

MAD MONKS OF KWANTOOM

RANDOM DM-LESS SOLO CAMPAIGN GENERATOR
DM'S AID & **ORIENTAL ADVENTURES COMPANION**

**INCLUDES THE
WAH TUNG
MONSTER
MANUAL**

Labyrinth Lord
Compatible Product



MAY CONTAIN NINJAS

ABUKI KAISER

MAD MONKS OF KWANTOOM



COMPATIBILITY

This PDF is officially compatible with **Labyrinth Lord** and the **Labyrinth Lord Advanced Edition Companion**. Since these systems emulate the **Basic** and **Advanced** editions of the original Old School rules, you can play it with them or with any Old School Renaissance gaming system instead.

OPEN GAMING

Kabuki Kaiser, **Cryptopolis**, **Ruins of the Undercity**, **Adventure Island**, **KWANTOOM**, the **Little Tome of Lucky Charms** and the **Wah Tung Monster Manual** sections are defined as Product Identity. With the exception of these expressions, names and sections, this entire PDF is Open Content.

CONVENTIONS

When page numbers are given in reference throughout the adventure, DMG stands for **Dungeon Master Guide**, LL stands for **Labyrinth Lord** and AEC stands for the **Labyrinth Lord Advanced Edition Companion**. Page numbers without further annotation refer to this PDF itself.

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INTRODUCTION

Are you looking for an **Oriental Adventure Companion** compatible with whatever system you fancy for your Old School Gaming campaign? A **Chinese-style monster manual** with a twist? A tome collecting **a hundred brand new mundane magic items**? An **Asian-themed urban setting**? A **game aid** to help you fill in the gaps when improvising? An **endless campaign that you can play solo** or with your family and friends **without a DM**? Good, because you'll find all this gathered together in one nifty package right here.

AN ENDLESS SOLO CAMPAIGN

*just rip off whatever
you need for your game*

What you read now is a DM-less adventure generator designed for Old School Gaming. It has been designed in order to sate your gaming passion when there are no other players around you, when you find yourself having one of those days when nobody wants to be the DM or when your schedule doesn't really allow you to engage in a long beer & pretzel session of hack'n'slash. When you find yourself in this sort of situation, you can play the **Mad Monks of Kwantoom** solo campaign, bringing your good old characters in, maybe after they're done exploring the **Ruins of the Undercity** a bit or rolling for new ones, preferably with the **Oriental Adventure Companion** provided here.

IN A NUTSHELL

In a nutshell, **Mad Monks of Kwantoom** features a wondrous Asian setting with **new character races and classes**, **crazy unique creatures** inspired by matchbox pictures coming straight from ancient China, alternative **petty magic items**, tables for **random dungeon** (well, pagoda) **generation** and simple **house rules** for all this to run smoothly. In addition, you'll find **campaign rules** to help you flesh your characters out and embed them in the setting, which they can change and mold according to their whims as they proceed to glory, prosperity and — who knows? — immortality. The original **Dungeon Master Guide**, obviously, was a tremendous inspiration, as was the **Oriental Adventures** manual, the **Mythic** engine and Faster Monkey's **Lesserton and Mor**. **dmg pages 169–173**

WHAT ELSE?

Ninjas, tengu player characters, the revised monk character class, the City of Innocent Deaths, the *Lucky Charm of Many Ghastly Friends*, the Style of the Righteous and Harmonious Fists, **too much bold text**, Pa’kua kobolds, **the Monkey King** himself, **a small but readable comment font**, a game that your partner can play and enjoy with you — and you alone, the **1001 pagodas of doom** and actual rules for **becoming the Noble Jade Empress** or the head of the Shrine of the Purple Lady of the Latrines if that’s your thing.

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TABLE OF CONTENTS

INTRODUCTION	1
BACKGROUND	4
HOW DOES IT WORK?	6
ORIENTAL ADVENTURE COMPANION	10
KWANTOOM	42
THE 1001 PAGODAS OF DOOM	98
THE WAH TUNG MATCH CO. MONSTER MANUAL	134
THE LITTLE TOME OF LUCKY CHARMS	176
CAMPAIGN GAME	200
SECRETS	212



BACKGROUND

Some say the gods expelled the grotesque and the weak from their ranks at the beginning of time, denying them entrance to the lofty heavens. Demons all of them, they fled to remote places where they had palaces built in which they could dwell and prosper in the glittering shadows, and that among these places, the **1001 Pagodas of Doom** of the Yellow Springs Island are supreme, sheltering countless horrors and ghosts.

the island is set on a lake. it's called the lake of poisoned jewels

Some others, lacking imagination or viewing existence from a more pragmatic standpoint, say that the **1001 Pagodas of Doom** are what is left of a bygone sprawling city, now left to be haunted by thieves, lovers and children of the night.

Maybe the world does lie in the eye of the observer indeed, for both versions have proven true as explorers of diverse motivations have wandered inside, bringing back legendary riches in their stead.

As empires staggered and fell, heroes and scoundrels alike kept going into the pagodas, eventually settling on the mountain slope facing them when they survived their perils. They found a cluster of villages of natives set upon the ruins of an ancient town which merged and expanded into a city they named **Kwantoom**, the City of Innocent Deaths, in which they elected their own ruler, the Noble Jade Empress, and chose their own gods, the Nine Benevolent Ones, to help and to protect them.

the city now clings lasciviously to the mountain's side and you can see the 1001 pagodas lost in the mist from each and every of its lacquered windows. it's like a love story between them two

Whilst most of them have now put their explorations to an end and chosen a peaceful trading life, dealing delicate antiques, adventurers still flock into **Kwantoom** before their expeditions. Naturally, many merchants have found a way to make the most of it, selling wares, expansive entertainments, armors, weapons and supposedly magic charms to the unwary. Everywhere, beggars and charlatans try to earn their share of loot and mercenaries wander about looking for opportunities to get into the pagodas and seize an opportunity at wealth and blood.

GOING WEST

If you want to set **Mad Monks of Kwantoom** seamlessly into your usual medieval-fantasy campaign, make **Kwantoom** a neighborhood of the biggest metropolis of the main continent instead of a distant city, and have its denizens slowly trickle in and mingle with the population. Shroud it in mystery: maybe the neighborhood and the Yellow Springs Island facing it weren't there the day before, and maybe they just appeared out of thin air in the midst of a storm. When you do this, use your seasoned characters for your first explorations and create new Oriental-themed ones when they die or retire. **go slow**

THE NINE BENEVOLENT ONES			
Name	Domains	AL	Symbol
Tamash the Truthful	Truth, riddles & luck	LG	Light green lotus
The Cat God	Cats, wealth, food & luck	CN (E)	Golden lotus
Avalokiteshvara	Compassion & luck	LG	Light blue lotus
Lakshmi	Prosperity, grace & luck	CG	Orange lotus
Roc, the Bird King	Sea, boats, wind & luck	LN	Deep blue lotus
The Moon God	Moon, night & luck	NG (N)	White lotus
Nibban the Trickster	Devices, inventions & luck	N (E)	Gray lotus
The Purple Lady	Latrines, love & luck	LN	Purple lotus
Death	Death, reincarnation & luck	LN (E)	Black lotus



PLAYING SOLO: HOW IT WORKS

There are many ways to use this PDF. While it has been primarily designed to support solo campaign play, it includes many sections that you might want to use in your regular Old School game. The **page 10 Oriental Adventures Companion**, for instance can be used as a standalone extension to replace the character races and classes sections of the rules when you want to run an all-oriental campaign. It can also supplement them when you need to mix up everything and want to field tengu ninjas and elven rangers together. Similarly, you can decide to use the **Wah Tung Match Co. Monster Manual** **page 134** and the **Little Tome of Lucky Charms** **page 176** to add new monsters and magic items to your own scenarios as you would with more classical compendiums. The tables provided to map and fill the **1001** **page 98 Pagodas of Doom** are equally practical tools when you improvise a dungeon on the spur of the moment or even when you want to map some place in advance and lack proper inspiration.

When you want to fully experience this PDF you need to use all these together. If you intend to play some characters you already have, you can skip the **Oriental Adventures Companion** and jump **page 42** directly to the **Kwantoom** section. Then read then this whole PDF before playing, ignoring the **Wah Tung Match Co. Monster Manual** and the **Little Tome of Lucky Charms**, which you can discover bit by bit during the game. Make sure you **don't read the Secrets section** **page 212** at the end of this PDF since knowing in advance what it holds in store for you will probably ruin a lot of your fun. Most of what's left is about random tables, so it's pretty quick to flick through.

The only difference when you want to create new characters tailored for this campaign is that you need to read the **Oriental Adventures Companion** and to tinker with it in order to choose the options you like best for them. Don't chose any equipment yet, you'll buy it in **Kwantoom**. *maybe it's not exploration, but it's fun to tinker with the rules and create a weird party of adventurers with the companion*

Once you're done gathering or creating your adventuring party, you need to compute its Average Level (AL) and to write it down in the Adventure Log. You can find it on page 9.

COMPUTING THE PARTY LEVEL

include henchmen
Add up the levels of all your characters, divide by 3 and round it **down**. For this purpose, multiply the level of multiclassed characters by 1.5 and round it **down**. If your final result is below 1, treat it as ½.

a tanuki wizard=monk level 3=3 is considered a level 4 character

Now choose and set an exploration routine and write it down. Begin with the **Kwantoom** section. Here, you can buy equipment, spend your money on luxury leisure pursuits, check if you find any weird items, perfumes or poisons for sale and recruit mercenaries. You'll also need to roll for city encounters and those can be deadly, so be careful that your characters don't spend too much time in the city when they're still at a low level. When you're done with the City of Innocent Deaths, jump to the **1001 Pagodas of Doom** section, choose an entrance and roll for a starting area. Just follow the tables, wrapping what you roll into meaningful encounters. Use your imagination and common sense. At some point (maybe because there's nothing left to explore or maybe because your party's injured or loaded with expensive antiques) you'll want to leave the Yellow Springs Island and to return to **Kwantoom**. When you reach it, you try to sell your loot and level up. Then, you start again and your characters rise in power and position in the city, the pagoda complex or the region, shaping a campaign play. Got it? Now start!



CREATING CHARACTERS ABOVE THE 1st LEVEL

As some of your characters will have leveled up and most others will have died, the survivors will need to go adventuring with higher level characters. When you need to create such characters, just create them from scratch and give them whatever level you need. Roll normally, but give them an extra 50gp and one magic item for every three levels above the first (4th, 7th, 10th, 13th, 16th, etc). The first magic item will be a class weapon or a *ring of protection +1* and the others are randomly determined.

ROUTINES

Once you've generated all the characters of the group, you'll need to define a few routines. First of all, you need to set a marching order. As you see on the Adventure Log, you need to define a marching order for narrow corridors and a marching order for open and/or wider spaces where two people can walk side by side. Sometimes, you'll want to send scouts ahead, and there's a space on the Adventure Log for that as well, so just write it down.


You also need to plan the night shifts for the party's extended rests. Simply write down who's on watch at what time of the night on the Adventure Log and carry on.

Some of your characters can detect things in advance. Maybe they can use spells like *clairaudience*, *clairvoyance* or *detect magic*. If there's a monk in your party (**hint: there is one**) but you didn't write down that they check for traps, they won't detect any traps. As simple as that. Write down what they do. Do they listen at the doors? Do they use a *find traps* spell or power? Do they have infravision? You need to keep track of all that and that's what the Adventure Log is for.

Write down everything your characters do. Do they listen to every door you find and check whether they're locked or not? Write it down. Do they try magic items on as soon as they grab them or wait for an *identify* spell? Write it down. When your characters have special abilities, write that down as well, if only to remember them during the game. **yes, there's a space for all that on the adventure log**

Say you wrote down that Lothar, your level 3 ninja is looking for traps. When you roll and the dice tells you that there's a trap, you can allow Lothar to roll in order to detect it before it springs. If the roll is successful, he can now try to remove it with another roll. If you didn't write it, he's not allowed to roll and the trap is triggered.

Since the pagoda complex is potentially endless, it's also a good idea to keep track of the character's encumbrance somewhere and to check if they have enough bags, pouches, backpacks, *portable holes* and whatnot in order to carry the treasure they find.

ADVENTURE LOG				
		AVERAGE PARTY LEVEL (AL)		
		<div></div>		
MARCHING ORDER		SCOUTING AHEAD		
NARROW	OPEN	ORDER	MS	SURPRISE
1.	1. 2.	1.		/6
2.	3. 4.	2.		/6
3.	5. 6.	3.		/6
4.	add a * to the name of the torch and lantern bearers	4.		
5.		NIGHTSHIFTS		
6.		1.		
DETECTIONS		2.		
		3.		
		a large sack contains 600gp a backpack contains 400gp a saddle bag contains 300gp a small sack contains 200gp a bucket contains 100gp a pouch contains 50gp		
SPECIAL ABILITIES				
DOOR ROUTINE		LOOT		
		XP	GOLD & ITEMS	
TRAP ROUTINE				
MAGIC ITEM ROUTINE				
drink potions, try rings, use weapons, etc				



A COMPANION FOR
ORIENTAL
ADVENTURES

ORIENTAL ADVENTURES COMPANION

If you read this because you want to create new characters and send them out in **Kwantoom** and the **1001 Pagodas of Doom**, take a deep breath and jump to the next sentence.

Now, you need to create monk characters — **all of them**. Yes, all of them. When you don't roll high enough to meet the prerequisites, just give them the minimum score and carry on. Don't use the regular monk class you find in your rulebook, there's a revised and improved version in here that's probably best suited to your characters' survivability. Moreover, you can choose among the 5 races, 6 variant classes and 8 martial arts to personalize them further. That's a lot of differently-styled monks, such a lot that it covers about any sort of character you'd want to play in an oriental setting and it turns this monk's aid into a full-fledged **Oriental Adventure Companion** — if you don't mind playing monks, that is. You can, if you prefer, play standard classes like fighters, magic-users or clerics along with them, provided you give them an oriental flavor.

dress your wizard in lavish brocade robes. have your cleric pray lakshmi or equip your fighter with a katana sword. for instance

You can rip this companion off for its new character options alone, which you can use whenever you want to set your adventures in an oriental setting, cherry picking at a whim, or when you choose to play oriental characters as foreigners in whatever environment you like. Along with the **Kwantoom** section, in which you'll find equipment lists in tune into the mood of this setting, the **Wah Tung Match Co. Monster Manual**, and the **Little Tome of Lucky Charms**, it provides you with a complete starter kit to set your adventure campaigns anywhere you like in mythical Asia as it includes many references from traditional Chinese, Indian and Japanese fantasy.

this companion is mostly about japanese fantasy. the wah tung monster manual and the little book of charms being more in line with chinese legends

The expanded classes and races presented here are specifically designed to maintain compatibility with standard classes from the **Basic** or **Labyrinth Lord** rules, but the **Advanced Hit Dice** option, that you'll find further, lets you adapt them all smoothly to the **Advanced** or the **Labyrinth Lord Advanced Edition Companion** rules, so that you can play **Basic** or **Advanced Oriental Adventures** as you see fit.

CHARACTER RACES

All the races detailed here are considered demi-human. They all have ability requirements and you must meet these requirements in order to choose races for your characters.

BUNGAYAS

Requirements: CON 9

Ability Modifiers: DEX +1, WIS -1

Bungayas are small, about 4 feet tall, almost childish humanoid creatures descended from the spirits of elemental fire. From them, they've inherited long unruly reddish hair, that they often let loose so that they cover their half-naked bodies, and a feverish, quickly changing mind. Bungayas like pranks and jokes and deeply dislike working, which is the reason why many of them choose the free lives of rovers, scoundrels and beggars when they get adventurous enough to leave the ramshackle villages they usually build in the close vicinity to banyan trees. Bungayas can never be Lawful in alignment.

Like dwarves, gnomes, kappas and halflings, bungayas may not use large and two-handed weapons, but may use any other weapon and armor as indicated by class.

Bungayas resist fire naturally, getting a +2 saving throw bonus against fire-based spells and effects. In addition, all the fire damage they receive is reduced by -2 per die of damage and they never feel uncomfortable because of the heat. In addition, all the bungayas can cast the *affect normal fires* spell once a day like a magic-user of the same level.

it's called **manipulate fire in the labyrinth lord rules**

On the other hand, bungayas are easily frightened by water elemental or creatures, including giant varieties of fish, crabs, octopuses and the like and they must save versus spells or flee for d4 turns when they meet one with more HD or levels than they have.

Bungayas may speak common, elvish, goblin, halfling and their own dialect, a close cousin to the halfling language.

BUNGAYA CLASSES AVAILABLE

Class	Level Limit
Druid	4
Fighter	6
Monk*	9
Thief	14

* Includes all the monk variant classes except ninjas.

Bungaya thieves and monks receive the following bonuses and penalties to thief abilities:

BUNGAYA THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick locks	-5%
Find and remove traps	-5%
Pick pockets	+10%
Climb walls	+10%
Hide in shadows	-5%

KAPPAS

Requirements: STR 8

Ability Modifiers: STR +1, CHA -1

Kappas are 3 feet high hybrid creatures with beaked, turtle-like faces and a leathery fish-smelling reptilian skin. Their heads are hairy except for a hollow region on top, which is always filled with water. While strongly connected to the spirits of elemental water and usually living in small isolated villages in the vicinity of water, adventurous kappa types can freely roam the land and live in all sorts of environments if they wish. Most kappas are both very polite and extremely mischievous, though seldom Evil.

Like bungayas, dwarves, gnomes and halflings, kappas may not use large and two-handed weapons, but may use any other weapon and armor as indicated by class.

Due to their leathery skin, kappas receive a +1 AC bonus, that adds up to their armor or to their monk AC bonus. In addition, they can breathe underwater and swim like fishes, reaching the same speed as they would on land. They can forfeit all their standard weapons or Open Hand attacks and attack twice with their claws instead for d3 damage each.

The water from a kappa's cranial cavity is magically magnetized to them and doesn't spill over under normal circumstances. However, when the kappa misses a saving throw versus petrify or breath attacks, or when they're the target of a *destroy water* spell, it is forced out and the kappa suffers a -4 penalty to all their saving throws until the cavity is refilled. When someone else than the kappa fills it, the kappa is considered as being under the influence of a *charm person* spell until the water is spilled again.



Kappas may speak common, gnomish and kobold and their own dialect, a close cousin to the kobold language.

KAPPA CLASSES AVAILABLE

Class	Level Limit
Assassin	9
Fighter	6
Monk*	9
Thief	12

* Includes all the monk variant classes.

Kappa assassins, thieves and monks receive the following bonuses and penalties to thief abilities:

KAPPA THIEF SKILL ADJUSTMENTS	
Skill	Adjustment
Pick locks	-5%
Find and remove traps	-5%
Move silently	+10%
Hide in shadows	+5%

KITSUNES

Requirements: CHA 12

Ability Modifiers: INT +1, CHA +1, STR -1, CON -1

Kitsunes are shapechanging foxes, gracious and elegant fey beings akin to the spirits of the forest and accustomed to living among humans. When in their human form they retain a long tail that makes it difficult for them to blend into society, and wide golden, amber or brilliant blue eyes enhancing their natural comeliness. Kitsunes are solitary creatures and often deemed as cruel, vicious and treacherous, if only because of their high Charisma and their cunning. Kitsunes can never be Good in alignment.

it's always the same forms: these are their own forms, not illusions or a polymorph

They can assume the form of a fox or a human at will, though changing shape requires 1 complete round during which no other action can be undertaken. When they change shape, the armor they wear and the equipment they carry merges into their new form, effectively providing them with the same AC and protection bonuses. In fox form, however, kitsunes cannot use weapons nor Open Hand attacks, cast spells, use magic items or any kind of ability, except for the innate spell-like powers they may have. They gain a bite attack that inflicts d3 damage, naturally *pass without trace* and can hide with 90% ability in bushes or other outdoor cover. In addition, kitsunes have infravision of 60 feet in both forms, and can cast *dancing lights* once a day as a magic-user of the same level.

Good or Neutral aligned clerics can turn or even destroy kitsunes like undead creatures of the same HD/level (an Evil cleric cannot control a kitsune). In addition, kitsunes are particularly sensitive to curses and a *limited wish* or a *wish* spell is required to lift them when they are subject to one.

Kitsunes may speak common, elven and whatever language the foxes speak when they are in fox form.

KITSUNE CLASSES AVAILABLE

Class	Level Limit
Assassin	12
Illusionist	11
Monk*	11
Thief	12

* Kitsunes can only choose between the ninja and the shapeshifter variant classes, they cannot choose the standard Disciple of the Northern Wind monk path.

Kitsune assassins, thieves and monks receive the following bonuses and penalties for thief abilities:

KITSUNE THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick locks	-5%
Pick pockets	-5%
Move silently	+10%
Climb walls	-5%
Hide in shadows	+10%
Hear noise*	+1*

* Kitsunes receive a better dice range for hearing noises. For example, 1st level kitsune thieves hear noises on a 1-3, and at 9th level, it is 1-5. The hear noise skill may never be better than 1-5.

TANUKIS

Requirements: CON 8, WIS 9

Ability Modifiers: WIS +1, CON +1, INT -1, STR -1

tan-tan-tan

your balls sway nicely
though the wind stops blowing
they swing. swing. swing

Tanukis are shapechanger fey beings and minor spirits of the forest. Not only can they assume the shape of a raccoon-dog, their original and most common shape, but they can turn themselves into humans and hybrids combining human and raccoon features (like a raccoon face, fur and tail, for instance). They're better shapechangers than kitsunes because they can lose all their animal features when they want to blend into society. They have big round eyes and a fat belly and, when in raccoon-dog and hybrid shape, a big striped tail as well. Tanukis are joyful, cheerful and jolly creatures, though most of them are naive and easily fooled. Tanukis can never be Evil in alignment.

like kitsunes. it's always the same forms: it's
their own forms. not illusions nor a polymorph

While able to complete more radical and diverse transformations than kitsunes, tanukis can change shape only twice in a day, and when they've used both of their transformations, they must remain in the last shape they've transformed into until the next day. Changing shape requires 1 complete round during which no other action can be undertaken. When they change shape, the armor they wear and the equipment they carry merges into their new form, effectively providing them with the same AC and protection bonuses. In raccoon-dog form, however, tanukis cannot use weapons or Open Hand attacks, cast spells, use magic items or any kind of ability, except for the innate spell-like powers they may have. They gain a bite attack that inflicts d3 damage and can hide with 90% ability in bushes or other outdoor cover.

Tanukis in hybrid form can cast *detect poison* (same range, duration and effect as *detect magic*, but detects poison instead) and *purify food and drink* once a day like a cleric of the same level. On the downside, tanukis save versus *charm* and illusions of any kind with a -4 penalty.

Tanukis may speak common, elven and whatever language the raccoon-dogs speak when they are in raccoon-dog form.

TANUKI CLASSES AVAILABLE

Class	Level Limit
Cleric	U
Fighter	6
Monk*	9
Thief	12

* Includes all the monk variant classes except ninjas.

Tanuki thieves and monks receive the following bonuses and penalties to thief abilities:

TANUKI THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Find and remove traps	+10%
Move silently	-10%
Hide in shadows	+5%
Hear noise	+1*

* Tanukis receive a better dice range for hearing noises. For example, 1st level tanuki thieves hear noises on a 1-3, and at 9th level, it is 1-5. Hear noise may never be better than 1-5.

TENGUS

Requirements: DEX 9

Ability Modifiers: STR +1, WIS -1

Tengus are crow-men bipedal creatures bred from the spirits of elemental air. Tengus have long noses, a reddish skin, crow-like wings and taloned claws for hands. They often live in wandering caravans or shoddy ghettos set within the largest cities, raiding neighboring districts or villages, stealing riches or serving as mercenaries in the armies of local landlords and petty tyrants. While they have the reputation of kidnapping people for fun, they seldom do unless the promise of a hefty ransom persuades them to.

Tengus are mischievous, ruthless and sometimes whimsical, which often leads them to a solitary life whenever they leave the murder into which, like crows, they are born. Individual tengus may be whatever they choose in alignment.

tengu assassins have a normal chance of success in disguise

Tengus have diverse, but very limited abilities. They can disguise themselves as assassins do, with a base chance of success of 50% (remember those long noses?). They can use their wings to fly at their full movement speed over a short distance, but doing this is extremely tiresome for them and they can only fly for 1 round every complete turn, which gives the impression that they're jumping very high instead of flying. They can always use them to escape damage when falling as if they were under a *feather fall* spell. They can forfeit all their standard weapon or Open Hand attacks and attack twice with their claws instead for d3 damage each. In addition, tengus can cast the *mirror image* spell **once per week** as a 3rd level magic-user, gain a bonus of +1 on their dice roll to hit when employing a staff (including quarterstaff, jo stick and bo stick) and have infravision at 30 feet.

Tengus are slow learners and never gain experience bonuses for high ability scores. Since they're shunned and lonely, they may not have any hirelings, henchmen or followers and all their reaction rolls have a -2 penalty.

Tengus may speak common, goblin, hobgoblin and their own dialect, a close cousin of the hobgoblin language.

TENGU CLASSES AVAILABLE

Class	Level Limit
Assassin	U (15)
Fighter	12
Monk*	9
Ranger	7
Thief	12

* Includes all the monk variant classes.

Tengu assassins, thieves and monks receive the following bonuses and penalties to thief abilities:

TENGU THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick locks	-5%
Move silently	+5%
Hide in shadows	+5%

AGE (OPTIONAL)

RANDOM STARTING AGES

Race*	Assassin , Thief	Illusionist	Fighter, Ranger	Cleric, Druid, Monk**
Bungaya	30+d6	—	15+2d6	40+2d6
Kappa	12+d4	—	10+d4	16+2d4
Kitsune	30+4d4	100+4d8	20+4d4	250+4d10
Tanuki	30+4d4	—	20+4d4	250+4d10
Tengu	16+d4	—	12+d4	18+d6

* Ages only apply to races eligible for the listed class.

** Includes all the monk variant classes.

AGE STAGES

Race*	Adolescent	Adult	Middle Age	Elderly	Venerable
Bungaya	17-27	28-52	53-75	76-120	121-150
Kappa	11-14	15-24	25-35	36-50	51-65
Kitsune*	24-46	47-180	181-290	291-500	501-875
Tanuki	24-46	47-180	181-290	291-500	501-1,000
Tengu	13-16	17-24	25-40	41-55	56-70

* Kitsunes grow an extra tail every time they reach a new age stage, giving them a higher status among their society.

CHARACTER CLASSES

Here, you'll find a revised, enhanced and streamlined version of the monk's character class, the **Disciple of the Northern Wind**, a playable monk able to survive low-level adventures and to provide lots of fun and options for their players. The **Disciple of the Northern Wind** is a character type that may fit in standard campaigns as well as in Oriental-themed ones just as the classic monk class did.

that's why the class' name references the north, where knights, elves, dwarves and wizards roam the land instead of kappas and ninjas

Along with the main class, in this PDF you'll find 6 variant classes encompassing almost all the oriental character classes you can dream of. They all share the same basic features taken from this revised monk class, but add special powers at the cost of other abilities.

you lose open hand attacks or thief skills.
and you gain some cleric spells, for instance

When you give all the characters in your party one of these variant classes, you still have wizards and priests, assassins and warriors, but you give them a very, very strong Kung-Fu slant, it's like turning your adventure into a *Chinese Ghost Story* on the spot.

DISCIPLES OF THE NORTHERN WIND

Requirements: STR 12, DEX 15, WIS 15

Prime Requisite: WIS

Hit Dice: **d4**

Maximum Level: 17

don't forget to give your characters the minimum score right away when you don't roll high enough

Monks are self-reliant seekers of inner perfection and enlightenment. They strive and train to achieve incredible feats through training of both mind and body, following a path of wisdom and accomplishment under the guidance of a master or of a monastic order. There are not one, but many different paths in tune with the different alignments and a monk may be of any and of all of them. Fantasy types like Kai disciples in the *Lone Wolf* saga, Jedi and Sith in *Star Wars*, Bene Geserit in *Dune* and Wudang experts from *Crouching Tiger, Hidden Dragon*, are all great examples of what a monk character can be.

in kwantoom, each monastic path is loosely connected to one of the nine benevolent ones according to its followers alignment

Monks may only have the money they can keep on in a couple of pouches or so, a fraction of whatever treasure they gain.

fill them with gems

They may possess no more than 2 magic weapons and 3 other magic items at any time. These magic items include the items usable by all classes and by thieves. In addition, monks can possess as many potions, scrolls and lucky charms as they want.

see the little tome of lucky charms page 176

Monks have several further limitations: they never wear armor and may only use staves (including jo and bo sticks if you play with them), clubs, daggers and spears. Since their fighting style is based upon their martial knowledge and not upon their Strength, they don't receive any bonuses from exceptional Strength. They **do receive all their other ability bonuses** normally, including hit point bonuses for high Constitution (limited to +2, they're not fighters) and Dexterity bonus to AC.

Monks are surprised only with a 1 in 6 on a d6. They can deflect normal missiles or dodge direct damage spells such as *magic missiles*, *lightning bolts* and *fireballs* with a successful saving throw versus petrify. Monks can fall up to 10', escaping all damage, if within 5' of a wall at 1st level — this falling distance increasing to 20' at level 4, 30' at level 6 and to any distance at level 13. They advance like thieves of an equal level in the following abilities: Find (but not Remove) Traps, Move silently, Hide in Shadows, Hear Noise, Climb Walls.

Monks attack like clerics of the same level and save like thieves. Their study of the body grants them +1hp damage every 2 levels of experience. When fighting without a weapon, if a monk succeeds in an attack by 5 or more than needed on d20, the opponent is stunned for d6 rounds. When this is the case, there is a base probability equal to the opponent's AC that the opponent is killed instantly. This probability increases by 1% per level above the 7th. When fighting without a weapon, monks gain additional attacks and higher damage according to their martial arts style. Further, natural AC and movement speed improves each level.

Finally, all monks may meditate for 1 turn and recover **one-half of their hit points total** (rounded up) once a day.

MARTIAL ARTS STYLES

Monks follow one of the 8 martial arts style when fighting without weapons. When you create a new monk character, you need to choose one of these style, and to apply the modifiers it provides to your character accordingly. Each style features a short list of extra weapon masteries, a base AC, a base number of attacks, a base Open Hand damage die and special abilities. When your character gains a new level, the benefits of the new level are applied **to their style of choice**, thus improving their combat skills. Open Hand or weaponless damage is reduced by 50% (rounded up) against Large creatures. At level 3, they can affect creatures hit only by silver weapons, at level 7, they can affect creatures hit only by +1 magic weapons, at level 10 by +2 magic weapons and at level 13 by +3 magic weapons.

Technique of the Flying Leg

Weapon Masteries: No extra weapons

Open Hand Base Damage: D8

Open Hand Base Number of Attacks: 1

Base AC: 12 (if the monk's modified AC is higher than 9, their AC is 9)

Special Abilities: *Jump* as per the spell once per day as if the spell were cast by a magic-user of the same level.

if your martial art style gives you 2 attacks for d4 damage each and you gain 1 extra attack and 1 extra die. you now have 3 attacks for 2d4 damage each

True Strike Style

Weapon Masteries: Bow (any). Monk experts of the True Strike Style know the secret of crafting several special arrows: piercing (double cost, 3 days to craft, +2 to hit), shrieker (cost is multiplied by 100, 10 days to craft, opponents must check for Morale when the first shrieker arrow is shot) and crescent (double cost, 5 days to craft, can cut a rope or snuff a candle). While characters untrained in this style can sometimes find or buy those arrows, they lack the proper skill to use them and they behave as standard arrows in their hands.

Open Hand Base Damage: D6

Open Hand Base Number of Attacks: 1

Base AC: 10 (if the monk's modified AC is higher than 9, its AC is 9)

Special Abilities: Once per day, the monk can decide to give one of their attacks a +10 "to hit" bonus.

Kalaripayat

Weapon Masteries: Chuttuval. Chuttuval are fabled whip-swords that only monk experts of this style may wield. With every hit of a chuttuval, there is a 5% chance per level of the monk wielding it that its target is entangled. An entangled target loses its Dexterity bonuses to AC and any remaining actions it may have had for this round. Chuttuvals inflict d12 damage. The mastery of this style is necessary in order to fight with a chuttuval, and characters attempting to use them without the proper skill have a 50% chance of hurting themselves every time they miss their target. Moreover, chuttuvals cause only d8 damage in their hands and never entangle their targets.

Open Hand Base Damage: D6

Open Hand Base Number of Attacks: 1

Base AC: 10 (if the monk's modified AC is higher than 9, their AC is 9)

Special Abilities: None.

Style of the Five Ancestors

Weapon Masteries: Tetsubo (iron morningstar-like staff, d8 damage), kumade (rake-like pole arm, d4 damage) & kiseru (long metal pipe, may be used to smoke, d4 damage). These weapons are not restricted to the practitioners of this style and thugs and bandits commonly use them as well in oriental countries.

Open Hand Base Damage: D6+1

Open Hand Base Number of Attacks: 1

Base AC: 11 (if the monk's modified AC is higher than 9, their AC is 9)

Special Abilities: None.

Style of the Old Popular Way

Weapon Masteries: Kama (sickles, d6 damage), nunchaku (d6 damage), sai (d4 damage), siangham (iron arrow used as a hand weapon d4+1), tonfa (d6). These are martial weapons, almost useless in the hands of another character, who can only use them as improvised weapons for d2 damage.

Open Hand Base Damage: D6

Open Hand Base Number of Attacks: 1

Base AC: 10 (if the monk's modified AC is higher than 9, their AC is 9)

Special Abilities: None.

Style of the Righteous and Harmonious Fists

Weapon Masteries: Hook (like a grapnel, allows attacking from a 20' distance, d6 damage), razor fan (d4 damage), loaded egg (metal eggs hidden in the sleeves of shirts, success in an attack by 3 or more is enough to stun with these, d3 damage). Like weapons of the Style of the Old Popular Way, these are martial weapons, almost useless in the hands of another character, who can only use them as improvised weapons for d2 damage.

Open Hand Base Damage: D4

Open Hand Base Number of Attacks: 2

Base AC: 8

Special Abilities: None.

Willow Leaf Style

Weapon Masteries: Claws (metal claw-gloves, d4 damage), razor fan (d4 damage), kama (d6 damage), sai (d4 damage), siangham (d4+1 damage), shortsword, hand axe. Except for the short sword and hand axe, these are martial weapons, almost useless in the hands of another character, who can only use them as improvised weapons for d2 damage.

Open Hand Base Damage: D4 + weapon damage (see below).

Open Hand Base Number of Attacks: 1

Base AC: 10 (if the monk's modified AC is higher than 9, their AC is 9)

Special Abilities: Monks fighting with this style can attack once with a weapon in addition to all the Open Hand attacks they may have in the combat round. This weapon must be light (d6 damage or less), and its damage benefits from their monk's anatomy bonus.

I WANT MY MONK BACK

Right, you want to play a good old-fashioned classic monk. Fortunately, there's a last style for you, the **Style of the Northern Wind**, which gives your character proficiency in crossbows, hand axes, javelins and pole arms and uses its own AC bonus and Open Hand table. **your monk is on page 28**



MONK LEVEL PROGRESSION

Experience	Level	Hit Dice	AC Bonus	Movement Rate	Unarmed Attacks per Round*	Unarmed Attack Damage*
0—2,250	1	2	-1	150'	<i>Base</i>	<i>Base</i>
2,251—4,750	2	3	-2	160'	<i>Base</i>	<i>Base</i>
4,751—10,000	3	4	-3	170'	<i>Base</i>	<i>Base</i>
10,001—22,500	4	5	-4	180'	+1/4	<i>Base</i>
22,501—47,500	5	6	-5	190'	+1/4	+1
47,501—98,000	6	7	-6	200'	+1/2	+2
98,001—200,000	7	8	-7	210'	+1/2	+2
200,001—350,000	8	9	-8	220'	+1/2	+1D
350,001—500,000	9	10	-9	230'	+1	+1D+1
500,001—700,000	10	11	-10	240'	+1	+1D+2
700,001—950,000	11	12	-11	250'	+3/2	+1D+2
950,001—1,250,000	12	13	-11	260'	+3/2	+2D
1,250,001—1,750,000	13	14	-12	270'	+3/2	+2D
1,750,001—2,250,000	14	15	-12	280'	+2	+2D+1
2,250,001—2,750,000	15	16	-13	290'	+2	+3D
2,750,001—3,250,000	16	17	-13	300'	+3	+3D+1
3,250,001 &	17	18	-14	310'	+4	+4D

* Use the damage and number of attacks given by the martial arts style, and improve them as the monk levels up.

MONK LEVEL PROGRESSION (STYLE OF THE NORTHERN WIND)

Experience	Level	Hit Dice	AC Bonus	Movement Rate	Unarmed Attacks per Round*	Unarmed Attack Damage
0—2,250	1	2	-1	150'	1	d4
2,251—4,750	2	3	-2	160'	1	d6
4,751—10,000	3	4	-3	170'	1	d6+1
10,001—22,500	4	5	-4	180'	3 on 2	d6+1
22,501—47,500	5	6	-5	190'	3 on 2	2d4
47,501—98,000	6	7	-6	200'	3 on 2	2d4+1
98,001—200,000	7	8	-7	210'	2	2d4+1
200,001—350,000	8	9	-8	220'	2	2d6
350,001—500,000	9	10	-9	230'	2	3d4
500,001—700,000	10	11	-10	240'	5 on 2	3d4
700,001—950,000	11	12	-11	250'	5 on 2	3d4+1
950,001—1,250,000	12	13	-11	260'	5 on 2	4d4
1,250,001—1,750,000	13	14	-12	270'	3	4d4+1
1,750,001—2,250,000	14	15	-12	280'	3	5d4
2,250,001—2,750,000	15	16	-13	290'	3	6d4
2,750,001—3,250,000	16	17	-13	300'	4	5d6
3,250,001 &	17	18	-14	310'	4	8d4

* The first number is the number of attacks, the second is the interval in rounds.

Monks gain the following special abilities as they progress in level:

Reaching 2nd level: Monks save at +2 versus *charm*, *hold person*, *suggestion* and *hypnosis* and at +4 versus poison. There is only a 2 in 6 chance on d6 that an *ESP* spell or power will work upon a monk.

Reaching 3rd level: Monks gain the ability to *speak with animals*.

Reaching 4th level: Monks become immune to diseases, *haste*, *speed* and *slow* spells and effects and can suppress the need for water, food, rest and sleep for as long as 8 consecutive days.

Reaching 5th level: At 5th level, monks may *feign death* for a number of turns equal to 2 x their level.

Reaching 8th level: 8th level monks attract d4+1 1st level monk followers of the same alignment (and variant class when playing one of the variant classes). They gain the ability to *speak with plants*.

Reaching 9th level: Monks become completely immune to *beguiling*, *charm*, *hold*, *hypnosis* and *suggestion* spells and effects.

Reaching 10th level: 10th level monks are immune to the effects of *geas* and *quest*. In addition, they are immune to all poisons.

Reaching 12th level: At 12th level, a monk gains their "quivering palm" attack. The monk announces he has begun the vibrations in their palm, and must succeed in an attack within 3 rounds. If successful, the monk immediately decides when the transferred quivering sensation will cause instant fatality, which can be any time from this very round to within 1 day per level of the monk. The quivering palm cannot work against undead creatures, golems or creatures with more HD or levels than the monk themselves.

VARIANT CLASS: FAKIRS

variant monks have all the abilities of the disciples of the northern wind except when noted otherwise

Fakirs are ascetic monks striving to reach complete freedom from the physical body. They believe in the inner freedom of mind regardless of the actual material conditions. Fakirs are committed to the lives of beggars and cannot possess any money or wealth. However, they are still entitled to magic items as standard monks.

Fakir characters lose all the Open Hand combat benefits of the monk class, and must forfeit all the damage bonus they would have gained through their anatomic knowledge as monks.

Once a week, the fakir can transform their consciousness into a ghostly *spirit form*, leaving their physical body behind. The *spirit form* has the appearance of a misty cloud in the shape of the monk. The *spirit form* cannot attack, speak, or cast spells, but it can fly at a movement rate of 240' and can pass through the smallest openings or tiniest cracks. The fakir's *spirit form* can travel an unlimited distance from their physical body as long as it remains in the same plane of existence. The *spirit form* is invulnerable to all attack forms, but *dispel magic* or a similar spell causes the *spirit form* to instantly return to its body. While in *spirit form*, the fakir's physical body remains comatose. The body is subject to all regular attacks and suffers damage normally. The *spirit form* can remain away from the body for up to 24 hours, but once it returns to its body, the fakir is revived and cannot use their *spirit form* for another week.

Beginning at 8th level, **fakirs can cast spells like clerics** of 7 levels below their level. When they gain levels, they gain the following special abilities in addition to all the monks' common abilities:

Reaching 2nd level: Fakirs can adjust the weight of their body to correspond the surface upon which they are once per day for 1 turn. They thus can walk upon water, quicksand, mud or whatever. With respect to falling, they are affected as if by a *feather fall* spell while the ability is active.

Reaching 3rd level: Fakirs can *levitate*, as if the spell were cast by a magic-user of the same level, once a day.

Reaching 6th level: At 6th level, fakirs can sense the basic needs, drives and emotions generated by another sentient being located at less than 20 feet of them. They can use this power 4 rounds a day in any given combination (1 time for a duration of 4 rounds, 2 times for a duration of 2 rounds each, etc).

Reaching 11th level: The fakir ceases to suffer any consequence of aging, and doesn't seem to age anymore. The fakir's lifespan is doubled.

Reaching 13th level: 13th level fakirs can withstand extreme hot or cold conditions as if they were permanently benefiting from both a *ring of fire resistance* and a *ring of warmth*.

