LOW FANTASY GAMING

— COMPANION —



LESS MAGIC. MORE GRIT.

Stephen J. Grodzicki

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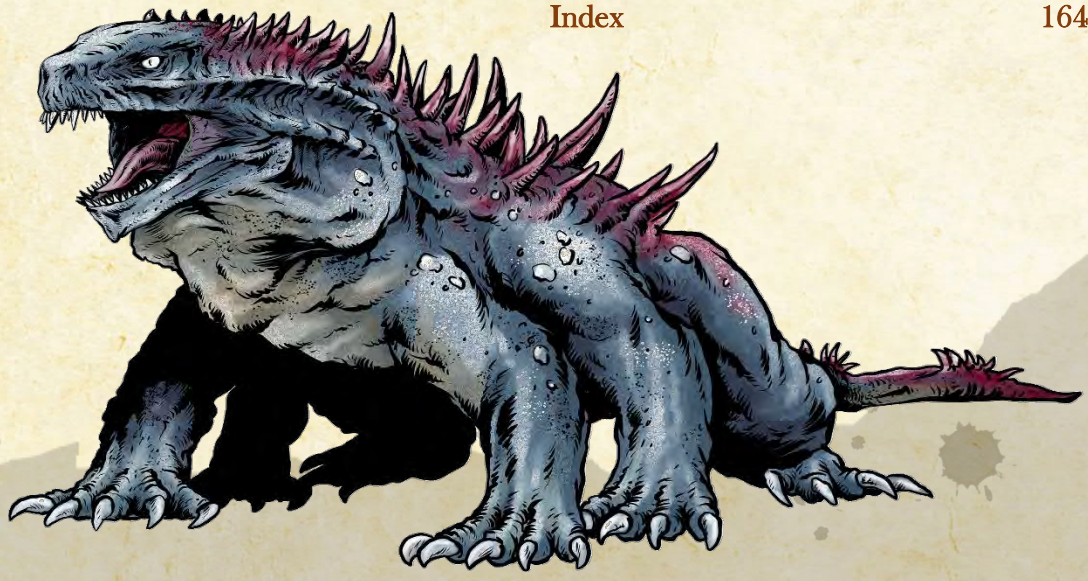
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DOWNTIME

This chapter provides further guidance to PCs and GMs regarding *Downtime* activities. The primary purpose is to offer a range of outlets for characters to spend their hard won gold on, and in so doing, keep them hungry for more. As a result, most of what follows is designed to extract wealth from the party, not provide them with avenues to earn extra coin.

Note gold prices are based on average LFG treasure tables and (ballpark) *Adventure Framework* rewards. GMs should adjust gold amounts as desired to suit their campaign setting.

Downtime Period

If the GM would like the dice to determine how much time passes before the next campaign event or time sensitive adventure hook, roll 2d6 and see below. As always PCs are free to ignore such events and time pressures as they see fit.

2d6	DOWNTIME PERIOD
2-3	1 week.
4	1d3 weeks.
5	1d4 weeks.
6	2d4 weeks.
7	2d6 weeks (on average, about enough time to recover from a broken bone or other persistent injury).
8	2 months.
9	3 months.
10	6 months.
11-12	12 months.

Artificing & Alchemy

At the GM's option, Artificers, Rogues, alchemists and similarly skilled characters might be able to craft non-magical, low to moderate power inventions or concoctions during *Downtime*. A laboratory or well equipped workshop of some kind is generally required for such work.

Whilst one's imagination might suggest any number of useful items, a degree of GM circumspection is appropriate to avoid replicating exclusive class abilities. If class effects are to be duplicated, it is strongly recommended that the item in question be lower power, highly unpredictable, and/or inherently dangerous in its use.

Example items that would not attract class niche protection might include such things as a magnifying monocle, buoyancy vest, disease inoculation, chemical light, or standard adventuring gear (fire pots, acid flasks, etc).

The GM decides how difficult it is to create the item (low, moderate or high), guided by crafting times and costs as set out in the following table. Particularly novel, unusual or illegal items require more time, gold, special materials and/or a point of *Luck* (GM's call).

If a PC is crafting the item, an Intelligence check is generally required. If failed, any preparatory materials are lost. On a terrible failure, something goes horribly awry (explosion, acid spray, toxic gas, etc), requiring a *Luck* save to avoid rolling on the *Injuries & Setbacks* table.

DIFFICULTY	MOD	TIME & COST
Low	+2	1d6 days, 2d10+5 gp.
Moderate	-	3d6 days, 3d10+50 gp.

High	-3 and/or Disad	2d6 weeks, 5d10+200 gp.
Existing Gear	As above	Time as above, cost equal to 75% of retail price.

Special Monster Parts

At the GM's option, certain monster parts might be required or act as helpful additives to a proposed invention or alchemical item. For example, *Giant Spider* silk might be required for a grapple gun like device, or using *Demon* skin might produce an extra strong fire retardant gel.

PCs may attempt to extract (suggest) special properties from specific monster ingredients with a consistent theme. The GM decides what is possible and the scope of effects. By way of guidance however:

- Generally speaking, one monster may only be harvested for one special ingredient, which is enough to create one item (not realistic perhaps, but required for game balance).
- Damage expressions use dice similar to the monster's usual damage dice. Eg using the heart of a *Fire Giant* to infuse an explosive device creates a bomb that causes 4d10 damage (similar to the giant's 4d6 boulder attack).
- AoE is generally limited to radius in feet equal to monster HD. Eg a paralysing spray using ground *Ghoul* (3 HD) tongue as an active ingredient might have a 3 ft radius AoE (ie one, maybe two targets).
- Durations are generally very short lived: 1d6 rounds (combat effects) or minutes (utility effects) per 5 HD or part thereof. Eg gaining an acute sense of smell via snuff powder harnessing a *Werewolf's* (6 HD) spinal fluid might last 2d6 minutes.
- Magical monster ingredients generally last up to 2d6 months before turning inert. Especially rare or potent parts might last longer (GM's call).

Attunement

Under this optional rule, unlocking a magical item's second or subsequent powers requires a certain amount of time and gold. The cost might represent consulting with a sage, conducting a ritual with rare and expensive reagents, studying a unique grimoire in a restricted library, temple donations for repeated blessings, and so on.

ATTUNEMENT	TIME	COST
1st	Varies	Free
2nd	1 week	150 gp
3rd	2 weeks	300 gp
4th	3 weeks	500 gp
5th	1 month	800 gp
6th+	2 months+	GM's call

Furthermore, or in the alternative, the item might require a particular deed by the user, strengthening their mystic bond before awakening new abilities. The GM decides such, or alternatively there is a 30% chance a deed is required. If so, the GM determines (i) how this information is communicated to the user, and (ii) what must be done (consistent with the setting, future adventure hooks, and the item's history). For GMs seeking guidance or inspiration, roll 1d8:

1d8	DEED
1	Defeat a powerful foe (50% single handed).
2	Retrieve a lost object.

3	Aid an allied cause.
4	Avenge a past wrongdoing.
5	Destroy an opposing object.
6	Journey to lands the item has never been to, or has a special history with.
7	Conquer a personal fear, failing, weakness or addiction.
8	Perform a great deed consistent with the item's theme (or reroll if NA).

Black Market Trade

PCs wishing to engage with the black market to sell or acquire illegal goods or services do so at their own risk. Firstly, the PC needs someone with connections to the underworld to put them in contact with a potential buyer or supplier (thief, smuggler, assassin, fixer, possibly barkeep, etc). With respect to availability (LFG p.53) black market goods generally qualify as Rare or Very Rare.



Secondly, assuming a deal is struck for the item or service in question, there is a 50% chance of a *Black Market* complication. GMs might prefer to make such rolls secretly to avoid tipping off players.

2d6	BLACK MARKET COMPLICATION
2-3	*Long Arm of the Law*: Word of the deal reaches the ears of the (roll 1d6) (i-iii) sergeant, (iv-v) captain, or (vi) commander of the watch, who takes a personal interest in the case.
4	*Scam*: The other party attempts a scam, roll 1d6: (i) takes the deposit or wastes PC's time, then vanishes, (ii) produces a counterfeit object or payment, (iii) engages with the PC but endlessly delays (never runs out of excuses), (iv) delivers something similar, but different, to what was promised, (v) demands more gold (or a discount if buying) at the final meet, (vi) engages with the PC but is killed by rivals before the final meet.
5	*Imposter*: The other party is not who they profess to be, roll 1d6: (i) undercover guard, (ii) rival faction spy, (iii) assassin paid to kill the PC for a past wrong, (iv) imposter planning to replace the PC, (v) slaver about to spring their trap, (vi) vigilante who intends to expose the PC for the base ne'er do well they really are.
6-8	*All Clear*: No complications this time around. As far as the PC can tell.
9	*Bounty Hunters*: Third party agents get wind of the transaction and take steps to arrest the PC for a bounty, to expunge a debt, acquire the item for themselves, etc. 1d4+1 bounty hunters, random classes, level 1d4+2 (as *Rival Adventurers*, LFG p.225).
10	*Bidding War*: Word of the transaction is leaked to other interested parties,

	who start a bidding war for the item. Increase the price by 1d100% + 50%. Nothing personal. Just business.
11-12	*Doublecross*: The other party attempts to doublecross the PC, roll 1d6: (i) ambush with intent to kill the PC, (ii) ambush with intent to rob the PC, (iii) reports the PC to the guard (secret informant), (iv) completes the transaction, but later attempts to blackmail the PC, (v) reports the transaction to a known enemy of the PC, (vi) while the adventurer is meeting about the deal, the other party arranges for the PC's home to be burgled.

Carousing

Carousing covers a range of activities, but primarily involves drinking, gambling, brawling, drug use and related vices, most usually within taverns, inns, and similar establishments. The cost of basic carousing is 10 gp. Each extra 10 gp the PC spends grants a cumulative 10% chance (max 90% at 100 gp) of granting a bonus *Session Advance* at the start of the next adventure (LFG p.110).



This bonus may only be obtained once per *Downtime* period. Many of the entries that follow will benefit from further elaboration or explanation; players are encouraged to improvise these, subject to the GM's approval or at least rueful acquiescence. Where named NPCs are involved, reroll any repeats.

1d100	CAROUSING
1-2	You awaken in chains as part of a Nydissian slave caravan. Word somehow makes it to your allies of your predicament. There is a 50% chance the caravan is delayed while checking supplies the following day (due to depart in a 1d4 hours).
3-4	Your drunken endeavours lead you to commit a crime, roll 1d6: (i) street graffiti, (ii) pilfered tavern shot glasses, (iii) cosmetic arson, (iv) lecherous leering, (v) affray, (vi) wounding. You are wanted by the guard for questioning for the next 1d6 months.
5-6	You wake up in the watch cells on drunk and disorderly charges, with no memory of what occurred. You are fined 5d10+20 gp with a side order of shame, shame, shame.
7-8	A rapscallion spikes your drink. Make a Con check. On a fail, the rogue steals your coin pouch (lose 6d6 gp) while you sleep it off. On a success, the thief beats a hasty exit instead. Either way, if you make an Int check, you remember their face.
9-10	You accuse *Lord Anders* of sleeping with *Lady Hanna*, the wife of another highborn (in fact true). *Anders* demands a duel to the death for besmirching his honour, ushering forward his champion, *Yorrick*, a towering Argosan with a deadly left

	hand (Fighter 4, S16, D15, *Minor Exploit Protection*). Best of luck.
11-12	You awaken the next morning in (roll 1d6): (i) a pile of horse dung, (ii) the gutter, (iii) dog kennel, (iv) stable, (v) your aunt's place, (vi) the arms of an attractive someone whose name stubbornly eludes you.
13-14	You awaken the next morning (roll 1d6): (i) under a bridge, (ii) in a bell tower, (iii) in an isolated alley, surrounded by vicious street cats led by a grey tabby that calls herself *Reow,* (iv) dumped outside city walls, (v) on a rooftop being pecked at by crows, (vi) half naked and alone, nearby a brothel (50% chance of contracting *Lemon Rot*).
15-16	The inevitable drinking contest. Bottoms up! Roll 1d6: (i) Winner! Gain 3d6 gp and some fame (or is it infamy), (ii) a strong contender but you bow out before you pass out, (iii) you wake up under the table (no, you didn't win), (iv) you wake up with a terrible hangover and no coin pouch (lose 4d6 gp), (v) you wake up at home with a stranger in your bed, (vi) you vomit on a competitor, who vomits on you in turn. Then you both vomit on some spectators, who vomit on other patrons. You know how this ends. The tavern shuts for a week and you are banned for 1d12 months.
17-18	You awaken with the mother of all hangovers. You cannot function for 24 hours, and suffer the effects of *Head Injury* and *System Shock* from the *Injuries & Setbacks* table.
19-20	You engage in a game of cards, wagering 2d4 x 10 gp over the course of the night. 50% you win twice that amount, otherwise you lose it.
21-22	Someone breaks out the shrooms, puff pipe, yellow lotus powder, etc which your intoxicated self can't resist. Roll 1d6: (i) you wake up with a new tattoo, (ii) you wake up with a minor madness, (iii) you wake up on the couch of a new friend, (iv) you wake up three days later with no memory of what occurred, (v) you wake up bruised and missing 1d3 teeth, (vi) you wake up in bed with a married highborn, who is desperate to sneak you out ASAP (make a Dex (Stealth) check, if successful you escape, if failed you are caught. GM determines repercussions).
23-24	At some point in the festivities you lead the watch on a merry chase across the rooftops, before falling off (roll 1d8 on the *Injuries & Setbacks* table, no permanent injuries). Make a *Luck* save. If you fail, you are thrown in the cells and fined 4d10 gp. On a success, the guard decide you've suffered enough already and let you go.
25-26	At some point in the night an axe throwing competition becomes a thing. Roll 1d6: (i) Winner! Maybe you are half dwarf after all. Gain 4d6 gp, (ii) runner up, (iii) woeful, (iv) dead last, (v) you injure the house cat or other animal (banned for 2d6 months, or until they get a new pet), (vi) you injure a staff member (roll 1d8 on the *Injuries & Setbacks* table, if a permanent injury, you are banned for life, otherwise one year).
27-28	You get into a raucous jig with other earnest drinkers and accidentally break something, roll 1d6: (i) knock over a lantern setting a table on fire, (ii) broken chair, (iii) shattered mug (empty), (iv) shattered mug (full, held by *Vorrag the Unwashed,* Barbarian 3, S16, C15), (v) broken window, (vi) broken door (50% chance the room beyond is occupied by a trysting couple; bouncers intervene and you are banned for 1d4 months).
29-30	You somehow end up most of the night arm in arm with a bevy of burlesque beauties. On a successful Cha check, you earn a reputation as a charmer. On a fail, as a sleazy rake.
31-32	You wake up entwined in the boughs of a tall tree outside city walls, laden with scrapes and cuts (50% chance of

	rolling on the *Injuries & Setbacks* table, no permanent injuries). You remember very little. Something about a catapult.
33-34	A most agreeable and engaging time is had by all concerned, none more so than yourself. Increase your maximum *Luck* by 1 point for the next adventure (20% chance the increase is permanent, once only).
35-36	You get into a fisticuff with a horse that offended you with all the hoity toity clip clopping. When you awake you have a hoofprint in your forehead. Still, you should've seen the horse (treat as a *Head Injury* on the *Injuries & Setbacks* table).
37-38	Whilst outrageously drunk you inform *Madam Wendel*, a wealthy spice merchant, that her face reminds you of a baboon's bottom. Word spreads like wildfire amongst the highborn ladies. About 50% of them agree with you.
39-40	Moderately blotto, you decide a quick dip in the local steam baths, pond or horse trough is due. You forget to wear your pants for half a block before going back to get them. Many passers by are mortified. A few are impressed.
41-42	You engage in an arm wrestling contest with a series of burlsome brutes. Roll a Str contest vs Str 17. If you fail, suffer *Muscle Tear* (per the *Injuries & Setbacks* table). If you win, you earn the adoration of the tavern's regulars for 2d6 months.
43-44	You have intimate relations with a person who, in hindsight, you probably shouldn't have. 50% chance of repercussions, roll 1d6: (i) stalker, (ii) overzealous family member or clergy wants to teach you a lesson, (iii) irregular but ongoing intimate liaisons, (iv) former partner is jealous and wants to harm you in some way, (v) awkward rash that may be cured with the aid of an apothecary, (vi) the person asks for your help to get out of serious trouble that authorities cannot (or will not) assist with.
45-46	You engage in an act of drunken bravado. Roll 1d6: (i) attempt to eat a live scorpion (*Luck* save or poison), (ii) climb a church only to fall off or through the roof (suffer *Muscle Tear* on the *Injuries & Setbacks* table), (iii) attempt to kiss a stranger only to be slapped or punched, (iv) try to wrest a bone away from a hungry dog, gain a small bite scar, (v) insult the staff and get thrown out, banned for 1d6 months, (vi) rousing song or story (Cha check, if successful, earn 2d6 gp and some fame as an entertainer).
47-48	You awaken on top of a temple roof, dangling from a spire or gargoyle by your cloak. You don't remember much, but spot a rope and grapple on the street below. 50% chance a guard is staring up at you shaking his head. Relevant clergy and faithful treat you with disdain for the next 2d6 months.
49-50	You acquire a rare item through deception and/or other skulduggery, roll 1d4: (i) 1d3 doses of poison, (ii) 1 x Valuables, (iii) Potion, (iv) *silvered* weapon.
51-52	You acquire a rare item as a reward for a good deed, roll 1d4: (i) 1 x Trinkets & Curios, (ii) Scroll, (iii) 1 x Valuables, (iv) *cold iron* weapon.
53-54	You acquire a rare item in a game of chance. Roll 1d4: (i) *mithral* weapon, (ii) magical trap, (iii) Minor Charm, (iv) *cold iron* shield.
55-56	You acquire a rare item, but have no memory of how, roll 1d4: (i) *adamantine* weapon, (ii) spellbook, (iii) scriptures of a secret cult, (iv) holy symbol. There is a 50% chance the owner(s) come knocking at some future time (GM's call).
57-58	Your boozy antics make you a new adversary by, roll 1d6: (i) rebuffing an infatuated admirer, (ii) telling a moneylender the only thing looser

