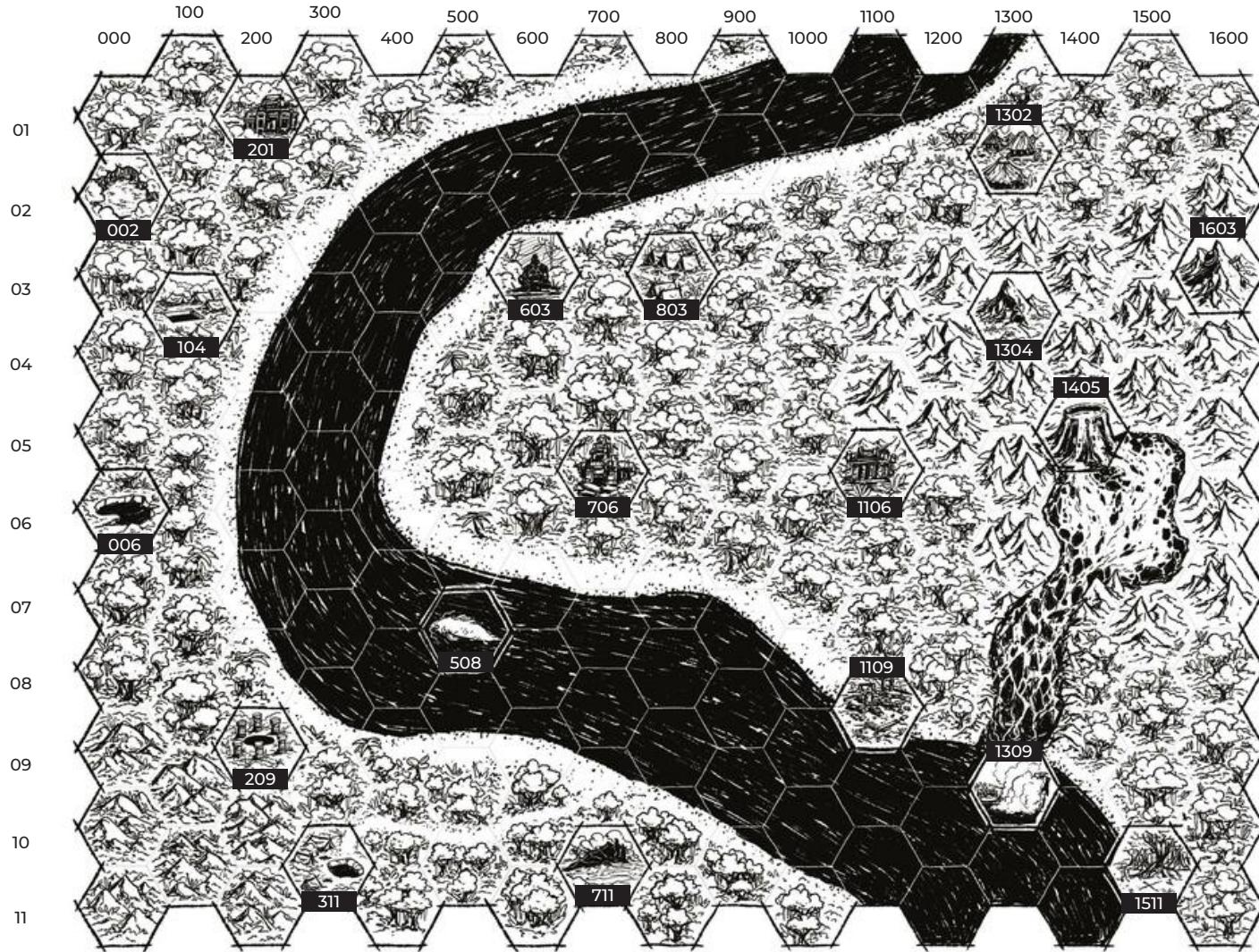


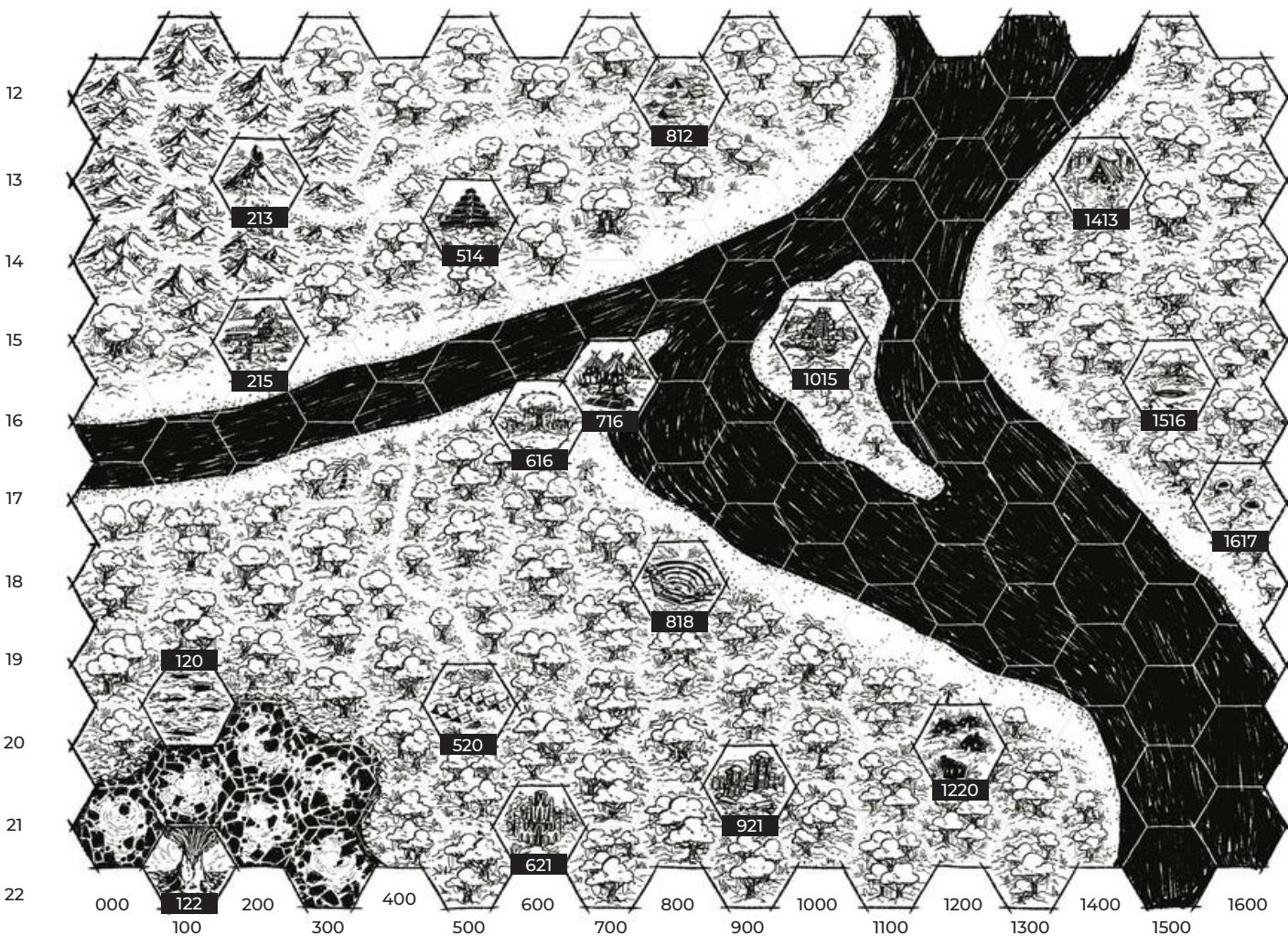
Cursed Scroll

Shadowdark Zine 4: River of Night

#4







River flows toward the south

1 hex = 6 miles

Cursed Scroll

WRITING, DESIGN, DUNGEON CARTOGRAPHY, LAYOUT

Kelsey Dionne with special thanks to the Arcane Library Discord server members for their extensive testing and insight! Additional design for The Black River hex map, Army Ants, and Flooded Ruins by Baron de Ropp.

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ShadowDark



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Introduction



Welcome to the jungle in this fourth issue of *Cursed Scroll Zine*!

The rainforest along the **Black River** surges with ravenous life and abundant death.

A legion of screams, roars, and howls fills the thick air day and night. Slithering horrors strangle each other in the river's black water, playing out their last moments in desperate silence.

Yet life endures in this dark land of extremes.

The proud Itzalca people hold on to the memory of their once-great empire.

Dauntless explorers delve into forgotten ruins to learn their lost purposes and secrets.

And the evil horrors who arrived in the jungle long ago wait patiently inside their obsidian temples for the bright sun to fade and die, allowing them out...

It's eat or be eaten along the Black River. Are you up to the challenge?

Roll up a brand new **ranger** or **basilisk warrior**, load up on rations and torches, and strike out into the inhospitable jungle to make your fortune!

As ever, this zine enhances and expands **Shadowdark RPG** with official new material. If you're just getting started, grab the free *Shadowdark RPG Quickstart Set* to jump in.

And don't forget to always sleep with one eye open!

-Kelsey Dionne, Dec. 2024



Characters



“There is no place in this jungle that
has not felt the passing of my feet.”

-Zimul, human ranger



Basilisk Warrior Class

Blazing-eyed warriors who coat their skin in mud and stone. Their ancient combat style mimics the basilisk's regal poise and ferocious strikes.

Weapons: Boomerang, club, dagger, spear, spear-thrower

Armor: None

Hit Points: 1d8 per level

Basilisk Blood. You have ADV on CON checks to avoid harmful maladies, poisons, or afflictions.

Petrifying Gaze. One creature of your level or less that meets your gaze must pass a DC 15 CON check or be petrified for 1d4 rounds. It still takes damage as normal while petrified.

You can use this talent a number of times per day equal to your CON modifier (minimum 1).

Stone Skin. Add 2 + half your level (round down) to your AC if you are otherwise unarmored. You have advantage on checks to hide in natural environments.

BASILISK WARRIOR TALENTS

2d6 Effect (reroll 2 if you currently have a basilisk)

-
- 2 You find a basilisk egg; a loyal hatchling emerges in 1d4 days
 - 3-6 +1 to weapon attacks and damage
 - 7-9 +2 to Strength, Dexterity, or Constitution stat
 - 10-11 +1 use per day of Petrifying Gaze
 - 12 Choose a talent or +2 points to distribute to stats

"A stone does not feel. Or bleed. Or die."

-Basilisk warrior saying

Ranger Class

Skilled trackers, stealthy wanderers, and peerless warriors who call the wilds their home.

Weapons: Dagger, longbow, longsword, shortbow, shortsword, spear, staff

Armor: Leather armor, chainmail

Hit Points: 1d8 per level

Wayfinder. You have advantage on checks associated with:

- Navigation
- Tracking
- Bushcraft
- Stealth
- Wild animals

Herbalism. Make an INT check to prepare an herbal remedy you choose. If you fail, you can't make that remedy again until you successfully rest. Unused remedies expire in 3 rounds.

HERBAL REMEDY

DC Effect

11 **Salve.** Heals 1 HP

12 **Stimulant.** You can't be surprised for 10 rounds

13 **Foebane.** You get ADV on attacks and damage against one creature type you choose for 1d6 rounds

14 **Restorative.** Ends one poison or disease

15 **Curative.** Equivalent to a *Potion of Healing*

RANGER TALENTS

2d6 Effect

2 You deal d12 damage with one weapon type you choose

3-6 +1 to melee or ranged attacks and damage

7-9 +2 to Strength, Dexterity, or Intelligence stat

10-11 You gain ADV on Herbalism checks for a remedy you choose

12 Choose a talent or +2 points to distribute to stats



Titles

BASILISK WARRIOR TITLES

Level	Lawful	Chaotic	Neutral
1-2	Stone Warrior	Stone Warrior	Stone Warrior
3-4	Strong Stone	Sharp Stone	Silent Stone
5-6	Protector	Slayer	Watcher
7-8	Sun Serpent	Moon Serpent	Sky Serpent
9-10	Amber Basilisk	Obsidian Basilisk	Sapphire Basilisk

RANGER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Wanderer	Hood	Stranger
3-4	Strider	Outlaw	Wayfarer
5-6	Warden	Fugitive	Outlander
7-8	Guardian	Exile	Recluse
9-10	Sentinel	Pariah	Hermit



New Weapons

NEW WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Boomerang	3 gp	R	N	1d4	R, Th
Club, obsidian	5 gp	M	C	1d6	B
Dagger, obsidian	3 gp	M/R	C/N	1d6	B, F, Th
Spear, obsidian	4 gp	M/R	C/N	1d8	B, Th
Spear-thrower	2 gp	-	-	-	See below

PROPERTIES

Breakable (B). This weapon breaks on a natural 1 attack roll.

Finesse (F). You may use your STR or DEX when attacking with this weapon.

Returning (R). On a missed ranged attack, this weapon returns to the thrower.

Spear-Thrower. When used to throw a spear, increase the spear's range to far.

Thrown (Th). You may throw this weapon to make a ranged attack with it using STR or DEX.



Druid Spells

Neutral wizards can choose from the below spells in addition to standard wizard spells.

TIER 1

- Breath
- Instill
- Oxidize
- Whisperwind

TIER 2

- Barkskin
- Befriend
- Magnetize
- Truespeech

TIER 3

- Alchemy
- Anima
- Locusts
- Treeshape

TIER 4

- Mycelium
- Summon Storm

TIER 5

- Earthquake
- Naming





ALCHEMY

Tier 3, wizard (N)

Duration: Instant

Range: Close

One inanimate object of human size or less you touch turns into another material of equal or lesser value.



BARKSKIN

Tier 2, wizard (N)

Duration: 1 day

Range: Self

Your skin hardens into tough tree bark. Your AC becomes 15 (18 on a critical spellcasting check) for the spell's duration.



ANIMA

Tier 3, wizard (N)

Duration: Focus

Range: Close

You animate the life force of one natural object you touch the size of a horse or less.