Reaching 16th level: Fakirs can cast *astral projection* as a cleric of their level once per day.

Reaching 17th level: 17th level fakirs no longer suffer the full consequences of physical damage. They suffer only one-half (rounded down) of any physical damage they may receive through non-magical weapons or from spells below 4th level such as *lightning bolts* or *magic missiles*. In addition, they can, with a successful save versus petrify, avoid all damage from a single physical attack, magic or not, once per day — even if this attack would normally surprise them.

VARIANT CLASS: KABUKIS

Kabukis are expert performers and martial artists. All kabukis know how to dance, sing and tumble as part of their basic training, which involves twisting their facial features and contorting their bodies more and more as they proceed along their unique path. Such twisting slowly takes its toll as the kabukis' features become exaggerated, showing strong passions and emotions at almost all times. The kabukis' take on martial arts is one of bombastic arrogance and flashy, extravagant gestures. At the contrary, the apprentice kabukis, the *kurokos*, always dress in black, veil their faces and are forbidden to utter even a single word. A player character kabuki is considered an apprentice until they reach 3rd level.

Once their apprenticeship is finished, kabukis gain a +2 reaction bonus when performing, even in front of monsters, and can always gather d10gp in a city when they spend a day showing their skill. In a town, this amount is reduced to d10sp, and in a small countryside village, to d10cp.

Kabuki characters lose all the thief skills and healing meditation power of the monk class. On the other hand, they gain several benefits according to the path they've chosen:

All kabukis know tricks and positions allowing them to see with **all-around vision**, to **draw weapons or small items in a wink** of the eye, to **escape falling damage** whether within distance of a wall or not, and have such martial mastery that the **Open Hand damage** of their chosen style is advanced to the next die (d4 damage becomes d6, d6 becomes d8 and d8 becomes d10). When they gain levels, they gain the following special abilities in addition to all the monks' common abilities:

Reaching 3rd level: Kabukis gain the ability to disguise as assassins do, but they only learn a limited number of disguises. They must choose a single disguise when gaining this ability, and gain a new role, costume and make-up at every odd-numbered level thereafter (5, 7, 9, 11, etc).

Reaching 5th level: At 5th level, kabukis can *fly* at their full movement speed for d6+1 rounds once per day.

Reaching 6th level: Kabukis are allowed a reaction roll to influence non-player characters or monsters even when they are engaged in a fight against the kabukis' party or the kabukis themselves.

Reaching 7th level: At 7th level, kabukis can quicken their reactions, effectively entering in a state of *haste*, as per the spell, regardless of standard monk immunities for d4 rounds once per day.

Reaching 11th level: 11th level kabukis must choose between the ability to awe and *beguile* (no save) creatures of 2HD/level or lower or to terrify them, causing the same effect as a *fear* spell. For each new level they attain, this power affects creatures of one HD/level higher (effectively affecting creatures of 8HD/level at level 17). This power is permanent and applies whether the kabuki wishes it or not.

Reaching 13th level: 13th level and higher kabukis are never surprised.



VARIANT CLASS: NINJAS

Ninjas follow the path of Shadows in their quest for perfection. Master spies, thugs, tricksters, acrobats and mystics, they progress in both the monk and the assassin class as a multiclassed character. This multiclass is **available to human characters** as well as to characters belonging to all the races eligible for the assassin and the monk class (namely kappas, kitsunes and tengus). When a human character chooses to multiclass, they forfeit the capacity to dual-class later. Human monk/assassin or assassin/monk dual-classed characters may still exist, but they aren't ninjas and they do not gain the special benefits of this variant class.



Ninjas follow a very strict honor code that ties them to their secret order, from whom they take their commands and can only be Lawful Evil in alignment. Some of these orders are connected to a cult or a philosophy, but they generally lay upon whispered principles and spiritual secrets passed from one ninja to another in a master to student relationship. From the 9th level onwards, raising in level involves the killing of the current master, from which the new position is taken — **failure resulting in death**. Ninjas are limited in level to the 15th level in both classes, at which point they rule both the entire order and the assassin's guild.

until a new would-be master kills them

As regards thief skills, the only benefit the assassin class provides to the monk is access to the Open locks and Remove traps skills. Since assassins' skills progress slower than the monks', they will be at a lower level of expertise, and ninjas thus have two different scores for traps: one for finding them — at the same level — and one for removing them, 2 level lowers.

In addition to the monk's standard ability to dodge missiles and evade spells, ninjas also have a chance of **deflecting melee attacks** with a successful save versus petrification. This save may not benefit from any adjustment, including magical or ability bonuses of any kind, and it may be attempted only once per round.

Ninjas know many secrets of alchemy and learn to craft devices that enable them to impersonate wizard types and to copy the effect of minor spells. When a ninja reaches level 3, they can learn 1 1st level magic-user or illusionist spell, which they can cast like a magic-user of the same level once a day. They gain a new 1st level spell at levels 5, 7, 9 and 11. These "spells" are cast through tricks, are not magic by nature and thus **cannot be dispelled**.

Finally, all ninjas master **special weapons** in addition to those provided them by their martial style of choice: the ninjato, a sharp sword that's easier to draw than both classic swords and oriental blades (fighting with a ninjato provides the ninja with a +1 individual initiative bonus, d8+1 damage), the shaken, iron throwing stars (d3 damage, a ninja can throw 3 shaken per round) and firework bombs (takes 1 full week to craft with 100gp ingredients, the ninja may choose between the fireworks and the smoke cloud effects of the *pyrotechnics* spell when they create the firework bomb. The bomb will then produce this effect, as if the spell were cast by a 5th level magic-user, when thrown at a maximum distance of 120'. This effect is **not magical** by nature). Only ninjas can use firework bombs.

VARIANT CLASS: RONIN MONKS

Ronin monks are wandering monk-warriors, sohei, samurai and bushi fighters without a lord, traveling from place to place. Ronin monks are outcasts, having left society in the pursuit of their quest for enlightenment or having been pushed to this extreme by external circumstances. In many ways, Ronin monks are like rogues and bandits and resemble them outwardly, but they follow a very different path on the inside since they have but disdain for riches and social position. Since characters can become Ronin monks unwillingly, having been thrown out of their loyalties, they can choose any alignment but Lawful characters often resort to retirement instead since they have little love for the life of rebels and rovers they're now forced to live.

Ronin monk characters lose all the Open Hand combat benefits of the monk class, but gain the tracking skill of rangers and can use any weapon. They have d6 Hit Dice instead of the standard d4.

d8 if you use advanced hd!

VARIANT CLASS: SHAPESHIFTERS

Shapeshifters are trickster shaman wizards of **the ancient religion**, a belief system encompassing the cult of the ancestors and the veneration of elemental and nature spirits. Hanging in balance between the spiritual and the material world, they have learned the arts of transformation and mimicry to the point that they can change their shape and shift their minds as spirits do, allowing them to penetrate the mind of others and to communicate in their own language and innuendo. Because of these extraordinary abilities, many shapeshifters are hired as heralds, diplomats and spies by the powers that be, weaving temporary alliances for the best mutual benefit while pursuing their unique path to perfection.

Due to their connection to the spirit creatures, shapeshifters have a +2 bonus on all reaction rolls when communicating with them. This includes bungayas, kappas, kitsunes, tanukis and tengus.

Shapeshifters can speak as many languages as their Intelligence score minus 8 at 1st level (a shapeshifter with 18 in Intelligence speaks **10 extra languages**). They are experts in poison use if their alignment allows it, and inflict a -2 penalty to the saving throws of their victims. They can cast the *friends* spell like a magic-user of the same level 3 times a day. **it's called allure in labyrinth lord**

Shapeshifter characters lose all the Open Hand combat benefits of the monk class, and must forfeit all the damage bonus they would have gained through their knowledge of anatomy as monks. Beginning at 8th level, **shapeshifters can cast spells like magic-users** of 7 levels below their level. When they gain levels, they gain several abilities akin to the powers the elemental spirits usually possess in addition to all the monks' common abilities:

it's called doppelganger in labyrinth lord

Reaching 2nd level: Shapeshifters can cast *change self* once a day like an illusionist of the same level.

Reaching 6th level: At 6th level, their shifting magic is so powerful that they share a part of the memory of the specific character they change into when casting the *change self* spell, gaining one of their racial powers and becoming able to speak whatever language

their new form would speak. They can dig into the memory and gain access to the information they seek 5% of the time. When they fail to find information the first time, further attempts are equally doomed to fail.

Reaching 7th level: Shapeshifters can cast *invisibility* and *ESP* once per day as a magic-user of the same level.

Reaching 11th level: 11th level shapeshifters are permanently able to speak and understand any spoken language. They can't read or write them, though.

see the little tome of lucky charms page 176

Reaching 14th level: Shapeshifters can identify **lucky charms** once a day. When they do, they learn all the powers the charm has at once, know how to activate it if necessary, and can read the psychic impressions left on it by its previous owner. They would possibly know the owner's race, class, religion, alignment and fate. This power is useless with items other than **lucky charms**.

Reaching 15th level: 17th level shapeshifters are permanently protected with *mind bar*. They become immune to magical attacks affecting the mind such as *confusion*, *fear*, *ESP*, *magic jar* or *sleep*, and cannot be subject to *telepathy* nor telepathic influence, *domination* or *empathy*.

VARIANT CLASS: SWORDMASTERS

Swordmasters or kensai are expert duelists and samurai striving to achieve perfection through the **Way of the Sword**, a spiritual path and a philosophy of independence towards gods and spirits alike. They have dedicated their whole life to honing their swordplay and the intricate honor codes that regulate duels and displays of prowess in combat. For kensai idealists, the world is not shades of gray but decisive opposition in which they have to vanquish or die regardless of the issues at stake. For these reasons, swordmasters can only be Lawful in alignment. Historical characters like Miyamoto Musashi and fantasy characters like Ogami Itto from *Lone Wolf & Cub* are both good examples of swordmasters.

From the 9th level onwards, going up in levels involves defeating a higher level kensai in duel. The chosen opponent can be of any level, and the duel is not necessary to the death, except for Lawful Evil characters. When the duel fails, the kensai loses enough experience points to place them at the lowest number possible to attain the level just beneath the new level.

Swordmasters lose all the Open Hand combat benefits of the monk class, but gain proficiency with all swords and sword-related weapons (like cutlasses, katana and the like). They receive a +2 bonus to hit with swords and sword-related weapons, a +1 bonus to individual initiative and sever an extremity from their target with every sword attack they make when they roll a natural unmodified 20 on their attack die. When they do, check the table below:

THE NIFTY TABLE OF SEVERED EXTREMITIES		
Roll d20	Medium-sized or smaller opponent	Large size opponent
1-2	Foot (50% chance each)	Foot (50% chance each)
3-5	Left leg	Left leg
6-8	Right leg	Left leg
9-10	Torso (death)	Genitals
11-13	Left arm	Right leg
14-16	Right arm	Right leg
17-18	Hand (50% each)	Hand (50% each)
19-20	Head (death)	Arm (50% each)

When kensai move up levels, they gain several abilities in addition to all the monks' common abilities:

Reaching 3rd level: At 3rd level, swordmasters can focus their inner energy for 1 round per day, during which they receive a +3 bonus to hit (**in addition with the bonus they have with swords**) and a +6 bonus on their damage roll (**in addition to the monk's anatomy bonus**). The bonus they have to hit with swords and sword-related weapons increases to +3, and their individual initiative bonus to +2.

Reaching 6th level: The swordmaster's individual initiative bonus increases to +3. For one round a day, they can inflict the maximum possible damage with a sword without rolling any damage dice.

Reaching 7th level: 7th level swordmasters attack 3 times every 2 rounds with swords and sword-related weapons.

Reaching 9th level: 9th level swordmasters sever extremities on an unmodified to hit roll of 18 or above with each attack. Once a day, they can attack all the targets surrounding them in melee once instead of delivering their usual attacks.

Reaching 11th level: At 11th level, swordmasters can sever the extremities of large-sized targets as if they were medium-sized. Once a day, they can decide to gain initiative automatically on the first round of the next combat.



ADVANCED HIT DICE POWERPLAY

If you want to play with **Advanced** edition rules and characters, you may consider giving your monks higher Hit Dice to increase further their survivability, **switching to d6 Hit Dice** instead of d4. If you play solo it's all up to you, powerplay is fun sometimes and if you like it, then why not? The campaign you'll find in this PDF is hard and you'll need all the extra nudge you can get. When you play with other players and you all play monks, decide together if you want to powerplay or grind your gritty way through the levels. When other classes are on deck, though, you need to think twice before giving your monks d6 Hit Dice, even if the other classes already get **Advanced** edition Hit Dice like d10 for fighters, as they can quickly become overpowered when compared to others.

it's their fault anyway. why aren't they all playing damn monks?

MULTICLASSING

When a class is available for a character of a given race, they can choose any multiclass combination involving this class, with a maximum of 3 classes. This also applies to the monk class, for which multiclassing **is allowed** with the following notes:

Monk*/Fighter or Ranger: Bungayas, kappas, tanukis and tengus can be monk/fighter. Tengus may also choose to multiclass as monk/ranger as they choose. These characters may use any armor or weapons, though they don't benefit from the monk's AC bonus while wearing any kind of armor or using a shield. They may apply exceptional Strength to hit and damage bonus to their attacks, except for their Open Hand attacks. They may not, however, employ thief skills, dodge or escape falling damage when using armor heavier than leather or use a shield. Ronin monk/ranger receive no bonus for having the tracking skill from both classes. Spellcaster monk types may cast spells while wearing armor with no limitation.

Monk*/Cleric or Druid: Bungayas may be monk/druid and tanukis monk/cleric. These characters can use all their monk weapons without limitation regarding sharp or wooden weapons, melee projectiles, crossbows and bows if these weapons are available for their martial arts style of choice.

Monk*/Thief or Assassin: Monks cannot multiclass as assassins or thieves, except when choosing the ninja variant class.

Monk*/Illusionist: Kitsunes may be monk/illusionist. Monk/illusionist can use all the monk weapons available for their style.

Monk*/Fighter/Druid: Bungayas can be monk/fighter/druid. They have all the powers, possibilities and limitations of all three classes.

Monk*/Fighter/Cleric: Tanukis can be monk/fighter/cleric. They have all the powers, possibilities and limitations of all three classes.

Monk*/Monk*: A character may only choose one monk variant class and multiclassing between them is impossible.

* Including all the monk variant classes excepting ninjas.

JUST A FEW FREQUENTLY ASKED QUESTIONS

Advanced edition monks were limited in number after level 7 and had to beat their superior in a fight, or to wait for them to retire in some supplements, in order to move up in level. Is this still the case?

It's too difficult to deal with and it's no longer the case, except for ninjas and swordmasters but they are insane anyway.

Before, Advanced Edition monks could use only miscellaneous items, rings and weapons, are you sure they now can use scrolls, lucky charms and potions? What about wands and staves? And what the hell are lucky charms by the way?

I'm pretty sure, yes. They can use those rods, staves and wands that all classes may use, and those restricted to thieves if you find any. They still can't possess more than 3 "other" magic items in all, but as many potions, scrolls and yes, lucky charms as they want. Lucky charms are detailed further in this PDF in a section that's appropriately called **The Little Tome of Lucky Charms**. Check it out!

page
176

Do you really expect us to fill our monks' pouches with gems? It's a joke, right?

It's a joke.

There must be a mistake, I can't find where the Open locks and Remove traps thief skills are mentioned in the revised monk class.

It's not a mistake. Disciples of the Northern Wind cannot Open locks or Remove traps, they can just find them.

Disciples of the Northern Wind have Wisdom as Prime Requisite ability. Does that mean they can get experience bonuses?

That's exactly what it means.

I've read somewhere that there can't be more than 3 monks in a group and that they can't have henchmen, was I mistaken?

Yes and no: you can field as many monks as you want in your group but monks cannot have henchmen before they reach level 6.

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THE CITY OF
INNOCENT DEATHS

KWANTOON



IN THE CITY

Whether you have created new characters for this campaign or decided to play good old characters you've already played, they start their adventures in **Kwantoom**. We assume that new characters, probably monks, have spent their life in a remote neighborhood or a village nearby, gathered their meager savings and now enter the city. They wear standard plain gray-colored clothes (you'll see in this section that color matters) with rope sandals and carry a small sack and a dagger, both tied at their waist with a thin leather belt. You now roll for their starting gold and can proceed to the city itself. If you want to personalize them a little further, you can roll on the Character Background & Quirks table at the end of this PDF.

page 210

Seasoned characters are supposed to come from distant foreign lands and will probably be viewed with suspicion until the local folks get accustomed to them. They receive a -2 penalty on all reaction rolls with them until they've entered the **1001 Pagodas of Doom** and returned to the city at least 3 times.

page 98

In both cases, your characters begin in the city where they can equip themselves, hire mercenaries and spend their money on entertainment before going into the **1001 Pagodas of Doom**. After each expedition, they get back to the city, try to sell their stuff and to buy new trinkets before going again.

page 200

THE PASSING OF TIME

You'll find 4 different sections detailing **Kwantoom**, each of them dedicated to one of the main districts of the city. Every day you decide to spend in **Kwantoom**, you **must choose a district** and check for encounters and events **before doing anything** else — not because everything happens in the early morning, but because we assume that the things you buy and the people you hire during the day aren't immediately ready to serve. If you roll **1 or 2 on a d6**, that means that a special encounter or event has occurred, and you need to consult the encounters & events table **of this district** and to play it before checking shops and places or recruiting mercenaries. **Each district has its own** shops & places and mercenaries tables as well, so that visiting different districts may prove useful.

CHECKING SHOPS

Once you've sorted out what happens with events and encounters, you can check for the shops and places of the district **one by one**. Each shop or place has a **Search Chance** and you need to succeed at it in order to find the shop or the place. Otherwise you can't gain access to its goods. Once one of your characters has located a shop or a place, you don't need to check again for this character, they automatically know where it is and how to find it. When you want to buy a piece of equipment in a shop, you then need to check that the shop has it in stock. When it doesn't, remember that other shops might sell the same item, maybe at a different price and in a slightly different version.

RECRUITING MERCENARIES

Like shops, mercenaries have a **Search Chance** and an availability range. You check for them exactly as you would for shops.

AT THE END OF THE DAY

The day ends once you've checked all the shops, places and mercenaries you wanted to. You then decide whether you want to spend another day exploring another district or to go to the **1001 Pagodas of Doom** straight away. While you can explore a district you've already explored, If you haven't found a shop or a specific mercenary during your first visit, that means that you can't access them at the moment: maybe the inhabitants of the neighborhood won't trust you enough to give you the proper information or maybe you don't have the *karma* you need in order to find these right now. If you have found them, but what you're looking for wasn't available, you need to give them the time to replenish while you're out on your expedition.

1. CHOOSE A DISTRICT
2. GO TO THE CORRESPONDING DISTRICT SECTION
3. CHECK FOR ENCOUNTERS & EVENTS (1-2 in a d6)
4. CHECK THE SEARCH CHANCE FOR SHOPS AND MERCENARIES
5. CHECK FOR AVAILABILITY, BUY AND RECRUIT
6. RINSE & REPEAT

ABOUT EVENTS & ENCOUNTERS

Unlike the monster encounter tables you'll find in the exploration section of this PDF, these encounters aren't connected with the AL of your party. At lower levels, you may wish to avoid this by spending as few days as possible in **Kwantoom**.

ABOUT RECRUITING MERCENARIES *mercenary is just a fancy word for henchmen and retainers*

When you want to recruit mercenaries, you roll for reaction, adjust with your Charisma bonus if any and check the result. You have a -2 extra bonus if you comply with the conditions given in the district tables for each type of mercenary. When the final result is 5 or below, you strike the deal and hire the mercenary. The number of mercenaries each character can have at the same time and their starting Morale value depends upon their Charisma score. You find these scores in whatever rules you use to play this game.

ABOUT MAGIC ITEMS

Once a **magic item** has been rolled and shows up at a shop or a place, it's gone 2 weeks later. Once sold, a magic item never shows up again. Ignore all magic item occurrence in a shop or a place once all its magicware has been sold. The magic items are all detailed at the end of this section.



俛仰之間以為陳迹猶不於所遇輕得於已快然自

KwanToom



FIRST DISTRICT: DAZIBAO

Eating, drinking and sleeping in Dazibao costs 8sp per day minus 1sp per reaction adjustment bonus point your character has.

ENCOUNTERS & EVENTS IN THE DAZIBAO DISTRICT

Roll d20	
1	The lake has partly flooded the district. Shops and places are 50% likely to be closed (roll for each of them individually). Check again for encounters & events, and fight d2 crabs, giant (LL68) if an encounter occurs.
2	3d4 tax guards, 0-level men-at-arms with guisarmes and banded mail. Any goods you buy are 25% more expensive because of the tax they collect on merchants. Moreover, they attack for no reason on a reaction roll of '12'.
3	A band of trained monkey picks the pockets of the people in the district. They can check once for each character with a 50% chance of success.
4	Beggars. If you give them 5sp at least, they help you around and your Search Chance is increased by 10% in the district for this day.
5	2d6 bungaya fighters play tricks on people. Roll for reaction, they attack if you roll 9 or more.
6	A riot breaks out in the district. Your characters are attacked d8 times by different random people, each performing as a 3HD monster and causing d6 damage. This damage is subdual and knocks you unconscious instead of killing you. If it does, you are jailed until you pay 100gp for your freedom (they jail you, they don't loot you so you can pay with what's in your pouch).
7	d4 lycanthropes, weretigers (LL85) roam the district. They can detect Lawful characters and attack them unless given everything of value they possess.
8	Kabukis perform in the streets. If given 5gp, they show one of your characters a shop or place of your choice in the district.
9	Gypsies sell goods in the district. Use the complete Labyrinth Lord equipment list LL 15-16.
10	An Imperial Ban has been passed on alcohol and tobacco. Their price is multiplied by d10.

11	A noble city official is visiting the district. Roll d20 under CHA for each character: if it succeeds, he hires the character for the day and pays d20sp. On the other hand, hired characters must follow and obey and the day is lost for their search.
12	Traders from an opulent house are buying huge quantities of everything, all availability rolls have a -3 penalty.
13	d4+1 1 st level kappa thieves. They attack unless given at least 10gp each.
14	People panic because of rumors of ghosts and flee the district. Shops and places are 75% likely to be closed (roll for each of them individually). Check again for encounters & events and fight a spectre (LL96) if an encounter occurs.
15	2d6 native jungle nomads. They are hostile if you roll 9 or more on a reaction check and willing to follow you as mercenaries if you roll an unmodified '2'.
16	A merchant is looking for a specific antique that's in the 1001 Pagodas of Doom . He offers 500gp for its retrieval. Roll d20+20: you find the antique there once you've explored this amount of chambers & rooms in one or several expeditions.
17	Runaway horse. If you roll 6 or better for initiative, you get a chance to catch the horse with a d20 roll under your DEX. You automatically catch it if you run faster than its speed (its base speed is 240'). When the owner, a 1 st level thief, comes, roll for reaction: on a 2, he gives you the horse, on a 3-5 he gives you 5gp and on a 12 he considers you as a thief and attacks with his d4+1 2 nd level fighter guards. He ignores you on all other scores.
18	2d4 baboons armed with clubs (LL63) ambush you. They use bamboo shields as well, reducing their AC by one.
19	Lantern festival. The shops and places are open at night, and you can search again those you don't locate in the day.
20	Lakshmi procession. You can contribute 25gp in offerings of butter, sugar, honey and flowers. If you do, you have a 5% chance to receive Lakshmi's boon and the value of the next monetary treasure you find is doubled.

Crab, giant: AL N, MV60', AC2 (like plate & shield), HD3, 2 pinchers (2d6 each), Save F2, Morale 7, XP50.

Bungaya fighters: 1st level fighters, 8hp. AL C, MV90', AC5 (studded leather, +1 DEX & shield), shortsword or spear (d6), Save F1, Morale 8, *affect normal fire* 1/day, XP13.

it's called manipulate fire in the labyrinth lord rules

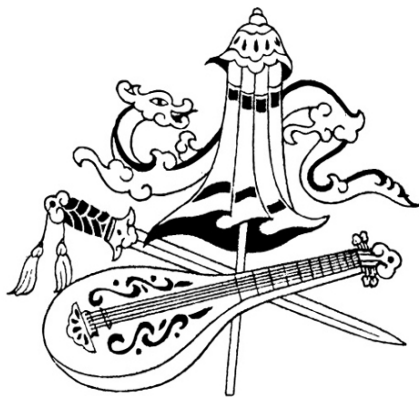
Lycanthropes, weretiger: AL N, MV150', AC3 (like plate), HD5, 2 claws, 1 bite (d6/d6/2d6), Save F5, Morale 9, surprises on 1-4/6, transmit lycanthropy, XP650.

Kappa thieves: 1st level thieves, 4hp. AL C, MV120', AC6 (leather, DEX & racial armor bonus +1), bo stick (d6) or 2 claws (d3 each), Save T1, Morale 7, thief skills, backstabbing, XP13.

Spectre: AL C, MV150' – Fly 300', AC2 (like plate & shield), HD6, 1 touch (d8 & drain 2 levels), Save F6, Morale 11, undead immunities, XP1,070.

Jungle Nomads: 0-level humans, 6hp. AL N, MV120', AC7 (padded armor & shield), machete (d8) & blowgun (d2 + poison for d6), Save 0-level human, Morale 8 or varies with employer's CHA, surprises on 1-4/6, XP13. When hired as mercenaries, they require 2gp/day and ¼ share of loot each.

Baboons, higher: AL N, MV120', AC6 (like scale mail), HD2, 1 bite (d3) & 1 club (d6), Save F2, Morale 8, XP20.



SHOPS & PLACES IN THE DAZIBAO DISTRICT

BASU SAKE SHOP		
Search Chance: 50%		
Item	Stock	Price
Cheap rice sake, cup	6d20	5cp
Cheap rice sake, jar	6d4	2sp
Cheap rice sake, keg	d4	1gp
Lung-Tia, rice sake, cup	2d20	2sp
Lung Tia, rice sake, jar	2d4	6sp
Yari, plum sake, jar	d3	2gp
Doshan, rose sake, jar	d2	10gp
Basu cherry sake, jar	d4-3	100gp
Dragonscale porcelain sake cups, 4	d8	5sp
Portable sake heater, stone	d4-2	10gp
Sake table, 4 seats	1	5gp

COO HORSE FAIR		
Search Chance: 75%		
Item	Stock	Price
Horse, draft, ordinary	2d4	15gp
Horse, riding, ordinary	d4+1	70gp
Horse, riding, Tunguz movement 260'	d4-2	100gp
Horse, war, Shafaiz morale 10	d3-2	400gp
Horse, war, Oxen 4 hit dice	d3-2	500gp
Saddle and blanket, standard, gray	3d4	20gp
Saddle and blanket, ornate, yellow or red	d4-1	80gp
Saddle bag	2d6	1gp
Horse barding, leather armor class 5	d4	150gp
Horse barding, scale mail armor class 3. movement -40'	d4-2	300gp

JASMINE JEWELS

Search Chance: 25%

Item	Stock	Price
Jasmine ring	2d4	50gp
Jasmine double necklace	d2	1,500gp
Jasmine bracelet, score	d4	500gp
Henna tattoo	N/A	5gp
Jasmine bow*	d6-5	5,000gp
Jasmine arrow*	3d4-7	500gp

these jewels are made of
jasmine flowers. but are
magically as hard and
resistant as metal

* Jasmine arrows and bows are detailed at the end of this section.

LUNG FRESHWATER FISHERIES

Search Chance: 80%

Item	Stock	Price
Fried rasbora fish, paper bag	3d00	1cp
Anchovy, jar	2d20	1sp
Sharpbelly carp, lb.	2d10	2cp
Zebrafish	3d6	2cp
Silver carp	2d6	4cp
Dark sleeper tilapia	2d4	8cp
Koi perch	d4	1sp
Mottled eel	d4	4sp
Wallago catfish	d4-1	5sp
Great snakehead fish	d4-2	5gp
Land lamprey, lb.	d4-3	35gp
Purple rockfish	d6-5	500gp
Fishing net	3d6	2gp
Sai	2d4	2gp
Trident	d4+2	4gp

1 in 10 is poisonous : save or die

MONG WHOLESALERS

Search Chance: 80%

Item	Stock	Price
Rice, 1 koku (330 lbs.)	d00	30gp
Cotton cloth bolt, gray	d00	5gp
Silk cloth bolt, gray	d00	25gp
Blue porcelain cups, bowls & vases, 10 lbs.	d00	10gp

ONABI FIREFLIES

Search Chance: 50%

Item	Stock	Price
Candles, red, 12	2d4	1sp
Torches, 5	2d8	1sp
Tinderbox, flint & steel	d4+2	2gp
Oil flask	2d3	1gp
Lantern, hooded	d4-1	12gp
Lantern, fireflies	d4-2	25gp
Lantern, preserved fire beetle glands	d4-3	250gp
Vest, silk, branded with Onabi's advertisement, green	2d4	2gp
Linkboy, one evening 0-level human, morale -1	2d6	1cp
Linkboy, one evening in the 1001 Pagodas of Doom	d6-2	5gp

PAPER TIGERS

Search Chance: 25%

Item	Stock	Price
Paper sheets, thin, 12	2d10	5gp
Window, oiled paper, including installation	d4	10gp
Paper hat, oiled, cocked	2d6	5sp
Paper lantern	2d4	2gp
Origami set	d4-2	25gp

STARS OF THE SHAN FAN, IMPERIAL ASTROLOGY

Search Chance: 25%

Item	Stock	Price
Individual astrological chart	N/A	10gp
Astrological charm (requires chart) +1 to saves vs. fear	N/A	100gp
<i>Augury</i> spell	N/A	500gp
Shaken (d3 damage, 1 att/rnd for non-ninjas)	2d4	1gp

THE SHRINE OF LAKSHMI

Search Chance: 75%

Item	Stock	Price
Holy symbol, silk embroidered, orange	2d4	25gp
Holy symbol, gold-plated silver, orange	d4+1	50gp
Safe, rent for a month	N/A	3% deposit
Blessing of a shop or trade	N/A	10gp
<i>Change self</i> spell	N/A	100gp
<i>Cure Light Wounds</i> spell	N/A	100gp
<i>Cure Serious Wounds</i> spell	N/A	350gp
<i>Divination</i> spell	N/A	1,000gp
<i>Cure blindness</i> spell	N/A	1,000gp

SIAN PENG, BOWYER & FLETCHER

Search Chance: 25%

Item	Stock	Price
Short bow	2d6	15gp
Longbow	d4-1	50gp
Daikyu (d10 damage)	d4-2	100gp
Quiver, cap, 2 score arrows	d6	5gp
Arrows, score	2d6	3gp
Arrow, single, silver	d4-2	10gp

THE SILK AND FUR MARKET

Search Chance: 75%

Item	Stock	Price
Vest, fur	2d10	3gp
Robe, fur-trimmed	2d10	5gp
Cloak, fur	d10	8gp
Boots, fur, low soft	2d6	2gp
Hat, fur	d8	1gp
Vest, silk, gray	d10	5gp
Robe, silk, gray	d8	8gp
Gloves, silk, gray	2d6	2gp
Underwear, ladies, silk, gray	2d6	10gp
The same item in green	N/A	x1,5
The same item in yellow or red	N/A	x2

THALIT SMOKES

Search Chance: 25%

Item	Stock	Price
Small pipe, wooden	d8	1sp
Small pipe, metal	d4	1gp
Small pipe, ivory	d4-1	100gp
Kiseru pipe (d4 damage)	d4-1	3gp
Tobacco, cheap, 1 pouch	2d10	5gp
Tobacco, Peacock's Premium, 1 pouch	d4	25gp
Tobacco, halfling, 1 pouch	d4-2	125gp
Papiros, box of 4 tobacco rolled in brown paper tubes	2d6	1sp
Cigar, Crackpots small. cheap. bad cigars	3d20	1cp
Cigar, Imperial Mist	d4-3	500gp
Tinderbox, flint & steel	2d4	1gp

TANG SUN'S PUPPET THEATRE

Search Chance: 25%		
Item	Stock	Price
Performance, one evening	N/A	5gp
Performance, one evening, in the 1001 Pagodas	N/A	250gp
Puppet, traditional	payments of custom made puppets are made in advance and the puppet will be ready by the end of the next adventure	d4
Puppet, custom		500gp
Magic puppet*		d4-3
		5,000gp

* Magic puppets are detailed at the end of this section.

TILKAN STREET

Search Chance: 100%		
Item	Stock	Price
Gloves, cotton, gray	2d00	5sp
Robe, cotton, gray	d00	1gp
Trousers, cotton, gray	d00	7sp
Skirt, cotton, gray	d00	1gp
Sash, silk, yellow	d20	3gp
Cap, gray	3d00	5cp
Blanket	d00	5sp
Rope 50', hemp	2d20	1gp
Pot, iron	d10	3gp
Rice cake, 1 week trail rations	5d6	7gp
Tea, black, 1 lb.	5d00	2gp
Paper, prayer strip (random Benevolent One)	d00	5cp
Pole, 10'	3d20	3cp
Bedroll	d00	2sp
Chopsticks, wooden	7d00	2cp
Umbrella, oiled paper	3d20	1gp

VISHAN'S LUXURY SWEETS

Search Chance: 50%

Item	Stock	Price
Cake, small portion	2d6	1sp
Cake, standard	2d4	1gp
Cake, celebration	d4-1	100gp
Brown sugar, pouch	3d8	2gp
Bitter chocolate, pouch	3d8	50gp
Ginger, sweets 1lb.	3d8	75gp
Sweet chocolate, pouch	2d4	100gp
Fortune cookie*	d4-1	100gp

* Fortune cookies are detailed at the end of this section.

WANG BLADES

Search Chance: 50%

Item	Stock	Price
Sword, broad (2d4 damage)	2d8	5gp
Sword, short	d4	9gp
Sword, long	d4-1	12gp
Sword, two-handed	d4-2	20gp
Scimitar	d4-2	10gp
Axe, hand	2d4	1gp
Axe, battle	d4-3	5gp
Spetum (d6+1)	d4	9gp
Partisan (d6)	d4	7gp
Fauchard (d6)	d4	7gp
Guisarme (2d4)	d4-2	12gp
Chauve-Souris (2d4+2)	d4-2	35gp
Padded armor	d8	5gp

MERCENARIES IN THE DAZIBAO DISTRICT

Type	Search Chance	Availability roll	Wages	Hiring bonus when...
Men-at-arms	90%	d6	1gp/day + ¼ share	Given 10gp/day
Freshwater sailors	90%	2d4	2gp/day + ¼ share	Given ½ share
Kappa thieves	35%	d4-2	3gp/day + ½ share	Given full share
Baboon, higher*	15%	d8-4	50gp/day	Given human flesh to eat
Clerk	15%	1	10gp/day	Given 50 gp/day

* If none of your characters can *speak with animals*, you can't hire baboons.

Men-at-arms: 0-level human. AL N, 4hp, AC7 (leather & shield), spear (d6), dagger (d4) & 2 javelins (d6).

Freshwater sailors: 0-level human. AL N, 6hp, AC8 (leather cloak), cutlass (d8 damage), trident (d6+1) and fishing net.

Kappa thieves: 1st level thieves. AL CN, 4hp, AC6 (leather, DEX & racial armor bonus +1), bo stick (d6) or 2 claws (d3 each), thief skills, backstabbing.

Baboon, higher: 2HD monsters. AL N, AC6 (like scale mail), 1 bite (d3) & 1 club (d6), Save as F2.

Clerk: 0-level human. AL LN, 3hp, AC9 (no armor), dagger (d4). You hire a clerk for all the days you spend in the city before going into the pagodas, excluding the day you've hired them. The clerk never goes with you on an adventure, but you pay 25% less for all the items you buy with them and avoid taxes if tax collectors are around.

SECOND DISTRICT: KUAN LOON

Eating, drinking and sleeping in Kuan Loon costs 4sp per day. This amount is reduced to 2sp per day when wearing rags & tatters.

EVENTS & ENCOUNTERS IN THE KUAN LOON DISTRICT	
Roll d20	
1	3d4 kalaripayat students, all 1 st level fighters and looking for trouble. They wear no armor and carry chuttuvals and clubs. They attack to subdue unless you roll a friendly reaction roll (modified 2 or less). On a reaction roll of 9 and over, they attack to kill.
2	2d6 urchins begging for coppers. Giving them at least 1cp each provides your characters with a +2 reaction bonus in the district until they leave for the pagodas.
3	A lone and bloated otyugh (AEC 133) roams the district. Roll d20 for each of your characters, and d20 for the otyugh: when you roll the same number for the otyugh and one character or more, they meet haphazardly in a blind alley and the creature attacks them.
4	You have found a weird jade key. It has a 5% chance of fitting a single locked door in the 1001 Pagodas of Doom . Once successfully used, the key won't fit any other door.
5	d4 yak-men (see their details page 59). They attack unless given a magic item .
6	A fortune teller warns each of your characters against a coming threat. They each can re-roll a failed save once during their next adventure.
7	A mysterious plague has spread in the district and people grow horns and a black tail, including your characters. You can't recruit mercenaries and are forbidden to enter other districts: you now must spend the remaining days you want to spend in Kwantoom in this district. When you leave it, each member of your party must save versus spells or the horns and the tail become permanent.
8	Thieves are operating in the district. Shops and places are 25% likely to be closed (roll individually) and each character must roll 4d6 under their WIS to avoid the money they carry being stolen.
9	A chance for romance. A 1 st level NPC has fallen in love with your character with the highest CHA score. Random class, random alignment, random background & quirk. page 210

10	Your characters have stumbled on the lair of 2d4 spitting cobras (LL96). Roll for reaction, on a 7 and over, they attack.
11	A local opium mafia is waging war upon the district's authorities. Each of your characters must either fight d4+1 brigands (LL87) or risk a 15% chance of being mistakenly imprisoned, in which case other characters must pay a 100gp fine for them or they will rot for d10 months in a jail.
12	3d6 district guards, 0-level men-at-arms with spears and shields. They arrest any character with a weapon and collect a 10gp tax per weapon in sight. They collect the weapon itself if the character cannot pay. Hidden weapons are tax-deductible.
13	Food shortage. Daily expenses rise to 4gp and all edible goods are worth ten times their price for the day.
14	Avalokiteshvara procession. If your characters join, they have a 5% chance of attracting the blessing of Avalokiteshvara, which gives them with a +4 saving throw bonus for their next adventure.
15	2d6 drunk beggars (0-level men-at-arms, daggers) . They might try to attack your characters if you roll 9 or over on a reaction roll.
16	A foolhardy teenager has gone missing into the 1001 Pagodas of Doom . His father offers 350gp for his rescue. Roll 3d20: you find the teenager there maybe captured, once you've explored this amount of chambers & rooms in one or several expeditions.
17	d6 hobgoblins (LL82). They are hostile unless if you can speak with them and roll a reaction roll of 5 or less. With an unmodified '2', they are willing to follow you as mercenaries.
18	Thick billowing mist clouds mask the district. The Search Chance of all shops & places is decreased by 30%. When the Search Chance is lower than 5%, use 5% instead.
19	Smugglers have sold huge quantities of cheap exotic contraband wares in the past week. All wooden items you find this very day are made of sandalwood or ebony (choose), and all metal items are gold-plated, all for the same, price.
20	A gate to the plane of Elemental Fire has opened in the district! Shops and places have a 5% chance of being burnt to cinders (roll individually) and won't be available until you return from at least 2 expeditions. Check again for encounters & events and fight a 8HD fire elemental (LL73) when an encounter occurs.

Kalaripayat students: 1st level fighters, 8hp. AL N, MV120', AC9 (no armor), chuttuval (d12+1 and 5% to entangle target) or club (d4, subdual damage), Save F1, these fighters know how to use chuttuvals as monk specialists of the Kalaripayat style, Morale 9, XP13.

Bloated Otyugh: AL N, MV60', AC3 (like plate), HD8, 2 tentacles, 1 bite (d8/d8/d4+1), Save F8, Morale 10, bite causes a rotting disease that inflicts d3hp damage per day, XP1,560.

Yak-men: AL C, MV120', AC6 (like scale mail), HD4, 1 staff (d6+2), Save M4, Morale 9, spells: *shield*, *dancing lights*, *scare* XP135.

Spitting cobras: AL N, MV90', AC7 (like leather & shield), HD1, 1 spit or bite (d3 + blindness poison when spitting, d3 + insinative poison (death in d10 turns) when biting), Save F1, Morale 7, XP13.

Brigands: AL C, MV120', AC7 (leather & shield), HD1, 1 kiseru or short bow (d4 or d6), Save F1, Morale 8, XP10.

Hobgoblins: AL C, MV120', AC6 (like scale mail), HD1+1, 1 guisarme (2d4) or broad sword (2d4), Save F1, Morale 8 or varies with employer's CHA, XP15. When hired as mercenaries, they require 3gp/day and ½ share of loot each.

Fire elemental: AL N, MV120', AC2 (like plate mail & shield), HD8, 1 slam (d8), Save F8, Morale 10, harmed only by magical weapons and magic, double damage against cold creatures, cannot move through water wider than 8', XP1,570.