	than her boyfriend are her morals, (iii) hitting on the main squeeze of a crime boss, (iv) breaking the nose of a loud mouthed braggart who also happens to be the nephew of the watch captain, (v) threatening to disembowel a lecher offering lotus powder to young street kids, (vi) calling out a greedy merchant for his outrageous prices.
59-60	Your amicable merriment attracts a new contact, with whom you begin a friendship, roll 1d6: (i) Alchemist *Lilianna*, (ii) Cutpurse *Cinder Gribshanks*, (iii) Beggar *Haggrit*, (iv) Dockmaster *Cruthers*, (v) Grave digger *Hugo*, (vi) Tinkerer *Burmont*.
61-62	Your amicable merriment attracts a new contact, with whom you begin a friendship, roll 1d6: (i) Trapper *Shand*, (ii) Organlegger *Borgov*, (iii) Brewer *Verna*, (iv) Pilgrim *Lung Pao*, (v) Gong Farmer *Gerret*, (vi) Street Sweeper *Janessa*.
63-64	You come into possession of something unexpected. Roll 1d6: (i) a young child of 1d4 years, with a note saying you are the father, (ii) a charcoal sketch of yourself by an unknown illustrator, (iii) a map to *Ortu Menon, Temple of Baalec*[1], (iv) a letter blackmailing you for some past misdeed, (v) Potion or Scroll (50/50), (vi) Minor Charm.
65-66	You accidentally cut off one of your fingers whilst competing in a "stab between the fingers game" with a gang of roughnuts. 50% chance your opponent lost a thumb, in which case you win 5d10 gp. Either way you earn the gang's respect and a new nickname (eg: *Four Figs, Ol' Stabby, El Stumpo, Big Nine,* etc).
67-68	You receive a tip off that a party pet, hireling, or henchmen has been press ganged onto a pirate ship (as crew, a lucky mascot, etc). The vessel is due to set sail in 1d8 hours.
69-70	You kick off a tavern brawl the likes of which has not been seen in a decade, flowing out onto the street and into other taverns. Roll on the *Injuries & Setbacks* table (no permanent injuries). The taphouse is shut for three weeks afterwards, and you are banned for 1d4 years or life (a *Luck* save determines which).
71-72	You step in to quell a disturbance amongst unruly patrons after they KO the house bouncer. Make a Cha check. On a success you settle things down, and the owner is so impressed he offers you free lodging for month. On a fail, they turn on you too (roll on the *Injuries & Setbacks* table, no permanent injuries).
73-74	At some point in the night you acquire a ferret with a red velvet vest. If she had a name, you've forgotten it. Your new pet is small and feisty, keen eyed, with more heart than most men (treat as *Cat* but always succeeds on fear related checks).
75-76	A nefarious artificer, alchemist or other dangerous scob injects you with an experimental mutagen while you were passed out. Roll 1d6: (i) you exude a scent similar to sulphur that repels dogs, (ii) your lips thin and recede, exposing your teeth (lose 1 Cha), (iii) your hands tremble if you don't concentrate, (iv) you suffer a moderate madness, (v) your voice drops two octaves, (vi) your muscle mass improves (gain 2 Str, max 19). The effect lasts 1d12 months.
77-78	You end up in a back room making deals with a fence offering stolen gear. You may buy up to three items (uncommon or rare) at half the usual price. There is a 10% chance the watch comes knocking on your door 1d10 days later.
79-80	You shout rounds with a trio of retired explorers. One of them, *Rook*, offers to guide you to a secret ruin for a 10% cut of any loot.

[1] See Adventure Framework #37 *Shadows & Dust*.

81-82	You end up eating some kind of befouled meat on a dare. It tastes rank and almost makes you hurl. Make a Con check or suffer a random disease.
83-84	You are cajoled into a beast hunting contest with 3d6 bounty hunters, border rangers, etc. Whoever returns to the tavern in two weeks' time with the most dangerous trophy wins the pot (each person is required to put in 20 gp), and more importantly, bragging rights.
85-86	You set to drinking with a series of curious and informative folk, trading interesting secrets throughout the evening. After eliminating likely falsehoods, you end up with of 1d3 adventure hooks, rumours, or clues.
87-88	By some miracle (aka alcohol), you attract the services of 1d3 random hirelings, who agree to work with you for free for one week. If you want to retain them beyond this, you'll have to pay as normal (LFG p.157).
89-90	You get into a physical altercation with a powerful NPC, roll 1d4: (i) Guard Captain, (ii) Senior Priestess, (iii) Prominent Merchant, (iv) City Administrator. You are escorted from the settlement by the watch, and barred entry for 3d6+6 months (*Luck* (Cha) save for half).
91-92	Angry at the heavens for some past calamity, your drunken self decides payback is in order, and defiles a temple, graveyard, sacred object, or similar. 50% chance of a roll on the *Divine Rebuke* table, otherwise lose 1 *Luck* until the end of your next adventure.
93-94	In your well sotted state, you insult a secret witch, who reciprocates with a curse. Roll on the DDM table.
95-96	While highly intoxicated, a fool's dare or act of bravado causes you to (i) shave your head, (ii) shave your eyebrows, (iii) pull out a tooth, (iv) kidnap one of the watch's hounds, (v) steal the watch's lucky anvil, (vi) kidnap a maligned merchant, hog tie them naked to a horse, then set them loose in the main street. Make a *Luck* save. On a fail, the guard know it was you (2d6 months prison, 1d6 x 100 gp fine, and kidnapping brand on forearm).
97-98	Poorly timed boasts of your many plunders reaches the ears of *Tolstern*, the local tax collector. He attends on you the following day, serving orders to pay 1d6 x 100 gp in unpaid treasure taxes. Non payment results in the guards confiscating your gear (to be gleefully auctioned off by *Torstern* to meet the debt).
99 - 100	You somehow end up wrestling a bear to prove that you are, well, stronger than a bear. Turns out you aren't. Roll 1d8 on the *Injuries & Setbacks* table, and gain local notoriety as the "bear man/lady".



Contacts

NPC contacts for player characters are generally developed during play, and might provide aid in a number of ways, including: offering relevant information, access to restricted equipment, arranging a meeting with someone they know, etc. Guidelines for adjudicating such favours are outlined below.

Assuming the NPC has the capacity to assist the PC, and might be willing help, one or more Cha checks (or other checks the GM determines) are usually required to convince them. Consult the following table for recommended modifiers:

MOD	RISK TO NPC
No chance	Very serious risk such as complete loss of employment, financial ruin, being killed or maimed in reprisal, serious threats to family, etc.
-2 or 3 and/or Disad	Serious risk to the NPC such as employment demotion, potential infamy or shame, significant financial loss, etc.
-1	Minimal risk but assisting is inconvenient to the NPC.
-	Minimal risk, or risk is moderate but the NPC stands to make a significant gain if things go well.
+1	Minimal risk and the NPC stands to make a significant gain if things go well.
+2 or 3 and/or Adv	Minimal risk and the NPC stands to make great gains if things go well.

Assuming the NPC agrees, most will want something in return; roll 2d6 and consult the following chart for suggestions. Any modifiers are at the GM's discretion.

2d6	PAYMENT
2-3	As entry 4, plus a 3d6 x 10 gp donation, kickback, sweetener, etc.
4	The contact is willing to help, but the PC owes them a debt (equal to the aid provided and risk to the contact). The GM determines when the favour is called in.
5-6	The contact requires a secret or other confidential information, rare equipment, or access to someone the PC knows, in a quid pro quo exchange.
7-8	5d10+20 gp will loosen the contact's lips for information. A further Cha check, and double gp (or more) is required for an equipment loan, or access to a particular person.
9	4d10 gp and a knowing wink is enough to gain the information, equipment loan, etc.
10	A good night out and a few drinks (2d6 gp, not necessarily in public) is enough to convince the NPC. A final Cha check might be required to seal the deal.
11-12	This one's on the house.

PCs that incur favours but fail to live up to their future obligations might lose their contacts, interact with them at disadvantage, or provoke some form of reprisal (the hirelings *Payback* table may provide inspiration, LFG p.162).

Enemies & Rivals

From time to time party members might make enemies or rivals whilst going about their adventuring or *Downtime* activities.

The GM decides when an enemy or rival causes problems for the PCs, or alternatively there is a 20% chance of an incident per quarter (modified at the GM's discretion). If an event occurs, the *Enemy Action* table provides suggestions for enemy interference. GMs are encouraged to tailor the entries to suit the particular NPC(s) involved.

1d12	ENEMY ACTION
1	*Kidnapping*: The enemy, rival or an agent attempts to kidnap a person or pet dear to one or more PCs (family,

	friend, etc). A Group *Luck* check determines whether the kidnappers are successful. If the attempt is foiled, the target escapes with a clue to the ringleader. If failed, roll 1d6: (i) target murdered, (ii-iii) ransom demand, (iv-vi) apply *Threat* (entry 4).
2	*Blacklist*: The enemy or rival influences those in their social circles to blacklist the PCs, making it more difficult (or impossible) to obtain work or favours from those factions. Relevant social checks are made at disadvantage as long as the blacklist remains in place. PCs may learn the source of the blacklist by questioning relevant contacts.
3	*Sorcery*: The enemy or rival gains access to magic (spell caster, scroll, potion, enchanted item, etc) and uses it against the party or PC. Roll 1d4: (i) a mage exile targets one PC with a scroll of *Finger of Death*, (ii) a warlock uses an ancient relic to inflict *Chains of Fate*, (iii) a sorceress curses 1d3 PCs, automatically triggering DDM effects for each, (iv) a cultist channels their patron's wrath against 1d3 PCs, invoking a *Divine Rebuke,* (v) an *Invisible Stalker* is sent to kill the party, (vi) a crone summons fetid winds to infect the party, exposing each PC to a random disease.
4	*Threat*: The enemy, rival or an agent threatens the party, demanding they cease their activities, depart the city forever, pay ransom or recompense, etc, or there will be a reckoning. The GM determines any consequences if the threat is ignored (or roll 1d4: (i) *Assassins*, (ii) *Arson*, (iii) *Kidnapping*, (iv) *Ambush*).
5	*Arson*: The enemy or rival arranges to burn down a PC's residence or other property interest. A *Luck* save means the fire is dealt with before too much damage is done (repairs 2d6 weeks, costing 2d100 + 500 gp). Otherwise the location is razed to the ground. An Int (Detection) check reveals a clue about the perpetrator.
6	*Infiltrate*: The enemy, rival or an agent attempts to infiltrate the party or a closely affiliated faction (perhaps as a new hireling, member of the PCs' staff, temple or guild, etc). A Group Int (Insight) check suggests something suspicious about the new arrival. If successfully planted, the agent relays information and seeks to sabotage the party's activities (see Hireling *Payback* table for guidance).
7	*Gather Intel*: The enemy or rival has been gathering information about the party's activities, and knows their public residences, observable daily routines, common contacts, and so on. If the PCs make a Group Perc (Detection) check, they suspect someone is watching them.
8	*Misinformation*: The enemy or rival spreads adverse rumours (or perhaps truths) about the party in their current location or home base. There is a 50% chance the rumour takes hold for 2d6 months. As long as the rumour circulates, available hirelings are halved, social checks with contacts suffer a -1 penalty, and successful *Renown* checks reference the gossip. If the party makes a Group Cha (Gather Information) check, they gain a clue as to the source.
9	*Blackmail*: The enemy or rival attempts to blackmail one or more PCs over some misdeed they witnessed or are aware of. Roleplay the interaction, including any checks the GM deems necessary. If refused, the GM decides whether the information is revealed and related consequences.

10	*Ambush*: The enemy or rival seeks to personally kill the PC or party, accompanied by mercenaries or other muscle as the GM determines. Resolve as a combat.
11	*Theft*: The enemy, rival or an agent attempts to steal something of high value from the party (eg a magical item), most likely a pickpocket or burglary attempt. A Group Perc (Detection) check is required to foil the larceny. If a pickpocket, the thief is caught red handed. If a burglary, a clue to the perpetrator's identity is revealed.
12	*Assassins*: Skilled assassins are sent by the enemy or rival to kill the PCs (mostly Fighters and Rogues, level 1d4+2). Resolve as a deadly poison attempt (eg: *Purple Worm* venom in drinks), a well planned ambush, or the *Ruddy Rooster* adventure framework in *Midlands* (p.309).

For GMs in need of a quick adversary, roll 1d20 and see below. Note these entries refer to *Midlands* places or cultures (easily substituted).

1d20	ENEMIES & RIVALS
1	*Krond*, male Thuel, hulking physique (Str 17, Barbarian 4), scarred right eye, fearless and overbearing. Long dark hair and beard. Sergeant in the *Iron Wolves* mercenary company.
2	*Dominus Demetra*, 6½ ft female Nydissian noble, luxurious cloak and cowl, acerbic personality. Wealthy textiles merchant with business clout. The flaming eye pendant of the *Lucentum* hangs from her neck.
3	*Teya*, female Midlander, wrapped headscarf and billowing cloak, dark shaved hair (Rogue 4). Patient and vengeful, speaks with fingers laced together. Mid level boss of the prolific *East Hill* gang.
4	*Carmoy*, 5½ ft female Karok Magic User 5, elderly, uncertain gait, walking cane topped with a spider motif. Long exiled from her mountain city, bitter and twisted. Accompanied by her nameless servitor (Dwarf, Fighter 3, muscular, mute).
5	*Drar Bjarndin*, male Varnori, medium build, shaved head with blonde topknot, broken nose (Rogue 3). Gregarious, flirty, and sadistic captain of the longboat *Frostheel*.
6	*Yurtog*, male Thuel, athletic, curling locks, tribal bison tattoo, freelance bodyguard (Fighter 6). Easy come, easy go attitude, except when it comes to his pet weasel, *Eris*. You mess with the weasel, you get *Yurtog the Destroyer* (rages like a Barbarian for 3 rounds if *Eris* is injured).
7	*Livius*, male Nydissian, short 5½ ft spindly build, 40 yrs, cartographer. Drooping eyes and slow demeanour belie his acute wit (Int 14, Perc 15). Priest of the secret cabal of *Slaar-Nerggos, the Pallid Rapture*.
8	*Jorin*, male Midlander, 30s, handsome with dark features (Bard 3, Cha 16). Some local fame as a singer, knife juggler, and mandolin player. *Jorin* has built an expansive network of informants (illegal and otherwise) in the area. A purveyor of rumours, secrets, and (mis)information.
9	*Medrano*, female Karok, 6 ft, lanky, long white hair reaches to her knees, kept in check with golden clasps. Ore trader, owns a nearby copper mine, often puffing on a pipe. Paranoid and vicious, with a strong hold over the Miner's Guild.
10	*Arnfarsa*, female Varnori, long blonde hair shaved down one side, her large

	wolfhound *Karn* never far away (Ranger 3). Ruthless captain of one of the borderlands scout patrols.
11	*Keeper Natari*, female Midlander, 30s, solid build, crescent moon symbol tattooed on her neck. Natari is a priestess of *Shennog* and carer for patients at the local asylum. She has strong contacts in religious circles.
12	*Burgos*, male Karok, 30s, fashionable hair, fine coat and accoutrements (Fighter 2). A wily and some say reckless smuggler, doubling as a spice trader. Extensive contacts in the dock quarter.
13	*Terren Barrow*, male Midlander, 50s, dyed black hair, wealthy coat, gold signet ring with twin crow motif. Second in line to the noble *Barrow* family. Shrewd and sardonic, contacts in highborn circles.
14	*Corris*, male Midlander, 40s, medium build, august nose, silver flecked goatee (Artificer 4). Tireless tinker and meddler in magnetics. Insightful, but isolated, arrogant and over reaching. Addicted to yellow lotus powder.
15	*Olgeir*, male Varnori, 7 ft, late teens, heavy build (Barbarian 2, Con 16). Bald with blonde mutton chops. Pit fighter, bouncer, and father of a six month daughter. Strong underworld ties, enjoys throwing his weight around a little too much.
16	*Brenner,* male Midlander, 40s, slim and wiry with cauliflower ears. Veteran guardsman with contacts in the watch, underworld, and merchant quarters.
17	*Asteon*, male Nydissian, 6 ft, well built charmer and genuine nihilistic serial killer (Str 14, Con 13, 9 hp). Scarily calm in even the most horrible of circumstances. Never without a concealed knife of some kind, and 1d3 doses of *Ghoulsheen Admixture*.
18	*Sadona*, female Nydissian, long dreadlocks, robust figure, Rattling, wheezing breath from too many toxic fumes over the years. Scheming and greedy, a senior member of the *Alchemists' Guild.*
19	*Quesada*, female Karok, 5 ft 9", 40s, extravagant dress and hooded cloak, adorned with rings and gemstone talismans. Ambassador of *Dol-Karok,* the Mountain Fortress. Powerful connections throughout the whole *Argos Basin.* Sharp, meticulous, sly negotiator. Never forgets a slight.
20	*Wu Yin*, male Shenzu, shaved head, dragon tattoo on neck and back. Deep blue robes with a hemp sash, walking staff (Monk 5). Disciplined vigilante drifter; harsh, uncompromising and unforgiving.



Gambling

Adventurers gamble with their lives, so why not their coin? For game balance reasons, most days spent gambling are resolved by a simple 50% chance of gaining or losing 1d6 gp.

Once per fortnight however, the PC may wager up to 100 gp (or other limit the GM determines) and roll on the *Gambling* table instead. A PC that successfully cheats or secures some other edge over the competition might attract a +1 or +10% modifier, at the GM's discretion. For unsuccessful cheating, apply entry 4 below.