The object becomes a loyal creature for the spell's duration using the below stats. Its level is equal to yours.

The creature acts on your turn. You may use your action to command it, which it obeys. Otherwise, it does not act.

AC 10 + LV, **HP** 4.5 x LV, **ATK** 2
bash +7 (1d12), **MV** near, **S** +4, **D** +0, **C** +0, **I** -4, **W** +0, **Ch** +0, **AL** N,
LV*



BEFRIEND

Tier 2, wizard (N)

Duration: 5 rounds

Range: Close

A tiny natural creature you touch (such as a mouse or moth) regards you as a friend for the spell's duration.

You may give the creature one command, which it tries to complete to the best of its ability and intelligence even after the spell ends.

If the command would directly harm the creature, it abandons the task.



BREATH



Tier 1, wizard (N)

Duration: 10 rounds

Range: Self

You can hold your breath for the spell's duration.

INSTILL

Tier 1, wizard (N)

Duration: 5 rounds

Range: Self

One weapon you wield is imbued with life force. It becomes a +1 weapon for the spell's duration.



EARTHQUAKE



Tier 5, wizard (N)

Duration: Instant

Range: Double near

The earth shakes violently and splits open, swallowing creatures down to their doom.

All creatures standing on the ground within double near of you take 4d6 damage.

Each affected creature of LV 9 or less must pass a DEX check equal to the damage they took or else be swallowed by the earth, never to be seen again.



LOCUSTS



Tier 3, wizard (N)

Duration: Focus

Range: Near

A disorienting cloud of angry, biting locusts fills an area around you out to near.

The cloud moves with you as you move. You are not affected by it.

Creatures in the area of effect take 1d10 damage per round at the start of their turn. They must pass a CON check equal to your last spellcasting check or be unable to move on their turn.

MAGNETIZE

Tier 2, wizard (N)

Duration: 5 rounds

Range: Close

One object you touch up to the size of a horse becomes powerfully magnetized.

It attracts all smaller magnetic objects within near.

If it can move, it is pulled toward larger magnetic objects within near. A metal creature must pass a STR check equal to your spellcasting check to resist.

MYCELIUM

Tier 4, wizard (N)

Duration: Instant

Range: Self

You connect your mind with the earth's vast fungi network.

Ask the GM one question of up to 15 words. The GM answers truthfully using up to 15 words.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

NAMING

Tier 5, wizard (N)

Duration: Instant

Range: Close

You learn the *True Name* (*Shadowdark RPG* pg. 319) of one creature you touch.

If the creature is willing, you may give it a new *True Name*. A creature may only change its *True Name* once in its lifetime.

If it does so, its alignment changes to your alignment.



OXIDIZE

Tier 1, wizard (N)

Duration: Instant

Range: Close

One inanimate object you touch the size of a door or less ages d100 years.

SUMMON STORM

Tier 4, wizard (N)

Duration: 10 rounds

Range: 1 mile

You summon a violent storm that affects an area around you out to one mile for the duration.

The storm brings darkened skies, severe wind, and driving rain.

For the duration of the spell, you can cast *control water* (*Shadowdark RPG* pg. 57), even if you do not know the spell.

For the duration of the spell, you can cast *lightning bolt* (*Shadowdark RPG* pg. 64), even if you do not know the spell.

TREESHAPE

Tier 3, wizard (N)

Duration: 10 rounds

Range: Self

You and your gear turn into a treant with the below stats for the spell's duration.

You do not have the treant's Animate Tree talent.

You cannot cast spells while under the effect of this spell.

You retain your INT, WIS, and CHA stats.

AC 14, HP 38, ATK 2 slam +8 (1d12) or 1 rock (far) +8 (2d6), **MV** near, **S +4, D -1, C +2, I *, W *, Ch *, AL N, LV 8**



TRUE SPEECH

Tier 2, wizard (N)

Duration: Instant

Range: Close

A natural creature you touch understands and can communicate with you in the true language of all animals.

You can ask the creature one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once on the same creature in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

WHISPERWIND

Tier 1, wizard (N)

Duration: Instant

Range: Far

You send a brief, whispered message that reaches any creature in range.





The Black River



"Ye brought a whole month of supplies, eh?
Ye'll be eating shoe leather in two weeks."
-Gorly Barrelbones, dwarf ranger

Black River Overview

An overview of the locations and people along The Black River.

CIVILIZATIONS

Itzalca. Scattered descendants of a mighty human civilization that fell long ago. They are the keepers of fragmented legends that tell the greater story of their downfall. The villages do not easily cooperate, but they all wish to reclaim the lost knowledge of their ancestors.

Basilisk Cultists. Warrior-monks and shamans who worship basilisks. The fearsome cult was culturally dominant centuries ago, but now many of their temples stand empty. Itzalca reluctantly send youths as tributes to be raised in the cult.

Void Beings. Sleek, black structures have lurked in remote parts of the jungle for longer than all memory. Entering them is certain death. Inside, abominations from the void wait patiently for the sun to expire.

TERRAIN

See pg. 26 for details on how terrain impacts overland travel.

Normal Terrain. Paths, shoreline.

Difficult Terrain. Jungle, mountains.

Impassable Terrain. Rivers (unless using a boat), lava.

BOATS

Raft. Takes half a day to create out of natural material. Carries six people plus their gear. Moves at sailing speed (8 hexes) downriver and cannot move upriver.

Cumulative 1:6 chance per day the raft breaks.

Canoe. Can only be created by an expert (see village of Tiwara, 716). Carries two people plus their gear. Moves at sailing speed downriver (8 hexes) and half speed upriver (4 hexes).

Black River Rumors

RUMORS

d12 Details

- 1 Mud-covered humans have been spotted spying on the campsites to the northwest of the river.
- 2 One of the Itzalca villages has mastered the art of crafting canoes, but their greatest expert has gone missing!
- 3 A pale woman in white armor roves the jungle. Conflicting reports put her hundreds of miles apart on the same day.
- 4 The volcanoes are home to fearsome creatures who hoard piles of treasure in their well-protected lairs.
- 5 All Itzalca people once lived together in a fortress filled with untold wonders. Its location has long been forgotten.
- 6 It's said the infamous pirate Red Maria buries her caches of plunder all around the jungle.
- 7 An ancient and unknown civilization built the obsidian temple in the mountains to the northeast.
There are dig sites all around the jungle run by
- 8 archaeologists from Mivvin's Rest. They frequently unearth strange wonders!
- 9 The typically docile **javelinas** have been aggressive lately. Some have bleeding wounds on their heads and faces.
- 10 Sorcerous snake people once ruled the jungle. They might still be out there somewhere with their ancient secrets.
- 11 There have been rare sightings in the jungle of shapeless, black abominations that destroy all in their path.
There was once a tribe of barbarians who warred against
- 12 the Itzalca people. Their village was swallowed up by the earth and they were all lost!

Hex Crawling

TRAVEL PER DAY

Hexes are **6-miles** across. The PCs can enter a number of hexes per day based on travel method.

MOVEMENT

PCs move from hex to hex as a group while traveling overland. Shift into combat or crawling rounds if an encounter occurs.

Check for a **random encounter** twice a day and twice overnight with a 1:6 chance each time. Roll a d12 to determine what time of day the encounters happen.

WEATHER

Check the weather each day by rolling a d6.

On a 1, the weather is bad. **Normal** terrain becomes **difficult**. There is a 3:6 chance of a storm occurring, which reduces visibility to near.

On a 6, the weather is excellent. Roll the next weather with ADV.

ENTERING HEXES

Travel Method	Hexes per Day
Walking	4
Mounted	6
Sailing	8

TERRAIN

Difficult terrain, such as swamps, jungle, or mountains, requires 2 hexes to enter. PCs cannot enter **impassable terrain** such as lava lakes or sheer cliffs using standard modes of travel.

FOOD AND WATER

PCs can go three days without consuming a ration. They take 1d4 CON damage/day after that (death at 0). A PC can **forage** for 1 ration a day with an INT check.

PUSHING

At the start of the day, the PCs can choose to push. They move an additional 50% of their speed. Increase the random encounter chance to 2:6 that day. PCs can't **forage** on a day they push.

Points of Interest

POINTS OF INTEREST

d20	Descriptor	Location	Feature
1	Crumbling	Monster nest	Magical hazards
2	Fortified	Cave	Rival adventuring party
3	New	Sinkhole	Recent cataclysm
4	Overgrown	Pond	Underground tunnels
5	Destroyed	Grove	Dangerous terrain
6	Pristine	Rock formation	Unusual flora or fauna
7	Unnatural	Ruin	Strange weather
8	Haunted	Grave site	Abundant resources
9	Infested	Treasure cache	Changes at night
10	Ancient	Monument	Unusual material
11	Primitive	Trap	Hostages
12	Illusory	Dwelling	From another realm
13	Occupied	Camp	Tiny in size
14	Abandoned	Holy site	Shifting terrain
15	Cursed	Tower	Time flows strangely
16	Temporary	Keep	Unusual shape
17	Disguised	Temple	Moves locations
18	Enchanted	Castle	Devoid of resources
19	Protected	Village	Massive in size
20	Benevolent	City	Home of a minor deity



Special Encounters

Details about The Black River's special random encounters.

1. OBE-IXX

The ur-vampire, a fearsome warlord who has stalked the earth for thousands of years, prowls the jungles of her origin on a far-reaching mission.

She does not attack characters unless provoked, but instead tries to **recruit** them into destroying what lurks inside the Eclipse Dial (1603), the Black Ziggurat (514), and the Black Seed (213). She believes these sites house an existential threat to reality itself.

Long ago, the abominable power of the Black Ziggurat transformed Obe-Ixx. Shune the Vile intervened at the last moment to save her favored one, turning her into the first vampire instead. Obe-Ixx dares not enter these dark temples now; she is too much like the void beings, and they can control her mind.

2. JAGUAR KING

The collective spirit and instinct of the jungle's greatest hunter, the jaguar, manifests into a *genius loci* that takes the shape of a jaguar-headed man in gold and gem-studded regalia. He is neither god nor mortal, existing only as long as even one jaguar prowls the jungle.

The **Jaguar King** (pg. 62) tests the prowess of any warriors he encounters, silently pointing his obsidian spear at them and striking a battle stance.

The Jaguar King happily fights multiple opponents at once. If any single warrior lands three blows against him within five rounds, that warrior receives a blessing: +2 points to their STR, DEX, or CON stat, or an additional hit points die.

After five rounds of combat, the Jaguar King melds like a shadow into the jungle, perhaps never to be seen again.

3. BASILISK CULT PROCESSION

Twenty **stone warriors** walk in a long procession, led by a **stone shaman** riding a **basilisk**.

The warriors are adorned in thick layers of dried mud studded with small emeralds (each has five 20 gp emeralds). They beat drums, chant, and walk in slow and deliberate poses that display their strength and agility.

The procession moves toward hex 818 and stays there for 3 days before returning.

4. OATALI AWAKENS

The Rainbow Snake god soars overhead in the shape of a luminous, feathered dragon of every color. Each creature who sees this rare display gains a luck token and regains 2d6 hit points.

5. VOLCANO ERUPTS

Determine randomly if Chanichu (1405) or Tsibalba (122) erupts. PCs within 5 hexes of it must pass DC 15 CON checks or take 2d8 damage. Half of all LV 1 NPCs in the area perish.

6. RED MARIA

The infamous pirate Maria Corwyn (**assassin**), known more widely as Red Maria, hacks through the jungle with 16 of her hard-bitten **pirate** crew. They haul 400 gp and two rolls on the 10+ treasure table to bury. Red Maria regularly sells live captives to the basilisk cultists (201 and 706) and views small groups of explorers as prime merchandise.

Her galleon, the *Crimson Sky*, is anchored at the nearest point along the Black River. 18 **pirates** guard it (3:6 chance the six lookouts are drunk on rum).

7. VOID BEINGS

Two disoriented **void beings** careen through the jungle. If it's during the day, they are at half HP. At night, they attack living beings at full force. They perish the next day from sun exposure.

8. EARTHQUAKE

The ground bucks and shakes violently! Characters must each pass a DC 12, 15, and 18 DEX check over three rounds. Each failure results in 1d12 damage.

The Black River Hex Key

SPECIAL LOCATIONS

Hexes with an asterisk (*) in their title also have an associated map and room key. These locations are detailed in alphabetical order following the hex key.

002. TECUHAN

A white-haired gorilla named **Tecuhan** lives with his pet jaguar (**panther**), Siroc, in a secluded grove rich with fruit trees. Dozens of bone-carved wind chimes and flutes hang from the branches. Tecuhan is intelligent and speaks wisely, preferring to ask questions rather than answer directly. However, he refuses to converse with those who do not bring him an offering of goat's milk. His gorilla-wife, **Rokara**, went missing a year ago after traveling to a camp of explorers in need (812) to advise them and offer healing. Tecuhan gives his *Staff of Healing* to anyone who brings him Rokara's gold arm band and news of her fate.

006. AZARUMMIANS

A vast **sinkhole** hides a village of 200 souls that has dwelt for centuries in darkness. These pallid, wolfish humans call themselves Azarummians rather than Itzalca, and they speak with the dialect of an ancient time. Stone huts cluster around groves of sun-starved derket-fruit trees; they alone can eat the fruit without being poisoned. They braid the fruit's skin into meager candles that serve as their only source of light. Their leader, a blind and sharp-toothed man called **Bretuli**, forbids discussion of the surface. The Azarummians believe one day their "Pale Queen" will return to lead them to conquest over the world above, and that she sleeps deep within the haunted underworld. Warriors have sought her in the tunnels that stretch endlessly down, but few have returned. Those who do are regarded as heroes and may ritually sharpen their teeth as a display of honor.

104. DIG SITE A

Scuttled campsites surround a 20' deep excavation pit. Inside, the peak of a stone **roof** emerges from the dirt. A faded wood sign says "Dig suspended until further notice. Return to base camp at Mivvin's Rest."