SHOPS & PLACES IN THE KUAN LOON DISTRICT

CAW'S KNOTSHOP		
Search Chance: 30%		
Item	Stock	Price
Rope, 50', hemp	d4	12sp
Rope, 50', silk	d4	8gp
Rope sandals, gray	3d8	1sp
Rope lock, simple	N/A	5sp
Rope lock, intricate (-15% to pick)	N/A	5gp
Signature knot	N/A	25gp
Lasso		

KALARIPAYAT MARTIAL SCHOOL

Search Chance: 25%		
Item	Stock	Price
Chuttuval	2d4	25gp

KOOM-PAH CANDLESTICKS

Search Chance: 50%		
Item	Stock	Price
Candle, tallow	2d00	1cp
Candle, wax	d00	1sp
Candle, wax, will-o-wisp light	d4-1	15gp
Candle, wax, sparkling, celebration	d4-1	30gp
Oil, flask, pint	2d4	2sp
Oil, porcelain jug, superior, pint (double duration)	d4-1	1gp
Oil, porcelain jug, purple smoke, pint	d4-2	10gp
Oil, porcelain jug, darkflame, pint	d4-3	500gp
Firecracker, standard	2d8	1cp
Tinderbox, flint & steel	2d4	2gp

LADY WU, MISTRESS OF SPICES

Search Chance: 15%

Item	Stock	Price
Five-spice powder, 1 cup	2d10	10gp
Royal masala, 1 tablespoon	d10	25gp
Saffron, 1 teaspoon	d6	100gp
Purple cinnamon, 1 teaspoon	d6	75gp
Black mango powder, 1 teaspoon	d4	100gp
Snake salt, 1 teaspoon (repels snakes)	d4-1	200gp
Ginger mold, 1 teaspoon (ingestive poison type C)	d4-1	250gp
<i>Dust of appearance</i> , 1 dose	d4-3	5,000gp

LO'S FAMOUS CHOPSTICKS

Search Chance: 25%

Item	Stock	Price
Chopsticks, wood	2d20	1cp
Chopsticks, lacquered	d12	2gp
Chopsticks, divination set	d4-2	200gp

THE LOTUS SHRINE OF THE NINE BENEVOLENT ONES

Search Chance: 100%

Item	Stock	Price
Prayer beads	2d00	5sp
Paper, prayer strip	5d00	1cp
Incense, stick	10d00	1sp
Holy symbol, any benevolent, iron, painted	9d6	5gp
Holy symbol, any benevolent, silver	9d4	100gp
Holy symbol, any benevolent, wooden	9d20	5sp
<i>Cure Light Wounds</i> spell	N/A	75gp
<i>Remove curse</i> spell	N/A	1,500gp

MONG'S WEAPON COUNTER

Search Chance: 90%		
Item	Stock	Price
Axe, battle	2d4	9gp
Club	d00	1gp
Dagger	2d00	1gp
Dart	d00	1gp
Javelin	2d20	1gp
Mace	3d6	5gp
Machete (d8)	5d8	8gp
Sling	d00	1gp
Short sword	d10	5gp
Spade, sharpened (d6)	d10	8gp
Spear	2d20	3gp

THE PALACE OF THE RED GLOVE

Search Chance: 50%		
Item	Stock	Price
Gloves, cotton, gray	4d10	7cp
Glove, cotton, red	d4	1gp
Paper lantern, red	2d4	5gp
Loaded egg weapon	d4	2gp
Razor fan	d4	10gp
Harlot, 1 night	2d4	1gp
Courtesan, 1 night	d4	10gp
Courtesan, expensive, 1 night	d4-3	25gp
Standard revel, including dinner & dancers, 1 evening	N/A	35gp
Luxury revel, 1 evening	N/A	100gp
Distinguished and talkative escort guest, 1 evening	2d4	10gp

PANG'S SLITHERING DEN

Search Chance: 25%

Item	Stock	Price
Baby sea serpent (LL94) (1" long, grows 1' per month)	d4-3	1,000gp
Pit viper (LL96)	d4-1	250gp
Spitting cobra (LL96)	d4-2	150gp
<i>Snake charm</i> spell (as 7 th level cleric)	N/A	500gp

THE PURPLE LATRINE SHRINE

Search Chance: 15%

Item	Stock	Price
Holy water, vial	2d4	25gp
Sacred protection diagram, latrines, paper	d8	2gp
Blessing of latrines	N/A	10gp
Holy symbol, silk embroidered, purple	2d4	5gp
Holy symbol, porcelain, purple	d4-1	15gp
<i>Purify food & drink</i> spell	N/A	100gp
<i>Cure disease</i> spell	N/A	1,000gp

THE SHRINE OF AVALOKITESHVARA

Search Chance: 50%

Item	Stock	Price
Prayer beads	d00	2sp
Folding portable shrine, oiled paper	2d4	5gp
<i>Atonement</i> spell	N/A	50gp*
<i>Cure Critical Wounds</i> spell	N/A	600gp
Holy symbol, silver, light blue	2d4	50gp
Holy symbol, turquoise	d4-1	100gp
<i>Reincarnation</i> spell (Magic-user table)	N/A	10,000gp*

* Not a typo.

SONG COOKS & CUTLERIES

Search Chance: 25%		
Item	Stock	Price
Small cleaver (d3)	2d20	1gp
Large cleaver (d6)	d8	3gp
Knife, kitchen (d3)	2d20	5sp
Large knife, kitchen (d6)	d6	15sp
Leather apron (AC8)	2d6	3gp
Scullion, one evening	2d4	5sp
Chef, one evening (requires 2d4 scullions)	d4-2	50gp

SUNG STAVES

Search Chance: 25%		
Item	Stock	Price
Bo stick	2d20	7sp
Jo stick	2d20	5sp
Quarterstaff	2d20	1gp
Nunchaku	d4	1gp
Spear	2d6	3gp

THREE HEADLESS DRAGONS

Search Chance: 15%		
Item	Stock	Price
Opium, 1 dose, including rented pipe & mat	d20-5	1gp
Incense stick, opium-scented	d10	1sp
Opium pipe, wooden	2d4	5sp
Opium pipe, silver-plated	d4-1	15gp
Portable censer, brass, sculpted	d4-2	25gp
Straw mat	d4	1sp
Opium table, 4 seats	d4-2	3gp

TIAN LUN'S HOUSE OF MASKS

Search Chance: 15%			
Item	Stock	Price	
Silk mask, famous character	2d4	5gp	
Silk mask, monster	d8	15gp	
Silk mask, hero	payments of custom made masks are made in advance and the mask will be ready by the end of the next adventure	d6	35gp
Silk mask, divinity		d4	50gp
Silk mask, custom		N/A	100gp
Mask theater representation, one seat	N/A	1gp	
Mask theater representation, lounge	N/A	15gp	
Magic mask*	d4-3	5,000gp	

* Magic masks are detailed at the end of this section.

TUK TAM TRAVELS

Search Chance: 25%		
Item	Stock	Price
Donkey*	2d6	7gp
Pony*	2d4	15gp
Pony, light war*	d4-1	25gp
Pony, heavy war*	d4-2	50gp
Palanquin, oiled paper, 1 seat (requires 2 footmen)	2d6	10gp
Palanquin, oiled paper, 2 seats (requires 4 footmen)	2d4	20gp
Palanquin, wicker, 1 seat (requires 2 footmen)	d6	30gp
Palanquin, wicker, 2 seats (requires 4 footmen)	d4	40gp
Baggage cart, wooden	3d6	2gp

* Donkey: MV90', AC7 (like leather & shield), HD1-1, 1 kick or bite (d3), Save F3, Morale 9. Pony: MV180', AC6 (like scale mail), HD1+1, Save 0-level human, Morale 5. War pony, light: HD2, Save F1, Morale 7. War pony, heavy: MV160', HD3, Morale 7.

MERCENARIES IN THE KUAN LOON DISTRICT				
Type	Search Chance	Availability roll	Minimum pay	Hiring bonus when...
Acolytes	100%	d6-3	4gp/day + ½ share	Given full share
Harlots	25%	d4-2	1,000gp + 3gp/day + ¼ share	Throw at least 10 revels in the Palace of the Red Glove
Scullions	25%	d4-2	1gp/day + ¼ share	Hire along with a cook at least 10 evenings
Footmen	100%	3d20	1cp/day	Given 2cp/day

Acolytes: 1st level cleric. AL as cult, 5Hp, AC7 (leather & shield), mace (d6), sling (d4), three first level spells, random Benevolent One cult.

Harlots: Harlots are good fighters when using traditional 'red glove' weapons such as the loaded egg, the razor fan and the dagger, that they can use like martial experts. When close enough to a patron, they may agree to go adventuring, given their patron pays 1,000gp to their current 'employer'. 0-level human. AL CN, 4hp, CHA 12-17 (11+d6), AC7 (leather & DEX), loaded egg (d3, success in an attack by 3 or more is enough to stun with these), razor fan (d4), dagger (d4).

Scullions: Some scullions are adventurous and dream about exploring the **1001 Pagodas of Doom**. When close enough to a scullion, characters may try to recruit them along. 0-level human. AL N, 5hp, AC8 (leather apron), large cleaver (d6 damage), kitchen knife (d3). Their pay & share includes their cooking during the adventure.

Footmen: 0-level human. AL LN, 4hp, AC9, no weapon. You need another recruiting roll to convince a footman to come with your characters in the **1001 Pagodas of Doom** for pay in gold pieces instead of copper.

THIRD DISTRICT: THE JADE PARKWAY

Eating, drinking and sleeping in The Jade Parkway costs 4gp per day minus 1gp per reaction adjustment bonus point your character has.

EVENTS & ENCOUNTERS IN THE JADE PARKWAY DISTRICT	
Roll d20	
1	Searing heat: shops and places are 25% likely to be closed and you cannot recruit mercenaries today.
2	A rogue owlbear (LL91) has escaped a garden nearby. It has a cumulative 10% chance per character in your party of attacking your characters.
3	Your characters don't belong here. Unless you have spent at least 10 days in the district before, they are expelled and cannot come back until their next return from the 1001 Pagodas of Doom .
4	Day of the dead. Everybody in the district wears white. If you can't, you are expelled and forbidden to come back until your next return from the 1001 Pagodas of Doom .
5	d4 wights (LL102). They attack unless given three freshly cut fingers.
6	The spirit of a 9 th level cleric of the Duke of Thunder has been set free from a recently discovered brass talisman. Roll d10, on a '10', it tries to <i>magic jar</i> your character with the highest CHA.
7	Knights from the north, 1 st level paladins in plate armor with lance, longswords and shields are on their way to the Spire of the North Wind. If you wish, you may create a northerner paladin character with the same equipment, give them a quest in the 1001 Pagodas of Doom and play them from now on. Northern characters speak a different common language.
8	You witness a burglary in progress. If you intervene, fight d6+1 thieves level 3 with leather armor and broad swords to the death. If you don't, you have a 25% chance of being arrested and fined 500gp. When you cannot pay, they cut your left hand off (DEX -2, lose 1 Open Hand attack per round if you have more than one and all two-handed and ambidextrous combat options).
9	A judge (9 th level cleric) is on an investigation with d4 3 rd level fighter bodyguards. He will send a Evil-aligned characters on a <i>quest</i> requiring them to <i>atone</i> and to give 100gp per level to the Lotus Shrine of the Nine Benevolent Ones in Kuan Loon.

10	Rival clans fight in the streets! Shops & places are 50% likely to be closed and you cannot recruit mercenaries today. In addition, each of your characters has a 25% chance of being mistaken for a clan member and attacked by 2d4 1 st level fighters with scale mails, shields and spears.
11	The Noble Jade Empress has cast a horse tumble race today. If you want to enter the race, pay 50gp and try your luck on d20 + DEX. Roll for 12 opponents with DEX 16 each. When you win, you win 1,000gp and a medal. If you lose, save versus petrification or you have badly fallen and lost 2d6hp.
12	Your characters are invited to a celebration by a local lord. They need to wear clothes worth at least 50gp or they will not enter the lord's house. Once inside, they each have a 5% chance of finding a lover (0-level, random alignment, random abilities), granting them d10 x 1,000gp as a dowry if they marry them.
13	A polymorphed oni (ogre mage) (AEC132) is looking for potential slaves and tries to <i>charm</i> and spirit away your most naive character (lowest WIS). If they fail, they become slave to the oni. Every time you get back to Kwantoom with <i>other</i> characters, roll d20: on a '20', your character escapes with a random magic item (LL107 & AEC 86+).
14	Display of riches. You cannot enter the district unless you are in a palanquin. When you are, you get a 30% bonus on all your Search Chance rolls. If you cannot enter, choose another district for this day.
15	Fireworks festival. The district is crowded with people from all over the city and you only get d6 Search Chance rolls for today (choose the shops & places you try to find). On the other hand, you can buy crates of fireworks and signal rockets for 5gp only, each crate containing 3d4 rockets.
16	A princess (0-level, 2hp, Chaotic, CHA 16) is looking for bodyguards to escort her into the 1001 Pagodas of Doom out of sheer curiosity. She offers 50gp per character per room or chamber explored and is satisfied after visiting d10+2 locations, asking to be taken back to Kwantoom at once. She insists on taking the first magic item you find, if any, as a keepsake.
17	Young foppish nobles, all 1 st level fighters with short swords and silk robes are looking for trouble. They attack if you roll 9 or over on a reaction roll.

- | | |
|----|--|
| 18 | A lone and stunning courtesan is being beaten to a pulp by d4 bouncers, 0-level men-at-arms with a STR of 18 and clubs. If you decide to fight them, there is a cumulative 10% chance per round that d4 more bouncers come in until you defeat 24 of them. When defeated, the courtesan gives you a kiss of blessing that allows you roll a failed save again on one occasion during your next adventure. |
| 19 | A vampire kitsune is on her night hunt. If your characters can turn themselves invisible or succeed at hiding in shadows, they avoid the fight. If they don't, they must fight her. |
| 20 | The Noble Jade Empress is visiting the district. Shops and places are 50% likely to be closed and 2d00 district guards, 1 st level fighters with scale mails, spears, broad swords and shields arrest people at random. Each of your characters must roll 3d6 above CHA or be arrested for 2 days. When arrested, roll d20, if you roll an unmodified '20', the Noble Jade Empress notices them and requests the vanquishing of a particular monster in the 1001 Pagodas of Doom , offering a 20,000gp reward. Roll d00: you find this monster there once you've come across that many monster encounters in the pagodas. |

Rogue Owlbear: AL N, MV120', AC5 (like chain mail), HD5, 2 claws, 1 bite (d8/d8/d8), Save F3, Morale 9, hug for 2d8 when both paws hit in the same round, XP350.

Wights: AL C, MV90', AC5 (like chain mail), HD3, 1 slam (d4), Save F3, Morale 12, slam drains 1 energy level, undead immunities, XP110.

Cleric of the Duke of Thunder (spirit): 9th level cleric spirit, WIS 17, same hp and armor as the possessed character (but without any monk AC bonus). AL LE, MV Same as the possessed character (or 120' if higher), attacks as 9th level cleric with the possessed character's weapons if applicable, Save C9, Morale 9, turn or control undead, spells: *command, cause light wounds, detect good, detect magic x2, sanctuary, augury, know alignment, hold person x2, silence 15' radius, snake charm, animate dead, blindness, dispel magic, feign death, poison, tongues, slay living*, XP1,700.

Burglars: 3rd level thieves, 13hp. AL C, MV120', AC7 (leather + 1 DEX), broad sword (2d4), Save T3, Morale 9, thief skills, backstabbing, XP65.

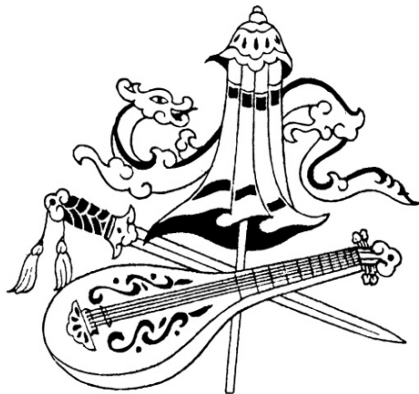
Judge: 9th level cleric, 41hp. AL LN, MV120', AC7 (*cloak +2*), quarterstaff (d6+3), Save C9, Morale 10, turn undead, spells: *command* x3, *detect evil*, *remove fear*, *sanctuary*, *augury*, *delay poison*, *find traps*, *know alignment* x3, *locate object* x2, *speak with dead* x2, *detect lie* x2, *quest*, wears a +2 *cloak of protection*, and uses a +3 *quarterstaff* and an *amulet of ESP*, XP1,700. His bodyguards: 3rd level fighters, 22hp, STR 16. AL LN, MV90', AC4 (chain mail & shield), partisan (d6+1), Save F3, Morale 10, XP50.

Oni (Ogre Mage): AL L(E), MV90' – Fly 150', AC4 (like chain mail & shield), HD5+2, 1 large kiseru pipe (d12), Save M5, Morale 9, *fly* 12 turns/day, *darkness* 10' radius at will, *invisibility* at will, *polymorph self* at will, *charm person* 1/day, *gaseous form* 1/day, *sleep* 1/day, *cone of cold* (8d6) 1/day, regenerates 1hp/round, XP660.

Young foppish nobles: 1st level fighters, 6hp. AL C, MV120', AC9 (no armor), short sword (d6), Save F1, Morale 5, XP10.

Bouncers: 1st level fighters, 9hp. AL N, MV120', AC9 (no armor), club (d6+3), Save F1, Morale 5, hit at +3, XP13.

Vampire Kitsune: AL C, MV120' – Fly 180', AC2 (like plate & shield), HD7, 1 touch (d10 and drain 2 energy levels), Save F7, Morale 11, undead immunities, regenerates 3hp/round, *gaseous form* at will, *shape change* into a large bat or a fox, *charm gaze* (save at -2), *pass without trace*, 90% hide in bushes, infravision 60', *dancing lights* 1/day, XP3,150.



SHOPS & PLACES IN THE JADE PARKWAY DISTRICT

THE AMBER MIRROR

Search Chance: 25%

Item	Stock	Price
Khol, 1 small box	2d4	3sp
Henna, 1 lb.	d20	5sp
Coloring stick (comes in 7 colors)	7d4	1sp
Face powder, pellet (comes in 7 colors)*	2d6	2gp
Rouge, blush, small pot	2d4	15gp
Brush, muskrat hairs	2d4	5gp
Comb, ivory	2d4	15gp
Razor fan	d4-1	5gp
Wig	d6	10gp

* Face powder pellets can be shot in the eyes with a blowgun at -4 to hit. Target must save versus petrification or go blind for d4 rounds.

DONG PEACOCK INKS

Search Chance: 25%

Item	Stock	Price
Ink, 1 oz.	2d10	15sp
Peacock ink, 1 oz.	d4-1	5gp
Paper, thin, 10 sheets	3d20	1gp
Magic stamp, random Wah Tung monster*	d4-3	2,500gp
Scroll case, wicker	2d6	5sp
Scroll case, tin	2d4	1gp
Brush, small	3d4	5sp
Brush, 1' long	d4-1	5gp
Inking stone	3d4	1gp

* Magic stamps are detailed at the end of this section.

THE GOLDEN COURT OF DELIGHTS

Search Chance: 25%		
Item	Stock	Price
Entrance fee	N/A	5gp
Warm rice wine, cup	d00	10gp
Courtesan, 1 night	2d4	150gp
Courtesan, shapeshifter, 1 night	d4-3	500gp

buying a night with a courtesan requires a modified reaction roll of 5 or less

THE JADE PALACE

Search Chance: 100%		
Item	Stock	Price
Membership of the Small Swords Society*	N/A	100gp
Court performer, one evening	N/A	500gp

* Buys you a distinctive short sword with red & golden pompoms giving you permission to explore the **1001 Pagodas of Doom**. Without permission, it is harder to sell stuff when you're back to **Kwantoom**. **page 200**

LEI'S CARRIAGES

Search Chance: 50%		
Item	Stock	Price
Palanquin, lacquered wood, 1 seat (2 footmen)	2d4	50gp
Palanquin, gold-plated & curtains, 1 seat (2 footmen)	d4-1	500gp
Palanquin, lacquered wood, 2 seats (4 footmen)	d4	100gp
Palanquin, lacquered wood, 4 seats (8 footmen)	d4-2	800gp
Cart wagon, 4 seats (requires 2 draft horses)	d4-1	100gp

MASTER WO'S RARE WOODS

Search Chance: 25%		
Item	Stock	Price
Darkwood weapon (random sword or dagger type)*	d4-2	x20

* Darkwood weapons are hard as steel and cause double damage to fey beings including elves, tanukis & kitsunes. They can hit monsters like silver.

MONG ARMORY

Search Chance: 50%

Item	Stock	Price
Banded mail (AC4)	d4-2	180gp
Chain mail (AC5)	d4-1	150gp
Helmet, great	2d6	12gp
Helmet, small	3d6	7gp
Ring mail (AC7)	d8	25gp
Scale mail (AC6)	2d6	35gp
Shield, large	2d4	25gp
Shield, small	5d6	7gp
Splinted mail (AC4)	d4	160gp

NAN WANG, SWORDMASTER

Search Chance: 15%

Item	Stock	Price
Dagger	4d20	5gp
Sword, broad	4d20	10gp
Sword, short	4d20	8gp
Sword, two-handed	d4-1	30gp
Sword, katana (d10)	d4-2	50gp
Sword, wakizashi (d8)	d4-2	35gp
Scimitar	d4	12gp
Scimitar, two-handed (d12)	d4-1	25gp
Scabbard, leather	5d20	5sp
Scabbard, ornate steel	d6	5gp
Sword, broad, masterwork +1 to hit	d4-2	100gp
Sword, magical*	d4-3	5,000gp

* Magical swords are detailed at the end of this section.

NOOMKHAT'S LUXURY ZOO

Search Chance: 15%

Item	Stock	Price
Cricket, standard, wicker cage	2d8	1gp
Cricket, rare, gold-plated silver cage	d8	15gp
Cricket, unique, platinum cage*	d4-3	5,000gp
Elephant, labor	d4-1	125gp
Elephant, riding	d4-2	250gp
Monkey, untrained	2d4	8gp
Monkey, trained for 3 tricks	d4	25gp
Nightingale, silver cage	2d8	5gp
Peacock	d8	6gp
Imperial white peacock	d8-7	10,000gp

* Unique crickets are detailed at the end of this section.

OPERA OF THE CRESCENT MOON

Search Chance: 25%

Item	Stock	Price
Performance, popular folk play, one evening	N/A	50gp
Performance, imperial play, one evening	N/A	500gp
Kabuki costume	d4+1	50gp

THE SEVEN VEILS

Search Chance: 25%

Item	Stock	Price
Dance performance, one evening	N/A	50gp
Dance performance, in the pagodas, one evening	N/A	500gp
Private dancer, one evening	N/A	100gp
Private dancer, in the pagodas, one evening	N/A	1,000gp

SPIRE OF THE NORTHERN WIND

Search Chance: 25%

Item	Stock	Price
Crossbow, light	2d4	16gp
Crossbow, heavy	d4	25gp
Bolts, 20 and case	2d4	3gp
Sword, long	d4-1	10gp
Chain mail	d4	70gp
Plate armor	d4-3	800gp

THE TAMASH COURT

Search Chance: 100%

Item	Stock	Price
Audience	N/A	1sp
Private investigation, 1 day	N/A	10gp
Official document (trade, profession, status, etc)	N/A	1gp
Ink, red, 1 oz.	d10	50gp

TURFAN SILKS

Search Chance: 50%

Item	Stock	Price
Robe, silk, gray	2d10	10gp
Robe, brocade, yellow or red	d8	25gp
Vest, silk, gray	2d10	7gp
Vest, brocade, yellow or red	d8	15gp
Carpet, silk, gray	d8	50gp
Curtain, silk, gray	d8	20gp
Cap, silk, gray	2d20	2gp
The same item in blue	N/A	x5
The same item in purple	N/A	x20

THE WAH TUNG FIREWORKS SHOP

Search Chance: 50%

Item	Stock	Price
Bengal light	2d4	5sp
Flare*	10d10	3sp
Flash powder, 1 lb.*	2d10	1sp
Signal rocket	5d10	1gp
Sparkler*	4d10	5sp

* These can blind opponents for d4 rounds and/or inflict up to d4 damage in a 10' radius area

WUJEN'S LITTLE JUNK SHOP

Search Chance: 25%

Item	Stock	Price
Piece of clothing, random, antique, random color	d4-1	100gp
Weapon, collection, random (useless in combat)	d4-1	150gp
Cutlery, antique jade	d4	50gp
Weird trinket, unknown purpose, antique	d4-1	25gp
Rotten egg, 100 years old	d4	5gp
Flask, pot or jug, antique	2d4	15gp
Painting, antique	d4	d20 x 50gp
Calligraphy, antique piece	2d4	D00 x 50gp
Dessicated human head	d4-1	10gp
Dessicated head, unknown monster	d4-2	500gp



MERCENARIES IN THE JADE PARKWAY DISTRICT

Type	Search Chance	Availability roll	Minimum pay	Hiring bonus when...
Men-at-arms	50%	d6	1gp/day + ¼ share	Given 10gp/day
Bodyguards	50%	d4-2	10gp/day + ½ share	Given full share
Thug	100%	d6	3gp/day + ½ share	Given full share

Men-at-arms: 0-level human. AL N, 5hp, AC6 (studded leather & shield), club (d6) & dagger (d4).

Bodyguards: 3rd level fighters, 22hp, STR 16. AL LN, MV90', AC4 (chain mail & shield), partisan (d6+1).

Thugs: Thugs are connected to a faction in the district. Roll d4 when you recruit them: on a 1, they're members of the Scarlet Sisterhood, on a 2, they're followers of the Lao Fan Consortium, on a 3, they're part of the Yellow Turbans, and on a 4, of the Sorority of the Siamese Peaks. When you want to recruit thugs again, you need to roll for their faction first and cannot recruit them if you've recruited thugs from another faction before. Thugs are 1st level fighters with 8hp. AL CN, MV90', AC5 (scale mail & shield), spear (d6) & broadsword (2d4).



FOURTH DISTRICT: LITTLE HEAVENLY MURDER (TENGU GHETTO)

Eating, drinking and sleeping in the Little Heavenly Murder district costs 8sp per day except for tengus, for which it costs only 2sp.

EVENTS & ENCOUNTERS IN THE LITTLE HEAVENLY MURDER DISTRICT

Roll d20	
1	A pack of wild hungry dogs (AEC121) is looking for food. If your party has less than 4 characters, they attack. The pack runs away with the torn apart body of the first character they manage to kill.
2	d6+6 1 st level tengu thieves try to kidnap your character with the highest CHA score. They strike to subdue them and escape with them if they manage to knock them down. After d12 days, they ask for a ransom of 100gp. They kill them if the ransom isn't paid.
3	You have found a trapdoor opening into a long and winding secret tunnel that goes under into the 1001 Pagodas of Doom .
4	You are lost and spend the rest of the day in empty, gloomy and shabby streets. You cannot search for shops & places or recruit mercenaries today.
5	d4 shadows (LL94). You can flee and reach a brightly lit area, that they won't enter, in d4+2 rounds.
6	A wandering child is selling d4 Wah Tung matchboxes. Roll d4 & d12 to find out which Wah Tung monster is painted upon each box: when you meet this monster, you know all its details, weaknesses and special attacks. Each box contains 12 matches, that provide as much light as a torch for the same duration. Wah Tung matchboxes are worth 10gp each. The child is a spirit, and will disappear at once when you attack him. yes. along with his stock
7	4d20 city guards (1 st level fighters, scale mail, shield, short bow, broad sword, dagger) on an investigation arrest everybody except tengus and jail them for d4+1 days.
8	2d3 magical brooms of animated attack have gone wild in the district. If you cannot <i>dispel</i> their magic, you have to fight them. Once dispelled or defeated, the brooms lose their magical power.
9	A lone tengu is being bullied by 2d4 ruffians, all 2 nd level fighters. If you side with him, they attack to kill. When victorious, your characters gain a permanent +1 bonus to all their reaction rolls in the district. You can gain this bonus more than once.

see the
wah tung
monster
manual
page 134

10	A wondrous tengu caravan has entered the ghetto and settled for the day. When friendly (with a reaction roll of 5 or less, for instance), they sell magic potions for 750gp (buy and determine randomly) and all the protection scrolls for 3,000gp each.
11	The cherry trees are blooming and their petals dance in the winds of the district like countless snowflakes. Shops & places are 75% likely to be closed, but those that are open give your characters the cheapest item or service they have for free when located.
12	2d4 2 nd level tengu fighters attack your characters if none of them is a tengu themselves. They attack to kill, good luck.
13	A martial artist is challenging people in a fair fight. If one of your characters accepts the challenge, they must pay 10gp. Roll d20 to check the martial artist's fighter level, he has an AC of 5, fights with a quarterstaff (d6+3 damage), has 7hp per level and strikes to subdue. If your character beats him, they win 100gp.
14	Tengu urchins are begging. It is considered bad luck to give them anything, and will give your character a -1 penalty to all their saving throws during their next adventure. If you do anyway, they help you and you can choose a place or a shop you want, and automatically succeed at your Search Chance roll.
15	You have sprung a trap. If your characters can Find traps, check if they do to avoid damage. If they fail, they all fall into a 30' deep pit for 3d6 damage. 1 pit in 6 has a secret door leading to a treasure vault containing 2d00 banknotes worth 5gp each.
16	A tengu lord wants you to claim control of a pagoda for his clan and offers 2,500gp for the task. In order to complete this mission, you need to cleanse completely a pagoda of all its monsters. A pagoda is considered cleansed whenever there are no exits left.
17	3d4 tanukis parade in the streets in an otherworldly orchestra, each of them playing with a different instrument. Good choices include lute, drums, flute, violin and banjo. Their music conveys a blessing that gives each of your characters a +2 bonus to hit and makes them immune to fear for the whole of their next adventure.
18	A few wooden stairs connecting the streets below to shops & places set on top of buildings have burned. Every time you succeed at finding a shop or a place, there is a 25% chance that it can't be accessed today unless if you <i>fly</i> , <i>levitate</i> or succeed at a Climb walls check.

19	Lucky bounty. The tengu clans have gathered a vast hoard of treasure recently and all availability rolls have a +2 bonus. On the other hand, most items sold today are stolen and Lawful-aligned characters cannot buy them.
20	Cat festival! There is a 5% chance per character that they meet a white cat today in the district. When they do and throw 10gp to the cat, they have a 1% chance to receive a <i>limited wish</i> , that they must spell on the spot. The gold mysteriously disappears whether a <i>limited wish</i> was granted or not.



Wild hungry dogs: AL N, MV150', AC7 (like leather & shield), HD1+1, 1 bite (d4), Save F1, Morale 7, XP15.

Tengu thieves: 3rd level thieves, 15hp. AL C, MV120', AC7 (leather + 1 DEX), 2 claws (d3/d3), Save T3, Morale 8, disguise, *fly* 1 round/turn, *mirror image* 1/week, thief skills, backstabbing, XP65.

Shadows: AL C, MV90', AC7 (like leather & shield), HD2+2, 1 cold touch (d4 and drain 1 STR for 8 turns), Save F2, Morale 12, undead immunities, surprise on 1–5 on d6, harmed only by magical weapons, cannot be turned by clerics, XP83.

Brooms of animated attack: AL N, MV90' — Fly 120', AC7 (like leather & shield), HD4 (18hp), 1 straw end (blindness for 1 round), 1 'bald headed end' (d3), Save F4, Morale 12, immune to mind-affecting magic, XP135.

Ruffians: 2nd level fighters, 18hp. AL LN, MV120', AC7 (leather & shield), club (d6), Save F2, Morale 6, XP20.

Tengu fighters: 2nd level fighters, 20hp. AL C, MV120', AC7 (leather & shield), 1 quarterstaff (d6, +1 to hit), Save F2, Morale 10, disguise, *fly* 1 round/turn, *mirror image* 1/week, XP29.



SHOPS & PLACES IN THE LITTLE HEAVENLY MURDER DISTRICT

BROTHERS OF THE FOREST

Search Chance: 20%		
Item	Stock	Price
Tetsubo (d8)	2d4	3gp
Kumade (d4)	2d4	3gp
Kiseru pipe (d4)	2d4	3gp
Poem, mediocre quality	2d12	1sp
Poem, superior	d4	1gp
Poem, masterpiece	the quality of contraband sake and tobacco ranges from awful to superior. roll d10. 1 being awful, 10 being superior	d4-2
Sake, contraband, cup		100gp
Sake, contraband, keg		5d20
Tobacco, contraband, pouch	d20	2cp
Tobacco, Dragon's Tail, pouch	straight from the empress' reserve!	d8
Tea, 1 lb.	d8	300gp
	5d10	1gp

THE CAT SHRINE

Search Chance: 25%		
Item	Stock	Price
Holy symbol, wooden	2d8	2sp
Holy coat, furred	d4-1	75gp
<i>Astral spell</i>	N/A	3,000gp
<i>Augury spell</i>	N/A	100gp
Cat blessing	N/A	10gp
<i>Remove curse spell</i>	N/A	10,000gp
Catnip, 1 handful	2d20	2cp
<i>Commune spell</i>	N/A	5,000gp
<i>Plane shift spell</i>	N/A	5,000gp
Auspicious Siamese cats, 2	d4-1	50gp

DA MEI'S VERY SAFE SHOP

Search Chance: 50%

Item	Stock	Price
Tiny chest, wooden	3d4	1sp
Tiny chest, silver	d4-2	50gp
Tiny chest, teak wood & ivory	d4-2	50gp
Small chest, wooden	2d4	5sp
Small chest, teak wood	d4-1	50gp
Small chest, reinforced & trapped (shoots 3 darts)	d4-2	100gp
Large chest, wooden	d4	1gp
Large chest, silver	d4-2	5,000gp
Large chest, teak wood & ivory	d4-2	5,000gp
Large chest, reinforced & trapped (shoots 9 darts)	d4-3	1,000gp
Iron safe, code-locked & gas trapped (sold empty)	d4-2	5,000gp

THE GOLDEN SNAKE, MOUNTAIN FOOD

Search Chance: 100%

Item	Stock	Price
Fried rats, 12	5d20	5cp
Snake stew, 1 bowl	2d4	1sp
Golden snake, 1 plate	d4-1	5gp
Monkey crisp ribs, 1 plate	d20	1gp
Mountain surprise, 1 plate	5d20	10gp
Mountain's staple rice, 1 bowl	5d20	2sp
Dog, guard*	2d4	20gp
Cat basket, granary, 3 cats	3d4	3gp
Mountain trail rations, preserved, 1 week	2d12	3gp

* AL N, MV150', AC8 (like leather), HD1+3, 1 bite, (d4+1), Save F2, Morale 9.

JENGU TENGU SHIELDS

Search Chance: 25%

Item	Stock	Price
Small shield, lacquered wood (breaks when you sustain more than 5hp in one single melee blow)	5d6	1gp
Small shield, bamboo (breaks when you sustain more than 10hp in one single melee blow)	3d6	5gp
Buckler (lowers AC against a single attack per round)	2d6	5gp
Large shield, reinforced wicker (highly inflammable, destroyed when you sustain even a single hit point of fire damage)	2d4	3gp
Large shield, wooden, shoddy (roll d20 after each melee combat round, on a '1', it's broken)	d6	5gp

KITSUNE MISO SOUP

Search Chance: 25%

Item	Stock	Price
Miso soup, bowl	3d8	1cp
<i>Identify</i> spell	N/A	100gp

LAM LUN DOJO

Search Chance: 50%

Item	Stock	Price
Sparring sword, wooden (d4)	2d4	5sp
Quarterstaff (d6)	3d6	1sp
Kama (d6)	d6	3gp
Tonfa (d6)	d6	3gp
Nunchaku (d6)	d6	2gp
Sai (d4)	d4	5gp
Siangham (d4+1)	d4	5gp
Katana sword (d10)	d4-3	35gp
Wakizashi sword (d8)	d4-2	15gp

THE OLD MOSAN

Search Chance: 5%

Item	Stock	Price
Arsenic, 1 oz. (ingestive, kills in d4 days, target is entitled to a saving throw every day)	2d8	25gp
Many-banded krait venom, 1 vial (insinuate, 5hp or death in 3 rounds if save is missed)	d4-1	1,250gp
Sabi star, 1 handful (insinuate, 5hp or 25hp if save is missed)	2d4	125gp
Scorpion venom, 1 vial (insinuate, save at +2 or death in d4 turns)	d6	1,000gp
Stonefish venom, 1 vial (insinuate, save or die)	d4	1,500gp
Taipan venom, 1 vial (insinuate, save at -2 or die in d4 rounds)	d4-1	1,500gp
Tick venom, 1vial (insinuate, save at +2 or paralysis for d4 turns)	2d4	50gp
White snakeroot, 1 handful (ingestive, 10hp or 40hp in 2d4 turns if save is missed)	d4	150gp

THE PURPLE WHEELBARROW

Search Chance: 25%

Item	Stock	Price
Book, empty	4d4	10gp
Book, empty, with printed grid	3d4	25gp
Booklet, poetry	3d4	5gp
Booklet, device (50%) or construction (50%) blueprint	d4-1	100gp
Book, random field of knowledge dmg page 32	d4	500gp
Specialist book, random field of knowledge	d4-1	1,000gp
Diary, random NPC	d4-1	25gp
<i>Spell book*</i>	d4-2	1,000gp

* Contains d4 1st level spells & 1 2nd level spell

THE SHADY OFFICE

Search Chance: 5% (100% for ninjas)

Item	Stock	Price
Ninjato (d8/d8+1 for a ninja)	d4	15gp
Shaken (d3)	3d4	1gp
Ninja camouflage suit (+5% to Hide in shadows)	d4	25gp

TAIZO GROOM SERVICE

Search Chance: 25%

Item	Stock	Price
Skeleton key (+5% to Open locks)	d4-2	25gp
Chain, 10'	2d4	5gp
Shackles, iron	2d6	10gp
Private jail, 1 week	3d4	5gp

THAN BROTHERS & CO., PAWN SHOP

Search Chance: 100%

The pawn shop lends you money until the end of your next expedition in the **1001 Pagodas of Doom**. It lends you up to 50% of the value of the items you leave behind as a guarantee. If you can't repay them by the end of your next expedition, you've lost the items you left. It has a flat 5% chance of selling any item from the shops & places in the **Dazibao** district at the sale price, excluding hirelings, custom items, food & drink, magical items and spells. You don't need to check the availability of these items.

THE TREASURE OF LOYAL RETAINERS

Search Chance: 25%

This kabuki company can counterfeit any type of mercenaries available in all four districts of Kwantoom. Kabuki mercenaries are all 1st level tengu assassins, with all tengu abilities (50% disguise, 2 claw attacks for d3 damage, *fly* for 1 round/turn, *mirror image* 1/week, +1 to hit with quarterstaff) and assassin abilities. They wear the same armor and use the same weapons as the mercenaries they copy, but have no spells or special abilities. The loyal retainers always have a Morale of 10 regardless of their employer's CHA. There are d4-1 retainers available for a flat pay of 50gp/day, and no recruiting roll whatsoever is needed in order to hire them.

TSCHA'S LEATHER STRAPS

Search Chance: 50%

Item	Stock	Price
Belt, leather	3d10	5sp
Girdle, leather	d4	15sp
Backpack, leather	2d4	4gp
Leather armor	d6	5gp
Studded leather armor	d4-1	25gp

WO'S CLOCKWORKS

Search Chance: 25%

Item	Stock	Price
Magnifying glass	d3-1	400gp
Spyglass	d4-1	800gp
Thieves' tools	d4-1	30gp
Glasses, pair	d4-2	100gp
Pocket watch	d4-3	1,500gp
Abacus, wood	2d4	5gp

ZA MEI'S VERY CLEAN SHOP

Search Chance: 50%

Item	Stock	Price
Straw raincoat	2d8	5sp
Straw mat	2d4	1gp
Wicker backpack	2d6	2gp
Bucket	3d20	5cp
Woolen shirt, gray or yellow	2d10	5sp
Woolen skirt, gray or red	2d10	5sp
Woolen blanket	2d10	1gp
Woolen cap, gray	2d20	1sp

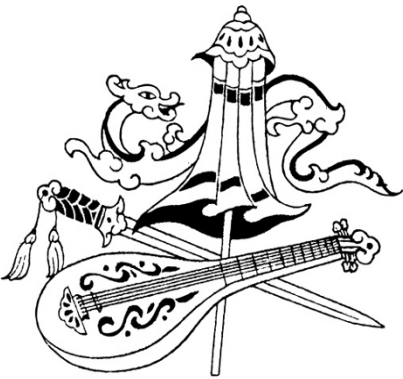
MERCENARIES IN THE LITTLE HEAVENLY MURDER DISTRICT				
Type	Search Chance	Availability roll	Minimum pay	Hiring bonus when...
Tengu veterans	75%	d4	3gp/day + ½ share	Given full share
Brigands	20%	3d4	2gp/day + ½ share	Given full share
Grooms	25%	2d4	3gp/day	Given 5gp/day
Were-rats	5%	d4-2	6gp/day & ½ share	Given full share

Tengu veterans: 1st level fighters, 9hp. AL N, MV120', AC7 (leather & shield), 1 quarterstaff (d6, +1 to hit), disguise, *fly* 1 round/turn, *mirror image* 1/week.

Brigands: 1st-Level fighter, 6hp. AL C, AC7 (leather & shield), kiseru pipe (d4), short bow, 12 arrows.

Grooms: 0-level human. 4hp. AL LN, AC9 (no armor), spear. Grooms keep an eye on the people you jail into private cells. They are closely connected to d8 tengu veterans each in case of trouble.

Were-rats: 3HD monsters. AL C, MV120', AC7 or 9 (like leather & shield), HD3, 17hp, 1 bite or 1 short sword (d4 or d6), Save as F3, surprises on 1-4 on d6, transmit lycanthropy.