2d6	GAMBLING
2-3	*Flip the Table*: A fierce brawl engulfs the whole of the gambling den; roll 1d6 on the *Injuries & Setbacks* table (nothing permanent), and any wager is lost. You are banned for 2d6 months.
4	*Cheater!* After a few drinks, you are caught cheating. Roll 1d6: (i-ii) lose three times your wager, (iii) lose twice your wager, (iv) lose your wager and your reputation is sullied, (v) lose your wager and owe a favour or debt (roll on the *Obligations* table), (vi) lose your wager and gain a beating; roll 1d10 on the *Injuries & Setbacks* table (no permanent injuries).
5	*Cursed Luck*: Lose your wager with (1d4): (i) blistering outrage, (ii) sullen muttering, (iii) stoic surrender, (iv) admirable acceptance.
6	*Carousing*: As the night rolls on, you are persuaded to abandon gambling and party instead. Keep your wager but roll on the *Carousing* table.
7	*Break Even*: You back your original wager.
8	*On a Roll*: You win one and a half times your original wager.
9	*Bonus*: You double your original wager, plus roll 1d6: (i-ii) *Trinkets & Curios*, (iii-iv) *Minor Charm*, (iv) a slave (use the *Hirelings* tables), (vi) 1 x *Valuables*.
10	*New Contact*: You double your original wager, and gain a new contact, roll 1d6: (i-iv) commoner, use the *Hirelings Background* table, (v-vi) roll 1d8: (i) Lord *Hargraves*, (ii) Brother *Numinus*, (iii) Watch Sergeant *Busk*, (iv) Chief Librarian *Lyka*, (v) Knight Sir *Arrus*, (vi) Ship Captain *Stoke*, (vii) Justicar *Chard*, (viii) Money Lender *Horace Higgenpants*.
11-12	*Jackpot*: You triple your original wager, and someone owes you a favour (roll for who as in Entry 10).

General Research

General research potentially covers just about anything the PCs are interested in (excluding *Magical Research*, p.21), but most commonly involves learning of possible dungeon locations, clues to the whereabouts of a magic item, monster ecology or vulnerabilities, relevant histories, etc.

Basic research requires 2d6 days and costs 6d10 gp. Advanced research requires 2d6 weeks at a cost of 25 gp per week (library fees, research assistants, consulting with sages or other experts, etc). The GM determines what qualifies as basic or advanced research consistent with the game world.

After the research period, an Int check is required (either by the PC or hired NPC, lore or Gather Information skills might apply). In some instances, the GM might prefer to make this roll in secret on behalf of the players. The below table provides guidance as to the results:

RESULT	INFORMATION
Terrible Failure	Roll 1d6: (i-ii) Nothing learned, (iii-iv) False information, (v-vi) Opposing agent gets wind of the PC's inquiries.

Failure	Roll 1d6: (i-iii) Nothing learned, (iv-vi) False information.
Success	Roll 1d6: (i-iii) Assuming there is new or additional information available, the PC learns 25% of it, (iv-vi) Assuming there is new or additional information available, the PC learns 50% of it.
Great Success	Roll 1d6: (i-iii) Assuming there is new or additional information available, the PC learns 75% of it, (iv-vi) Assuming there is new or additional information available, the PC learns all of it.

Healing

At the GM's option, some long term injuries and setbacks (eg: physical injuries requiring two months to heal, or a madness of moderate or greater severity) require specialist medical care to ensure they heal correctly, costing 10 gp per week. In this instance, an expert means an experienced professional that works in the relevant field on a day to day basis (not a full time adventurer, who also dabbles as an Apothecary).

Failing to receive such care risks a complication, requiring a Con check (for a physical injury) or Will check (for a madness). A character's *Reroll Pool* is not available for this test. If the test is failed, the character permanently loses 1 point of Con or Will respectively.

Herbalism

At the GM's option, Rangers, Barbarians, Monks, apothecaries, herbalists and similarly skilled characters might be able to create herbalist mixtures during *Downtime*.

Like *Artificing & Alchemy*, a degree of GM circumspection is called for to avoid replicating exclusive class abilities. If exclusive class effects are to be duplicated, it is strongly recommended that the item in question be lower power, highly unpredictable, and/or inherently dangerous when used.

Most herbalist mixtures take 2d6 weeks to prepare and cost 2d10+50 gp. Standard adventuring gear (anti toxin draft, etc) requires 1d6 days and costs 75% of the retail price. Particularly novel, unusual or illegal items (particularly poison) will require more time, gold, and perhaps special ingredients (GM's call).

The GM determines the effects of herbalism items. Examples include:

- Anti-toxin, Healer's Kit, or Poison.
- *Wolfsbane Salve:* canines are reluctant to track or bite someone rubbed with this fragrant ointment (lasts 4d6 hours, Will check resists).
- *Burn Balm:* a character coated in this jelly like unguent gains +2 on checks to avoid burning or acidic damage for 2d6 hours.
- *Dr Ruben's Effervescent Restorative*: this fizzing powder increases stamina for intimate late night antics.
- *Dr Ruben's Affliction Effluxion:* this brackish sludge causes the imbiber to immediately vomit up whatever they last ate, which may be helpful for certain poisons, etc.
- *Dr Ruben's Incogitable Cure All*: this cloudy tincture smells of chlorine and causes skin to redden. If ingested however, the drinker gains one final save to resist any non-magical disease or poison they are suffering.
- *Dr Ruben's Salts of Exuberant Rhapsody:* taken with water, the salts greatly elevate serotonin levels, making the imbiber feel "happier" for 1d6 days, at the end of which they lose 1 Con.
- *Dr Ruben's Aromatic Vigilant:* this pungent powder produces a burning

sensation and keeps the user awake for 3d4 hours (magical slumber is unaffected). After the period ends, the user suffers 1 Str, Dex, Con or Perc loss (even chance) and mild delirium (treat as a moderate madness, curable with 24 hours sleep). Using the powder to stay awake for consecutive nights increases madness severity as usual.

- *Dr Ruben's Hairful Helper*: rubbed into skin, this ointment causes hair to quickly sprout from the affected area within 1d6 minutes, before dropping out in a further 1d6 hours.

Hirelings & Henchmen

At the GM's option, the recruiting of hirelings and henchmen (LFG p.157) might be restricted to periods of *Downtime*.

Additionally, advancing a hireling to henchmen status might require 2d4 weeks training at a cost of 15 gp per week. Alternatively, if the henchmen is the same class as the PC (or similar), the PC may personally train them at no additional cost.

Languages

PCs may learn additional languages (beyond their Int bonus) with sufficient time, gold and an expert tutor. Prices vary according to the precise language, but 200 gp and three months of dedicated practice will generally allow the PC to speak and/or read the language at a basic level. An Int check may or may not be required. If failed, the PC may try again after another month. Only one language may be learned per twelve months of game time, capped at a maximum of two bonus languages over a character's lifetime.

Local Events

Similar to *Region Events* (Midlands p.128) but on a smaller, more intimate scale, *Local Events* reflect a significant development in the settlement the PCs' are currently residing in (or near).

The GM decides when a *Local Event* occurs, or alternatively there is a 30% chance of such during any lengthy *Downtime* period. If an event occurs, roll 1d20 and extrapolate from the below.

1d20	LOCAL EVENT
1	The local authority has died, been overthrown, deposed, or otherwise removed from power. Contenders new and old stake their claims, intent on seizing power for themselves.
2	An insidious cult, cabal or other secret society has risen to power, secretly infiltrating organisations of influence.
3	A new ruin has been discovered 2d6 days trek from the PCs' current lodging. Rival explorers have shown interest, and are already preparing their expedition.
4	Tensions arise between two previously amicable factions (or powerful NPCs), or existing tensions erupt into outright hostility, arson, bloodshed, etc.
5	Criminal activity has ballooned out of control, with record numbers of gangs/brigands, thefts and assaults. Guard patrols are increased, militia drafted, and a dusk curfew declared.
6	A new political faction emerges from the existing social structure, and begins flexing its muscles (two large related guilds or gangs merge into one, a splinter religious sect attracts record followers, a newly appointed lord recruits a famous mercenary company to exact vengeance on rivals, etc).
7	A power broker of a PC related organisation (perhaps a contact or mentor, etc) has fallen out of favour (allegations of corruption, suspected spy, subject to blackmail, fallen into madness, etc). Whatever the reason, those under his purview plot to remove him swiftly and by any means

	necessary. The NPC will not go willingly, but his list of allies grows thinner by the day.
8	The local guard captain is killed, retires, or is otherwise taken out of the picture. Her replacement (perhaps brought in from distant shores) has a palpable loathing for reckless sellswords and vagabond freebooters.
9	The area is contaminated with a random infectious disease (LFG p.123). The source is unknown, and the number of infected growing despite precautions.
10	Two political competitors, with different but not necessarily opposing views, ramp up their rivalry. Each person or faction seeks to outdo the other in a series of grand acts and achievements.
11	Disciples of different faiths are in conflict, fighting over the faithful, space to build a new shrine or temple, etc. The constant unrest is sapping the morale of both camps, as well as their believers.
12	A handful of recent, unsolved murders have the area spooked, particularly as the last victim was the guard captain. It might be a lone psychopath, a hidden cult, a lycanthrope, or something even stranger/alien.
13	A saboteur is living nearby, an agent for a rival faction, secretly undermining the local authority's primary objective. "Bad luck" is rampant, and many residents are suspicious. The agent will soon escalate to blatant (and perhaps bloody) terrorism.
14	An important political figure has made a secret alliance with *Skorn, Urgot*, or some other monstrous faction. The arrangement requires a terrible price, but the NPC will pay it in order to get what they want (or need).
15	A sorcerer, witch, *Hag, Urgozer* or similar is hiding in the area. They are here for some secret and nefarious purpose (including, perhaps, stealing a magical item from the PCs).
16	Agents of the criminal underworld erupt into open warfare, piling up bodies in the streets. Guard details are doubled, but fear is rampant, and many shops have shut up until the conflict is resolved.
17	Shortly after the party settles into the area, there are reports of hundreds of bloodthirsty *Skorn*, barbarians, or similar forces gathering in adjacent lands, preparing to lay siege to the settlement or block an important trade route or pass, etc.
18	Recent caravans heading for the PCs' location have been lost, resulting in severe equipment shortages (50% chance any particular item is unavailable until the settlement/area is restocked).
19	Rival adventurers (level 1d4+2) have arrived from distant lands. They take special interest in the party's deeds, sizing them up as potential rivals, allies, hirelings, mentors, etc. At the GM's option they might become involved in a future adventure (recruited by rivals, unexpected cavalry, etc).
20	An uncontrolled blaze breaks out in part of the settlement or surrounding lands, causing terrible losses in life and property. The sheer ferocity of the fire is suspicious, but the cause unknown.



Magical Research

Magical research includes such things as creating a permanent magic item, adding an attunement to an enchanted item, creating a new spell, warding an area with a permanent abjuration, and so on. Note potions and scrolls are not included (they are covered on p.26 and p.32 respectively).

The GM decides whether research proposed by a player is possible, and retains a general right of veto throughout. PCs may engage in such research themselves (a laboratory is usually required) or retain the services of a magic using NPC. Non magical PCs wishing to personally enchant an item may do so via the *Enchanter Unique Feature*.

Magical research is an especially unpredictable, dangerous and taxing endeavour. Protracted rituals are common and require at least one rare ingredient, unique location, or special timing. The GM decides whether the proposed research qualifies as Minor or Major, consistent with the setting. Example requirements are provided in the tables below, to be tweaked by the GM.

Minor magical research generally requires 2d4 weeks and costs 100 gp per week. Major research takes at least 2d6 months and costs a base 1,500 gp, plus 200 gp per month. Most research requires a successful *Party Challenge* (LFG p.65, difficult or hard), focusing on Int, Will, Cha, Con, Perc, Arcane Lore, Divine Lore, Insight and Gather Information.

Each success increases the researcher's DMM tally by 1, and each failure requires a DDM test. If a DDM effect triggers, the research fails and any materials expended thus far are lost. If the researcher wishes to try again, they must begin anew, pursuing an alternate magical theory (roll again on the *Research* tables). If the ritual is successful, the GM determines the outcome. The creation of any permanent item or effect reduces the creator's maximum Con by 1 (or more) for as long as the item or effect persists.



1d12	MINOR MAGICAL RESEARCH
1	Twelve pounds of freshly diced *Gelatinous Cube* (the monster must be alive, perhaps frozen, or otherwise contained), rolled, boiled and distilled into *Essence of Cube*.
2	Roots from a *Bloodroot Treant* that have been rendered ash, mixed with clay, and moulded into an effigy of the PC (or other relevant character). The effigy cannot be destroyed by a mortal, and forms a sorcerous connection with the subject.
3	Eye of a *Cyclops*, used in a prophetic reading by a genuine *Rune Seer*, then worn by the PC as "third eye" headgear apparatus for forty four days.
4	Wings of a *Sprite*, crumbled into a bubbling concoction of anatomical oddities, which the user must drink (*Luck* (Con) save or sink into a fitful sleep for 1d12 weeks; must be spoon fed, etc).
5	Claw of a *Ghoul*, mummified with mystic oils and exposed to direct sunlight for eleventy two days.

6	Abdomen of a *Giant Ant Queen*, the fat and ichor drained away to form the base of a malodorous salve.
7	Five stalks of a *Hammer Snail*, wrapped in arcane scriptures, then burnt atop a great bonfire on a cliff.
8	The teeth of a *Hag*, made into a grotesque necklace, that must be worn for 1d12 months (increases the chance of random encounters in the wilderness by 10%).
9	Nose of a *Blue Fey*, shredded and baked in an eldritch pie which the PC must eat (requires a Con check to stomach, and suspends the PC's sense of smell for 1d12 months).
10	A staff crafted from the branches of a *Fey Creeper*, which the PC must carry for thirty three days.
11	The final ritual must be performed at a specific leyline location (roll 1d6): (i) pool/grove/waterfall near the centre an ancient forest, (ii) snowy mountain peak, (iii) volcano interior with lava flows, (iv) cavern deep beneath the earth, (v) lost jungle ruin, (vi) sacred bog in swamplands.
12	The final ritual must be perfectly timed (celestial alignment, holy feast day, etc). The event will not occur for another (roll 1d6): (i) week, (ii) month, (iii) season, (iv) random feast day within 1d6 months, (v) random season in the next twelve months, (vi) 1d3 years.

1d12	MAJOR MAGICAL RESEARCH
1	Tendrils of a *Tentacle Spawn*, cooked in a dangerous arcane broth which must be consumed (*Luck* (Con) save or lose 1d2 Int permanently).
2	Heart of an *Ogre Mage*, charred to a black husk, then strung around the neck as a gruesome talisman for an entire winter (50% chance reduce maximum *Luck* by 1d3 points until the next winter ends).
3	Tongue of a *Naga*, which magically merges with the researcher's tongue for 4d6 weeks.
4	Shards of a *Golem,* fashioned into a ring that the researcher must wear for sixty six days. At the end of this period, the wearer's finger permanently transmutes into the same material as the ring (still functional).
5	Crest of a *Stormraven*, made into a complex dreamcatcher that hangs in the researcher's bedchamber for 2d4 months, during which time the PC dreams only of the Veil, gaining valuable but disturbing insights (suffer a moderate madness).
6	Eyes of a *Basilisk,* cut into seventy seven pieces, then burnt with white phosphorus.
7	Fangs of a *Serpentman Razkarrt*, ground into dust, mixed with *Yellow Lotus* powder, which must be snorted during the final ritual.
8	Insubstantial wisps of the "body" of a *Wraith, Ghost*, or *Spectre*, trapped in a *cold iron* censer, which must be released at precise moments during the process. The necromantic fumes cause 1 level loss until the end of the next adventure (no save).
9	A ritual must be performed in a place of terrible loss or suffering (roll 1d4): (i) a recent battlefield between two armies, (ii) the street of greatest loss in a diseased city or outpost, (iii) the site of a house fire that killed multiple members of the same family, (iv) the site of a shipwreck and her drowned crew.
10	The researcher magically binds their voice into a valuable receptable for 3d6 months (eg a jewelled box, runed jar, etc). During this time they are utterly mute and cannot emit any oral sounds, except in connection with spells or magic. Anyone in possession of the receptacle may perfectly mimic the researcher's voice, and the researcher's voice cannot be restored without it.
11	*Blood Magic*: The researcher must ritually sacrifice a random body part, roll 1d6: (i) 1d3 fingers, (ii) 1d6

	teeth, (iii) foot, (iv) ear, (v) eye, (vi) hand.
12	*Death Magic*: The researcher must ritually sacrifice a humanoid they care for (automatically suffer an incurable moderate madness).

Masterforged Items

On rare occasions, exceptional mastersmiths may be commissioned to fashion bespoke weapons and armour of unmatched quality. Made of flawless or advanced materials, and perfectly weighted to match the owner's physiology and technique, such armaments outperform similar weapons of their kind.

Assuming a true master is available to be retained, PCs may spend 2d6 x 100 gp to order a masterforged weapon or shield, or 3d6 x 100 gp for masterforged armour. Creating a *silvered, cold iron, mithral* or *adamantine* version costs double (assuming the materials are available). A weapon or armour may only have one masterforged quality. Creation times are typically 1d4+3 weeks for a weapon or shield, or 1d6+4 months for armour.

MASTERFORGED WEAPON	
Damage Boost	Gain +1 damage. At 7th level the bonus increases to +2.
Low Damage Reroll	Reroll 1s or 2s on damage dice (excluding exploding d4s).
Crit Boost	Crits add level to damage, instead of half level.
Speed Boost	+2 bonus on Initiative checks.
Anti Fumble	May spend a *Reroll* die to turn a fumbled attack into a normal miss.
Resilient	Cannot be damaged or destroyed by non magical forces (GM veto applies).
Exotic Material	GM determines.



MASTERFORGED ARMOUR/SHIELD	
AC Boost	Grants an extra +1 AC.
Anti Crit	Con check to convert critical hits into normal hits instead.
AoE Defence	Reduce damage from AoE effects by user's level.
Shield Effect	The armour (not shields) may negate a single directional attack like a shield (LFG p.62).
HP Boost	Increase the user's maximum hp by their level.
Exotic Material	GM determines.

Obligations

Despite what the bards might say, the lives of most adventurers are not entirely free of duty or responsibility. From time to time, a PC will be imposed upon by important third parties in need of their aid. By default, there is a 50% chance one random PC must roll on the *Obligations* table each quarter, season or other time period the GM determines. No PC may be repeated until all PCs have been cycled through. The GM determines the details of the obligation, having regard to the character's history and the following charts.