120. LAVA TUBES

A field of jagged **holes** pocks the blackened earth before a lake of churning lava. Some are large enough for an elephant to enter. These tunnels emerge at the base of the volcano Tsibalba (122), but there's a 3:6 chance of encountering a group of 2d6 **salamanders** traveling in the opposite direction.

122. TSIBALBA*

This trembling volcano spits streamers of lava up into the sky day and night. A tribe of fiery lizardfolk (**salamanders**) called the Skirrim resides here, unfazed by the torturous heat. They dwell in a temple ruled by a revered elder. The Skirrim guard the temple with their lives, especially the iron +1 longbow called Rothak that ignites arrows to deal +1d4 damage.

201. BASILISK CULT

A moss and vine-draped temple leers silently out of the jungle. Within, a fading sect of 20 **stone warriors** nurture their four basilisk hatchlings and an aging adult basilisk. Their leader, the stone shaman **Mictza**, plots to raid Dig Site A (104) for captives once the archaeologists return.

209. CURSED PILLARS

Six stone pillars surround a perfectly smooth reflecting **pool**. Dozens of niches in the pillars each contain a soapstone statuette of a crouching, shapeless human. At night, the statuettes animate into 2d12 **zombies** that try to drag the living into the pool. Any humanoid that falls in must pass a DC 18 CHA check or be cursed, becoming one of the statuettes.

213. THE BLACK SEED*

High in the mountains, a towering **seed** of reflective black metal stands upright on its tip. Within it, horrors from outside space and time wait for the burning sun to fade so the seed's petals may unfurl and allow them out into this dimension.

215. UTZIMATU

This village stands along the Black River in the shadow of the mountains. Brightly painted stone buildings rise on tiered mounds of earth. Here, 400 Itzalca farmers and fishers are led by **Tezoticali**, a resolute warrior-priestess who worships Oatali the Rainbow Snake. She holds fierce enmity toward the basilisk cultists (706) who took her young son, Yositli, as tribute a year ago. The villagers view it as their duty to stop people from meddling with the Black Seed (213). Tezoticali recently called upon Oatali to prevent nearby explorers (812) from entering the mountains; her god sent a giant anaconda to the camp in reply.

311. DIG SITE B

20 archaeologists from Mivvin's Rest (803) conduct a dig here. The head of the team, a bookish young man named **Laurencio**, is thrilled and terrified at the recent unearthing of six coffins carved with scorpions. He awaits further orders, but his lovestruck colleague, Amelia, secretly plans to open the coffins to impress him. 6 **vampire spawn** lie inside.

508. KURIMBU

A goliath, red-tailed **giant catfish** called Kurimbu dwells in the rich mud here. It sometimes mistakes passing boats as fish (3:6 chance) and tries to swallow them, but retreats if injured.

514. BLACK ZIGGURAT*

A black, lightless **ziggurat** rises from the earth like a stark monument. Its sharp angles and metallic material are wholly unnatural. Deep within, a **nexus** of energy serves as a mighty source of power to beings from the void. A creature from this dimension who touches it is transformed into an utterly alien horror. Only the intervention of a deific being of great power could subvert this process, and even then, not fully.

520. DIG SITE C

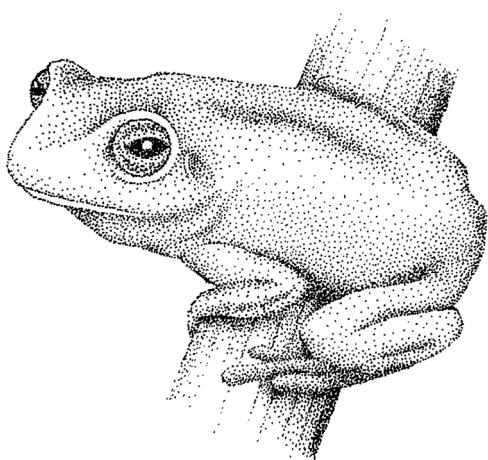
Marigold, a hard-bitten jungle explorer and scientist, heads this tidy and efficient camp of 30 people. Her sister, Grenne (803), instructed her to find and study viperian-age relics. She does not realize how dangerously close she is to the last remaining viperian stronghold (621).

603. GORILLA STATUE

A chipped and age-pocked **statue** of a large gorilla sits with its hands cupped. Once per day, placing a piece of fruit in its hands turns the fruit into a random magic potion.

616. FROG TREE

A broad-leaved, dewy tree grows in the center of a secluded grove filled with blue butterflies. The jungle's only population of **blue dart frogs** lives on its branches. A wizened **druid** called Cuzol guards the frogs with his life, as did his mother before and as will his son. Only one worthy of the frogs' judgment may touch them. Frogs removed from the grove swiftly wither and die.



621. VIPERIAN CITADEL

Soaring walls of jade-green stone are capped in glittering gold domes. Grandiose pillars and arches give the impression of many windows and entrances, but there is only one way in — a towering door guarded by two enormous **cobra statues**. These statues animate to strike any whose intentions are hostile toward the 600 **viperians** within. This stronghold is the last vestige of a once-great empire that ruled earth before mankind. The remaining viperians are deeply bitter and secretive. An enclave of four ageless **viperian wizards** rule; they jealously guard their ancient knowledge and plot against each other.

706. BASILISK CULT*

A crumbling temple of water-stained stone and erupting vines. Within, a venerable (yet spry) **stone shaman** called Uzaru commands 20 **stone warriors** and three **basilisk hatchlings**. Eight stone warriors have been spying on Mivvin's Rest (803) and will soon launch an attack to steal the basilisk egg the archaeologists dug up.

711. DISEASED JAVELINAS

A herd of 25 **diseased javelinas** runs rampant through a marshy lowland south of the Black River. They carry a disease that causes black blood to run from their noses and ears and makes them uncharacteristically aggressive. These miniature boars nest around the wreck of a sailboat-sized, obsidian **vessel** buried in the bog. A jagged hole mars its perfectly smooth, arrowhead-shaped exterior.

716. TIWARA

A village of 300 Itzalca live in elevated huts along the river. They boast the only canoe makers in the region, but their most expert craftsman, **Hiromandus**, has been taken captive by the Bloodspear lizardfolk (1220). Canoe production has ground to a halt without him. Tiwara's leader is a gentle fisherman named **Okahara**. Unknown to all, he was raised as a basilisk cultist and fled the temple (201) ten years ago. The cultists hold a bitter grudge toward him and would be willing to trade almost anything for his return.

803. MIVVIN'S REST

Grenne Reskin, a spry and curious old woman, heads up the 40-person base camp for archaeological digs along the Black River. The oppressively hot jungle presses in thickly around the khaki tents and campfire pits. Grenne has been here for years and knows a great deal about the dangers of the Tal-Yool jungle. She tuts and fusses about the safety of her always-rotating staff of young scholars. Recently, nearby basilisk cultists (706) have been spying on the camp and are planning an ambush to steal the ancient basilisk egg the archaeologists have unearthed.

812. ABANDONED CAMP

Forlorn tents, empty wagons, and cold fire pits make up this abandoned campsite. The only thing missing are the people. Those can be found inside a **giant anaconda** that coils atop a heap of debris. Tecuhan's (002) gorilla-wife is among the victims; her gold arm band (100 gp) is inside the snake's belly, along with 200 gp, a basilisk egg (100 gp), and a *Bag of Badgers*.

818. CULTIST HOLY SITE

A pitted, stone amphitheater bowls down into a wide clearing, its steps culminating in a stage and altar. Around the perimeter are dozens of lifelike statues of human warriors in battle poses. These are petrified **stone warriors** who have earned the basilisk cult's highest honor. A secret door on the altar hides a jade-carved *Amulet of Vitality*.

921. ZUCHOTL

This towering **citadel** was once the seat of power for all Itzalca people. More than 1,000 years ago, the Pale Queen led a horde of Azarummian warriors (006) against it, scattering the Itzalca to the wind. Now the citadel lies abandoned, its advanced wonders of magic and science left to rot in eerie halls of exquisitely carved jade and red jasper. Small tribes of criminals and outcasts have slowly crept inside; they wage fruitless wars against each other for territory and revenge. Much of the citadel's treasure, including *The Orb of All-Eyes* (a globe that elevates the INT and WIS of any who wields it to 18), remains lost.

1015. FLOODED RUINS*

A crumbling, stone **ziggurat** reaches out of a jungle-covered island surrounded on all sides by the swiftly flowing Black River. Floodwater has broken through its sturdy walls and settled into its chambers. Time-worn statues and carvings of weeping, robed women are utterly foreign to Itzalca design motifs. The people of Tiwara (716) view the ziggurat as an accursed place where lost ghosts cry in the night and the roaming dead gather.

1106. STAR MAP TEMPLE*

An open-topped, marble temple stands at the foot of the mountains. Vines and moss twist up its white pillars. Inside, massive clockwork **wheels** rotate each day to track the position of the stars and planets. The earth shakes subtly whenever these great wheels turn. Carved warnings mark solar eclipses: "On this day, enemies of life itself pour forth from the obsidian temples." Ancient Itzalca built this monument while they still occupied Zuchotl (921). They have since forgotten its location and purpose.

1109. DESTROYED VILLAGE

The blackened and burned ruins of a village lies at the feet of its assassin — the volcano Chanichu (1405). A blanket of ash wraps around the charred foundations that once held up homes and temples. The treasures that endured the fire are still buried in the debris, including the *Circlet of the Catfish* that allows its wielder to breathe underwater and swim as easily as a fish. The Itzalca dare not speak the name of this haunted place lest Chanichu's wrath turn toward them next.

1220. BLOODSPEARS

An insular tribe of 40 red-scaled lizardfolk called the Bloodspears lives in a boggy clearing. Their chieftain, a hulking lizardfolk named **Ulesk**, resides on a tiny island surrounded by a crocodile-filled moat. The Bloodspears use rafts to attack travelers along the nearby river; they currently hold **Hiromandus**, the master canoe craftsman from Tiwara (716), hostage. They are forcing him to make canoes they will use to launch attacks on the Itzalca villages upriver.

1302. BIBOLGA

The 200 Itzalca of this village practice the old ways of their people. They build homes of dried red clay and revere the **basilisk cultists** (201, 706), sending them a child in tribute every year. Their leader is a proud young man of only 19 years named **Rasamiru**. He adheres to tradition and does not take kindly to those who oppose the basilisk cultists or who seek the forbidden obsidian temple (1603) in the mountains.

1304. LORD HEDRON

Lord Hedron Antioch was once a preeminent explorer and archaeologist, but a fateful encounter with Obe-Ixx left him as a **vampire** in her service. She commanded him to use his knowledge to learn about the obsidian temples (213, 514, 1603), but not to enter them himself. Lord Hedron operates out of a mountain cave and will use his rakish charm, wealth, and fame to recruit adventurers into exploring the Eclipse Dial (1603) on behalf of "a sickly scientist suffering from tropical illness" (an excuse to explain his pallor).

1309. THE CONFLUENCE

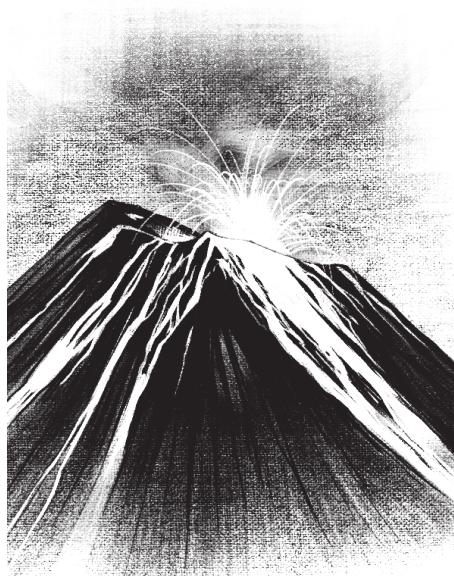
Where Chanichu's (1405) lava flow meets the river, a roiling cloud of steam and gas cloaks the air in an eternal haze. During the day, diffuse sunlight paints the thick cloud yellow but does nothing to improve the poor visibility inside it. Whirls of fog sometimes eddy away to reveal blackened earth and dead wildlife. Here, **void beings** that have leaked from their containments find refuge from the sun. They hunt with unerring accuracy; any PCs who enter this hex have a random encounter from the Cursed table.

1405. CHANICHU*

An endless river of lava flows down Chanichu's flanks and through a mountain vale, merging with the Black River in a mighty clash of the elements (1309). Rare flocks of fiery bird-crocodiles called **skandrill** live at the volcano's base. These raptors thrive in intense heat and have a raven's eye for precious stones and metals. They hoard rubies, pearls, and gold taken from unfortunate explorers in their lava-cave lairs.

1413. OLD ISTRIL

A fiercely independent old woman named **Istril (archmage)** moved out to the far reaches of the jungle for some peace and quiet. She prefers the deadly law of the wilds to the stuffy, bureaucratic humdrum of urban society. A carefully tended garden blooms around her humble homestead, all of it warded from hostile intruders by screaming skulls on pikes enchanted to throw bolts of lightning. Istril knows many rumors and legends, but she doesn't much like company. Her tiny pet monkey, Werner, is a master thief.



1511. PIRATE TREASURE

A long-lost hoard of pirate treasure lies buried in the loamy earth beneath a mangrove tree. The tree's snaking roots have burst one of the four mahogany chests, pushing a few handfuls of gold coins to the surface. The cache contains 500 gp, two sapphire statuettes of prowling jaguars (200 gp each), a gold-and-ivory chalice carved as a howling face (100 gp), a *Potion of Vitality*, and a *Genie Lamp*.

1516. OATALI'S SHRINE

A flock of **pterodactyls** roosts around the rim of a small sinkhole with a glimmering pool at the bottom. Inside the pool, an underwater tunnel leads to the age-old shrine of Oatali the Rainbow Snake, a primordial spirit of the jungle. Three **couatl** in the shape of iridescent-scaled lizardfolk guard it. Each couatl presides over a gem-encrusted altar dedicated to the jungles (emeralds), the rivers (sapphires), and the sun (rubies). A fourth altar houses the *Fangs of Oatali*. This brightly colored jewel-and-feather mantle transforms its wearer into a couatl.

