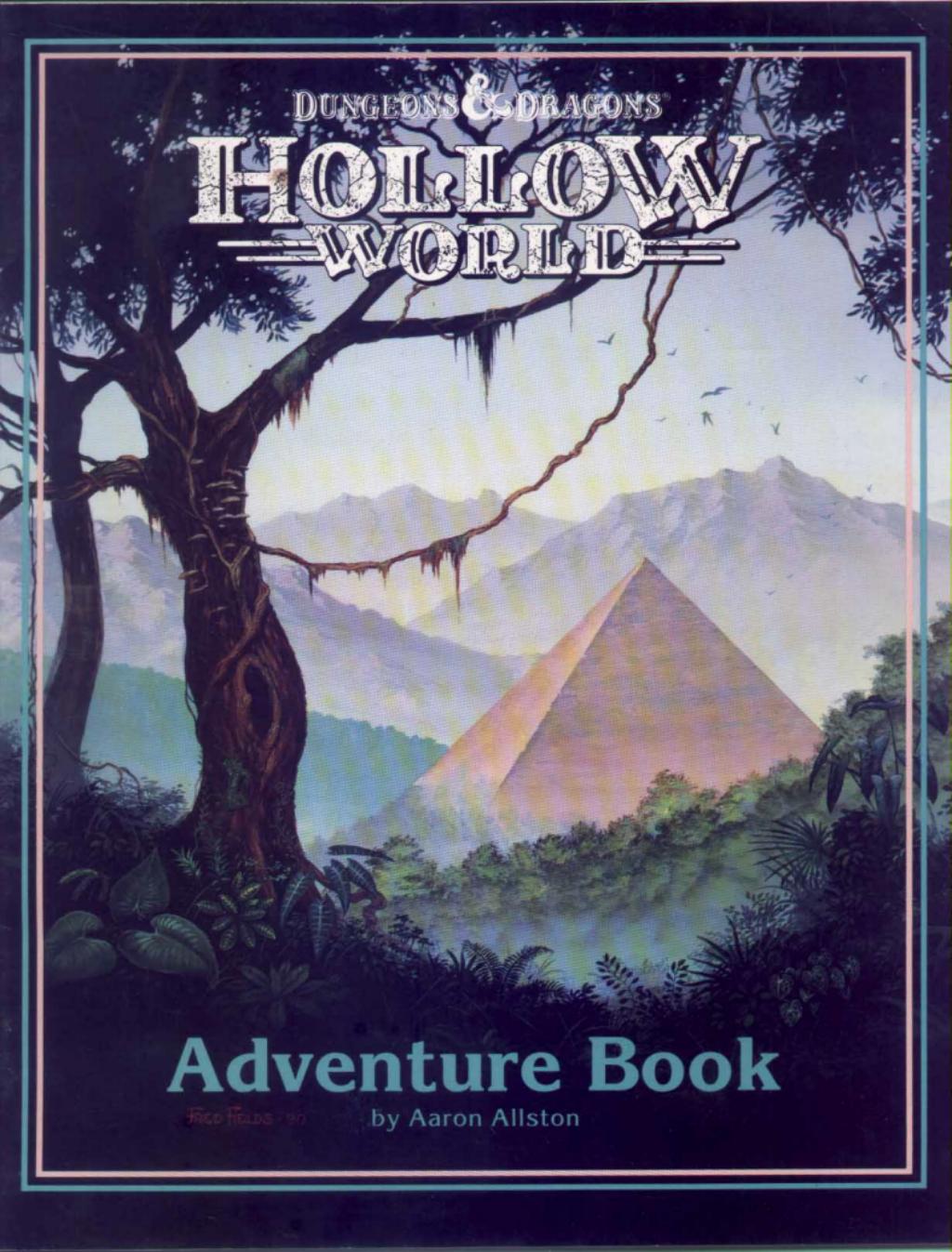


DUNGEONS & DRAGONS®

HOLLOW WORLD



Adventure Book

FRED FIELDS • 90

by Aaron Allston

HOLLOW WORLD

An Official DUNGEONS & DRAGONS® Game Supplement

The Hollow World

by Aaron Allston

Book Three: Adventure Book

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Introduction to the Adventure Book

This last book of *The Hollow World* is for the DM's eyes only—players shouldn't ready any further into it!

The next two chapters contain a lot of ready-to-play material.

The first chapter is *Adventures*; it consists of two full-sized adventures and several shorter adventure ideas. These scenarios will get your player characters into the Hollow World and launch them into a lifetime of adventure there.

The second chapter is *Monsters*; it describes numerous monster types found exclusively in the Hollow World.

INTRODUCTION

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This chapter contains several ready-to-run scenarios and scenario ideas to introduce your characters to the Hollow World setting and plunge them into danger and adventure.

That Sinking Feeling

(Basic Adventure: 3-6 Characters, Levels 1-3)

This adventure gets the heroes to the Hollow World through accident and catastrophe . . . or so they think. At adventure's end, they are smack in the middle of Hollow World territory, with no idea of how to get home to the outer world.

Starting the Adventure

By whatever means, get your heroes aboard an oceangoing ship.

There are lots of ways to do this, and most are pretty easy. They could already be aboard ship, returning from some distant adventure. They could be in need of employment, which leads to a lot of approaches.

In one, they hear of a traveller in need of bodyguards for his overseas voyage. He's an indolent Thyatian nobleman with no combat abilities and no real concept of what money is worth; he's willing to pay bodyguards 200 gp each per month for their services.

In another, they hear of a ship where plague killed almost all the crew. The owners, losing money at a fantastic rate, are desperate to get her launched again, but can't hire any sailors because they have a superstitious dread of the disease that killed the last crew. The owners are willing to pay common sailors a full share in the profits of the voyage, which could result in several hundred gp per sailor if the voyage is very profitable.

However you do it, once you have the PCs aboard ship, their fate is sealed.

The ship, a large sailing ship (see the Expert rulebook, page 43) named the *Sea-Gallop*, sets sail from the port most convenient to your characters; its destination is the Lerendi Islands. But—of course—there's a detour.

Getting Them to the Hollow World

One day, the *Sea-Gallop* has put into port briefly, taken on some cargo, and put out to sea again. While the *Sea-Gallop* is far out from shore, a nasty storm brews up in the distance.

The ship's commander, Captain Trewes, gives that distant storm a close look and orders that the ship make for shore. "That 'un's too fierce for us right now," he'll say if anyone asks. "We're already running too low in the water, too much cargo. Don't want to be swamped. We'll find a cove to hole up in on the coast."

But, they don't. The metal on the ship starts to glow with the eerie luminescence of St. Elmo's fire, frightening the crew and any PCs who know

what that portends. With unnatural swiftness, the storm bears down on the ship and then is upon them, battering the *Sea-Gallop* (and the surrounding sea) with tons of water. Lightning crashes down all around the ship, and one unlucky bolt hits the main mast, breaking it in two. Anyone on deck must make a successful Dexterity check at a penalty of -4 to avoid being struck by falling wood, rigging, and sails.

The heroes are put to action immediately. The largest piece of mast falls on the ship's fo'c'sle, smashing it halfway in and trapping passengers inside; while the ship tosses and waves crash over the rails, the heroes must lever the mast off, get inside, and see to the wounded.

While all this happens, unknown to the heroes, the *Sea-Gallop* has been heading directly toward shore—and directly toward the giant whirlpool which is now in its path. As the heroes are dealing with the injured, trying to save other sailors from being washed overboard, and so on, everyone feels a sudden lurch as the ship hits the edge of the whirlpool.

Now, it's too late to escape. The ship lurches again, then again, and the heroes realize that they are spiralling around the outer edge of the whirlpool. The captain shouts for the hatches to be battened and for everyone to get below-decks.

Five rounds after he makes his order, the ship reaches the lowest part of the whirlpool funnel and spins around and around. From now on, until the spinning stops, each character still above decks must make a saving throw vs. Death Ray each round; failure means he is swept overboard. (And, unless he has some sort of water-breathing treasure or spell, he'll be dead; he won't be able to swim up to the surface against the whirlpool's current in time to keep from drowning. If he does have a treasure or spell which allows him to survive, he'll just be dragged down with the ship anyway, and end up where the ship does, described immediately below.)

When the Spinning Stops

The spinning continues as the *Sea-Gallop* is suddenly sucked deep into the ocean depths. The deck is not covered in water; though there is water all around, the ship is now at the bottom of a narrow shaft of sea-foam-filled air. PCs find it difficult to breathe until they become acclimated.

Every character must make a saving throw vs. death ray. A character who fails takes 1d6 hp of damage from being tossed around by the spinning. If he succeeds, he takes only half damage—1d3. While this is happening, the characters are being tossed all over the place below-decks; the lamps go out or set fire to cargo, the characters are thrown down passageways and ladders, ending up in the cargo or the bilge; it is wild, chaotic, and dangerous below-decks.

Down and down the ship goes for several minutes (though the characters only take one die-roll of damage) . . . and then, all of a sudden, the spinning stops.

Doubtless, the characters pry themselves free of whatever they've been thrown into and eventually work their way back to the deck. On the way, they find the body of Captain Trewes, who has fallen down a ladder and broken his neck.

On deck, the characters find themselves in total darkness. When they are able to find and relight a torch or lamp, they discover that the *Sea-Gallop* is floating—very fast—down an underground river.

Though the river is only half-filled with water (thus there is air for the character to breathe), and is easily wide enough to accommodate the ship, the *Sea-Gallop* is not being controlled and is drifting dangerously close to one of the rock walls. There is no hand at the tiller, and one of the PCs has to take the tiller or assign an NPC sailor to it so that the ship doesn't go up on the rocks.

There's no way for the ship to resist the fast flow of the water; it can only go with the current.

There is nothing to be done now except for the characters to assess their situation and cope with it.

Their situation is this: They're on a ship with only five other sailors and four passengers. Of the 20-man crew, all the officers are gone and some of the other sailors are as well. (The bodies of the captain and the second mate are found; someone saw the first mate washed overboard during the storm; the rest are missing and presumed dead.)

Below-decks, there is an ample supply of food and drink. The *Sea-Gallop* was carrying rare foods and expensive wines to Terrendil; with less than fifteen people still aboard, they can hold out for about two weeks.

The Passengers and Crew

The NPCs aboard ship include:

Trilitrios Darthenomalides. Normal Man, age 24. Rich Thyatian heir with no skills and too much money. (In one of the options discussed above, he may be the employer of the PCs.) He automatically tries to take command when it's learned that the officers are dead or gone. If the PCs let him do so, he takes personal charge of the distribution of food, giving all the PCs, the crew, and the other passengers too little, while indulging himself and his mistress. He is a nuisance with no personal worth.

Halatia. Normal Woman, age 18. Common-born Alphatian woman of the Isle of Dawn. She has been Trilitrios' mistress and, effectively, property for the last two years, since Trilitrios accepted her in lieu of a debt owed him by her family. She's bored, disgusted with Trilitrios, disgusted with herself, and now spoiled, though unaware of it. She follows Trilitrios' orders until it becomes obvious that he is out of control and out of favor,

at which time she switches allegiance to whomever is in charge.

Totios. 1st-level Fighter, age 24. He is Trilitrios' personal bodyguard. He is expert at flattery and believes he has Trilitrios wrapped around his little finger.

Niall of Luln. Normal Man, age 45. Niall is a teacher and scholar from Karameikos, now making his first grand tour of the world. He is a tall, lean man with graying hair and a calm, inquisitive attitude. He has an Intelligence of 18 and the following General Skills: Knowledge of Ancient History, of Archaeology, and of Myths and Legends; Riding; Healing; Profession of Teacher; and Nature Lore (Forest). He speaks Thyatian, Tralardan, Alphatian, and ancient Traldar.

The Sailors. Dyllian (Normal Man, age 38, galley-chief); Spaldar (Normal Man, age 24, common sailor); Hollis (Normal Man, age 30, steersman, a bad-tempered drunk); Fiaro (Normal Man, age 27, common sailor, one hand replaced by a hook); Lorren (Normal Man, age 14, cabin-boy).

The Trek Down the River

The *Sea-Gallop* cruises effortlessly down the river at a high, constant rate of speed. The sailors believe that it's doing 20 knots and it seems to be descending into the earth at a steep angle.

The second day out, one of the PCs discovers (hidden in some cupboard, in the bilge, or in the crow's nest) the body of Fiaro, one of the sailors. Fiaro can be identified only by the hook that replaced his left hand.

Fiaro is now a scorched, withered husk of a man, looking like a potato that's been baked until it is dessicated. His clothes are also scorched black, but the area where he was found is untouched by fire.

What killed him? That's going to be hard to find out. If the heroes give the ship a cursory search, they won't find anything.