MAGIC ITEMS OF KWANTOOM

CRICKETS, UNIQUE

All unique crickets have 1 hit point, AC7 and a movement speed of 30'. They have the same saving throws as their owner, with a +4 bonus. Crickets are amazingly lucky: every time they sustain damage, they can save versus petrification to avoid it even if they normally and logically would have to suffer it. This includes area of effect attacks, hits in combat, dragon breath, poison clouds, magic missiles and the like. On the other hand, the death of a unique cricket is an ill omen, and brings bad luck to its owner, who loses 500 experience points and receives a -2 penalty on all their saving throws until the end of their current adventure. Moreover, all their mercenaries must succeed at a Morale check or leave on the spot.

Roll d4 to check which unique cricket you've found.

1. WHITE-STRIPED MOTTLED CRICKET OF POSSESSION

When the owner of a white-striped mottled cricket dies, their soul is transferred into the cricket immediately. Whenever a human or humanoid character gets at 30' of the cricket or less, the soul possesses their body unless they succeed at a saving throw versus spells at a -2 penalty. This possession is permanent, the owner effectively gaining a new life with the STR, CON and DEX of their new body and the INT, WIS and CHA they had before. They retain any class level they had, should the new body allow them to, and the same hit points, modified with their new CON bonus. If the possession attempt fails or if the cricket dies, the soul is destroyed and cannot be brought to life again.

2. CRIMSON CRICKET OF CHEERFULNESS

Crimson crickets bring joy and courage to all around them. Their owner, and all the allies within 60' of them receive a +1 bonus to their Morale, to hit rolls, and damage rolls. In addition, they can roll again any failed saving throw versus fear spells and powers, and keep the new roll if it succeeds. On the other hand, the death of a crimson cricket is so sad that the whole adventuring party suffers the experience points loss and saving throw penalty when it occurs.

3. GOLDEN BOUNTIFUL CRICKET

When at least one character owns a golden cricket in your adventuring party, you can roll twice for monetary treasures when you find one and pick the result you want.

4. JADE CRICKET OF WISHING-YOU-WELL

Jade crickets can fulfill a *limited wish* once for healing purposes (fully healing a character, curing a disease or neutralizing poison for instance). When they do, they shrivel and die instantaneously.

FORTUNE COOKIES

Fortune cookies are small round-shaped cookies in which a random fortune has been hidden, written on a tiny scroll. Once you read the fortune, its effects are triggered. You can't identify fortune cookies before breaking them open and must decide whether you buy them or not, and roll after to determine the fortune you've got.

Roll d6 to check which fortune cookie you've found.

1. FORTUNE COOKIE OF THE SPELLWEAVER

A short version of a random magic-user 1st level spell has been written on the fortune scroll of this cookie. When you read it, you gain the ability to cast this spell once regardless of your INT score, race or class.

2. FORTUNE COOKIE OF THE JOYFUL FACE

This cookie gives you a joyful omen, providing you and all your mercenaries and allies with a +1 bonus on Morale until the end of your next adventure.

3. FORTUNE COOKIE OF THE LITTLE TIMELY HELP

Having read this fortune, you may summon a common bat once during your next adventure (AL N, MV9' – Fly 120', AC6 (as scale mail), 1hp, no attacks, Save as 0-level human) for 3 turns. You can whisper a short message (in 12 words maximum) to the bat and send it to a target of your choice and knowledge. The bat flies to

the target, automatically locating it, and repeats the message if it can reach it within the 3 turns.

4. FORTUNE COOKIE OF THE CHEERFUL FRIENDSHIP

The fortune talks about making friends in many places. Having read it, you gain a +2 bonus on all your reaction rolls until the end of your next adventure.

5. FORTUNE COOKIE OF GOOD HEALTH

Having read this fortune and its promises of good health, you can roll again a failed save against disease or poison on one occasion during your next adventure.

6. FORTUNE COOKIE OF THE WAH TUNG HUNTER

Roll d4 & d12 to determine which Wah Tung monster is painted on the fortune scroll of this cookie. The next time you meet this monster, you gain a +3 bonus to all your to hit and damage rolls against it. see page 134

JASMINE BOWS & ARROWS

These magical bows and arrows are knitted from interwoven jasmine flowers and silk threads. Despite their fragile appearance, they are as hard as steel.

Roll d6 to check which bow or arrow(s) you've found.

1. JASMINE BOW OF THE SEER

This bow provides a +1 bonus to hit and a damage bonus depending upon the WIS of its owner. Just read the STR damage bonus for melee weapons table and use the owner's WIS score instead of STR to determine the damage bonus it provides them. In addition, the bow can shoot a special arrow once a day that dispels illusions and invisibility within a 30' radius area around its point of impact (a living target is a legitimate "point of impact"). Permanent illusions and invisibility effects are dispelled for just one round while temporary effects are gone for good.

2. PEACOCK BOW

This bow provides a +1 bonus to hit and a damage bonus depending upon the CHA of its owner. Just read the STR damage bonus for melee weapons table and use the owner's CHA score instead of STR to determine the damage bonus it provides them with. In addition, the bow can shoot a special arrow once per day that explodes in a scintillating sphere in a 10' radius area around its point of impact (a living target is a legitimate "point of impact"). The sphere has the same effects as a *color spray* spell.

3. ARROW(S) OF THE BINDING GARLAND

These +1 arrows unfurl into a 30' long rope of flowers when they hit a living target, binding and entangling it. The target is allowed a save versus petrification to escape the garland of flowers and is bound fast for 1 turn when it fails. The arrows cannot bind targets larger than man-sized and the target is entitled to a new save every round to break free from its flowery prison if it has more 15 or more in STR. The garland can be cut or broken by another creature: it has AC3 (as plate & shield) and 22 hit points, but every melee or area attack directed at it will inflict half of the damage amount to the target it binds as well.

4. ARROW(S) OF CHARM

Targets hit by these +1 arrows must save versus spells or be *charmed*, as per the spell (person or monster), by the archer. Don't forget that damage received this round from the archer and their allies, including the damage caused by this arrow, is considered a bonus to the saving throw.

5. ARROW(S) OF PROSPERITY

Each of these +2 arrows is tied to a specific Wah Tung monster (determined randomly, d4 & d12). When the arrow hits this very monster, it turns into a stack of d10 x 1,000 gold pieces. see page 134

6. ARROW(S) OF THE CELESTIAL RAIN

These +1 arrows burst into a rain of metallic flowers 5' before hitting their intended target. Every creature located in a 10' radius around the target is hit by d4+1 flowers for d2 damage each.

MAGIC MASKS

In order to produce their effects, these masks must be worn. Since they're made of thin painted silk, a single character can wear many masks at once, on top of each other, and switch from mask to mask in a single round.

Roll d4 to check which mask you've found.

1. MASK OF THE IMMORTAL CRANE

The wearer of this mask always survives falls regardless of the distance fallen. They still take damage from the fall but can never go under 1 hit point because of them. This only applies to the fall itself and if further damage such as damage caused by spikes is inflicted, they may die from them.

2. MASK OF THE CURIOUS FOX

The wearer of this mask can find hidden and secrets doors on a roll of 1-2 on d6 as an elf.

3. MASK OF THE GREAT GENERAL

The wearer of this mask inspires Loyalty in their mercenaries, providing them with a +2 Morale bonus. In addition, they have a +2 bonus on all reaction rolls attempted in order to recruit mercenaries.

4. MASK OF THE FIERCE TIGER

The wearer of this mask can summon a wild tiger (AL N, MV150', AC5 (as chain mail), HD5, 40 hit points, 2 claws, 1 bite, (d6/d6/2d6), Save F5, Morale 12) once a week for a given task (a single combat, an outdoor exploration for 1 hour, a watch for 2 hours). When the tiger is killed, the mask is destroyed.

MAGIC PUPPETS

Magic puppets are inactive until tied to a specific owner through a command word. Once such connected, they perform like a magic-user *familiar*, effectively granting their owner additional hit points equal to their maximum total when the two are within 120' of one another. They all can speak though *ventriloquism* at will, have AC6 (as scale mail), 2d4 hit points, a movement speed of 90' and the same saving throws as their owner. Unfortunately, if a magic puppet is slain, its owner must subtract the puppet's maximum hit points from their own maximum hit points, permanently.

Roll d6 to check which puppet you've found.

1. GLOOMY PUPPET

This black and white puppet talks in a whiny tearful voice. Its owner can see in the dark as well as in daylight, but sees in daylight as though it were dark. In addition, they don't need to sleep anymore but are prone to sudden surges of unexplainable sadness.

2. SCARY PUPPET

This demon-like puppet groans rather than it talks. Its owner is immune to fear and can *cause fear* once per day.

3. CYCLOPS PUPPET

The owner of this one-eyed oni puppet can see with *clairvoyance*, permanently. Whenever you want, you can roll to find out what's in a given room or chamber **before entering it**.

4. GUARDIAN PUPPET

This puppet of a soldier in full armor keeps a steady watch on its owner's back. They are surprised only on a 1 on d10.

5. GLAMOROUS PUPPET

This beautiful puppet talks in a beautiful and glamorous voice. It provides its owner with a permanent +1 bonus on all reaction rolls and can send them lavish luxurious erotic dreams featuring the

puppet in a human-size version. On the other hand, the puppet is very jealous and will try to ruin all its owner’s romantic relationships.

6. ASSASSIN PUPPET

This cruel-looking puppet has a long dagger that it wields with two hands and a small set of tools. It has all the abilities of a 1st level assassin.

MAGIC STAMPS

Each and every one of these stamps features a different Wah Tung monster determined randomly (d4 & d12). When held, they can be used to summon this monster once a day for d4+1 rounds. When the seal is held firmly in front of the monster it details, its owner can turn these monsters like a cleric of the same level as them as if they were undead creatures.

see page
134

MAGIC SWORDS

Roll d20 to determine the type of the sword.

MAGIC SWORD TYPE	
d20	Type
1-3	Broad sword
4-6	Short sword
7-9	Long sword
10-12	Scimitar
13-14	Two-handed sword
15-16	Two-handed scimitar
17	Bastard sword
18	Wakizashi sword
19	Ninjato
20	Katana sword

Roll d6 to check the powers the sword has.

1. *+1 SWORD, +3 VS. WAH TUNG MONSTERS*

2. BUTTERFLY FOLDING SWORD

This +1 sword looks like a standard Jo stick when folded. When unfolded and revealed in a combat it always gets to strike first during the first round, before initiative is determined.

3. DRAGONSWORD

This +1 sword flies to the target chosen by its wielder at a 180' speed, carrying its wielder along in a stumbling leap and striking during the same round as if the wielder was charging their enemies. Its wielder cannot chose a target at more than a 180' distance.

4. ETHERAL BLADE

This +2 sword can hit incorporeal and ethereal creatures as if its wielder were on the ethereal plane themselves.

5. PRISMATIC SWORD

This +1 sword inflicts a random prismatic effect, as a *prismatic spray* spell upon its target on an unmodified to hit roll of '20'.

6. GHOST BLADE

This +2 sword ages its target 10–40 years (d4 x10, no save) upon an unmodified to hit roll of '20'.

THE 1,001

**PAGODAS
OF DOOM**

GD³

INTO THE PAGODAS

GETTING THERE

The boatmen and the freshwater sailors of **Kwantoom** are used to the treacherous waters of the Lake of Poisoned Jewels. Several times a week, they take shady travelers and would-be explorers on board and deliver them to the opposite bank on the Yellow Springs Island, where the **1001 Pagodas of Doom** lay, perpetually shrouded in mist. Sometimes they carry a lone passenger in a shoddy bamboo canoe, sometimes they bring an entire war party in a caravan of ships. Their fee is always the same: a single shining gold piece per passenger. When paid in advance for the journey, they come back a few days later and take their passengers to **Kwantoom**.

THE PAGODAS & THE YELLOW SPRINGS ISLAND

The pagodas intertwine and mingle into a chaotic and somewhat ramshackle display in the jungles of the island a few miles from the coast. Forever lost in the mist, they loom hauntingly over the hillside, their arched windows and derelict doors ajar. Some of them connect to others, some stand alone at a distance among the thorny bushes and the rubbles. Petty brigands and monsters haunt the surroundings and you need to check for wandering monsters every hour your characters spend in the ruins around the pagodas themselves. On a 1 on d6, they meet a monster, that you can check on the Yellow Springs Monsters table on page 101.

You need d6 turns to find an entrance to a pagoda, and further d6 turns when you want to discover another. You decide whether this entrance is a trapdoor, a broken paper window or a torn-apart door as you see fit. When you enter the pagoda, roll for a starting area, spread out a sheet of graph paper and start mapping, following the instructions from that point onwards and jumping from random table to random table as you are advised to do.

You explore the pagodas one after another until your characters have suffered or plundered enough to feel that a swift return to **Kwantoom** is needed.

As you'll see, the generation tables have been tweaked so that you'll eventually and randomly get roughly pagoda-shaped buildings with few exits. When there are too many blank spaces on your grid map, that means that some sections of the pagoda are inaccessible. Maybe they crumbled long ago, or maybe they can only be entered through another pagoda entrance, the two buildings closely knitted together. Sometimes, the corridors of a pagoda take you far away from the entrance, sometimes, they lead to underground levels or huge floors above ground level with no apparent logic. Imagine some pagodas as upside-down trapezoid buildings and some other as interconnected sections of a much bigger structure. Just consider that once there are no more exits available, your map represents a complete "pagoda". It may happen soon or in a hundred rooms but at some point, it will and you'll decide whether to go back to **Kwantoom** or to keep exploring the island and enter another one.

WANDERING MONSTERS & RECOVERY IN THE PAGODAS

When your adventuring party needs to rest in a pagoda, roll for wandering monsters as hours pass **unless if the party is in a room or chamber whose only entrance is a secret door**. Every hour, roll a d6. On a 1, they meet a wandering monster. Check the wandering monsters section page 116 to fill out the details of the encounter.



DISCRETION MUST PREVAIL

'Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning.'

quoted
from the
dungeon
master
guide
page 169

YELLOW SPRINGS MONSTERS TABLE

Roll d00	Creature Encountered	Numbers	Page
01-09	Ape, chimpanzee	2d4	AEC105
10-18	Bat, giant, vampire	1	LL64
19-20	Blue Oni	d2	WT141*
21-29	Brigand	2d4	LL87
30-38	Bugbear	d4	LL66
39-47	Centipede, giant	d4+1	LL68
48-50	Chambat	2d4	WT142*
51-52	Character party	d4+1	102
53-55	Dragon, green, young	1	LL70
56-57	Ferret, giant	1	LL74
58-67	Hippogriff	1	LL82
68-75	Hobgoblin	2d4	LL82
76-77	Hyena	2d6	AEC129
78-80	Nissassa	1	WT160*
81	Ogre mage (purple oni)	1	AEC132
82-90	Pa'kua kobold	4d4	WT161*
91-94	Pashtar	d2	WT161*
95-96	Rat, giant	3d6	LL92
97-98	Skeleton	d4	LL95
99-00	Yullywug	d6	WT174*

* You'll find the Wah Tung Monsters on the given page in this PDF.

Ape, chimpanzee: AL N, MV120', AC6 (like scale mail), HD3, 2 claws, 1 bite (d3/d3/d6), Save F3, Morale 9, XP50.

Bat, giant, vampire: AL N, MV30' – Fly 180', AC6 (like scale mail), HD2, 1 bite (d4 and paralysis d10 rounds), Save F1, Morale 8, feeds on paralyzed victims for d4/round, killed victims rise as vampire a day later (save negates), XP20.

Blue Oni: AL N(E), MV90', AC5 (like chain mail), HD4+4, 1 bardiche (3d4), Save F8, Morale 9, controls undead like 8th level clerics, *speak with dead* 1/day, *animate dead* 1/day, regenerates 1hp/round, harmed only by +1 or better weapons, *death sight*, XP215.

Brigand: AL C, MV120', AC7 (leather & shield), HD1, short sword & short bow (d6), Save F1, Morale 8, XP10.

Bugbear: AL C, MV90', AC5 (like chain mail), HD3+1, partisan (d6+1), Save F3, Morale 9, surprise opponents 50% of the time, XP100.

Centipede, giant: AL N, MV60', AC9 (no armor), HD ½, bite (no damage, save at +4 or die), Save 0-level human, Morale 7, XP6.

Chambat: AL C, MV120' – Fly 150', AC7 (studded leather), HD2, 1 mace, 1 bite (d6/d4 and drain 1 temporary STR point), Save F1, Morale 6, surprised only on 1 in d6, sonar sense, XP29.

Character party: Roll d4 for the level of each member of the party. The party has 20% of including a cleric, 20% of including a magic-user and 20% chance of including a thief. All the remaining members are either monks (50%) or fighters (50%). The party's alignment is the same as the alignment of your character with the higher CHA (25%), opposite (25%) or Neutral (50%). A character has a cumulative 10% chance per level to have a random magic item.

Dragon, green, young: AL C, MV90' – Fly 240', AC1 (like plate & shield with a +1 bonus), HD8, 32 hit points, 2 claws, 1 bite, (d6/d6/3d8) or breath weapon (chlorine cloud for 32 hp, three times per day), Save F8, Morale 9, speaks but cannot use magic, XP2,060.

Ferret, giant: AL N, MV150', AC5 (like chain mail), HD1+1, 1 bite (d8), Save F1, Morale 8, XP15.

Hippogriff: AL N, MV180' – Fly 360', AC5 (like chain mail), HD3+1, 2 claws, 1 bite (d6/d6/d10), Save F2, Morale 8, XP65.

Hobgoblin: AL C, MV90', AC6 (like scale mail), HD1+1, 1 guisarme (2d4), Save F1, Morale 8, XP15.

Hyena: AL N, MV120', AC7 (like leather & shield), HD3, 1 bite (2d4), Save F3, Morale 9, XP50.

Nissassa: AL N(E), MV120', AC9 (no armor), HD4, 1 battle axe, heavy iron club or longsword (d8), Save F4, Morale 12, thief abilities, murderous rage (+d6 damage, holds up to -9 hit points), XP135.

Ogre mage: AL L(E), MV90' – Fly 150', AC4 (like chain mail & shield), HD5+2, 1 large kiseru pipe (d12), Save M5, Morale 9, *fly* 12 turns/day, *darkness* 10' radius at will, *invisibility* at will, *polymorph self* at will, *charm person* 1/day, *gaseous form* 1/day, *sleep* 1/day, *cone of cold* (8d6) 1/day, regenerates 1hp/round, XP660.

Pa'kua kobold: AL C(E), MV90', AC7 (like leather & shield), HD ½, 1 spear or javelin (d6), Save F4, Morale 8, set traps like thieves, can *bless* or *curse* 1/day, XP6.

Pashtar: AL N(E), MV90', AC5 (like chain mail), HD4, 1 two-handed sword (d10+3) or chain (save or entangled), Save F4, Morale 9, *color spray* 1/day, XP135.

Rat, giant: AL N, MV120' – Swim 60', AC7 (like leather & shield), HD ½, 1 bite (d3 & 5% disease, fatal in d6 days), Save F1, Morale 8, XP6.

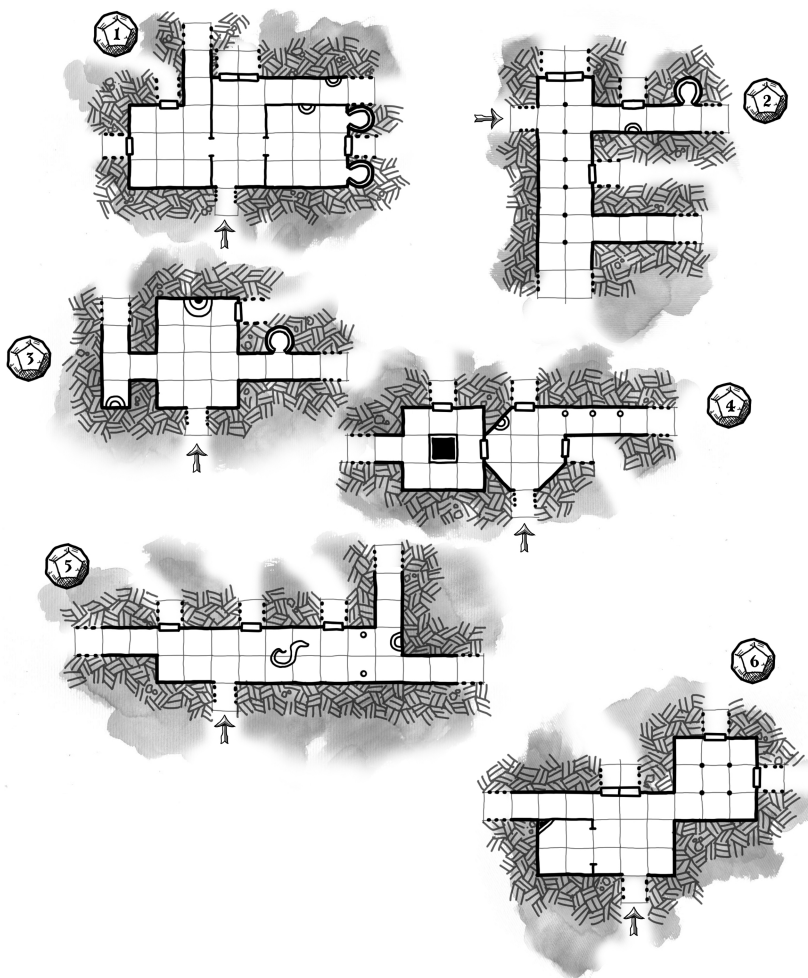
Skeleton: AL C, MV60', AC7 (like leather & shield), HD1, 1 broadsword (2d4), Save F1, Morale 12, undead immunities, only half damage from slashing or piercing weapons, XP1,070.

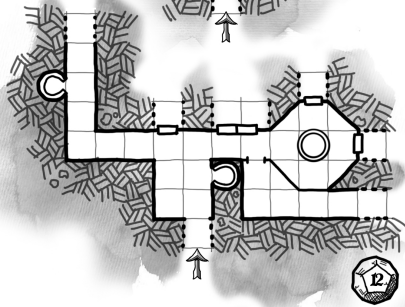
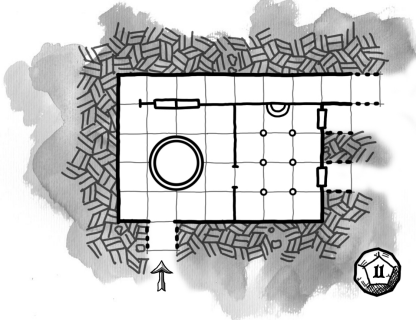
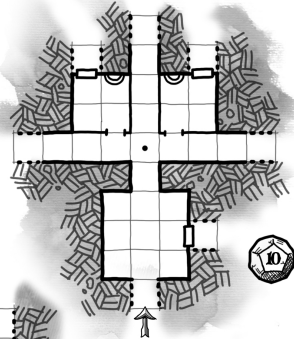
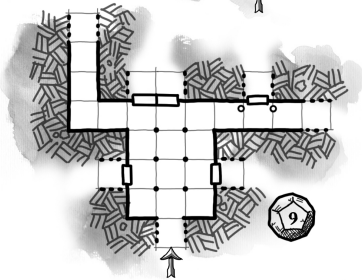
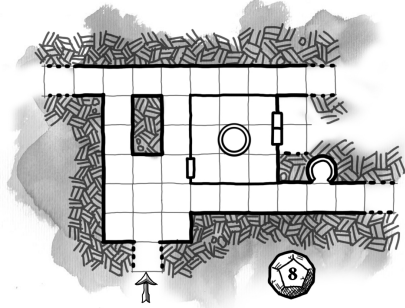
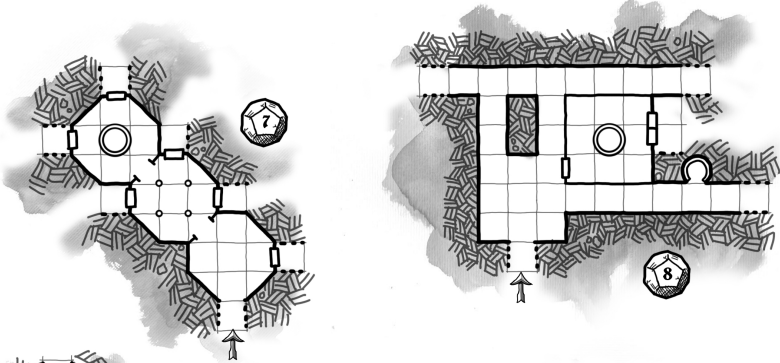
Yullywug: AL L(E), MV60', AC6 (like scale mail), HD1, 1 scimitar or acid spittle (1/day) (d8), Save F1, Morale 8, *jump* at will, always attacks last, XP13.



STARTING AREAS

Roll d12 and map out the area you've just rolled somewhere at the middle of your sheet of paper. This is your starting area. All the corridors and rooms of the starting areas are dusty and dark. Their braziers or fireplaces are unlit, their pools dry and their statue niches and alcoves empty. Their walls are made of thick black wood covered with plaster and their floors of wooden planks. They're all bare and empty, save for a broken and useless piece of equipment here and there (pieces of rope, broken arrows, etc).





- ↑ Entrance
- Pool
- ⌋ Alcove
- ⌋ Dais
- Pillar
- Paper lantern
- ☿ Glyph carving
- Fire pit
- ▤ Corner fireplace
- ⬡ 12-sided die

You must choose an exit from there and begin to roll. If you choose a corridor, roll on the Main Table below, if you choose a door, roll on the Space Beyond Door subtable on the next page. At any time, except during fights, you may trace back your steps and choose another exit. As you proceed further, map your exploration on the grid paper.

MAIN TABLE	
Roll d20	Result
1-4	Corridor, 20' long (see the Corridors section page 108)
5-8	Door (see the Doors section on this page)
9-16	Room (see the Chambers & Rooms section page 112)
17	Stairs (see the Stairs section page 115)
18	Dead end* (see below)
19-20	Wandering monster (see the Wandering monsters section page 116)

* There is a 25% chance that a secret door has been hidden on any (determine randomly) wall of a dead end. When this is the case, all your characters can check for secret doors in order to find it.

DOORS

Roll for door location (subtable A), structure (subtable B) and type (subtable C). When you decide to open the door, check the Space Beyond Door subtable. If you listen at the door, succeed in hearing something and there are monsters behind, you get a chance to surprise them and they can't surprise you. If the door is locked, you need to succeed at an Open Locks check, force it open or cast a *knock* spell.

A. DOOR LOCATION	
Roll d20	Result
1-7	Left
8-14	Right
15-20	Ahead

B. DOOR STRUCTURE

Roll d20	Result
1-12	Simple door
13-20	Double door. If there's no space for a double door, the door is single instead

C. DOOR TYPE

Roll d20	Result	Details
1-4	Oiled paper & cardboard	You can force open a door made of oiled paper and cardboard at will
5-10	Thin lacquered wood	Locked on 1-9/20, +3 to force open
11-12	Wooden, ajar	Roll immediately on the Space Beyond Door subtable
13-14	Wooden, battered	You can see through its broken planks. Roll immediately on the Space Beyond Door subtable
15-16	Wooden, stuck	This door is stuck closed. You can smash it open but Open Locks attempts will have no effect
17-18	Wooden, reinforced	Locked on 1-10/20, -1 to force open
19	Copper	Locked on 1-10/20, -2 to force open
20	Brass, strong*	Locked on 1-10/20, -3 to force open

* When you find a locked double brass door and find a way to open it, go directly to the **Secrets** section of this PDF on page 213.

D. SPACE BEYOND DOOR

Roll d20	Result
1-4	Corridor: 50% parallel passage stretching 20' in both directions, 50% straight ahead (see the Corridors section page 108)
5-16	Room (see the Chambers & Rooms section page 112)
17-18	Chamber (see the Chambers & Rooms section page 112)
19-20	The door is trapped! Check the Traps subtable page 117 and roll again, ignoring 19-20 results

CORRIDORS

Roll for illumination (subtable E), type (subtable F) features (subtable G) and structure (subtable H).

E. ILLUMINATION

Roll d00	Result
01–65	None
66–75	Single paper lantern
76–80	2d4 paper lanterns
81–85	Single glass lantern
86–89	d12 torches
90–00	d20 candles

F. CORRIDOR TYPE

Roll d20	Result	Fire hazard*
1–10	Black wood, plaster & beams	1%/point of damage
11–13	Plain wood & plaster	5%/point of damage
14–16	Thin lacquered wood**	10%/point of damage
17–18	Oiled paper & cardboard**	20%/point of damage
19–20	Standard masonry, plaster & beams	—

* Fire spells and attacks, including flaming oil, have a chance to start a fire in these sections. If a creature casts a *burning hands* spells for 4 points of damage in a corridor whose walls are made of cardboard, for instance, the attack has 80% chance of starting a fire inside. Once started, the fire spreads at a rate of 10' per round in all directions in an oiled paper & cardboard corridor and at a rate of 10' in all directions every 3 rounds in other types of corridors. It takes a full round for a character to put out 10' of fire, given water or blankets. Every round a character or creature is caught in the fire, they take 3d6 damage. If more than 120' are on fire on your map, go directly to the **Secrets** section of this PDF on page 214.

** When your map shows a room, a chamber or another corridor behind a wall of thin lacquered wood or of oiled paper & cardboard you can break a 10' long section of the wall open when you inflict it more than 10 (for oiled paper) or 25 (for lacquered wood) points of damage (you automatically hit). **fire can inflict this amount and open new sections**

G. CORRIDOR FEATURES

Roll d00	Result
01-05	Dusty
06-10	Sulfurous smell
11-12	Chlorine smell
13-17	Smoky smell
18-20	Smells of rotting vegetation
21-25	Still warm air
26-30	Foggy near floor
31-35	Hazy
36-40	Misty
41-42	Burnt/charred walls
43-44	Drumming noise, distant
45-46	Moaning sound
47-48	Voices, distant
49-55	Alcove, 10' deep, random location
56-60	Statue niche (25% chance for a random deity or demon statue)
61-62	Corner fireplace, unlit
63-65	Tapestry
66-68	Straw
69-70	Wax drippings
71-72	Paintings, random monster
73-74	Calligraphy worth d00sp
75-76	Gong sound
77-78	Insane resounding laughter
79-80	<i>Magic mouth</i> , random oriental poem
81-90	Item (see the Random Items subtable on next page)
91-00	Special corridor (see the Special Corridors subtable on next page)

GG. RANDOM ITEMS

Roll d20	Result
1	Broom
2	Bucket
3-4	Bell
5-6	Chime
7-8	Table, low
9	Sofa
10	Pedestal
11-13	Keg (see the Weird Contents subtable page 119)
14	Small idol
15	Porcelain item (25% intact, worth d00sp)
16	Fangs, scattered
17	Leather boot
18-20	Glyph carving



GGG. SPECIAL CORRIDORS

Roll d20	Result
1-8	5' wide corridor
9-12	40' wide corridor, columns 10' right and left support 10' wide upper galleries 30' above*
13-20	20' wide corridor, wooden pillars down center

* Stairs up to gallery will be at end of passage (1-15) or at beginning (16-20). In the former case if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% of the time and supplement them 50% of the time. When you find upper galleries twice within the same pagoda, go directly to the **Secrets** section of this PDF on page 215.

H. CORRIDOR STRUCTURE	
Roll d20	Result
1-7	Continue straight. Check Main Table again in 20' page 106
8-9	A side passage opens to the left at 90 degrees*
12-13	A side passage opens to the right at 90 degrees*
14	Side passages shape a 'T'*
15	Four-way intersection*
16-17	The corridor turns left at 90 degrees*
18-19	The corridor turns right at 90 degrees*
20	The corridor is trapped! Check the Traps subtable page 117 and roll again, ignoring 19-20 results*

* The corridor continues straight after. Check Main Table again in 20'.

CHAMBERS & ROOMS

All chambers and rooms have the same type as the corridor, chamber or room leading to them. If you've rolled, for instance, a corridor of *thin lacquered wood* just before finding a chamber, the chamber is also made of *thin lacquered wood*. Now roll for chamber & room structure (subtable J), illumination (subtable E), page 108 features (subtable K) and contents (subtable L). there's no subtable i



Rooms and chambers located above the second floor are always 10' less wide and 10' less long than the size mentioned in subtable J. In addition, exits from rooms are all doors and exits from chambers are all corridors. Corridors exiting from a chamber always have the same type and illumination as the room itself. In addition, they continue straight for 20' before you can roll normally to check what becomes of them (illumination, type, features & structure). Doors exiting from rooms all share the same type, that you roll.

J. CHAMBER & ROOM STRUCTURE

Roll d20	Chamber or room
1-4	Square, 20' x 20', no exits
5-7	Square, 20' x 20', 1 exit
8-9	Square, 30' x 30', d3-1 exits
10-11	Rectangular, 20' x 10', no exit
12	Rectangular, 20' x 30', no exit
13	Rectangular, 20' x 30', 1 exit
14	Rectangular, 30' x 40', d4-1 exit
15-16	Circular, d3 x 10' diameter, no exit*
17	Circular, d4 x 10' diameter, 1 exit*
18	Hexagonal, 10' per side (even on upper floors), d3-1 exits*
19-20	Octagonal, 10' per side (even on upper floors), d4-1 exit*

* Circular, hexagonal and octagonal rooms & chambers have a pool 50% of the time. This pool may be empty (50% chance), full of weird substances (25% chance, see the Weird Substances subtable page 119) or magical (25% chance, see the Magic Effects subtable page 118).



JJ. EXIT LOCATION **roll for each exit**

Roll d20	Location*
1-7	Opposite wall
8-12	Left wall
13-17	Right wall
18-20	Same wall

* Roll d6 instead for the location of exits in hexagonal rooms.
if a space beyond has already been mapped, make it a secret door

K. CHAMBER & ROOM FEATURES

Roll d00	Result
01-09	Pieces of wood, rotting
10-18	Smashed decaying furniture (chairs, tables, stools)
19-26	Lacquered wood furniture (chairs, tables, stools)
27-35	Wooden pillars
36-45	Carpet, 100 gp worth, weights 500 gp
46-50	Cupboard
51-55	Fireplace, corner
56-73	Statue, random oriental god or demon
76-78	d4 kegs (see the Weird Contents subtable page 119)
79-80	Fire pit (25% lit)
81-82	Gong (sounding it attracts Wandering Monsters on 1-2 in a d6, see page 116). If your characters sound the gong three times, go directly to the Secrets section of this PDF on page 216.
83-84	d6 Skulls
85	Altar (see the Magic Effect subtable page 118)
86	Mirror, large (75% broken)
87	Weapon racks (30% d6 silver pole arms worth 30 gp each)
89	Magic circle, (see the Magic Effect subtable page 118)
90-00	Roll twice, ignoring further 90-00 results

L. CHAMBER & ROOM CONTENTS

Roll d20	Contents
1-7	Empty
8-12	Monster only (see the Random Monster Encounters table) page 121
13-16	Monster and treasure (see the Random Monster Encounters table)
17-18	Trap (see the Traps subtable page 117)
19-20	Treasure only (see the Treasure section below)

TREASURE

Roll for type (subtable M), container (subtable N) and protection (subtable P). **there's no subtable o**

M. TREASURE TYPE

Roll d20	Type
1-5	Porcelainwares equivalent to 500cp/AL
6-9	750sp/AL
10-12	250gp/AL
12-13	Jade coins equivalent to 100pp/AL
14-15	d4 gems/AL (see the Gems subtable page 120)
16	1 piece jewelry/AL (see the Jewelry subtable page 120)
17	d4 rare dyes (black, purple or metallic) worth d10 x 100gp each
18-19	Random lucky charm page 176
20	Random magic item*

* Use whatever tables you find in the rules you use or Labyrinth Lord tables, LL 107, with or without the Advanced Edition Companion, page 86 and further.

When you roll for a treasure in a chamber or room with monster, and the number of creatures encountered doesn't reach the In Lair Range, take two rolls on table M, and add 2 to the total of each roll. **the 'in lair range' is explained a bit further on**

N. TREASURE CONTAINER

Roll d20	Type
1-2	Buckets
3-5	Bags
6-9	Porcelain vases the porcelain vases themselves are worth 100cp per average level
10-13	Small coffer
14-17	Chests
18-20	Loose

P. TREASURE PROTECTION

Roll d20	Type
1-10	None
11-15	Treasure is hidden. You need a <i>find secret door</i> roll to find it
16-17	Treasure is trapped with a poison gas (save or d8 damage/AL)
18-19	Treasure is trapped with a <i>glyph of warding</i> (save or 6 damage/AL, random element)
20	Treasure is guarded by d4 spitting cobras*

* AL N, MV90', AC7 (like leather & shield), HD1, 1 bite or spit, (d3 and poison), Save F1, surprise their opponents on 1-3 in d6, Morale 7, XP13.

STAIRS

All stairs are of the same type as the corridor leading to them. Roll for type (subtable Q) and landing (subtable R).

Q. STAIRS TYPE

Roll d20	Result
1-8	Up 1 level*
9-10	Down 1 levels
19	Trap door up 1 level*
20	Trap door down 1 level

* When you roll up and you are above ground floor, the stairs or trap door exit to the roof on a 1 on d6. When they do, go directly to the **Secrets** section of this PDF on page 217.

R. STAIRS LANDING

Roll d20	Result
1-8	Straight corridor, check the Main Table after 20' page 106
9-12	Chamber (see the Chambers & Rooms subtable page 112)
13-18	Room (see the Chambers & Rooms subtable page 112)
19-20	There is a trap on the stairs! Check the Traps subtable on the next page and roll again, ignoring 19-20 results

WANDERING MONSTERS

Roll on the Random Monster Encounter tables page 121 whenever you meet a wandering monster. Wandering monsters sneak up on your back line 30% of the time, attacking the last rank instead of the first. They never have any treasure, even if their number is high enough to trigger an 'In Lair' treasure.



S. TRAPS		
Roll d00	Result	Damage
AFFECTS THE FIRST LINE		
01-10	Pit, 10' deep	d6, save vs. petrification halves
11-20	Floor, collapsing	Targets fall down the entire height of the pagoda or a 10' pit if the trap is located at ground level
21-25	Scything blade	d8/AL, save vs. petrification halves
AFFECTS THE WHOLE GROUP		
26-34	Gas, fear	Save or run away d6 turns and have 50% to drop held items
35-45	Gas, weakness, 2 hours	As <i>ray of enfeeblement</i>
46-55	Caltrops	d4 +1/AL, save vs. petrification or slowed until fully healed
56-60	Caltrops, poisoned	As above but damage is increased by d4/AL if a save vs. poison is failed
61-65	Fusillade of darts	Roll 4 attacks/character like a fighter of AL level, each hit causing 1d3 damage
66-70	Burning oil shower	d6, save Petrification halves + 1/round for AL rounds until extinguished
71-73	<i>Symbol of Discord</i>	As per the spell
74-75	Vent, chlorine	d10 damage/AL
76-77	Acid rain	d4 damage/AL, save vs. petrification or roll a save for all items
78	<i>Prismatic spray</i>	As per the spell
AFFECTS A SINGLE TARGET		
79-85	Arrow trap	d6 damage/AL
86-87	Arrow trap, poisoned	d6 damage/AL & save or die in d4 turns
88-89	Contact poison	Save or die
90-95	<i>Glyph, fire</i>	2 damage/AL
96-00	<i>Glyph, blindness</i>	Save vs. spells or permanent blindness

T. MAGIC EFFECTS	
Roll d00	Result
01-05	Animates victim's held weapons. They fight like the victim, with the same STR. Weapons have AC0 and 27 hit points each, they can be broken apart (when reduced to 0 hp) or dispelled (12 th level)
06-10	Victim's alignment changes to a random alignment
11-15	Victim loses d4 INT points
16-25	Victim's hair turns white
26-30	Decrease random ability by 1
31-35	Increase major attribute by 1, no maximum
36-39	Rejuvenates to the first year of adolescence
40	Victim disintegrates (save versus spells applicable)
41-45	Grants permanent 90' infravision and reddish-purple eyes
46-50	Heals all damage
51-55	A 4 th level fighter appears and becomes the character's faithful henchman. Random race, random alignment, Morale 12.
56-58	Grants d10 x 1,000 experience points
59-65	Grants recipient a random lucky charm page 176
66-70	Creates the best food & drink you can dream of. If you eat and/or drink, go to the Secrets section of this PDF on page 218
71-75	Victim is teleported away into another pagoda. Roll for a new starting area in the new pagoda. This pagoda's AL is doubled.
76-80	Converts to a random Chinese, Indian or Japanese deity, changes victim's alignment accordingly
81-85	Gains permanent immunity to fear
86-90	The victim becomes an undead creature. They can no longer be healed nor cured, except with <i>Cause wound</i> spells, but they gain all undead immunities (cold, mental spells, etc)
91-95	Puts victim in <i>temporal stasis</i>
96-99	All magic from the most powerful magic item within 30' is drained
00	Victim is <i>reincarnated</i> on the spot (like per the magic-user spell)

all magic effects happen once only for a specific feature

U. WEIRD CONTENTS

Roll d8	Result
1	Mysterious turquoise vaporous liquid. Drink or identify it and roll d3: 1 – like <i>potion of fire resistance</i> , one dose per character only (further drinking has no effect), 2 – like <i>potion of longevity</i> (one dose per character), 3 – save or age d4 x 10 years
2	Mysterious golden bubbling liquid. Drink or identify it and roll d3: 1 – like <i>potion of extra-healing</i> , one dose per character only (further drinking has no effect), 2 – like <i>potion of flying</i> (one dose per character), 3 – poison, save or lose 40 hit points in 4 rounds
3	Mysterious crimson greasy & translucent liquid. Drink or identify it and roll d3: 1 – like <i>potion of skeleton control</i> , one dose per character only (further drinking has no effect), 2 – like <i>philter of love</i> (one dose per character), 3 – poison, save or die
4	Mysterious saffron-colored oozing water. Drink or identify it and roll d3: 1 – like <i>potion of heroism</i> , one dose per character only (further drinking has no effect), 2 – like <i>potion of levitation</i> (one dose per character), 3 – save or become a wight (nothing short of a <i>wish</i> or <i>limited wish</i> can reverse this. You can play a wight but your character cannot gain further experience, becomes a fighter and cannot be healed short of <i>Cause wound</i> spells)
5	Mysterious amber jelly. Drink or identify it and roll d3: 1 – like <i>potion of cloud giant strength</i> , one dose per character only, 2 – like <i>potion of growth</i> , permanent (one dose per character), 3 – ochre jelly, the jelly attacks immediately*
6	Mysterious sour inky phosphorescent liquid. Drink or identify it and roll d3: 1 – like <i>potion of healing</i> one dose per character only (further drinking has no effect), 2 – like <i>potion of gaseous form</i> (one dose per character), 3 – save or go blind forever
7	Mysterious milky oil. Drink or identify it and roll d3: 1 – like <i>potion of invisibility</i> one dose per character only (further drinking has no effect), 2 – like <i>potion of sweet water</i> (one dose per character), 3 – save or become a cow (<i>remove curse</i> negates)
8	Mysterious oily & peppery ivory paste. This paste heals d6+6 hit points per character once

* AL N, MV30', AC8 (like leather), HD5, 1 (2d6 and poison), Save F3, squeezes, eats cloth, metal, wood and leather in 1 round, divide when hit by lightning, Morale 12, XP500.