1603. ECLIPSE DIAL*

In the shadow of a high mountain peak, a glassy black structure clings to the cliff face like a hideous beetle. This massive oval has an open tunnel at its center that allows access. Inside, chambers full of dark and alien horrors terminate in a room housing a massive, toothed wheel. Blood from a living creature allows it to turn. Aligning the Eclipse Dial's sharp teeth causes the moon itself to move, blocking out the sun in a total solar **eclipse** that endures a week. This is the moment the void beings have waited for — they emerge *en masse* from the obsidian temples (213, 514) to enact widespread slaughter. They grease the Eclipse Dial with human blood thereafter to continue the eclipse.

1617. ARMY ANTS*

A field of elephant-sized anthills jut from the jungle floor. **Giant ants** seethe in and out of their underground hive, dragging any smaller creatures they find to their deaths within. Their rotund queen lounges on a bed of bones, coins, and jewels.



Army Ants

Death walks again in the flooded dark where an undead warlord watches with a magic eye!

A peaceful family of **giant ants** have unearthed far more than they intended: ancient warriors who resisted the Pale Queen long ago. Now, these warriors stir in the depths, cursed to live forever, yet trapped in death!

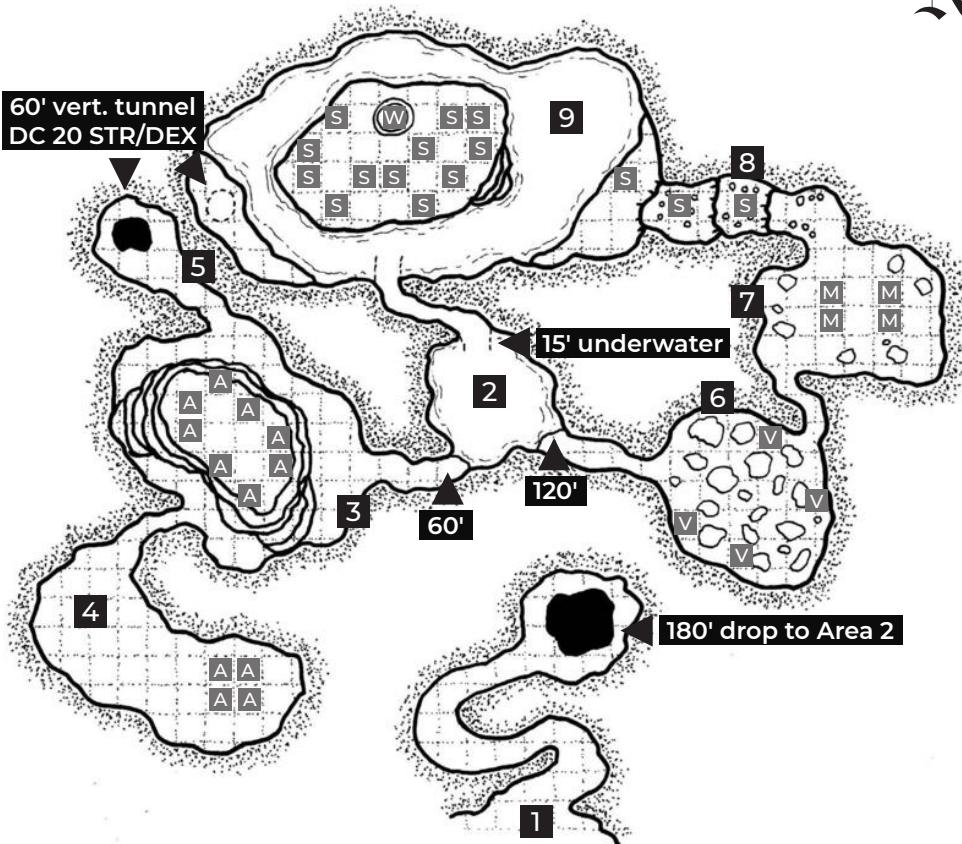
RANDOM ENCOUNTERS

d4 Details

- 1 1d6 lichen-covered **skeletons**
- 2 1d6 **giant ants** on patrol
- 3 1d4 **grey ooze** slither down the walls like moving puddles
- 4 1d6 **mushroom folk** decorating the walls with lichen

Eye of Ejami. Pluck your own eye from its socket and replace it with this perfectly polished, round garnet. Doing so allows you to see invisible creatures and sense undead within near range. You can still see normally with this eye.

Walls DC 12 STR/DEX to climb unless noted



1. Mound Descent. A lone dirt mound, 40' tall, stands proud in a 500-foot wide clearing in the middle of the jungle. At the top of the mound, an open **tunnel** as wide as a horse cart winds down through the packed earth. The tunnel eventually opens up to a vast vertical shaft descending into darkness.

2. Flooded Chimney. A 180' vertical shaft. Massive, shelf-like **mushrooms** growing out of the walls create slippery **platforms** to traverse like stairs (DC 12 DEX if rushing or slip and fall off). The bottom of the shaft is flooded (30' deep) and filled with hundreds of harmless, bioluminescent jellyfish. An underwater **tunnel** lurks 15' beneath the surface.

- **Pathways:** Swimming through the underwater tunnel leads to the **underground lake** (Area 9). At 60' above the water's surface, a tunnel leads to the **ant bulwark** (Area 3). At 120', a passage leads to the **lichen forest** (Area 6). At 180' an earthen tunnel leads to the **entrance** (Area 1). Walls are DC 12 STR or DEX to climb.

3. Ant Bulwark. A cavernous room is buttressed by a defensive **wall of earth** (15' high). 8 very skittish **giant ants** patrol along the wall, passing above piles of humanoid bones scattered along the wall's base. The ants become aggressive if threatened.

4. Ant Warren. A family of 4 **giant ants** deliberate silently via antennae over their discovery of the tomb in Area 9. They seek a **sign** to tell them to either leave or attack the skeletons. They struggle to understand humanoid language, but they do not react hostilely unless threatened.

5. Ant Digway. A 60' vertical **tunnel** recently exhumed by the ants connects Area 3 to Area 9. The ants can easily traverse it, but it's very difficult to climb (DC 20 STR or DEX) and the earth is too soft and slippery to hold iron spikes.

6. Lichen Forest. A dense maze of overgrown lichen has nearly enveloped all evidence of the ants foraging for food in the fungus. 4 **violet fungus** lurk in this lichen, but they wish to remain undisturbed. They opportunistically join the fray if violence breaks out nearby.

7. Mushroomfolk Hovel. A family of 4 **mushroomfolk** want to eliminate the giant ants who have taken over the cave network. They catch skeletons who wander up from Area 9 to attach lichen to them, hoping to spread the lichen forest and thus mark their territory.

8. Skeletal Stairway. Tiered **boulders** create a slippery series of three 20' drops (DC 12 DEX if moving faster than half speed or fall remaining distance to ground). 3 **skeletons** covered in lichen mill about on the boulders between nests of rib cage-like stalagmites.

9. Underground Lake and Tomb. Muddy banks surround a broad **underground lake**. In the lake's center, 12 **skeletons** wander around a stepped platform of rock that rises from the water. A lone, sealed sarcophagus rests on an elevated dais above them. The emaciated warlord **Ejami** (a **wight**) rises from this sarcophagus if combat breaks out. His magical red garnet eye is lodged in his skull socket, and the inside of his sarcophagus is blanketed in a bed of 500 gp stamped into rounded triangles and a weighty blue pearl worth 60 gp.

Basilisk Cult

Mud-smeared warriors lurk inside the crumbling temple of an ancient cult!

The wicked stone shaman Uzaru is positioning her warriors to strike out at nearby Mivvin's Rest! The basilisk cultists prepare for pillaging and mayhem inside the halls of their fearsome temple where their basilisk hatchlings grow stronger each day.

RANDOM ENCOUNTERS

d4 Details

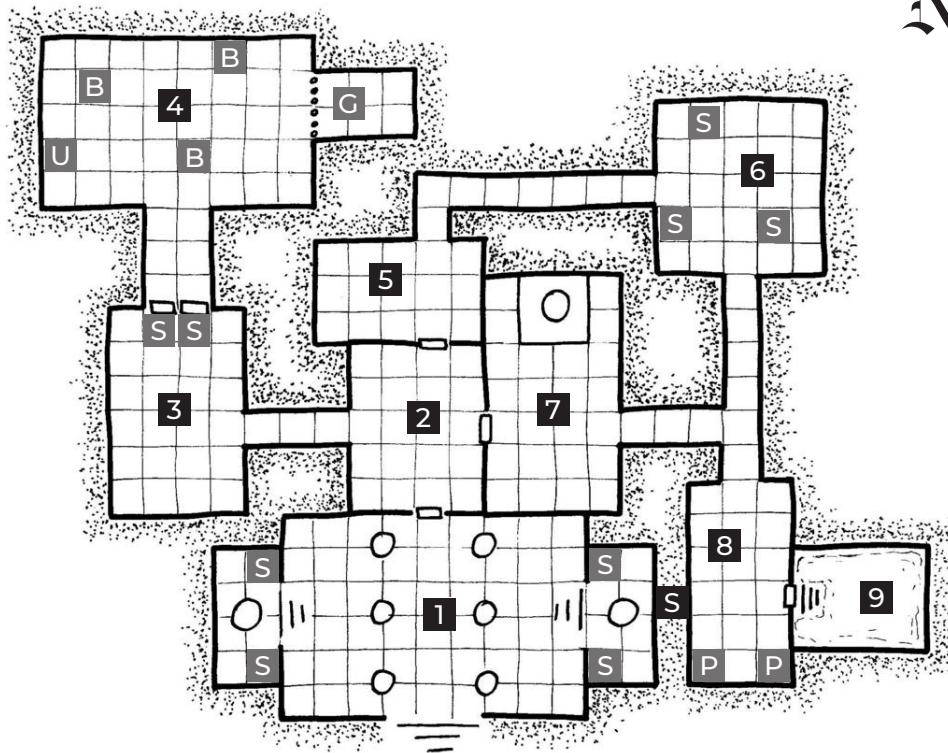
1 2d4 marauding apes

2 1d4 roosting giant bats

3 A fearful peasant from Area 8

4 A curious, infiltrating couatl posing as a stone warrior

Basilisk Egg. A hefty stone egg as large as a watermelon. Worth 150 gp. Easily mistaken for a rock if not for its ovoid shape. A **basilisk hatchling** emerges after 40 days of incubation in direct sunlight; it imprints onto the first creature it sees.



S Secret door: Rolls open when wall is pushed

For level 3 characters.

1. Hall of Pillars. Dark and cool with blue-black shadows. Silent. Shafts of sunlight pour in through the cracked ceiling. Leaning **pillars** chase down the room's center. Vines as thick as arms erupt through the outer walls and creep across the floor. **Statues** of spear-brandishing warriors standing on one leg leer from the raised alcoves.

- **Stone Warriors:** Two hide around the corners in each alcove. They ambush intruders after 2 rounds.
- **Secret Door:** The stone wall clicks back when pushed and rolls aside, leading to Area 8.

2. Hall of Doors. Three heavy jade **doors** are carved with rearing, six-legged reptiles locked in combat (basilisks). Each takes 10 rounds to remove from its hinges (250 gp and 10 gear slots each, must be carried by at least two people).

3. Sentry Post. Two mud-caked **stone warriors** in feathered headgear stand at rapt attention before a bronze double-door. DC 18 DEX to peek in without their notice. Their shout brings the 3 **stone warriors** from Area 6 in 3 rounds and puts Uzaru (Area 4) on alert.

4. Basilisk Nursery. Three **basilisk hatchlings** rove through the tall grass erupting from the flagstones. **Uzaru**, a bent old **stone shaman**, coos at them and feeds them pebbles (she is adept at avoiding petrification). She has a *Potion of Legendary Deeds* she's saving for the one who brings her Grenne's head (see hex 803). A **gelatinous cube** quivers behind the east gate; the only sign of it is the impeccably clean floor. A lever next to the gate opens it (Uzaru releases the cube if in trouble).

5. Skeleton Friend. A propped-up **skeleton** called Yuru sits against the west wall. He wears cheap costume jewelry, a red silk tunic, and a tattered feather headdress. He has somehow retained his memories and personality. He likes to chat, especially if offered jewelry or clothing. He knows *all about* the place. Yuru flees if attacked.

6. Barracks. Three **stone warriors** doze on the ground in ratty bedrolls. They are light sleepers (DC 15 DEX to sneak past). They wake to the gong in Area 7. One warrior wears a 40 gp belt of jade beads.

7. Basilisk Statue. A tremendous bronze **statue** of a rearing, six-legged lizard sits on a low pedestal. Its wide mouth hangs open. A gong and mallet dangle from its neck. DC 12 CHA upon hearing the gong ring or dance uncontrollably for 3 rounds. A basilisk egg lurks deep inside its gullet (accessible through its mouth).

8. Prisoners. Two disheveled, bookish scholars (**peasants**) hang in manacles. **Petor** and **Tirin** both need glasses to see (they're broken) and are utterly useless. They were on the way to join the camp at Mivvin's Rest (hex 803) when basilisk cultists captured them. They are both pottery experts and bicker ferociously over opposing scholarly theories.

- **Secret Door:** The stone wall clicks back when pushed and rolls aside, leading to Area 1.

9. Submerged Coffin. Neck-deep, sulfurous water fills the room. A stone **coffin** rests on the floor (DC 12 STR to lift the lid). Inside, a **skeleton** clutches a basilisk egg. It animates and grabs anyone who touches the egg, attempting to drown them.

Black Ziggurat

A horrific temple to an otherworldly evil that waits for the sun to die!

A nexus of abominable power lurks deep within the belly of this razor-walled black ziggurat. Vile beings from another dimension guard it, knowing one day it will be how they populate this realm with their own horrific allies!