If they give it a long, detailed search, they eventually uncover one anomaly. In the hold, in the back, underneath a great mass of cargo that has been netted down, is a large metal box with no locks, seams, hinges, or openings. It's very warm to the touch.

What's inside? That's impossible to tell. The box won't open, and can't be harmed by the type of attacks the PCs have; it is impregnable to them. If the heroes have *detect magic* spells, the box reads as magical; if the heroes have *detect evil*, they detect the strong aura of evil.

Unable to hurt it or open it, the PCs have only three choices. They can leave it unguarded; they can guard it; or they can throw it overboard.

If They Leave It Unguarded

If they leave it unguarded, there is another NPC death every two days until they do guard it.



Each death is identical to Fiaro's; the victim's body is a crisped, lifeless husk, as if exposed to an incredible heat. The body's clothes are scorched, but the surrounding area is not.

Ultimately, the PCs must do one of three things: guard the box, throw it overboard, or leave it unguarded. (In this case, the thing inside the box comes for one of them. See *The Monster Strikes*, below.)

If They Guard It

If they guard it, two days later the monster inside emerges and attacks the guard(s). See *The Monster Strikes*, below.

If They Throw It Overboard

If they throw the box overboard, there are no more deaths. (However, the box does not sink. It does trail behind the ship at quite a distance, but eventually ends up in the same place as the *Sea-Gallop*.)

The Monster Strikes

The thing in the box is a *sun-wight*.

Every two days, it emerges from its box to seek out and kill a new victim. If the heroes do not guard it, it emerges each day, starting with the common sailors and gradually moving on to the more interesting PCs and NPCs.

Eventually, it comes for a PC, or a PC is on guard-duty when it emerges from its box. Naturally, it attacks to destroy that PC. But PCs are a harder breed than the common sailors, and probably put up a much better fight.

Sun-Wight

Armor Class:	4
Hit Dice:	6**
Hit Points:	20
Move:	120' (40')
Flying:	60' (20')
Attacks:	By weapon, touch, or special
Damage:	By weapon, 1-6 + 1 level energy drain, or charm
Number Appearing:	1
Save As:	F6
Morale:	8
Treasure Type:	E
Alignment:	Chaotic
THAC0:	14
XP Value:	725

This is an undead creature which has no problem with sunlight; in fact, it is *darkness* which hurts this creature.

The sun-wight currently resides in a magical box whose inner surface glows all the time. The sun-wight can become immaterial, squeeze out of the

box through a tiny pin-hole, and seek its prey. When in the darkness of the hold, it sustains damage, but rapidly finds a lit area with a life-filled victim, kills its prey, and returns to its safe haven.

The sun-wight looks like a human being—a handsome human with bright red hair and shining blue eyes. His skin is very warm to the touch. He wears normal clothes and can carry and use weapons.

Powers of Sun-Wights

The sun-wight has the following special abilities:

It can *fly* (although very slowly). It does not change forms in order to do so.

Its gaze, like the vampire's, can *charm* victims. Any victim who meets the gaze may make a saving throw vs. Spells, but with no penalty to the throw. If a victim is *charmed*, he willingly lets himself be destroyed by the sun-wight.

It is immune to *sleep*, *charm*, and *hold* spells.

It also has a *fiery touch*. Each time it touches some living thing and deliberately exerts its power, that victim takes 1d6 damage and makes a saving throw vs. Spells. If he fails the saving throw, he also loses an experience level. The touch does burn damage to the flesh the hand touches; the experience level loss does burn damage all over the body.

The sun-wight doesn't have to exert its *fiery touch*; it can touch and hold living things without harming them, if it wishes to.

The sun-wight can choose for any victim to come back as a sun-wight. The new sun-wight arises ten days after he died as a living being. But the body of the new sun-wight must be laid out under light, even torchlight, for the full ten days continuously, or he cannot return as a sun-wight.

The sun-wight has one other form, that of a jet of flame. This is much like the *gaseous form* of vampires; it allows the sun-wight to pass through all but absolutely airtight surfaces. It also does 1 point of fire damage per round to anyone it touches.

The sun-wight does not have to spend time in a coffin like a vampire; it can cross over running water freely.

Weaknesses of Sun-Wights

The sun-wight takes 1d3 damage for every full round it is within darkness. Any amount of light sufficient for a person to read by is enough to allow the sun-wight to avoid this damage.

The sun-wight takes 1d2 damage every time it is splashed with a quart or more of water or fluid. The damage looks like burn damage. If totally immersed in water, it takes 1d10 damage every round until it gets out of the water or disintegrates utterly.



The sun-wight, like the vampire, will not come within 10' of a strongly presented holy symbol.

The sun-wight must use its *fiery touch* to kill a sentient being every day. If it fails to do so, it sustains 2d6 damage *every hour* after that 24-hour period has passed.

The Trip to the Hollow World

The whole below-ground trip from the outer world to the Hollow World takes ten days. This is the schedule of events of those days:

- Day 1: The *Sea-Gallop* is sunk by the whirlpool.
- Day 2: The sun-wight kills Fiaro.
- Day 3: The sun-wight kills Dyllian.
- Day 4: The sun-wight kills Hollis.
- Day 5: The sun-wight kills Torios.
- The ship turns topsy-turvy (see below).
- Day 6: The sun-wight kills Spaldar.
- The ship ascends a watery shaft.
- Day 7: The sun-wight kills Lorren.
- Day 8: The sun-wight kills Trilitrios.
- Day 9: The sun-wight attacks a player character.
- Day 10: The sun-wight attacks a player character.
- The *Sea-Gallop* emerges in the swamps.

Now, many of these events—those relating to the sun-wight—can be averted by the player characters. If, on Day 3, the heroes throw the sun-wight's box overboard, then the rest of the deaths

won't take place. Or if they leave it aboard but begin guarding it on Day 5, then the sun-wight attacks the guard instead of Torios. And so on.

It is certainly likely that the characters kill the sun-wight long before the ten days are up; however, they still are not able to get into the box, and the box remains hot.

The Ship Turns Topsy-Turvy

On Day 5, the descending ship enters the region of the World-Shield.

First, things get hot. The heroes are passing through an area where lava has crusted and become solid, but it is still hot.

Then, gravity goes haywire.

Initially, nothing changes to the naked eye, but the PCs and NPCs all feel a little strange—like they're sick, dizzy, floating, feverish. However, they aren't sick and they aren't hot.

Then, things get weirder. The heroes sometimes find themselves floating an inch or two off the deck, and the water all around them is breaking up into big, floating chunks. It's hard to see because water entering this area passes by hot rock and turns to steam, so the air is filled with steamy clouds obscuring the vision.

Soon, the *Sea-Gallop* starts slowly, majestically spinning, while roiling blobs of water float by, sometimes crashing into and drenching characters. Characters float free of the ship unless they tie



themselves down. However, even if they do float free, they'll have a chance to grab the ship again a few minutes later; as it rotates, it moves from side to side in the shaft, and the character should be able to snag a mast or section of rail whenever it comes near.

On the other hand, this is an excellent opportunity for you to get rid of NPCs. If you don't want some or all of the surviving NPCs to adventure with the heroes in the Hollow World, get rid of them now by having them float free into the steam-clouds; they call for help, but the PCs can't find or rescue them.

This tumbling continues for an hour or more. The ship never comes near the stone sides of the shaft, but the ship's rotation is causing chaos below-decks. The food that was being cooked in the galley is now all over the galley walls; the cargo in the hold is now scattered all over the place, and some of it may float out of the cargo hatches.

After the hour is done, the ship slowly settles down and assumes a stable position. Once again, its keel is in the water. Now, though, the rocky tunnel is not an underground river along which the ship is sailing; it is a vertical shaft up which the ship is ascending, propelled by rising water.

The Ship Ascends

Now, and for five days, the ship ascends the shaft.

If the heroes have not yet dealt with the sun-wight, they need to, because his attacks on the crew and passengers continue.

Once the heroes have dealt with the sun-wight, the ship's routine becomes pretty dull. Skip over events of the trip as much as possible, to make it progress swiftly.

Emergence

Finally, on the tenth day, the heroes hear a noise like roaring water from above. They see water trickling down the sides of the shaft and merging with the water that propels them upward.

Suddenly, they find themselves in a downpour as if they were at the bottom of a waterfall. It becomes more and more severe until they believe the *Sea-Gallop* must surely be submerged.

And then, just as suddenly, they emerge at the top of the water, thoroughly drenched but alive.

They discover that they are floating in a large pool in the middle of a swamp. The trees overhead meet, making it hard to see the noonday sun; it's very dark here. The air is warm and moist, and strange noises erupt from the surrounding swamp.

The pool they're in is not large enough to accommodate maneuvering. As a matter of fact, the river leading into the pool isn't deep enough for

the ship's draft. The ship is stranded here, utterly aground. If the heroes decide to investigate, they must do so on foot.

What's Really Going On

Here's what has happened.

A Thyatian wizard, a chaotic, evil man, has created a new form of undead creature, the *sun-wight*.

The Immortal Atzanteotl noticed this and decided that the sun-wight would be a very useful thing for him to use in the Hollow World; as it is resistant to the sunlight which destroys other undead, it is perfect for the eternally-sunny Hollow World.

Atzanteotl stole the only sun-wight from its mortal creator and decided to transport it to the Hollow World. But he had to do so in such a way that the other Immortals wouldn't notice; they might decide to interfere.

It would be too risky to *teleport* the sun-wight in; the Immortals would detect the Immortal magic and probably take a look. It would also be too risky to carry the box in through the poles, which are similarly subject to Immortal scrutiny.

But there are lots of other entrances to the Hollow World, some natural and others created by magic in the ancient days, and he chose one of these: A water-filled tunnel stretching from the outer-world Sea of Dread to the Hollow World Malpheggi Swamps.

He put the sun-wight into a protective box and had it loaded onto a mortal ship. When that ship was near the tunnel opening, he brewed up a great storm many miles in diameter; while the Immortals would notice the storm, it would obscure the presence of the ship and Atzanteotl's second spell, that which created the whirlpool.

The whirlpool dragged the *Sea-Gallop* down into the tunnel and launched it on its voyage. Atzanteotl was pleased; the other Immortals hadn't noticed. And the rest of the voyage did not require him to use any sort of Immortal magic. He had succeeded.

So now, the tunnel has delivered the sun-wight (and, incidentally, the player characters) into the Hollow World . . . but because of the heavy foliage of the Malpheggi Swamps, the PCs probably do not realize that something is wrong for several hours.

Escape of the Sun-Wight

Now that the heroes have arrived, it's time for the sun-wight to escape into the swamps.

If the heroes threw the sun-wight's box overboard early in their voyage, then the box washes up in the pond at the shoreline, a hundred feet or so from the boat; it does not appear dramatically, but rises slowly and floats ashore inconspicuously. In the days it has been drifting behind the boat,

the sun-wight has been emerging to feed on huge, white, blind fish which live in the underground river. A few minutes after the box lands, the sun-wight emerges from the box and confronts the heroes from where it is.

If the heroes never confronted the sun-wight, it emerges from its coffin in the hold, burns its way out the side of the ship with its *fiery touch*, and floats off a hundred yards or so before confronting the heroes.

If the heroes *killed* the sun-wight, that's all right too. In such a case, on Day 1, the sun-wight had killed the ship's gunnery officer (the one in charge of the ballistae) and dragged his body into the steel box, which can be opened from the inside. Now, today, this gunnery officer sun-wight awakens. Atzanteod whispers into his mind, promising him the dominance over this eternally-sunny land which he'd previously promised the other sun-wight. The new sun-wight emerges from the box. If the box is still aboard ship, he, too, burns his way out of the hold and flies off away before turning to confront the heroes.

The sun-wight taunts the heroes:

"You on the ship—hear me!

"I want to thank you for treating me so generously and bringing me to this land. I'm the only one of my kind now, today . . . but soon, because of your noble efforts, I shall be the lord of a nation of thousands. All because of you. I shall *always* remember you fondly! Look upon the scorched bodies of my victims and remember—this is *your* doing!"

With a mocking laugh, he runs off into the swamp to begin his life in this land of the eternal sun.

The Heroes In the Swamp

The heroes, if they are truly heroes, should be motivated to go out after the sun-wight and destroy him before his evil can spread.

Even if they're not of heroic nature, they'll have to leave the ship eventually, or starve.

At this point, they've been launched into their Hollow World campaign. Where they go and what they do is now up to them.

For now, they're crossing the Malpheggi swamps. (See the writeup on those swamps in the *Atlas chapter of the Dungeon Master's Sourcebook*.) They discover, after a few hours, that the sun is not descending; once they get a good look at it, they realize that it's red and flaring, not golden and smooth, and know that things are very different.

