless Lord and its loathsome ilk emerging through an eldritch gate to the demonic abyss (cf. hex 2424 within).

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### INTRODUCTION

*Jungles of the K'naanothoa* 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/ctulhu/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

**Chagagdho, Lake:** In the thickest, most tangled, and most humid part of the Chagnaach Jungle, this deep (600' in its center) lake has shallow and swampy edges. Natives of the jungle typically shy away from the lake out of awe of Yoloheke (hex 2131).

**Chaggoth Island:** Jungles cover most of this long-extinct volcanic isle. The central elevation rises as high as 5,000 feet. Since the disastrous advent of Juiblex to the island (cf. hex 2424), various slimes, oozes, puddings, and jellies have become its dominant life forms.

**Chagnaach Jungle:** Many Stone Age tribes (consisting mostly of Cthuga-worshippers) reside in this vast jungle that covers much of the southern peninsula. While a typical jungle in most respects, pleasant scents of perfumes pervade its depths. Even in far away cities, tales are told of "the perfumed jungles of the south". Spiders infest the jungle's eastern edge.

**Damned Isles:** Each of the Damned Isles has a secret and blasphemous name in the language of the Old Ones. If any man has ever learned one of these names, no tales tell of it.

**Gorshud Forest:** Other than at the famous Crater of the Gladiators (hex 2024), no men reside within this primarily deciduous forest. The small pools and streams within the Gorshud provide good, drinkable water.

**Guagurcha Jungle:** This small, relatively open jungle is home to numerous primate species: monkeys, chimpanzees, gorillas, orangutans, man-apes, ape-men, etc. Pre-human ruins with puzzling frescoes, statues, and inscriptions seem to imply a lost higher civilization amongst the primates. As for men, only a handful of hunter-gatherers reside in the jungle.

**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.

**Kth, Hills of:** Small areas of deciduous forest speckle the low Hills of Kth. No tribes live in this area.

**Lei, Hills of:** The sparsely-wooded Hills of Lei contain rich iron deposits. Distances among the hills can seem greatly distorted, and travelers often lose their sense of direction. If all else is silent, a man with his ear pressed against the ground can sometimes hear a faint, mechanical hum.

**Tchyothn River:** More of a stream than a river, the Tchyothn never reaches a depth of more

than 5' or widens to more than 20'. Its waters possess a slightly flat and oily taste, but they are perfectly safe to drink.

**Thagyaa, Lake:** The largest and deepest (down to 650') of the major lakes of the Chagnaach Jungle, many men and even man-apes ply the waters in the days surrounding the summer solstice, taking human sacrifices to Cthuga (hex 2029) in an active volcano on the nameless isle. Many species of crocodiles swim the waters, especially around the lake's shallow edges.

**Thoob, Lake:** The smallest of the three major lakes of the Chagnaach Jungle, Lake Thoob reaches a depth of 150'. Unlike the other two lakes in the jungle, Lake Thoob does not have shallow edges but rather a steep drop of more than 50'.

### Hex Locations

**1024 Isle of Cthulhu:** About forty White degenerates inhabit the westernmost of the Damned Isles in rotted wooden shacks. They tend to be unwashed and shuffle about with vacant expressions. (Intelligence scores limited to 3-12, and unarmored movement rate is 6".) These revolting individuals worship Cthulhu and interbreed with 61 Deep Ones (AC 3; MV 12"/24"; HD 4; #AT 2 or 1; D 1-4/1-4 [+2] or by weapon type; AL CE; XP 60 + 4/hp). Low tide reveals two cavern mouths in a cliff face washed by the sea. Both caverns lead to a temple of Cthulhu standing in 50' of seawater. Every summer solstice a human sacrifice is made here to Cthulhu. Intruders on the island are the preferred victims. Within the grotesque temple the Deep Ones have cached the following:  
4,000 s.p.  
300 p.p.

10 gems worth 10 g.p. each  
20 gems worth 100 g.p. each  
20 gems worth 1,000 g.p. each

**1125 Window into the Past:** The black stone ruins of a hexagonal tower rise from the soggy ground of the jungle of the northernmost isle in this hex. Within a spiral staircase leads down 200' to a forgotten adytum. Doors opening off the stairway lead to other chambers, long empty and unused. At the stairs' bottom the 5' by 5' floor is actually a secret door. It will lift easily provided that no one stands upon it. Opening it reveals a 20' by 20' by 10' high room, with no stairs, ladder, rope, or other means provided of climbing down. Within the dustless chamber a jagged chunk of many sheets of mica (6' by 5' by 4" thick) stands securely in a groove in the floor. If gazed upon by a magic-user, moving images will resolve themselves for all to see in the mica's smooth plane. The following series of images repeats itself endlessly until no magic-user looks at the stone. The entire series lasts 12 rounds.

1. The shadows of the barely glimpsed bulks of the Old Ones move ominously and inscrutably upon the rocky ground, lit by sourceless green and purple light.
2. Luminous auras of indescribable colors assault the shadows. Underneath Mouth Voormithadreth, Shub-Niggurath endlessly spawns Byakhee, Deep Ones, the Great Race, Mi-Go, Primordial Ones, and Shoggoths.
3. The Great Race and the Primordial Ones teem in their respective vast megalopolises. Warfare amongst the Byakhee, Deep Ones, the Great Race, Mi-Go, Primordial Ones, and Shoggoths lays waste to their cities and decimates their numbers.

4. In their angular cities of black stone, Snake-Men clerics in eldritch robes ritually sacrifice humans, while dinosaurs lumber through the steaming jungles without.

The mica slab can be moved, but it weighs 3,200 pounds. It functions only within the adytum. The right sage or magic-user would pay up to 6,000 g.p. to those who would safely escort him to this wonder.

**1126 The Moon Pool:** A ruin of gigantic, black basalt blocks towering more than 50' high covers a 160' diameter area of this isle lightly wooded with hibiscus, aloe, and small shrubs. In its midst stands an enclosed room, its single basaltic door 8' tall and 4' wide. Only when touched by an ungloved human hand in the light of the full moon will the 1' thick door silent pivot open. It will stand agape until sunrise.