RANDOM ENCOUNTERS

d4 Details

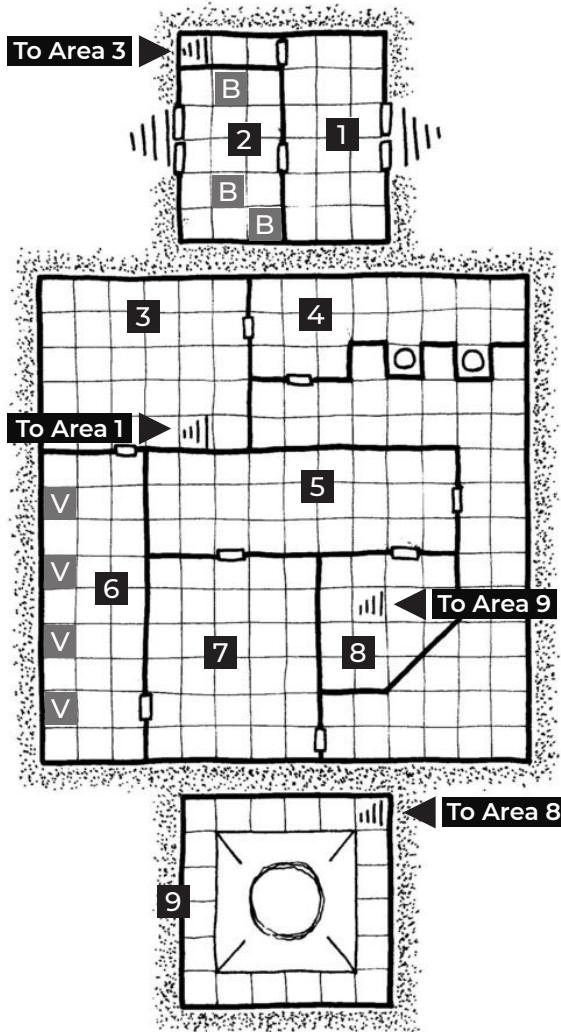
-
- 1 2 **void beings** drag a wayward explorer (**soldier**) toward Area 9

 - 2 A pulse of purple energy from The Nexus extinguishes all light

 - 3 1d6 roosting **void bats** stir

 - 4 1d4 **death slugs** fall from above

The Nexus. Living creatures who touch this swirling dome of purple energy begin turning into a **void being** (pg. 64) over the course of 1d4 rounds. Nothing can halt this transformation short of a deity's direct intervention.



For level 6 characters.

1. Room of Silence. Sharp-edged stairs ascend a smooth black ziggurat to double doors 20' up. DC 12 DEX each round treading on the stairs or 1d4 damage. Within, a matte black room with geometric patterns of **baffling** on the walls mutes all sound (spellcasting is at DISADV). Northwest **door** has no handle/lock and a hand-sized, hemispherical impression 8 feet up. Pressing face into it opens the door.

2. Void Bat Habitat. Sharp-edged stairs ascend a smooth black ziggurat to double doors 20' up. DC 12 DEX each round treading on the stairs or 1d4 damage. Within, ceiling is covered in **spires** of black glass creating artificial stalactites (treat as obsidian daggers if snapped off). Three **void bats** sleep hidden among them. Noise wakes them.

3. Doomsday Hall. Black, glassy walls and floor. Sounds echo for unnaturally long durations. Every 2 rounds, a random wall or floor (roll d6) flares to life with a hyper-real **moving image** from outer space of a different planet; an eclipse rolls across the planet's sun(s), and then pockets of black murk bloom across its surface, eventually covering it.

- **Energy Surge:** Touching the moving image gives a light shock that causes: (1d4) **1.** Regaining 2 HP, **2.** 1 point of temporary CON damage, **3.** Regain a lost spell, **4.** Understand Primordial language until next rest.

4. Reconstitution Tanks. Freezing cold room. In the alcoves stand two 10-foot tall **chrome cylinders**. A red button on each opens it with a hiss of icy smoke. An injured **void being** sleeps inside each (half HP, covered in oozing sunburns).

5. Decontamination. Dozens of silvery **cones** with tiny holes extend from the ceiling in regular rows. Black tile floor has thin **grates** like shark gills around the outer perimeter. Purple **fog** boils out of the cones after a creature is inside room for 2 rounds. Fog cures all natural diseases after 2 rounds of exposure but burns off all hair for 1d4 weeks. After two exposures in one year, DC 15 CON or permanent blindness.

6. Hibernation Chamber. Four 10' **pillars** of pulsing, purple-black oil quiver along the rear wall (sleeping **void beings**, DC 15 DEX to avoid waking each round moving through room). Quiet hisses emanate from somewhere.

- **Hisses:** Void beings whisper in Primordial in their sleep. A creature within close hears it cursing Shune the Vile for her "interference."

7. Storage. Two thin, silvery tubes the length of broomsticks hang from hooks on the walls. Each is a one-shot *lightning bolt* cannon (touching it to The Nexus recharges it). A table scattered with glittering trinkets has an Onyx Destrier with odd fins and gills.

8. Repulsor Stairs. A metal floor **inlay** around the stairs repulses creatures walking forward as if by a massive magnet. The stairs can only be entered by walking backwards.

9. The Nexus. A 40'-deep pit surges with purple light that sickens living creatures (DC 12 CON at first sight or crippling nausea). At the bottom, a dome of neon-purple energy flares (see **The Nexus**). A transforming being who begs Shune the Vile for aid has a 1:20 chance that she turns them into a **vampire** instead.

Chanichu

Brave the vicious skandrill bird nest to claim their hoard of glittering treasure!

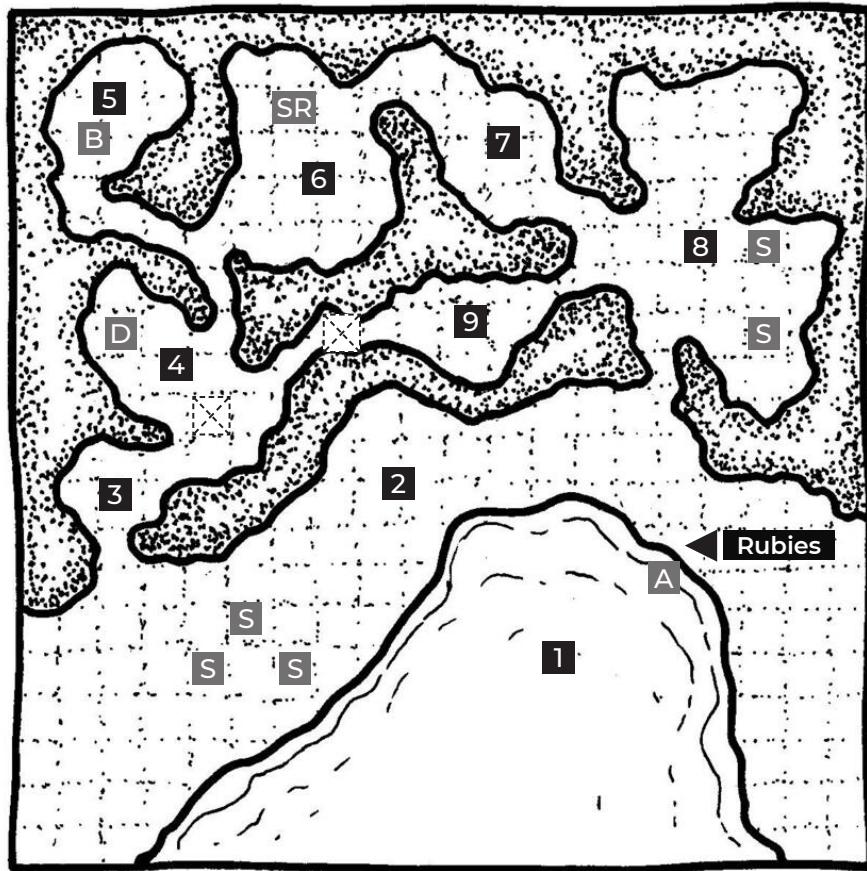
At the fiery base of mighty Chanichu, savage crocodile-birds called **skandrill** make their home. Their greed for shining objects is matched only by their ferocity; they've ambushed countless travelers over the years. What lost treasures might they have?

RANDOM ENCOUNTERS

d4 Details

-
- 1 1d4 **skandrill** scuffling over a twisted scrap of metal
 - 2 A sneaking **salamander** thief
 - 3 A **cobra** basking on a hot rock
 - 4 1d4 jet black **giant dung beetles**
-

Skandrill Eggs. Orange, tough-shelled eggs as big as coconuts and hot to the touch. A rare delicacy that can fetch up to 100 gp per egg from the right buyer... assuming a vicious skandrill chick doesn't emerge from the self-incubating egg first (2d6 days).



For level 4 characters.

1. Lava Pool. Churning, glows orange-red, ovenlike heat rolls off it. Surface is congested with fat bubbles and chunks of half-formed rock. A handful of small **rubies** (100 gp) glints at the edge of the pool. A surly dwarf made of bronze (**azer**) named **Bizzbol** lurks chin-deep in the lava right below it, trying to draw a skandrill near to spear it for lunch. He shakes his head at anyone taking the rubies and trills a skandrill call if they do.

- **Lava:** 3d10 damage/round.

2. Preening Skandrill. Three **skandrill** preen each other (ostrich-sized, orange-feathered birds with crocodile maws and whipping red tails). DC 9 DEX to go unnoticed outside near range of them. DC 18 DEX while within near range.

3. Egg Nest. Cramped cave with black pumice walls that catch roughly at clothes and shoes. Reeks of sulfur. Two piles of charcoal house two **skandrill eggs**; they flare red like blazing coals.

4. Dmitri In Disguise. Weak spot on the floor; DC 12 DEX if stepped on or fall through into underlying **lava pool** (see Area 1). A patchy-looking **skandrill** (a human researcher, **Dmitri**, in a bad costume) clucks around in a circle, flapping its vestigial wings awkwardly.

- **Dmitri:** Skinny young man, ash-smeared face. He's been here two weeks and is hysterical with scientific joy at the success of his dangerous experiment. He's vengeful if made fun of (1d4 skandrill come at his call and will not attack him while he's in his costume). He's willing to help those who swear not to hurt the birds or eggs. He thinks he can safely approach **skandrill rex** (Area 6).

5. Dying Interloper. A haze of acrid smoke boils up from the nearly-dead **basilisk** roasting on the red-hot ground (DC 12 CON if no shoes or 1d4 damage). Two **petrified skandrill** stand near the back of the cave. Skandrill will not enter until the basilisk dies and cremates.

6. Skandrill Rex. The enormous king skandrill (**skandrill rex**) roosts on a bed of charred bones and charcoal. Several **chains** of precious metal dangle from his thick neck (4 total). He allows other skandrill to approach him for **preening** and naps 1d4 rounds each time (he does not notice intruders during the naps).

- **Chains:** DC 12 DEX to steal one while skandrill rex naps. DC 18 DEX if he is awake but unaware of thief. Each chain is silver or gold worth d100 gp.

7. Passage. 2:6 chance of encountering a passing **skandrill** bringing a dead lava iguana to **skandrill rex** (Area 6).

8. Gold Nests. Two **skandrill** poke and fuss at four **skandrill eggs** sitting on piles of red-hot charcoal in this broad cave shimmering with heat. These mothers refuse to leave for any reason and attack unknown creatures savagely. In the center of each nest is a brick of **molten gold coins**, each worth 100 gp (1d4 damage to unprotected hands).

9. Lava Bubbles. Weak spot on the floor leading in; DC 12 DEX if stepped on or fall through into underlying **lava pool** (see Area 1). Dozens of shivering **lava bubbles** float up through thin floor cracks and drift around, popping like tomato soup against the pumice walls. Each is as large as an apple. PCs passing through must pass DC 12 DEX checks or hit 1d4 bubbles (1d6 damage each).

Eclipse Dial

*The greatest weapon of the void
beings waits only for humanoid blood!*

A giant glass dome clings to the mountains like the eye of an evil god. Inside, a great **wheel** waits for blood so it can attune itself to this dimension's cosmic frequencies. Then, with one turn, the wheel blots out the sun and begins the **void being** invasion!

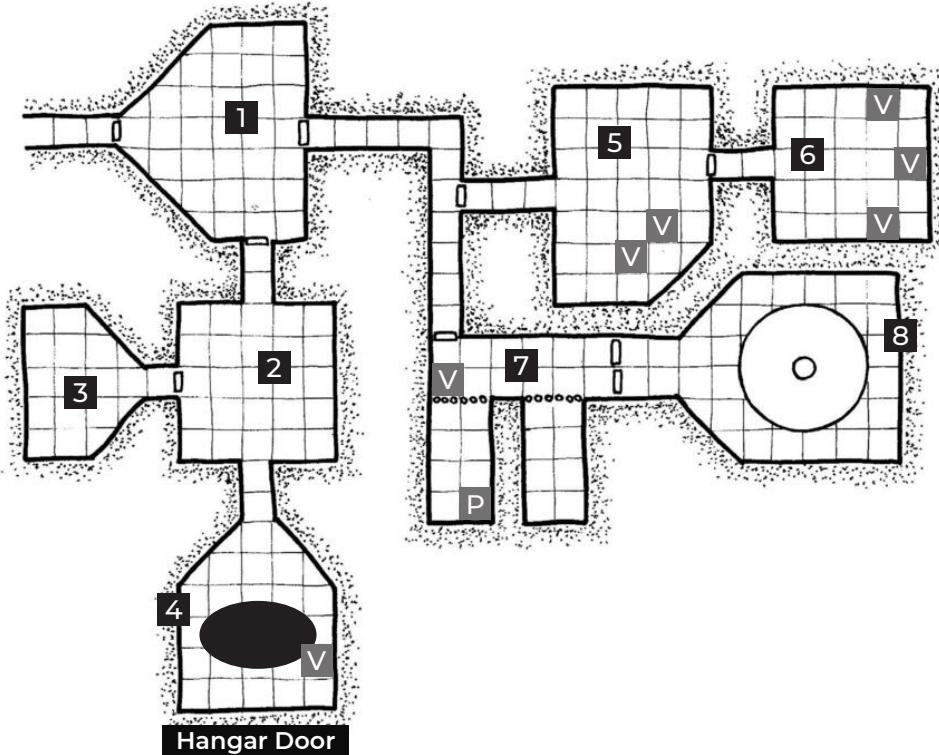


RANDOM ENCOUNTERS

d4 Details

- 1 1d4 patrolling **void beings**
- 2 An exploring **vampire spawn** sent by Lord Hedron (hex 1304)
- 3 A hairless **boar** fogged in Area 1
- 4 A puddle is a **primordial slime**

Void Craft. Pointed ellipse of smooth black glass the size of a covered wagon. Seamless door hisses open at a touch. Interior is transparent (like two-way mirror) with a single control yoke. Four humanoids fit. Craft flies 30 hexes a day. 1:20 chance of crash each time.