Then, you can begin dropping other little hints on them. As they cross a large log spanning a 40' river, it turns out to be the mighty phobosuchus

(see the Monsters chapter). As they forge through the swamp, they spot a troupe of Azcan warriors being led south by a Malpheggi lizard man. Eventually, they are spotted by Malpheggi guards and have to bribe or fight their way out of the swamps. And there are more dinosaurs and menaces in the surrounding lands.

If they head northeast or east, they emerge into Neathar plains and forests. If they head northwest or west, they enter the jungles of the Azcans. Southwest brings them to the land of the Schattenfalen, while south and southeast bring them into the Olter hills.

If they pursue the sun-wight, it's up to you to decide what happens.

Do you want them to stop the sun-wight before he kills others and makes them into creatures like himself? In that case, let them catch up to the sun-wight. Perhaps they are captured by the Malpheggi and so is the sun-wight; perhaps they catch up to him in the swamp, the sun-wight having overconfidently assumed that his pursuers could never catch him.

Or, would you prefer for the sun-wights to become a threat in the Hollow World? In that case, the heroes don't catch him; they are too distracted by running into lizard men, humans of ancient cultures, and ponderous dinosaurs.

Whatever happens, they are now in the Hollow World, and they have no way of knowing how to escape. They must travel, accumulate legends and clues, and face the myriad dangers of this land if ever they want to return to the outer world.

Adventure Ideas

Read the *Adventure Ideas* presented at the end of this chapter for gaming possibilities keyed to the lands the heroes are exploring.





The Gem of Neather

(Expert Adventure: 3-6 Characters, Levels 4-9)

This adventure presumes that the characters have been in the Hollow World long enough to gain some experience and get a good idea as to what's going on in this setting, but still haven't found their way out (assuming that's even one of their goals any more). They have had time to learn the Neather language and may have Hollow World followers or even PCs accompanying them.

Starting the Adventure

Wherever the heroes are, during one of their wilderness travels they stumble across this scene.

They discover an encampment—they spot it before the encamped people spot them and can conceal themselves if they wish to.

In the encampment is a party of Schattenelfen, the shadow elves of the Hollow World. They're not an infantry group, however: They're flapsail riders, and tethered nearby are their reptilian flapsail mounts. (See the Schattenelfen entry in the Atlas chapter of the *Dungeon Master's Sourcebook* for more on these elves and the flapsails.)

As the heroes watch, the Schattenelfen are performing standard encampment duties: One is lazily on guard, one is cooking a potful of food, one is sharpening his sword on a stone, and the last is scrubbing down one of the flapsails. There are only four elves here, and there are nine flapsails. It looks as though a couple of them bear only supplies, going by the two large saddles laden with gear.

All these shadow elves snap to attention when another of their kind, an officer (if the PCs gauge by the number of arm-stripes on his outfit) enters the clearing. The officer is dragging an unwilling prisoner.

The prisoner is quite remarkable to look at. It is a human woman—Zorena, Princess of the Toralai Neather tribe.

Zorena, the Gem of Neather

History: Zorena is the firstborn child of Zorok, chief of the Toralai tribe of the Neather people. She was beautiful as a child and had her father wrapped around her little finger; he indulged her in every possible way, and, at her request, taught her to fight and to live a warrior's life. As a young woman, she grew even more beautiful, so much so that she earned a widespread reputation among the Neather tribes: They called her the "Gem of Neather," an epithet they bestow on one they feel to be the most beautiful of the entire race. Now, at 19, Zorena is the target of many warrior-kidnappers who wish to steal her away to be their mate; she has become very adept at escaping captors.

Unfortunately for her, the last warrior to kidnap her knew many knots which confounded her es-



cape attempts. He was able to march her far, far away from her native land . . . and had almost reached his own tribal territory when an exploring party of Schattenelfen discovered them.

These Schattenelfen, flying flapsails, had been charged with mapping distant parts of the Hollow World. They spotted the two Neathar on the ground far below and swooped down to investigate.

Their leader, General Caryldian, saw Zorena and became infatuated with her. He ordered an attack on her captor and killed him. He then swept the bound Zorena up and carried her away, he and his flight group returning toward Schattenelfen territory.

However, he underestimated the clever Zorena. She persuaded him that she was just as attracted to him as he was to her, and complained that her bonds were numbing the arms that longed to hold him. When he cut those bonds, the fearless girl dropped right off the flapsail and into the trees below, her acrobatic ability allowing her to survive the fall unharmed. This was several hours ago.

In the time since, the Schattenelfen landed and spread out to search for Zorena. Many have now returned to camp. And one of them, Captain Geissyl, was able to find her and capture her with a *web* spell. Now she is once again in Schattenelfen hands, though General Caryldian has not yet returned to camp.

Personality: Zorena is every inch the jungle princess. She is proud and noble, aware of her status as a tribal princess and as a famous figure among all the Neathar. She can be very haughty, particularly with captors and strangers, but drops this mannerism among friends, with family, with animals or with children.

She is very independent—though not antisocial, she knows she can survive on her own and so does not behave like a clinging, helpless victim. (She sometimes pretends to be one, in order to effect an escape, but only when that tactic would appear to have a good chance of success.) She does not escape from her captors because she objects to the idea of finding a suitable mate; in fact, the reason that she has been so often captured is that she is willing to gauge the suitability of each captor. But so far none has lived up to her expectations of the perfect mate; one is too brutal, one too stupid, one too young, one too coarse.

Naturally, should one of the player characters be handsome, intelligent, brave, and unwed, Zorena feels a great attraction to him. If rescued by a party of outer-worlders, she is very suspicious of them (they are quite alien, after all) but only tries to escape them if they try to capture her. If they don't try to capture her, she promises them a reward if they accompany her back to her own land; she doesn't believe she needs such company, but she is now farther away from home than ever before, and she is very curious about

these aliens. (The reward? She can offer many stone-tipped weapons, great amounts of furs or salted bison meat; her tribe does not lean much to treasures.)

Appearance: Zorena is 5'6" and 130 lbs. She is well-muscled (though not muscle-bound) and in excellent condition. Her skin is tanned very dark (the Toralai are a plains-dwelling people), but her hair and eyes are darker still, both being midnight black. She wears a short skirt, a short, closed vest, a headband, and knee-high soft boots of lionskin decorated with fringe. Normally, she also wears a thin lionskin belt holding a knife-sheath, carries a hide backpack, and holds a stone-tipped spear, but currently she is a captive and has been stripped of these things. Instead, she is well-secured in chains. Her wrists are secured behind her, and her wrist-shackles are attached by a chain to the links around her waist. A third chain attaches to a shackle around her neck at one end and is held by her captor at the other.

DMING Notes: Zorena is a classic jungle princess character—a beautiful native heroine who can become romantically involved with one of the PCs if the campaign is inclined in that direction.

Combat Notes: 6th-level thief; AC 4 (Dexterity bonus and Special Compensation); hp 17; MV 120' (40'); #AT 1 spear or dagger; Dmg 1d6 (spear) or 1d4 (dagger); Save T6; ML9; AL N. S12 I13 W10 D18 C011 Ch18. Languages: Neathar, Azcan. General Skills: Navigation (I), Survival (Forest, I), Tracking (I), Acrobatics (D), Escape Artist (D), Endurance (Co).

Magical Items in Possession: None.

First View of Zorena

When Captain Geissyl drags Zorena into the clearing, he issues orders to the men to hurry up, get packed, and prepare for departure; they'll all leave as soon as the General arrives. If the PCs understand elvish, they understand his orders; if they don't, they just hear what sound like orders and see the elves suddenly get busy.

Then Zorena addresses him. If any of the PCs or their followers understand Neathar, this is what she says:

"Listen to me, o worm of an elf. You've caught me with your despicable magic, but you'll never hold me. I'll cut your throat and that of your pig of a leader."

"I am Zorena, whom they call the Gem of Neathar. My father is Zorok, chieftain of the Toralai. He send his warriors to rescue me. Warriors of the Toralai can bring down the mighty bison single-handed, even unarmed: What chance do you pallid weeds have before such as them?"

"Let me go now, and you suffer no harm."



Try to hold me . . . and death be your only reward."

At the end of this impassioned speech, Captain Geissyl coldly strikes her across the face, knocking her to the ground. He then turns to his men and gestures for them to hurry up.

Do the PCs Attack?

The PCs, if they're red-blooded heroic sorts, probably want to attack Geissyl and the Schattenalfen for their infamy. Perhaps they're disinterested types and don't want to. Here are some of their likely options to choose from:

The PCs Attack Now

The heroes could launch an attack on the Schattenalfen encampment. If they do, they face Captain Geissyl and four 1st-level Schattenalfen warrior-elves. Only Geissyl has magical knowledge.

The flapsails are alarmed by the fight; some tear free of their restraints and go flying off, while the rest just snarl through their muzzles and stay where they are. They do not join the fight unless fighters brawl amongst them; in that case, they attack PC and Schattenalf indiscriminately.

If the heroes win, they can do whatever they want to with the camp; Geissyl has the keys to Zorena's shackles.

General Caryldian shows up toward the end of the fight. He won't reveal himself to the PCs; he stays outside the camp, watching them from secrecy. Unsure of the intruders' abilities, he bides his time and attempts to steal Zorena away at some other time. He is able to find and recapture one of the flapwings that escaped, and follow the PC party from flapwing-back.

The PCs Attempt To Rescue Her Secretly

If the PCs are sneaky (or just think they are), they may wish to rescue Zorena secretly. Captain Geissyl chains Zorena to a tree by her neck-chain and mostly pays attention to his men and their preparations for departure.

A PC thief could rescue her by sneaking up to her tree (this would require two successful *move silently* rolls; failure alerts the Schattenalf guard to their presence), and picking the locks that chain her. Just unchaining her neck-chain won't allow her to move silently; her wrist-chains clink, too. Also, she is suspicious of anyone who attempts to steal her away from the Schattenalfen but not

"rescue" her. The PC has to unlock her neck-collar and her two wrist-shackles, requiring three *open locks* rolls.

Failure of a roll doesn't alert the guard, but makes it impossible for Zorena to move silently. At that point, the heroes have to run for it or attack the Schattenalfen.

The PCs Wait Until The General Appears, Then Attack

After about half an hour of waiting, General Caryldian and one more Schattenalf soldier arrive. The general is furious at his failure, but brightens when he sees that the captain has recaptured Zorena. Caryldian taunts her for a moment or two, then orders the soldiers to load the remaining flapsails for departure.

If the heroes attack now, things go much as before. General Caryldian is a canny, cunning elf; he doesn't stick around to fight. He uses his *fly* spell to move off to a distance and watch what happens.

Once the heroes have won, Caryldian has a much better idea of their capabilities. He doesn't counterattack right away (he has no interest in the fates of his minions). He is able to take one of the flapwings which got away during the fight, and follows the heroes from a distance until he can figure out a way to recapture Zorena.

The PCs Just Watch

If the PCs just hang around and watch, Caryldian and his subordinate appear as before; Caryldian taunts Zorena; the Schattenalfen load up their flapsails, chaining Zorena to one of them, and then they fly off. That's the end of this adventure; let them continue on to some other adventure geared to their own interests.

Captain Geissyl

Combat Notes: 4th-level elf; AC 5 (chain mail); hp 20; MV 90' (30'); #AT 1 broad sword or spell; Dmg 1d8 or by spell; Save E4; ML8; AL N. S12 I17 W10 D11 C01 Ch9. Languages: Elvish (Schattenalfen dialect), Neathar, Azcans, Traldar, Malpheggi lizard man, Kogolor dwarfish. General Skills: Mapping (I), Profession (of Military Aide, I), Caving (W), Alertness (D), Ledge Hopping (D), Persuasion (Ch).

Schattenalfen Fliers and Flapwings

See the *Schattenalf Caverns* entry in the Atlas chapter of the *Dungeon Master's Sourcebook* for statistics for these NPCs and monsters.

Rescue and First Contact

Assuming that the heroes have rescued Zorena, this is the situation: The PCs are in the company of Zorena, and General Caryldian, in possession of a flapwing, is pursuing them at a distance.

The PCs now have to figure out how they're going to treat Zorena. Their options include:

Leave Her: The heroes can say, "Well, we've rescued you, nice to meet you, and goodbye." If they do, the curious Zorena makes her thanks and watches them go. Then, she follows them as they travel, watching them and learning about them. While doing so, she makes herself some crude weapons to replace the ones her previous captors took from her (unless the PCs were generous enough to offer her weapons). Eventually, several sleeps later, if the PCs haven't spotted her and invited her to rejoin them, she alerts them to an enemy ambush or impending dinosaur attack and repays her debt to them. If they're still not interested in having her accompany them, then she begins the long march home. However, if they invite her to come along, treat the situation as it is described in the paragraph below.