V. GEMS

Roll d20	Type
1-2	Small tiger eye, 5 gp
3-4	Turquoise, 10 gp
5-6	Smoky quartz, 50 gp
7-8	Rough native jade, 50 gp
9-10	Amber, 100 gp
11-12	Alexandrite, 100 gp
13-14	Big green garnet, 100 gp
15	Deep blue spinel, 500 gp
16	Topaz, 500 gp
17	Black pearl, 500 gp
18	Oriental amethyst, 1,000 gp
19	Oriental topaz, 1,000 gp
20	Huge sapphire, 2,000 gp

W. JEWELRY

Roll d20	Type
1-3	Teak wood bracelets (2), d10 x 10 gp each
4-6	Teak wood & gems chalice or goblet, d10 x 50gp
7-8	Wrought silver pendant, d10 x 100gp
9-10	Ivory brooch, d10 x 100gp
11-12	Wrought gold necklace, d10 x 100gp
13-14	Wrought platinum ring, 5d6 x 100gp
15-16	Jade belt, 5d6 x 100gp
17	Jade orb, 5d6 x 100gp
18	Sceptre, jade & gems d6 x 1,000gp
19	Gold idol with gems 2d4 x 1,000gp
20	Gold tiara with gems 2d4 x 1,000gp

RANDOM MONSTER ENCOUNTER

When a monster encounter is indicated by your previous checks, or by a wandering monsters roll, roll a d20. Cross-index the AL of your group of adventurers with the die result and read up to find which Monster Level table to consult to find the type of monster encountered. Once the table is found, dice will discover at random which monster has been encountered and in what numbers.

quoted from the
dungeon
master
guide
page 174

REMEMBER

You get the party's Average Level (AL) by adding up the levels of all your characters, including mercenaries, dividing by 3 and rounding it down. When you need to add up the level of a multiclassed character, you first multiply it by 1.5, rounded down. If your final result is below 1, treat it as ½.

MONSTER LEVEL TABLE TO CONSULT — MATRIX

AL	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10
1/2	1-18	19*	20*	—	—	—	—	—	—	—
1	1-16	17-19	20*	—	—	—	—	—	—	—
2	1-12	13-16	17-18	19*	20*	—	—	—	—	—
3	1-5	6-10	11-16	17-18	19*	20*	—	—	—	—
4	1-3	4-6	7-12	13-16	17-18	19*	20*	—	—	—
5	1-2	3-4	5-6	7-12	13-16	17-18	19*	20*	—	—
6	1	2-3	4-5	6-10	11-14	15-16	17-18	19*	20*	—
7	1	2	3-4	5-7	8-10	11-14	15-16	17-18	19*	20*
8	1	2	3	4-5	6-8	9-12	13-15	16-17	18-19	20*
9	1	2	3	4	5-6	7-9	10-12	13-16	17-19	20*
10-11	1	2	3	4	5	6-7	8-9	10-12	13-18	19-20
12-13	1	2	3	4	5	6	7-8	9-11	12-17	18-20
14+	1	2	3	4	5	6	7	8-10	11-16	17-20

* These monsters have the minimum possible hit points.

While the Monster Level tables tell you how many creatures you encounter, this number needs to be adjusted to your party's Average Level. Once you've determined which monster you've encountered and how many, you need to adjust this number with the Monster Number Adjustment table you find below. Multiply the number of creatures encountered by the number you find on this table and round it up: that's the final number of creatures for this encounter.

MONSTER NUMBER ADJUSTMENT TABLE

AL	ML1	ML2	ML3	ML4	ML5	ML6	ML7	ML8	ML9	ML10
1/2	1/2	1/3	1/4	—	—	—	—	—	—	—
1	1	1	1/2	—	—	—	—	—	—	—
2	2	1	1/2	1/2	1/3	—	—	—	—	—
3	3	2	1	1/2	1/2	1/3	—	—	—	—
4	4	3	1	1	1/2	1/2	1/3	—	—	—
5	5	4	2	1	1	1/2	1/2	1/3	—	—
6	6	5	3	2	1	1/2	1/2	1/3	1/3	—
7	7	6	4	3	2	1	1/2	1/2	1/3	1/3
8	8	7	5	4	3	2	1	1/2	1/2	1/3
9	9	8	6	5	4	3	1	1	1/2	1/3
10-11	10	9	7	6	5	4	2	1	1	1/2
12-13	11	10	8	7	6	5	3	2	1	1/2
14+	12	11	9	8	7	6	4	3	1	1

The Monster Level tables feature two new columns. The Page column gives you the page number and manual reference for this monster type. The Wah Tung monsters are detailed in this PDF page 134 and are labeled as WT. The 'In Lair?' column tells you at which minimum number of monsters they are considered *in lair*. When in lair, **you don't roll on the treasure tables of this PDF but on the Hoard Class tables of Labyrinth Lord corresponding to this monster type instead.** When a creature has no Hoard Class — no treasure in lair — this column is Not Applicable (N/A).

Full example: Your party includes a kitsune shapeshifter/illusionist level 3/3 (equivalent to a level 4 character), a fighter level 5 and two mercenaries, both thieves level 1. Its AL is 3. When you roll for a room content, and roll that this room contains both monsters and treasure, you first check the Monster Level Matrix. You roll and get a 9, meaning that you encounter level 2 monsters. Looking at the Monster Number Adjustment table, you see that, since your AL is 3, you need to multiply the number of monsters encountered by 2. You roll and check the Monster Level table for level 2 monsters. The die come up with a 19, 2d4+3 stirges. Since you multiply this number by 2, you roll 4d4+6 and get a 17! That's enough to reach the 'In Lair' threshold and you must check the Hoard table XI of the **Labyrinth Lord** rulebook, or the Treasure Type table D if you play with the original rules instead of rolling on the tables of this PDF.

MONSTER LEVEL 1

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-2	Bat, normal	d10+10	LL64	N/A
3	Baboon, higher	d6	LL63	15
4	Bee, giant killer	2d4	LL65	N/A
5-8	Brigands	2d6+3	LL87	20
9	Character party	d4+1	128	N/A
10	Dwarf, oriental	2d6+2	WT149	15
11-12	Hobgoblin	2d4	LL82	12
13-14	Pa'kua kobold	4d4	WT161	25
15	Pixie	2d4	LL91	20
16	Sheng man	1	WT165	8
17	Skeleton	d4	LL95	N/A
18	Ting man	d4	WT170	12
19	Yasjin	2d4+2	WT173	20
20	Yullywug	d4+1	WT174	10

MONSTER LEVEL 2

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-2	Berserker, oriental	3d4	WT140	15
3-4	Chambat	3d4	WT142	15
5	Character party	d4+1	128	N/A
6-7	Darzanan, water	d4+2	WT144	N/A
8-9	Golem, wood	1	LL79	N/A
10-12	Hanu thug	d2	WT152	8
13-14	Living tool, broom	1	WT156	N/A
15-16	Living tool, bucket	1	WT156	N/A
17	Manstirge	1	WT157	4
18	Snake folk	d4	WT168	8
19	Stirge	2d4+3	LL98	12
20	Zhulang spirit	d4	WT175	2

MONSTER LEVEL 3

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-2	Beetle, giant, carnivorous	d3	LL65	4
3	Black dragon, very young	1	LL70	1
4-6	Bugbear	d6+1	LL66	12
7	Character party	d4+1	128	N/A
8-9	Duan man	d4	WT148	8
10	Nissassa	d3	WT160	1
11-12	Ogre	d3	LL90	7
13-14	Pashtar	d3	WT161	5
15	Sirine, land	1	WT168	4
16	Statue, animate, crystal	1	LL98	N/A
17-18	Tanwo	1	WT170	1
19-20	Throgrin	d4	LL98	6

MONSTER LEVEL 4

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-2	Ape, Man-eating	d3	AEC106	8
3-4	Blue oni	1	WT141	1
5-6	Cat, large, panther	d4+1	LL67	4
7	Character party	d4+1	128	N/A
8	Cockaki	d2	WT142	8
9-10	Darzanan, xagxeg	1	WT145	N/A
11-13	Hauchiwa	d2	WT153	N/A
14	Hell hound	d2	LL81	4
15-16	Naigu	d4	WT159	8
17-18	Shadow	d3	LL94	6
19	Snake lady	1	WT169	1
20	Tumbler ratwere	d3	WT171	6

MONSTER LEVEL 5

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1	Baisha	1	WT140	1
2	Character party	d4+1	128	N/A
3-5	Devil, Wah Tung, bat	d2	WT147	N/A
4-6	Imp	d2	AEC119	1
7-8	Naga, fire	1	WT159	1
9-10	Phase tiger	d2	LL91	2
11-13	Quasit	1	AEC113	1
14	Rolong	1	WT163	1
15-16	Shrine guardian, bushi*	d2	WT166	4
17-18	Shrine guardian, warder*	d2	WT167	4
19	Wyrd, turtle	d3	WT172	6
20	Wyrd, vulture	d3	WT173	6

MONSTER LEVEL 6

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-2	Devil, Wah Tung, bald	1	WT146	1
3-4	Devil, Wah Tung, knife	1	WT147	N/A
5	Darzanan, fire	1	WT143	N/A
6	Darzanan, wind	1	WT145	N/A
7	Geisha roper**	1	WT150	1
8-10	Golem, amber	1	LL79	N/A
11	Harpy, greater three-headed	1	WT152	1
12-15	Ogre mage	d2	AEC132	3
16-17	Raksasha	1	AEC134	2
18	Sengfu wizard	1	WT164	1
19	Sphinx, hieraco-	d2	AEC137	4
20	Tiger, Sabre-tooth	d2	LL67	2

MONSTER LEVEL 7

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1	Black pudding	1	LL65	N/A
2	Chimera	d2	LL68	2
3	Cyclops	1	LL69	2
4-6	Demon, babau	d2	AEC109	4
7-9	Demon, succubus	1	AEC114	1
10-12	Elemental, any	1	LL73	N/A
13	Giant, fire	d2	LL77	1
14	Groaning spirit	1	AEC128	1
15-17	Lamia	d2	AEC129	1
18	Naga, spirit	d2	AEC131	1
19	Shrine guardian, triptillon*	1	WT160	1
20	Spectre	1	LL96	4

MONSTER LEVEL 8

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-4	Ghost	1	AEC127	1
5-6	Golem, blood	1	WT151	N/A
7-9	Naga, guardian	d2	AEC131	1
10-13	Vampire	1	LL101	3
14-16	Xag-Ya	1	133	N/A
17-19	Xeg-Yi	1	133	N/A
20	Xorn	d4+1	AEC141	2

MONSTER LEVEL 9

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-7	Golem, stone	1	AEC127	N/A
8-14	Pu-sang giant	d4	WT162	5
15-20	Vampire cleric	1	LL101	1

MONSTER LEVEL 10

Roll d20	Creature Encountered	Numbers	Page	In Lair?
1-2	Judge Kan Tie, the Nine-Armed lord	1	WT154	1
3-4	Judge Lu Yuan, the Brass Herald	1	WT155	1
5-12	Golem, iron	1	AEC127	N/A
13	Monkey king***	1	WT157	1
14-16	Vampire magic-user	1	LL101	1
17-20	Vampire monk	1	141	1

* When you meet shrine guardians, roll d20. If you roll '20', go directly to the **Secrets** section of this PDF on page 219.

** When you meet **6** geisha ropers or more in a single pagoda, go directly to the **Secrets** section of this PDF on page 220.

*** When you meet the **Monkey King**, go directly to the **Secrets** section of this PDF on page 221.

if you read on, you'll find stat blocks for the most common basic and advanced edition monsters. for the wah tung monster stat blocks, please refer to this pdf on the page numbers you find in the tables.

Ape, Man-eating: AL N, MV120', AC6 (like scale mail), HD5, 2 claws, 1 bite (d4/d4/d8), Save F5, Morale 10, rend for d8 when both claws hit, surprised only on 1 in d6, XP350.

Bat, normal: AL N, MV9' – Fly 120', AC6 (like scale mail), 1 hit point, Save 0-level human, Morale 6, when 10 or more gather, *confuse* opponent (no spell casting, -2 to hit and saving throws), must roll Morale each round, XP6.

Baboon, higher: AL N, MV120', AC6 (like scale mail), HD2, 1 bite (d3) & 1 club attack (d6), Save F2, Morale 8, XP20.

Bee, giant killer: AL N, MV150' (Fly), AC7 (like leather & shield), HD½, 1 sting (d3 and poison, save or die), Save F1, Morale 9, the sting stays stuck for 1 hp/round, they die when they sting, XP7.

Beetle, giant carnivorous: AL N, MV150', AC3 (like plate & shield), HD3+1, 1 bite (2d6), Save F1, Morale 9, XP65.

Black dragon, very young: AL C, MV90' – Fly 240', AC2 (like plate & shield), HD7, 21 hit points, 2 claws, 1 bite (d4+1/d4+1/2d10) or breath weapon (acid spray (ray-shaped) for 21 hp, three times per day), Save F7, Morale 8, speaks but cannot use magic, XP1,490.

Black pudding: AL N, MV60', AC6 (like scale mail), HD10, 1 slam (3d8), Save F5, Morale 12, moves on the ceiling, passes through cracks and fissures, only damaged by fire, splits into smaller puddings when hit, XP3,100.

Brigand: AL C, MV120', AC4 (chain mail & shield), HD1, longsword (d8), Save F1, Morale 8, XP10.

Bugbear: AL C, MV90', AC5 (like chain mail), HD3+1, partisan (d6+1), Save F3, Morale 9, surprise opponents 50% of the time, XP100.

Cat, large, panther: AL N, MV210', AC4 (like chain mail & shield), HD4, 2 claws, 1 bite (d4/d4/d8), Save F2, Morale 8, XP80.

Character party: Roll d4 for the level of each member of the party. The party has 20% chance of including a cleric, 20% of including a magic-user and 20% chance of including a thief. All the remaining members are either monks (50%) or fighters (50%). The party's alignment is the same as the alignment of your character with the higher CHA (25%), opposite (25%) or Neutral (50%). A character has a cumulative 10% chance per level to have a random magic item.

Chimera: AL CE, MV120' – Fly 180', AC4 (like chain mail & shield), HD9, 2 claws, 3 heads (d3/d3/2d4/2d4/3d4 or breath a fire cone for 3d6 3 times per day), Save F9, Morale 9, XP1,700.

Cyclops: AL CE, MV90', AC3 (like plate armor), HD13, 1 huge axe (3d10), Save F13, Morale 9, –2 to hit, throw rocks for 3d6, *bestow curse* 1/week, XP2,400.

Demon, babau: AL C(E), MV150', AC–3 (like plate & shield with a +5 bonus), HD7+10, 2 claws, 1 horn (d4+1/d4+1/2d4), Save F7, Morale 10, infravision 90', half damage from cold, electricity, fire and gas, *telepathy* (all languages), *teleport without error*, half damage from cutting and stabbing weapons, receive +2 damage from iron and darkwood weapons, thief abilities of a 9th level thief, gaze causes *enfeeblement* (as ray) at 20', *darkness* 10' radius, *dispel magic*, *fear* (by touch), *fly*, *levitate*, *polymorph self*, *heat metal* at will, *gate* another (25% success), XP1,700.

Demon, succubus: AL C(E), MV120', AC0 (like plate & shield with a +2 bonus), HD6, 2 claws (d3/d3), Save F6, Morale 7, infravision 90', half damage from cold, electricity, fire and gas, *telepathy* (all languages), *teleport without error*, drain a level with a kiss, harmed only by magical weapons, *charm person*, *clairaudience*, *ESP*, *ethereal form*, *shape change*, *suggestion* at will, *gate* a balor demon (65% success) or a demon lord (5% success), XP1,320.

Elemental, any: AL N, MV varies, AC0 (plate & shield with a +2 bonus), HD12, 1 slam (2d8), Save F12, Morale 10, XP2,800.

Ghost: AL C(E), MV90', AC0 (8) (like plate & shield with a +2 bonus), HD10, 1 touch, Save F10, Morale 10, sight causes fear and aging 10 years, magic jar 60', touch ages d4 x 10 years, undead immunities, XP3,100.

Giant, fire: AL C(E), MV120', AC4 (like chain mail & shield), HD11+2, 1 great sword (5d6), Save F11, Morale 9, throw rocks for 3d6, immune to fire, XP2,000.

Golem, amber: AL N, MV180', AC6 (like scale mail), HD10, 2 claws, 1 bite (2d6/2d6/2d10), Save F5, Morale 12, golem immunities, detect invisibility 60', track any being, XP3,100.

Golem, iron: AL N, MV60', AC3 (like plate), HD18, 1 fist (4d10), Save F18, Morale 12, poison gas (save or die), harmed only by +3 or better weapons, golem immunities, fire spells repair them, lightning spells slow them, XP5,250.

Golem, stone: AL N, MV60', AC5 (like chain mail), HD14, 1 fist (3d8), Save F14, Morale 12, slow every other round, harmed only by +2 or better weapons, golem immunities, *mud to rock* spells repair them, *rock to mud* spells slow them, XP4,200.



Golem, wood: AL N, MV120', AC7 (like leather & shield), HD2+2, 1 fist (d8), Save F1, Morale 12, golem immunities, -1 to initiative, -2 versus fire, XP59.

Groaning spirit: AL C(E), MV150', AC0 (like plate & shield with a +2 bonus), HD7, 1 touch (d8), Save F7, Morale 10, *death wail*, sight *causes fear*, undead immunities, XP1,490.

Hell hound: AL C(E), MV120', AC4 (like chain mail & shield), HD4, 1 bite or breath (d6 or 4d6), Save F4, Morale 9, immune to non-magical fires, detect invisibility 75% at 60', XP190.

Hobgoblin: AL C, MV90', AC6 (like scale mail), HD1+1, 1 guisarme (2d4), Save F1, Morale 8, XP15.

Imp: AL L(E), MV60' – Fly 180', AC2 (like plate & shield), HD2+2, 1 tail (d4 and poison, save or die), Save F2, Morale 8, *polymorph* into large spider, raven, giant rat and boar, only magical and silver weapons can hit them, regenerate 1hp/round, save versus magic like a 7th level MU, *detect good*, *detect magic*, *invisibility* at will, *suggestion* 1/day, XP83.

Lamia: AL C(E), MV240', AC3 (like plate), HD9, 1 long kriss (d6), Save F4, Morale 9, *illusion* 1/day, *charm person*, *mirror image*, *suggestion* 1/day, drain 1 WIS by touch (no save), XP4,500.

Naga, guardian: AL L, MV150', AC3 (like plate), HD12, 1 bite, 1 constrict (d6/2d4), Save F12, Morale 11, poisonous spittle 30' (save or die), casts spells like a 6th level cleric, XP2,800.

Naga, spirit: AL C, MV120', AC4 (like chain mail & shield), HD9, 1 bite (d3 and poison, save or die), Save F9, Morale 8, *charm gaze*, casts spells like a 3rd level magic-user and a 2nd level cleric, XP2,400.

Ogre: AL C, MV90', AC5 (like chain mail), HD4+1, 1 club (d10), Save F4, Morale 10, XP215.

Ogre mage: AL L(E), MV90' – Fly 150', AC4 (like chain mail & shield), HD5+2, 1 large kiseru pipe (d12), Save M5, Morale 9, *fly* 12 turns/day, *darkness* 10' radius at will, *invisibility* at will, *polymorph self* at will, *charm person* 1/day, *gaseous form* 1/day, *sleep* 1/day, *cone of cold* (8d6) 1/day, regenerates 1hp/round, XP660.

Phase tiger: AL N, MV150', AC4 (like chain mail & shield), HD6, 2 tentacles (2d4/2d4), Save F6, Morale 8, -2 to hit, +2 on all saving throws, XP570.

Pixie: AL N, MV90' – Fly 180', AC3 (like plate), HD1, 1 dagger (d4), Save E1, Morale 7, naturally *invisible*, always surprise and strike first, –2 to attack them, XP16.

Quasit: AL C(E), MV150', AC2 (like plate & shield), HD3, 2 claws, 1 bite (d2/d2/d4), Save F3, Morale 10, *polymorph* into bat, giant centipede, toad and wolf, only magical and iron weapons can hit them, immune to fire, cold and electricity, regenerate 1hp/round, save versus magic like a 7th level MU, claw attacks inflict poison (–1 DEX for 2d6 rounds), *detect good*, *detect magic*, *invisibility* at will, *cause fear* 30' 1/day, XP95.

Raksasha: AL L(E), MV150', AC–4 (like plate & shield with a +6 bonus), HD7, 2 claws, 1 bite (d3/d3/d4+1), Save F7, Morale 9, ESP, *change self*, casts spells like a 1st level cleric and a 3rd level magic-user, harmed only by magical weapons. Further, they take half damage only from weapons below +3 enchantment, immune to all spells except 9th level spells, XP1,840.

change self is called doppelganger in the labyrinth lord rules

Shadow: AL C, MV90', AC7 (like leather & shield), HD2+2, 1 cold touch (d4 and drain 1 STR for 8 turns), Save F2, Morale 12, undead immunities, surprise on 1–5 on d6, harmed only by magical weapons, cannot be turned by clerics, XP83.

Skeleton: AL C, MV60', AC7 (like leather & shield), HD1, 1 broadsword (2d4), Save F1, Morale 12, undead immunities, only half damage from slashing or piercing weapons, XP1,070.

Spectre: AL C, MV150' – Fly 300', AC2 (like plate & shield), HD6, 1 touch (d8 and drain 2 levels), Save F6, Morale 11, undead immunities, XP1,070.

Sphinx, hieraco–: AL C(E), MV90' – Fly 360', AC1 (like plate & shield with a +1 bonus), HD9, 2 claws, 1 beak (2d4/2d4/d10), Save F9, Morale 10, XP1,700.

Statue, animate crystal: AL L, MV90', AC4 (like chain mail & shield), HD3, 2 fists (d6/d6), Save F3, Morale 11, immune to sleep, XP65.

Stirge: AL N, MV30' – Fly 180', AC7 (like leather & shield), HD1, 1 nose–sting (d3 and drain blood for d3/round), Save F2, Morale 9, first attack at +2, XP16.

Throgrin: AL C, MV120', AC6 (like scale mail), HD3, 2 claws or 1 chauve–souris (d3/d3 or 2d4+2), Save F3, Morale 10, paralyzing touch, regenerates 1hp/round, XP80.

Tiger, Sabre–tooth: AL N, MV150', AC6 (like scale mail), HD8, 2 claws, 1 bite (d8/d8/2d8), Save F4, Morale 10, XP560.

Vampire: AL C, MV120' – Fly 180', AC2 (like plate & shield), HD7, 1 touch (d10 and drain 2 energy levels), Save F7, Morale 11, undead immunities, regenerates 3hp/round, *gaseous form* at will, *shape change* into a large bat or a wolf, summon d10 x 10 bats, 3d6 wolves or 2d4 dire wolves, *charm gaze* (save at -2), XP3,150.

Vampire cleric: Same as above, vampire clerics cast spells like clerics level 6+d6.

Vampire magic-user: Same as above, vampire magic-users cast spells like magic-users level 6+d8.

Vampire monk: Same as above, vampire monks have all the abilities of monks level 6+d8, there is a 25% chance that a vampire monk is a member of a random variant class.

Xag-Ya: AL N, MV60', AC1 (like plate & shield with a +1 bonus), HD8, 1 tendril or positive energy blast (every other round) (d6+6 or heat metal (one save applicable per metallic item) for 10d4/round), Save F8, Morale 10, harmed only by magical weapons, *shield* protects against their attacks, only *disintegrate*, *cancellation*, *negation* and *magic missile* can affect them, XP2,060.

Xeg-Yi: AL N, MV60', AC1 (like plate & shield with a +1 bonus), HD8, 1 tendril or positive energy blast (every other round) (d6+6 or shatters and decays metal (one save applicable per metallic item)), Save F8, Morale 10, harmed only by magical weapons, *shield* protects against their attacks, only *disintegrate*, *cancellation*, *negation* and *magic missile* can affect them, XP2,060.

Xorn: AL N, MV90', AC-2 (like plate & shield with a +4 bonus), HD7+7, 3 claws, 1 bite (d3/d3/d3/6d4), Save F7, Morale 10, surprise 1-3 on d6, smell metal at 20', immune to fire and cold, suffer only half damage from electricity, affected by *phase door*, *transmute rock to mud* and *stone to flesh*, XP1,700.



THE WAH TUNG
MATCH CO.
MONSTER
MANUAL





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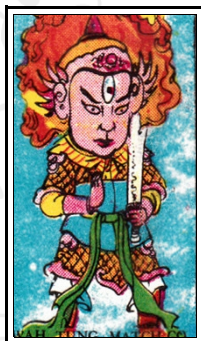
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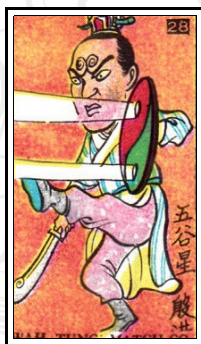
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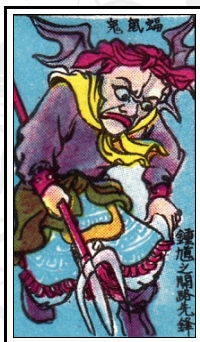
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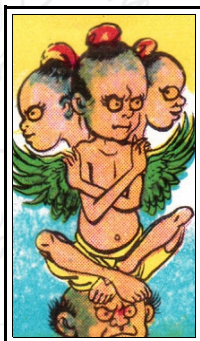
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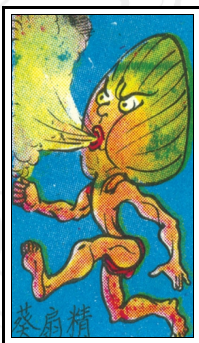
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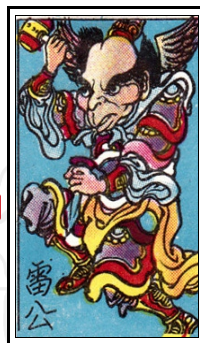
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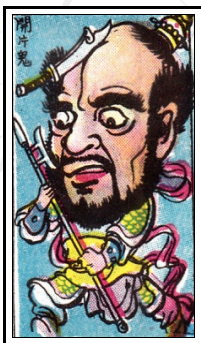
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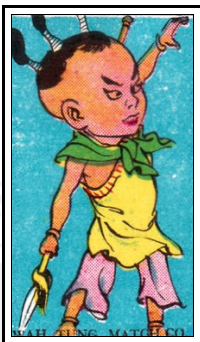
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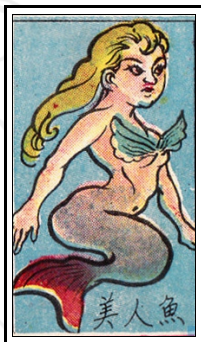
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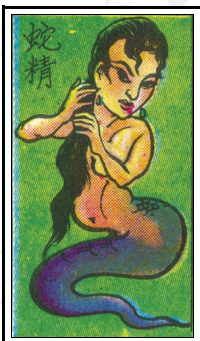
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WAH TUNG MONSTERS

ABOUT

After Chris Sims from **Comics Alliance** and following in the footsteps of Aeron Alfrey from **Monster Brains**, with many thanks to Jacob Covey who first displayed his collection on the web, here's a new stab at the famous **Wah Tung Match Co.** monsters. Those are pictures of 240 legendary Chinese creatures originally featured on vintage matchboxes in glorious gonzo colors. While of interest to the historian and the ethnologist, what these monsters are actually supposed to represent in the traditional Chinese culture is none of our concern and goes well beyond the scope of this gaming PDF. On the other hand, their pure weirdness and grotesque flavor is priceless for the imaginative. It's like a guessing game: guess what this monster does on weekends? Where does it live? What are its powers and abilities? Tell me more about the ecology of the turtle-man creature wielding what I can only describe as two giant and possibly rotating glowing lollipops in its hands — and what's its name by the way? Yup, you'll find all that in here, in the **Wah Tung Match Co. Monster Manual**, a short version of the whole Wah Tung collection since it details only 48 of them. You can use these to spice up your oriental or classic adventures, to surprise your players and, as intended in here, to populate the **1001 Pagodas of Doom** on the fly.

spread the love and i'll find a way to
publish the complete set someday

D4, D12

Whenever you need to determine a random Wah Tung monster, roll d4 and d12 together. When rolling '1' on the d4, the **final result** is given by the d12. When you roll higher than '1' on the d4, add 12 to the **final result** by point above 1 on the d4. If you roll 4 and 8, for instance, you need to add 36 (*3 points above '1' x 12*) to the d12's result to find out the Wah Tung monster you've got: 44, a turtle wyrd.

so now, you know its name



1. BAISHA

Alignment: L

Movement: 120' – Fly 120'

Armor Class: 6 (like scale mail)

Hit Dice: 4+4

Attacks: 1 touch

Damage: d4 and save versus magic or sleep for d20 days or breath weapon (30% chance per round, 3d12 steam cone, save halves)

Save: F5

Morale: 8

Hoard class: VIII, XXI

XP: 365

Baishas are kind to Good-aligned individuals with a CHA or 12 or more and may use their *cure disease*, *remove curse* and *cure serious wounds* powers to help them (once a day each, all operating like a 12th level cleric). When offered gems and pieces of silk, they might brew a precious ointment. This ointment has all the effects of a *restoration* and a *heal* spell but operates like a *philter of love* as well. When facing evil creatures, baishas can utter a powerful *curse* three times a day like a 27th level cleric causing healing spells to have no more effect upon its recipient. Baishas are only harmed by magical and silver weapons. When three baishas gather, they can *gate* d4 unicorns (100% chance of success) once a day and ride them.



2. BERSERKER, ORIENTAL

Alignment: C

Movement: 120'

Armor Class: 7 (studded leather)

Hit Dice: 2

Attacks: 2 axe, battle

Damage: d8+2 each

Save: F1

Morale: N/A

Hoard class: I (individual), XXI

XP: 38

In **Kwantoom**, berserking rage is both a curse and a disease that spreads through battle. Whenever a character is wounded by an infected warrior, they must save versus spells or become infected themselves and fly into fits of murdering rage in combat. Oriental berserkers are shut in a paranoid world where almost everyone is a threat and an enemy, and they often find themselves fighting each other. This rage makes them formidable opponents with an extra weapon attack and a +2 bonus to damage rolls. In addition, they always battle until killed without a Morale check. When berserkers eat human flesh, they are cured d8 hit points. Infected player characters must always fight to death and need to save versus spells when the combat is over to avoid hacking anyone left, friends included. They can try to save again every time they kill a friend or ally. Both a *remove curse* (9th level curse) and a *cure disease* spell are needed to heal from this condition.



3. BLUE ONI

Alignment: N(E)

Movement: 90'

Armor Class: 2 (like plate & shield) or 8 (like leather)

Hit Dice: 4+4

Attacks: 1 bardiche

Damage: 3d4

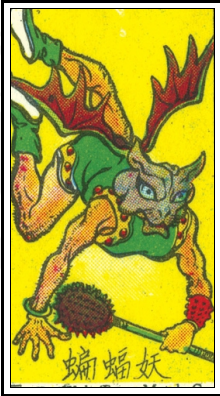
Save: F8

Morale: 9

Hoard class: IX

XP: 215

Blue onis are cousins of the ogre magi. While the latter delight in slavery and power, the former live among the demons of hell and the dominions of death. Blue onis are easier to hit on the ethereal plane itself where they have AC8. They can control undead like evil clerics and always have an escort of 3d4 zombies (30% chance), 2d6 skeletons (30% chance), d4 ghouls (30% chance) or d3 wights (10% chance). They can *speak with dead* at will and *animate dead* 1/day, all their powers operating as if they were 12th level clerics. In addition, blue onis regenerate 1hp/round, are harmed only by +1 or better magical weapons and can foretell the longevity of individuals just by looking at them.



4. CHAMBAT

Alignment: C

Movement: 120' – Fly 150'

Armor Class: 7 (studded leather) or 5 (scale mail & shield)

Hit Dice: 2

Attacks: 1 weapon & 1 bite

Damage: By weapon/d4 and drain 1 STR point for 2 hours

Save: F2

Morale: 6

Hoard class: XIX

XP: 29

Chambats are superstitious mongrel creatures mixing the features of bats and of men. Chambats are blind and rely upon a sonar sense. That means they thus can easily spot invisible characters, but not silent ones. They are surprised only on 1 in d6. Chambats usually wear studded leather armor (50% chance) or scale mail armor & shields (50%) and fight with maces (d6) (50% of the time), halberds (d10) (25% of the time) or broadswords and light crossbows (2d4/d4) (25% of the time). When more than 10 chambats are encountered, there is one 4HD individual. When more than 50 are encountered, they are either in lair or on a war party and will have a 7th level shaman as a leader. There will be 5d00 ordinary bats and 2d4 giant vampire bats as guards in their lairs.



5. COCKAKI

Alignment: C

Movement: 120'

Armor Class: 2 (like plate & shield)

Hit Dice: 4

Attacks: 2 claws & 1 bite

Damage: d2/d2/d3

Save: Varies

Morale: 7

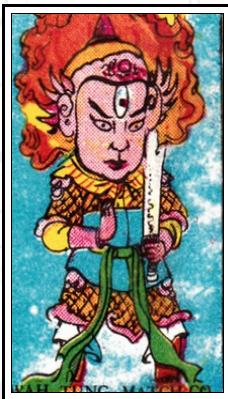
Hoard class: XIX

XP: 245

The master alchemists of **Kwantoom** sometimes know the secrets allowing them to create these creatures with the sacrifice of a homonculous, the casting of a *cacodemon* spell and the blood of a basilisk. When the ritual is completed, d4 cockakis sprout as larvaes from the homonculous' dead body and grow to their full maturity in d4 weeks. Cockakis are aggressive ill-tempered creatures. Their skin is usually covered with brownish scales and shells. When both their claw attacks hit, they jump above their target and rend for 2d4 extra damage. Cockakis surprise their opponents on 1-4 on d6 and their attacks paralyze like ghouls do. When a character fails more than 2 saving throws against their paralysis poison, they are permanently *turned to stone* instead. Cockakis make all their saving throws like their "creator".

DARZANAN

Darzanan are seer creatures of elemental evil energy lingering in the ethereal plane in which they live in pocket dimensions. Sometimes, they gather in castles with evil genies and other elemental creatures and launch raids on the material plane to steal secrets and precious gems. Darzanans can be found on the material plane close to sources of knowledge and power acting like viziers for petty lords. They all have AC8 on the ethereal plane, are immune to mind-affecting spells and have permanent *ESP* at 20', enabling them to spot invisible creatures and making it almost impossible to surprise them (1 on d10 only). Darzanans of different elements cooperate in an intricate hierarchy instead of fighting each other.



6. DARZANAN, FIRE

Alignment: L(E)

Movement: 120'

Armor Class: 0 (like plate & shield with a +2 bonus)

Hit Dice: 5

Attacks: 1 broad sword, flame tongue

Damage: 2d4+1

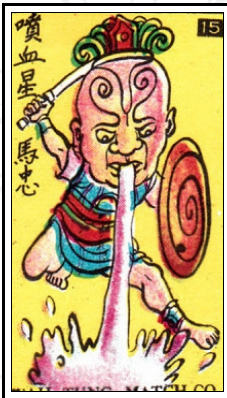
Save: F8

Morale: 10

Hoard class: Nil

XP: 800

Fire darzanans are the highest and more powerful of their kind. When found on the ethereal plane, they usually lead small groups including one or two wind darzanan bodyguards and a dozen water darzanans. Fire darzanans are permanently shrouded in a *fire shield* and can see through physical matter such as wood, iron and stone, but not lead. Fire darzanans are permanently shrouded in a *fire shield* and all swords they use act like *flame tongue* swords in their hands. They have the following spell-like abilities once a day: *true seeing*, *clairvoyance* and *wizard eye*. Psionic ability: 136 (B, D, E/F, H, I). Psionic disciplines at level 8: *domination*, *expansion*, *molecular agitation*, *etherealness* (*charm person*, *enlarge* (+8 damage bonus, +8' high), *heat metal* and *etherealness* as if the darzanan were using an *oil of etherealness* if you don't play with the psionics, all once a day).



7. DARZANAN, WATER

Alignment: L(E)

Movement: 120'

Armor Class: 2 (like plate & shield)

Hit Dice: 2

Attacks: 1 broad sword or breath weapon

Damage: 2d4 or ray-shaped steam breath for 2d8 hp once a day

Save: F5

Morale: 10

Hoard class: Nil

XP: 47

Water darzanans are sentries and guards of the darzanan hierarchy. When fighting human or humanoid creatures, they make the most of their environment through their psionic powers and breath weapon. They can *create or destroy water*, *purify or putrefy food & drink* and *gate* a water weird (15% chance of succeeding) once a day. They sometimes take advantage of their abilities to control a spring on the material plane and to collect gems in exchange for water. Psionic ability: 92 (B, C, E/F, H). Psionic disciplines at level 5: *body equilibrium* (*feather fall* & *water walking*), *levitation*, *dimension door*, all once a day if you don't play with the psionics).



8. DARZANAN, WIND

Alignment: L(E)

Movement: 120'

Armor Class: 0 (like plate & shield with a +2 bonus)

Hit Dice: 4+4

Attacks: 1 broad sword & 1 bite or breath weapon

Damage: 2d4/10 or as *gust of wind* (12th level) once a day

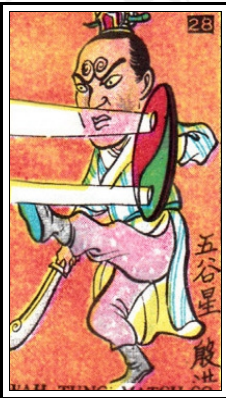
Save: F7

Morale: 10

Hoard class: Nil

XP: 800

The lion-faced wind darzanans are fierce fighter/wizards able to master and cast spells like 4th level magic-users. Like other darzanans, they are powerful psychic fighters and take advantage of their *invisibility* power to sneak up on enemies undetected. Their roar *causes fear* within a 30' radius three times a day, and they can use it in addition to their standard weapon attack in the same melee round. Wind darzanans can *gate* an evil djinn (15% chance of succeeding) once a day. Psionic ability: 110 (B, C, D/F, G, H). Psionic disciplines at level 7: *invisibility*, *suspend animation* (as *feign death*) both once a day if you don't play with the psionics).



9. DARZANAN, XAGXEG

Alignment: N

Movement: 120'

Armor Class: 4 (like chain mail & shield) or 2 against missile attacks (like plate & shield)

Hit Dice: 4

Attacks: 1 scimitar

Damage: d8

Save: F6

Morale: 10

Hoard class: Nil

XP: 190

Xagxeg darzanans live on the material plane instead of joining their kin, selling their swords as mercenaries. When player characters meet a xagxeg darzanan, and provided they can pay him 1,000 gp per month, they can try to hire him with a successful reaction roll of '5' or less. Xagxegs are permanently under the protection of a *shield* spell. They can shoot rays from their shield three times a day, causing both *enfeeblement* (halves target's STR for d4 turns, save negates) and a rusting effect akin to a rust monster's attack on any metal items the target wears or holds (each magic "plus" of the item granting it a 10% chance of surviving the ray, losing its magical bonus, one at a time when it fails to resist). Xagxeg darzanans are immune to metal weapons, whether magical or mundane. Psionic ability: 99 (A, B, C, E/F, J). Psionic disciplines at level 6: *clairaudience*, *clairvoyance*, *mind bar*, all once a day if you don't play with the psionics).

DEVIL, WAH TUNG

Like their classic western counterpart Wah Tung devils follow a strict hierarchy dominated by scheming and powerful arch-devils. All Wah Tung devils may only be harmed by darkwood, magical or silver weapons. They receive only half damage from fire, cold and gas and have infravision (60'). They can understand all languages through telepathy and have all the following powers at will: *burning hands* (performed at 12th level), *mirror image*, *know alignment*, *detect lie*, *detect magic* and *detect invisibility*. In addition, Wah Tung devils can cast *bestow curse* and *phase door* once a day.