A soft, shifting luminosity of rainbow mists fills the circular chamber within, measuring 40' across. The 20' wide pool in its midst is filled 2' deep with water of the palest blue. Seven grapefruit-sized globes of pure radiance send shafts of differently-colored lights to play upon the pool's surface and to melt into it. Sourceless, tinkling, crystalline musical notes sound on the edge of hearing. The waters of the pool will turn a man's skin very cold and pure white while putting him into an enchanted sleep in which he neither ages nor awakens until a *remove curse* spell is cast upon him. (Save vs. death magic if the water is merely touched, save at -3 if tasted, and save at -6 if submerged.) Anyone touching the globes or the shafts of light must save vs. spells or suffer the following effects (all as cast by a 20th-level magic-user and lasting for 24 hours unless otherwise noted):

Pearly pink: -3 to attack rolls

Delicate nacreous blue: will not attack under any circumstances

Lambent saffron/amber: *fear* for 2 turns

Tropic emerald: *slow*

Deathly white: *sleep* (will affect any level of character)

Ghostly amethyst: *feblemind* (will affect any character class)

Molten silver: *confusion* ("stand confused"--can walk if led, but nothing else)

**1225 Memories of the Foundered Cities:** Every day as the sun sets, a sweet and faintly melancholic music can be heard on the southernmost isle. Those who fail to save vs. spells at -3 will see illusions of exquisitely beautiful cities beneath the waves, inhabited by pleasing and friendly humans of various colors who beckon their viewers to come to them. Unless violently restrained, those hallucinating will drown themselves in the sea.

**1423 Terrors of the Deep:** A balsa raft big enough for four men floats here carrying a single Yellow Man named Puchuya near death from dehydration. With intense fear he whispers of the terrors of the monsters of the K'naanothoa Ocean before expiring. Giving him water will have a 10% chance of saving his life. Puchuya is a poor, 0-level fisherman blown here from his home south of the map included with this module.

**1625 Hunter by the Shore:** Along the red sandy beach and into the Guagurcha Jungle flaps Hnar'orl (AC 10; MV 3"/15"; HD 2; hp 13; #AT 1; D 2-9; SD immune to surprise; INT low; AL CE; XP 54), a Spawn of Shub-Niggurath. It is a man-sized, blue-scaled aviooid with six red eyes placed haphazardly around its head, giving it a 360° field of vision. The Spawn's superior eyesight prevents others from

surprising it, and the loud, dry flapping of its misshapen, membranous wings keeps it from surprising others. Hnar'orl depends upon its speed to catch prey since stealth is out of the question. A lone man the Spawn will certainly attack, groups of four or more it will never attack, and a pair or a trio it will attack 65% or 35% of the time, respectively. If reduced to 2 hp, Hnar'orl will flee. If unable to retreat, it will fight to the death rather than bargain for its life.

**1626 Cave of the Whispering Skulls:** In the Guagurcha Jungle an 8' diameter cave mouth leads 130' into a low hill, terminating in a 20' by 20' cave with hundreds of human and various primate skulls sitting on natural stone ledges projecting from the walls. Utter silence and stillness reigns under the skulls' gaze. Examination will reveal that within each skull is a living brain of the appropriate species. Any harm done to even a single brain will result in a psychic attack upon all in the cave. The victims will experience life-like visions of multifarious primates suffering great pains, culminating in howling man-apes transforming into screaming humans (of all colors) under the cold gaze of Snake-Men sorcerers. The visionaries will then come to themselves, screaming and feeling sick and exhausted. Each one's constitution score will be halved (rounding down). Anyone with a resulting constitution score of 1 or 2 will be too weak to walk. Lost points will return at the rate of 1 per day. On the day that a victim's constitution will (perhaps) return to its normal score, he must save vs. wands or discover that he has permanently lost a point of constitution.

### **1631 Yellow Keep in the North**

Yellow Man castle

Population: 82 (three F3, four F2, fifty F1, and twenty-four 0-level retainers)

Alignment: CG

Leader: Mabejtaja, Yellow male CG F6

On the shore stands a stone keep, measuring 150' square with 25' high walls. Its gate faces inland (to the southeast), and it is typically kept closed. The guards open the gate only to those who prove their hostility to Cthulhu and its servants by solemnly cursing "Cthulhu, the Deep Ones, and their slaves". After decades of conflict with the Purple fort less than 4 miles to the south (hex 1632), an uneasy truce has been observed for the past two years because of increasing incursions of their common enemy, the Deep Ones. Any Purple Man admitted to the keep will be kept under close watch for the entirety of his stay.

### **1632 Purple Fort in the South**

Purple Man castle

Population: 57 (two F3, four F2, thirty-eight F1, and twelve 0-level retainers)

Alignment: LG

Leader: Kjian, Purple male LG F5

On the coast rises a fort constructed of gigantic, petrified bones. Each of its three walls is 180' long and stands 25' tall. One wall directly faces the sea. Entrance and egress to the fort is by a platform raised and lowered by chains at the corner farthest from the shore. To gain admittance to the fort, one must first trace the star-like Elder Sign in the red sand, genuflect before it, and utter a curse against "the Deep Ones and other blasphemies beneath the sea". Yellow Men will be regarded with suspicion. The fort has a two-year-old peace (after decades of bloodshed) with the keep of Yellow Men less than 4 miles to the north (hex 1631). The recent and frequent raids along the coast by Deep Ones have given rise to the truce, and Kjian looks forward to the day when things get back to normal so their interrupted warfare with the Yellow Men can be resumed.

### **1725 Forsaken Temple Ruins of the Apes:**

Between the jungle and the rocky shores looms a long-abandoned temple, shaped out of large sandstone formations. The architects shunned straight lines and angles, instead blending their carvings and hollowings with the natural curved contours of the light tan stone. Each of the temple's two levels is about 9,000 square feet, and the interiors contain little other than stone statues and bas-reliefs of gorillas, orangutans, and chimpanzees--all dressed in various habiliments and in poses and situations betokening intelligence and civilization. The most common occupation of the depicted apes seems to be prayer and the offering of flowers to a never-imaged deity. No weapons or martial accoutrements are in evidence. One secret chamber on the lower level holds eight coffins of polished, deep brown wood. They contain the withered corpses of clothed apes: three gorillas, three chimpanzees, and two orangutans. None has anything of value.

### **1826 Kochobo**

Brown Man tribe

Population: 305 (able-bodied: 76)

Alignment: N

Resources: Goats

Leader: Umuke, He Who Climbs the High Tower, Brown male N F6

Significant NPCs: Okoni, Brown male N MU6 (chief priest)

Upau, Brown male N F3 (can cast *phantasmal force*)

Umu, Brown female N F4 (commander of the warriors)

In the Hills of Lei the Kochobo tribe lives in unremarkable wooden structures. They worship the God-Tower of Lyehbalthul (hex 2027), and their prospects are propitious since their god recently blessed Upau with the one-time ability to cast the 3rd-level magic spell,

*phantasmal force*. Only the chief priest, Okoni, realizes that the tribal deity is in fact a mere tool (though with great and unexplained powers). In the interests of experimentation, Okoni plans to at least triple the frequency of their pilgrimages to the God-Tower. Kochobo's chief, Umuke, is a reasonable and moderate man who will treat strangers justly. He remembers the tales his grandfather told him about an unearthly light in the northeast "where there are gods indeed". If visitors give Umuke concrete information about the Pharos (hex 4520 of the module, *The Mountains of Dream*), he will bestow upon up to eight men gifts of golden jewelry (worth 110-200 g.p. per character). Given the opportunity and a little encouragement, Umuke would abandon his people to journey to the Mountains of Dream, never to return.