Offer for Her to Accompany Them: If they invite her to come along with them on their travels, she hesitates a few moments, then agrees to do so. Her desire to return home is somewhat blunted by her curiosity about these people, and so she accompanies them. However, General Caryldian, using all his magical arts and general skills, is following the group and soon makes attempts to retrieve Zorena.

Offer to Accompany Her: The heroes, if they are particularly generous or have no sense of direction, may offer to conduct Zorena back to her home territory. To this, she instantly agrees; this gets her back home and keeps her in the company of these strange, interesting outsiders. Of course, as described above, General Caryldian is shadowing them and plotting to kidnap Zorena again.

Take Her Captive: The heroes may decide to take her captive. Naturally, she tries to bolt to safety. If she's able to evade the PCs (you can either role-play the escape attempt, or use the *Evasion Table* from the *Expert* rulebook), then she has escaped. If she's unable to evade them, they probably are able to recapture her. Now, she is no friend of the PCs (unless they later recant and decide to free her) and makes every attempt to escape. But all the while she is in their hands, General Caryldian follows them and tries to steal her back from them.

Caryldian's Attacks

General Caryldian suspects that he is overmatched in power by the player characters, so he uses his wits, skills, and magical abilities to achieve his ends—hopefully without having to resort to direct confrontation.

His Tactics

Caryldian's tactic is to track his prey from the air, staying very high and occasionally using magic spells such as *wizard eye* and *clairvoyance* to spy on his prey on the ground, sometimes landing and using his Tracking general skill to calculate their probable course.

Then, he moves ahead of them and sets up ambushes.

The Drop/Web/Dinosaur Ambush

One ambush works this way:

He sets up his trap at the edge of a cliff or ravine which the PCs are approaching. He casts a web spell below the lip of the cliff or ravine so that it catches anyone who drops into it. He then casts a *hallucinatory terrain* over the cliff or ravine, making it look like continuous, level ground.

When the PCs move into view, he casts a *fly* spell so that he'll be able to fly, casts a *protection from normal missiles* on himself, and then, just as the characters are coming up on the lip of the ravine, casts a *phantasmal force* spell to create the illusion of a mighty allosaurus (see the Monsters chapter) behind the PCs.

The PCs may run. They may just scatter in order to fight the allosaurus better. Regardless, several of them step right off the concealed edge of the ravine and into the web.

Caryldian then flies into the midst of this chaos, grabs up Zorena, and carries her off. He's a pretty tough customer (by *Expert*-level play standards) and so is able to suffer a few attacks from PCs as he's doing so.

With the struggling Zorena in hand, he flies off to his flapwing and takes to the air before trying to tie Zorena. This leaves the PCs with their party scattered and some of them trapped, and Zorena in Caryldian's hands.

General Caryldian

History: Caryldian is 200, an experienced Schattenalfen military leader and magic-user. He has led more expeditions than he can count against the Azcans. He is very effective at motivating his elves, but is not himself a great planner or tactician; he has to leave that task to his advisors. He has long had an unfriendly rivalry with the younger Trylthyn (see the Schattenalfen writeup in the Atlas chapter of the *Dungeon Master's Sourcebook*), whom he despises because Trylthyn is a heretic—not a follower of the Immortal Atzanteotl.

Personality: Caryldian is a brute-force leader, terrorizing his elves into obeying his slightest whim. On the other hand, he prefers for his advisors to work up complicated, sneaky attack plans involving as little direct confrontation as possible because Caryldian is a bit of a coward. Oh, he'll challenge any elf who calls him that, but that's



only because he's very familiar with the abilities of anyone who would make that claim. The fact is that he's afraid to fight any opponent he doesn't know enough about.

Appearance: Caryldian is a little large for a Schattenalf, standing 5'4" and weighing about 120 lbs. He has pale green eyes, is very handsome, and wears green and gold clothing with a metallic finish.

Combat Notes: 10th-level elf; AC 4 (chain mail and shield); hp 35; MV 90' (30'); #AT 1 broad sword or spell; Dmg 1d8+3 or by spell; Save E10; ML11; AL C. S16 I18 W10 D12 Co9 Ch13. Languages: Elvish (Schattenalfen dialect), Neathar, Azcan, Traldar, Malpheggi lizard man, Kogolor dwarvish. General Skills: Intimidate (S), Navigation (I), Signalling (Schattenalfen Flapsail-Riders Hand-Signals, I), Tracking (I), Caving (W), Alertness (D), Find Traps (D), Hear Noise (D), Riding (Flapsail, D).

Spells Carried: 1st—detect magic, protection from evil, read magic. 2nd—locate object, phantasmal force, web. 3rd—clairvoyance, fly, protection from normal missiles. 4th—growth of plants, hallucinatory terrain, wizard eye. 5th—dissolve, wall of stone.

Magical Items in Possession: boots of levitation, broad sword +1 (detects evil).

On the Road

Caryldian continues to dog the adventurers' paths until he has captured Zorena and flown away with her, or has been defeated or killed by the PCs.

If he's killed by the PCs, this adventure is effectively over. The heroes continue on their route, suffer dinosaur attacks and encounters with fabled races, and eventually reach their next destination.

If he does capture Zorena, the PCs have another choice. Zorena has told them that Caryldian was going to take her back to the Schattenalf capital. Do they follow and hope to rescue her (or find her again when she escapes), or do they decide to go about their own business?

In the case of the former choice, you can turn the adventure into a cross-country race. The PCs know that they are not fast enough to catch Caryldian on his flapwing.

So, they may find flying mounts of their own: Pegasi, griffins, giant pteranodons, whatever they think they can capture and quickly tame. This would result in them catching up to the lazily-flying Caryldian many days' flying away, and end in an aerial dogfight against the Schattenalf general.

On the other hand, they might not be able to find flying beasts. In this case, let them proceed overland in pursuit of the general, intending to break into the Schattenalfen capital to rescue her.

But long before they reach that territory, they come across the body of the downed flapsail. It

has been brought down by some flying predator. The tracks of Caryldian and his lovely captive head away from this mishap, headed straight toward the Schattenalf lands. They have a two-day head start on the PCs; but the PCs are faster, because they're not dragging along an unwilling captive.

This makes the rest of an adventure a race against time, as the heroes gain on their quarry, hoping to catch up to Caryldian before that villain reaches the Schattenalf borders.

When they do catch up to him, they can have a final duel with the villain. He may prefer to abandon his captive in order to stay alive, and fly off to safety. In this case, he returns at some far-later date to exact his revenge on the player characters.

Or, maddened by the pursuit and by Zorena's continual rejection of him, he might turn on his pursuers like a rabid dog, attacking them in a fight to the death.

Either way, Zorena is reunited with the outer-world heroes, and this adventure is concluded . . . at least for the time being.



Following are numerous short adventure ideas which you can adapt to any party experience level. Almost all of these are keyed to one of the nations or cultures described in the *Atlas* chapter of the *Dungeon Master's Sourcebook*.

Not every culture from the *Atlas* chapter is represented here; Many of that chapter's descriptions already contain adventure ideas for those settings.

In the Antalian Wastes

When the heroes are nearing Antalian country, moving through the snowy forests, they come across the path of someone who has recently headed westward. The tracks are of a single individual on foot.

While the PCs are examining the tracks, they are come upon by a war-party of Antalian fighters led by Kjodar Triudar's son (see the *Atlas* section). The Antalians are suspicious and hostile and demand to be able to take a good look at every member of the PC party . . . but once they've seen each member's face, they lose interest in the PCs.

They ask if the PCs saw the maker of these tracks. It turns out that the tracks were left by an escaped slave, one Olgaf the Huge. Olgaf stumbled out of the wilderness into Kjodar's village several years ago and stayed among them as a slave; he was a huge, silent man and a good worker. But just two days ago he literally tore the slave-collar from his neck, ruthlessly (but not emotionally) killed three people who stood between him and the city gates, and marched right out of the village.

Kjodar asks if the PCs want to join them on their hunt of vengeance.

Accompanying Kjodar

If they do, Kjodar's men and the PCs continue to follow the tracks as they head into more and more inhospitable wilderness. The winds become more fierce, the land more mountainous and glacier-filled. This takes two or three sleeps' worth of time.

The heroes and Kjodar's men begin suffering wolf-attacks. These aren't the attacks of desperately hungry wolves; they're concerted attacks where the wolves pick off one warrior and then run off, not bothering to further mutilate the body.

The party also suffers through minor avalanches where they must run for cover behind stands of boulders.

All the time, though, they are catching up with the escaped slave Olgaf, and ultimately they see him not far ahead, out of bowshot, climbing past the crest of a distant hill.

Soon, they are able to catch up to him. He's standing at the base of a large outcropping of

boulders. But he's changed: He's now wearing chain mail armor and carrying a huge sword and shield.

As the heroes get nearer, he taunts them, shouting: "You're too late. I've reached my people."

"My father was a dwarf of his kind, mighty Kjodar. My mother was a human. And I pass for human easily enough. So I was sent to your kind to learn about them, so that we might better destroy them."

And just as the heroes are getting to within bowshot range, he continues, "Now, I want you to meet my brothers."

From behind the outcropping of boulders stand two *frost giants*—huge, armored, and very happily ready to kill player characters . . .

The giants and Olgaf attack the PCs to destroy them. If the PCs and their Antalian friends win, Kjodar recommends that they leave this land as soon as possible; if this is frost giant territory, they'd be better off leaving *now*.

Continuing On

If the PCs decide not to accompany Kjodar's men, they continue on their path and eventually find Kjodar's village, which is ruled by the aging warrior Triudar.

The Antalians are as hospitable to them as their warlike natures allow, and, once they've determined that the PCs are good fighters and brave heroes, put them up and entertain them.

A few sleeps later, Kjodar returns from the wild. He's wounded and frostbitten, and he's the sole survivor of his expedition.

He recounts the encounter between his men, Olgaf, and the two frost giants. He managed to escape when it became obvious that the Antalians could not win. But he knows that he was pursued; the giants want to eliminate him and the entire village (Olgaf's memories of the village are not fond).

So, the PCs get to join in the defense of Triudar's village. Before another sleep is past, Olgaf and a party of ten frost giants appear and attack the village. The village walls are as nothing to the giants; they tear these down like tissue paper. They must be confronted and defeated in one-on-one combat.

Olgaf

Combat Notes: 8 HD dwarf giant; AC 4 (chain mail and shield); hp 30; MV 120' (40'); #AT 1 two-handed sword; Dmg 1d10; Save F8; ML10; AL C.

Frost Giants

Use the Frost Giant statistics from the *Expert* rulebook.

In the Azcan Empire

This is an adventure for some fairly tough characters—high *Expert* or low *Companion* level characters. If your PCs are not yet at that level, diminish the numbers or abilities of the monsters.

In the jungles near or within the Azcan borders, the PCs discover a small (50' high) pyramid. It was never at the center of a city or village; it has been built out here in the middle of the wilderness, and the jungle has encroached on it. Trees grow right next to it and through its lowest step.

The crumbling building atop the little pyramid leads down into interior chambers.

If any of the characters along reads the Azcan language, the pictographs cluttering the walls of the pyramid's hallways tell a story.

The story is of the Azcan king Otlakzilat. This Otlakzilat was a fierce king (and for the *Azcahs* to call someone fierce tells a story in itself; he must have been a monster). It is said in this text that he personally burned a hundred thousand enemy hearts. It also says that he was a passionate follower of the *tlachtli* game.

The next section says that Otlakzilat got very, very old and would just not die. Then there's a section of damaged text, and it continues that they decided to placate him by building a treasure chamber which looks like a tlachtli court and bury him there, far away from the land of the living. That's the end of the text.

The halls and stairways of the pyramid descend deeper and deeper—about 100', well into the ground beneath the pyramid. And there, the heroes discover an underground tlachtli court, as described in the Azcan entry in the *Atlas chapter of the Dungeon Master's Sourcebook*.

The court is dark and bare . . . except for the mummified bodies of twelve tlachtli players lying in two groups of six on the court floor. On the other side of the court, above the field, is a raised platform, on which is a dais and another body . . . and the glint of gold.

When the PCs move onto the court to get at the gold, they'll notice that the court floor seems very, very worn. It's as if the game were still being played here today.

That's when the tlachtli players rise. They are dead—or rather undead. For hundreds of years, they've risen once per day to play a game of tlachtli for the amusement of their undying king.

Since they don't have to play one another today, the two teams combine to play the PCs. And their form of play is very, very rough indeed. It certainly constitutes damaging attacks, though these undead cretins may not consciously be trying to kill the PCs.

When the game begins, the Azcan mummy-king Otlakzilat rises to watch the game. He takes no action against the heroes unless they move

against him. If they do ascend to his viewing platform, he attacks to destroy them.