10. DEVIL, BALD

Alignment: L(E)

Movement: 120'

Armor Class: 1 (like plate & shield with a +1 bonus)

Hit Dice: 6

Attacks: 1 touch

Damage: d8, drains 1 energy level and causes permanent baldness

Save: F6

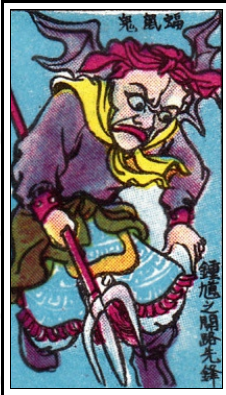
Morale: 8

Hoard class: V

XP: 2,560

Bald devils can cast *semi-shadow magic*, *spectral force* and *hypnotic pattern* 1/day each. They can conjure *forked missiles* (like *magic missiles* but can affect 2 targets and inflict double damage) once a day and *gate* another with a 35% chance of success.

semi-shadow magic is called shadow evocation. greater in labyrinth lord



11. DEVIL, BAT

Alignment: L(E)

Movement: 120' – Fly 150'

Armor Class: 2 (like plate & shield)

Hit Dice: 4+2

Attacks: 1 fork & 1 bite

Damage: d12/d4 and drains d6 STR for 12 hours

Save: F4

Morale: 10

Hoard class: Nil

XP: 440

Bat devils are cruel creatures. Usually sent on spying or thieving missions on the material plane by their higher powers. They surprise their opponents on 1–4 on d6, move silently 75% of the time, spy like 9th level assassins and have the following spell-like abilities at will: *charm person*, *hypnotism* and *suggestion*. They can *gate* 2d4 chambats (35% chance to succeed) once a day.



12. DEVIL, KNIFE

Alignment: L(E)

Movement: 120' or Fly 150' (knife form)

Armor Class: 6 (like scale mail) or –2 in knife form (like plate & shield with a +4 bonus)

Hit Dice: 5

Attacks: 4 knives

Damage: d4+2 each

Save: F6

Morale: 10

Hoard class: Nil

XP: 800

Knife devils are magical cursed animated knives able to assume a human form temporarily. They can *polymorph* themselves into any human or humanoid three times a day, *polymorph any object* (from initial shape to a knife only) once a day, both like a 16th level magic-user and have the following spell-like abilities, at the same level, at will: *hold person*, *command*, *pyrotechnics*, *gate* another knife devil (25% success) and *charm person*. When killed in knife form, a knife devil has a 10% chance of becoming a *sapient +2 dagger* with a L(E) alignment (random INT and powers).



13. DUAN MAN

Alignment: C(E)

Movement: 90' – Swim 60'

Armor Class: 1 (like plate & shield with a +2 bonus)

Hit Dice: 4

Attacks: 1 weapon & 1 bite

Damage: By weapon/d6

Save: F2

Morale: 9

Hoard class: XX

XP: 65

Duan men are a brutal race spawned by demon lords in the blackest and foulest swamps. Duan men hate lizard men and bullywugs as much as they fear nagas. When fighting against the former, they gain a +2 damage bonus. Against the later, their Morale drops to 6. Duan men can breathe underwater for one hour before needing to surface again and are able to fight underwater without penalty. They usually fight with weapons they find in the ruins in which they live, including a mix of scimitars, pole arms, bows and flails, and wear breastplates which, combined with their natural armor, gives them a very low AC. For 10 duan men, there is a tougher individual with full hit points. For 30 duan men, there is a cleric level d4+1. Duan men are often (75% chance) found with 2d4* crocodile allies when in lair and 25% of them will ride giant subterranean lizards.

* AL N, 90', 90' – Swim 90', AC5 (like chain mail), HD2, 1 bite (d8), Save F1, Morale 7, XP20.



14. DWARF, ORIENTAL

Alignment: L(E)

Movement: 90'

Armor Class: 5 (like chain mail)

Hit Dice: 1+2

Attacks: 1 short sword

Damage: d6

Save: F4

Morale: 10

Hoard class: XVI

XP: 27

Oriental dwarves are, like clones or twins, exact replicas of one another. Nothing short of their possessions and the color of their skin can distinguish them from one another one to the onlooker, although dwarves always seem to be able to tell the difference regardless of their apparent similarity. Oriental dwarves can smell metal at 20' and *detect gems and precious stones* at 60' once a day. Oriental dwarves need precious gems and streaks of sulfur to craft and breathe life into their new generations through intricate ancient rituals. When they come to life, their skin's color is determined by the quality of the gems used in the process and after the ceremony of Coming of age, years later, they are granted helms appropriate to the color of their skin. Helms of oriental dwarves are always slightly different from one another in shape and decoration, so that identifying them through their helms is possible to the occasional trader of the underworld. For 10 dwarves, there is a yellow-skinned dwarf with a conical copper hat, 3HD and the power to cast *dancing lights* and *hypnotic pattern* once a day. For 30 dwarves, there is a blue-skinned dwarf with a bronze gem-studded helm and all the abilities of yellow dwarves. In addition, blue-skinned dwarves cast spells like 3rd level witchdoctors. For 100 dwarves, there is a red-skinned dwarf with a horned gold helm and all the abilities of a blue dwarf. In addition, red-skinned dwarves have 7HD and can *shape change* into a red dragon once a day. For 250 dwarves and over, there is a silver-skinned dwarf with a platinum headband and all the abilities of a blue dwarf. In addition, silver-skinned dwarves have 9HD and the power to cast *heat metal*, *move metal*, *transmute metal to mud* and *flesh to metal* once a day (like earth spells, but

with metal). When 500 dwarves come together, there is a golden-skinned dwarf king with a gem-studded crown of meteorite alloy. Kings have all the abilities of a blue dwarf, can *shape change* into a purple or mottled worm at will, cast spells like 7th level witchdoctors and have the power to cast *symbol (any)*, *explosive runes* and *glyph of warding* once a day. While common dwarves have a white-pink skin and wear metal crowns, dwarves with a pitch black skin are rumored to exist, deviant creatures with 4HD, wearing white cloth caps and having both the powers of 4th level assassins and of a wight. Dark dwarves are not undead creatures and cannot be turned. When found in lair, oriental dwarves will always have d00 ill-fed slaves under their orders, often including morlocks, cavemen, human and goblins.



15. GEISHA ROPER

Alignment: C(E)

Movement: 120'

Armor Class: 1 (like plate & shield with a +1 bonus)

Hit Dice: 6

Attacks: 1 bite & special (*see below*)

Damage: 5d4

Save: F8

Morale: 8

Hoard class: V

XP: 820

When the Purple Lady fell into the Abyss, her garments turned into tentacle-like strands and her hunger grew beyond control. In the cave around her, her blessing spawned the lowly geisha ropers, clumsy beasts mixing the features of ropers and those of lovely courtesans. Geisha ropers can *shape change* at will to assume the form of a human woman, their natural form being more closely related to a pillar-shaped mass of goo. They can *charm person* or *monster* three times a day and lash out as many rope-like strands as they wish to a distance of up to 30'. Once hit with the strands, targets suffer from *weakness* and are drawn to the geisha ropers' mouth in 10' increments per round. Geisha ropers take only half damage from cold, are immune to electricity, and save at -4 versus fire-based attacks.

targets can break free of the strands with a *force doors* check



16. GOLEM, BLOOD

Alignment: N(E)

Movement: 90'

Armor Class: 7 (like leather & shield)

Hit Dice: 12 (68 hit points)

Attacks: 2 fists & 1 bite

Damage: d8/d8/d12 and drain 4 STR for 8 turns and 1 energy level

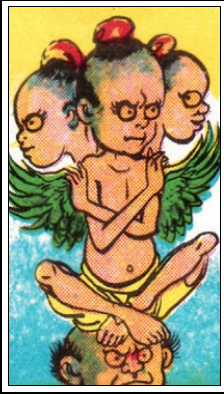
Save: F12

Morale: 12

Hoard class: Nil

XP: 3,600

Like shadows, blood golems are silent and difficult to observe unless in bright light conditions. They will surprise opponents on 1-5 on d6 and can Hide in shadows with a 85% chance of succeeding. They have all the immunities of both golems and undead but are not undead creatures and cannot be turned. They are immune to all magic except *continual light* spells, which blinds them, *holy word*, which destroys them should they fail to save and *dispel evil*, which *slows* them. They are harmed only by +2 or better weapons, can sense life at 60' and regenerate as many hit points as the damage they cause with their bite attack. They can absorb more hit points than they have in this way and stack up a total of temporary hit points equivalent to their maximum in addition. These temporary hit points wear off at the rate of 1 hp per turn. In addition damage caused by a blood golem's bite doesn't heal normally and requires a *remove curse* spell (17th level curse) to heal. Fist attacks from a blood golem drain 2 STR points per attack for 8 turns. Should a character be reduced to 0 STR by a blood golem, they will rise like free-willed (but evil) shadows in 1 round. The bite attack of a blood golem drains 1 energy level as well. When a victim is killed by one of these attacks, they rise like a free-willed (but evil) vampire in 1 round. Blood golems are often found with 2d4 shadows (75%) and d2 vampires (40%). Blood golems are crafted by illusionist of at least 18th level employing a *phantasmal monsters, advanced* spell, a *shadow evocation, greater* spell, a *limited wish*, a *summon shadow*, a *continual darkness* and a *detect invisibility*. The cost in materials is 2,000gp per hit point the golem has. It requires 2 months to fashion the creature.



17. HARPY, GREATER THREE-HEADED

Alignment: C

Movement: 60' – Fly 150'

Armor Class: 5 (like chain mail)

Hit Dice: 5+5

Attacks: 2 claws & 3 bites & 1 dagger

Damage: d4/d4/d8/d8/d8/d4+1

Save: F9

Morale: 10

Hoard class: XX x3

XP: 860

Oriental harpy lords are often found in a swarm with 2d4 lesser harpies. They are immune to *charm*, *sleep* and *ESP* and surprised only on 1 in d6. The first head can sing a *charming song*, the second head sings a *paralyzing fear* song, causing all characters hearing it to freeze on the spot and the third head sings a *battle song* inspiring frenzy in the harpy's allies, providing them with a +2 bonus to hit and damage rolls. Each head has 2HD, should anyone aim a blow at it. A successful saving throw against a song grants the character immunity to its effect for the rest of the encounter regardless of the number of harpies gathered. Greater harpies are highly resistant to magic and receive a +4 bonus to saving throws versus spells.



18. HANU THUG

Alignment: N(E)

Movement: 120'

Armor Class: 7 (studded leather)

Hit Dice: 2

Attacks: Weapon or 2 fists

Damage: By weapon +1 or d3/d3

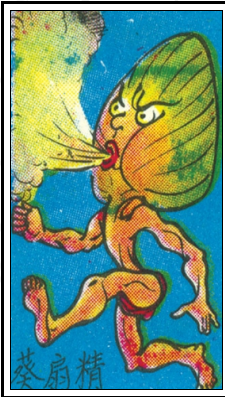
Save: T2

Morale: 7

Hoard class: VI, XIX

XP: 38

Hanu thugs are distant relatives of gnolls and flinds. They are sometimes revered like spawns of the god Hanuman and delight in trickery and thievery. They have all the abilities of 2nd level thieves, including back stabbing attack. Hanu thugs can speak gnomish, hobgoblin and communicate with apes and baboons. They sometimes (25% chance) use weapons instead of their fists. When fighting with their bare fists, they can rend their victims for an extra d8 damage if both fists hit during the same round. For every 10 hanu thugs, there is a strong individual with maximum hit points and for every 25 hanu thugs, there is a chief with 3HD and d6 fist attacks.



19. HAUCHIWA

Alignment: N

Movement: 60'

Armor Class: 8 (like leather)

Hit Dice: 4

Attacks: 1 fire surge

Damage: d6 by fire source, save halves

Save: F4

Morale: 8

Hoard class: Nil

XP: 15

Hauchiwas or fan-men are small (3' high) creatures with fan-like heads. They are attracted by fire, that they can kindle at will as if they were casting the following spells: *affect normal fires* (unlike the spell, affected fires also give heat commensurate to their new size), *pyrotechnics*, *gust of wind* and *burning hands*. These abilities aren't magical but physical abilities and thus cannot be dispelled. In addition, hauchiwas attack by drawing upon the energies of all fire sources in a 10' radius, unleashing a fire surge causing d6 damage by fire source, up to a maximum of 10d6 (if the whole 10' radius area is on fire, for instance). This surge is a cone-shaped breath weapon attack. When the fire surge is cast, all the fire sources feeding it are immediately extinguished. Hauchiwas rely upon external fires to launch their attack and cannot start fires themselves. In addition, they won't attack or come close to a target unless a fire source is nearby.

affect normal fires is called manipulate fire in the labyrinth lord rules



20. JUDGE KAN TIE, THE NINE-ARMED LORD

Alignment: L

Movement: 120'

Armor Class: -6 (like plate & shield with a +8 bonus)

Hit Dice: 21 (99 hit points)

Attacks: 9 fists

Damage: 9d4 each

Save: M13

Morale: 10

Hoard class: X, XVI

XP: 13,000

There are several Judges of Hell, all part of the Wah Tung collection. You'll find details of Judge Kan Tie and Judge Lu Yuan here. Judges of Hell are arch-creatures serving Law and giving retribution for people's life events. While leading devils, they aren't Evil themselves, but ensure that Chaotic and Evil individuals receive their just punishment. Judge Kan Tie is a joyful, seemingly insane old genie. He rules over a legion of 777 Bald devils in a ninefold palace located in Hell itself. When found in the **1001 Pagodas of Doom**, he has formed a provisional court where he judges whoever comes into his presence. He will be (75% chance) helped by 2d4 bald devils. Once a day, Kan Tie can return an attack, whether physical or magical, to its sender, who has no saving throw should this attack be magical in nature. When he does so, the judge himself is unaffected by the attack. In addition, he has all the spells of a 9th level cleric and a 13th level magic-user and can cast all the following spells once a day: *holy word*, *unholy word*, *symbol (any)*, *limited wish*, *beguiling* (under 8HD/level), *plane shift*, *telepathy*, *detect lie*, *true seeing*, *magic sword at will*, *interposing hand*, *forceful hand*, *grasping hand*, *crushing hand*, *dweomer of rage*. Being insane, Kan Tie is prone to fits of nonsensical rage and might as well attack Good and Lawful individuals for a few rounds (d6) before returning to his right mind. He is immune to all mind-affecting spells and psionic powers.

some of his spells usually have different names in the original rules but it shouldn't be too difficult to find them



21. JUDGE LU YUAN, THE BRASS HERALD

Alignment: L

Movement: 120'

Armor Class: -4 (like plate & shield with a +6 bonus)

Hit Dice: 21 (196 hit points)

Attacks: 3 weapon, +5 *sword of cancellation*

Damage: d8+10 each

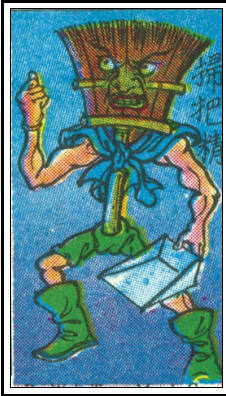
Save: C13

Morale: 10

Hoard class: X, XVI

XP: 13,000

Like Judge Kan Tie, Judge Lu Yuan lives in Hell where he rules over a vast host of 200 Erynies devils and 333 knife devils. He isn't Evil himself, and maintains a very strict control over his legion to ensure that no undeserved harm is caused by them under his sway. He sometimes visits the **1001 Pagodas of Doom** when the circumstances merit a personal visit, always with an escort of d6 Erynies devils and d4 fire elementals (16HD). Lu Yuan is a stern and fierce genie and he never tolerates breaches of discipline, expecting characters to comply with his temporary court's decisions and protocol without delay or remarks. Once a day, Lu Yuan can decide to *restore balance* in a 20' radius area. When he does, all hit points of the creatures caught in a 20' radius zone are added together and everybody receives the same share of them *instead of their normal hit points*, up to their maximum. Lu Yuan's sword is a +5 *sword of cancellation*, performing both like a standard magical sword and a *rod of cancellation* with no charges nor limitations. In addition, he has all the spells of a 13th level cleric and a 9th level magic-user and can cast all the following spells once a day: *fire chariot*, *holy word*, *unholy word*, *symbol (any)*, *limited wish*, *beguiling* (under 8HD/level), *plane shift*, *telepathy*, *detect lie*, *true seeing*, *magic sword* at will, *geas*, *quest*, *bestow curse*, *flame strike*, *reincarnate*, *blade barrier*. Lu Yuan can *reincarnate* living characters (magic-user table) should they fail to save versus spells. When characters defeat both Kan Tie and Lu Yuan in the same pagoda, they have earned the favor of the gods of Chaos and receive a *wish*. On the other hand, their alignment becomes Chaotic.



22. LIVING TOOL, BROOM

Alignment: N

Movement: 90'

Armor Class: 7 (like leather & shield)

Hit Dice: 2+4

Attacks: 1 straw slam, 1 iron shovel, 1 fist

Damage: Blindness d4 rounds/d4+1/d2 & stun for 1 round

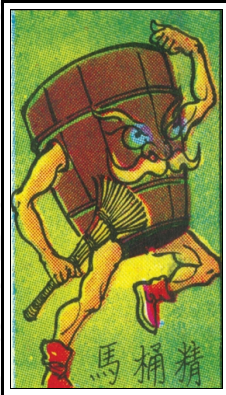
Save: F6

Morale: 12

Hoard class: N/A

XP: 47

Living brooms are different from *animated attack brooms*. They are small (4') humanoid creatures and can attack with both a weapon and their fist in addition to their 'straw end' blinding attack. They can return *magic missiles* back to their casters with their iron shovels. Living brooms are immune to mind-affecting magic.



23. LIVING TOOL, BUCKET

Alignment: N

Movement: 60' – Levitation 60'

Armor Class: 7 (like leather & shield)

Hit Dice: 2+4

Attacks: 1 wooden slam, 1 water splash, 1 duster, 1 fist

Damage: d6 & stun for d4 round/d4 in a 10' radius area and save or fall prone/blinds for 1 round/d2

Save: F6

Morale: 12

Hoard class: N/A

XP: 47

The clumsy living buckets are small (4') humanoid creatures. They can *create water* and *purify food & drink* 3 times a day, both like a 7th level cleric. Most of the time (75%), living buckets mind their own business, attacking only when prevented from carrying out their cleaning routine. Living buckets are immune to mind-affecting magic.



24. MANSTIRGE

Alignment: N(E)

Movement: 120'

Armor Class: 7 (like leather & shield)

Hit Dice: 2

Attacks: 1 short sword, 1 sting-beak

Damage: d6/d3 and drain blood for d6/round

Save: F2

Morale: 9

Hoard class: X, XI

XP: 29

Manstirges are monstrous crossbreeds of humanoids and stirges. Their lairs are caves, deep holes in the ground or ruined derelict buildings in which they usually gather with 2d10 stirges. Manstirges feed on the blood of their prey, both human and animal and are often mistaken for vampires since they leave bloodless corpses in their stead. When found underground, they will keep d4+1 giant ticks as pets. For every 10 manstirges, there is a stronger specimen with full hit points. When 100 manstirges or more are gathered, they are automatically considered as "in lair" and there will be a gargantuan stirge lord as well (40' wingspan, AC7, HD8, 1 sting-beak attack for 4d4 damage, drains blood for 4d4/round, XP1,060).



25. THE MONKEY KING

Alignment: C

Movement: Infinite

Armor Class: -6 (like plate & shield with a +8 bonus)

Hit Dice: 21 (108 hit points)

Attacks: 3 attacks with a *staff* +6

Damage: 5d10+18 each

Save: T12

Morale: 11

Hoard class: XVI, XXII

XP: 17,000

The Monkey King is semi-godlike figure of the **Kwantloom** pantheon. Despite his Chaotic alignment, he obeys the orders of the gods of Law and fights Evil and Chaos whenever necessary. More than often, he destroys the guardians and devils of Hell, whether they serve the stern but loyal judges of Hell or spread mayhem on their own terms. The Monkey King can summon apes and monkeys at will. The results of the summoning will be:

APES & MONKEYS	
Roll d20	Result
1-2	Baboons (3d12)
3-6	Baboons, higher (3d6)
7-10	Apes, chimpanzee (3d6)
11-13	Apes, albino (2d8)
14-16	Hanu thugs (2d8)
17-18	Apes, gorillas (2d4+2)
19-20	Apes, man-eating (2d4)

The Monkey King is immune to illusion/phantasm spells and psionic powers, has permanent *true seeing*, DEX25 and STR25 (bonuses already included in the damage). He fights with the **Pillar That Pacifies the Oceans, Treasure of the Dragon-King of the Eastern Seas**, a +6 staff that performs like a *ring of water elemental command*, a *bowl of commanding water elementals* and a *staff of cold* with infinite charges, wears a *golden chain mail +5 of invulnerability* (like the potion, permanently) the *phoenix feather-cap of the awakening* which allows him to reincarnate as many as 7 fallen creatures in one day in a single round and a pair of *boots of cloud walking*, which allow him to *wind walk* at will and to walk on clouds as if they were solid ground. The Monkey King can *shape change* 72 times a day into any shape he chooses, including inanimate items and natural elements such as trees, ponds and the like. He can use the following powers once a day: *animate object*, *control winds*, *chaos*, *part water*, *wall of force*, *protection from evil 10'* and *timestop*. The Monkey King can create d4 clones of himself once a day, all with the same powers — but not the same magic possession. In addition, he can speak any ape or monkey language.



26. NAGA, FIRE

Alignment: N(E)

Movement: 120'

Armor Class: 3 (like plate)

Hit Dice: 4+4

Attacks: 1 bite & breath weapon (snake form) or 1 bite & 1 dagger (human form)

Damage: d4 & poison (save or die)/4d8 fire cloud or d4 & poison (save or die)/d4 and drain 1 WIS (save negates)

Save: F6

Morale: 9

Hoard class: XIX

XP: 440

Fire nagas are malevolent snake-like creatures living in the searing flames left by evil elemental powers. They can assume at will the shape of a human woman with CHA16 or the shape of a giant snake. In their female shape, they roam haunted ruins and ramshackle city districts where their breath weapon is more likely to spread a fire, and delight in the burning of hapless victims. They cast spells like 3rd level illusionists. They can permanently *detect invisibility*, *detect magic*, *detect good* and *detect charm*, can never be surprised and are themselves immune to normal fires. In addition, they have the following powers once a day: *wall of fog* and *fog cloud*.



27. NAIGU

Alignment: N(E)

Movement: 120' – Fly 60'

Armor Class: 6 (like scale mail)

Hit Dice: 4

Attacks: 1 dagger, 1 small hammer

Damage: d4 & *cause fear* d4 rounds (save negates)/d3 and knocks unconscious for d4 rounds

Save: F3

Morale: 9

Hoard class: XXI

XP: 190

Naigus are a primitive, deeply Evil kind of tengus. Their facial features are strikingly birdlike and their clothes a colorful reflection of the garments of Hell. If the tengus were elves, the despised and feared naigus would be the dark elves, the stock that didn't come to share and enjoy the light of civilization. Naigus rely on their own strengths and never ally with anyone. They are much smaller than ordinary tengus (4 to 5' high) and only wield small weapons. Like tengus, they love to capture victims but unlike them, they enjoy slowly killing and torturing them. Naigus can paralyze targets for d4 turns in a 30' radius once a day with their *paralyzing screech* and cast *command* once a turn. When more than 10 naigus are gathered, there will be a 3rd level shaman in addition.



28. NISSASSA

Alignment: N(E)

Movement: 120'

Armor Class: 9 (no armor)

Hit Dice: 4

Attacks: 1 weapon

Damage: d10 (see below)

Save: F4

Morale: 12

Hoard class: VII

XP: 135

Nissassas are humanoids turned into homicidal maniac by a powerful curse. Their soul has been destroyed save for very basic primal needs, including an irresistible urge to kill. They can use any kind of improvised weapon (a woodcutter's axe, a broken bottle, a knife cleaver, etc), all weapons inflicting d10 damage in their hands. They can Move silently, Hide in Shadows, Hear noise and Climb walls like 7th level thieves. When a nissassa is killed, it falls prone for 1 round and rises as a 4HD zombie monster the next round (AC8, HD4, 1 slam for d8 damage, immune to mind-affecting spells, always attacks last each round, XP135). When the zombie is killed, it splatters on the ground and rises again as a shadow the next round. Should the shadow of a nissassa be defeated, it will try to *magic jar* a random sentient creature within 30' (save negates). When a creature possessed by a nissassa is killed, its soul is utterly destroyed and the whole cycle continues afresh (zombie, shadow, magic jar), etc.



29. PA'KUA KOBOLD

Alignment: C(E)

Movement: 90'

Armor Class: 7 (like leather & shield)

Hit Dice: 1/2

Attacks: 1 spear or javelin

Damage: d6

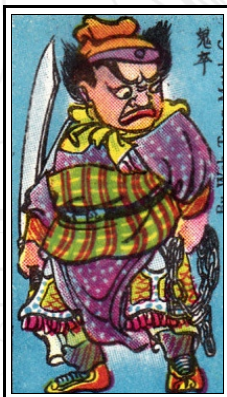
Save: F4

Morale: 8

Hoard class: I (individual), XIII

XP: 6

Pa'kua kobolds are ugly misfit creatures with huge bald and conical heads. They are close cousins of the xvarts and like them, can speak kobold, goblin and their own language, an oriental version of the western xvart. For every 10 pa'kua kobolds, there will be a leader type with 11 hit points that attacks like a 2HD monster. When more than 50 pa'kua kobolds are encountered, they are in lair, usually with 2d4 axe beak birds, that their leader types can ride, and d00 youngs and females. Pa'kua kobolds can set traps in ruins and natural surroundings, though they lack the stonework skills to build them underground. They can cast *bless* or *curse* (the reverse of a *bless* spell) once a day each.



30. PASHTAR

Alignment: N(E)

Movement: 90'

Armor Class: 5 (like chain mail)

Hit Dice: 4

Attacks: 1 two-handed scimitar & 1 chain

Damage: d12+3/entangles for d4 rounds (save negates)

Save: F4

Morale: 9

Hoard class: XIX

XP: 135

Pashtars are tall and cunning humanoids related to ogres. They can speak ogre, orc, hill giant, gnom and common. Whether

pashtars are the last scions of a fallen race or crossbreds of ogre magi and human as the scholars of Kwantoom say, they live on the outskirts of inhabited places such as cities, castles and villages, and take slaves whenever they can, both to use them for foraging, building and hunting, and for eating them. When pashtars manage to catch children alive, they train and adopt them as their own since their numbers are dwindling and most of their unions are unfertile, except with hill giant females — who often despise them. They have retained a limited magical power enabling them to perform minor illusion cantrips three times a day and to cast *color spray* once a day. Their colorful “lair” are little more than shelters for their outlaw families, including 2d4 human children and (30% chance), d3 hill giant females*. Some pashtars have been known to live permanently in wandering caravans lingering on the fringe of inhabited lands. Those pashtars are strictly Neutral in alignment.

* AL C(E), 120', AC4 (like chain mail & shield), HD6, 1 bite (d10) or by weapon (with a +2 damage bonus), Save F6, Morale 8, XP320.



31. PU-SANG GIANT

Alignment: C

Movement: 160'

Armor Class: -2 (like plate & shield with a +4 bonus)

Hit Dice: 18

Attacks: 2 weapon, +4 *giant morning star*

Damage: 5d6+16/5d6+16

Save: F18

Morale: 10

Hoard class: X, XI x8, XVIII

XP: 6,250

Pu-sang giants are playful creatures living in the midst of typhoons. They delight in destruction and sunbathing and usually dwell in fiery pockets of the plane of elemental air (or windy pockets of the plane of elemental fire), where they live in huge marble castles adrift. Storm giants revere Pu-sang giants for their strength since they are themselves unable to endure the extreme conditions in which they thrive and prosper. The language of Pu-sang giants is an ancient form of the storm giant language. They wield giant magical morning stars that function in their hands like a *ring of shooting stars* in addition to their magical bonuses. Three times a day, Pu-

sang giants can breathe a strong gale through their nostrils, with the same strength a the tornadoes created with a *control winds* spells for three rounds. The Pu-sang themselves are immune to the tornado's effect. They can cast *prismatic spray*, *wall of fire* and *fireball* once a round, just as if the spell were cast by a 18th level magic-user. Pu-sang giants are immune to cold and fire, both natural and magical, are harmed only by +3 or better weapons and can *plane shift* and *gate* d10 djinns (75% success) once a day each.



32. ROLONG

Alignment: L(E)

Movement: 120'

Armor Class: 6 (like scale mail)

Hit Dice: 5

Attacks: 1 guisarme or 1 bite

Damage: 2d4+6 or d12

Save: F7

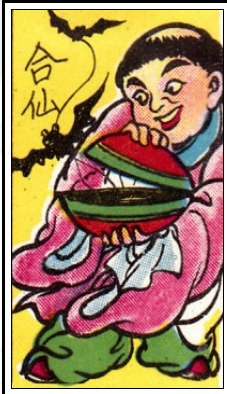
Morale: 9

Hoard class: XVIII

XP: 500

Rolong are magically constructed undead creatures akin both to golems and to ghosts. Rolongs have big mis-shapen heads and small bodies. They instill *fear* into all onlookers and radiate a *fumble* aura at 30' of them. When striking a rolong, there is a 1-4 chance in d6 that the attack will hit its head, sticking to it as if the weapon or fist were strongly glued to the head. A successful saving throw versus paralysis makes it possible to break the weapon or the hand free if the character attempting it forfeits all other actions for this round. Moreover, a rolong's head is impervious to damage. Rolongs are, like the undead, immune to all mind-affecting spells and save at +4 versus spells. In addition, they permanently turn back spells aimed at them to their casters as if they were wearing a *ring of spell turning*. Rolongs are turned like ghosts. They are constructed by means of a magical tome or a magic-user of 11th level or higher employing the following spells: *magic jar*, *fumble*, *geas*, *strength* and a cleric of 11th level or higher employing the following spells: *animate dead*, *animate objects*, *fear*. The cost in materials is 500gp per hit point of the rolong, and it requires 15 days' construction time. A manual of rolongs is worth 2,000xp and 15,000gp. It requires 20,000gp and 15 days for a rolong

with full hit points and can be read both by clerics and magic-users. Characters from other classes touching a manual of rolongs will suffer 5d4 points of damage from opening the work.



33. SENGFU WIZARD

Alignment: C(E)
Movement: 120'
Armor Class: 9 (no armor)
Hit Dice: 6
Attacks: Nil
Damage: —
Save: M10
Morale: 9
Hoard class: XVII
XP: 820

Whatever caused the dismal and the fall of the sengfu underground civilization is best left unknown.

The sengfu wizards, partly bats and partly humanoid creatures, are the last remaining of this bygone race, allying themselves with chambats and vampires in their quest for power and mischief. Sengfu wizards can cast spells like 9th level magic-users, choosing freely among the magic-user and the illusionist spell lists. In addition, they can *summon* d00 normal bats and d4 giant bats, vampiric every other round. Their gaze *charms* like a vampire (save at -2) and they can *shape change* into a normal bat at will. Sengfu wizards will sometimes, if offered a minor magic item, agree to teach their dark secrets to young monks, teaching them 1 first-level spell in 1 week for 1,000gp. If given 2,000 or 3,000gp, they can teach them 2nd or even 3rd level spells. The apprentice must still succeed in learning the spell, but after that can use and cast the spell like a magic-user of the same level as his current level. Spellbooks woven by sengfu wizards are written with knots on copper threads in a secret alphabet and the apprentices may only understand and learn those spells they have been given them. A monk can learn one spell for every 5 levels they have (1 at level 5, 2 at level 10, 3 at level 15). Oddly enough, only monks can learn sengfu spells, which are unavailable to magic-users and illusionists. When defeated, a sengfu wizard crumbles to dust, leaving a random lucky charm in its stead (see the **Little Tome of Lucky Charms** section). [page 176](#)



34. SHENG MAN

Alignment: N(E)

Movement: 120'

Armor Class: 8 (like leather)

Hit Dice: 1

Attacks: 1 scimitar

Damage: d8 and paralysis poison for d4 turns (save negates)

Save: F4

Morale: 8

Hoard class: III (individual), XIX

XP: 19

Sheng men live in the filth of derelict suburbs, cesspits and cemeteries. Since their teeth are too small to enable them to cause any damage in combat with a bite attack, they use scimitars and curved swords that they lick before attacking, coating them with their blackish saliva, which has a paralyzing power. Once their victims have been paralyzed, they slowly rend their flesh and suck their blood till they die a sorry death. In addition, the blood of sheng men carries a nervous disease that causes the permanent loss of 1 DEX and INT point per day (save versus poison negates, a save is allowed every day). When fighting in melee against sheng men, characters have a 5% chance every round of contracting the disease. Giant ticks (d2) are often (70%) found within sheng men lairs. Villages along scrub forests have recently fallen victim to the vicious association of manstirges and sheng men, where they dwell together under the sway of the stirge lords.

SHRINE GUARDIAN

Shrine guardians are creatures of Law and order summoned from the outer planes. Their primary purpose is the protection of temples and holy sites of any religion and faith, including the religions and faiths of Chaos. Once summoned, a shrine guardian stands guards regardless of the passing of time and of its effect. Shrine guardians have thus been known to keep a steady watch upon the pile of dust and gravel that once was a glorious temple, sticking to their mission eternally. Likewise, they will protect the sacred ground even if its use and occupants have now become totally opposite to its original philosophy. All shrine guardians are immune to *charm*, *hypnosis* and

sleep. They have an all-round vision that leaves very little, if any, chance to surprise them. In addition, they all can see with *clairvoyance* and hear with *clairaudience* at will, and can cast *true seeing* once a day.



35. SHRINE GUARDIAN, BUSHI

Alignment: L
Movement: 120'
Armor Class: 3 (like plate)
Hit Dice: 5
Attacks: 2 spear
Damage: d6+3
Save: T5
Morale: 11
Hoard class: VIII, IX
XP: 500

Bushi shrine guardians are the most common. They usually keep watch upon precious scrolls, lucky charms, potions and magic libraries. They can *levitate* at will and *sense evil intent* like paladins do. They usually ward off good-willed intruders before attacking them. Bushi guardians are surprised only on a 1 on d6. They can fly into *haste* once a day for 1 turn.



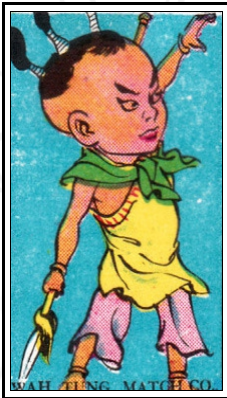
36. SHRINE GUARDIAN, TRIPTILLON

Alignment: L
Movement: 160'
Armor Class: -3 (like plate & shield with a +5 bonus)
Hit Dice: 8
Attacks: 8 by weapon
Damage: d8+7 each
Save: T8
Morale: 11
Hoard class: X, XVII
XP: 2,560

The dreaded triptillons are the most powerful of the shrine guardians. They usually protect vast hoards of treasure or sacred vaults of major temples. They can *sense evil intent* like

paladins do and usually warn potential intruders of benign motivation before smiting them. The nine-armed triptillons can use any weapon though they usually wield a combination of longsword, battle axe, scimitar and heavy flail. Each of the weapons they use has a 25% chance of being +1, magical. Moreover, triptillons can cast *fly* and *haste* at will and are never surprised. They are harmed only by +3 or better weapons and spells below the 5th level won't affect them. There is a flat 5% chance that the murder of a triptillon will be punished by the deity whose temple or belongings it protects. When this happens, the deity will usually send a minor titan* to vanquish the culprits.

* AL Any, MV150', AC2 (like plate & shield), HD17, 1 mattock (7d6), Save F17, *invisibility*, *levitate*, become *ethereal* (twice a day each), 2 cleric and magic-user spells of each level from level 1 to 4, Morale 10, XP4,250.



37. SHRINE GUARDIAN, WARDER

Alignment: L

Movement: 120'

Armor Class: 3 (like plate)

Hit Dice: 5

Attacks: 1 spear

Damage: d6+3

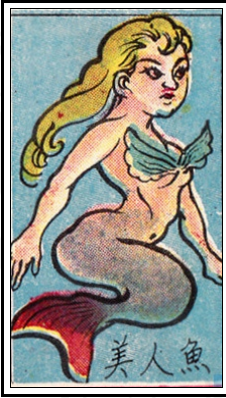
Save: T5

Morale: 9

Hoard class: VII x3 (individual treasure only)

XP: 500

Warders usually act as messengers and rangers for the temples summoning them, either bringing valuables and/or magic to another place of tracking pilferers down after they stole items from a shrine. They are surprised only on a 1 in d6, can track like rangers do and *detect magic* at will. They never tire nor need sleep and can use the following spell-like abilities: *light* at will, *blink* and *dimension door* once a day. When a warder locates its target, it seldom attacks straight away and usually brings news back to the cult he serves. When the targets are weak and easy to beat, though, warders can perform as apt fighters and will enter into combat to retrieve the items they seek. Unlike triptillons and bushis, warders have no sense of good and evil and will hunt and possibly kill innocuous targets getting in their way. When three warders gather together and meditate for 1 turn, they can merge and become a single triptillon.



38. SIRINE, LAND

Alignment: C

Movement: 90' – Fly 60'

Armor Class: 3 (like plate)

Hit Dice: 3+3

Attacks: 1 bite

Damage: d6 and save or lose d8 INT until cured (either with a *cure disease* or a *remove curse* spell)

Save: M11

Morale: 9

Hoard class: X

XP: 135

The slithering land sirines have adapted to many climates and locales, living in bustling cities, ruins and overgrown jungles with equal ease, given that their immediate surroundings allow them to hide their snake-like bodies. They can fly slowly and clumsily by night, but lose their flying abilities by day. They can sing a charming song, which will *charm person* at 3" range all subject creatures of hostile nature within hearing. Their bite, which causes idiocy, doesn't break the charm. Land sirines can *polymorph self* once a day and cast *wall of fog* once a turn.

see, she's
nibbling
at me!
she must
have
fallen in
love with
me.



39. SNAKE FOLK

Alignment: L(E)

Movement: 120'

Armor Class: 5 (like chain mail)

Hit Dice: 2

Attacks: 1 bite

Damage: d6 and sleep poison (save or sleep for 2d20 hours)

Save: F2

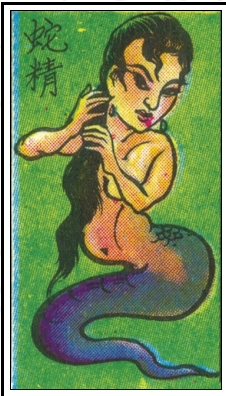
Morale: 9

Hoard class: III (individual), XII

XP: 38

The snake folk have always lived on the fringe of the human society in underground complexes unique to their race. They can see in the dark as well as in bright daylight and can breathe underwater at will.

They are rather small (4' high) and mix with snakes in nests including 2d4 pit vipers and giant cobras when found in their lairs. Snake folk can move silently and hide in shadows with a 50% chance of success. They can speak the language of snakes and obey greater snakes such as giant pythons or rattlers. For every 10 snake folk, there is a level 1 shaman. For every 50 snake folk, there is a giant python (50%) or rattler snake (50%) with them. When more than 100 snake folk are gathered together, they will be ruled by a snake king, a gargantuan python with 20 Hit Dice and a bite attack causing 4d4 damage. The snake king can also constrict its victims for 6d8 damage. It usually wears a crystal crown worth 5,000gp which allows it to store d3 level 3 magic-user spells and has a genius intelligence. The snake king has 4 shaman bodyguards, all level 5 and 4 warrior bodyguards, snake folk fighters with 6 Hit Dice and a bite for d12 damage.



40. SNAKE LADY

Alignment: C(E)

Movement: 120' – Swim 120'

Armor Class: 3 (like plate)

Hit Dice: 4

Attacks: 1 bite

Damage: 3d12

Save: F4

Morale: 9

Hoard class: XIX

XP: 190

Snake ladies are gaunt and twisted man-eating creatures. They seldom attack female characters, though, and focus their attacks on the most beautiful males they can see. Their seemingly tiny mouth expands monstrously into a 3' wide jaw with razor-like fangs, with which they can swallow whole victims of small size such as dwarves and bungayas on an unmodified roll of '20'. Victims thus swallowed are instantly smashed to a pulp. Snake ladies can mimic the voice of any target in sight or any creature they've seen before and can project their voices with *ventriloquism* at will. Their gaze causes *hypnosis* (save at -2). When encountered in their lairs, snake ladies will have 2d10 slaves of mixed humanoid and monster types such as goblins, gnolls, hobgoblins, grimlocks and the like.



41. TANWO

Alignment: C

Movement: 120'

Armor Class: 4 (like chain mail & shield)

Hit Dice: 3

Attacks: 1 broadsword, chaotic

Damage: 2d4 or 4d4 versus Lawful-aligned characters

Save: F4

Morale: 9

Hoard class: XXI

XP: 110

Tanwos are grotesquely distorted undead minions of primordial Chaos. They hold their eyeballs into tiny hands sprouting out of their eyes socket, and move them to see around themselves in all directions while fighting. The gaze of these eyeballs causes a short paralysis for d4 rounds (save negates). Once a victim is paralyzed, the tanwo forfeits its sword attack and begins to chew on them in order to feed itself, causing d4 damage per round of such treatment. When a victim dies because of these bite wounds, it rises from the dead as a tanwo itself d4 rounds later. Since they see around themselves, the tanwos are surprised only on a 1 in d6. They are immune to mind-affecting magic and powers. Tanwos usually serve as sergeants in the armies of Chaos, spawning new recruits as they fight along.



42. TING MAN

Alignment: N(E)

Movement: 90' – Fly 180'

Armor Class: 7 (like leather & shield)

Hit Dice: ½

Attacks: 1 short scimitar

Damage: d4 and poison (save or sleep for d6 rounds)

Save: F1

Morale: 6

Hoard class: II (individual), XII

XP: 8

The tiny ting men are fairy creatures living in marshes and filth. They can cast *dancing lights* once a day, with which they try to lure travelers into traps, mud holes and moving sands. They shun direct combat whenever possible and rely on their sleep poison and traps to escape enemies. When more than 20 ting men are gathered together, they can *gate* (25% success) a giant dragonfly*.