### **1827 Glyunigyst, Spawn of Shub-Niggurath:**

In the Hills of Lei ranges Glyunigyst (AC 10; MV 15"/6"; HD 4; hp 18; #AT 1; D 1-10; SD harmed only by fire; INT very; AL CE; XP 157), a Spawn of Shub-Niggurath. It is a 300-pound quadruped covered with ulfire feathers, and it has four baleful blue eyes. Insatiably hungry, it heedlessly attacks any party of 8 or fewer with its circular maw ringed with 2"-long teeth. Regardless of the circumstances, Glyunigyst always fights to the death. If slain, it will burst into violently burning jale flames, releasing a caustic gas in a 15' radius that will necessitate everyone within range to save vs. poison or lose 1-6 points of strength. A victim's strength score cannot fall below 3. Lost points will return at the rate of 1 per day. If anyone digs in the carcass's smoldering remains, he will find a spherical ulfire gem worth 800 g.p.

**1829 Fane of the Arthropod God:** A 270' square, 135' tall stepped pyramid of hardened earthen bricks looms in the dark interior of the

Chagnaach Jungle. Claustrophobic, labyrinthine, square tunnels measuring 3' by 3' twist through the pyramid's interior, leading to mysterious chambers. Within lair 24 black arthropods (AC 5; MV 12"; HD 1; hp 4, 6, 3, 2, 8, 1, 5, 2, 3, 3, 3, 3, 8, 2, 7, 6, 1, 3, 2, 2, 7, 3, 2, 5; #AT 1; D 1-4; AL N; XP 10 + 1/hp) with 5' long, worm-like bodies, ten chitinous legs, and a tail stinger. They attack anyone entering or climbing upon the pyramid. While the arthropods do not exhibit any other signs of intelligence, they worship with cringing obeisance an idol in the heart of the pyramid. It is shaped like its worshipers, though it is twice their size. The idol is of granite plated with bronze, and the tip of its stinger is set with a dark green alexandrite worth 800 g.p. (though the rest of the idol is worthless).

**1831 Green Skeletons in the Jungle:** The deep green skeletons of six humans lie entangled in the vines and creepers of the Chagnaach Jungle. A scattering of coins (321 c.p., 180 s.p., 52 e.p., 31 g.p., and 5 p.p.) glimmers around the bones. A dozen huge, bell-shaped, midnight-blue flower blossoms (each as large as the hood of a man's cloak) hang 6' to 9' above the skeletons. A cloyingly sweet odor fills the air. If anyone approaches within 20' of the skeletons, they will slowly and clumsily rise to their feet and make threatening gestures (but cannot attack). The blossoms will drop upon and envelop the heads of those coming close enough to strike the skeletons (save vs. paralyzation to avoid). Such unfortunates will have their brains invaded by the flowers' pollen, becoming automatons that strike (as 1 HD monsters) at anyone not so controlled. A blossom can be severed with 5 points of damage (against AC 10), which will kill the automaton. As the corpses naturally rot away over time, their deep green bones will be revealed.

**1833 Bloodthirsty Baboon Troop:** On the thickly-forested lower slopes of the mysterious, mist-shrouded mountains to the south roam 21 bizarre baboons (AC 7; MV 12"; HD 1+1; hp 3, 2, 7, 3, 8, 8, 9, 4, 4, 7, 4, 7, 7, 6, 7, 3, 4, 4, 9, 8, 6; #AT 1; D 1-4; SD climbing; AL N; XP 20 + 2/hp) which hunt and eat men journeying in the forest. They lurk in the treetops and will ferociously attack as long as they outnumber their prey, but they will flee if they lose at least ten of their number. Because the baboons are none too dainty when it comes to their favorite dish, gulping down whole ringed fingers, pierced ears, etc., there is an 11-20% chance that a total of 200-800 g.p. worth of small jewelry will still be in their innards.

**2021 The Giant's Bones:** In the Gorshud Forest reposes the intact skeleton of a 25' tall unique giant. The native wildlife will not come within 20' of the bones. Anyone touching them will have the intuition that he touches something living, though he could give no good grounds for this feeling. Pouring oil or wine on any part of the skeleton will cause sinews, flesh, and light brown skin to cover the bones, resulting in a living, breathing giant after 1 turn. Anyone who pours at least a pint of beer or wine into the giant's mouth will awaken him, and he will have made a dim-witted friend with a rudimentary knowledge of the common tongue. The giant (AC 9; MV 12"; HD 16; hp 60; #AT 1; D 4-32 [save vs. breath weapon for half damage]; AL N; XP 6450) will regard the provider of the libation as the greatest of friends, and he will help his friend do anything not suicidal. He attacks by vomiting forth a gout of boiling hot blood with a 50' range. If the sleeping giant is hurt rather than given drink, he will awaken and attack. In either case, after 48 hours the theretofore sleepless giant will grow very sleepy, lie down, and over the course of 1 turn revert to a skeleton. He



cannot animate again for 1-3 months. Slaying the giant or breaking the reposing bones will nullify the enchantment.

### **2024 Crater of the Gladiators**

Multiracial citadel

Population: 72 (four F4, ten F3, nineteen F2, and thirty-eight F1 gladiators)

Alignment: N

Leader: Gaigi, Red male N F8

For over 100 years gladiatorial combats have drawn spectators from hundreds of miles away to the 120' diameter, 45' deep crater converted into an arena. One of the few multiracial centers in the lands of Carcosa, men of all races drink, gamble, and carouse while enjoying the blood sports. Combat amongst men usually does not lead to fatalities, but patrons can see newly-made corpses in the combats involving captured fauna. A payment of 10 g.p. will allow one to watch all day. The spectators typically spend the night in their ships, returning to the games with the rising sun. Gaigi forbids the use of magic in the games save when a particularly terrible beast faces men in the arena. Such a match increases that day's charge to 15 g.p. Fighters wishing to enter the arena as combatants will receive 2 g.p. for each victory over a man and 5-100 g.p. (depending on the particular foe) for each victory over a beast. Gladiators typically supply their own arms and armor, but an empty-handed warrior will receive a spear. The crowd numbers 301 to 400 on an average day. The hedonistic Gaigi could be the wealthiest man on the map, but he instead squanders his money on the most expensive and exotic whores and wines. He is never seen without a jug and several fawning beauties.