Otlakzilat, The Mummy

Use the statistics for the mummy from the *Expert rulebook*. This mummy's touch does cause *paralysis* but not the rotting disease.

Undead Tlachtli Players

Combat Notes: 5 HD monster; AC 4; hp 20; MV 120' (40'); #AT 1 barehanded or mummified rubber ball; Dmg 1d6 barehanded or 1d8 + 2 mummified rubber ball; Save F5; ML12; AL N.

The Treasure

The treasure piled onto Otlakzilat's platform constitutes about 5,000 gp of golden and gem-inlaid treasures: Bracelets, necklaces, medallions, crowns, bowls, etc. There are no magical weapons or objects here.

The single mummified rubber ball which the undead tlachtli players use in their game doesn't do that much damage when used by player characters; over the centuries, the players have learned to throw it with brutal effectiveness, while the PCs can only do about 1d4 damage with the big, bulky thing.



In the Beastmen Wastes

If the PCs peacefully interact with the Beastmen, they are sheltered, fed and entertained by these bizarre people.

And they inevitably meet the "hidden shame" of the chieftain's family. This is Okrobok's youngest daughter, Draglu, called The Reincarnated.

Draglu is about 5' tall, green-skinned, with pointed ears and completely yellow eyes. She is desperate to talk with the PCs away from the ears of her family, and eventually finds some way to do this.

She says that she loves her clan, but that she has recently remembered a previous life. Some time ago, and she does not think it was too many years ago, she was Dryllusia, a beautiful, but cold-hearted elvish princess who lived in a land far, far to the south, where it was always warm and trees grew thick.

In this life, she loved an elf-hero Lolandrian, but he loved another, a she-archer elf named Sylvistria, who was famous for her fair beauty. Dryllusia, jealous and hateful, cast a mighty enchantment on Sylvistria and placed her in a deep trance from which she could never awaken without magical help. Then Dryllusia placed Sylvistria in a glassy cage within an enchanted cave which mortal man could never find. Lolandrian, hearing that Dryllusia had "killed" his true love, killed her in an act of vengeance.

Draglu feels very sorry for the actions of her previous incarnation and wants to make amends. She wants to find Sylvistria and restore her to Lolandrian. She says her family refuses to let her leave to do this. Can the player characters please take her with them when they depart? They don't have to rescue her or anything; she'll sneak out a few hours before they leave, and meet them on the path southward. She is obviously very broken up about her past life's action and begs the heroes to help her.

If the heroes ask around, they hear from the other Beastmen that they think Draglu is crazy. Their shamans say that Beastmen once were all

reincarnated from the spirits of evil beings, but that's not the case any more. They're not willing to accept the fact that it could happen again.

If the heroes decide to refuse help to her, that's the end of the situation.

But if they decide to help her, she does, as she promised, meet them on the trail south and accompanies them wherever they go.

The Beast-Men do not follow them. They've been trying to keep Draglu here for years, but have long known that she would escape sometime.

Draglu the Reincarnated

Combat Notes: 1 HD beastwoman; AC 8; hp 6; MV 120' (40'); #AT 1 dagger; Dmg 1d4-1; Save F1; ML6; AL C. S8 I10 W11 D9 Co12 Ch9. Languages: Beastmen, Neathar. General Skills: None (four unfilled slots)

Draglu's memories of her previous life are vague. She knows she would remember how to get to Sylvistria's cave if she got within a few miles of it. And she knows she would remember how to get to her former peoples' forested land if she got within a few hundred miles of it. She doesn't remember how to speak elvish.

She accompanies the heroes as long as they have her along, and continues to remember things all the while. She remembers her childhood as an elf. Though she doesn't know how it compares to the lives of other elves, her elven culture was unlike any other in the Hollow World; they lived in crystalline cities and had so much gold that they had to stop mining it. (This may be more motivation for the PCs to keep her with them.)

Unfortunately, the fact is Draglu is a loon. She never was an elf-princess in a previous life; this is a demented fantasy which has come to dominate the life of an unattractive Beastman female. She believes it wholly, but the fact is that her crystalline elves never existed and she never enchanted a romantic rival.

It may take the heroes quite some time to realize this. Maybe they never do, and this crazy Beastman female forever tags along with them, looking for her enchanted cave.



In the Brute-Men Territories =

In the lands of the Brute-Men, the PCs can meet Pa-gar, an aging, gnarled Brute-Man warrior who says he is an outcast from his tribe. He follows them around, not offering to join them, but telling them where to find game and water.

But Pa-gar is not some kindly middle-aged brute anxious to help outsiders. He's a follower of the Immortal Tha-to (Thanatos), and Tha-to has given him a great gift: The ability to turn into a mighty sabretooth tiger.

When he has a good idea as to the PCs' strengths and weaknesses—or, earlier, if the PCs cast a *detect evil* or *detect magic* or any sort of spell at him—Pa-gar makes his transformation and attacks them. He has no master plan; he intends only to kill and eat them.

Were-Sabretooth

Armor Class:	2
Hit Dice:	12
Hit Points:	50
Move:	150' (50')
Attacks:	2 claws/1 bite + special
Damage:	1-8/1-8/2-16 + lycanthropy
Number Appearing:	1
Save As:	F12
Morale:	10
Treasure Type:	V
Alignment:	Chaotic
THAC0:	9
XP Value:	1,100

The were-sabretooth has a form of lycanthropy which only appears in the Hollow World; the victim's lycanthrope form takes on characteristics of the sabretooth tiger.

Were-sabretooths have three forms: Their original human (or humanoid) form, a true sabretooth tiger form and an intermediate form where they have most of the characteristics of a sabretooth but stand on their hind legs. In this latter form, they stand about 12' tall. Both the sabretooth forms are wild, animalistic, and unintelligent.

Were-sabretooths are not affected by the full moon, because there never is one. But they cannot eat in their human form; they may only eat in a sabretooth form, and may only eat freshly-killed meat. A were-sabretooth who goes for more than a day (one sleep) without eating becomes very hungry; he changes spontaneously into the sabretooth form and cannot change back until he has eaten.

In the Elflands of Icavale =

On a mountainside (not too far from the first Icavale community the PCs encounter) is a cave. In it lives Sudeyryl, an exile from the Icavale com-

munity. She was a magic-using elf touched with evil; she used her magical arts to terrorize her people. She was banished and has lived in a nearby cave since then, plotting revenge.

In this time, she has been developing a spell which she calls the *frozen dead*. This is a variant on the 5th-level spell *animate dead*.

Fifth Level Magic-User Spell

The Frozen Dead

Range: 60'

Duration: Permanent

Effect: Creates Ice-Zombies

This spell allows the caster to animate zombies from dead bodies within range. The bodies must have been interred in frozen ground; the freshly-dead may not be animated.

These animated undead creatures, called frost-zombies, obey the magic-user until they are destroyed by a cleric. An *undead magic* spell cannot destroy them.

For each level of the magic-user, one Hit Die of frost-zombie may be animated. The characteristics of frost-zombies are given below.

One last, grotesque effect of the *frozen dead* spell is this: It restores the body of the slain person to its former youthful appearance. A frost-zombie looks cold and icy, but is not corrupting or horrible.

Frost-Zombies

Armor Class:	6
Hit Dice:	2*
Hit Points:	8
Move:	90' (30')
Attacks:	1 weapon or 1 touch
Damage:	By weapon, or 1d6 + special
Number Appearing:	1-10
Save As:	F2
Morale:	Not Applicable
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	25

Frost-zombies are immune to *sleep* and *charm* spells (not that *charm* spells work in the Hollow World anyway).

Frost-zombies can carry and use weapons.

Frost-zombies do not have any spells, but they have a special power: *The Icy Touch*. Their touch inflicts 1d6 damage and has a special effect: Numbness. Whenever a frost-zombie uses its touch on a victim, roll 1d6 to determine the location it touches. The victim must make a saving throw vs. Paralysis. If he succeeds, there is no further effect; if he fails, that body part goes numb and cannot be used for 1 full turn. This is not the same as *paralysis*, and elves are not immune to it.

Roll Location and Result of Numbness

- 1 Head: Character is Blinded
- 2 Off-Hand: Character drops anything in that hand, cannot fight with that arm, shield is useless
- 3 Weapon-Hand: Character drops anything in that hand, cannot fight with that arm
- 4 Left Leg: Character must make a second saving throw vs. Breath Attack; failure means he falls down; character is reduced to $\frac{1}{2}$ normal movement speed
- 5 Right Leg: Same as Left Leg; if both legs are numbed, character automatically falls down and is reduced to $\frac{1}{5}$ normal movement speed (crawling)
- 6 Torso: No additional Effect

Sudeyryl's Plan

Sudeyryl's plan is a simple one. Daily, for several days, she has visited the graveyard used by the Icevale elves who banished her. She has now accumulated a small army of the frozen dead, and her plan is to lead them against her former people.

So, when the heroes are first meeting with the Icevale elves, or are being entertained by them, perhaps skiing with them, the frost-zombies attack the Icevale village. Sudeyryl is with them, leading them, enjoining them to attack.

Sudeyryl continues to lead the attack until she is reduced to half her normal hit points, at which time she flees to plot further revenge. Her frost-zombies continue to fight.

The Icevale elves quail and retreat before the frost-zombie attack . . . because they recognize these zombies, and can't bring themselves to hack on their dead friends and ancestors. It's up to the PCs to lead the attack and stop the frost-zombie march until the living elves can overcome their horror and join them.

Sudeyryl

Combat Notes: 9th-level elf; AC 9; hp 35; MV 120' (40'); #AT 1 dagger or spell; Dmg 1-4 or by spell; Save E9; ML6; AL C. S9 I17 W10 D12 Ch10.

Spells Carried: 1st—hold portal, light, protection from evil. 2nd—phantasmal force, web x2. 3rd—dispel magic, fly, protection from normal missiles. 4th—curse x2. 5th—the frozen dead.

In the Lands of the Dwarves and the Krugel Horde

The orcs of the Krugel Horde have learned to tame and ride a special kind of carnivorous dinosaur they call the *bounder*.

Bounders

Armor Class:	5
Hit Dice:	4
Hit Points:	16
Move:	150' (50')
Attacks:	2 claws and 1 bite
Damage:	1-2/1-2/2-12
Number Appearing:	2-20
Save As:	F2
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	16
XP Value:	75

The bounder stands about 12' tall and can carry up to 4,000 cn of encumbrance at full movement speed or 6,000 at half-speed. The bounder runs around on two legs and is capable of enormous leaps.

A bounder normally travels by making mighty 50' leaps through the air. A bounder can make single leaps of up to 100' once per round; this is slower than their normal movement rate, but allows them to cross wider crevasses.

Bounders are eminently suited to rocky, hilly terrain, and the Krugel orcs have tamed them in order to have a mount which is effective in Kogolor dwarf-territory.





The Krugel Plan

Not all Krugels are convinced that the bounders are a good idea; their traditional association with the pony, and only the pony, runs very deep with them. So only one Krugel community is taming and breeding these beasts. Their plan is to lead several expeditions against the Kogolor dwarves, have some great successes against the dwarves, and convince the other Krugel orcs of the usefulness of these new riding-beasts.

The player characters can come across this situation in one of two ways.

If they ally themselves with the Krugels for some reason, they can hear of the plan through normal gossip and be invited by the bounder-riders to join them on the expedition. They need to learn the General Skill of Riding (Bounder) at their earliest opportunity.

If they're no friends of the orcs, they could, when crossing the fringes of the Krugel desert, find a dwarf staked out on the sand. He's parched and swiftly dies of thirst if they do not help him.

His name, he says, is Kokur. He was captured by the Krugel orcs, kidnapped right out of the outskirts of the Kogolor hills, and tortured for information. These Krugels plan to lead an attack on the Kogolors. Kokur, shame-faced and crying, admits that he broke under the pressure and told the Krugels where the Kogolors patrol, how to sneak past their defenses, etc.

Kokur doesn't know about the bounders. He assumes that this raid will be on horseback, as all previous attacks were.

He does his best to persuade the PCs to help him get back to the Kogolor lands, to warn the dwarves before the Krugels get there. He is burning with rage against the Krugels and promises to destroy every one of them, single-handedly if he must.

However, the truth of the situation is that Kokur is a traitor. He is wearing clothes, so it is not immediately obvious, but he wasn't tortured at all. He sold out his people to the Krugels for the promise of gold. They extracted from him all the information they could, then staked him out to die. He certainly does want these Krugels to be annihilated—partly to avenge himself, but mostly so they won't have the opportunity to tell the other dwarves that he betrayed them.

The Pursuit

If the PCs hurry, they can get to the Kogolor foothills ahead of the Krugels.