1. Decontamination. Dozens of silvery **cones** with tiny holes extend from the ceiling in regular rows. Black tile floor has thin **grates** like shark gills around the outer perimeter. Purple **fog** boils out of the cones after a creature is inside room for 2 rounds. Fog cures all natural diseases after 2 rounds of exposure but burns off all hair for 1d4 weeks. After two exposures in one year, DC 15 CON or permanent blindness.

2. Intel Room. Sheets of black glass on the walls scroll with silver hieroglyphics (Primordial). They list and describe every living humanoid in this dimension.

3. Tool Room. Wall hooks hold a variety of black **objects**: clubs, bladed poles, and whip-like tendrils (these tools are actually wrenches, clippers, and rubber hoses). Hanging among them is an *Immovable Rod*.

- **Repair:** Tools allow DC 20 INT check to repair a damaged *Void Craft*. Failure means irreparable damage that only a **void being** can fix.

4. Void Craft Hangar. A wriggling mass of purple ichor (**void being**) slithers around a wagon-sized, reflective black object shaped like a pointed ellipse (*Void Craft*). The object emits a barely audible low hum when approached.

- **Void Being:** Performing routine maintenance on the *Void Craft*. Does not immediately notice intruders.
- **Hangar Door:** South wall becomes translucent when two or more intelligent beings are inside a nearby *Void Craft*. 1,000-foot mountain dropoff outside. *Void Craft* can fly seamlessly through wall.

5. Observatory. Two wobbling statues of purple-black sludge (**void beings**) stand before the **southeast wall**. The wall is like a two-way mirror that looks into Area 8. The beings are distracted (DC 12 DEX to sneak up behind them). They croak in Primordial, going through a technical checklist of steps for *The Wheel's* imminent activation (see Area 7). "Opening prison cell. Hostage in transit. Exsanguination beginning."

6. Hibernation Chamber. Three 10' tall columns of pulsing purple sludge stand against the black walls of this chilly room (sleeping **void beings**, DC 15 DEX to avoid waking them each round).

7. Prison. A writhing clot of purple goo (**void being**) towers before a cell barred with sleek black grating (DC 20 STR/DEX to open). Inside, a **peasant** cringes back, mad with fear (young human Itzalca man, Caleka). The **void being** takes him to Area 8 and impales him on *The Wheel* (this takes 4 rounds total), activating it.

8. The Wheel. A mighty, toothed **wheel** of black metal sits low on the ground. Its central spindle is spear-like. Silvery glyphs on its surface (Primordial) explain how it works. Examining the **northwest wall** reveals dark shapes moving behind it in Area 5 as if behind a two-way mirror. These two **void beings** wake the others in Area 6 and attack as a group in 3 rounds if they spot intruders.

- **The Wheel:** A living humanoid creature from this dimension must die by blood loss upon *The Wheel's* spindle to activate it. Upon activation, *The Wheel* turns a full rotation. The moon moves with it, causing a total solar eclipse that lasts for one week.

Flooded Ruins



A dire snapping turtle guards the secrets of explorers who lost their lives uncovering the truth of the ziggurat.

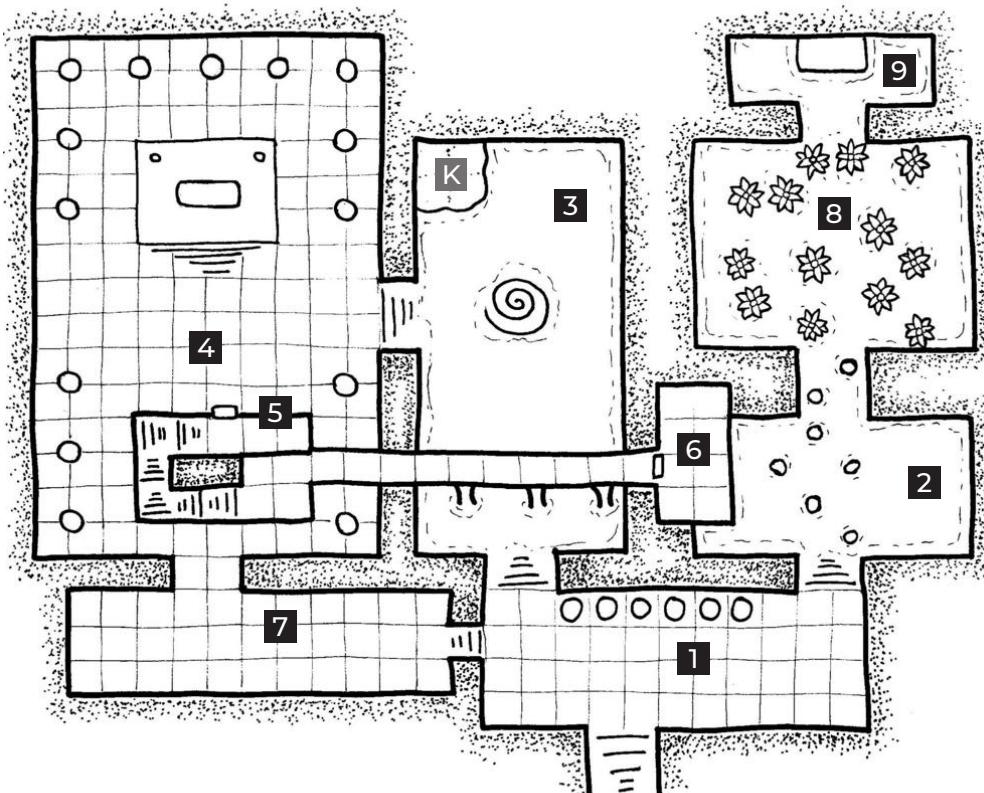
Atop an island in the middle of the river is a crumbling **basalt temple**. Locals are terrified of the spirits that haunt it — the tortured souls of explorers who first encountered this place. A dire snapping turtle awaits hungrily over their remains.

RANDOM ENCOUNTERS

d4 Details

- 1 2d4 **skeletons** burst from the water and shamble about
- 2 1d6 ambushing **crocodiles**
- 3 A **ghost** searches for his journal
- 4 **Kawitzek** (3d8 skeletons if slain)

Shune's Vestments. Purple, arcane robes which make the wearer invisible to undead. Each day, Shune compels the wearer to slay an innocent. If they do, they become immune to all harm from undead until the next day.



For level 4 characters. Written by Baron de Ropp.

1. Mossy Landing. Leafy vines shroud over a 15' tall doorway set at the top of a 40' staircase that rises above the island's tree canopy. Cutting the vines away reveals a humid stair **landing**. The walls are coated in moss and pond scum. Feminine **robed statues** line the north wall, decaying from erosion and time.

2. Flooded Chamber. Murky water slowly flows through the **flooded** chamber. Moss covered **stones** create a makeshift pathway. DC 9 DEX to traverse. **Splashing** water causes a random encounter.

3. Kawitzek's Lair. Flooded room reeks of **dung**. A **whirlpool** drains water into depths below. Beams of **light** filter through a cracking ceiling 100' above. Living **vines** dangling from the causeway's arches grab at prey passing above and toss them into water (DC 15 STR to resist). **Kawitzek's lair** (covered in flotsam) and a scattering of 200 sp are bermed up on a platform in the corner.

Kawitzek. An ancient, enormous snapping turtle covered in vines and moss. Its blood carries elemental magic.

4. Courtyard. Colonnades surround an open air **courtyard** scattered with thousands of bleached **bones**. Between each pair of columns, statues of robed feminine figures cover their faces with their hands. At the north end, a raised platform ascends to an **altar**. The stairs rising toward it are clear of bones. At the south end, a **tower** stretches 100' upward and has a covered causeway. The tower's thick, decorative door is magically sealed and has an arm-sized "keyhole." An arm wearing Rokara's **gold arm band** (hex 812) is the key to entry.

5. Tower. A spiral **staircase** ascends through this thick-walled, damp tower up to a hallway. It opens to the crumbling causeway in Area 3. Bas relief **carvings** of robed women who are weeping, studying tomes, and gesturing in spellcasting poses line the walls.

6. Shune's Vault. The causeway connects to a chamber decorated with painted sculptures of cowled women holding lit candles (priests recognize Shune's iconography). In the center of the room, a statue wears a purple robe. These are **Shune's Vestments**.

7. Glowing Atrium. Bioluminescent **fungus** grows all over the walls and floor and is as bright as candle light. It can be collected and used as a makeshift, inextinguishable **torch** that lasts for an hour, but disturbing it releases spores. Those collecting the fungus or being struck while carrying it openly must pass a DC 12 CON check or wretch loudly for 1d4 rounds, which triggers a random encounter check.

8. Purple Lotus Garden. Spots of **light** beam through the crumbling ceiling above at the north end of the room. A field of massive, deep purple **lotus flowers** drifts on the water below. The lotuses grab and entrap everything that comes within close range (DC 12 STR or pulled inside and held, 1d4 damage/round, DC 12 STR on turn to escape). They close their petals at night, exposing a **doorway** just beyond them.

9. Final Repose. An explorer's corpse rests on a raised platform. His sack contains 60' of rope and a **journal** detailing his discovery of Shune's offer of protection from vampires.

Star Map Temple

*Great wheels from a forgotten time
thunder and clank in the jungle!*

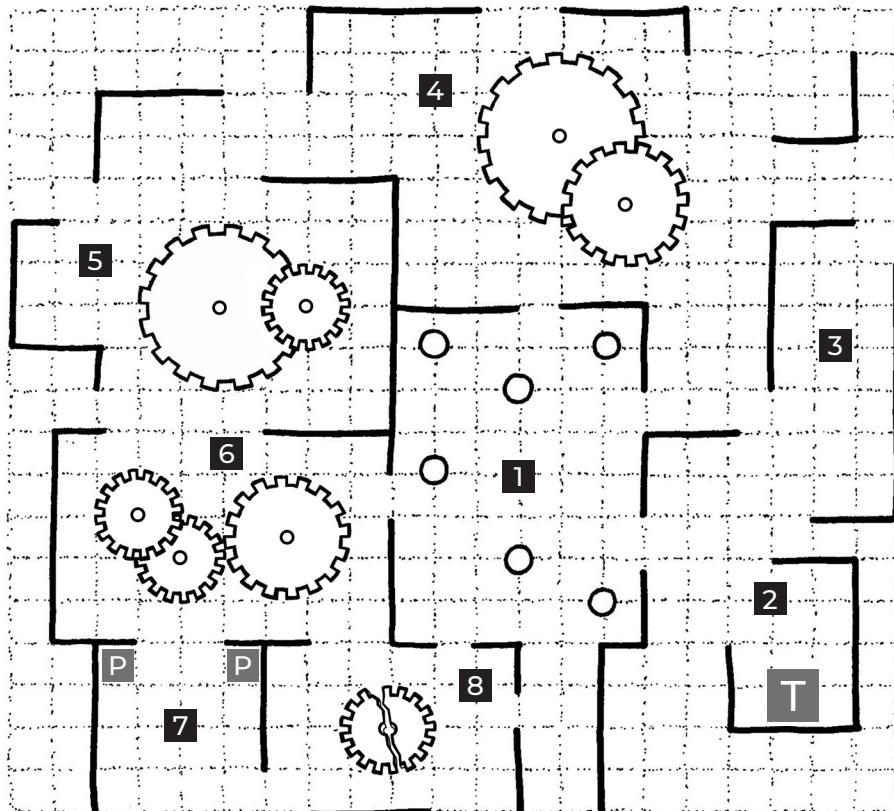
The verdant jungle has almost consumed the white marble pillars and walls of this ancient temple. Mighty wheels still turn heavily inside its grounds, shaking the earth with each rotation. What forgotten dooms, and portents do these wheels predict?

RANDOM ENCOUNTERS

d4 Details

- 1 A dial turns, rumbling the earth; DC 12 DEX or fall down
- 2 **Maied** (Area 2) wanders in to tend the vines and flowers
- 3 A hungry **panther** from Area 7 stalks the group
- 4 Three roving Itzalca warriors (**soldiers**) creep into the temple

Cosmic Wheels. Each weighs several tons and carries an enchantment that keeps it untarnished; removing it from its spindle converts it to useless stone.



For level 2 characters.

1. Mossy Pillars. The mossy remnants of ancient marble **pillars** stand at precarious angles in this quiet, sunlit hall. The moss grows in distinct swirls and patterns on a few. One pillar has a subtle **secret door** in its base. Inside, a velvet bag holds an *Amulet of Secrecy*.

2. Treant Lair. A tree dotted with star-shaped yellow flowers creaks gently in the breeze (this is the **treant** Maied).

Vines grow along the walls in unusual, wave-like patterns, and sparkling bits of **metal** glimmer among their tendrils.

- **Maied:** A sweet old treant auntie who loves to decorate with nature and found objects. Utterly nonviolent except in self-defense. She has woven the missing **cogs** from the wheel in Area 8 into the vines as ornaments. She won't part with the cogs unless given equally beautiful replacements.

3. Hall of Paintings. Heavily peeling frescoes cover the walls. One area shows a **citadel** of rich green and red stone in the jungle (the lost city of Zuchotl, hex 921). Another intact area depicts indistinct, purplish shapes lifting and devouring white-clad human warriors.

- **Citadel:** PCs familiar with the jungle recognize the silhouette of Tsibalba volcano (hex 122) painted in the citadel's background to its west.