**2025 Giant Octopi:** About 50' off the eastern coast 2 giant octopi (AC 7; MV 3"/12"; HD 8; hp 44, 38; #AT 7; D 1-4 [x 6]/2-12; SA

constriction; SD ink cloud; AL NE; XP 990, 930) lair in a cave 30' below the waters. They sleep during the day, and at night these hungry and malicious animals will attack anything swimming as well as any boats (but not ships). If one octopus is slain in combat, the other will eject a cloud of ink. The octopus will meanwhile retreat to its lair. Therein it keeps a treasure chest, mostly buried in silt (thus found only after a thorough search), holding 5,117 g.p., 976 p.p., a weirdly beautiful ivory bracelet of Deep One make (worth 900 g.p.), a gold ring set with a sapphire (worth 3,000 g.p.), a gold necklace set with emeralds (worth 7,000 g.p.), and a platinum crown set with diamonds (worth 10,000 g.p.).

**2027 The God-Tower of Lyehbalthul:** The flora of the Hills of Lei does not grow within 60' of the God-Tower of Lyehbalthul, nor will wildlife come within that radius. Gleaming silver and standing 150' high (with a diameter of 12') upon a hilltop, it is composed of a multitude of pipes, wires, components, and strangely-shaped geometric modules. Obviously pre-human, battered, and weathered, the God-Tower is somewhat stronger than steel (AC 1). For every 100 hp damage it sustains, it has a 10% non-cumulative chance of ceasing to function for 2-8 days (95% chance) or permanently (5% chance). Once per day a person can activate the God-Tower by manipulating the buttons, levers, etc. on its lower portion. The person will be subject to a random magic-user spell (equal chance for each spell level). He has a 20-80% chance of having the spell cast upon him (for good or for ill), otherwise he will have the spell imparted to him, allowing him to cast it (without needing any material components) once in the next 90 days. On the solstices and equinoxes, Okoni and 4-16 Brown Men from Kochobo (hex 1826) come here to worship the

God-Tower, having one of their number manipulate it to ascertain if the god is pleased with them or not.

**2029 Realm of Cthuga:** A volcanic island (half a mile north to south, one mile east to west) that has no name rises out of the blue depths of Lake Thagyaa. The volcano's cone rises 6,000' and always smokes, the island often quakes with rumblings, and fires and small amounts of lava occasionally erupt from the volcano's mouth. A full eruption has not occurred for many centuries. The men and even the primates of the Chagnaach Jungle consider the nameless island as unholy ground, for Cthuga (AC -6; MV 36"; HD 400 hit points; #AT 2; D 3-30/3-30; SA heat radiation does 5-50 points of damage to everyone within 300', casts any two [per round] cleric or magic-user fire spells at 30th level; SD immune to being controlled, moves as a blink dog, +3 or better weapon to hit; AL CE) appears annually deep within the volcano. The Old One accepts the human sacrifices cast into the volcano every summer solstice when the Huari (hex 2129), the Kanawa (hex 2329), and the man-apes (hex 2229) come here in great numbers and throw dozens of human sacrifices to their deaths in the volcano. While on the island, the two tribes and the apemen forbear to attack one another because of the age-old detente that holds here. The cavern lair below the base of the volcano extends hundreds of feet in every direction. Any unprotected man will take 1 point of damage each turn therein from the heat and fumes. A total of 10-100 g.p. of gemstones could be mined for every man-hour of labor.

### **2032 Nikoba**

Brown Man tribe

Population: 208 (able-bodied: 52)

Alignment: N

Resources: Feathers

Leader: Chibiyana, Head Man, Brown male N F5

Significant NPCs: Kipala, Brown male NE MU8 (witchdoctor)

Nikabi, Brown male N F4 (chief hunter)

In the jungle south of Lake Chagagdho stand the grass huts of the Nikoba, protected by a 20' high log palisade. They wear nothing but grass skirts, though the warriors often paint themselves with white and red stripes. They carry long, thin shields of painted wood with various animals and monsters of the jungle carved thereon. Stone spears and knives are their only weapons. The Nikoba do not welcome visitors without cause, though they typically give fair warning to the unwelcome to depart. Chibiyana usually follows the advice of the unsavory and ugly Kipala, who is liable to demand the death of anyone who crosses him. The villagers know of the huge apatosaurus in hex 2131, calling it Yoloheke. They generally avoid it, but guides to the beast's habitat can be had for 100 coins (any type) or 10 gems (any type).

**2118 Preceptor on a Hilltop:** Atop one of the Hills of Kth sits Xiogiaagao, an ancient Red magic-user, his clothing long since rotted away to nothing. His flesh decays and putrefies in a manner seen only on long-dead corpses, and the stench pervades the air for 30'. Xiogiaagao can slowly tilt his head back and feebly stir his hands in his lap, but otherwise paralysis grips him. He speaks in a strained voice, and he will beg anyone, in exchange for knowledge of a spell, to release him from this curse of deathlessness. The magic-user knows from studying the movements of the stars that he has sat here, unmoving, for 968 years. Korumbiara the Black magic-user subjected him to this fate in retribution for ruining a spell that could not be performed for another millennium. To lift the curse, a magic-user

must kiss the lips of Xiogiaagao and consume his lower lip tattooed with Snake-Men symbols. So foul is this requirement that a magic-user has only a 15% chance per level of stomaching it and thereby gaining knowledge of the 6th-level magic-user spell, *repulsion*. The magic-user can either cast this spell one time or copy it into his spell book as though from a scroll. The kiss will kill the Red magic-user and causes his body to crumble to dust and fragments of bone. Surely after the passage of nearly a millennium, Korumbiara could not still live to seek vengeance on anyone who breaks his curse. Surely...

### **2119 The Clearing**

Bone Man citadel

Population: 20 (one F3, two F2, ten F1, and six 0-level)

Alignment: N

Leader: Athib, Bone male N MU6

All the flora and fauna in a roughly 200' diameter circle in the lightly wooded Hills of Kth are transparent save for any bones they might have, similar to Bone Men. In the middle of this the flora long ago claimed an ancient stone ruin. With the exception of a *crystal ball with telepathy*, nothing is of value within the oddly proportioned structure, as though it were made for wide, squat beings. Athib first heard 2 years ago a "Voice" through the *crystal ball with telepathy* that gave him a directive that he and his followers regard as divine. Through alchemical processes using Bone Men blood as the base, the inhabitants laboriously transform life into transparent organisms. Animals so treated will thereafter eat only transparent things, and all offspring will be transparent. Athib's men will slay any visitors not deemed too powerful, though Bone Men can save their lives by joining Athib and devoting themselves to the divine command to make all life transparent. If the Voice ceases to receive

regular status reports for 6 weeks straight, it will dispatch a military and magical force that will arrive here 87 days later to try to re-establish the transformation of organisms.