Kokur immediately starts telling a slightly different story to the officers of the Kogolor outpost. He says that he had sneaked deep into Krugel territory on a reconnaissance mission—his own idea, not an official mission—and was captured. He says that before he was captured, he discovered

the Krugels knew the entire plan of Kogolor defenses and patrols and have planned an attack against Kogolor lands.

If the PCs protest that he's not telling the same story he told them, he'll hotly turn against them, claiming that they rescued him only to extort money from the Kogolors, and that he suspects that they're here to reconnoiter behind enemy lines for the Krugels.

At this point, it's the PCs' word against Kokur's. Role-play out this situation; let the player characters defend their actions and refute Kokur's claims.

If the PCs sound persuasive, the Kogolor outpost captain issues the following order: Kokur and the PCs are to accompany the outpost garrison to intercept the Krugels. Implicit in this order is the fact that the captain wants to keep an eye on both parties and try further to gauge the truthfulness of each.

If the PCs don't sound persuasive, they are requested to leave the Kogolor lands. The captain is not hostile, just professionally suspicious. Of course, the PCs know that the Kogolors have a viper at their breast, a viper named Kokur.

The Krugel Attack: PCs With the Dwarves

If the PCs accompany the Kogolors, they move to intercept the Krugel attack in a narrow pass between two steep hills; the pass is where Kokur "feels" (i.e., recommended to the Krugels) that the Krugels should enter the Kogolor lands.

The Kogolor force of sixty fighting-dwarves, plus Kokur and the PCs, sets up in this narrow defile and waits for the attack.

It is not long in coming; it takes only about half an hour, not enough time for the PCs to rig up any elaborate traps.

Suddenly, the Krugels are leaping into the valley—mounted on their bounder-lizards, not on ponies. This attack takes the dwarves off-guard: The Krugels can leap up on the steep slopes of the hill and attack the dwarves from both sides and the rear as well as from front-on. There are fifty Krugel raiders on fifty bounder-lizards.

Kokur runs away, screaming. The PCs may decide to drag him back to the fight, or to kill him for his cowardice. If they do not, the dwarf-captain shoots him down in cold blood for that same reason.

The dwarves stand a good chance of collapsing in disarray unless the PCs can achieve some quick successes against the Krugels.

If the Dwarves Rout

If the PCs are also ineffective against the Krugels, the majority of dwarves are wiped out, and the Krugels ride on, leaving behind only a few survivors (those who are too tough to be worth killing).

At this point, it's up to the surviving Kogolors and (if they wish) the PCs to follow them, picking up more troops from dwarven settlers found along the way.

The Krugels rage through the countryside, sacking and destroying small dwarf communities with abandon.

During the first sleep after the Krugels entered the Kogolor lands, the most devout of the PCs, probably a cleric, receives a visitation in his dreams: It is an image of the Immortal Garal Glitterlode. Garal informs him of the Krugels' breeding plan and tells him what shall happen if only one Krugel orc makes it back to Krugel lands to describe their destructive success: The boulder-breeding plan shall be considered a success and the Kogolors ever-after shall be facing Krugels on boulders. Garal also tells him where the Krugels are now.

Therefore, after the sleep, the PCs and their Kogolor allies come across the Krugels again. The PCs and their dwarf-allies constitute about 30 in number; the Krugels number about 35.

This is a fight to the death. The Krugels are headed back out of Kogolor territory. For the reasons described just above, and just to preserve their own lives, the Krugels fight fiercely; the dwarves are just as fierce. Run a satisfying, lethal combat between these dwarves and their traditional orcish enemies.

If the PCs lose, the Krugels probably win, and the Kogolor dwarves' problems are no longer their own. If they win, they should be able to wipe out this invasion force of Krugels. One or two may attempt to bolt and continue their escape, resulting in a hell-for-leather race between the orcs and the PCs.

If the Dwarves Don't Rout

But if, back at the pass, the PCs are effective against the Krugels, the dwarves take heart, rally, and begin bringing the fight back to the Krugels, making good use of their ranged weapons and losing their fear of the bouncers.

In this case, the surviving Krugels turn back and head off into the desert, their plan thwarted; the other Krugels decide that the boulder-breeding plan is a failure and do not pursue it any longer.

The Krugel Attack: PCs On their Own

If the PCs don't accompany the Kogolors, and are requested to leave the Kogolor lands, they are traveling on their way when the Krugels sweep by on their way into the hills.

The Krugels won't bother overrunning the PCs in force; they're in a hurry. They send a squad of riders, one for each PC, out to demolish the PC party. The main body of Krugels goes leaping on by, not bothering to see how well the squad does.

In all likelihood, the PCs defeat their attackers. If they decide to follow the main body of orcs, they find the pass where the dwarves made their stand . . . and lost. The defenders are all dead, and the Krugels are now stampeding gleefully throughout the Kogolor lands. Kokur is dead with a dwarf-arrow in his back.

At this point, if the PCs decide to pursue the orcs, you can resume the adventure described above. The heroes follow the path of the rampaging orcs, picking up dwarf-allies along the way. On their next sleep, one PC receives the word of Garal Glitterlode, and thus realizes what the stakes are and where to find the Krugels.

Krugel Riders

The statistics for the Krugel cavalrymen are given in the description of the Krugel Horde in the *Atlas* chapter of the *Dungeon Master's Sourcebook*.

Rewards

If the PCs do accompany the dwarves in this campaign against the Krugels, at adventure's end the dwarf-king summons them before him and presents them with rewards commensurate to their efforts.

If the PCs routed the Krugels at the narrow pass, they receive 1,000 gp each, and each receives a fine, dwarven-forged broad sword. The hero whom the DM thinks performed most nobly in the sight of the dwarves receives a special weapon; his broad sword is a magical *broad sword +1* (or better, if magic swords are already common among the possessions of the player characters). Characters who cannot use broad swords receive weapons appropriate to their class and background; these dwarves make many types of weapons.

If the PCs were unable to stop the Krugels from entering the Kogolor lands, but kept all of them from leaving, they'll receive 500 gp each and a fine, non-magical, dwarven-forged broad sword each. Again, characters who cannot use swords receive weapons more suited to their class and background.

If the PCs were unable to stop the Krugels from entering the Kogolor lands, and were unable to keep them all from leaving, they'll receive 250 gp each.



The Hollow World has a much wider and more remarkable range of animal life than the outer world—this is because the Immortals placed thousands or millions of species here before they became extinct on the outer world. In the Hollow World, they thrive and survive.

So the player characters, no matter how little time they spend in the Hollow World, will eventually encounter some or many of the world's prehistoric animals.

As the DM, you can drop a prehistoric-monster attack on the characters any time the situation calls for some action, or when you need to rein-

force the fact that the Hollow World is very *different* from the lands of the player characters' birth.

A Note About Dinosaur Species

This chapter presents only a few of the thousands of species of dinosaur which appear in the Hollow World. So when dropping dinosaur encounters on your characters, don't just rigidly follow the statistics and descriptions below. Make new variants on all these species, some larger, some smaller than those described; give some one skin color, others another. This will make your setting more distinctive and interesting.

New Monsters

These are monsters which the players *aren't* likely to have encountered before reaching the Hollow World:

Allosaurus

Armor Class:	4
Hit Dice:	16*
Hit Points:	75
Move:	210' (70')
Attacks:	1 bite or 2 claws + pin (special)
Damage:	3-24 or 2-16/2-16 + pin (special)
Number Appearing:	1-2
Terrain:	Forest and Jungle, Plain
Save As:	F16
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	7
XP Value:	2,300

The Allosaurus is a carnosaur (a flesh-eating dinosaur). It walks on its hind legs and has short, not-especially-formidable forelimbs bearing three claws. It is over 30' long and is very fast-moving.

In combat, the allosaurus can bite its prey, but prefers a special attack, the *pin*, followed by rending the prey with the claws of its free foot.

The Allosaurus makes its *pin* attempt against the target's armor class. On a successful hit, the target must make a saving throw vs. Paralysis; if he succeeds, the hit does normal claw damage. But if he fails, the attack does him normal claw damage and throws him to the ground, pinning him there. On each subsequent round, he must make a successful saving throw vs. Paralysis to get free; if he fails, he remains pinned. While pinned, he cannot use magic or wield weapons.



Ankylosaurus

Armor Class:	0 (top) or 8 (underside)
Hit Dice:	7
Hit Points:	40
Move:	60' (20')
Attacks:	1 tail
Damage:	2-12
Number Appearing:	1-8
Terrain:	Forest and Jungle, Plain
Save As:	F4
Morale:	6
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	450

This beast is a four-legged plant-eating dinosaur weighing about four tons; its back and sides are protected by bony armor plates. The end of its tail is a heavy clublike protrusion which the ankylosaurus swings like a flail.

The ankylosaurus is very hard to hurt when attacked normally; its underside is much easier to damage. If the characters can upset the beast, they'll have a much easier time of harming the ankylosaurus.

Apatosaurus (Brontosaurus)

Armor Class:	5
Hit Dice:	26
Hit Points:	100
Move:	60' (20')
Swimming:	60' (20')
Attacks:	1 bite/1 tail
Damage:	2-12/3-18
Number Appearing:	1-3
Terrain:	Forest and Jungle, Swamp
Save As:	F13
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	12
XP Value:	3,750

This is a huge, herbivorous dinosaur; it has a small head atop a long, slender neck, a ponderously huge body, and a long, slender tail. Altogether, it's about 70' long and weighs 35 tons.

The apatosaurus lives in swamps and forests, stripping leaves from trees and fronds from fern-plants. Though it can swim, it is not limited to life in the water and can walk freely on land.

Archaeopteryx

Armor Class:	7
Hit Dice:	1
Hit Points:	4
Move:	30' (10')
Flying:	210' (70')
Attacks:	1 beak or 2 claws
Damage:	1-2 or 1 pt./1 pt.
Number Appearing:	2-16
Terrain:	Forest and Jungle, Plain
Save As:	Normal Man
Morale:	4
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	20
XP Value:	10

This is a very primitive type of bird, the ancestor of all modern birds. It looks like a small winged reptile covered in feathers; plucked, it would look a lot like a small dinosaur.

Archaeopteryx is not likely to attack player characters, but PCs may hunt it for food; it will prefer to flee in such a case, but will fight if trapped.

Aurochs

Armor Class:	5
Hit Dice:	6
Hit Points:	20
Move:	210' (70')
Attacks:	1 butt
Damage:	2-12
Number Appearing:	20-200
Terrain:	Plain
Save As:	F4
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	14
XP Value:	275

These animals are large, powerful ancestors of modern oxen; they fight with forward-curved, blunt-ended horns. They are bigger and nastier than later species of oxen and cattle . . . and even modern-day oxen and cattle are not known for their even tempers and passive natures.



Automatons of the Blacklore Valley

Armor Class:	4
Hit Dice:	2
Hit Points:	8
Move:	90' (30')
Attacks:	2 (flailing arms)
Damage:	1-6/1-6
Number Appearing:	6-36
Terrain:	Blacklore Elf Valley (they do not function outside the valley)
Save As:	M4
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	20

The automatons of the Blacklore Elf valley are magically-powered robots. Most are man-sized; some are slightly larger, with large flatbeds for transporting especially lazy elves.

Cave Bear

Armor Class:	5
Hit Dice:	7
Hit Points:	30
Move:	120' (40')
Attacks:	2 claws/1 bite
Damage:	2-8/2-8/2-12
Number Appearing:	1-2
Terrain:	Hill, Mountain
Save As:	F4
Morale:	9
Treasure Type:	V
Alignment:	Neutral
THAC0:	13
XP Value:	450

This is an enormous bear standing about 15' tall. It does not see well at all but it hunts very well by scent. It prefers a diet of fresh-killed red meat, and lives in caves.

Bison, Giant

Armor Class:	4
Hit Dice:	8
Hit Points:	28
Move:	240' (80')
Attacks:	1 butt or 1 trample
Damage:	2-12 or 2-16
Number Appearing:	10-100
Terrain:	Plain
Save As:	F4
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	14
XP Value:	650

This species is an ancestor of the modern bison. It looks just like the modern variety but stands about 10' tall at the shoulder; it takes a very brave band of hunters or cavalrymen to bring them down. They roam the plains in huge herds and are normally only hunted by men, sabre-tooth tigers, allosaurus and tyrannosaurus.

Giant Eagle (Hiak)

Armor Class:	5
Hit Dice:	4+2
Hit Points:	20
Move:	390' (130')
Attacks:	2 talons or 1 beak
Damage:	1-6/1-6 or 1-10
Number Appearing:	1-20
Terrain:	Hill, Mountain, Plain
Save As:	F4
Morale:	9
Treasure Type:	U
Alignment:	Neutral
THAC0:	14
XP Value:	125

The giant eagle, or hiak, is an enormous variety of eagle; it is large enough to carry a full-grown human rider. It feeds on sheep and goats especially, but will stoop to feed on humans in lean times.