4. Moon Wheels. Two giant, interlocking wheels of untarnished silver. Phases of the moon are etched into its surface. An inscription on it reads: "Ever-changing, ever-knowing. Silver light protect us."

- **Full Moon:** Touching the wheel when the moon is full grants ADV on your next spellcasting check (once a day).

5. Sun Wheels. A pair of enormous, toothed wheels of gleaming gold. Its etchings depict the cosmic movements of the sun. An inscription on it reads: "Foe of the dark ones, banisher of evil."

- **Zenith:** Touching the wheel when the sun is at its daily peak grants a luck token.

6. Star Wheels. Three broad, connected wheels of bright copper. Patterns of dots and lines mark the seasonal movement of stars. Its inscription reads: "Map of the heavens, guide our eyes and hearts."

- **North Star:** Touching the wheel while the north star is visible in the night sky grants 1 XP (once per week).

7. Panther Den. Musky odor. Claw marks mar the white marble walls. Two mated **panthers** lurk in the shadows here (DC 12 WIS to notice them upon entering or they surprise intruders). Tossing them food causes them to retreat with it. Their four **cubs** hide in a small den of sticks and leaves in the southwest corner.

8. Broken Eclipse Wheel. A single, cracked wheel of obsidian. Its etchings show a disc moving across the sun to blot it out. Something shattered this wheel long ago, and it no longer moves; it's stuck on a day marking an active solar eclipse. The inscription below reads: "On this day, enemies of life itself pour forth from the obsidian temples."

- **Eclipse:** Touching the wheel during an eclipse grants 1d8 temporary HP.

- **Missing Cogs:** The wheel is missing a handful of smaller cogs beneath its main disc that were knocked loose. Replacing them would allow the cracked wheel to turn once again.

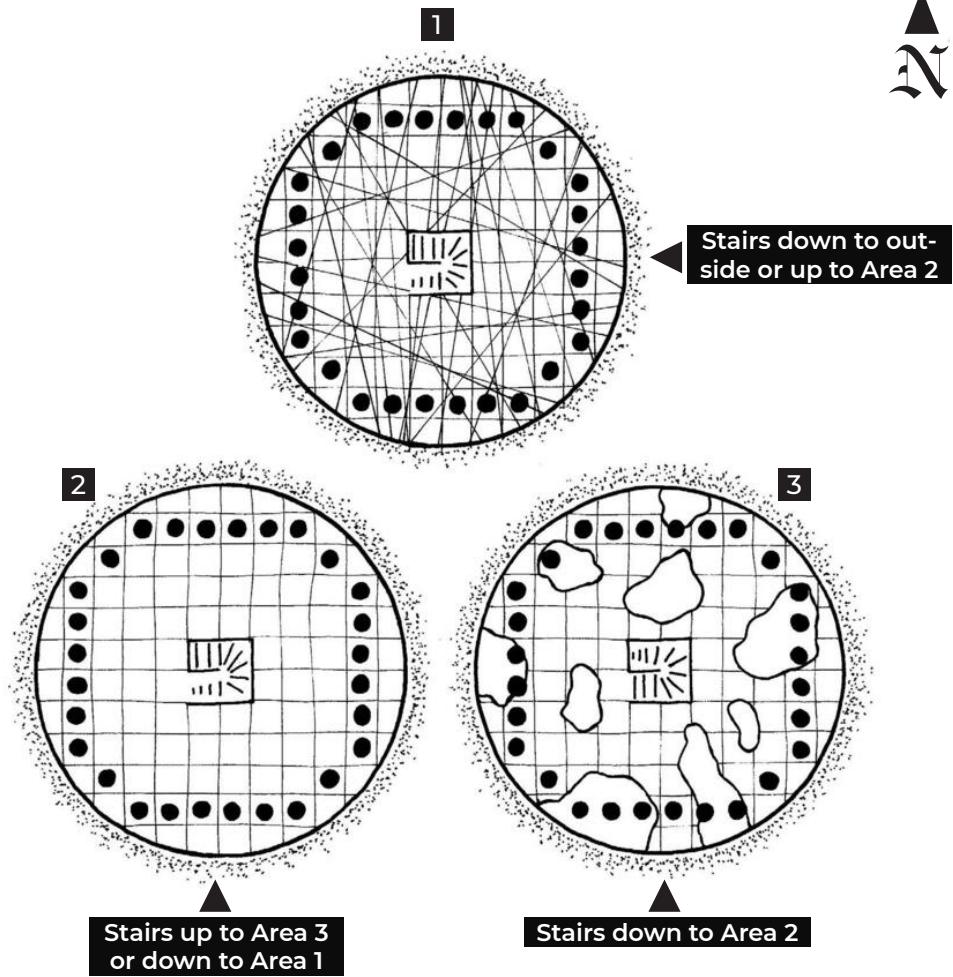
The Black Seed

The invading force of an otherworldly evil lurks inside this hideous tower!

An army of **void beings** lie in wait within their hibernation tanks while their companions prepare this dimension for takeover. Can they be stopped before they awaken *en masse* to wreak havoc on the living world?

Eclipse Open. When the darkness of a solar eclipse envelops the Black Seed, its walls unfurl like flower petals, releasing **void beings** out into the world. Most void beings must slink back to heal once the eclipse ends and the burning light of the sun returns, but a lengthy darkness would spell doom for this dimension.

Hibernation Tanks. There are 28 hibernation tanks on each level. They are of a chromatic black metal that extrudes directly from the floor. Their hatches open at a touch. They each have AC 18, 20 HP, and are immune to elemental energy. A **void being** that spends a day in a tank heals to full HP.



Activation Sequence. Once this begins, 2d4 tanks expel a **void being** per round. This starts on level 1 until all are expelled, then level 2, then 3. If the Black Seed is open due to an eclipse, void beings can exit from any direction.

1. Chamber of Lasers. Twenty black, thrumming **hibernation tanks** encircle this chilly room. Hundreds of thin red beams crisscross the vast space like a crazily woven net, illuminating everything with a dim, red glow.

- **Lasers.** DC 12 DEX each round of moving through lasers or blinded for one round from a beam to the eye (void beings immune).
- **Motion Sensors.** Anything that moves through the room at more than half its speed sets off the activation sequence.

2. Chamber of Silence. Imposing silence fills this pitch black room. Glittering **hibernation tanks** loom in the dark.

- **Silence.** DISADV on casting spells.
- **Sound Sensors.** Anything louder than the intake of breath sets off the activation sequence.

3. Chamber of Ice. Shocking cold permeates the air and frost crunches underfoot. Ice-rimed **hibernation tanks** encircle the lightless chamber.

- **Cold.** Living creatures DC 12 CON each round or 1d4 damage. **Ice patches** on floor DC 12 DEX if moving through or fall (void beings immune).
- **Heat Sensors.** Anything warmer than ice that comes within close range of a hibernation tank sets off the activation sequence.

Void Junk. Whenever a void being from the Black Seed dies, it disgorges an item from the following roll table.

VOID JUNK

d20 Details

A puddle that turns into a

- | | |
|----|---|
| 1 | primordial slime if not burned within 1d4 rounds |
| 2 | A diseased javelina (alive) |
| 3 | A handful of dead death slugs |
| 4 | A half-digested void bat |
| 5 | A melted bulb of beeswax |
| 6 | An expertly carved boomerang |
| 7 | A bag of jagged black caltrops |
| 8 | An obsidian dagger |
| 9 | A floating piece of black stone |
| 10 | A chunk of mithral worth 60 gp |
| 11 | A glass seahorse worth 90 gp |
| 12 | A slimy emerald worth 120 gp |
| 13 | 2d6 fragments of meteor shards worth 30 gp each |
| 14 | A vial of neon yellow ichor that is actually a <i>Potion of Healing</i> |
| 15 | A glowing <i>Bead of Force</i> |
| 16 | A random tier 3 spell scroll etched on glass in Primordial |
| 17 | A <i>Pearl of Power</i> |
| 18 | A ball of radioactive slime that imparts a random magical boon or curse onto one item |
| 19 | A <i>Kytherian Cog</i> (limit once) |
| 20 | The <i>Obsidian Witchknife</i> (limit once) |

Tsibalba



Fire, iron, and war! Confront a vicious tribe of salamander warriors or become their next sacrifice!

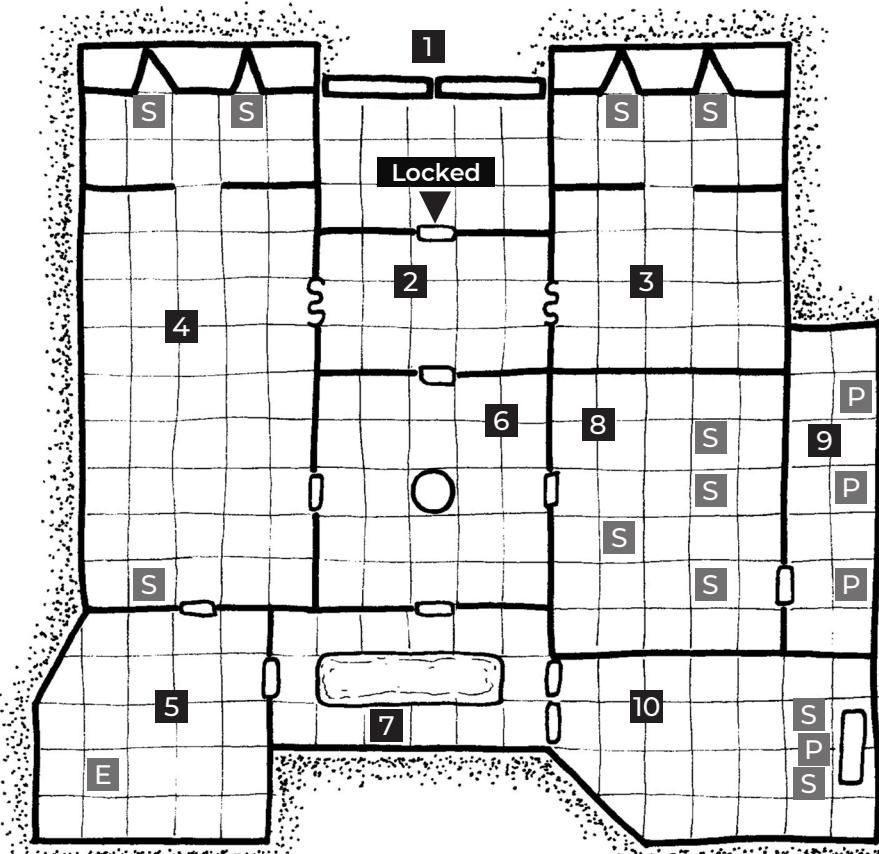
Inside the shimmering caldera of the mighty volcano Tsibalba, a tribe of militant salamanders called the **Skirrim** guard their fortified redoubt. Their elder, a priest of Ramlaat, offers up living sacrifices to the war god.

RANDOM ENCOUNTERS

d4 Details

- 1** 1d4 patrolling **salamanders** walk through the door
- 2** An escaped prisoner (**peasant**) from Area 9 who begs for help
- 3** Charred bone shards coalesce into a hissing **bone naga**
- 4** 2d4 fire slugs (**gt. leeches**, immune to fire) slurp into sight

Rothak. This deeply curved, iron +1 longbow ignites the arrows it fires, causing them to deal +1d4 damage.



For level 5 characters.

1. Gate. A bulky, 20' high iron gate with wicked spikes bars the entrance to a black basalt fortress. DC 18 STR or DEX to climb (failing by 5 or more points results in hitting a spike for 1d6 damage). PCs who look carefully spot the four **arrow slits** in Areas 3 and 4.

- **Guards:** Four **salamanders** in Areas 3 and 4 watch for anyone approaching the gate head-on. They can't see the area of the wall directly below their lookout points. Their alert summons the four **salamanders** in Area 8 in 1d4 rounds (they are armed for battle).

2. Vestibule. The entrance is locked (DC 20 STR to loudly break open or DC 18 DEX to pick). The light tinkling of metal is audible through the door. Inside, gently fluttering **curtains** of iron chains obscure the passages east and west.

3. East Guardroom. Two **salamanders** keep watch behind the arrow slits (grants them AC 18). They have DISADV to detect anyone sneaking up behind. One wears an *Amulet of Vitality*.

4. West Guardroom. A **salamander** stands guard at the south door. His helm covers his eyes; he's actually asleep. To the north, two **salamanders** keep watch behind the arrow slits (grants them AC 18). They have DISADV to detect anyone sneaking up behind.

5. Elder's Room. Baraz, an elderly **salamander** in robes of braided iron cords, practices spear weapon forms while reciting prayers to Ramlaat. He is level 9 with 42 HP, 4 fire spear attacks at +8, and **Rage:** 1/day, immune to morale checks, +1d6 damage (3 rounds). He wears a *Kytherian Cog* on a silver chain around his neck.

6. Statue of Ramlaat. A **statue** of a towering, ram-headed warrior bares his fangs in a bestial howl. The statue rotates on its pedestal. If turned once, a giant ruby (200 gp) clatters out of its mouth. If turned again, a gout of lava shoots out instead (DC 15 DEX or 3d8).

7. Lava Pool. An oven-hot chamber with a roiling **pool of lava** (falling in deals 5d10 damage a round, death at 0 HP). Prophetic visions flicker across the glossy, black plates of cooling lava on its surface. A PC who spends a round staring at them gains a luck token.

8. Steam Room. A thick cloud of hot, sulfurous **steam** obscures vision to a close distance. Four unarmed **salamanders** lounge on reed mats on the floor. Their weapons and armor hang on hooks on the south wall.

9. Prison. Three human **peasants** are chained to the wall by thick manacles (DC 20 STR to burst, DC 18 DEX to pick).

- **Vilago:** Sullen and bitter. Former pirate, now a caravan guard.
- **Titus:** Hysterical young aristocrat desperate for release.
- **Mestis:** A gruff, capable warrior.

10. Temple. Two **salamanders** wearing ceremonial robes of braided iron cords hold a struggling **peasant** by the arms, preparing him for sacrifice on a chipped, obsidian altar. They kill the peasant in 1d4 rounds if not stopped. The longbow *Rothak* hangs over the altar.