**2123 Marine Ochre Jellies:** Along the shore swim three ochre jellies (AC 8; MV 3"; HD 6; hp 28, 30, 31; #AT 1; D 3-12; SD immune to lightning; AL N; XP 318, 330, 336) that arrived through the gate in hex 2424. They will attack anything that goes into the water.

### **2126 Apudan**

Ulfire Man village

Population: 812 (able-bodied: 203)

Alignment: CN

Resources: Iron

Leader: Hak, the Iron Lord, Ulfire male CE MU8

Significant NPCs: Inek, Ulfire male CN F5 (master of the miners)

Kute, Ulfire female N F2 (mistress of the women)

About four times per year, sailing ships from the south arrive to trade for the iron that the men of Apudan mine from the Hills of Lei. They bring bits of lore and cryptic information to Hak, who seeks to discover the secrets of conjuring and even binding Cthuga itself. The males of Apudan slave away in the mines, and any who shirk have only a single punishment: They are deprived of the comforts and pleasures of the females. This moderate but effective sanction has thus far prevented any uprisings against the Iron Lord. Visitors to the village will be left unmolested unless they interfere with the iron production, in which case they will receive summary execution.

### **2129 Huari**

Black Man tribe

Population: 159 (able-bodied: 40)

Alignment: CE

Resources: Coal

Leader: Kawa, Hierophant of Cthuga, Black male CE C7

Significant NPCs: Kuretha, Black male NE F6 (head of Kawa's personal guard)

Hane, Black female CE F4 (chief tormenter)

Near the shores of Lake Thagyaa stand the Huari's unadorned, cylindrical buildings of small stone bricks. This cold and cruel people will capture any wanderers and subject them to a slow death by various tortures of fire and heated metal. If, however, the summer solstice approaches, the Huari will keep captives unharmed for the annual sacrifice to Cthuga on the nameless isle (hex 2029). Kawa and the lower priests, arrayed in their hierophantic robes of yellow-orange, lead the villagers on outrigger canoes to the volcanic island on the first day of summer. While the people stay on the midmost slopes, the priests with their captives ascend to the volcano mouth to cast the living sacrifices within.

**2131 Apatosaurus Giganticus:** Along the relatively shallow and swampy edges of Lake Chagagdho dwells an ageless, gigantic apatosaurus (AC 5; MV 6"; HD 30; hp 240; #AT 1; D 3-18; AL N; XP 13,400) over 70' long and weighing more than 40 tons. It spends most of its time in the lake, with only its head, neck, and upper back above the water. The dinosaur eats the plants growing above and below the water. Its gray-brown hide blends well with its surroundings, and only the slow and frequent moving of its neck makes its presence obvious. Any noise or movement (save the most stealthy) within 70' of the apatosaurus will irritate it, causing it to charge and attack, forgetting about the irritants if they get more than 150' away from the behemoth. The tribesmen of Nikoba (hex 2032) call the beast Yoloheke and regard it with awe.

### **2133 Lyceum of Iwabi**

Multiracial citadel

Population: 25 (one MU7, two MU6, one MU5, two MU4, two MU3, two MU2, six MU1, eight 0-level apprentices)

Alignment: N

Leader: Iwabi the Severe, Brown male N MU18  
Iwabi the Severe and his consort established the Lyceum of Iwabi about 30 years ago and began instructing students in the ways of magic. The Lyceum itself is an unassuming building of wood and stone in the foothills in the middle of this hex. In spite of his consort's death soon after the founding of the Lyceum, Iwabi is affable and talkative, and he welcomes new students. He is known as "the Severe" for his teaching style rather than for his personality. It is said that a man must apprentice himself here for 5-20 years before becoming a 1st-level magic-user.

**2219 Gourmand's End:** On the coast's sandy beach rises a castle made of magically-hardened sand, about 60' by 60' by 80' high. The whimsical structure looks like something out of a French fairy tale, with slender spires, battlements, and banners of all the colors of the rainbow flying atop the peaked roofs. The portcullis at the entrance facing the sea is raised, and within only the wind and the surf break the stillness. The past master of the castle was a former student of Iwabi the Severe (cf. hex 2133), a Yellow wizard known as Pelew the Gourmand. He loved seafood, and he used his magical powers not only to raise his oceanfront dwelling, but also to modify crabs so as to make crab legs a serious meal. Some of his creations, alas, turned the tables on him and enjoyed a dinner of Pelew (legs and all). Seven giant crabs (AC 3; MV 9"/9"; HD 3; hp 11, 14, 17, 4, 17, 16, 11; #AT 2; D 2-8/2-8; SA surprise on a 1-4; AL N; XP 68, 77, 86, 47, 86, 83, 68) still wander the castle's halls. Pelew's meager

belongings (clothing, furniture, art objects, etc.) could perhaps fetch as much as 200 g.p. total, though it would require a cart to move all of them.

**2222 Ochre Jellies:** A 4" diameter silvery spire rises 90' above the water's surface near the center of a 150' by 100' spring-fed pond (40' deep) in the jungle of Chaggoth. Every 30 seconds a neon blue light at the spire's top flashes, immediately followed by a violet flash 10' beneath it. Unfortunately, the spire is a worthless curiosity created by a bored wizard long ago. Boaters have a 50% and swimmers a 95% chance of attracting the attention of two ochre jellies (AC 8; MV 3"; HD 6; hp 27, 29; #AT 1; D 3-12; SD immune to lightning; AL N; XP 312, 324) which slowly swim through the filthy waters of the pond. These creatures oozed through the gate to Juiblex's abyssal lair (cf. hex 2424).

**2228 Giant Venus Flytrap:** A circular area with a 200' diameter in the Chagnaach Jungle stinks of carrion. In the odor's midst an 11' tall mutant Venus flytrap (AC 8; MV 0"; HD 8; hp 40; #AT 1; D 1-10; SA poison [save at +1 or die]; SD immune to piercing attacks, fire, and electricity; AL N; XP 1575), the surface of which bubbles, pulsates, and throbs, grows out of a mound half soil, half dead bodies (human, animal, and monster). The Venus flytrap will attack anyone coming within 10' of it. Two man-hours of digging through the mound will uncover 1,480 e.p., 3,379 g.p., and a deep blue spinel (worth 750 g.p.). Those digging will reek of carrion in a 60' radius for 2-5 days, making it impossible to surprise.