The giant eagle can carry up to 1,000 cn weight at full flying speed, and up to 2,000 cn at half flying speed.



Flapsails

Armor Class:	2
Hit Dice:	8*
Hit Points:	30
Move:	90' (30')
Flying:	240' (80')
Attacks:	2 claws/1 bite or breath
Damage:	1-8/1-8/3-18 or 30 pts. damage
Number Appearing:	1-4
Terrain:	Forest and Jungle, Hill, Mountain
Save As:	F8
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	12
XP Value:	1,200

Flapsails are a Hollow World variety of small, unintelligent red dragon. They may be an ancestor of the modern red dragon, or just an offshoot which some Immortal placed inside the Hollow World when they began to go extinct.

Regardless, the flapsails were heaven sent for the Schattenalf. The elves had trained a reptilian mount in their home caverns, and the flapsail, intelligent enough to be trained and not too fierce to be domesticated, was an admirable substitute.

Flapsails grow to about 25' long. Adult flapsails can carry 4,000 cn of weight aloft at full flying speed, or 6,000 cn at half speed.

Like red dragons, they have claws, teeth, and fiery breath weapons. Unlike dragons, they have no spells.

Though many are encountered as Schattenalf riding beasts, there are many more living wild in the hills and mountains.

Ichthyosaurus

Armor Class:	5
Hit Dice:	10
Hit Points:	40
Move, Swimming:	240' (80')
Attacks:	1 bite
Damage:	2-16
Number Appearing:	1-4
Terrain:	Ocean
Save As:	F5
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	900

This is a sea-dwelling dinosaur shaped much like a shark but with flippers near the front of its body. It has a long, tooth-filled, beak-like mouth and enormous, plate-sized eyes. It grows anywhere from 10' to 30' long, but it is the longer variety described in these statistics. It eats fish, squid, and swimmers.

Foot-Pad Lizard

Armor Class:	6
Hit Dice:	2+1
Hit Points:	9
Move:	120' (40')
Climbing:	60' (20')
Attacks:	1 bite
Damage:	1d6
Number Appearing:	2-5
Terrain:	Hill, Desert
Sav As:	F2
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	17
XP Value:	25

These look like ordinary desert lizards: Long, slender, with an awkward waddling gait, two protruding horns on the head, a ridge of very short spines along its back and tail. However, they're huge, about 12' long (not including the tail) and can be tamed.

These lizards have sticky pads on the toes of its feet, and these pads allow the lizards to climb all but the smoothest of surfaces, up to 90-degree faces, or up to 60-degree faces when mounted.

They can carry up to 2,500 cn at their normal movement rate, up to 4,000 cn at half their normal rate.

Though they can be tamed, they are stupid and aggressive monsters. They are inclined to take bites out of anyone standing in front of them; these aren't fierce attacks, but a "get out of my face" warning.





Lizard, Thumper

Armor Class:	5
Hit Dice:	1
Hit Points:	6
Move:	150' (50')
Attacks:	2 claws or 1 bite
Damage:	1-2/1-2 or 1-4
Number Appearing:	2-5
Terrain:	Forest and Jungle
Save As:	Normal Man
Morale:	5
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	19
XP Value:	10

The thumper-lizard is a small breed of two-legged carnivorous dinosaur. It's common to many secluded jungle valleys, particularly the Kubitt Valley.

By human standards, it's a menace only to the very young or weak, but this reptile is pretty terrifying to the Kubitts. It stands 3' tall, or twice their height, and has a nasty bite. It also runs very fast. Its prey includes all the Kubitt Valley's small mammals, Kubitts included. It warns its fellows of danger or prey by thumping its tail against the ground, hence its name.

Mammoth, Wooly

Armor Class:	3
Hit Dice:	15
Hit Points:	55
Move:	120' (40')
Attacks:	2 tusks or 1 trample
Damage:	2-12/2-12 or 4-32
Number Appearing:	2-16
Terrain:	Hill, Mountain, Plain
Save As:	F8
Morale:	8
Treasure Type:	Tusks worth 200-800 gp
Alignment:	Neutral
THAC0:	8
XP Value:	1,350

This is an ancestor of the modern elephant. It is bigger and shaggier than the modern pachyderm, and it bears two huge, forward-pointing tusks with which it is proficient in combat.

Pachycephalosaurus

Armor Class:	5 (head is AC 2)
Hit Dice:	8
Hit Points:	30
Move:	90' (30')
Attacks:	1 head-bash
Damage:	3-18
Number Appearing:	2-8
Terrain:	Forest and Jungle
Save As:	F4
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	650

This is a four-legged, herbivorous dinosaur, about 20' long; it has a head with an unusually thick crown atop a long neck. The pachycephalosaurus' skull is up to 9" thick on top, and it defends itself from attackers by swinging its own head like a flail and smashing its skull into its enemy.

Phobosuchus

Armor Class:	2
Hit Dice:	10
Hit Points:	40
Move:	60' (20')
Swimming:	120' (40')
Attacks:	1 bite
Damage:	4-32
Number Appearing:	1-4
Terrain:	Swamp
Save As:	F5
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	900

This horror is basically a 45'-long crocodile. Whereas crocodiles can look like floating logs when drifting around on the river surface, the phobosuchus, when doing the same thing, looks like an entire sand bar; outer-world characters who have never seen a phobosuchus may not have any conception that the sand bar they intend to pass or to tie off their boats to actually wants to kill and eat them . . .

Pisanosaurus

Armor Class:	7
Hit Dice:	1
Hit Points:	4
Move:	120' (40')
Attacks:	1 bite
Damage:	1-2
Number Appearing:	4-24
Terrain:	Forest and Jungle
Save As:	Normal Man
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	10

This is a small dinosaur about 4' long. Like animals such as the allosaurus, it runs about on its hind legs. A single pisanosaurus is no match for a trained adventurer, but a whole pack of them can be pretty dangerous.

Plesiosaurus

Armor Class:	7
Hit Dice:	16
Hit Points:	60
Move:	60' (20')
Swimming:	210' (70')
Attacks:	1 bite/2 flippers
Damage:	2-8/1-4/1-4
Number Appearing:	1-2
Terrain:	Ocean
Save As:	F8
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	1,350

This sea-dwelling dinosaur has a heavy body featuring two sets of flippers (forelimbs and hind limbs) and a long neck. It grows to about 40' long, about half of which is neck. Plesiosaurs dive to hunt fish and squid, but actually spend most of their time at the water's surface. An aggressive plesiosaur may rise up underneath a small vessel and tip its sailors and passengers into the sea, resulting in a feeding frenzy of plesiosaurs and ichthyosaurs.

Pteranodon, Giant

Armor Class:	3
Hit Dice:	20
Hit Points:	70
Move, Flying:	240' (80')
Attacks:	2 talons or 1 beak
Damage:	1-8/1-8 or 3-24
Number Appearing:	1-2
Terrain:	All (nests in Hill, Mountain)
Save As:	F10
Morale:	9
Treasure Type:	V x 3
Alignment:	Neutral
THAC0:	6
XP Value:	2,000

This is a variant of the pterosaur which has never been seen on the outer world; it evolved here in the Hollow World. It is enormous, with a wingspan of 100' or more. It flies, rather than glides; it can flap its wings and take off from cliff tops, the ground, or even the surface of the water. It is a strong enough flyer to fly at full speed when bearing loads of up to 2,000 cn, or at half speed when carrying up to 4,000 cn.

The giant pteranodon lives in nests on cliff tops and mountaintops, and hunts live game to drop in those nests for its hatchlings to eat.





Ponies, Krugel

Armor Class:	7
Hit Dice:	2
Hit Points:	10
Move:	210' (70')
Attacks:	2 hooves
Damage:	1-4/1-4
Number Appearing:	5-50
Terrain:	Plain, Desert
Save As:	Normal Man
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	20

The preferred Krugel mount is a large species of pony. Not so fleet as a riding horse, it is very nimble, especially good at taking the broken terrain of the Krugel lands and southern foothills.

Pterosaurs

	Small	Medium	Large
Armor Class:	7	6	5
Hit Dice:	1	5	10
Hit Points:	2	18	35
Move, Flying:	180' (60')	240' (120')	180' (60')
Attacks:	1 beak	1 beak	1 beak
Damage:	1-3 1-12	3-18	
Number Appearing:	2-8	1-4	1-2
Terrain	All	All	All
Save As:	F1	F3	F5
Morale:	7	8	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
THAC0:	18	15	10
XP Value:	10	175	900

These are hollow-boned flying and gliding saurians. They have long beaks filled with numerous teeth, and reptilian arm structures with skin webbing which constitute their wings. Some species merely glide; others actually flap their wings to fly.

Many pterosaurs are as small as birds, and live by eating insects on the fly; they are shown below as in the Small column.

Some, the pteranodons, have wingspans of 20' and more and live by catching fish; their statistics are given in the Medium column.

Some have wingspans of up to 45' and live as scavengers; they are shown in the Large column.

Reindeer, Giant

Armor Class:	7
Hit Dice:	2
Hit Points:	7
Move:	240' (80')
Attacks:	1 antlers, 2 horns
Damage:	1-8/1-4/1-4
Number Appearing:	8-80
Terrain:	Arctic
Save As:	F1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	20

These enormous herdbeasts stand as tall as a large horse, and the Antilians train and ride them as horses.

Small Riding Animals

Armor Class:	7
Hit Dice:	1-1
Hit Points:	4
Move:	120' (40')
Attacks:	1 bite
Damage:	1-2
Number Appearing:	1-4
Terrain:	Forest and Jungle (Kubitt Valley)
Save As:	Normal Man
Morale:	4
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	19
XP Value:	5

Use these game statistics for the various types of animals the Kubitts ride: Foxes, small dogs, insectivorous riding lizards, especially large birds of prey or pteranodons, etc. They're all less than 3' long.

Note that each animal has only one of the two listed movement rates. Those that fly don't have a ground rate, and those with the ground rate don't fly.

Somnastis Plant

Armor Class:	6
Hit Dice:	2*
Hit Points:	20
Move:	0' (0')
Attacks:	2 petal strikes
Damage:	1-3/1-3
Number Appearing:	1-6
Terrain:	Isolated Forest Valleys
Save As:	F1
Morale:	12
Treasure Type:	K
Alignment:	N
THAC0:	18
XP Value:	25

This plant, firmly rooted in place, looks like a large, closed pink rosebud, three yards across, sprouting right out of the ground, surrounded by a bed of its leaves. It exudes a sweet aroma which induces drowsiness.

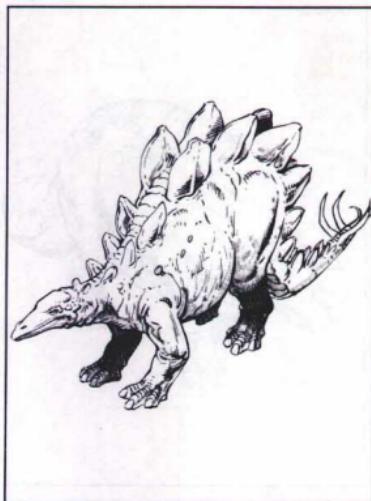
Its leaves, when chewed for an hour or so, make the user enter a sleepwalking state. He is aware of what is going on around him. He can answer questions put to him, but will not if they are not questions he would ordinarily answer (the Gentle Folk are so passive, of course, that they'll answer anything). He does not think and does not feel any emotion in this state. The state lasts 1-3 (1/2d6) days.

Someone forced to chew the leaves or take a drug based on them can make a saving throw vs. Poison in order to resist its effects. He gets a +2 bonus to his roll. It's fairly easy to resist; most Gentle Folk using the leaves voluntarily forfeit their saving throws, because they desire the leaf's effects.

If a character under the leaf's influence is attacked or confronts a situation where he definitely would like to break out of its effects, he must make an ordinary saving throw vs. Poison; success means he breaks out. He can only make one saving throw attempt per turn.

The somnastis plant is carnivorous. It waits until its prey is lulled to sleep by its odor, and then opens the bud of its flower. Inside are tough tendrils which can reach up to 30'; they gently grasp the prey and lower it into the flower bud. After that, the prey takes damage at the rate of 1d3 per round . . . but the damage is completely painless, anaesthetic, and a sleeping victim will feel nothing.

When a potential victim comes within 30' of one of these plants, he will smell its bewitching, flowery fragrance. At that time, roll 1d6. The result is the number of turns before the aroma gets to him. When the rolled number of turns is past, he must make a saving throw vs. Poisons or fall asleep. If he falls asleep, he will not awaken for an hour. If he makes his saving throw, the plant's smell cannot again affect him until he goes out of its range and returns to smell it again.