* AL N, 10' - Fly 360', AC3 (like plate), HD7, 1 bite (3d4), Save M16, +2 to initiative, hit at -2 with missile weapons or -4 with all weapons when they have initiative, their glittering skin is worth 3,600gp, Morale 9, XP65.



43. TUMBLER RATWERE

Alignment: C

Movement: 120'

Armor Class: 7 (like leather & shield)

Hit Dice: 4

Attacks: 1 bite

Damage: d4 and disease (see below)

Save: F2

Morale: 6

Hoard class: XX

XP: 245

When wererats are human shapechanging into rats, tumbler ratweres are rats able to shapechange into humanoid creatures. They are incredibly nimble and have a 50% chance of evading attacks directed at them, both in melee and at a distance, when they have initiative. They can hurl d4 small missiles every round for d4 damage each and surprise their opponents on 1-4 on d6. Tumbler ratweres always fall with *feather fall* and jump as if under the permanent influence of a *jump* spell. They can *shape change* into a giant rat 3 times a day and their bite always inflicts a muscular disease akin to tetanus that strips away its victims of d4 DEX and CON per day until cured or until the victim dies (once cured, the victim regains lost DEX and CON points save 1). Ratweres get along pretty well with wererats with which they team up in burglars and assassins guilds in the crowded cities of the world. They are accepted as acrobats in freakshow wandering circuses and sometimes join adventurers in their explorations. Such ratweres have been known to join a character class and to progress in it, albeit never above level 4.

WYRD

Wyrd are elemental creatures of the fringe planes, dimensions set between shadow and light in an eternal dawn or dusk. Being outsiders to the material dimension, they can be turned like special creatures by clerics and only happen to wander the world by chance, whims of destiny or the weird curtains and wormholes leading to the inner planes. When found in this world, they pursue goals of their own with a selfless commitment to the forces of Law or Chaos they serve. A character can also actually **become** a wyrd after their death through strange rituals involving necromancy and genie lore. This is why wyrd are often found in tombs or burial complexes, guarding treasures and long gone memories. Wyrd are affected by positive or negative energy only, including level draining, vampiric attacks, *cure* or *cause wounds* spells, touch attacks of undead, *light* or *continual light* and *darkness* spells which inflict them d6 damage (no save) per spell level and bursts from a *wand of illumination*.



44. WYRD, TURTLE

Alignment: L

Movement: 150'

Armor Class: 0 (like plate & shield with a +2 bonus)

Hit Dice: 4+4

Attacks: 2 radiant maces

Damage: d6 and positive energy burst (see below)

Save: C8

Morale: 8

Hoard class: XIV

XP: 465

Turtle wyrd are demons of positive energy. Each of their attacks grants their target 2 temporary energy levels, with according hit points, up to the double of their experience level. When they gain further levels after this cap, they explode into particles of light, never to return (they can't be resurrected or raised from the dead, although they could be reincarnated). Turtle wyrd are often benevolent and sometimes use this power to help Lawful adventurers. They are permanently under the influence of a *blink* spell and play upon their immunities to intimidate bullying or evil parties.



45. WYRD, VULTURE

Alignment: C

Movement: 120' – Fly 150'

Armor Class: 5 (like chain mail)

Hit Dice: 4+4

Attacks: 2 maces of insanity

Damage: d6 and *confusion* for 1 turn (save negates)

Save: C8

Morale: 8

Hoard class: XIV

XP: 465

Vulture wyrds are demons of shadow and insanity. They are malign creatures, often found teamed up with demons with which they spread mischief and strife. They can use a *shadow door* spell once a day, which they keep aside should a need to escape arise.



46. YASJIN

Alignment: L

Movement: 120'

Armor Class: 6 (like scale mail)

Hit Dice: 1

Attacks: 1 spear

Damage: d6

Save: F1

Morale: 9

Hoard class: I (individual), X

XP: 16

The fierce Yasjin duck-men live in fortified castles in the wilderness. They sometimes send messengers or scouting companies to one another, or might be found traveling in smaller numbers. They are themselves immune to fear and can inspire courage with their cackling high-pitched songs at 10" (giving +1 to 8 damage and +1 to Morale to their allies). Once a day, the tiny lion's head set in their bellies can roar, causing weakness (like a *ray on enfeeblement* cast by a 3rd level magic-user) in a 10' wide and 30' long cone. A few Yasjins have been known

to embrace the paladin class as wandering knights, rising up to level 7. They are celebrated, when successful, as local heroes and remembered throughout all the castles and epic songs of this race.



47. YULLYWUG

Alignment: L(E)

Movement: 60'

Armor Class: 6 (like scale mail)

Hit Dice: 1

Attacks: 1 weapon

Damage: By weapon

Save: F1

Morale: 8

Hoard class: I (individual), XII

XP: 13

Yullywugs live in villages of ramshackle huts in vast swamps or forlorn jungles. They can spit acid at 30' once a day for d10 damage on a single target (save for half damage), their acid being strong enough to corrode leather, wood and metal weapons and armors (save for items when the save versus the spittle is failed). Yullywugs are very slow and always attack last, but they can *jump* at will in order to keep in pace with their opponents. When jumping on the first round of a combat, their attack is at +1 'to hit' and causes double damage provided they attack with an impaling weapon such as a spear. Yullywugs fight with scimitars (d8) (30% of the time), spears (d6) (50% of, the time) or flint war axes (d8+2, 10% chance to break on every missed roll) (20% of the time). They can attack with 2 claw attacks for d2 damage each when deprived of a weapon or disarmed. They hate bullywugs and lizard men and often enter in wars and raids against them for land and plunder. For every 10 yullywugs, there is a stronger warrior with full hit points. For every 50 yullywugs, there is a war chief with 4HD and a +2 bonus to damage, 2d4 bodyguards with 2 Hit Dice and a +1 bonus to damage and a level 3 witchdoctor. When found in their lair with a war chief, yullywugs sometimes (30%) keep d3 tamed giant slugs* as guards.

* AL N, 60', AC8 (like leather), HD12, 1 bite (d12), Save F12, immune to blunt weapons, spit acid at 60' for 5d8 damage, Morale 10, X2,000.



48. ZHULANG SPIRIT

Alignment: C

Movement: 120'

Armor Class: 8 (like leather)

Hit Dice: 2+2

Attacks: 2 claws

Damage: d4 and paralysis (like ghouls)

Save: F2

Morale: 6

Hoard class: VI (individual)

XP: 47

Zhulang spirits are undead creatures risen from the grave of exceptionally greedy and covetous humanoids. They crave for gold and gems, which they can detect at 60' permanently and can pick pockets and hide in shadow (50% chance each) in order to steal them. On the other hand, Zhulang spirits are cowardly and check Morale at the beginning of each combat round. They are turned by clerics like wights.





THE LITTLE TOME OF
LUCKY CHARMS



LUCKY WHAT?

Lucky charms are mostly mundane or minor magic items, although their effect can sometimes prove surprisingly potent and powerful. Unlike magic items, which are crafted by magic-users or clerics, lucky charms are the craft of soothsayers, petty diviners and sages otherwise devoid of any real magic power. Sometimes, they are left by minions of the Nine Benevolent Ones, sometimes they just appear out of the blue at the most appropriate, or inappropriate, moment. They radiate a faint alteration dweomer but aren't really magic items, so that they never count towards the item limitations of a given character. Charms are personal, they can't be traded nor exchanged and lose their powers in the hands of anyone other than their owner unless the owner dies. Moreover, they all (except charms with only one charge) break when a certain *condition* is met. If a charm's *condition* tells you that your character cannot eat after midnight, for instance, and your character breaks this rule, the charm won't operate anymore. Ever. As you read, lucky charms are essentially meta-gaming items, **they are folk magic**.

FINDING LUCKY CHARMS

You can find lucky charms as the result of a magic effect (page 117), in a treasure (page 114) or as a part of a monster's Hoard. When you roll for a Hoard and the die tell that you find scrolls or potions, there is a 25% chance per scroll or potion that you've found a lucky charm instead. Lucky charms can be identified, as magic items are, with an *identify* spell or by shapeshifters and sages. When a charm's condition involve wearing, carrying or using something, the owner has d4 days to find the item before the charm breaks.

USING THE TABLES

When you find a lucky charm, roll once on the charm type table on next page to determine its power and side effect, and once on the item type table page 197 to determine its appearance, combining the results in order to create a specific item, providing you with a colossal number of potentially different charms.

CHARM TYPE	
Roll d00	Name
1	<p>Lucky Charm of the 64 Ugly Faces. The charm holder can disguise themselves in order to change their face 64 times. The change takes 1 turn to perform and careful observers will see through the disguise 25% of the time (+15% if the change involves race or sex). Each of these faces must be ugly, giving the character a CHA of 3 as far as social interactions are concerned. Once a specific face has been abandoned, the owner cannot return to the exact same face with this charm.</p> <p><i>Condition:</i> After their first disguise, the owner must remain in disguise or the charm will cease to function. They can switch to another face, but may never get back to their own true face.</p>
2	<p>Lucky Charm of the Lofly Clouds. The charm holder can walk on mist and fog as if they were solid ground at 30' per round. They can choose to ascend or descend in <i>levitation</i> as long as the mist or the fog remains.</p> <p><i>Condition:</i> The owner is unaffected by standard <i>levitation</i> or fly spells and magical powers. They may choose the spell or power to be effective but this breaks the charm.</p>
3	<p>Lucky Charm of the White Cranes. When the charm holder dies, a flock of cranes gathers in 1 turn and take their body away to the higher planes, regardless of their alignment.</p> <p><i>Condition:</i> The owner must not wound or kill a crane or the charm is broken. Once their body is taken away by the cranes, it cannot be raised from the dead or resurrected.</p>
4	<p>Lucky Charm of the Deeper Insight. The charm holder may guess a random personality trait of a person within sight they choose once per day. They have no clue about their alignment, however.</p> <p><i>Condition:</i> The charm is broken as soon as its owner uses a <i>know alignment</i> or <i>ESP</i> spell or power.</p>
5	<p>Lucky Charm of the Folded Fan. The owner can dispel any spell that has "<i>wind</i>" in its name once a day like a cleric of the same level.</p> <p><i>Condition:</i> For every spell thus dispelled there is a cumulative 5% chance that the charm will break, blowing its owner away d00 miles in a random direction. If indoors, the owner won't budge but the charm ceases to operate all the same.</p>

6	<p>Lucky Charm of the Sincere Friendship. When the owner charms another character with a <i>charm person</i> spell or power, this character becomes their sincere friend instead of being charmed.</p> <p><i>Condition:</i> The owner must never inflict physical damage on a friend, intentionally or not. When the charm breaks, all the friendship bonds gained in this way break as well.</p>
7	<p>Lucky Charm of the Flying Stool. The charm holder can animate a stool once a day. The stool can <i>fly</i> at 60' per round or 'walk' at 30' per round and can fly in the face of enemies, attacking like a 4HD creature and inflicting d6+1 damage. A character sat in the stool can fly along provided a saving throw versus Petrification is succeeded every round of the ride. They fall off the stool when the save is failed.</p> <p><i>Condition:</i> The owner must only sit on stools or the charm breaks.</p>
8	<p>Lucky Charm of the Safer Pockets. The pockets of the charm holder open into an extra-dimensional space. This power is tied to the owner and not to the clothes they wear, which revert to standard clothes as soon as they undress. These extra-dimensional spaces are five times as large as the pockets would normally be and protected with a tiny fanged shadow mouth biting for d3 damage anyone putting their hands inside except the owner.</p> <p><i>Condition:</i> The owner must feed 1gp to their pockets for the charm to function for one day. They must pay all their pockets without excluding any. When unable to pay, the charm breaks.</p>
9	<p>Lucky Charm of the Slender Gazelle. The charm holder runs 30' faster than usual. In addition, they become slim and slender.</p> <p><i>Condition:</i> The owner attracts predatory animals and monsters whenever running, urging them into attack. This effect can be dispelled with a successful <i>remove curse</i> spell, but removing the curse also breaks the charm.</p>
10	<p>Lucky Charm of the Golden Fish. The charm holder can turn a small fish into a fish made of fool's gold worth d00gp once a week for one hour. A successful d20 under INT makes it possible to identify the fish as it is: a dead fish. If the golden fish touches iron, it also changes back to its former condition.</p> <p><i>Condition:</i> The owner must eat a live fish once a week or the charm breaks.</p> <p style="color: red;">fool's gold is called false gold in the labyrinth lord rules</p>

11	<p>Lucky Charm of Instant Karma. The charm holder can choose the karma of a benevolent action they perform to mature instantly and give them the same benefit on the spot. They would be healed from a disease if they healed somebody else, receive 100gp for a gift of 100gp, be cured 12hp for curing 12hp, etc. There is a 1 in 6 chance that the charm operates for bad karma instead, bringing a long due black karma to maturity when the owner tries to use the charm, inverting the result of the good karma. They would be afflicted with a disease when they healed somebody else of one, lose 100gp worth of possessions when giving away 100gp, lose 12hp when curing 12hp, etc. This charm has but one charge.</p>
12	<p>Lucky Charm of Too Many Hopes. The charm holder must roll d6 every morning. They get that many +1 or +5% bonuses that they can apply to any action they wish such as a 'to hit' or damage roll, a saving throw, an open doors check, etc.</p> <p><i>Condition:</i> When applying a bonus and failing, the action becomes a fumble instead of a normal failure — Move silently attempts end up in a noisy fall, 'to hit' rolls might break weapons, failed saving throws involve maximum damage, the shortest duration for poisons or diseases and the like. When the roll is about damage, and the damage rolled is below 50% of the maximum damage, including the bonus, the entire damage is negated: weapons fail to hit, fireballs and lightning bolts fuse off track, etc. After 10 such fumbles, the charm breaks.</p>
13	<p>Lucky Charm of the Living Ancestor. This powerful charm is connected to the memory of an ancestor, maybe holding a relic or their ashes. When you find one, roll for a random ancestor, giving them a name and sex, stats for INT, WIS and CHA (4d6, drop the lowest), a random race, class and alignment and a random level (2d4). Once a day, the charm holder can call upon the ancestor and perform a single action using the ancestor's race, class, stats or alignment.</p> <p><i>Condition:</i> When calling upon the ancestor, there is a 1 in 20 chance that the ancestor materializes on the spot as a ghost*. Depending upon the ancestor's alignment, the ghost may or may not try to <i>magic jar</i> the owner. Whatever the case, the charm is broken after that.</p> <p>* AL Varies, MV90', AC0 (like plate & shield with a +2 bonus)/8 (like leather when ethereal), HD10, 1 (ages 1d4x10 years), Save F10, Morale 10, sight causes fear for 2d6 turns and ages 10 years.</p>

14	<p>Lucky Charm of the Hero Without a Heart. The charm holder is immune to mundane, non-magical fear and never fails at a Morale check.</p> <p><i>Condition:</i> The charm is broken whenever the owner accomplishes an action out of selfless love.</p>
15	<p>Lucky Charm of the Paper Tiger. This charm functions as a <i>figurine of wondrous power</i>, allowing their owner to summon the spectral illusion of a tiger whenever they want (MV150', AC6, HD6, 2 claws (d6) and 1 bite (2d6), Save F3, Morale 9, surprises opponents in wooden areas on 1-4 on d6). The tiger acts like a real tiger as long as characters interacting with it believe in it. In reality, it is just a tiger of paper (MV150', AC9, HD1, 2 claws (1) and 1 bite (d4), Save F1, Morale 9). The tiger cannot be summoned again for 3 days.</p> <p><i>Condition:</i> The tiger is instantly and permanently destroyed, thus breaking the charm when any fire damage is inflicted upon it.</p>
16	<p>Lucky Charm of the Panting Rest. The charm holder can, by spending a full round resting without carrying out any actions, regain 25% (rounded up) of their hit points for 6 rounds.</p> <p><i>Condition:</i> At the end of the duration of the charm, the extra hit points are lost. If the charm holder falls at 0 hp or less because of this, the charm breaks.</p>
17	<p>Lucky Charm of the Bad Feeling. The charm holder gets a bad feeling whenever a spell or power they are about to activate will have no effect upon its target.</p> <p><i>Condition:</i> There is a 1 in 6 chance that the owner will receive a bad feeling even if the spell or power would affect the target. The charm breaks after 3 such mistakes.</p>
18	<p>Lucky Charm of the Hundred Bells. The charm holder can channel the sound of a hundred ringing bells in order to deafen a target for d6 rounds (no save). Deafened targets have a -1 penalty to AC and have a 25% chance of failing to cast spells involving verbal incantations.</p> <p><i>Condition:</i> The charm holder is deafened at the same time as their target. In addition, the charm is broken if they ring a bell.</p>
19	<p>Lucky Charm of the Fishmonger. The charm holder can sell an item at double price once a week.</p> <p><i>Condition:</i> The owner smells of fish for 1 week when they use the charm. When they sell an item for more than 5,000gp, the charm breaks.</p>

20	<p>Lucky Charm of Inner Heat. When the charm holder spends 1 turn in meditation, they can raise their body temperature to avoid the ill effects of non-magical cold.</p> <p><i>Condition:</i> The charm can be used for more than 10 turns during a single day, but it breaks it.</p>
21	<p>Lucky Charm of the Silver Mace. The charm holder can will a dancing silver mace into existence at 30' three times per day. The mace hits for d6+3 damage and fights as if the owner were wielding it as long as they concentrate upon it. When either the fight is over or when the concentration is broken, the mace disappears.</p> <p><i>Condition:</i> The charm is broken when the owner uses any other weapon in combat. Open hand fighting and martial arts are allowed, however.</p>
22	<p>Lucky Charm of the Most Unusual Dance. The charm holder can choose to enter into a trance-like weird dance for 1d4 rounds at will. When they do, they are unable to perform any action, but are protected with both a <i>blink</i> and a <i>blur</i> spell for the entire duration of the dance.</p> <p><i>Condition:</i> Whenever the owner hears music, they must begin to dance as if they had activated the charm otherwise the charm is broken.</p>
23	<p>Lucky Charm of the Many Selves. This powerful charm confers its owner the power to cast a mirror image spell like a 12th level magic-user once per day.</p> <p><i>Condition:</i> There is a 5% cumulative chance for every use that one of the mirror reflections will be a real double of the owner, with opposite alignment, intent on killing them. Once the double has manifested itself, the charm is broken.</p>
24	<p>Lucky Charm of the Very Quiet Gentleman. The charm holder gains a +15% bonus to Move silently, or gains the Move silently skill at a 15% base (with Dex and racial bonuses if applicable) if they didn't have the skill before.</p> <p><i>Condition:</i> The charm is broken whenever its owner acts in a rude or impolite manner.</p>
25	<p>Lucky Charm of the Portable Shrine. This charm can unfold itself into a 20' long colorful shrine at will.</p> <p><i>Condition:</i> The charm holder must devote themselves to the god of the shrine (determined randomly) or the charm breaks.</p>

26	<p>Lucky Charm of the Skeleton Lover. The charm holder can control standard skeletons of dead women like an Evil cleric of the same level.</p> <p><i>Condition:</i> For every skeleton thus controlled, there is a 1 in 20 chance that the charm holder falls in love with it. They can reject the love, but the charm breaks when they do.</p>
27	<p>Lucky Charm of the Unexpected Little Friend. Every time the charm holder finds themselves in trouble or combat, there is a flat 10% chance that a small animal ally appears out of the blue and sides with them. Each charm is linked with a different animal (d6: 1 — Raven [MV10' – Fly 360', AC7, d2 hit points, 1 bite (1 and 1 in 10 chance of gouging an eye), Save 0-level human , Morale 7], 2 — Fox [MV150', AC7, HD1+1, 1 bite (d3), Save F1, Morale 6, surprised only on 1 in d6, 75% chance to blend in natural surroundings], 3 — Badger [MV60' – Burrow 30', AC4, HD1+2, 2 claws (d2), 1 bite (d3), Save F1, Morale 8], 4 — Cat, large [MV180', AC5, HD1, 2 claws (d2), 1 bite (d2), Save F1, Morale 8, rend for d2/d2 when both claws hit, surprises opponents on 1-3/6, surprised only on 1 in d6], 5 or 6 — Fortune dog [MV90', AC7, d4 hit points, 1 bite (1), Save F4, Morale 11, radiate a permanent <i>protection from evil 10' radius</i>]). While the unexpected ally might be killed in combat, it will appear again, alive and well, until the charm is broken.</p> <p><i>Condition:</i> The owner permanently loses 1 hit point each time the unexpected little friend is killed. They can will the charm to break, which is enough to strip it of all its magical properties.</p>
28	<p>Lucky Charm of the Drunk Student. When dead drunk, the charm holder can memorize or pray for spells twice as fast as usual. However, the spells memorized like this have a 10% chance of misfiring. When fighting, they gain a +2 balance bonus 'to hit' but are 10% likely to strike at a wrong target, if anyone else, friend or foe, is in their vicinity. In addition, being drunk, they lose 4 DEX and WIS points until they sober up.</p> <p><i>Condition:</i> The owner must drink themselves senseless at least once a week or the charm breaks.</p>
29	<p>Lucky Charm of the Gorgeous Maiden. The charm holder becomes a female character with a CHA of 18 (or her CHA is raised by one point if already at 18 or above).</p> <p><i>Condition:</i> The charm breaks if the character has sex with anyone, and they lose d4 CHA permanently.</p>

30	<p>Lucky Charm of the Self-Made Giant. The charm holder grows 1' taller each time they defeat an opponent of a higher level (or with more HD than themselves) single-handedly. For each 1' thus gained, they also gain a cumulative +1 damage bonus, up to +12. The charm holder is affected by <i>giant slayer</i> weapons as if they were a giant.</p> <p><i>Condition:</i> The charm breaks when its owner is defeated by a smaller creature. When it does, the owner instantly becomes thinner and their muscles vanish, leaving them as tall as they were with the charm, but without any bonus to damage. They still are affected, permanently, by <i>giant slayer</i> weapons.</p>
31	<p>Lucky Charm of the Sightseer. Whenever the charm holder is surprised by enemies, these enemies must save versus Spells in order to be able to attack them as if they were under the effect of a <i>sanctuary</i> spell. Once the surprise attacks have been made and the combat goes back to standard initiative, the charm wears off.</p> <p><i>Condition:</i> When the whole party with the exception of the charm holder is surprised, and they attack during the surprise round of the others, the charm is broken.</p>
32	<p>Lucky Charm of the General-In-Chief. When the charm holder gives orders during combat, characters following their orders receive a +1 bonus to the action they try to accomplish (+1 'to hit' with a weapon, +1 to spell damage, -1 to spell save for enemies, etc).</p> <p><i>Condition:</i> If the charm holder listens to the course of action another character already intends to follow, and orders them to carry out this very action, the bonus is negated. In addition, if the charm holder ever follows the orders of another against their will, the charm breaks, even if this is the consequence of a <i>charm</i> or a <i>suggestion</i> spell, for instance.</p>
33	<p>Lucky Charm of the Butterfly Bride. The charm holder is secretly married to a lovely bride. The lovely bride is, however, somewhat of a figment of the imagination, and appears to be a common butterfly to everyone else. Oddly, it appears only during peaceful moments, and stays just one hour before disappearing, most of the talking and the intimacy happening only in the mind of the charm owner's, but actually healing them d4 hit points per visit.</p> <p><i>Condition:</i> When the charm holder has a romantic relationship with someone else, the charm breaks.</p>

34	<p>Lucky Charm of Those Shapes in the Dark. The charm holder is normally surprised by shadows, shadows creatures and characters hidden in shadows (1–2 on d6 only).</p> <p><i>Condition:</i> The owner has a 5% chance of becoming slightly insubstantial as shadows do for 1 hour when they successfully hide, gaining the ability to surprise opponents on a roll of 1–5 on d6. At the end of this duration, the charm breaks.</p>
35	<p>Lucky Charm of the Bouncing Missiles. The charm holder is allowed a saving throw versus Petrification to avoid <i>magic missiles</i> aimed at them. They need to save once for each such missile.</p> <p><i>Condition:</i> Missiles avoided in this way have a 1 in 6 chance of bouncing back to their caster. When 21 hp of <i>magic missiles</i> or more have bounced back in that way, the charm breaks.</p>
36	<p>Lucky Charm of the Purple-Eyed Spider. The charm holder can conjure a small purple spider once. When swallowed live, the owner's gaze affects onlookers with <i>hypnosis</i> as if the spell were cast by a 12th level illusionist. The gaze affects friends and foes alike and lasts for d6 rounds.</p> <p><i>Condition:</i> In order to grab and swallow the spider, a 'to hit' roll must be successfully made (AC8) or the spider escapes, bites a random target located within 30' and vanishes. The spider hits automatically and its poison causes paralysis (no save) for 1 turn. When swallowed, the spider <i>slows</i> the owner for 1 turn.</p>
37	<p>Lucky Charm of the Many Mistakes. When the charm holder rolls an unmodified score of '1' while attacking or saving against an attack, the charm triggers a <i>fumble</i> spell (save applicable) affecting all the creatures located at 30' or less of them for 1 turn.</p> <p><i>Condition:</i> If the charm holder ever falls victim to a <i>fumble</i> spell themselves, the charm is broken.</p>
38	<p>Lucky Charm of the Trampling Elephant. The charm holder can trample their opponents when charging in melee. They must complete their full movement rate in a straight line and their attack affects friends and foes alike on this path, causing d8 points of damage and knocking them over.</p> <p><i>Condition:</i> When a weapon is set against the charge, the charm holder receives triple damage from that weapon and their charge is halted on the spot. If the charm holder ever rides any animal other than an elephant, the charm breaks.</p>

39	<p>Lucky Charm of the Lifegiver. The next time the charm holder has sex results in pregnancy for the female involved, if any. The charm's power is such that unfertile unions still produce results — such as the mating of a tengu and a bungaya, for instance.</p> <p><i>Condition:</i> The child is connected to a random Benevolent One from birth, bearing their symbol as a birthmark. When the child is born, the charm breaks.</p>
40	<p>Lucky Charm of the Ludicrous Wisdom. The charm holder gains 1 WIS point and randomly changes of alignment every morning.</p> <p><i>Condition:</i> The charm can be removed like a curse with a <i>remove curse</i> spell, which breaks it. When it breaks, the owner retains their last alignment and the extra WIS, but lose the spells.</p>
41	<p>Lucky Charm of the Humblest Warrior. Whenever the charm holder is ignored during a fight involving their allies or fights unwitnessed, they gain an extra attack every other round.</p> <p><i>Condition:</i> When the charm holder accepts a share of the treasure gained through a fight during which the charm helped them, the charm breaks.</p>
42	<p>Lucky Charm of the Jolly Companion. The Loyalty and Morale of a random mercenary of the charm holder turns to 12. If the charm holder doesn't have any mercenaries, they gain the next one they try to recruit, with all these benefits.</p> <p><i>Condition:</i> If the charm holder ever wounds the companion, even unwillingly, the charm breaks and the mercenary leaves them on the spot or at very short notice.</p>
43	<p>Lucky Charm of the Innocent Soul. The charm holder becomes immune the charm effects based upon seduction and beauty such as those of dryads, nymphs and the like. In addition, the charm holder lose 1 WIS point permanently.</p> <p><i>Condition:</i> The charm breaks when their owner has sex. The lost WIS isn't regained.</p>
44	<p>Lucky Charm of the Porcelain Weapons. The charm holder melee weapons turn to sharp porcelain when they wield them in combat. They hit with a +1 bonus (stacking with magical bonuses if any) and inflict d4 bonus damage but break immediately when they roll an unmodified 'to hit' roll of '1'.</p> <p><i>Condition:</i> The owner cannot carry more than two weapons or the charm is broken.</p>

45	<p>Lucky Charm of Interesting Times. The charm holder attracts wandering monsters twice as often as they would normally do (just double the number of monsters if you play within the 1001 Pagodas of Doom). On the other hand, roll twice for treasure every time they find a treasure.</p> <p><i>Condition:</i> The charm is broken when their owner leaves their current adventure and goes back to town.</p>
46	<p>Lucky Charm of Higher Tolerance. The charm holder may freely mix with characters of alignments, races and classes normally forbidden to their ethics if they wish. They still must follow their own alignment and react appropriately.</p> <p><i>Condition:</i> The charm breaks when their owner acts or reacts with prejudice.</p>
47	<p>Lucky Charm of the Fortune Teller. The charm holder may portend an <i>augury</i>, as per the spell, once a day. The base chance for receiving a truthful answer is of 60% only, but all actions performed according to the advice received that way, whether true or false, receive a +1 bonus (or +5%) bonus.</p> <p><i>Condition:</i> The charm breaks when the owner deliberately ignores one of these <i>auguries</i>.</p>
48	<p>Lucky Charm of the Blindfolded Master. The charm holder is able to fight blindfolded or in complete darkness with a penalty of only -2.</p> <p><i>Condition:</i> If the charm holder ever becomes blind, the charm breaks.</p>
49	<p>Lucky Charm of the Peacock Dancer. The charm holder can display wonderful magical color clouds once a day for 1 turn when in the presence of a character or creature of the opposite sex, effectively gaining 2 CHA points when interacting with them and dazzling them for a -2 'to hit' penalty.</p> <p><i>Condition:</i> The owner must wear a peacock shawl or a helmet adorned with peacock feathers during the day, otherwise the charm breaks.</p>
50	<p>Lucky Charm of the Secret Kiss. The charm holder can cure another person as with a <i>Cure Light Wounds (50%)</i> or <i>charm person (50%)</i> spell with a long, deep kiss.</p> <p><i>Condition:</i> The owner must paint their lips black during the day otherwise the charm breaks. The charm comes with a small box of lip color.</p>

51	<p>Lucky Charm of Feeling Like a Feather. The charm holder might float like a feather when falling if they succeed at a saving throw versus Spells. They don't when they fail, however.</p> <p><i>Condition:</i> The owner really feels like a feather — both light and fragile — and loses 40lbs. of weight when they first use the charm. They must wear feathers on some piece of clothing, gown or armor day and night or the charm breaks.</p>
52	<p>Lucky Charm of Burning Awareness. When the charm holder comes under the influence of a <i>charm, suggestion, hypnosis</i> or <i>domination</i> spell or power, they immediately suffer d8 fire damage. This damage is considered as having been inflicted by the enemy spellcaster, and they receive another saving throw to shake the spell off, with as many added bonus points as the fire damage they've received.</p> <p><i>Condition:</i> When the charm holder receives 20 points of fire damage or more in one blow, spell or hit, the charm breaks.</p>
53	<p>Lucky Charm of the Whirling Fighter. This powerful charm allows its owner to attack once every enemy within melee range instead of their normal attacks. These attacks are impressive and demonstrative great martial skill, forcing every enemy to a Morale check the first time they hit, but almost inoffensive, causing just 1 hp of damage each (plus STR and other applicable bonuses). In addition, the whirling fighter receives a +1 bonus to AC.</p> <p><i>Condition:</i> The owner must use the charm's power when facing multiple opponents or the charm breaks.</p>
54	<p>Lucky Charm of Peasant Hero. As long as they use peasant weapons (like forks, staves, clubs, slings and weapons of the Old Popular Way), the owner fights as if they were 1 level higher.</p> <p><i>Condition:</i> The owner must wear common peasant clothes and protect peasants in danger whenever they can, otherwise the charm breaks.</p>
55	<p>Lucky Charm of the Twin Peacocks. When the charm is tossed down, it becomes a pair of living peacocks (MV30' – Fly 60', AC8, d2 hit points, no attacks, Save 0-level human, Morale 5) like a <i>figurine of wondrous power</i>. The peacocks obey and serve the charm holder and understand Common (but don't speak it). If a peacock is slain, the charm ceases to operate for 24 hours.</p> <p><i>Condition:</i> The owner must refrain from eating birds of any kind or the charm breaks.</p>

56	<p>Lucky Charm of the Third Eye of the Vishantís. The charm holder automatically sees through <i>change self</i> and <i>charm person</i> spells. Moreover, they can dispel the spell, at their level, on the spot as if casting <i>dispel magic</i> at it.</p> <p><i>Condition:</i> When the charm holder doesn't dispel the spell, they must save versus Spells themselves or the charm is broken.</p> <p>change self is called doppleganger in the labyrinth lord rules</p>
57	<p>Lucky Charm of Delightful Submission. The charm holder receives a -2 penalty versus <i>charm</i>, <i>suggestion</i>, <i>hypnosis</i> and <i>domination</i> spells and effects. When they fail to save, they perform as if they were 2 levels higher (they don't receive extra hp however) as long as the spell or effect lasts.</p> <p><i>Condition:</i> The charm breaks whenever the spell or the effect is dispelled or ends prematurely.</p>
58	<p>Lucky Charm of the Timely Rain. The charm holder can conjure rain at 30' for 1 minute in a 20' radius zone 3 times a day. The rain extinguishes candle lights and slows small fires. When the weather is cold enough, it falls as snow instead.</p> <p><i>Condition:</i> The owner must carry an umbrella along with their weapons at all times or the charm breaks.</p>
59	<p>Lucky Charm of Being a Panther. The charm holder can turn into a ghost-like panther once per day for d4 rounds. While in panther form, they can run at 210' and attack 3 times (2 claws for d4 each, 1 bite for d8). In addition, not being fully substantial, they have AC0. Their clothes, weapons, jewelry and armor all fall to the ground when they change shape.</p> <p><i>Condition:</i> There is a 5% chance that the charm holder will drift into the ethereal plane instead of reverting to their natural form when the duration ends, which will break the charm.</p>
60	<p>Lucky Charm of the Clever Crafter. The charm holder can combine two crafts into one, such as leatherwork and weapon crafting, creating weird but usable items (like a sword made of leather, hard and piercing as steel). They must choose two crafts when they first acquire the charm if they know more than two. When the charm holder knows less than two crafts, the first crafts they learn become connected to the magic of the charm.</p> <p><i>Condition:</i> The owner can craft, on one occasion, a magic item of relatively low power (a +1/+2 versus Tengus long sword, a pair of <i>boots of elvenkind</i>, of <i>eyes of the eagle</i> or of <i>horseshoes of a zephyr</i>, for instance). When they do, the charm breaks.</p>

61	<p>Lucky Charm of Never Letting Go. The charm holder never lets go of their grasp unwillingly. That means they can cling to a rope for hours, never drop a sword in combat, never lose hold of an enemy, etc. For such grappling purposes, they are considered as having a STR of 24.</p> <p><i>Condition:</i> Whenever the owner loses a grappling check, the charm breaks.</p>
62	<p>Lucky Charm of the Perfect Cure. The charm holder can cure another of a disease once a week. Not only is the recipient cured, but the memory of the disease is erased as well.</p> <p><i>Condition:</i> The charm holder can cure themselves, but doing so breaks the charm.</p>
63	<p>Lucky Charm of the Rose-Scented Muskrat. The charm holder can conjure a common muskrat once a day for 10 seconds. The muskrat emanates a strong rose-scented perfume strong enough to perfume whoever rubs it on to their bodies. The muskrat isn't controlled and may escape and run.</p> <p><i>Condition:</i> The charm is broken whenever the owner uses another perfume or scented oil.</p>
64	<p>Lucky Charm of Having a Little Gazebo. This powerful charm allows their owner to conjure a little wooden gazebo out of thin air around themselves once per day for d6 rounds. The gazebo is large and wide enough for one character to sit inside. It provides a good cover against missiles (-4 to hit) and shields the owner against melee attacks as long as it stands. When aimed at, the gazebo is considered as having AC9 and 21 hp.</p> <p><i>Condition:</i> When the gazebo is smashed to pieces, the charm breaks.</p>
65	<p>Lucky Charm of the Many Ghastly Friends. The charm holder can change the shape of all their allies within 30' into ghouls for 1 round. While the change is an illusion, their hand attacks cause paralysis (save applicable) as ghouls do, but for 1 round only. In addition, the charm holder may befriend ghouls and ghosts with successful Reaction rolls.</p> <p><i>Condition:</i> The charm breaks when the owner or their allies within 30' kill a ghoul or a ghost.</p>
66	<p>Lucky Charm of the Tasty Ones. When the charm holder eats luxury, tasty food, they regain 1 lost hp.</p> <p><i>Condition:</i> The owner must only eat luxury food or the charm breaks.</p>

67	<p>Lucky Charm of the Cumbersome Brother. The charm holder gains an <i>unseen servant</i> permanently. This servant can carry up to 80 pounds for them but does nothing else. On the other hand, the charm itself always weights 40 pounds regardless of its size and material.</p> <p><i>Condition:</i> The owner must give the servant a name and introduce it to people as if it were a real character or the charm breaks.</p>
68	<p>Lucky Charm of the Hidden Weapon. The charm holder can choose a standard or small weapon. This weapon becomes invisible, bestowing upon them a +2 'to hit' bonus in addition to all the other bonuses the weapon itself might confer.</p> <p><i>Condition:</i> If the hidden weapon is ever revealed through magic, the charm is broken.</p>
69	<p>Lucky Charm of Loving All Those Colors. The charm holder is immune to the dazzling effect of all color spells and effects such as <i>color spray</i>, <i>scintillating colors</i> and <i>hypnotic pattern</i>.</p> <p><i>Condition:</i> The owner must wear clothes of all seven prismatic colors at all times or the charm breaks.</p>
70	<p>Lucky Charm of the Apprentice Dragon. The charm holder can breathe fire for d4 damage in a 30' long and 10' wide line 3 times per day. In addition, they grow uneven patches of red and russet scales on their skin.</p> <p><i>Condition:</i> When the charm holder or their allies in the vicinity kill a dragon, the charm breaks. When it breaks, the scales remain.</p>
71	<p>Lucky Charm of the Moon Lover. The charm holder can willingly change the phase of the moon for 1 turn in a 30' diameter zone. Inside this zone, the moon shines according to the phase chosen while remaining unchanged outside. If the new moon is chosen and no other lighting conditions prevail, the zone becomes dark. If the full moon is chosen in dim conditions, the sudden change dazzles everyone inside the zone for 1 round (they attack at -2, cannot move and can only attack once regardless of the number of attacks they would normally have). This charm operates indoors as long as an exit allows them to see the moon. The change of phases affects lycanthropes.</p> <p><i>Condition:</i> The owner must save versus Spells every time they choose to set the moon on full moon or become afflicted with lycanthropy themselves.</p>

72	<p>Lucky Charm of the Perfect Jeweler. The charm holder can double the value of an uncut gem with a successful d20 DEX check. When they fail, the gem is destroyed.</p> <p><i>Condition:</i> When the owner has broken 2,500gp or more of gems, the charm breaks.</p>
73	<p>Lucky Charm of the Bountiful Beggar. When bereft of any money and begging, the charm holder makes d00cp a day in a village, d00sp a day in a town and d00gp a day in a city.</p> <p><i>Condition:</i> The money collected like this must be spent for daily expenses solely and cannot be used to buy property, furniture or any other lasting item except for clothing and petty items, or the charm breaks.</p>
74	<p>Lucky Charm of the Fat Lady. The charm holder can sing with a high-pitched and powerful voice. When they do, the current initiative is rolled again, thus allowing their allies and themselves to act twice if they're lucky or fast enough. This charm has just one charge.</p>
75	<p>Lucky Charm of the Languid Army. The charm holder can summon the last monsters they have killed to their side. These monsters manifest in a miniature and zombie version, with only d4 hp. They are turned away by clerics like zombies and always attack last during a round. If more than 12 monsters were killed, only 12 appear. These monsters have no special power or abilities and, while retaining as many attacks as the original creature had, only cause d2 damage per attack.</p> <p><i>Condition:</i> The creatures appear 4d4 turns after being summoned. The charm holder can decide that they appear straight away, but this breaks the charm.</p>
76	<p>Lucky Charm of the Imaginary Friend. The charm holder has an imaginary friend. Once a day, they might decide that a spell or an attack that would normally affect them affects their imaginary friend instead.</p> <p><i>Condition:</i> If the attack inflicts more than 12 hp of damage or would kill the character, the charm breaks.</p>
77	<p>Lucky Charm of Forget-Me-Not. The charm holder is immune to the <i>forget</i> spell.</p> <p><i>Condition:</i> There is a 5% chance that the charm breaks and makes the owner forget everything instead, except for spells and other class skills.</p> <p>forget is called amnesia in the labyrinth lord rules</p>

78	<p>Lucky Charm of Infinite Patience. The charm bestows infinite patience upon their owner, allowing them to wait for hours, days and weeks without minding.</p> <p><i>Condition:</i> The owner moves 20' slower than their normal speed as long as the charm works. If they ever benefit from a <i>haste</i> or <i>speed</i> spell or effect, the charm breaks.</p>
79	<p>Lucky Charm of the Fabled Ancestors. The charm holder can channel the power of the fabled ancestors. They must learn their names before using the charm. This power allows them to perform any one action like a 12th level character, including special powers such as casting spells or turning the undead. This charm has one charge for each and every ancestor found in this way. Learning the names of the ancestors requires finding rare books, with a 5% chance of success for every 100gp spent on them.</p> <p><i>Condition:</i> If the power of the charm is used more than once in a single day, the charm breaks.</p>
80	<p>Lucky Charm of the Great Epic. This charm sings an epic and melodious song to the glory of its owner when they find themselves in danger.</p> <p><i>Condition:</i> If the epic is ever silenced as it plays, the charm breaks.</p>
81	<p>Lucky Charm of the Night Crawler. The charm holder can move silently at night like a thief of the same level. If they already had the move silently skill, they gain a +25% bonus instead. On the other hand, they can't move silently at more than a speed of 20' per round.</p> <p><i>Condition:</i> The charm breaks when its owner moves silently at night at a faster speed.</p>
82	<p>Lucky Charm of the Curved Blade. All the blades the charm holder wields, whether short as daggers or long as two-handed swords, become curved blades when they're used in melee and gain a +1 'to hit' bonus. The charm doesn't work on magical weapons. If the owner was unable to use blades due to class restrictions, this restriction is lifted.</p> <p><i>Condition:</i> When the owner uses another kind of weapon, even for distance combat, the charm breaks.</p>
83	<p>Lucky Charm of the Munificent Mustache. The charm holder grows a munificent mustache on the spot.</p> <p><i>Condition:</i> If the owner shaves, the charm breaks.</p>