Firstly, choose or roll 1d6 to determine the party to whom the obligation is owed:

1d6	THIRD PARTY	1d6	THIRD PARTY
1	Family	4	Religious
2	Guild or Profession	5	Business
3	City Authority	6	Other

Secondly, choose or roll 1d6 to determine the nature of the obligation, and the cost to the PC if they decide to meet it:

1d6	OBLIGATION
1	*Gold*: The NPC is seeking 3d6 x 20 gp for a tithe, tax, bail money, rent, guild fees, church donation, old debt, protection money, etc.
2	*Time*: The NPC needs the PC to perform an extended task, occupying 3d4 weeks of the adventurer's *Downtime* (eg: escorting a caravan, babysitting someone in hiding, complex research, gang surveillance, pilgrimage, locating a fugitive, etc).
3	*Tested Oath:* The PC has the power to help the NPC, but only if they break a promise, oath or undertaking to another NPC. Whatever the PC decides, there will be repercussions.
4	*Code or Guideline?* The task requested by the NPC is within the PC's power, but contrary to the character's moral code, religious beliefs, personal standards, etc. Completing the task may affect the PC's reputation in certain circles.
5	*Confidante or Canary*: The PC has the power to help the NPC, but only by divulging a secret or other confidential information relating to themselves, the party, or another NPC or faction.
6	*Sidekick*: The NPC requires the PC to train another NPC (perhaps even an animal) "on the job", by taking them along on the next (or near future) adventure. In most instances there will be repercussions if the NPC dies (or in some instances, survives).



Pets

A character skilled in Animal Lore may attempt to train an ordinary or monstrous animal to follow directions and fight beside them. Such pets are treated like hirelings; they act of their own accord, apply the usual morale rules, and die at zero hp. Directing a pet to attack a target other than the one the PC is attacking, or to perform a specific trick under pressure, usually requires an action (and perhaps a Cha (Animal Lore) check; GM's call).

Ordinary Pets

Training an ordinary pet to fight with the PC, or to perform a specific trick under pressure, requires 2d6 weeks, 10 gp per week, and a successful Cha (Animal Lore) check.

Monstrous Pets

Most monstrous animals (*Owlbears, Griffons, War Wombats,* etc) are not susceptible to training; their instinctive ferocity and distrust of bipeds renders such attempts doomed to failure.

Assuming the PC can find a suitable candidate however (likely an adventure in itself), training a monstrous pet requires 2d6 months of intensive work, 50 gp per month, and a successful *Party Challenge* (difficult or hard), focusing on Int, Will, Cha, Animal Lore, Persuasion, Leadership and Insight. A monstrous pet's combative nature imposes disadvantage on all training checks. If failed, the beast proves intractable.

Even if successfully "trained" however, monstrous pets sometimes revert to their primal urges, particularly when injured. Each time such a pet inflicts or suffers critical damage, or is *Staggered,* a Will check (by the beast) is required to avoid rolling 1d6 on the *Monstrous Instincts* table below.

1d6	MONSTROUS INSTINCTS
1	*Base Instinct*: The pet regards everyone as a threat and ignores directions for the remainder of the combat. May be calmed afterwards with a Cha (Animal Lore) check, otherwise apply the *Sojourn* result.
2	*Inhuman Rage*: The pet lashes out in pain or rage, making an immediate attack against a random creature (friend or foe) within 10 ft.
3	*Feral Thrashing*: The pet thrashes about; everyone within 5 ft is knocked prone or back 10 ft (even chance, no save).
4	*Bestial Hunger*: The pet spends its next 1d3 actions feasting on the closest fallen body (friend or foe, if an unconscious PC, they die). Any attempt to dissuade it from eating provokes an enraged assault.
5	*Flight Not Fight*: The pet flees from present danger. 50% chance it takes cover nearby until the combat ends, otherwise it abandons the battlefield and returns 2d6 hours later, subject to GM discretion.
6	*Sojourn*: After combat ends, the pet departs for 1d4 days and does not reappear until an appropriate time (hunting, chasing a mate, urge to revisit the wild, etc; GM determines details).



Pit Fighting

Some adventurers, particularly those with a talent for violence, might engage in fighting tournaments during *Downtime* for coin, reputation, or favours. For game balance reasons, most fighting bouts are minor weekly affairs, with no serious risk of long term injury to the PC. These are resolved by a simple Str (Athletics) Contest vs Str 1d6+10 (with one reroll). On a success, the PC earns 2d6 gp. On a failure, the PC loses the same (entry fees).

Once per month however, the PC may wager up to 200 gp (or other limit the GM determines) to compete in a serious tournament against established, skilled fighters. Roll 2d6 to determine

how the character fares. Modifiers if any are at the GM's discretion (eg: attempts at cheating, quality of opponents, PC's base class, PC's physical attributes, any existing injuries, etc).

2d6	PIT FIGHTING
2-3	*Catastrophe*: Your final bout ends in disaster; make an *All Dead or Mostly Dead* check. If you survive, roll 1d8 on the *Injuries & Setbacks* table.
4	*Cheater!* Your cheating ways are exposed mid tournament. Roll 1d6: (i-ii) lose three times your wager, (iii) lose twice your wager, (iv) lose your wager and your reputation is sullied, (v) lose your wager and owe a favour or debt (roll on the *Obligations* table), (vi) lose your wager and gain a beating; roll 1d10 on the *Injuries & Setbacks* table.
5	*Injury*: You suffer an unlucky injury that knocks you out of the tournament; lose your wager and roll on the *Injuries & Setbacks* table (no permanent injuries).
6	*Early Exit*: You suffer a fluke defeat in the early stages of the tournament; lose your wager, and on a failed *Luck* (Con) save roll 1d12+8 on the *Injuries & Setbacks* table.
7	*Quarter Finals*: You struggle your way through to the quarter finals. 50% chance you make one and a half times your original wager.
8	*Contender*: You win more matches than you lose, making twice your original wager.
9	*Semi Finals*: You fight your way to the semi finals, making twice your original wager. In addition, you learn some new tricks specific to tournament fighting; gain +1 bonus the next time you roll on this table.
10	*Runner Up*: You win twice your original wager, and your reputation precedes you in relevant social circles for 2d6 months (+1 *Renown* bonus).
11-12	*Victory*: You are tournament Champion, winning triple your original wager and your reputation precedes you in relevant social circles for the next 12 months (+1 *Renown* bonus). Roll 1d4: (i) you are invited as special guest to a highborn social event, (ii) given wide berth by brigands, pickpockets, etc for 12 months, (iii) offered pardon for a past crime, (iv) attract the services of a henchmen (3 levels lower than you, free for six months, use the *Rival Adventurer* tables LFG p.225).

Potion Brewing

Assuming an apothecary, alchemist, Artificer, Magic User or Cultist with the appropriate expertise can be found, PCs might be able to commission magic potions.

Brewing a potion costs (1d4+2) x 100 gp and is not without risk. More art than science, the process requires 2d6 weeks of constant attention, and a successful Int (Apothecary or Arcane Lore) check. On a failure the brewing fails and any materials are lost. On a terrible failure, a catastrophic explosion occurs, destroying the potion maker's laboratory and reducing them to zero hp. On a success, the potion is made, and the creator loses 1 Con which cannot be restored until 2d4 weeks after the potion is consumed.

Every magic potion requires a special ingredient that the PC must supply (generally some part of the anatomy of a monstrous creature, which spoils after 2d6 months if unused). The unfathomable nature of magic is such that a potion's "recipe" is more mercurial guideline than rule; the timing and special ingredient changes each time a potion is concocted. Roll 1d66 to determine the required component on the *Potion Ingredient* table (as always, the entries are merely examples).

Specific Monster Parts

Similar to *Alchemy* (p.5), specific monster parts might assist to brew potions with a consistent theme. For example, *A Wisp Unseen* potion might mimic *Murderer's Cloak* using the broiled seeing organs of an *Invisible Stalker*, or powdered *Fire Beetle* sacs might create a vial of *Dragon's Breath* that causes 10d8 damage instead of 10d6.

1d66	POTION INGREDIENT
11	Legs of a *Xorrnling*.
12	Wings of a *Sprite*.
13	Sap of a *Flesh Eating Vine*.
14	Brain of a *Zombie*.
15	Beak of a *Cockatrice*.
16	Spleen of an *Urgot*.
21	Essence of *Will o' Wisp*.
22	Half a pound of *Yellow Mould*.
23	Lungs of a *Harpy*.
24	Proboscis of a *Stirge*.
25	1d4 quarts of *Troll* blood.
26	Rib of an animated *Skeleton*.
31	Acid sack of a *Fire Beetle*.
32	Gills of an *Argosan Strangler*.
33	Mane of a *Manticore*.
34	A quart of *Grey Ooze*.
35	The tar of a dead *Slime Spider*.
36	1d4 pounds of *Shrieker Fungus*.
41	Heart of a *Demon*.
42	Tentacles of an *Aberrant Terror*.
43	Carapace of a *Burn Bug*.
44	Blood of a *Deep Elf*.
45	Croak sack of a *Black Croaker*.
46	Gullet of a *Frost Worm*.
51	Hooks of a *Hookfurgle*.
52	Flower of a *Vine Puppet*.
53	Horn of an *Abominable Snow Beast*.
54	Jar of *Bone Cutter Ant* abdomens.
55	Ears of a *Batbeast*.
56	Fog of a *Dream Phantom*.
61	Larvae of a *Flesh Burrower*.
62	Eye of a *Cyclops*.
63	Essence of *Shade, Spectre or Wraith*.
64	Bones of a *Hag*.
65	Shards of an *Animated Object*.
66	Teeth of a *Spriggan*.





Profession

Given sufficient *Downtime*, PCs with an appropriate background (or custom skill) might engage in their former craft, be it armour smithing, snake charming, bee keeping, fishing, etc. The GM decides whether this is possible and for how long, depending on the demand, raw materials, facilities available, guild laws, and so on (alternatively, roll 1d100% and apply the result to the current *Downtime* Period).

By default, such characters are assumed to have apprentice level talent, generally able to produce goods or services of average quality. As full time adventurers, a PC's focus is on their class; skills that relate to a quieter life tend to wane over time. Creating an item or performing a service will usually require an attribute check. Completion times are left to GM, depending on the nature of the work involved. Costs are approximately 75% of retail prices. If the PC is seeking daily employment or busking, a wage of 1-2 gp per day is appropriate (ie enough to cover a poor - average lifestyle, p.57 LFG).

Profiteering

At the GM's option, PCs with an interest in one or more businesses may make a roll on the *Profiteering* table once per quarter, to determine any bonus income or unexpected losses. The PC declares how much gold they are investing, capped at 250 gp (or other amount decided by the GM) and rolls 1d100 on the *Profiteering* table. Any modifiers are at the GM's discretion. For repeat results within twelve months (excluding *Break Even* 41-60), reroll in the top half (61-100) or bottom half (01-40) half respectively.

In addition to potential income, owning a business garners PCs a certain amount of renown in relevant quarters, and may draw interest from desirable and undesirable factions alike. GMs concerned that everyday commerce may overshadow adventuring spoils might impose profit caps (fixed sum, yearly total, etc).



PCs who suffer losses but do not have the gold reserves to cover them become indebted to an NPC or faction as determined by the GM. Examples might include business partners, money lenders, guild or crime bosses, churches or cults, rival vendors, secret societies, etc.

Depending on player interests, certain *Profiteering* events might lead to adventures of their own (eg reclaiming lost cargo from pirates, exacting vengeance on a thieves' guild, bringing an arsonist to justice, etc).

1d100	PROFITEERING
01-05	*Disaster*. Critical staff leave the business (retire, poached by rivals, duress, etc) then a fire threatens to raze the establishment (treat as *Major Fire* below, but 75% chance of 1d2 deaths). The PC loses triple their investment. There is a 50% chance the business is lost.
06-10	*Major Fire*. A terrible fire sweeps through the business causing great damage (30% a staff member is

	killed). 50% chance the cause is arson by a rival, payback for some deed or slight, etc. The PC loses twice their investment, and it takes 2d6 months to rebuild the business (no further *Profiteering* till then).
11-15	*Lost at Sea.* Stock is lost at sea to pirates, terrible storms, etc. The PC loses their investment, and it takes 1d3 quarters to restock (no further *Profiteering* till then).
16-20	*Low Thievery.* A determined thieves' guild or skilled burglar steal the business' most valuable stock. The PC loses their investment, and it takes 1d2 quarters to restock (no further *Profiteering* till then). The PC's reputation takes a hit, suggesting their business is an easy mark for criminals.
21-30	*Crime Boss.* A powerful thieves' guild or other criminal faction sends heavies to extract protection money or similar from the business. The PC loses their investment, and suffers a -10% penalty on future *Profiteering* rolls until the situation is somehow resolved.
31-40	*Slow Sales.* Sales are down this quarter due to rival innovation, stronger marketing, better service, etc. The loss of market share costs the PC half of their investment.
41-50	*Break Even with Setback.* A mixture of circumstances leads to the PC breaking even on their investment. There is a 50% chance of a related setback, roll 1d4: (i) reputation worsens, (ii) rival develops a new advantage, (iii) favour owed to a powerful NPC, (iv) a new enemy is made (business or otherwise).
51-60	*Break Even with Benefit.* A mixture of circumstances leads to the PC breaking even on their investment. There is a 50% chance of a related benefit, roll 1d6: (i) improved reputation, (ii) highly rare piece of inventory acquired, (iii) rival suffers a setback, (iv) powerful NPC owes them a favour, (v) an old enemy or rival becomes an ally, (vi) a secret is learnt (adventure hook, leverage against an NPC, etc).
61-70	*Strong Sales.* Sales are up care of superior quality, innovation, marketing, opportunity or dumb luck. The PC makes one and a half times their investment.
71-80	*Powerful Patron.* The business attracts the support of a powerful NPC with allied objectives or interests. The PC doubles their investment and may call on the patron for a favour at some future time, assuming their objectives remain aligned.
81-85	*Possible Merger.* A series of unlikely events leads to a strong competitor offering a mercantile partnership. If accepted, the combined businesses dominate the market (doubles investment) for 3d6 months. There is a 50% chance the PC gets caught up in his new partner's troubles (which do not emerge for 1d6 months), roll 1d8: (i) death threats, (ii) courtesan murder, (iii) tax evasion, (iv) yellow lotus dealing, (v) counterfeiting, (vi) slavery, (vii) adultery, (viii) espionage or high treason.
86-90	*Quiet Salvage.* Stock is gained at below cost, gathered from a recent wreck, fenced goods, etc. The PC earns double their investment, but must take care to avoid inquiring authorities/third parties (no further *Profiteering* for 1d3 quarters).
91-95	*Enviable Reputation.* The business and by extension PC gain a reputation for quality goods, integrity, business acumen, sound judgment, etc, opening doors into rare mercantile and noble circles. The PC triples their investment.
96-100	*Winning.* The business thrives on a fortuitous mix of excellent staff, high quality, innovation, and a perfectly timed slip up by one or more rivals. The PC quadruples their investment, and gains advantage on

	their next *Profiteering* check. There is a 50% chance a powerful NPC or faction makes contact with the business (to order a custom piece, discuss ways they might help each other, offer to invest, etc).

Renown

PCs interested in bolstering or quieting their profile in a particular outpost, town or city may do so by spending time and gold; mixing in social engagements, community service, hiring rumour mongers, hiding away in safehouses, etc.

Every 1d6 weeks (at 20 gp per week) spent finessing one's reputation allows a Charisma (Gather Information) check. On a success, the PC gains a +1 or -1 modifier on *Renown* checks as outlined below (max modifier equal to one third level). This temporary modifier lasts until the next adventure ends and a new period of *Downtime* begins.



Renown Checks

From time to time, players might inquire whether a particular NPC the party is interacting with recognises them. Assuming the GM doesn't simply decide the answer, a *Renown* check might assist. Roll 1d12 and apply modifiers to the PC's level (capped at 12) as guided below. If the result is equal to or lower than the PC's level, the target knows something of the PC. A roll of 12 is always a failure regardless of modifiers. The GM decides what the target has heard, based on the PC's history (particularly recent local events and incidents arising from other tables).

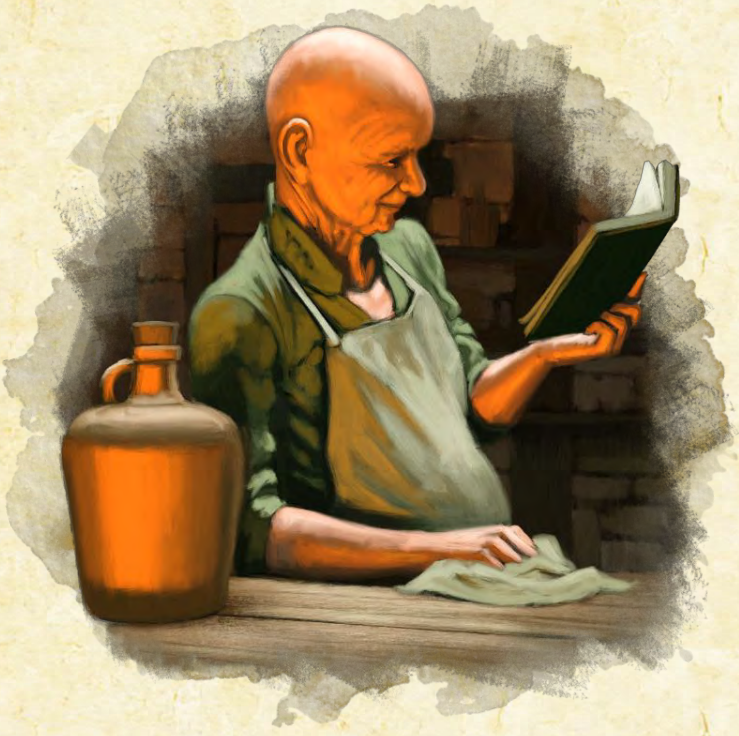
MOD	RENOWN FACTORS
-1	PC is level 4 or less.
-1	PC is a recent arrival.
-1	Outpost, village or small town.
-2	Remote or isolated settlement.
-2	The NPC's social circle is far removed from the PC's usual milieu.
+1	PC is a long term resident.
+1	Very large city or trade crossroads.
+1	Recent deeds by the PC or party worthy of rumour and gossip.
+1	PC or party has connections to at least three high profile or well connected NPCs in the settlement.
+2	PC or party is a member of the NPC's organisation, guild, faction, profession, etc.

Rumours

This section is intended to cover rumour hunting and rumour mongering that PCs might wish to become involved with. For the most part, rumour hunting requires an evening or afternoon speaking with locals whilst buying them food and drinks (4d6 gp). The PC then makes a Cha (Gather Information) check, perhaps with a bonus or advantage if they spend extra time or gold. On a success they learn 1d3 true rumours, and as many false rumours as the GM cares to use.