**2229 Great Idol of the Ancestors:** Deep in the Chagnaach Jungle stands a temple of dull white stones shaped into the head and upper torso of a great toothed ape. The dirty brown,

shambling, man-ape ancestors of mankind inhabit the stone halls of the temple which also serves as their idol. Exactly 200 of the nocturnal man-apes (AC 9; MV 9"; HD 3+1; #AT 1; D 2-7; AL N; XP 60 + 4/hp) reside here. Their sub-human intelligence prevents them from making or competently using anything beyond the crudest of wood or stone tools, nor have they mastered fire (which awes them). Besides the physical necessities of life, the man-apes spend countless hours worshiping their idol with prostrations, swaying, and hooting. They continually skirmish with the Kanawa cavemen (hex 2329). Captives are usually eaten, but as the summer solstice approaches, they take live captives to sacrifice to Cthuga (hex 2029), at which time the man-apes display an unwonted ability to make and operate wooden rafts.

**2323 Black Pudding for Dinner...Again:** A group of 4 trolls (AC 4; MV 12"; HD 6+6; hp 20, 28, 33, 42; #AT 3; D 5-8/5-8/2-12; SD surprised on a 1 only, regeneration [+3/r]; AL CE; XP 685, 749, 789, 861) sits on their haunches near the mouth of a 20' wide cave around a boiling pot from which issues inky black smoke and a horrific odor. The puzzled creatures cannot understand how the last men that they ate nearly a year ago mentioned amongst themselves (directly before getting bagged) how much they enjoyed eating "black pudding". Ever since the trolls have tried cooking slain black puddings every which way imaginable, but the results always taste terrible. The frustrated trolls will gladly abandon their pot of black pudding to add some welcome human meat to their menu. Near the back of the 120' deep cave the trolls have cached under dead branches and foliage their loose treasure consisting of a suit of plate mail, 2,089 g.p., and a silver ring (worth 100 g.p.).

**2324 Gray Oozes:** Along the edges of the Tchyothn River, where the waters make the floor of the jungle damp and doubtful, quiver and squirm three gray oozes (AC 8; MV 1"; HD 3+3; hp 12, 12, 22; #AT 1; D 2-16; SA corrosive properties; SD immunity to most spells; AL N; XP 260, 260, 310). The waters and particularly thick foliage give them an 80% chance of remaining unseen. Any movement within 10' will draw the oozes' attack. These monsters came through the gate in hex 2424. Scattered in the dark mold around the oozes lie the treasures of former victims: 111 sp, 606 gp, and a gold cup figured with purple worms (worth 1,000 gp).

### **2329 Kanawa**

Black Man tribe

Population: 188 (able-bodied: 47)

Alignment: N

Resources: Flint

Leader: Hine, Fire-Chief, Black male N F5

Significant NPCs: Du, Black male CE C3  
(shaman of Cthuga)

Munde, Black male N F4 (subchief and son of Hine)

Wari, Black male N F4 (subchief and son of Hine)

The Kanawa cavemen dwell in noisome caves in the Chagnaach Jungle. They wear only the skins of animals, their warriors clothe themselves in the pelts of the neighboring man-ape tribe (hex 2229), and the shaman has upon his breast an enormous necklace of thousands of man-ape teeth. Strangers are treated with hostility, unless they demonstrate to the Kanawa a hatred of their perennial foes. Presenting freshly decapitated man-ape heads (many of which adorn sticks thrust into the ground outside their caves) is the ideal way to introduce oneself to the cavemen. The warriors bear stone axes and spears, while the others have makeshift clubs. Human captives are

taken every spring for their sacrifice to Cthuga (hex 2029) on the first day of summer. The night before the solstice, everyone in the tribe smears his body with a goopy, yellow-orange dye in preparation for the rituals upon the volcanic slopes.

**2331 Xothshog, Spawn of Shub-Niggurath:** In the glooms of the Chagnaach Jungle, creeps Xothshog (AC 9; MV 6"; HD 5; hp 23; #AT 2; D 2-7/2-7; SA surprises 4 in 6; SD cannot be surprised; MR 30%; INT non-; AL N; XP 360), a Spawn of Shub-Niggurath. It has a body shaped like a male orangutan, and it is transparent except for the organs in its torso and its four jale eyes. Anyone entering the jungle of this hex will attract the attention of Xothshog, which will attack any group of 6 or fewer 2-16 hours after it enters the jungle. In its cave lair the Spawn keeps the skulls, spines, and ribcages of its previous human victims. Amongst these are scattered 1,302 c.p., 890 s.p., 388 e.p., 314 g.p., and 19 p.p.

### **2332 Poshpoto**

Yellow Man tribe

Population: 196 (able-bodied: 49)

Alignment: NE

Resources: Baskets

Leader: Kutaya, the Multifarious Molting, Yellow male N F6

Significant NPCs: Aballatatina, Yellow female NE MU5 (Kutaya's lover)

Bobomashiya, Yellow male NE F4 (commander of cockroach cohort)

In the Chagnaach Jungle the people of Poshpoto live in conical huts made of mud, soil, and the exudation of giant cockroaches. An extensive labyrinth of artificial subterranean passages and chambers honeycombs the ground beneath, accessible from all of the huts. In these dark recesses the villagers keep their 17 giant flying cockroach

mounts (AC 4; MV 15"/18"; HD 3+1; hp 10, 14, 9, 6, 21, 16, 9, 15, 17, 19, 17, 16, 13, 15, 11, 24, 18; #AT 1; D 1-6; AL N; XP 85 + 4/hp) which will attack anyone with a caustic spray (10' range) other than a Yellow Man who approaches within 10'. The Poshpoto will attempt to kill any non-Yellow Man they encounter. Yellow Men will be left alone unless they attack the Poshpoto, in which case they will slay them as well.

#### **2424 Gate to the Pit of the Faceless Lord:**

About 20 years ago a magic-user opened an imperfect inter-dimensional gate to the demonic abyss here near the shoreline. The demon lord, Juiblex, coming through the gate left a crater 130' in diameter and 40' deep at its center. The ocean waters almost entirely fill the crater at high tide, while exposing unique fragments of ulfire, jale, and/or dolm tektites from the fused sand of the beach when the waters recede. Searchers can collect about 1,000 pounds total of this glassy substance in 1 hour, worth 5 g.p. per pound to a sage or similar person. Juiblex returned to the nether realms with his shrieking conjurer, leaving behind an intermittent gate that opens for about six hours 3-12 times per year. Through this squirm the green slimes, ochre jellies, gray oozes, and black puddings that infest the demon lord's abyssal lair. Each time the gate opens, Juiblex (AC -7; MV 3"; hp 88; #AT 1; D 4-40; SA spew ochre-slime, magic use, psionics; SD +2 or better weapon to hit; MR 65%; AL CE; XP 47,280), for mysterious reasons of its own, has a 25% chance of coming through it and returning before it closes.