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| 84 | <p>Lucky Charm of the Whisperer in the Dark. The charm holder can whisper a short sentence (six words maximum) every round they spend in the shadows as long as an unobstructed continuity of shadow exists between the recipient and themselves. Walls and zones of light block the message.</p> <p><i>Condition:</i> The charm holder must only wear gray or black or the charm breaks.</p> |
| 85 | <p>Lucky Charm of Splashing in the Water. The charm holder can jump on to the surface of the water, jumping 10' forward at every step. They sink normally if they stop jumping and get wet when they jump, splashing water everywhere.</p> <p><i>Condition:</i> The owner must wear a piece of tiger skin when they jump or the charm breaks.</p> |
| 86 | <p>Lucky Charm of the Honorable Guest. People always consider the charm holder a welcome guest and do their best to please them. If the invitation is obviously insane or unlikely (at the Jade Palace, in the tower of a powerful wizard, among cavemen or fairies, etc), the charm fails.</p> <p><i>Condition:</i> If the charm holder ever steals or kills while invited to someone's home, the charm breaks. They can lie if they wish, after all many honorable guests do anyway.</p> |
| 87 | <p>Lucky Charm of the Graveyard Pasture. The charm holder gains a herd of d20 zombie goats and cows. The herd obeys them and needs to feed from graveyards once a month.</p> <p><i>Condition:</i> If the owner fails to feed the herd, the charm breaks.</p> |
| 88 | <p>Lucky Charm of the Three Golden Chickens. The charm holder gains three golden chickens, at a location of their choice, which lay copper eggs, wheat and flour. The copper eggs are worth d10 copper each, and the wheat and flour are enough for one to eat for a day.</p> <p><i>Condition:</i> If anyone else sees the chickens, the charm breaks.</p> |
| 89 | <p>Lucky Charm of Being Forever Young. The charm holder is considered as a young adult character, regardless of their age. The ability modifiers according to young adult age apply as soon as the owner obtains the charm. The character's real age doesn't change, and the character keeps aging, and eventually dying.</p> <p><i>Condition:</i> When the owner ages supernaturally, they age twice as much as they would normally do. If they die of old age, the charm breaks.</p> |

90	<p>Lucky Charm of the Philosophy of Chaos. Whenever the charm holder takes a decision based on sheer randomness, they gain a +1 or +5% bonus to their actions for 1 turn. This decision must matter and have consequences for them. When the charm holder takes illogical decisions that may prove harmful to them, they gain a +2 or +10% bonus instead.</p> <p><i>Condition:</i> The charm holder turns Chaotic in alignment. If they ever change alignment and become Neutral or Lawful instead, the charm breaks.</p>
91	<p>Lucky Charm of the Most Sacred Yantra. Roll for a random Chinese, Indian or Japanese deity. The charm is a miniature and symbolic version of this deity. The charm holder can use the charm as a holy symbol and use it to cast <i>bless</i> or <i>bane</i> (the reverse spell) once per day.</p> <p><i>Condition:</i> The owner must worship this very deity or the charm breaks.</p>
92	<p>Lucky Charm of Summing Everything Up With But a Few Words. The charm holder can cast spells twice as fast. Mumbling the spells so fast can cause mishaps, however, and the spells fail 10% of the time. Failed spells are still expended as if they were cast.</p> <p><i>Condition:</i> If a non-spellcaster character tries to use the charm, they take 2d4 damage and the charm breaks.</p>
93	<p>Lucky Charm of the Noble Family. The charm holder is adopted by a random noble family as one of their own. They receive 1,000gp as soon as they find them, and can live in their manor.</p> <p><i>Condition:</i> The owner must do their best to help and protect the noble family or the charm breaks.</p>
94	<p>Lucky Charm of the Wondrous Spring. The charm holder can create a magical spring of fresh water that flows out of nowhere wherever they want once a day. After 100 gallons have flown, the spring dries and disappears.</p> <p><i>Condition:</i> 1 spring in 20 flows with salty, filthy and poisoned water instead. When this happens, the charm breaks.</p>
95	<p>Lucky Charm of Jumping Like a Fool. The charm holder can jump 30' once per turn. When they try to move, there is a 1 in 6 chance that they will jump instead.</p> <p><i>Condition:</i> If the charm holder ever jumps more than 12 times in a single day, the charm breaks.</p>

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| 96 | <p>Lucky Charm of the Thing in the Pit. The charm holder can conjure the <i>Thing in the Pit</i> when they find or dig a pit at least 10' deep. The <i>Thing in the Pit</i> is a 8HD monster with AC8 and 1 bite attack for d20 damage. It is unable to move and isn't controlled by the charm holder.</p> <p><i>Condition:</i> When the <i>Thing in the Pit</i> is killed, the charm breaks.</p> |
| 97 | <p>Lucky Charm of the Lady of the Latrines. The charm holder is blessed by the Purple Lady of the Latrines. They save at +4 versus elemental attacks, and take only half-damage from gas and acid.</p> <p><i>Condition:</i> If the charm itself is ever hit by acid or corrosive gas, it breaks.</p> |
| 98 | <p>Lucky Charm of the Unfortunate Squeaking. When the charm holder attempts to move silently and fails, the charm emits a squeaking noise covering their blunder. While helpful, the squeaking also emits vibrations potentially attracting wandering monsters (roll to check whether monsters are attracted or not).</p> <p><i>Condition:</i> The owner must keep a live mouse with them when they travel or explore a location or the charm breaks.</p> |
| 99 | <p>Lucky Charm of the Zebra That Roams Freely. The charm holder can summon a swift zebra (MV300', AC6, 3HD, 2 hooves (d4/d4), Save F3, Morale 10) once a day for d6 turns. The zebra can be ridden or used as a beast of burden, but it never obeys orders and wanders instead in a random direction. If a paladin ever finds this charm, the charm will conjure their paladin's warhorse instead, except that this horse will be a zebra. In that case, the zebra can be summoned 4 times a day and follows orders.</p> <p><i>Condition:</i> The owner must wear a zebra skin during the day or the charm breaks. When found, the charm is wrapped in such a skin.</p> |
| 00 | <p>Lucky Charm of the Jungle Knife. The charm holder can materialize a bowie knife (d4 damage) whenever they want to.</p> <p><i>Condition:</i> if the knife ever breaks, the charm breaks as well.</p> |



ITEM TYPE	
Roll d00	Name
1-4	Piece of colored (1d4 — 1: red, 2: green, 3: blue, 4: yellow) string adorned with a figurine of porcelain (1d6 — 1: of a bird, 2: of a monkey, 3: of a rat, 4-6: of a random Wah Tung monster). Usually worn as a bracelet or a necklace.
5-8	Prayer written on a strip of colored (1d4 — 1: orange, 2: violet, 3: light blue, 4: dark green) paper. Usually sewn into the clothes or worn as a necklace on a piece of string.
9-12	String of unique coins (1d4 — 1: copper, 2: silver, 3: electrum, 4: gold) inscribed with magical writing. Usually worn as a bracelet or tied at the waist.
13-16	1d20 Prayer beads (1d6 — 1: amber, 2: jade, 3: ivory, 4: turquoise, 5: gold, 6: lapis-lazuli) on a string. Usually worn as a bracelet or a necklace.
17-20	Platinum (50%) or sandalwood (50%) kitchen item (1d4 — 1: small cup, 2: spoon, 3: small pot, 4: fork). Usually worn tied to a string as a necklace or at the waist.
21-24	Pair of lacquered divination sticks (50%) or pair of ivory chopsticks (50%). Usually tied at the waist or carried in a slender scroll case.
25-28	Jade (50%) or silver (50%) hairdresser's item (1d4 — 1: comb, 2: miniature razor, 3: brush, 4: scissors). Usually carried at the waist or in a small box.
29-32	Hat pin adorned with a gem (1d4 — 1: amethyst, 2: garnet, 3: malachite, 4: onyx). Usually stuck in a hat or in a bun.
33-36	Prayer flag (1d6 — 1: white, 2: blue, 3: red, 4: green, 5: yellow, 6: black). Usually carried on a small pole tied to the back or the arm of the wearer.
37-40	Miniature porcelain weapon (1d6 — 1: sword, 2: bow, 3: dagger, 4: mace, 5: staff, 6: pole arm). Usually stuck in a bun.
41-44	Tiny silver mask (1d4 — 1: tengu, 2: demon, 3: lady, 4: random Wah Tung monster). Usually worn as a brooch or on a string as a necklace.
45-48	Vividly colored (1d6 — 1: crimson, 2: yellow-green, 3: navy blue, 4: green-blue, 5: purple, 6: pink) silk sash. Usually worn as a belt or a turban.

49-52	Small (1d8 inches diameter) red paper lantern, oiled. Usually carried at the waist or tied to a backpack.
53-56	Miniature icon depicting a random Chinese (50%), Indian (25%) or Japanese (25%) deity. Usually carried tied at the waist or in the owner's pockets.
57-60	Feather (1d6 — 1: vulture, 2: eagle, 3: rooster, 4: peacock, 5: dove, 6: seagull). Usually worn tied up in a bun or as part of another item like a sword's hilt, a bowstring, etc.
61-64	Small animal in a box (1d6 — 1: canary, 2: cricket, 3: spider, 4: albino rat, 5: caterpillar, 6: tiny frog). Usually carried at the waist.
65-68	Ribbon of colored (1d6 — 1: blood red, 2: pale yellow, 3: dark blue, 5: olive green, 6: fuchsia) silk. Usually worn as a headband or as an armband.
69-72	Tattoo sketch on a piece of paper depicting a random Wah Tung monster. When the piece of paper is laid on bare skin, the tattoo transfers to the skin.
73-76	Bell (1d4 — 1: tin, 2: bronze, 3: gold-plated, 4: gold). Usually carried at the waist.
77-80	Egg (1d6 — 1: iron, 2: jade, 3: silver, 4: bronze, 5: gold, 6: glass). Usually carried into a pouch or a box tied at the waist.
81-84	Perfume (1d6 — 1: camphor, 2: mint, 3: musk, 4: lavender, 5: clover, 6: rose). Charms coming in perfume form have 1d10 charges only and wear off in one hour. Perfume charms have no conditions .
85-88	Small colorful (1d4 — 1: yellow, 2: rainbow, 3: blue, 4: red) paper parasol (1 inch diameter). Usually tied up in a bun.
89-92	Piece of a chess game (1d6 — 1: pawn, 2: knight, 3: rook, 4: bishop, 5: queen, 6: king) made of precious material (1d4 — 1: sandalwood, 2: ebony, 3: silver, 4: gold). Usually carried into a pouch or a box tied at the waist.
93-96	Colorful (1d6 — 1: orange, 2: red, 3: blue, 4: dark blue, 5: green, 6: yellow) silk kerchief. Usually carried in a pocket.
97-00	Vajra (1d6 — 1: bronze, five-pointed, 2: bronze, nine-pointed, 3: gold-plated, five-pointed, 4: gold-plated, nine-pointed, 5: silver, five-pointed, 6: silver, nine-pointed). Usually carried at the waist or tied up in a bun.



BACK IN TOWN

SELLING LOOT

Members of the Small Swords Society have full permission to explore the **1001 Pagodas of Doom**, to plunder them and to sell what they've found back in Kwantoom. Traders and shopkeepers will price the goods your characters are trying to sell and take a flat 10% share before converting them into gold and/or silver pieces. see page 73

When your characters aren't members of the Small Swords Society, they need a Reaction roll of 5 or less or the trader won't buy from them. Even if they do, they take a 20% share for the risk involved. Moreover, when you roll 12 or above, not only does the trader refuse to buy from your characters, but they secretly signal the characters to the authorities and the next time they encounter either city or district guards, tax guards, noble city officials or judges, they are arrested and fined for the value of the goods they were trying to sell. On the other hand, if you roll 2 or less, the trader appraises the goods badly in haste and gives your characters 50% more than their actual value.

LEVELLING UP

When you're back in Kwantoom, you can level up if you have enough xp to do so. Leveling up takes 1 week of training per level, during which you don't roll for encounters. We simply assume that you spend all your time training in a guild or with a weapon master, and that you don't walk the streets at all. Leveling up costs 1,250gp/level. If your character is a member of the administration, of a secret society, a temple, a noble house, a guild and the like, you must give them 25% of the riches you've brought back in addition.

SAFE AS HOUSES

Any character can buy themselves a house in Kwantoom after their first adventure if they want to. They still need to pay the same expenses for their daily catering according to the district they live in, but hey, there's no place like home. The prices vary according to the district, the size of the house and the materials it's made of.

BUYING A HOUSE

District	Materials	Price
Dazibao	Wood	500gp/floor*
	Wood & stone	750gp/floor*
	Stone	1,000gp/floor*
Kuan Loon	Oiled Paper	50gp/floor*
	Paper & wood	150gp/floor*
	Wood	350gp/floor*
	Wood & stone	500gp/floor*
The Jade Parkway	Stone	2,500gp/floor*
Little Heavenly Murder	Oiled paper	35gp/floor*
	Wood	250gp/floor*

* Each floor includes a door, stairs (if there's more than a single floor) and a window. Floors are roughly 50 square feet. You can either build floors one above the other or buy them on the same level for a bigger house. If you want, for instance, to buy a 100 square foot building on three levels in paper and wood in the Kuan Loon district, it will cost you 900gp (2x3x150). If you're familiar with the cost of buildings detailed in the Dungeon Master Guide, you'll see that houses in Kwantoom are **very** expensive. Yet, building oneself a house in the wilds with a few dwarf masons and a roving architect isn't quite the same thing as buying one in a bustling and overcrowded city and the prices reflect this situation. With a good Reaction roll (5 or less), you might find a real estate agent and get a 25% overall discount on the house but you'll still need to pay the agent a flat 100gp fee and the house found in this way is bound to have problems of some sort (ghosts, giant rats, regular floods, decaying wood structure and the like). Your call.



SPECIAL EVENTS

Every time you're back from an adventure, choose individually for each character if you want to check for special events. When you do so, an event happens to them. Check the table on the next page, rolling separately for each and every one of your characters.

SPECIAL EVENTS

Roll d20	Result
1	Robbery. The character was robbed. They lose all the gold, gems & jewels they were carrying and have a 5% chance of losing magic rings, brooches and necklaces as well (roll for each)
2	Exile. The character is exiled by decree of the Empress. They must skip the next adventure in Kwantoom, possibly playing another set of adventures elsewhere (like in the Ruins of the Undercity , for instance) before returning to the city
3	In Debt. The character has a debt equivalent to their level x 1,000gp to a local lord
4	Spies. Spies from another country have settled in town. They gather any piece of information they can about the pagodas, paying your characters 500gp per report of their expeditions. You must write the report in order to cash in the money.
5	Quest. The character has received a <i>geas</i> or <i>quest</i> . Their next adventure must start immediately
6	Attack! The city is under attack! Your characters must fight two ogres (AL C, MV90', AC5 (as chain mail), HD4+1, 1 club (d10), Save F4, Morale 10, XP215) or try to flee with a successful Move silently or Hide in shadows roll (choose the one you want). Affects all your characters
7	Tax Increase. The Tamash court has decided to raise the taxes. All goods bought before the beginning of the next adventure are 50% more expensive. Affects all your characters
8	Expedition. Your character has been enlisted for an expedition to a distant country. They must skip their next adventure, but earn 1,000gp
9	War. Your fighters, rangers, ronin monks, swordmasters and paladin characters must fight in the war and can't join your next adventure. Affects all your characters
10	Racial Prejudice. If your character is a tengu, a bungaya or a kitsune, they get fined for 100gp (or two weeks in jail when they can't pay) and expelled to the Little Heavenly Murder district. Until their next adventure begins, they cannot leave this district. Racial prejudice doesn't extend to exotic races such as elves and dwarves and never affects tanukis

11	Strike. Traders and merchants are on strike throughout the city. For every shop found, there is a 50% chance that it is closed until the end of your next adventure and you cannot hire mercenaries at all. Affects all your characters	
12	Baboons. Several troops of baboons have entered the city, giving your character a 50% Search Chance to find them in any district	page 57
13	Northerners. Northerners have sent an embassy to the city. You can enlist or create standard western characters before your next adventure begins if you want. Affects all your characters	
14	Treason. Your character is betrayed by their closest mercenary, who leaves them and steals them a random magic item or lucky charm. If they don't have mercenaries, nothing happens	
15	Tsunami. A Tsunami strikes the city. All the houses your characters may have in the Kuan Loon and Dazibao districts have a 35% chance of being wiped away unless if they're made of stone or of wood & stone. Affects all your characters	
16	NPC. Your character meets an adventurer. Create them as if they were a player character and make them the same level as the character -2 (level 1 minimum). If you wish, they can hire them as a mercenary for a full share of treasure	
17	A House. Your character has been granted a legal document giving them ownership of a house (d6 floors to assemble as you see fit, choose district, choose materials). The house is so derelict that it takes half its value to repair it. They must pay 100gp every month or lose it to the administration	
18	Secret Society. Your character has been offered membership to a secret society. Roll d6: 1 — The Scarlet Sisterhood, 2 — The Lao Fan Consortium, 3 — The Yellow Turbans (characters are outlaws, they will be given status when reaching name level if they are thieves or assassins), 4 — The Sorority of the Siamese Peaks (female characters may reach status position at name level, male characters won't), 5–6 — The Small Swords Society	
19	Earthquake! All your characters' houses have a 25% chance of being destroyed. This event affects all your characters	
20	Official Position. Your character has been given an official position corresponding to their level and title. Roll d8: in a noble house (1), at the Empress' court (2), in a temple of the Nine Benevolent One (choose) (3), in a guild (4)	

PERSONAL OBJECTIVES

JOIN THE DOTS YOURSELF

With the events and encounters in Kwantoom, the wandering monsters on the Yellow Springs Islands, the pagodas themselves and the special events in town, adventures in Kwantoom and the **1001 Pagodas of Doom** are bound to weave colorful and fabulous stories. Try to think of them as you would episodes of your favorite series, weekly challenges full of haphazard and unexpected twists.

As you play adventure after adventure, a campaign arc will emerge. Maybe it's all about the relationships between your characters and about their life in Kwantoom, maybe it's about vanquishing demons or hunting Wah Tung monsters, it's up to you. Some encounters and events may, by themselves, provide quests and overarching motives, some may just hint at something bigger, something that won't manifest until the next season of your own series.

Maybe your adventures are like short stories, all of them, with no real connection between them except for the greed and the wanderlust. Maybe you are fighting against a greater evil that you'll find and try to defeat a dozen adventures later. Just make the story as you wish and let it unfold by itself, driven by the random tables.

Name your series and your adventures. Put the encounters and weird places together, and find a theme to base your adventure's name on. Manstirges, a nissassa, and the *Lucky Charm of the Skeleton Lover*? Sounds like a chilling thriller adventure to me. What about **The Pagoda of Blood** or **Death's Manic Laughter**?

GIVE YOUR CHARACTERS GOALS

As your characters advance in level, they may try to fulfill personal objectives as well. Most of these objectives are already covered in the rules when your characters reach "name" level, attracting followers and establishing strongholds. However, some of them aren't in the rules and you'll find them detailed on the following pages.

Becoming a high priest of the Nine Benevolent Ones

While most citizens revere all The Nine Benevolent Ones together, each cult is independent and led by a different high priest. These high priests run the Lotus Shrine of the Nine Benevolent Ones in a council and their independent shrine individually, if any. The high priests aren't necessarily clerics or druids, they can be of any class and alignment regardless of the alignment of their god.

Becoming the High Judge of the Tamash Court

Your character needs to donate riches to the Tamash Court for seven experience levels at least. In addition, they need to have been sent on a *quest* by a judge and have successfully completed the *quest* and *atoned* (Event & Encounter 9, Jade Parkway District). Yes, in order to become the High Priest of Tamash, you need to have been Evil in alignment at some point. The High Judge is not only the head of the cult of Tamash, but also the final legal authority of Kwantoom, which makes him a powerful character.

Becoming the Gray Priest

In order to become the Gray Priest, the leader of the cult of the Cat God, your character needs to donate riches to the Cat Shrine for five experience levels at least. In addition, they must have been granted a *limited wish* by the white cat during the cat festival (Event & Encounter 20, Little Heavenly Murder district) and have bought a *remove curse* spell at the Cat Shrine. Yes, in order to become the High Priest of the Cat God, you need to have been cursed at some point.

Becoming the Most Merciful Bodhisattva

Your character needs to donate riches to the Shrine of Avalokiteshvara for seven experience levels at least. In addition, they need to have been *reincarnated* in the Shrine of Avalokiteshvara. Yes, in order to become the High Priest of Avalokiteshvara, you need to die at some point, and to come back to life in another body.

Becoming the High Grace of Lakshmi

Your character needs to donate riches to the Shrine of Lakshmi for eight experience levels at least. In addition, they need to have received Lakshmi's boon during the Lakshmi procession (Events & Encounter 20, Dazibao) and to have saved 25,000gp or more in the safe of the Shrine of Lakshmi. They also need to have a CHA of 14 at least. Yes, in order to become the High Priest of Lakshmi, you need to be rich, lucky and beautiful.

Becoming the High Lakelord

Your character needs to donate riches to the Shrine of the Nine Benevolent Ones for seven experience levels at least. In addition, they must eat a purple rockfish (see the Lung Freshwater Fisheries in Dazibao), to raise a sea serpent to a size of 100' at least (see Pang's Slithering Den in Kuan Loon), to have survived a tsunami (Special Event 15) and to buy the cult and themselves a small sailing ship worth 7,000gp at least. Yes, in order to become the High Priest of Roc, the Bird King, you need to be patient, to have faced the fury of the lake and to like sailing. The High Lakelord has authority over all the boatmen and freshwater sailors of Kwantoom.

Becoming the High Priestess of the Moon

Your character needs to donate riches to the Shrine of the Nine Benevolent Ones for seven experience levels at least. In addition, she needs to be a woman (or to seem like one) and to be afflicted with lycanthropy. Yes, in order to become the High Priestess of the Moon God, you need to be a lycanthrope.

Becoming the Master Trickster

Your character needs to donate riches to the Shrine of the Nine Benevolent Ones for nine experience levels at least. In addition, they need to possess the *Lucky Charm of the Clever Crafter* and to be able to cast spells of some sort up to the 4th spell level. Yes, in order to become the High Priest of Nibban the Trickster, you need to be a spellcaster.

Becoming the Purple Ralishaz

Your character needs to donate riches to the Purple Latrine Shrine for three experience levels at least. In addition, they need to dye all their clothes purple, to have experienced true love first-hand at least once and to have triggered the **Purple Secret** (it's in the Secrets section you'll find further on, make sure you don't read it if you haven't been sent there during your adventures). Yes, in order to become the High Priest of the Purple Lady, you need to have known love and to know the secret of the goddess.

Becoming the Herald of Death

Your character needs to donate riches to the Shrine of the Nine Benevolent Ones for eight experience levels at least. In addition, they need to have turned at least 400HD worth of undead creatures and to have died and been brought to life again at least twice. Yes, in order to become the High Priest of Death, you need to be a cleric, this is the only exception to the otherwise openness of the high priest status. In addition, you need to know what death is like.

Becoming a knight of the Empire

Your character needs to have reached the 5th level at least, to ride an oxen warhorse (shops of Dazibao), to wear a red and green suit, to be a member of the Small Swords Society and to fulfill one of the following conditions: having won the horse race (Events & Encounters 11, Jade Parkway), having successfully escorted a princess (Events & Encounters 16, Jade Parkway), having saved the life of a courtesan (Events & Encounters 18, Jade Parkway), having vanquished a monster for the Noble Jade Empress (Events & Encounters 20, Jade Parkway) or to possess the *Lucky Charm of the Munificent Mustache*.

Becoming a city hero

Your character needs to have survived an attack upon the city (Special Event 6), to have been sent on an expedition (Special Event 8) and to have served Kwantoom during war (Special Event 9). In addition, they must have found and saved a missing teenager (Events & Encounters 16, Kuan Loon).

Becoming a minister to the Jade Empress

Your character needs to fulfill **all the conditions** detailed for becoming a knight of the empire and to have been offered a position at the Empress' court (Special Event 20).

Becoming the General of the Empress' Armies

Your character needs to be a knight of the Empire and to possess both the *Mask of the Great General* and the *Lucky Charm of The General-In-Chief*.

Becoming the Noble Jade Empress Herself

Your character needs to be a minister, the high priest of one of the Nine Benevolent Ones and the leader or founder of a secret society, to wear a full black suit, to possess an imperial white peacock (shops of the Jade Parkway), to possess the *Lucky Charm of the Interesting Times* and to own a house worth at least 100,000gp in the city.

Becoming a tengu lord

Your character needs to be a tengu (or to seem like a tengu over a long period), to reach name level, to have saved a tengu at least three times (Events & Encounters 9, Little Heavenly Murder), to have befriended the tengus of the wondrous caravan (Events & Encounters 10, Little Heavenly Murder) and to have cleansed a pagoda for a tengu lord (Events & Encounters 16, Little Heavenly Murder).

Becoming immortal

When your character is Neutral in alignment and possesses the *Lucky Charm of Being Forever Young*, the *Lucky Charm of the White Cranes* and the *Mask of the Immortal Crane*, they can choose to become one of the immortals upon reaching the 20th level by spending 1,000,000 experience points towards that aim and rolling a flat unadjusted saving throw versus Spells. If they fail the roll, they need to accumulate 1,000,000 experience points again. Immortals never die of old age and fail at their saving throws on unmodified rolls of 1 or 2 only.

Becoming the Carrion lord

When your character has been turned into a wight or another undead creature and has befriended, in a way or another, more than 20 ghouls or ghouls, they can become the Carrion lord. The Carrion lord rules over the beggars and ghouls living in the city or around.

Becoming the leader of a secret society

Your character needs to be a member of a secret society (including the Small Swords Society) (Special Event 18 or buying one's membership into the Small Swords Society) and to give them a share of their treasure during eight levels. They need to have completed another personal objective and to spend at least 30,000gp in bribes and blackmail. When all these conditions have been completed, you need to roll 5 or less on a Reaction roll adjusted by the CHA of the character. You get a +1 bonus for every 20,000gp you spend in excess to that aim, up to a +4 bonus. If you fail, you may try again upon reaching the next experience level.

Founding a new secret society

Your character must have been given an official position within a guild (Special Event 20) and spend twice the usual tithe amount every level during nine levels (50% of all their riches). This money can be used for buying a house or manor, traps, mercenaries, weapons, drugs and the like. In addition, they need to hire and control, either directly or indirectly, more than 30 mercenaries at once.

Becoming the Shadow lord

When your character is both the Carrion lord and either the founder of a secret society or a tengu lord, they may choose to rise in power and to become the Shadow lord of the city. There is currently no Shadow lord in Kwantoom and peace prevails, but your characters may choose to fill this gap. When the Shadow lord sits upon their dark throne for the first time and a *wish* spell is cast, they gather as many followers as a 15th level assassin and attract 8d10HD of undead creatures as well in a mixed batch.

CHARACTER BACKGROUND & QUIRKS

When you create new characters in Kwantoom, you can choose to roll once for special quirks and former occupations. Those can help in situations in which the profession involved might prove useful, such as navigating the lake if your character is a boatman. In such cases, roll d20 under the ability that seems the most appropriate for success.

SPECIAL QUIRKS

Roll d00	Quirk	Roll d00	Quirk
01-03	Oily, greasy skin	62-64	Reddish skin
04-06	Thin mustache	65-67	Bald
07-09	Pale white skin	68-70	Slightly conical head
10-12	Broad, square chin	71-73	Yellow blood
13-15	Early wrinkles	74-76	Purple eyes
16-18	Extremely tiny feet	77-79	Light elephantiasis, feet
19-21	Long neck	80-81	Round, cheerful face
22-24	Bearded like a dwarf	82-83	Skeletal body
25-27	Unusually tall	84-85	Smells of rats
28-30	Webbed hands and feet	86-87	Smells of jasmine
31-33	Short and squat	88-89	Smells of sandalwood
34-36	Perpetual smile	90	Scaly, snake-like skin
37-39	Big round eyes	91	Cold-blooded
40-42	Ears like bat's wings	92	Eyes are entirely green
43-45	Unusually long ear lobes	93	Grayish decaying skin
46-48	Velvety skin	94	Cat's whiskers
49-51	Goiter	95	Has hooves for feet
52-54	Deep red lips	96	Small horn, forehead
55-57	Birthmark, constellation	97	Long tusks, protruding
58-61	Very long nose	98-00	Roll twice

FORMER OCCUPATION

Roll d00	Occupation	Roll d00	Occupation
01-02	Butcher	53-54	Leatherworker
03-04	Scullion	55-56	Animal trainer
05-06	Chef	57-58	Cutpurse
07-08	Beggar	59-60	Drunkard
09-10	Mason/Carpenter	61-62	Acolyte, random shrine
11-12	Wood sculptor	63-64	Baker
13-14	Latrine servant	65-66	Smuggler
15-16	Bouncer	67-68	Footman
17-18	Roper	69-70	Scribe, street
19-20	Undertaker	71-72	Poet
21-22	Blacksmith	73-74	Dancer
23-24	Coppersmith	75-76	Kabuki
25-26	Weaponsmith	77-78	Musician
27-28	Bowyer/Fletcher	79-80	Groom
29-30	Boatman	81-82	Innkeeper
31-32	Fisherman	83-84	Cartographer
33-34	Messenger	85-86	Fortune teller
35-36	Harlot	87-88	Alchemist
37-38	Jeweler	89-90	Clockwork engineer
39-40	Antique seller	91-92	Opium dealer
41-42	Clerk	93-94	Snake charmer
43-44	Tax guard	95-96	Artificer
45-46	City guard	97	Mask performer
47-48	District guard	98	Cricket hunter
49-50	Linkboy	99	Astrologer
51-52	Tailor	00	Courtesan



**WARNING : DON'T READ
ANY FURTHER**

SECRETS



THE FINAL ENEMY

IF YOU'VE REACHED THIS PAGE FROM PAGE 107, BECAUSE YOU'VE FOUND A WAY TO OPEN A LOCKED BRASS DOOR, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE. MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

When you open the door, don't check the Space Beyond Door table: there's automatically a chamber behind with no exits. In this chamber the final boss of the pagoda is located. Roll for the Chamber structure as usual on page 112, and double its size.

Unlike other chambers and rooms, this chamber has $d4+2$ features instead of 1, that you roll on the Chambers & Rooms Features table on page 113.



The chamber always contains Monster & Treasure. When you check for the Monster Level on page 121, **add 3 to the final level you get** (up to Monster Level 10, obviously). However, there is only 1 monster, and you don't need to check the Monster Number Adjustment Table.

When the monster is defeated, you may decide that adventuring in this pagoda is over, and either all the other creatures living inside have fled or your party is magically transported back to Kwantoom.

THE FIRE BRIGADE

IF YOU'VE REACHED THIS PAGE BECAUSE MORE THAN 120' OF A PAGODA IS ON FIRE, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

Congratulations, you have started a major fire. The roaring flames immediately expands 10' in every room, corridor and direction regardless of their structure. Now, here's the secret: the pagodas are ruled or overseen by a single power. What this power might be is up to you, it can be a god or goddess, a demon-lord, a devil, a Noble Benevolent One or it can even be that the pagodas themselves share a consciousness of sorts, a ghost spirit. Whatever the case is, the pagodas themselves or the power in charge of them cannot let the fire spread to the whole fragile complex.

For each round of roaring flames, there is a 5% cumulative chance that 3d6 hauchiwas (see page 153) are conjured on the spot, releasing a fire blast for 10d6 damage on every target in sight and extinguishing the flames. In addition, 2d6 living brooms (see page 156) and 2d6 living buckets (see page 156) appear d4 turns later in order to clean up the mess.

The hauchiwas and living tools are focused on the fire itself, not on your characters and if they have escaped a little bit further, they still have a chance to leave unscathed. Of course, if they're caught in the flames already, this is probably the end.



AMBUSH

IF YOU'VE REACHED THIS PAGE FROM PAGE 110, BECAUSE THIS IS THE SECOND TIME YOU FIND AN UPPER GALLERY IN THE SAME PAGODA, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

You have been ambushed! Roll once for monsters in the corridor itself, and once for monsters in the upper gallery. If you find humanoid or weapon-wielding monsters in the upper gallery, give them short composite bows and 12 arrows each. Roll for treasure only when the monster number reaches the In Lair threshold. The monsters fight in one single group.



DID YOU JUST SOUND THE ALARM?

IF YOU’VE REACHED THIS PAGE FROM PAGE 113 BECAUSE YOU’VE SOUNDED THE GONG THREE TIMES, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON’T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU’VE REACHED THIS PAGE SOME OTHER WAY, DON’T SPOIL IT AND STOP READING.

When you sound the gong, check the table below:

SOUNDING THE GONG	
Roll d20	Effect
1-7	The sound automatically attracts wandering monsters in several waves. Go directly to the Random Monster Encounter table on page 121 and check which monsters are coming, and how many. Roll again on the three next turns. New monsters join the fight if any monsters remain. If you survive at the end, treat yourself with a Monty haul roll of 5 treasures on page 114, adding 2 to the total of each roll
8-10	The sound automatically attracts wandering monsters in one big single group. Go directly to the Random Monster Encounter table on page 121 and check it twice. If you manage to defeat them, roll three times on the Treasure table on page 114, adding 2 to the total of each roll
11-13	The sound automatically attracts a single, very powerful wandering monster. Go directly to the Random Monster Encounter table on page 121 and check it, adding 3 to the Monster Level (up to level 10, of course). If you win, roll twice on the Treasure table on page 114, adding 4 to the total of each roll
14-15	The sound teleports you into another pagoda, roll for a starting area and begin to explore
16-17	The sound teleports you back to Kwantoom
18-19	The sound opens a secret door in the corridor, random side
20	The sound explodes in a sonic wave causing 8d10 damage (save halves)

LIKE CATS ON THE ROOF

IF YOU'VE REACHED THIS PAGE FROM PAGE 115, BECAUSE YOU'VE FOUND A TRAP DOOR EXITING TO THE ROOF AND WANT TO EXPLORE IT, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

When you explore the roof of a pagoda, roll on the Main Table and on the Special Features table below:

MAIN TABLE/ROOF

Roll d20	Result
1-8	Slanted roof. You need a successful climb walls check to proceed and you fall if you fail. You fall 20' high for each floor the pagoda has. Roll again in 30' if you don't fall.
9-14	Safe area. Roll again in 30'
15-16	Connects to the roof of another pagoda. Roll again in 30' if you wish to move to the roof of another building
17-18	Trapdoor. Roll on the Stairs Landing table on page 115. Yes, the trapdoor is sometimes trapped
19	Trap. page 117
20	Wandering monster. page 116

SPECIAL FEATURES/ROOF

Roll d20	Result
1-5	2d4 lit lanterns, red
6-9	Massive copper ornament worth d6x1,000cp
10-13	Wooden alcove guardpost. Check for wandering monsters page 116
14-15	Secret door to a hidden level. Roll for Space Beyond Door page 107
16-17	Bronze statue. Touching it triggers a magic effect page 118
18-19	Prayer flags worth d20x10gp
20	Treasure page 114

A PICNIC INTO THE ABYSS

IF YOU'VE REACHED THIS PAGE FROM PAGE 118, BECAUSE YOU'VE EAT AND/OR DRUNK MAGIC FOOD & BEVERAGES, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

As soon as you eat and/or drink, a picnic set appears on the spot, complete with napkins, wicker baskets, parasols and tablecloth. Your characters are fully healed, have regained all their lost hit points, shrugging off all diseases and effects of poison, regained lost energy levels and shook themselves free of all curses. At the end of the picnic, however, they need to save versus Spells or they are transformed into pigs permanently. The *polymorph* spell can be dispelled, but if it is, a demon type V will appear for each character restored to their former condition in this way, trying to kill them and to return to the Abyss with their soul (which means permadeath).



Demon type V: AL C(E), MV120' – Fly 180', AC-6 (like plate & shield with a +8 bonus), HD7+6, 7 weapons (d8 each), 1 constrict (2d4), Save F7, Morale 9, *infravision 90'*, receive only half damage from cold, electricity, fire and gas attacks, understands all languages with *telepathy*, *teleport without error*, *charm person*, *darkness 10' radius*, *detect invisibility*, *levitate*, *polymorph self*, *project image*, *pyrotechnics* and *read languages* at will. They may, in addition, *gate* (75% probability of success) another demon (determined randomly), only +1 or better magical weapon can hit them, XP1,700.

THE FORGOTTEN SHRINE

IF YOU'VE REACHED THIS PAGE FROM PAGE 127, BECAUSE YOU'VE ENCOUNTERED A SHRINE GUARDIAN AND ROLLED 20, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.



You have discovered a forgotten temple dating from the very first settlement of the 1001 Pagodas of Doom. If the monster encounter takes place into a chamber or room, whatever its size, this chamber or this room is now the forgotten temple. If you came up with shrine guardians as a result of wandering monsters check, the next chamber or room you come into is the forgotten temple. Whatever god, demon or goddess it was built for is now long forgotten, except for the statues, frescoes and paintings that line the temple. If you wish, one or several of your characters can adopt this bygone cult as their own. In that case, randomly determine an American Indian or Central American deity and change its name, features and titles to fit an Asian culture (Coyote would be the mysterious Fox God, Itzamna the Lapis-Colored Medicine Lord, etc).

The temple is guarded by a shrine guardian triptillon and 2d4 shrine guardian bushis. They will let your characters come in, convert if they will, and take a holy symbol carved in wood, clay or copper in the temple's hoard, but if one of your characters at least tries to steal anything else from the temple or attacks them, they attack.

Roll for treasure for both the shrine guardian triptillon and the shrine guardian bushis as if they were 'In Lair', add three treasure rolls from the table on page 114 with a +2 bonus and 3 random magic or map scrolls. If the temple is destroyed or plundered and nobody converts to its deity, it is forgotten and disappears from the universe.

THE PURPLE SECRET

IF YOU'VE REACHED THIS PAGE FROM PAGE 127, BECAUSE YOU'VE ENCOUNTERED 6 GEISHA ROPERS OR MORE WITHIN THE SAME PAGODA, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

Chinese, Japanese, Koreans and Romans all had toilet gods. These gods, like the Purple Lady of the Latrines in Kwantoom, were worshiped to protect people from diseases, falls and other hazards in the cesspits. The Chinese toilet goddess, Mao Gu, especially, who serves as a major reference for the Purple Lady, was a courtesan who was sentenced to death by drowning in a cesspit because she fell in love with the wrong person and had an affair with him. Not only does she protect the latrines and those who use them, but she also protects lovers and secrecy like the Purple Lady does in Kwantoom.

You have entered the secret pagoda of the Lady of the Latrines. From now onwards, all rooms or chambers of 10'x10', 20'x10' and 20'x20' size are both latrines and shrines. When your characters pray inside, they automatically trigger a magical effect (that you check on page 118). If they convert to the cult of the Purple Lady, the adventure pretty much becomes a cakewalk from now onwards because intelligent monsters, including geisha ropers, won't hurt them anymore. If they don't, the party Adventure Level is increased by 2 until the end of the adventure and all the creatures encountered will be hostile.

After having visited 9 latrine-shrines, all the exits and doors left in the pagoda lead to dead ends and the pagoda dissolves when the last character leaves it, leaving behind it a small 10'x10' latrine. This latrine holds a random lucky charm for each and every character that went inside the pagoda, even if they were hostile. The charms found here are all purple and have been designed specifically for each and every character.

THE MONKEY KING

IF YOU'VE REACHED THIS PAGE FROM PAGE 127, BECAUSE YOU'VE ENCOUNTERED THE MONKEY KING, KEEP ON READING. YOU JUST NEED TO READ THIS ONE PAGE, MAKE SURE YOU DON'T READ FURTHER AND GO BACK TO YOUR ADVENTURE WITH THE EXTRA TWIST DETAILED HERE. IF YOU'VE REACHED THIS PAGE SOME OTHER WAY, DON'T SPOIL IT AND STOP READING.

Roll d4, if you roll '4', you have encountered the real Monkey King, if you roll otherwise, you have encountered one of his clones. Whatever your roll is, roll now on the Apes & Monkeys table you find on page 158 and add an ape or monkey encounter to every empty room of the pagoda, whether you've already explored it or not. From now onwards, all treasure rolls are made with a +4 bonus and the Monkey King calls forth his other clones to defeat your adventuring party. The clones arrive in a d3 turns delay, one after the other (d3 turns for the first, another d3 turns for the next, etc). When the last clone has come, 36 gorillas, join the fight 1 turn later. The clones won't hunt the characters outside the pagoda, but the apes & monkeys certainly will.

If you survive this nightmare and defeat the Monkey King, it's about time to close this PDF and to think about retirement for your characters, there's nothing else to challenge you further in here.

WATCH OUT FOR ADVENTURE ISLAND

A **FIVE-STARS** WILDERNESS SANDBOX CAMPAIGN &
D&D **THEME PARK** FOR HOPELESS CHARACTERS



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