Rumour mongering on the other hand is more labour and gold intensive. Before a new gossip item takes root and spreads, the PC must spend 2d6 days "leaking" it to as many tattletales as they can (costing 10 gp per day). At the end of this process, the PC makes a Cha (Persuasion,

Deception or Gather Information) check. If successful, the fledgling rumour takes on a life of its own and begins to proliferate. At the GM's option, particularly newsworthy rumours might spread much faster (and more cheaply).



Scroll Inscribing

Assuming a Magic User can be located and persuaded to take the risk to inscribe a scroll, the GM might allow PCs to commission or create spell scrolls.

Every scroll requires a special material that the PC must supply (generally rare hides or fluids, which spoil or otherwise become unsuitable after 2d6 months). The unfathomable nature of magic is such that a scroll's special materials change each time. Roll 1d20 on the following table to determine the required materials.

The inscribing process takes 1d6 weeks plus one week per spell level, and costs 2d4 x 50 gp, plus 50 gp per spell level. The Magic User must be able to cast the spells to inscribe them, and an Int (Arcane Lore) check is required. If unsuccessful, the materials are wasted and a DDM effect occurs. On a terrible failure, roll on the DDM table with disadvantage.

If successful, the spell scroll is created and the Magic User drained 1 Con for each inscribed spell, which cannot be recovered until 2d4 weeks after a stored spell is expended.

1d20	SCROLL MATERIALS
1	2 oz of *Demon* ichor.
2	3 oz of *Basilisk* eye juice.
3	6 oz of *Ochre Jelly*, *Grey Ooze* or *Black Pudding* sludge.
4	2 ft of *Lycanthrope* hide.
5	1d2 quarts of *Magic User* blood.
6	3 ft of *Mummy* dressings.
7	1 quart of *Cultist* bile.
8	8 oz of *Doppelganger* saliva.
9	4 oz of *Urgozer* cerebral fluid.
10	1 ft of pressed *Harpy* skin.
11	9 oz of *Aberrant Terror* mucus.
12	1 pound of *Dragon* faeces.
13	1 tub of hot sauce. Extra spicy.
14	1 cup of *Plague Worm* urine.
15	Blank pages from an existing spellbook, holy tome, enchanted grimoire, etc.
16	7 oz of *Serpentmen* fat.
17	A quill fashioned from a *Cockatrice* feather.

18	3 oz of *Owlbear* milk.
19	Three tears of a *Spriggan*.
20	5 oz of amniotic fluid from a *Skorn*.

Skills

Under this option, obtaining a new skill at level 4, 8 and 12 requires some formal training from a skilled instructor; generally 2d4 weeks at 20 gp per week. In addition to the usual LFG skills, such training might allow the PC to learn an apprentice level custom skill such as smithing, appraising, or stonecutting.



Thievin'

Some PCs may wish to engage in low key criminal activity during *Downtime*, for example pickpocketing, burglary, and other base thievin'.

For game balance reasons, each week spent in illegal activity is resolved by a simple Dex check (skills might apply, eg Deception, Sleight of Hand, Traps & Locks, etc). On a success, the PC earns 3d6 gp. On a terrible failure, the PC rolls 1d6+1 on the *Thievin'* table below.

Once per month however, the PC may engage in a major illegal operation (series of high value break and enters, concerted pickpocket operation in the merchant quarter, difficult forgery job, etc). The PC may invest up to 200 gp (or other amount, GM's call) in preparatory expenses (paying for equipment, information, access, etc), then rolls 2d6. Any modifiers are at the GM's discretion.

2d6	THIEVIN'
2-3	*Arrested*: The job goes horribly wrong due to poor performance, awful timing, doublecross, etc, leading to your arrest. You spend 1d6 months in prison. After this you are branded on the forearm (first offence) or neck (second offence), have your hand cut off (third offence), or hung (fourth offence).
4	*Guild Warning:* A rival thieves' guild disrupts the job, and sends you a message to keep off their turf (roll 1d4): (i) your pet is killed, (ii) a loved one is injured, (iii) death threat demanding you leave the settlement in 1d6 days, (iv) food poisoned (roll 1d12 on the *Poison Traps* table).
5	*Injured*: The job fails and you are injured in the process; roll on the *Injuries & Setbacks* table (no permanent injuries). 50% chance your reputation is affected for 1d6 months.
6	*Indebted*: The job fails and in order to make good your escape you become indebted to someone (roll on the *Obligations* table).
7	*No Harm No Foul*: You don't manage to pull off the job, but scavenge something to cover your costs (break even).

8	*Lock Whisperer*: Make a Dex check if you are skilled in Traps & Locks. On a success, double your investment. If you are unskilled or fail, the job must be abandoned.
9	*Keep to the Shadows*: Make a Dex check if you are skilled in Stealth. On a success, double your investment. If you are unskilled or fail, the job must be abandoned.
10	*Art of Misdirection*: Make a Dex check if you are skilled in Sleight of Hand. On a success, triple your investment. If you are unskilled or fail, the job must be abandoned.
11-12	*Flawless Execution:* Your perfectly executed plan quadruples your investment. At your option, word of your exploits filters into underworld circles, enhancing your reputation for 3d6 months.



Training

Under this option PCs are required to spend time and gold to complete advancing a level (either to obtain outstanding incremental increases, or to allow further progress into subsequent levels).

Expenses might reflect study or research, advanced mentoring and drills, insights from masters, and so on. *Unique Features* might also require such training (apply the time/costs of the appropriate level).

LEVEL	TIME	COST
1st	1 week	Free
2nd	2 weeks	50 gp
3rd	2 weeks	100 gp
4th	2 weeks	150 gp
5th	1 month	200 gp
6th	1 month	250 gp
7th	2 months	300 gp
8th	2 months	400 gp
9th	3 months	500 gp
10th	3 months	700 gp
11th	4 months	1,000 gp
12th	6 months	1,500 gp

Alternatively, PCs might wish to lend themselves out as teachers. Depending on their class, adventurers might find they can earn favour, reputation or contacts in relevant circles in exchange for training hunters, mercenary recruits, acolytes, apprentice pickpockets, and so on. One or more Cha (Leadership) checks are generally required.

Naturally, many organisations will already have their own instructors; any coin offered as a reward will generally be a token of gratitude as opposed to genuine payment (eg 1-2 gp per day, similar to *Profession*).

Weapon & Armour Accessories

Weapon accessories generally cost 2d4 x 10 gp, and armour accessories 3d6 x 10 gp. At the GM's option, some accessories may require a master smith or artisan. A weapon or armour may only have one accessory. Some examples are provided below; tables are encouraged to expand the list with their own creations.

WEAPON ACCESSORIES	
Hidden Pommel Blade	Spring loaded blade in pommel, handle, etc. Gain advantage on melee attacks resulting from an opponent's fumbled attack.
Poison Reservoir	A switch coats the weapon with one dose of poison as part of an action (once only between refills).
Collapsible	Collapsible segments allow the weapon to be hidden more easily. GM determines whether a weapon type may be collapsible.
Chain Grip	Weapon is chained to an arm bracer; the user cannot be disarmed. Cannot use another weapon/shield in that hand while chained.
Projectile Dart	Use an action to fire one dart up to 20 ft (1 dmg) from the weapon's structure (single shot only). The dart may be prepared with poison.
Blackpowder Bullet	Use an action to fire a single bullet (as pistol) up to 30 ft from the weapon's structure (single shot only). Costs 2d4 x 50 gp.



ARMOUR or SHIELD ACCESSORIES	
Spikes	If swallowed or grappled, the spikes automatically cause the foe 2d4 damage at the start of the user's turn.
Flame Retardant	Advantage to resist fire based attacks (magical or otherwise).
Quick Release	May doff armour as an action.
Quick Fit	May don armour as an action.
Insulated	Advantage to resist cold & lightning based attacks (magical or otherwise).
Buoy Lining	Permits swimming (if GM does not allow heavy or medium armour swimming).
Blackened or Camouflage	+2 bonus on sight based hiding checks while in a matching environment.
Muffled	+2 bonus on checks to move silently.
Ergonomic	May sleep in the armour with no penalties (if the GM usually imposes penalties for such).



DOMAIN MANAGEMENT

This chapter governs base building activities by the PCs; acquiring land, raising a stronghold, and maintaining some semblance of order in the surrounding wilderness. The rules assume a moderate sized domain, in keeping with Masters who are primarily adventurers as opposed to rulers of an ever expanding kingdom. For gameplay reasons, strongholds are not intended to make the party rich. Instead, domain play is designed to offer a wider range of adventure themes and *Downtime* options, coupled with opportunities for the party to make their mark in the world.

In summary, *Domain Size* covers the breadth of land holdings, *Construction* deals with building costs and times, and *Garrisons* reflect physical security. *Special Purpose Facilities* and *Specialists* allow players to customise their stronghold and retainers, to better manage the *Domain Cycle*, which focuses on (i) *Domain Events*, (ii) *Population Morale* and (iii) *Domain vs Domain* interactions.

For the purposes of these rules, PC stronghold owners are referred to as Masters. Actual titles, if any, will vary according to the setting involved (eg the *Midlands* might include *Lord*, *Mithri*, *Dominis*, *Jarl*, *Magister*, etc).

Domain Size

To keep things simple, domains come in five relative sizes as outlined below. The GM decides what physical size (and/or population density) is required for each domain type. All domains involve an amount of land (bought, gifted, inherited, conquered, etc) and accompanying human residents that the Masters inherit some responsibility towards. Smaller domains are cheaper to run and involve less seasonal complications, but are also more politically volatile. Larger domains tend to exhibit greater stability and produce more income, but require more attention from the Masters, and expose the PCs to more greater losses if things go wrong.

The *Domain Size* table provides:

- How many *Domain Events* to roll for each *Domain Cycle* (see p.47).
- (i) Cost and (ii) income multipliers for each domain size. For example, the base cost for a strong garrison is 600 gp per quarter, but for a small domain the cost is 300 gp per quarter.
- Percentage modifier applied to the quarterly 1d100 chance of a *Population Morale* shift. Note this modifier applies to both adverse and favourable shifts.

DOMAIN SIZE

SIZE	EVENTS	COST & INCOME	MORALE
Small	70% of 1	half	+10%
Moderate	1	-	-
Large	1d2	x1.5	-
Very Large	2	x2	-5%
Massive	1d2+1	x3	-10%

Construction

Building construction costs appear at LFG p.58, but by way of further guidance, ballpark prices and build times for common structures are provided below.



Given the prohibitive cost of building a new castle, it is generally expected that PCs will take over an existing stronghold as opposed to constructing a new one. GMs might consider reducing build times if PCs are somehow able to secure an extreme number of labourers.

CONSTRUCTION TIMES		
SIZE	**EXAMPLE**	**COST & TIME**
Very Small	Wooden domicile with small cellar.	200 gp 4d6 days
Small	Stone domicile, shrine, small shop with large cellar.	1,500 gp 1d2 months
Moderate	Large shop, small tavern, dungeon.	10,000 gp 2d4 months
Large	Small keep, large temple, guild hall, school, limited or small catacombs.	80,000 gp 1d12+12 months
Very Large	Castle, fortified monastery, large tunnel complex.	250,000 gp 1d4+2 years
Massive	Expansive castle, sprawling multiple level underground warren.	750,000 gp 2d6 years

Garrisons

All domains require guards; to uphold order, patrol the borderlands, and defend the stronghold from assault or thievery (at the very least when the PCs are out adventuring). Having a strong garrison is expensive, but grants a high *Might* score (p.55), and interacts more favourably with certain *Domain Events* and *Population Morale* issues.

In particular, certain *Domain Events* require a *Garrison* check to resolve. To do so, one of the Masters rolls 2d6 on the *Garrison* table to determine the outcome. The GM applies any modifiers at their discretion (including *Garrison* type, or as instructed by the *Domain Event*).

Unless the number of guards is extremely low, their number is abstracted and paid as a quarterly maintenance fee (the numbers below are the base cost, to be adjusted by *Domain Size* multipliers). Masters may invest more or less in their *Garrison* at the start of the *Domain Cycle* (p.47), shifting up to two categories (up or down). Note these expenses do not reflect the true cost of the guards, most of which is offset by taxes, merchant duties, and other income generated by the stronghold.

GUARD TYPE		
STRENGTH	**MOD**	**COST**
Very Weak (Might 4): Very few or ineffectual numbers, large areas unregulated and unpatrolled. +20% chance of an adverse *Population Morale* shift. Dominant unit type: *Militia*.	-2	Paid for by taxes, levies, etc
Weak (Might 7): Limited forces, stretched for resources, overworked. +10% chance of an adverse *Population Morale* shift. Dominant unit types: *Archers, Scouts, Bandits*.	-1	200 gp per Qtr
Moderate (Might 10): Just enough to get the job done,	-	400 gp per Qtr

most of the time. Dominant unit types: *Guardsmen, Soldiers (Infantry).*		
Strong (Might 13): High visibility, more than enough to comfortably carry out patrols of settled areas and scouting duties, with regular downtime. Dominant unit type: *Soldiers (Heavy Infantry).*	+1	600 gp per Qtr
Very Strong (Might 16): Large oversupply able to absorb significant losses and still capable of performing all duties at a high level. Dominant unit types: *Soldiers (Heavy Infantry, Vets, Cavalry).*	+2	800 gp per Qtr

As might be expected, garrisons involve a mix of unit types and armaments. If statistics are required however (eg for individual or mass combat), apply the dominant unit type as noted. Note that siege weapon batteries are in a special category of their own and not included.

Whilst the above guard types are consistent with the *Mass Battle* rules (LFG p.167), true armies are beyond the scope of this chapter, and generally reserved as plot devices. If the party becomes embroiled in genuine warfare, the raising and maintenance of such massive forces are left for the GM to determine. When a *Garrison* check is required (most commonly as a result of a *Domain Event*), apply the following table:

2d6	GARRISON CHECK
2 - 3	*Devastating Defeat*: The enemy is victorious and *Garrison* forces decimated. Reduce *Garrison* by 3 levels (minimum *Very Weak*). Masters reduce their *Luck* by 1 until the end of their next adventure.
4	*Major Losses*: The enemy is victorious and *Garrison* forces are reduced by 2 levels (minimum *Very Weak*).
5	*Entrenched*: The enemy defeats the *Garrison*, and fortify their position. Reduce *Garrison* level by 1, and future *Garrison* checks against this enemy are at a -2 penalty (50%) or disadvantage (50%).
6	*Stalemate*: The enemy manages to hold off the *Garrison* for the present *Downtime* period.
7-8	*Victory:* The enemy is driven away or otherwise defeated.
9-10	*Convincing Victory:* The enemy is slain and some loot conveyed to the Masters, roll 1d6: (i-ii) Carry Loot, (iii-iv) Trinket or Curio, (v-vi) Carry Loot with advantage.
11+	*Triumph*: The enemy is eradicated and their treasure recovered for the Masters, roll 1d6: (i-ii) 1 x Valuables, (iii-iv) Minor Charm, (v) Scroll, (vi) Potion.



Special Purpose Facilities

This section includes a number of special purpose buildings, rooms, and other facilities that PCs might find useful additions to their stronghold.

Facilities start at Grade 1 and may only be enhanced to Grade 2 or higher by paying the difference between Grades. For example, improving Grade 1 Animal Quarters to Grade 3 costs 1,000 gp (500 gp for Grade 2, and another 500 gp for Grade 3). Running expenses for such facilities are generally covered by a stronghold's standard revenue raising activities (taxes, etc).

Animal Quarters

High quality animal handlers, stables, kennels, aviaries and so on grant a bonus on animal and monster training checks equal to their Grade.

Cost: 2,500 gp + (Grade x 500 gp). Maximum Grade 3.

Armoury & Forge

Grade 1 armouries with dedicated smiths and forges increase a domain's *Might* by 1 (p.55). At Grade 2, garrisons gain a bonus when making *Garrison* checks: roll 1d6, plus the highest die of 2d6 (instead of simply rolling 2d6).

If garrison NPC statistics are required, a Grade 3 armoury increases them to the next category. For example, a *Very Weak* garrison *Militia* would be improved to *Archers, Scouts* or *Bandits*. Note that the *Garrison* level itself does not change, only the NPC statistics.

Cost: 6,000 gp + (Grade x 700 gp). Maximum Grade 3.

Chapel

Creating and maintaining a consecrated chapel assists a Cultist to avoid cosmic discontent. Performing a 1d4 hour ritual in the chapel, with an offering of 5d10+50 gp, allows the Cultist to use their *Reroll Pool* the next time they must roll on the *Divine Rebuke* table. This benefit may only be obtained once per *Downtime* period. If a *Reroll* die is used, the Cultist cannot obtain this benefit again until the chapel is upgraded to the next tier.

Cost: 7,500 gp + (Grade x 100 gp). No Maximum.

Dungeon

Strongholds with an operational dungeon, including torture devices and jailors, grant a bonus on intimidation and interrogation activities equal to its Grade. Additionally, captives suffer an equal penalty on any escape attempts.

Cost: 8,000 gp + (Grade x 600 gp). Maximum Grade 3.

Infirmary

Infirmaries staffed with apothecaries and other caregivers reduce healing times by 10% for each Grade. Additionally, infirmary treatment grants a bonus equal to Grade on any healing checks (including disease and madness) as long as the patient resides at the stronghold. At the GM's option, certain procedures (eg sinew surgery for *Filthenfergers* disease) might require an infirmary.

Cost: 4,000 gp + (Grade x 1,000gp). Maximum Grade 4.

Laboratory

A laboratory, workroom or similar is usually required to engage in magical research, artificing, and alchemy (GM's call). GMs might also require a lab for certain herbalist mixtures. Laboratories grant a +1 bonus on relevant checks performed in the lab for each Grade above 1.

Cost: 9,000 gp + (Grade x 1,000 gp). Maximum Grade 4.

Library

Access to a library may be required for some *General Research* activities (GM's call) and increases domain *Influence* by 1 (p.55). Each Grade allows the owner to nominate a field of

expertise that the library assists with (eg history, botany, poison, magical monsters, etc). When using the facility for *General Research* (p.17) in a relevant field, the user increases their Great Success range by the library's Grade.

Cost: 4,000 gp + (Grade x 1,000 gp). Maximum Grade 5.