- **Peasant:** Halmoneus, overweight silk merchant with soot-smeared face and a reedy voice. Promises a fortune for his safe return to Alkesh (he is convincing but actually bankrupt).



Monsters



"This is the only place in the jungle to see skandrill! But you'll probably be dead before you realize they're there."

-Dimitri, rare bird researcher

ANACONDA, GIANT

A 20-foot long, amphibious snake with red stripes and piercing, yellow eyes.

AC 12, HP 33, ATK 2 bite +6 (1d10 + swallow), MV near (climb, swim), S +4, D +2, C +2, I -2, W +1, Ch -2, AL N, LV 7

Swallow. DC 12 STR or target is swallowed. Total darkness inside and 1d8 damage per round. Anaconda regurgitates all swallowed if dealt at least 15 damage in one round to the inside of its gullet.

ANT, GIANT

Red, ox-sized ants with hooked mandibles. They attack in swarms and carry live prey off to their colonies to be devoured.

AC 12, HP 5, ATK 1 bite +3 (1d6 + grab), MV near (climb), S +3, D +1, C +1, I -3, W +0, Ch -3, AL N, LV 1

Grab. DC 12 STR or pinned in ant's mandibles. DC 12 STR on turn to break free. The ant can carry grabbed targets when it moves.

Mighty. ADV on STR checks to move objects.

BASILISK CULTISTS

STONE WARRIOR

Lithe, basilisk-worshipping warriors covered in dried mud dotted with stones and pebbles.

AC 12, HP 5, ATK 1 obsidian spear-thrower (far) +2 (1d8), MV near, S +2, D +1, C +1, I +0, W +1, Ch -1, AL C, LV 1

Camouflage. ADV on checks to sneak and hide in a natural environment.

Basilisk Hatchling. 1:6 chance of having a loyal basilisk hatchling.

STONE SHAMAN

Stooped elders who lead stone warriors in the rituals and traditions of the basilisk cult.

AC 11, HP 19, ATK 1 obsidian dagger (near) +2 (1d6) and 1 spell +4, MV near, S +2, D +1, C +1, I +0, W +3, Ch +1, AL C, LV 4

Daze (WIS Spell). DC 12. Focus. One target in near is helplessly stunned for spell's duration.

Death Touch (WIS Spell). DC 13. Close. One target 2d8 damage.

BASILISK HATCHLING

Fledgling, six-legged basilisks the size of iguanas. They can partially petrify creatures for a short time.

AC 13, HP 6, ATK 1 bite +1 (1d4 + petrify), MV near, S +1, D +0, C +2, I -3, W +1, Ch -2, AL N, LV 1

Petrify. Any creature that touches the basilisk or meets its gaze, DC 9 CON or one of its limbs (determine randomly) is petrified for a day.

COBRA STATUE

A rearing statue of a hooded cobra that looms 20 feet high. Its ruby eyes are pointed down, watching what passes below.

AC 14, HP 27, ATK 1 bite +4 (1d8 + poison) or 1 hypnotize, MV near, S +4, D +1, C +3, I -3, W +0, Ch -3, AL C, LV 6

Impervious. Only damaged by magical sources.

Hypnotize. One creature in near who can see cobra statue, DC 12 CHA or become helplessly stupefied for 1 round.

Poison. DC 18 CON or go to 0 HP with a death timer of 1.

BLUE DART FROG

Elusive, neon-blue treefrogs that carry a potent toxin.

AC 12, HP 1, ATK 1 touch +2 (toxin), MV near (climb), S -3, D +2, C +0, I -3, W +1, Ch -3, AL N, LV 0

Toxin. DC 15 CON or go to 0 HP with a death timer of 1. During this time, you cannot be magically healed. If you survive, end all diseases afflicting you.

CATFISH, GIANT

A whiskered, gaping catfish as big as a whale. Streaks of minerals collect in its skin, giving it tiger stripes that flash silver and copper in the sun.

AC 13, HP 56, ATK 2 bite +9 (2d10 + swallow), MV double near (swim), S +4, D +0, C +2, I -3, W +1, Ch -3, AL N, LV 12

Swallow. On a natural attack roll of 18-20, target is swallowed into giant catfish's stomach. Total darkness inside stomach and 2d8 damage per round. Giant catfish regurgitates all swallowed creatures if dealt at least 15 damage in one round to the inside of its gullet.

CONDOR, DIRE

Wagon-sized, bald-faced vultures with barbed hooks of bone growing from their flesh.

AC 11, HP 16, ATK 2 beak +3 (1d8 + grab), MV double near (fly), S +2, D +1, C +3, I -2, W +1, Ch -3, AL N, LV 3

Grab. Steal 1 random piece of target's carried gear.

JAGUAR KING

A regal man with a black jaguar head and vivid yellow eyes. He wears gold and gem-studded regalia and bears a round shield with a snarling jaguar face.

AC 16 (shield), HP 56, ATK 2 obsidian spear (close/near) +7 (1d8) and 1 pounce, MV near (climb), S +3, D +4, C +2, I +0, W +3, Ch +3, AL N, LV 12

DEATH SLUG

A palm-sized, pale slug with a spinning mouth lined in hundreds of needle-like teeth.

AC 12, HP 1, ATK 1 bite +0 (1 + burrow), MV close (climb), S -3, D +2, C +0, I -3, W -2, Ch -3, AL N, LV 0

Burrow. Death slug plunges under target's skin. Its AC becomes 18 and it begins tunneling toward target's heart. A living humanoid creature dies of this in 1d4 rounds unless the death slug is killed first.

JAVELINA

A sharp-hooved pig with russet fur dusted in white spots.

AC 10, HP 5, ATK 1 tusk +1 (1d6), MV near, S +0, D +0, C +1, I -3, W +0, Ch -2, AL C, LV 1

Rage. If injured, tusk attacks deal d8 damage instead of d6.

JAVELINA, DISEASED

A sharp-hooved pig with russet fur dusted in white spots. Crusted lines of black ichor runs from its eyes and mouth.

AC 10, HP 10, ATK 1 tusk +2 (1d6), MV near, S +1, D +0, C +1, I -3, W +0, Ch -3, AL C, LV 2

Undead. Immune to morale checks.

Rage. If injured, tusk attacks deal d8 damage instead of d6.

KAWITZEK

A horned snapping turtle as large as an elephant covered in muck, vines, and debris.

AC 13, HP 44, ATK 3 bite +8 (2d12) or 1 spell, MV double near, S +5, D +1, C +4, I -3, W +3, Ch -3, AL N, LV 9

Whirlpool (WIS spell). DC 12. Focus. Cause a near-sized cube of water within a near distance to change shape, defy gravity, or flow in a different direction.

SKANDRILL

Crocodile-lizards as tall as humans and covered in bright orange feathers. They run on two powerful legs, greedily chasing down shining objects.

AC 13, HP 14, ATK 2 bite +3 (1d8 + greedy), MV double near, S +2, D +1, C +1, I -3, W +1, Ch -3, AL N, LV 3

Fireblood. Fire immune.

Greedy. In place of dealing damage, steal one metallic object target carries.

SKANDRILL, REX

This massive skandrill has an extra long wattle and a row of blue feathers down its spine.

AC 13, HP 19, ATK 2 bite +4 (1d8 + greedy) or 1 scream, MV double near, S +3, D +1, C +1, I -3, W +1, Ch -3, AL N, LV 4

Fireblood. Fire immune.

Greedy. In place of dealing damage, steal one metallic object target carries.

Scream. 1/day, hideous caw-scream summons 1d4 loyal skandrill. They arrive in 2 rounds.

VOID CREATURES

These creatures are alien horrors from the dark reaches of space. While **void bats** are wild animals, **void beings** are sapient and malicious. They are ageless, not truly alive, and can travel vast distances in their black vessels.

Void beings are conquerors and defilers. They quietly invade outer planets and wait patiently for the right moment to emerge and wreak havoc. They are biologically undead and hold a deep hatred for the living.

VOID BAT

Dog-sized, eyeless bats with glossy black wings and rows of earholes. They travel through space while absorbing faint light for nourishment, though too much of it burns them.

AC 13, **HP** 19, **ATK** 2 scream +4 (1d10), **MV** double near (fly), **S** -1, **D** +3, **C** +1, **I** -3, **W** +1, **Ch** -3, **AL** N, **LV** 4

Impervious. Immune to cold.

Absorb Ambient Light. Faint light (such as from torches) within double near of the void bat dims to a faint ember, only providing light within close. The void bat regains 1d4 HP on its turn while this is in effect.

Sunlight Sensitivity. DISADV on attacks in sunlight and 1d4 damage per round of exposure.

VOID BEING

Vaguely humanoid, 10-foot tall horrors made of purple-black oil slick. Their bodies can protrude writhing arms, and they share a cold and calculating hive mind where their actions and decisions are unified.

AC 11, **HP** 41, **ATK** 3 arm stab +8 (2d8) or 1 brain meld, **MV** near (climb), **S** +1, **D** +1, **C** +1, **I** +4, **W** +2, **Ch** +4, **AL** C, **LV** 9

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Brain Meld. One undead creature within near DC 15 CHA or fall under the control of the void being for 1d4 days.

Sunlight Sensitivity. DISADV on attacks in sunlight and 1d4 damage per round of exposure.

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A hexcrawl featuring

The Black River

The Black River charges through the vast jungles of Tal-Yool, supplying the rainforest with its lifeblood. The scattered and fallen **Itzalca** people cluster along its shore in their villages and strive to remember their ancient purpose. **Basilisk cultists** cling to their brutal traditions, while **archaeologists** unearth that which was better left buried. Meanwhile, a dark and alien terror waits for the sun to dim. Like the night itself, the Black River rushes on, endless and inevitable.

SPECIAL ENCOUNTERS

d8 Encounter (see pg. 28 for details)

- 1** **Jaguar King.** A *genius loci* spirit challenges the PCs!
- 2** **Obe-Ixx.** The vampire queen appears from the jungle!
- 3** **Basilisk Cult Procession.** A ceremonial march of warriors!
- 4** **Oatali Awakens.** The Rainbow Snake god flies overhead!
- 5** **Volcano Erupts.** Deadly fire and ash fill the skies!
- 6** **Red Maria.** The legendary pirate hides loot in the jungle!
- 7** **Void Beings.** Horrible beings have escaped their bonds!
- 8** **Earthquake.** The earth shakes with violent tremors!

ENCOUNTER TYPE BY TERRAIN

d10	Jungle	Shoreline	River	Mountain
1	Special	Special	Aquatic	Special
2	Land	Land	Aquatic	Land
3	Land	Land	Aquatic	Land
4	Land	Land	Aquatic	Land
5	Land	Land	Aquatic	Land
6	Land	Aquatic	Aquatic	Land
7	Land	Aquatic	Aquatic	Land
8	People	Aquatic	Aquatic	Land
9	People	People	Cursed	People
10	Cursed	Cursed	Cursed	Cursed

DAY ENCOUNTERS

d8	Land	Aquatic	People	Cursed
1	Special	1d4 crocodile	Special	Void being (half HP)
2	Tyrannosaurus	2d6 lizardfolk on rafts	2d6 stone warriors*	1d4 void bats* (half HP)
3	Panther	1d4 dire condor*	3d6 lizardfolk	2d4 diseased javelinas*
4	1d4 gorillas	Piranha swarm	2d8 guards (explorers)	Primordial slime
5	2d4 javelinas*	1d4 pterodactyl	1d6 salamander	1d8 rot flowers
6	2d6 giant ants*	2d4 giant leech	2d8 pirates	1d4 vampire spawn
7	Point of interest†	Hippopotamus	Point of interest†	2d4 shadows
8	Point of interest†	Giant catfish*	Point of interest†	Weald hag

NIGHT ENCOUNTERS

d8	Land	Aquatic	People	Cursed
1	Special	1d4 will-o'-wisps	Special	1d4 void bats*
2	2d6 javelinas*	2d4 stingbats	2d4 pirates	1d4 vampire spawn
3	1d6 death slugs*	Giant octopus	Peasant (lost)	3d8 diseased javelinas*
4	2d4 boars	1d6 giant frogs	2d6 mushroomfolk	Void being*
5	Basilisk	Plesiosaurus	1d6 viperians	2 void spiders
6	Giant snake	Giant crab	1d8 sahuagin	Wraith
7	1d4 shambling mound	2d12 jellyfish	2d6 stone warriors*	1d4 void beings*
8	Point of interest†	Giant catfish*	Point of interest†	Vampire

See pg. 30 for *The Black River's* hex key!

*New monsters, pg. 59

†Points of interest, pg. 27

A collection of ideas for Shadowdark RPG

THE TREASURE MAP LEADS TO...

d20 Item

- 1 The Gate of Boiling Doom! It was a trap, of course...
- 2 A cache of 1d4 stone basilisk eggs; they hatch if incubated
- 3 An intricate man-catching snare created by viperians
- 4 A buried treasure chest left by the pirate queen Red Maria
- 5 A mossy, abandoned temple occupied by angry apes
- 6 The pirate ship, *Dolphin*, that sank on the coast of the river
- 7 The loot stash of the famous lost explorer, Lord Hedron
- 8 The treasure-littered cave of a mutated giant crab
- 9 A castaway named Bort who doesn't want to be rescued
- 10 The bones of a dead whale turned into a goblin shrine
- 11 Clay pots full of blood-stained coins stamped with scorpions
- 12 A low, stepped pyramid housing a jewelry-laden mummy
- 13 A giant fire opal; if planted in the earth, a new volcano grows
- 14 A massive tree with a portal to another realm inside it
- 15 A peg leg encased in glass and haunted by its former owner
- 16 A cobra-infested cave system full of valuable crystal growths
- 17 A flock of talking parrots; one was the pet of a famous pirate
- 18 A crashed saucer of smooth, black metal (a void being ship)
- 19 A tree that grows rubies; a druid with pet T-Rexes guards it
- 20 The legendary obsidian sickle that ends or restores one life



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