**2525 Green Slime Pool:** Small, angular boulders surround to a distance of 200' a small pool about 15' in diameter. A giant green slime (AC 9; MV 0"; HD 20; hp 92; #AT 0; D Nil; SA infect flesh, corrosive properties; SD immunity

to most weapons and spells; AL N; XP 794) completely fills the 1' deep pool. This bizarre thing was hurled through the gate in hex 2424. About 20' from the pool lie four recently slain Yellow Men still in their armor (two in plate mail and two in chain mail), the rest of their belongings and treasures scattered about: 3 shields, 1 short bow, 18 arrows, 2 spears, 1 morning star, standard rations that would feed a man for 3 weeks, 211 c.p., 302 s.p., 150 e.p., 88 g.p., 9 p.p., and a polished ovoid blue quartz worth 500 g.p.

#### **2530 Aungoe**

Blue Man village

Population: 864 (able-bodied: 216)

Alignment: NG

Resources: Fish

Leader: Nawanamai, Old Shark Man, Blue male CG F5

Significant NPCs: Epe, Blue female NG MU5 (shark priestess)

Inbi, Blue male NG F4 (first harpooner)

The wood huts of the fishing village of Aungoe stand on the red sands of the beach. The people wear little else than jewelry made from the teeth of the many shark species that swim here along the coast. (The sharks have a 1 in 6 chance per turn of attacking swimmers.)

Aungoe's entire culture and cult center upon sharks, which serve as their food, the main subject of their stories and visual arts, the inspiration for their pantheon of various shark deities, etc. The villagers file their teeth into points, in imitation of the sharks, and they dispose of their dead by rowing out in their outrigger canoes and dropping the bodies into the water for the sharks to eat. These Blue Men tend to be strong, stern, and fatalistic, but they are not aggressive. The tales they tell of the 200' long giant white shark (AC 5; MV //18"; HD 40; hp 210; #AT 1; D 6-48; SA swallow whole; AL N; XP 18,350) are true. It has a 10% chance per

day of attacking anyone in or on the waters. On an attack roll of 18 or higher, it will swallow its victim whole, who will die in 6 rounds. Such a victim's attack rolls will have a -3 penalty.

### 2533 Laatchir

Green Man tribe

Population: 369 (able-bodied: 92)

Alignment: N

Resources: Blowguns

Leader: Hatratchatur, the Green Void, Green male N MU9

Significant NPCs: Hammatur, Green male LN F7 (opposed to Hatratchatur)

Lattatur, Green male N MU5 (henchman of Hatratchatur)

Kautcha, Green female LN F3 (chief spider-huntress)

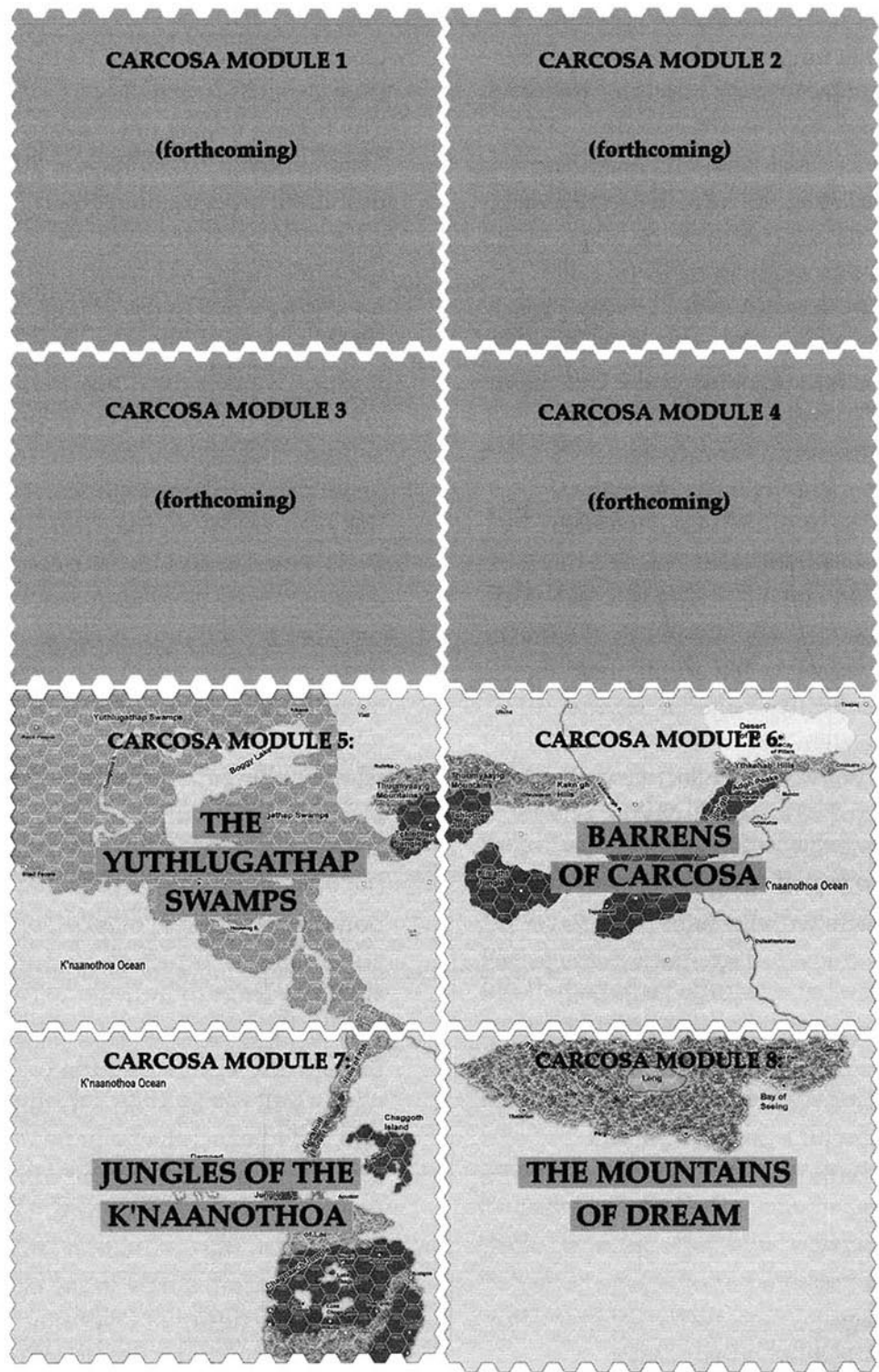
Likau, Green female LN F6 (assassin)

