



## The Crawling Tent City of the Camel Men

The Camel Men's dwelling and commerce tents rest on a giant moving carpet. As long as the Lobsphere is present on the carpet and concentrating, he can move the entire carpet and its contents with his innate teleportation ability, but very slowly, perhaps one mile per hour.

**1. The Geodesic Igloo.** Cold storage for all kinds of rare and even otherworldly creatures. Some are dead and merely preserved, but others are in cryofreeze. Many are for sale.

**2. Le Acorne.** The Lobsphere's private residence. Here he lounges with his favorite camel men and three invisible guardsmen known as the Unseen Tercio (HD 1, AC 13). The Tercio is largely for show. A single pikeman, arquebusier, and short swordsman do not make an effective fighting unit. Some claim the Tercio does not actually exist.

**3. The Plainsman.** The camel men's dwelling. An open fire in the center of the tent conceals a trap door into a pocket dimension. Down below, the camel men render the carcasses of their human and animal victims into the benign and malignant substances that fill the camel men's humps.

**4. The Tourney Fop.** An amusement tent where visitors can inhale narcotic gasses from camel men's humps and play carnival games. Ring toss is popular. All the games are rigged except "Duel to the Death," which is ostensibly a play fight with enchanted tourney weapons that appear to spray blood and sever limbs, but is actually a real fight with real weapons.

Treading on certain of the carpet's woven designs can have unpredictable consequences. It is best to stay on the cream-colored clear space between the designs.

### Properties of the Camel Men

1. Can fill humps with any liquid or gas.
2. Some turned into mindless slaves; humps can be filled with gems.
3. Some camel humps are filled with sap that solidifies into amber when exposed to the air.
4. Were-camel men. Camel-weres.
5. They reproduce by a camel disease that turns (random) parts of a normal camel humanoid.
6. Known to trade in tobacco.
7. Some humps full of black pudding or ochre jelly.
8. Chinese parade dragon costume worn by floating camel men.
9. As a last resort action, camel men have been known to ignite flammable gas contained in their humps by lighting a cigarette.
10. Hump sphincters.
11. Can work underwater for prolonged periods by holding air in their humps.
12. Immune to gas attacks.
13. They're dealers of exotic gases.
14. They're skilled alchemists.
15. Can fill humps with narcotic gasses that people can pay to breathe.
16. Smoke.
17. Camel-men markets are an olfactory cacophony, as they all leak various gases.

### The Lobsphere, Overlord of the Camel Men

HD 8, HP 40, AC 13, Size: Huge, 3 attacks (Claw 1d10+1, Claw 1d10+1, Bite 1d10).

The Lobsphere is cold-blooded and covered in snake-like scales. His body shimmers and reflects light like an oil/water mix, with shifting kaleidoscopic colors. He has pincers like a lobster and a giant maw full of sharp teeth.

His eyes are on his pincers. He prefers to move by line-of-sight teleportation, which he can do at will if he concentrates. If Lobsphere must move by normal means he will roll as best he can using his pincers or awkwardly walk on the pincers.

**Special Attacks:** Lobsphere blinks in and out of physical space and lands for a rear attack 75%, flanking 15%, out of combat range 5%. If attack roll hits by 4 or more, or on a natural 20, attack does an additional 1d8 damage.

Lobsphere may charge into melee, doing double damage.

**Special Defenses:** Cannot be hit by iron or steel weapons, and in fact phases through any iron or steel. Thus, a pit trap – for example - made of iron or steel bars, but covered with dirt, might be imperceptible to the monster but trap it.

Lobsphere has been here before. He stole some camels and genetically modified them in his offworld lair. Now he's back to sell the camel men's produce and services. The Lobsphere does not know how he came into being; he has never met another creature like himself, and thinks he may be unique in the universe. It is possible he has forgotten; he is at least tens of thousands of years old, and his oldest memories have begun to fade.