Secret Chamber or Passage

Each secret passage allows PCs to travel between two nominated chambers or corridors of their stronghold (or perhaps separate buildings) in a clandestine manner. Depending on the start and end point, the passage might also act as a shortcut. A secret chamber is only accessible via a secret door or passage, and may be used for any purpose the PCs desire (at appropriate cost).

Only the PCs are aware of the secret passages or chambers, plus any NPCs they specifically inform. In exceptional circumstances, the GM might decide that one or more NPCs have also become aware (eg the *Spy* entry in *Domain Events).*

Secret passages and chambers are accessed via secret doors. 10-15 minutes of searching the approximate area, and a Perception (Detection) check, will detect the presence of a secret door (but not necessarily the trigger to open it; GM's call). Each Grade above 1 imposes a -1 penalty on the Perception (Detection) check.

Cost: 5,000 gp (chamber) or 1,500 gp (passage), + (Grade x 500 gp). Maximum Grade 5.

Throne Room

An inspiring throne room, grand hall or similar allows PCs to display their personal style and impress visitors. Increase *Influence* and *Fealty* by 1 (p.55), and PC social checks to persuade, cajole, deceive or intimidate guests made in the chamber gain a +1 bonus for each Grade.

Cost: 15,000 gp + (Grade x 1,000 gp). Maximum Grade 3.

Training Hall

A large practice hall, arena, or similar space dedicated to combat and athletics training better enables PCs to hone their skills and share their veteran experience with others.

If the party has hirelings, and a PC spends 1d4 weeks training them during *Downtime*, roll twice on the *Advancement* table (instead of once) and the player chooses the best result (LFG p.162).

PCs that spend at least 1d4 weeks in personal practice gain a single use bonus (equal to the hall's Grade) on a check relating to a specific physical skill during their next adventure (only one skill per *Downtime* period). The player nominates the skill at the time of training (eg Athletics, Stealth, Sleight of Hand, etc). The bonus is one use only, and may be applied after seeing the relevant roll.

Cost: 5,000 gp + (Grade x 500 gp). Maximum Grade 3.

Trapped Room

Distinct from individual traps that may be purchased separately (LFG p.237), this room or corridor's primary purpose is to trap, kill or maim intruders (usually located at a critical junction or adjacent to a vault).

Would be thieves, assassins or other intruders must make a Group *Luck* save or be killed, maimed or captured by the trapped area. Each Grade above 1 imposes a -1 penalty on the save. The trap functions a number of times equal to its Grade before needing to be reset/restocked. The GM decides whether an intruder's particular approach exposes them to the trap.

Cost: 9,000 gp + (Grade x 500 gp). Maximum Grade 5.

Tunnels

Tunnels beneath the stronghold might include catacombs, extensive sewers, natural caverns, an excavated escape route, and so on.

PCs in need of escape gain advantage on any *Party Retreat* tests made within the confines of the stronghold. Every quarter however, there is a 3 in 20 chance (less the tunnel's Grade) that something hostile emerges from the underground to wreak havoc (GM determines; resolve as an adventure or *Garrison* check).

Cost: 7,000 gp + (Grade x 500 gp). Maximum Grade 3.

Vault

A vault protects any treasures the PCs secure in it, and increases a domain's *Wealth* by 1 (p.55). If the stronghold is burgled or attacked (other than completely razed), a *Group Luck* save by the Masters means the vault was not breached before the intruders were driven off.

A Grade 2 or higher vault includes a capture mechanism to imprison up to 1d3 would be thieves for later questioning. Burglars with more HD than the Grade gain a *Luck* save to avoid falling into the PCs' clutches.

Cost: 6,000 gp + (Grade x 800 gp). No Max.



Specialists

With a stronghold behind them, certain kinds of experts and specialists might become available to the Masters at the GM's discretion.

The example service providers below may be hired on short or long term contracts (minimum one season or quarter). At the GM's option, some specialists may require more than mere gold as payment.

Assassins

Control of a stronghold inevitably brings the Masters into contact with the criminal underworld, if for no other reason than to curb rising crime. From time to time however, Masters might require the talents of professional killers to remove rivals in an arm's length, and permanent, manner.

Every dealing with assassins however is dangerous business; the hire, the job, and the fall out all have the potential to backfire in spectacular fashion. A *Luck* contest between the PC hiring the assassin(s) and the target is required to determine the outcome. If the Master wins, the target is slain with no clues linking back to the PCs.

If failed, roll 1d6: (i-iii) the assassins are killed with no links back to the Masters, (iv) the assassins are killed but a clue suggests the Masters may be involved, (v) at least one assassin is captured, with a 10% chance per week (max 50%) of informing on the Masters, (vi) at least one assassin is captured, and informs on the Masters within 24 hours.

Each assassin mission subsequent to the first within a 12 month period imposes a -2 penalty on the Master's *Luck* contest. The GM may apply further modifiers as desired, and retains a general right of veto with respect to valid targets.

Cost: at least 100 gp per HD of target, and perhaps a future favour or debt to be called upon.



Champions

Masters may choose to appoint a Champion to act as their bodyguard and represent them in matters of physical contest; war, tournaments, duels, and so on. The position is one of special prestige and responsibility; the acts of the Champion are attributed to the Master according to law. As a result, the title of Champion is usually offered to veteran warriors with a history of reliable service.

A Champion is a henchmen of any non magical class, typically 1d2+1 levels lower than the Master. They grant a single *Reroll* die for use in *Might* contests (p.55) if the Champion is present. GMs might use the *Rival Adventurer* and *Hireling* tables to generate suitable candidates. A Champion's remuneration is negotiated between the parties, but often requires more than gold.

Councillors

Councillors well versed in matters of high governance, including taxation, legal disputes, bloodlines, heraldry, etiquette, and the overall political "lay of the land" are invaluable allies to Masters struggling with domain management.

Each councillor comes with a field of expertise (nominated by the player), Int 1d4+12, and a single *Reroll* die for *Influence* tests (p.55) each quarter. Any checks the Master makes relating to the councillor's discipline gain a +3 bonus, provided the councillor is present or the PC has time to consult with them.

Cost: 100 gp per quarter (per councillor).

Emissaries

Full time, dedicated envoys ensure the Masters' communications are delivered to the intended recipients, and raise the stronghold's reputation in distant lands, increasing domain *Influence* by 1.

Emissaries have Cha 1d4+12 and a single *Reroll* die available during each social interaction they engage in. Increase the chance of a successful *Renown* check by 1 in any quarter during which emissaries are abroad.

Cost: 100 gp per quarter.

Henchmen

After securing a stronghold for at least six months, Masters that are a minimum of 5th level may attempt to attract henchmen. The maximum number of henchmen a Master may attract in a twelve month period is equal to their Cha modifier (+1 if skilled in Leadership).

Assuming the henchmen maximum has not yet been reached, each quarter there is a 5% chance per Master level that a henchmen presents themselves for potential service. The henchmen is 1d2+2 levels lower than the Master, and is a random class (or GM's choice). A Cha (Leadership) check is required to convince the henchmen that the PC is worth committing to.

For quick henchmen generation, GMs might use the *Rival Adventurers* (LFG p.225) and *Hirelings* tables (LFG p.157).

Cost: GM's call.

Master Crafters

Artificers, alchemists, potion brewers, weapon smiths and other specialised crafters might be prepared to reside in the Masters' stronghold or surrounding lands with sufficient incentives.

Each quarter, the Masters may check to see if a specialist crafter has moved into the region, or is otherwise available to take commissions from PCs. The percentage chance is equal to the total modifiers according to *Domain Size*, domain *Wealth* and *Population Morale*:

MASTER CRAFTERS

DOMAIN SIZE	BASE %	WEALTH	MOD
Small	5%	Destitute	-30%
Moderate	10%	Impoverished	-15%
Large	15%	Frugal	-
Very Large	20%	Prosperous	+10%
Massive	25%	Opulent	+20%
Malcontent or *Rebellious* **Population Morale** reduces the chance by 15% or 25% respectively.			

Cost: the cost of commissioning work from master crafters is covered in the *Downtime* chapter.

Practitioners of Magic

There is a 10% chance per year that the Masters might attract the interest of a magic using NPC; a Magic User, Cultist, Psion or similar who emerges from hiding to offer their unique services.

The practitioner is typically 1d2+1 levels lower than the Masters, and more of an independent contractor than a vassal. GMs might use the *Rival Adventurer* and *Hirelings* tables to generate a suitable candidate. A practitioner's remuneration is negotiated between the parties, but always requires more than gold.

Sages

Scholars and sages knowledgeable in obscure, difficult and perhaps forbidden lore might prove useful to Masters seeking knowledge about specific fields of rare ken. Use the Master Crafter rules to determine whether a sage in a particular field is available for hire in domain lands.

Cost: the cost of commissioning *General Research* from a sage is covered in the *Downtime* chapter.

Spies

Spies sown throughout one's own lands, as well as foreign kingdoms (both allied and opposed), are a practical necessity for Masters keen to avoid being blindsided by enemies or rivals. A spy network may be narrow, middling, wide or expansive in scope, ranging from a handful of agents in a single settlement, to a vast network of informers covering all major cities and outposts across a continent (or other large geographic area designated by the GM). Networks specifically targeting a patchwork of cities or regions, might be made up of multiple rings (GM's call).

Each network has a quarterly gold cost and minimum set up time. Spies increase domain *Influence* by 1 (p.55), and once per month, Masters may call upon their informants to hear whispers of treacherous plots, learn new secrets, gather intelligence about specific people or organisations, and so on. A *Luck* check is required for each inquiry, with a success revealing some useful information as determined by the GM (the *Rumour* and *General Research* tables might provide guidance). PC *Luck* reductions as a result of successful spy inquiries cannot be recovered until the end of the Master's next adventure.

On a failure, nothing new is learned. On a terrible failure, spies in one settlement or organisation (the one inquired about, or else determine randomly) have been neutralised in some way. Roll 1d6: (i-ii) killed with no links back to the Masters, (iii) exiled with no links back to the Masters (iv) killed but a clue suggests the Masters may be involved, (v) at least one spy is imprisoned, with a 5% chance per week (max 40%) of informing on the Masters, (vi) at least one spy is imprisoned, and informs on the Masters within 48 hours. The ousting of spies traced back to the PCs will have adverse political ramifications for the Masters, and perhaps economic or military consequences for the domain. The *Enemies & Rivals* and *Hireling Payback* tables may provide further inspiration.



SPY NETWORK		
SIZE & TIME	**COST**	**SCOPE**
Narrow (3 months)	100 gp per Qtr	A handful of agents spread across a few smaller organisations and/or single outpost or village.
Middling (6 months)	250 gp per Qtr	Multiple spies across various large organisations and/or towns.
Wide (1 year)	500 gp per Qtr	Multiple agents operating across multiple cities and organisations.
Expansive (3+ years)	750 gp per Qtr	Spies throughout an entire region including all cities, towns, and most villages.

Law & Order

In most instances, domains will be subject to the laws of the presiding monarch or other sovereign body. Most commonly, corruption and bribery are widespread, with the wealthy and influential able to buy or cajole their way out of most problems. For minor infringements on the street, a discrete handful of coins goes a long way to convincing the guard to mind their own business.



Very serious offences such as maiming or murder are generally punished on an eye for an eye basis (self defence, if made out, is a valid rebuttal to such charges). Property damage, fraud and theft may incur a range of penalties, depending on the quantum involved.

Sorcery

The study and the practice of magic is illegal and rightly feared. Offences committed with magic, or that result from using it (for example, rampaging monstrosities) are invariably punished by maiming, exile or death.

In some societies, exceptions might be made for Grand Magisters, Most Holy Priestesses, and so on; practitioners explicitly trusted and personally sanctioned by the King (or other head of state).

Crime	Punishment
Murder, Treason	Hanging, beheading.
Maiming	Eye for an eye, prison.
Fraud, Theft	Recompense, branding, fine, maiming, servitude, flogging, stocks.
Sexual Assault	Castration, prison, branding, flogging.
Arson	Maiming, branding, flogging, prison, hanging, beheading.
Brawling, Disorder	Fine, servitude, prison, flogging, stocks.
Property Damage	Recompense, fine, servitude, flogging.
Slander	Fine, servitude, flogging.

Exile

In rare and exceptional circumstances, an authority may choose to exercise mercy, and commute a sentence of death to permanent and immediate exile instead. Such a person is not only physically exiled, but also "outside" of the law itself (ie without rights and unprotected by the law, may be killed with impunity, etc).

Rulings

From time to time, the GM might require the Masters to personally preside over important disputes and pass judgment. If so, some roleplay and perhaps an Int (General Lore) check will generally suffice to dispose of the matter in a way most parties will abide by. Particularly fierce, clever, and/or popular rulings might impact on a Master's wider reputation; gaining a +1 *Renown* bonus (GM's call).

DOMAIN CYCLE

Each season, quarter, or other time period nominated by the GM, the following procedure is applied to the Masters' domain (generally in this order):

(i) PCs may choose to adjust *Garrison* levels (p.38) or engage in activities that influence *Population Morale* (p.53).

(ii) Roll for *Domain Events* and resolve them as the GM pleases.

(iii) Resolve *Domain vs Domain* interactions (if any, GM's call, p.55).

(iv) Check for a *Population Morale* shift (p.54). In special circumstances the GM might decide the shift, or determine there is no prospect of a shift this quarter.

The following 1d100 table of *Domain Events* are merely examples; GMs are encouraged to create customised entries based on their campaign (for example loose ends from prior adventures, new adventure hooks, and so on).



Domain Events

The *Domain Events* table is intended to help GMs determine the latest major incidents to occur in domain lands. Note income and loss entries are base amounts to be adjusted for *Domain Size* (p.37, which also governs the number of rolls per *Domain Cycle*). Some entries make reference to setting material from the *Midlands*, but are easily rejigged for other fantasy worlds.

Luck Rolls

Occasionally a *Domain Event* will require one or more Masters to make a *Luck* roll, which if successful, reduces the Master's *Luck* as usual. At the GM's option, such *Luck* reductions cannot be recovered until the end of the next adventure.

1d100	DOMAIN EVENTS
1-2	*Fire & Flame!* Part of the stronghold catches fire, by accident (75%) or sabotage (25%). A Group *Luck* save (at disadvantage if sabotage) by the Masters is required to avoid 1d6 buildings being destroyed. If successful, each Master loses 5d100+500 gp in repairs, and domain *Wealth* (p.55) is reduced by 1.
3-4	*Trade Fluctuation*: An influx of caravans creates a surplus of one kind of goods, but shortages in others. Roll 1d6 to determine which kinds of goods: (i) tools & lighting, (ii) medicinal items, (iii) alchemical gear, (iv) food & rations, (iv) dogs & horses, (vi) illegal goods. Relevant goods shift one category in gear rarity and price.
5-6	*New Mine*: Valuable ore veins are discovered within domain lands, increasing domain *Wealth* by 1 (p.55). Each Master receives a quarterly mining stipend according to metal type, roll 1d6: (i) gold 300 gp, (ii) silver 200 gp, (iii) copper 150 gp,

	(iv) iron 120 gp, (v) tin 100 gp, (vi) lead 80 gp. The stipend continues as long as the mine remains controlled by friendly forces.
7-8	*Raiders*: A large force of humanoids from nearby lands or wilds begin raids into the Masters' territory. Roll 1d4: (i) *Skorn*, (ii) *Thuels*, (iii) *Bandits* (iv) *Scouts* from a rival human nation, outpost, etc. Resolve as an adventure or a *Garrison* check.
9-10	*Secret Envoy*: A neighbouring ruler, envoy, or other important figure makes a secret visit to the stronghold (disguised as a commoner, etc) to find out what the locals really think of the domain and her Masters. If *Population Morale* is *Mostly Content* or better, the ruler seeks to strengthen ties (increase domain *Influence* by 1). Otherwise the next *Domain Event* is automatically *Spy* (entry 57-58), and any *Renown* checks reflect the Masters' chequered history of governance for 2d6 months.
11-12	*Disastrous Weather*: Wildfire, flood, drought or similar poor adverse weather accosts the domain, causing widespread damage and loss. *Population Morale* drops 1d2 levels, domain *Wealth* reduces by 1 (p.55), and each Master loses 2d100+200 gp.
13-14	*Ruins*: Ruins have been unearthed in the domain by mud slides, curious rangers, blind luck, etc. Resolve as an adventure or as the GM determines.
15-16	*Tournament*: A grand tournament is run on domain grounds, favourably bolstering the Masters' status at home and in adjacent lands for 4d6 months. On a successful *Group Luck* save, *Population Morale* and domain *Fealty* increase by 1 (p.55).
17-18	*Giantkin*: A sizable warband of giantkin have descended from nearby hills or mountains to eat or enslave
	the populace. Roll 1d4: (i) *Ogres*, (ii) *Cyclopes*, (iii) *Hill Giants,* (iv) *Ettins*. Resolve as an adventure or a *Garrison* check with a -2 penalty. If unsuccessful, in addition to any *Garrison* losses, each Master loses 3d100+100 gp each in repairs and death duties.
19-20	*Called to Account*: A ruler or important ally of the Masters summons them to explain a past misdeed (assuming there is one, GM's call). If the Masters answer, a *Party Challenge* determines the outcome (Difficult, 8 successes) focusing on Int, Will, Cha, General Lore, Persuasion, Deception, Insight, Leadership. If successful, the ally is appeased (perhaps with offers of reparation). If failed, political relations become strained, reducing domain *Influence* by 1 (p.55).
21-22	*Indecent Affair*: The besotted partner of a powerful NPC propositions a random Master with a clandestine affair. Whatever the Master decides, there will be repercussions.
23-24	*Trade Accord*: A favourable trade accord is negotiated with a neighbouring nation or faction. Increase domain *Wealth* by 1 (p.55), and each Master receives a bonus quarterly trade stipend of 2d6 x 50 gp. The stipend continues as long as the trade accord remains in place.
25-26	*Assassins*: An enemy faction or old nemesis sends assassins to eliminate one or more of the Masters. Resolve as an adventure or via individual *Luck* saves. On a success the assassins are thwarted, and if a great success the PCs learn a clue as to their employer. On a failure, the PC rolls 1d6 on the *Injuries & Setbacks* table. On a terrible failure, the PC is also reduced to zero hp (apply the usual effects).