Stegosaurus

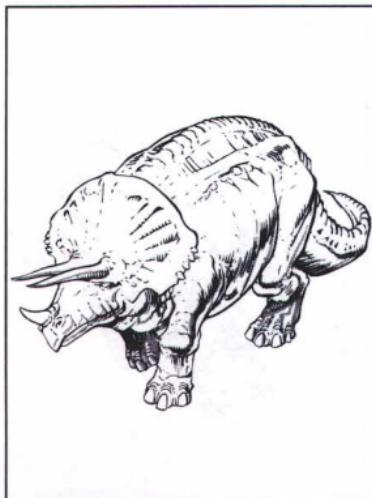
Armor Class:	6
Hit Dice:	12
Hit Points:	60
Move:	90' (30')
Attacks:	1 tail
Damage:	4-32
Number Appearing:	1-4
Terrain:	Forest and Jungle, Plain
Save As:	F6
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	9
XP Value:	1,100

This is a heavily-armored species of herbivorous dinosaur. The stegosaurus walks low against the ground on four legs; it has two sets of leaf-shaped or diamond-shaped armor plates running down its spine from its neck to its tail.

The stegosaurus spikes with its fearsome tail, which ends in a set of from four to eight upward-pointing spikes; it swings that tail like a club and can damage the largest carnivores with it.

The stegosaurus is about 25' long and weighs four tons.

MONSTERS



Tyrannosaurus Rex

Armor Class:	3
Hit Dice:	20
Hit Points:	90
Move:	120' (40')
Attacks:	1 bite
Damage:	6-36
Number Appearing:	1-2
Terrain:	Forest and Jungle, Plain
Save As:	F10
Morale:	11
Treasure Type:	V x 3
Alignment:	Neutral
THAC0:	6
XP Value:	2,000

The "tyrant lizard" is the largest carnivorous dinosaur of the Hollow World. It's at least 40' long (and can be longer), weighing in at 8 tons; when standing, it is about 18' high.

The tyrannosaurus walks on its hind legs, with its heavy tail held out behind as a counterbalance. Its forelimbs are small, bearing two claws each, but are next to useless in combat. However, its mighty jaws, bearing teeth up to 6" long, more than make up for that deficit.

When moving, the tyrannosaurus walks almost horizontal with the ground, not as upright as the allosaurus. It is more heavily-armored and can bite harder than the allosaurus, but moves considerably more slowly than that dinosaur.

Triceratops

Armor Class:	4
Hit Dice:	20
Hit Points:	90
Move:	90' (30')
Attacks:	3 horns
Damage:	1-8/2-16/2-16
Number Appearing:	1-6
Terrain:	Forest and Jungle, Plain
Save As:	F10
Morale:	9
Treasure Type:	Nil
Alignment:	Alignment
THAC0:	6
XP Value:	2,000

This is an armored herbivorous dinosaur. It's about 30' long and weighs 10-12 tons. A collar-like armor plate grows from its head to protect its neck, and its weapons include a short horn growing from its snout and two long horns growing above its eyes. It is heavily armored and a single triceratops is a match for all but the largest of carnivores.

Viper, Flying

Armor Class:	6
Hit Dice:	2**
Hit Points:	8
Move:	60' (20')
Flying:	300' (100')
Attacks:	1 bite or 1 spit
Damage:	1d6 or 1d4; save vs. Poison for half damage
Number Appearing:	1-3
Terrain:	Forest and Jungle, especially in the area of the Azcans
Save As:	F1
Morale:	10
Treasure Type:	Nil
Alignment:	Chaotic
THAC0:	16 (18 when spitting)
XP Value:	30

This beast is a creation of Atzanteotl. It is a joke at the expense of Kalaktatla, the Amber Serpent Immortal, one of whose forms is a winged, feathered snake; it is rumored by the Azca that there was once a different, more admirable species of flying snake, but that they have become extinct.

The flying vipers are winged, black-feathered poisonous snakes which inhabit the forests and jungles of Azcan lands but do not range much beyond them. They are not very common, but can be very dangerous.

They fly swiftly and very nimbly among the branches of the forest. Their bite is not instantly fatal for most, but can instantly kill children and the weak. (A saving throw vs. Poison results in the victim taking half damage.) However, they can also spit their venom up to 30' for slightly less damage.

They live mostly on the birds of the forest, but are aggressive and resent intruders . . . such as anyone walking into their secluded forest areas.

Wolves, Arctic

Armor Class:	6
Hit Dice:	6
Hit Points:	20
Move:	150' (50')
Attacks:	1 bite
Damage:	1-10
Number Appearing:	2-8
Terrain:	Arctic
Save As:	F3
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	14
XP Value:	275

These great wolves, distantly related to dire wolves, are huge animals with pure-white coats. They run in packs just like lesser wolves. They are large enough to serve as riding-beasts (they can carry 2000 cn at full speed, up to 300 cn at half-speed), but they cannot be trained with normal animal-training skills; a character must have the Animal Empathy general skill with wolves in order to befriend an arctic wolf.

They feed primarily on the giant reindeer, though they will fall upon and bring down a human they catch out in the open.



MONSTERS



Other Monsters

Many monsters previously published in D&D® game products also appear in the Hollow World. In the lists below, they're all arranged by *terrain*.

Arctic

The arctic and subarctic climates are too cold for any of the Hollow World's dinosaurs to survive. However, many mammals and other species can survive in these cold lands.

Monsters which you can use in arctic encounters include:

(Basic Set:) Ape, white; bear, polar; dragon, white; dragon, gold; lycanthrope, werewolf; lycanthrope, werebear; wolf, dire.

(Expert Set:) Giant, frost.

(Companion Set:) Snow ape.

(Master Set:) Dragon, crystal; lycanthrope, werefox; lycanthrope, weresel.

Desert

Desert monsters found in the Hollow World include:

(Basic Set:) Dragon, blue; lizard, giant (all varieties); lizard man (desert species, cannot breathe water).

(Expert Set:) Basilisk; camel; chimera; cockatrice; djinni; efreeti; leech, giant; mummy; scorpiion, giant.

(Companion Set:) Manscorpion.

(Master Set:) Dragon, sapphire; sphinx.

Forest and Jungle

Forest monsters found in the Hollow World include:

(Basic Set:) Ant, giant; bear (black and grizzly); boar; cat, great (panther, lion, sabre-tooth tiger, tiger); dragon, green; lizard, giant (chameleon); lycanthrope (wererat, werewolf, wereboar, weretiger, werebear); minotaur; pixie; rat, giant; snake (spitting cobra, giant racer, pit viper, giant rattle, rock python); spider, giant; sprite; wolf (normal wolf).

(Expert Set:) Centaur; dryad; elephant (normal); hydra; unicorn.

(Master Set:) Dragon, jade; drake (wooddrake); faerie; lycanthrope, werefox; sasquatch.

Hill

Monsters typically found in the hills of the Hollow World include:

(Basic Set:) Baboon, rock; bear (black and grizzly); boar; cat, great (mountain lion, sabre-tooth tiger); dragon, red; gargoyle; harpy; lycanthrope (wereboar, werebear); neanderthal.

(Expert Set:) Centaur; chimera; cyclops; giant (hill, stone, cloud, storm); griffon; hippogriff; pegasus; troll.

(Companion Set:) Gargantua (gargoyle and troll).

(Master Set:) Dragon, ruby.

Mountain

Monsters found in the Hollow World's mountains include:

(Basic Set:) Ape, white; bear, grizzly; cat, great (mountain lion, sabre-tooth tiger); dragon, red; dragon, white; gargoyle; harpy; troglodyte; wolf (normal and dire).

(Expert Set:) Centaur; chimera; cyclops; giant (hill, stone, frost, cloud, storm); griffon; hippogriff; pegasus; rock (all sizes); unicorn.

(Companion Set:) Gargantua (gargoyle); snow ape.

(Master Set:) Dragon (crystal and ruby); drake (colddrake); sasquatch.

Ocean

Water-going monsters found in the Hollow World include:

(Basic Set:) Lizard man (sea-dwelling variant).

(Expert Set:) Crab, giant; fish, giant (all varieties); men (buccaneer and pirate); merman; nixie; termite, water (salt water).

(Companion Set:) Dolphin; dragon turtle; manta ray (normal and giant); shark (bull, great white, or mako); whales (all varieties).

(Master Set:) Devilfish; hag (sea); lycanthrope (weresel).

Plain

Plains animals and monsters found in the Hollow World include:

(Basic Set:) Beetle, giant; cat, great (lion); dragon, blue; locust, giant.

(Expert Set:) Animal herd; centaur; elephant (normal); pegasus.

(Companion Set:) Grab grass.

(Master Set:) Dragon, sapphire.

Swamp

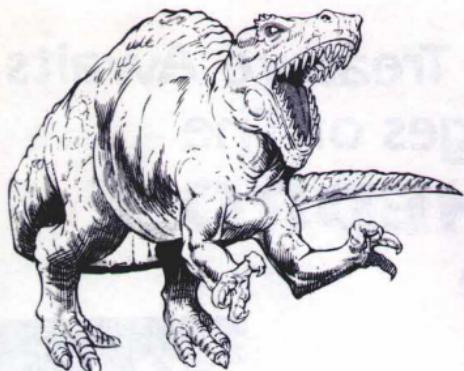
Swamp-dwelling monsters found in the Hollow World include:

(Basic Set:) Dragon, black; lizard man; lycanthrope (wererat).

(Expert Set:) Crocodile (normal and large); hydra; insect swarm; leech, giant; termite, water (swamp).

(Companion Set:) Weasel, giant.

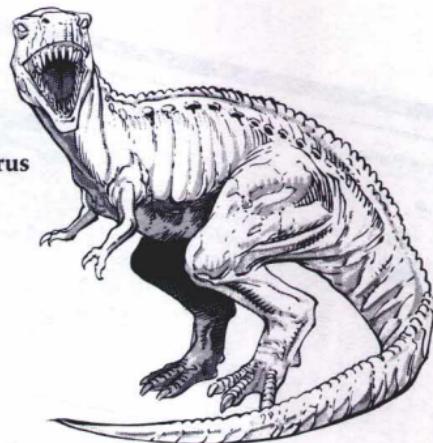
(Master Set:) Dragon, onyx; sasquatch.



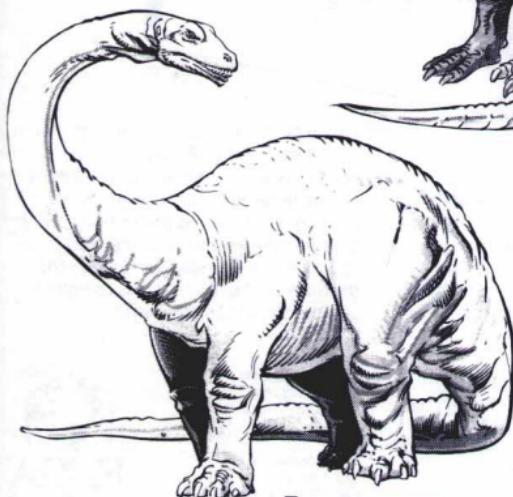
Megalosaurus



Styracosaurus



Tyrannosaurus
Rex

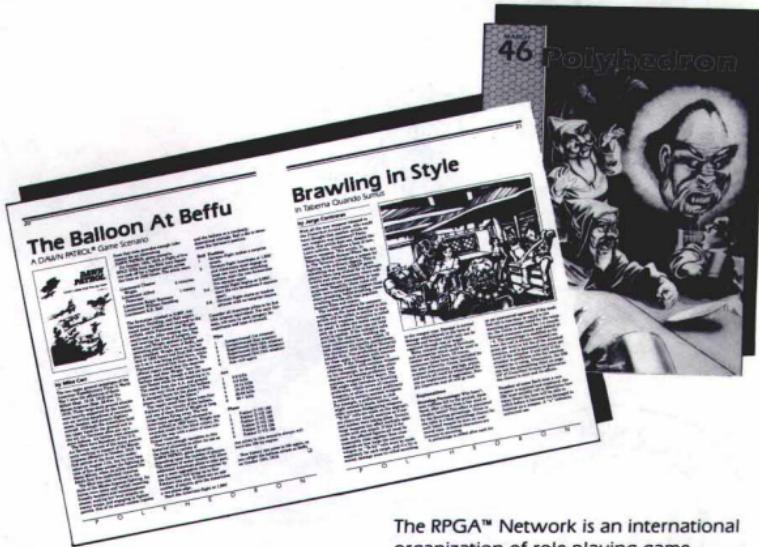


Brontosaurus



Megatherium

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