Within the eastern border of the Chagnaach Jungle the people of Laatchir dwell within the ruins of prehuman stone structures. They subsist primarily on the large spiders (AC 8; MV 6"15"; HD 1+1; #AT 1; D 1; SA poison; AL N; XP 65 + 2/hp) that infest this part of the jungle. The spider-hunters can give a peculiar whistle which tranquilizes the spiders enough to make attacks 90% unlikely. They use blowguns (range: 60'; damage: 1-3) to hunt the spiders, which they roast and eat the delicious legs. The Laatchirians have spied on the Blue Men of Aungoe (hex 2530), but thus far no conflicts have erupted. Hatratchatur's spies have brought him tales of the Lyceum (hex 2133), and he is concerned. He wishes to organize a strike against the Lyceum, so as to neutralize any potential threat. Hammatur, the village's mightiest warrior, has thus far by his opposition prevented any moves against the Lyceum. Hatratchatur will, if all else fails, send Likau to the Lyceum to assassinate its leader. He will give gold ingots (up to 100 g.p. worth

per character level) to any who give him significant aid against the Lyceum. The Laatchirians shun the Monolith of Hastur (hex 2534) and will not approach it for any price. They regard others with suspicion, but not with overt hostility.

**2534 The Monolith of Hastur:** On the dark, rocky beach stands a 600' tall, black stone statue of Hastur facing towards the rising sun. The monolith glistens with the thin layer of clear slime coating it. Anyone so profane as to touch the statue with his bare skin must save vs. wands or change alignment to chaotic evil. One who is already chaotic evil who fails his save must sacrifice one human to Hastur every midsummer's day or suffer an attack by 1-4 Byakhee no later than 20 days after the fall equinox. Any attempts to damage or desecrate the statue will cause it to groan deep in its interior for a full minute before collapsing into a huge flood of black, oily liquid that has a movement rate of 18" and expands to cover a radius of 1,000'. (After one day, the liquid will reform and harden into the Monolith of Hastur.) Anyone caught in the inky flood must save vs. paralyzation. Those who succeed will simply take 3-18 points of damage. Those who fail will be coated with the liquid and immobilized for one year. Even an exterior force cannot move these living statues, for the impervious black stuff covering their feet will be of one piece with the black stone of the beach. Such unfortunates will remain conscious during their year-long imprisonment (though unable to communicate even telepathically), after which time the hardened liquid will slough off. They will initially be only half their normal level (round fractions down, with 1st-level characters becoming 0-level). Their lost levels will return after 4-24 days.



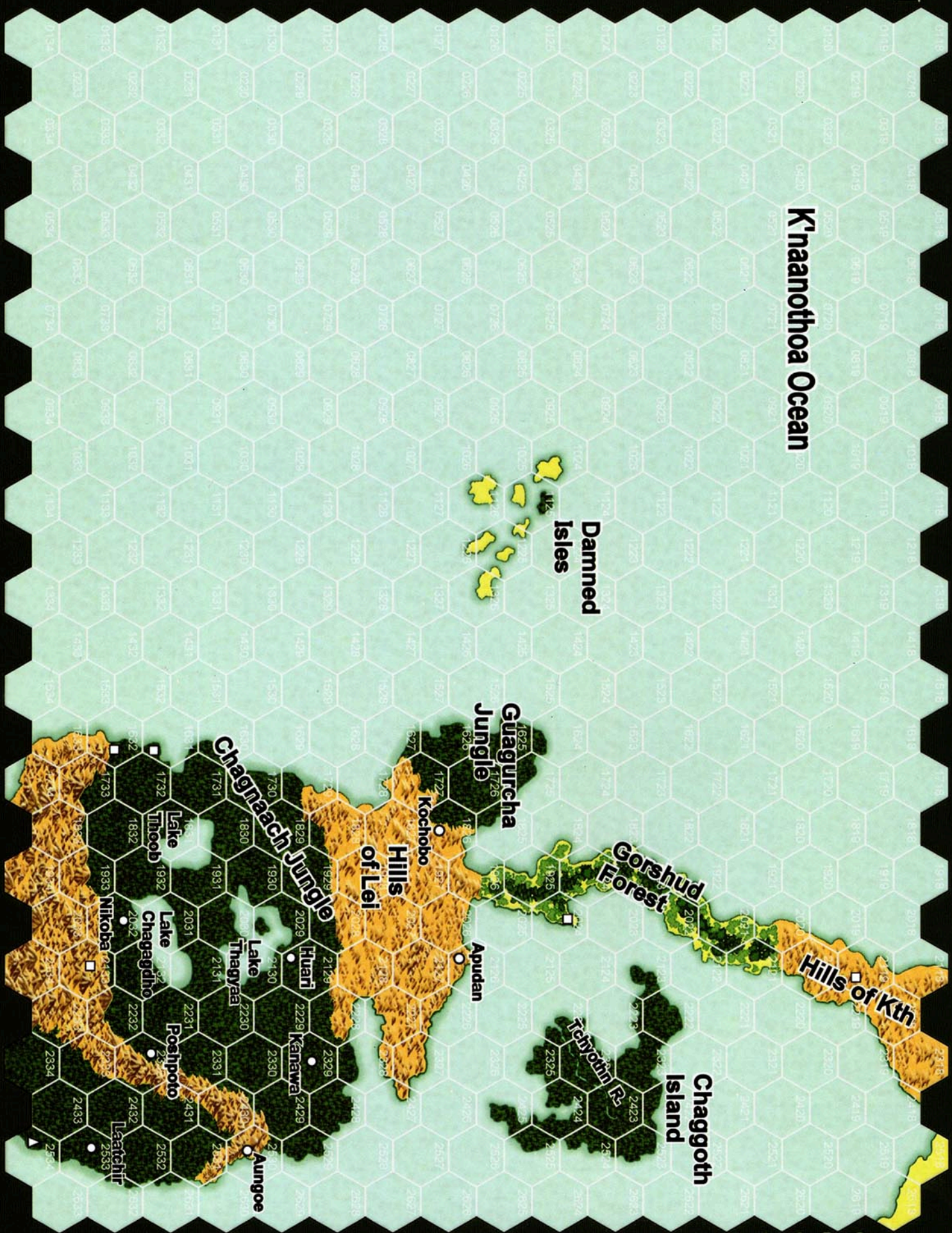
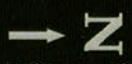


## CARCOSA

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