27-28	*Church Politics*: A religious faction seeks the Masters' formal ratification or endorsement in an important matter, which is opposed by another faction. Whatever the Masters decide, there will be repercussions.
29-30	*Unruly Mob*: A well known rabble rouser has stirred up a mob of malcontents, leading to riots in a nearby outpost or other remote settlement. Resolve as an adventure or *Garrison* check. If unsuccessful, in addition to any Garrison losses, reduce *Population Morale* by 1 level every *Downtime* period until the rebels are dealt with.
31-32	*Feast Day*: One of the domain's feast day celebrations is particularly successful this season. Increase *Population Morale* by 1 level.
33-34	*Plague*: A random pestilence befalls the stronghold and surrounding land. PCs may resist with a *Luck* (Con) save. Masters must make a Group *Luck* save to determine overall domain effect. If successful, *Population Morale* is reduced by 1 level (minimal casualties or long term disability), and Masters' starting *Luck* for the next adventure is reduced by 1. If failed, circumstances are more dire, reducing *Population Morale* by 1d2+1 levels.
35-36	*Rune Seer*: A genuine rune seer seeks an audience with the Masters, promising to reveal strange portents. If accepted, an offering is required, roll 1d6: (i) animal sacrifice, (ii) 3d100 gp worth of rare incense and herbs, (iii) blood tithe (a Master loses 1 Con for 2d6 weeks), (iv) soul siphon (a Master loses 1 level until the end of the next adventure), (v) one secret for another, (vi) debt of service to be called upon at some future time. The GM determines the details of any reading, warning or prophecy.
37-38	*Bardic Buoyancy*: A famous bard visits, leaving behind an amazing song, poem, play, etc in the domain's honour. Increase *Population Morale* and domain *Fealty* by 1 (p.55).
39-40	*Schism*: A powerful religious faction is on the cusp of a great schism, and both sides approach the Masters for their overt support. Whatever the Masters decide, there will be repercussions.
41-42	*Bountiful Harvest*: Excellent weather and insect conditions allow for bumper crops this quarter. Increase domain *Wealth* by 1 (p.55) and each Master gains a bonus 1d100+150 gp in unexpected crop tithes.
43-44	*Bandit King*: A sizable band of brigands has entrenched themselves in a cave complex, forest lair, or other defensible position in domain lands. Routine raids cost each Master 5d10+50 gp per quarter. Resolve as an adventure or a *Garrison* check. If unsuccessful, in addition to any *Garrison* losses, reduce *Population Morale* by 1 level, and the raids continue (may try again next *Downtime* period).
45-46	*Call to Arms*: *Lord Foster* has declared war on the *Celdwyns* after *Lady Petria* killed *Foster's* teenage son *Moson* in a drunken, back alley duel. *Foster* (or a bannerman or other ally) calls on the Masters to join in the siege. If they agree, resolve using Adventure Framework #51; *Assault on Dunmark*. Whatever the Masters decide, there will be repercussions.
47-48	*Public Accolades*: The Masters (and perhaps other PCs) receive public accolades from a nearby city ruler or powerful patron in recognition of past deeds. Increase *Population Morale*

	by 1 level, and apply a +2 modifier to *Renown* checks for 2d6+12 months.
49-50	*Bastard*: A woman claims to have given birth to the bastard son of one of the Masters (or a female Master has inadvertently fallen pregnant). Reroll if inappropriate. The GM decides whether the claims are genuine and the consequences based on the Master's action (or inaction).
51-52	*Monstrosity*: A monstrous beast (*Boss Monster*, roll 1d4: (i) *Bulette*, (ii) *Owlbear*, (iii) *Hookfurgle*, (iv) *War Wombat*) has taken to attacking livestock and border patrols. Resolve as an adventure or a *Garrison* check with a -3 penalty. If successful the monster is slain and domain *Might* increases by 1 (p.55). If unsuccessful, in addition to any Garrison losses, reduce *Population Morale* by 1 level every quarter until the Masters personally deal with the threat.
53-54	*Guild Politics*: A merchant faction seeks the Masters' formal ratification or endorsement in an important matter, which is opposed by another faction. Whatever the Masters decide, there will be repercussions.
55-56	*Mighty Steeds*: The Masters are gifted 1d4+1 trained *griffons* as thanks for prior deeds, or to shore up relations with a neighbouring land, powerful NPC, or faction.
57-58	*Spy*: One of the stronghold's residents is/has become a spy, thief or saboteur for an enemy faction, roll 1d6: (i)-(iii) servant, (iv-v) hireling, or (vi) specialist. Resolve as an adventure or *Party Challenge* (Hard, 11 successes) focusing on Int, Perc, Cha, Leadership, Insight, Persuasion, Deception, Gather Information and Detection. The GM determines what setbacks or other ramifications arise until the spy is exposed.
59-60	*Marriage Proposal*: A nearby ruler or important faction leader offers an arranged marriage between one of the Masters (random or GM's call) and their son or daughter (for mutual gain, be it business, military, political, etc). Whatever the Master decides, there will be repercussions.
61-62	*Mining Dispute*: Two neighbouring lands or factions are fighting over a new mine located along their common borderlands. Each looks to the Masters to support their claim. There is a 50% chance either side secures control, subject to the Masters' intervention. Whatever action (or inaction) the Masters take, there will be repercussions.
63-64	*Idol*: Well wishing settlers organise an impressive statue or monument in the Masters' honour (or perhaps one particular Master). Domain *Fealty* increases by 1 (p.55) and all Masters increase their max *Reroll Pool* by 1 for the next adventure.
65-66	*Trade Embargo*: An adjacent nation or faction has imposed a trade embargo on the domain's goods (protectionism, political retaliation or manoeuvring). *Population Morale* and domain *Wealth* (p.55) is reduced by 1 level, and each Master loses 1d100+300 gp per quarter until the embargo is lifted.
67-68	*Low Politics*: A secret faction (thieves' guild, spy ring, etc) seeks the Masters' tacit support or influence in an important matter (roll 1d4: (i) smuggling route, (ii) release of an imprisoned agent, (iii) guild exclusivity, (iv) swaying a *Justicar*), which is opposed by another underworld faction. Whatever the Masters decide, there will be repercussions.

69-70	*Conspiracy*: Multiple powerful factions are plotting to overthrow the current ruler of a nearby settlement, and approach the Masters for support. Whatever the Masters decide, there will be repercussions.
72-72	*Offer of Service*: A henchmen offers their services to a random Master, impressed with tales of their deeds. The henchmen is 1d2+1 levels lower than the Master (random class, or GM determines).
73-74	*Secret Cult*: A hidden cult has taken root in domain lands, causing an increase in missing children, disease, and madness. Resolve as an adventure or a *Garrison* check. If unsuccessful, in addition to any *Garrison* losses, reduce *Population Morale* by 2 levels, and 1d2 of the party's henchmen or hirelings are revealed as cultists. The GM determines further consequences.
75-76	*Secret Tunnel:* A secret tunnel is found somewhere in the stronghold, leading deep into the earth (perhaps a secret passage only recently discovered, a new tunnel dug by a subterranean monster or enemy sappers, etc). The GM determines where the tunnel leads. If the PCs investigate (and don't simply seal it up), resolve as an adventure.
77-78	*Glad Tidings*: Welcome and highly anticipated news reaches the Masters, buoying their spirits (new baby in the family, celebrated marriage, black sheep released from prison, etc). All Masters increase their max *Luck* by 1 for the next adventure.
79-80	*Secrets & Lies*: A spy, informant or other undercover agent that serves at least one of the Masters is under observation by a neighbouring power. A Group Cha (Deception) check is required to allay the faction's suspicions. If failed, domain *Influence* drops by 1 (p.55), relations become strained or hostile, and *Renown* checks for the next 3d6 months tend to reference the Masters' embarrassing exposure.
81-82	*Abomination*: A powerful *Aberrant Terror* (*Boss Monster*, roll 1d4: (i) *Gibbering Terror*, (ii) *Eye Terror*, (iii) *Shegmot*, or (iv) *Maelheim*) has been unleashed into domain lands, causing widespread panic. Resolve as an adventure or a *Garrison* check at disadvantage. If successful, increase domain *Might* by 1. If unsuccessful, in addition to any Garrison losses, reduce *Might* by 1 every quarter until the PCs deal with the monster.
83-84	*High Politics*: A nearby settlement ruler seeks the Masters' formal assistance or endorsement in an important matter (roll 1d4: (i) trade levies, (ii) bannermen, (iii) crop tithes, (iv) new outpost) which is opposed by another city, nation or faction. Whatever the Masters decide, there will be repercussions.
85-86	*Charitable Works*: The Masters or their agents engage in particularly effective charitable works, easing the burdens of the most vulnerable. Increase *Population Morale* by 1 level, and *Renown* checks gain a +1 bonus for the next 2d6 months.
87-88	*Fell Sorcery*: A magical curse has befallen domain lands, care of a (roll 1d6): (i) vengeful witch or sorcerer, (ii) *urgot* tribe, (iii) magical artefact, (iv) fey interference, (v) Veil rupture, (vi) ancient prophecy. Until resolved as an adventure, all Masters reduce their maximum *Luck* by 1 point, and *Population Morale* reduces by 1 level each quarter.
89-90	*Show of Leadership*: A guardsman has been accused of a terrible crime,

	and half the population are baying for his blood. 1d3 Masters must make a Cha (Leadership) check at disadvantage. On a success, the mob disperses, begrudgingly allowing justice (such as it is) to run its course (increase domain *Fealty* by 1). On a failure, the garrison is forced to act (reduce *Population Morale* by 1).
91-92	*Mind Your Manners*: A nearby ruler, duke or similar political figure makes a surprise visit to the stronghold. Masters must make a Group Cha (Persuasion) check to adhere to proper etiquette. If successful, they gain a new contact and +1 *Renown* modifier for 2d6 months. If failed, *Renown* checks for a similar period reference their unfortunate faux pas.
93-94	*Gift of Magic*: The Masters are offered a permanent magical item (GM determines or roll on the *Major Items* table) as thanks for prior deeds, mark of fealty, seeking pardon for a past wrong, etc.
95-96	*Unique Visitor*: One rainy night, the stronghold is visited by a cowled elf in strange dress. Not unusual, except for the fact that the elves have been extinct for eight thousand years. If the Masters take an interest, resolve as an adventure. With time travel. Maybe.
97-98	*Demon*: A powerful *Demon* (*Boss Monster,* roll 1d4: (i) *Imp*, (ii) *Manipede*, (iii) *Hell Hound*, or (iv) *Yeggsûl*) has been unleashed into domain lands, causing widespread panic. Resolve as an adventure or a *Garrison* check at disadvantage with a -2 penalty. If unsuccessful, in addition to any Garrison losses, reduce *Population Morale* by 1 level every quarter until the PCs personally deal with the daemon.
99-100	*War!* A nearby enemy nation or faction declares war on domain lands, or their close allies, inevitably drawing the Masters into the conflict. The GM determines further repercussions.



Population Morale

When PCs first assume control of a domain, *Population Morale* generally begins as *Indifferent*. Masters may take action to attempt to influence their domain's morale in the present quarter (or perhaps next quarter, depending on the time required). A maximum of two activities may contribute to the next *Population Morale* check, and no activity may be repeated until all activities have been cycled through or twelve months have passed. GM's are encouraged to add, modify or substitute entries as desired.

ACTIVITY	EFFECT ON POPULATION MORALE
Celebration	Feast days, parades, festivals, and other great celebrations might sway the opinion of the masses. At a cost of 3d100+200 gp, a celebration increases domain *Fealty* by 1, and improves the odds of a favourable *Population Morale* shift by 20%. Masters must attend the event and succeed in a Group Cha (Leadership) check to earn the bonuses.
Tournament	Spectacles of arms, athletics, jousting and related blood sports often impress hard bitten scobs and jaded serfs alike. Attracting famous champions costs 2d100+400 gp, and improves the odds of a favourable *Population Morale* shift by 20%. If at least one Master participates in the tourney, the increase is 35% (in which case, a *Luck* save is required to avoid the PC rolling on the *Injuries & Setbacks* table).
Charitable Works	Rubbing elbows with the most vulnerable and working towards a common good wins hearts. If at least one Master spends 5d20+100 gp and 2d6 weeks in charitable works, a Cha (Persuasion) check improves the odds of a favourable *Population Morale* shift by 20%.
Monument	Impressive statues, tiled murals, towering obelisks, and other oversized artworks embiggen the residents' sense of pride and respectability. A monument costs 5d100+500 gp and takes 3d6 weeks to build. Once complete, domain *Fealty* increases by 1, and the odds of a favourable *Population Morale* shift improve by 1d4 x 10%. On a 4, the locals hate it, instead reducing *Fealty* by 1 and increasing the odds of an adverse *Population Morale* shift by 30%.
Religious Works	Building a new shrine, or holding a series of public (and expensive) blessings, might just fire up the faithful. Build and/or preparation times require 2d6 weeks, which one of the Masters must personally oversee. Once complete, the odds of a favourable *Population Morale* shift are improved by 10% per 500 gp spent (max +40%).
Infrastructure	Roads, guard towers, asylums, bath houses, prisons, infirmaries, orphanages, and so on boost public confidence. Build times are GM's call, and cost at least 10,000 gp. Once complete, domain *Wealth* increases by 1, and Masters gain advantage on *Population Morale* checks for the next two quarters.
Justice	Public trials, hangings, floggings, walks of shame, etc help steel the will of the people. The Masters must preside over the event, with evident pomp and ceremony (costing 5d20+300 gp). A Group Int (General Lore or Insight) check is required to ensure the crowd is read correctly and appeased in the appropriate way. Doing so improves the odds of a favourable *Population Morale* shift by 20%. Failure increases the odds of an adverse *Population Morale* shift instead.

Population Morale Checks

At the end of each *Domain Cycle* the GM checks for changes in *Population Morale*. Roll 1d100 twice; once for a possible favourable shift, and once for an adverse shift. Base percentage chances are noted in the entries below, which may be modified by *Domain Size*, *Domain Events*, *Garrison* level, and other events at the GM's discretion. Gold amounts are base amounts to be adjusted for *Domain Size*. Each *Population Morale* category reflects a certain quality of life for locals, as well as flow on effects to the Masters' quarterly income, expenses, *Fealty* and *Renown*.

POP MORALE	STATUS QUO
Rebellious	The domain is highly unstable with frequent protesters and rioting. Services are often suspended, and large numbers of guards patrol the streets. Night curfews and gate closures are common. Crime rises to an appalling level and few places feel safe. Each quarter, each Master loses 3d100+200 gp, reduce domain *Fealty* by 1, and there is a 50% chance *Domain Size* shrinks one category (minimum small). If *Domain Size* is small, there is a 50% chance the stronghold is besieged. If not besieged, there is a 20% chance of a population morale improvement. If an uprising is quashed (treat as a *Mass Battle*, or as the GM determines), most residents abandon the region. *Renown* checks invariably reference the domain's state of upheaval.
Malcontent	The domain is quasi stable and mostly serviceable, but positively unpleasant. Residents work hard for no real gain, opportunities are few or illusory, and crime high. External threats make frequent forays into the land to exploit settlers with minimal reprisal. Each quarter, each Master loses 1d100+100 gp, and there is a 25% chance *Population Morale* rises or drops one level (check for both). There is a 20% chance *Domain Size* shrinks one category.
Indifferent	The domain is stable and serviceable but not pleasant. Residents work hard for little gain, opportunities are limited, and crime moderate to high. External raids are common but usually responded to. Each quarter, each Master gains 1d100+50 gp, and there is a 30% chance *Population Morale* rises or drops one level (check for both).
Mostly Content	The domain is stable, serviceable, and somewhat pleasant. Residents work hard but earn wages a little higher than most comparable settlements. Opportunities remain limited, and crime moderate. External raids are uncommon and usually met with sufficient force to rebuff them. Each quarter, each Master gains 1d100+200 gp, and there is a 25% chance *Population Morale* rises or drops one level (check for both).
Content	The domain is highly stable, well serviced, and more pleasant than not. Residents work hard but earn favourable wages compared to most neighbouring lands. Opportunities are not uncommon, and crime low to moderate. External threats are often deterred or rebuffed with a strong show of force. Each quarter, each Master gains 2d100+250 gp and there is a 20% chance *Population Morale* drops one level. *Renown* checks often include reference to the covetous state of the domain. May attract interest from foreign powers (for good and/or ill). At the Masters' option (subject to GM veto), there is a 20% chance *Domain Size* increases one category.

Domain vs Domain

GMs are free to determine the outcome of domain interactions any way they please, but from time to time it may be convenient to reduce contests of economic, political and military might to a quick dice roll.

Under this system, each domain (kingdom, city, land mass or other region determined by the GM) is ranked according to four attributes: *Might* (military power), *Influence* (political clout), *Wealth* (infrastructure and financial resources) and *Fealty* (population loyalty).

Like PC attributes, domain attributes range from 3 to 18, capped at 18 after applying any modifiers. The GM determines starting values guided by the table below. Domain attributes may be modified by *Special Purpose Facilities, Specialists*, *Domain Events,* and otherwise as the GM decides. As a rule of thumb, a major event directly impacting on an attribute might change it by 1-2 points. The GM may impose limits on the number of times an attribute may change each *Domain Cycle*, barring exceptional circumstances.

ATTR	SCORE RANGE
Might	Starting score by *Garrison* level: • Very Weak 4 • Weak 7 • Moderate 10 • Strong 13 • Very Strong 16
Influence	Examples include: • Trivial 4 • Minor 7 • Middling 10 • Weighty 13 • Dominant 16
Wealth	Examples include: • Destitute 4 • Impoverished 7 • Frugal 10 • Prosperous 13 • Opulent 16
Fealty	Starting score by *Population Morale*: • Rebellious 4 • Malcontent 7 • Indifferent 10 • Mostly Content 13 • Content 16

Domain Contests

Tests between domains are generally resolved as contests (LFG p.64), with situational modifiers determined by the GM. Other modifiers might apply as a result of *Domain Management* activities (eg retaining a Champion provides a *Reroll* die for *Might* rolls). The GM adjudicates the outcome of the contest as normal.

Example

The Masters wish to host the King's annual Dressmakers' Fair in their province, but are facing stiff competition from neighbouring *Yeldmoor*. The GM decides an *Influence* contest will determine the outcome. The PCs' province has *Influence* 13 and the PCs roll a 7. *Yeldmoor* has Influence 11 but rolls a 4. With the higher margin, *Yeldmoor* is winning, but the PCs decide to use their *Reroll* die provided by their Councillor... and roll a 17. Alas, the Masters' bid fails, and the fair goes to *Yeldmoor* this year.



Faction vs Faction

In a similar vein, interactions between guilds, mercenary companies, church sects, and other organisations may be handled the same way. Faction attributes are relative to other factions only. In an exceptional case, an especially powerful organisation (eg a continent spanning spy network) might be able to force a contest with a domain.



Psion

You are a psion, one who is awakened to the hidden power that dwells in all sentient beings. You might be a struggling mystic, a fearless exile, or a pitiless lucent hunting your next witch.

Equipped with limited weapons and armour, your true strength lies in less mundane armaments. Channelling unseen forces, your thoughts bend men and steel alike, piercing time and space to see what is, what has been, and what will be. But no power is without cost, no magic without peril; with each phasing, turbulent energies build within you, threatening to break free.

Key Attributes: Willpower (Min 15).

Hit Points: 1d3+3 (plus Con bonus if any) per level up to 9th level, then 1 hp/level.

Armour and Shields: Light Armour.

Weapons: One handed weapons, light crossbow, sling.

Skills: Arcane Lore, Gather Information, plus 4 of: Animal Lore, Athletics, Deception, Detection, Divine Lore, General Lore, Insight, Persuasion, Sailing, Stealth, Wilderness Lore.

PSION ATTACK BONUS						
Level	**1**	**2**	**3**	**4**	**5**	**6**
Bonus	0	1	2	2	3	4
Level	**7**	**8**	**9**	**10**	**11**	**12**
Bonus	5	5	6	7	8	8



Psionics (1st Level)

In LFG, psionics are a subset of magic; an inexplicable wellspring of mental force that the psion harnesses to channel supernatural effects.

Using a psionic power, known as *phasing*, follows the same rules as spell casting, but does not require speech or gestures. Instead, each time you phase, your body exhibits a specific tell. Roll 1d6 or choose from the list below to determine the nature of your tell:

1. Your eyes cloud over, glow, or roll back into your head for a short period.

2. All of your hair stands upright, as if affected by static electricity.

3. Your face and/or body twitches with an obvious muscle spasm.

4. You break out in a sweat.

5. A sharp pain in your head is clearly evidenced by wincing, groaning, sharp intake of breath, etc.

6. Your teeth clench and audibly grind for a fleeting moment.

Like spell casting, phasing adds to your *Dark & Dangerous Magic* tally and requires a DDM check as normal. If triggered however, roll on the *Psychic Surge* table (p.60) instead of the DDM table.

At 1st level, you know a number of psionic powers equal to your Will modifier. Each level thereafter you learn one additional power, and if desired, may substitute one known power for another. You begin an adventure with one use of this ability per level. Each time you use this ability, choose one of your known powers to apply. If a power requires a Will check, you may access your *Reroll Pool*. You may regain expended uses by taking short or long rests.

- *Bend Thoughts:* When you use this power, choose one of the following spell like effects: *Gaze of Beguilement* or *Soothing Edict*.

- *Bolster Psyche*: You spend an action to touch a target and suspend a madness, fear, confusion, charm, or other mind related effect for 2d6 minutes.

- *Brain Burst*: You spend an action to directly assault the physical brain of a target within 60 ft, perceivable as a distortion in the air between the two of you (line of sight is required). The attack destroys synapses and neurochemistry, causing 2d8 + Will mod damage (*Luck* (Will) save for half). Damage dice that roll 8 are rolled again and accumulate.

- *Evoke Madness*: As *Malediction of Lunacy*, but affects only a single target.

- *Fight or Flight*: You spend an action to cause a single target within 60 ft to revert to their base survival instincts. The target gains +2 to hit and damage on melee attacks (must seek to engage in close combat) or flees in fear (your choice). The effect lasts 2d6 rounds. Targets may resist with a *Luck* (Will) save. You cannot target yourself with this power.

- *Force Hand:* As *Hand of the Void.*

- *Kinesis Field*: When hit by a physical attack, you may make a Will check to slow the strike to a halt, negating it. Residual dampening halves your movement speed and imposes disadvantage on *Party Retreat* tests until the end of your next turn. Giant sized or larger assaults are not protected against.

- *Mind Raid:* You spend an action to invade the mind of a living creature within sight up to 60 ft, instantly learning the answer to a single question you pose (based on what the target knows or believes). A *Luck* (Will) save resists. Successful or not, the attack causes the target pain, and they instinctively know the origin of the *Mind Raid*. After a target has succumbed to this power, they are immune to further *Mind Raids*.

- *Project Phantom*: As *Waking Dream*, but the illusion is conjured in the mind of a single target only.

- *Psionic Scream*: As *Insidious Slumber*, but centred on you (you are immune), and affected creatures are reduced to zero hp instead of being put to sleep. Using this power is taxing; it requires a Will check, automatically triggers a *Psychic Surge,* and

drains you 1 point of Con or Will (determine randomly, this loss cannot be recovered until the next *Downtime* period).

- *Psychic Disjunction:* As *Sever Arcanum.*
- *Strip Sense*: A single target within 60 ft has their ability to see, hear, smell or speak suspended for 2d6 rounds (your choice). A *Luck* (Will) save resists.
- *Third Eye*: When you use this power, choose one of the following spell like effects: *Inescapable Unmasking*, *Echo of Days, Pierce the Veil.*

Mental Fortress (1st level)

You have a particularly resilient mind, gaining advantage when resisting attacks on your mental state such as charm, fear, madness, and so on.

Mind Link (2nd level)

Your mental powers extend to speaking with others telepathically. You may spend a *Reroll* die to activate the psionic equivalent of *Strange Joining.*

Unique Feature (3rd, 6th, 9th and 12th level)

See LFG p.15, 43.

New Skill (4th and 8th level)

At 4th and 8th level, you gain one new skill (the skill need not be on your class list).

Greater Psionics (5th level)

At 5th level, you unlock your potential to access a higher tier of psionic power. When you gain a level, you may choose to learn a *Greater Psionic* power in lieu of a *Psionic* power. Activating a *Greater Psionic* power expends two uses of *Psionics* instead of one.

- *Telekinesis*: As *Ineffable Force* but lasts 2d6 minutes.
- *Force Crush*: As *Crush of the Warp* but affects 1d2 targets.
- *Awaken Object*: As *Infuse Animus*, but lasts 2d6 minutes.
- *Sight Beyond Sight;* As the spell of the same name, but lasts 2d6 minutes.
- *Path of Years*: You may engage in a 1d4 hour ritual to read the future. Make a *Luck* save. If successful, you may ask the GM one question about the future. If possible, the GM will answer truthfully or provide a useful clue (GM discretion). The answer may be cryptic or in riddles. Each time you use this ability, you gain a minor madness, or if you have an existing madness, it increases in severity level.



Splinter (7th level)

At 7th level, you may engage in a 1d4 week ritual to imbue a weapon or smaller sized object with a fragment of consciousness. The item counts as magical, has human like sight and hearing, and gains Int 10, Perc 12, Cha 8, and Will 15. Each level thereafter, increase three statistics by one point (determine randomly), capped at 17. The intelligent item develops its own personality over time, growing increasingly alien, but benevolent (if treated well).

The *Splinter* is effectively an animated henchmen; a 2nd level psion with AC 16 and hp equal to twice the psion's level. It regenerates 1 hp per hour if damaged, and requires 12 hours of "sleep" each day (in a hibernation state). When using powers, the *Splinter* hums loudly, glows brightly, or exhibits some other obvious tell. The *Splinter* may access your *Reroll Pool* for any Int, Perc, Cha or Will check (you decide whether to allow such). If reduced to zero hp, the *Splinter* falls dormant for 1d4 weeks. Destroying the object destroys the *Splinter*. You may only have one *Splinter* in existence at a time. The GM decides when the *Splinter* levels up (if at all, depending on how henchmen are handled in the campaign).



Cabal (10th level)

At 10th level, and each level thereafter, you may harness your psionic resonance to draw an apprentice psion to your side (level 1d3+1). Whilst cabal members are in the same geographic region (forest, mountains, plains, etc), all member's powers are multiplied as follows:

- Increase Will by the number of cabal members (max 19), and
- Increase *Psionics* uses by the number of cabal members.

As Master, you direct the activities of your apprentices, who remain loyal as long as they are treated well (if treated unwell, all bets are off).

Psychic Surge

Whenever phasing triggers a DDM effect, roll on the *Psychic Surge* table below. Apart from attribute loss, *Psychic Surge* effects cannot be reversed by mortal magic short of a *Forbidden Wish*.

1d100	PSYCHIC SURGE
01	*Rejuvenation*: Restore 1d6 uses of your psionics ability.
02	*Disarranged:* Randomly rearrange your Int, Will, Perc and Cha scores. They revert to normal in 1d4 months.
03	*Tell Morphism:* Your phasing tell mutates into another form (determine randomly) for 1d12 months.
03-04	*Inner Child*: Your personality reverts to that of a 1d6+6 year old. The effect lasts 1d4 weeks.
05-06	*Broken Will*: You suffer severe mental trauma, causing 2d4 Will loss.
07-08	*Bestial Fear*: For 1d12 months, small and medium sized animals (eg cats and dogs) within 30 feet instinctively fear you, entering fight or flight mode.
09-10	You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.
11-12	*Veil Interference*: Roll on the *Dark & Dangerous Magic* table.
13-14	*Phase Shielding*: Until the end of the current adventure, you may choose to reflect a single magical attack that includes you as a target (as *Eldritch Mirror*).
15-16	*Power Fade*: You unlearn a random power for 1d6 months.
17-18	*Brainbake:* Your body curls up into a spasmodic ball (helpless until your next turn).

19-20	*Broadcast*: You telepathically transmit an important secret to all creatures within 30 ft.
21-22	You manifest a random[1] power or spell like effect. There is a 50% chance the power targets you or is centred on you. If the power affects you it lasts a minimum of 1 minute.
23-24	*Force Wave:* A telekinetic wave pulses outwards from you, pushing humanoids and similar sized targets 15 ft and knocking them prone (*Luck* (Con) save resists).
25-26	*Silent*: You lose the power of physical speech for 1d12 months.
27-28	*The Drifting*: Your mind separates from your body like an invisible ghost. You cannot affect the physical world except by phasing, and only magical attacks affect you. Your body enters a comatose state, and you must remain within 60 ft of it. You share your hp with your body. If you are reduced to zero hp you die. The drifting lasts 4d6 hours.
29-30	A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.
31-32	*Veil Interference*: Roll on the *Dark & Dangerous Magic* table.
33-34	*Logician*: Your emotions are almost entirely muted, causing you to operate on logic and reason alone. The effect lasts 1d12 months.
35-36	*Kinetic Crisis*: Until the start of your next turn, you are suspended in the air as uncontrolled forces wreak havoc upon your body (roll 1d8 on the *Injuries & Setbacks* table).
37-38	*Bend Light:* The target of your power turns invisible for 2d6 rounds.
39-40	*Force Field*: You are surrounded by an immobile, 5 ft radius telekinetic force field. The field is physically impregnable (in or out) and lasts 2d6 rounds.
41-42	You manifest a random[1] power or spell like effect. There is a 50% chance the power targets you or is centred on you. If the power affects you it lasts a minimum of 1 minute.
43-44	*Resonance Well*: Your next power (within 24 hours) causes maximum damage and/or triples the number of targets.
45-46	*Time Stream*: A beam of almost imperceivable chrono rings pulses from your eyes to strike the target of your power, causing them to age 3d10 years (no save).
47-48	*Psionic Scream:* You immediately manifest the *Psionic Scream* power.
49-50	*Memory Wipe*: You lose all memory of the last 4d6 days.
51-52	You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.
53-54	*Exhaustion*: You are overcome with exhaustion, suffering 1d4 Str loss.
55-56	A *Dream Phantom* (p.134) manifests to feast on your delectable mind.
57-58	*Psi Lure:* You exude an aura of unnatural persuasiveness, increasing your Cha to 20 for 1d4 weeks.
59-60	*Empath:* Your capacity for reason and logic are severely curtailed, causing you to operate on emotion and feeling alone. The effect lasts 1d4 months.
61-62	*Veil Interference*: Roll on the *Dark & Dangerous Magic* table.
63-64	*Disintegration:* The target of your power is disintegrated, swept away in a fierce telekinetic wind (*Luck* (Con) save resists).
65-66	*Transference:* Your consciousness swaps bodies with a random PC within line of sight (no save). Gain the

[1] **Roll 1d6**; (1) *Psychic Disjunction*, (2) *Mind Raid*, (3) *Evoke Madness*, (4) *Strip Sense*, (5) *Force Crush* (single target), (6) *Psionic Scream.*

	Str, Dex and Con of your new body, but otherwise keep your class abilities and statistics as normal. The effect lasts 2d6 weeks.
67-68	*Synapse Malfunction*: You collapse onto one knee, losing your next action. Make a *Luck* (Will) save at the end of your next turn. If successful you return to normal. If failed, lose your next action and repeat.
69-70	*Harmonic Alignment:* Your next power with a *Luck* save (within 24 hours) causes the target to roll with disadvantage.
71-72	You manifest a random[1] power or spell like effect. There is a 50% chance the power targets you or is centred on you. If the power affects you it lasts a minimum of 1 minute.
73-74	A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.
75-76	*Static*: A strange buzzing sensation drones from you in a 30 ft radius for 2d6 minutes. Everyone in the radius is deafened (including you).
77-78	*Gravity Warp*: Gravity reverses in a 10 ft radius around the target of your power, causing those in range to fall upwards until the end of the next round (no save).
79-80	*Iris Taint:* Your eyes turn a metallic silver or gold colour permanently.
81-82	*Veil Interference*: Roll on the *Dark & Dangerous Magic* table.
83-84	*Time Flux*: You age 3d6 years in the course of one round, and gain a minor madness (no save).
85-86	*Telekinetic Explosion*: Everything in a 15 ft radius (including you) is hammered by telekinetic shrapnel, causing 4d10 damage. Additionally, targets that fail a *Luck* (Dex) save must roll on the *Injuries & Setbacks* table.
87-88	*Jumbled*: You hear everything in reverse, creating a strange and alien soundscape. The effect lasts 1d4 months.
89-90	You and all creatures within 60 ft gain a random serious madness trait. If a target is already suffering madness, it increases in severity instead.
91-92	You manifest a random[1] power or spell like effect. There is a 50% chance the power targets you or is centred on you. If the power affects you it lasts a minimum of 1 minute.
93-94	*Sensory Overload*: Your vision is obscured by psychedelic lights for 1d4 days (physically blind).
95-96	*Psionic Shut Down*: You are unable to use powers for 1d4 weeks.
97-98	You suffer a *Feeblemind* effect (no save).
99	*Nightmare Manifest*: A terrifying 12 HD *Dream Phantom* (p.134) manifests to gorge on your scrumptious mind.
100	*Implosion*: You strobe with blinding light as time and space collapse in a 20 ft radius, then wink out of existence forever (no save). Onlookers are blinded for 1d4 rounds (no save), and those in the radius require a *Luck* (Dex) save to avoid obliteration.

Designer's Thoughts

Contrary to tradition, we've made psionics a kind of magic for several reasons. Firstly, it allows *Pierce the Veil*, *Sever Arcanum* and similar to be equally effective against psionics (and vice versa), which is particularly important in a low magic world. Secondly, it keeps things simple, and allows easy adaption of the DDM framework to *Psychic Surges*. Thirdly, we think psionic tells, phasing, psychic surges, and the overall "invisible force" theme, sufficiently differentiates psionics from spells and blessings.

Consistent with this theme, we've purposely avoided overt energy, creation, metabolism and portation based powers in the core psion class. For those interested in such options however, we've included some *Unique Features* expanding into those areas.

UNIQUE FEATURES

This chapter includes twenty seven new *Unique Features* to serve as further examples to inspire your players' imaginations. As always, tables are encouraged to design their own *Unique Features* tailored to their PC concept.

BORN LOOTER	
1	You have a practical knowledge regarding the value of gemstones, jewelry, and art objects. If you study an item for 1d4 minutes, you may make an Int check to determine the approximate value. You may also attempt an appraisal with only a glance, but the check is at disadvantage and costs a *Reroll* die.
2	If exposed to counterfeit coins or other goods, you immediately gain an Int (Perception) check to spot the forgery. If given 1d4 minutes to inspect the item, the check is made at advantage.
3	If the GM rolls for *Carry Loot*, and you don't like the result, you may spend a *Reroll* die to force the GM to reroll. You must accept the outcome of the new roll.

BREACH THE VEIL
When all your spell uses have been expended, you may cast one final spell (of any level you can normally cast) by rupturing the Veil. The experience is extremely taxing, causing 1d4 Con loss, and automatically triggers a DDM effect. You may use this ability once per adventure.

BROKEN RESONANCE
When all your psionic uses have been expended, you may unleash one final power by fracturing your mental well. The experience is extremely taxing, imposing a minor madness (if you already suffer from madness, it increases in severity instead) and automatically triggers a *Psychic Surge*. You may use this ability once per adventure.

CITY RAT	
1	Your time in dangerous back alleys has made you streetwise beyond your years, and an expert cutpurse. Gain advantage on Sleight of Hand checks, and a +1 bonus on *Downtime Thievin'* checks.
2	After exploring a city for 1d3 days, you gain a +3 bonus on any chase and *Party Retreat* tests within city limits.
3	After exploring a city for 1d3 days, you may make an Int (Gather Information) check with a +3 bonus to (i) find the quickest route across town, (ii) avoid scheduled guard patrols, (iii) slip across checkpoints, (iv) understand gang turf lines, (v) locate fugitives, or (vi) find a suitable location for a safehouse. The GM may allow other uses.

CHOSEN OF THE NIGHT	
1	You or your bloodline has been blessed by a powerful entity of the night, shadows and infinite black. You gain a +3 bonus on Perception checks in dim or darker light, but a -1 penalty in daylight.
2	While in dim or darker light, you gain +1 AC and advantage on all stealth related checks.
3	Once per adventure, while in dim or darker light, you may spend an action to fade into the shadows (treat as *A Wisp Unseen*). Moving into bright light ends the effect.

DEATH BLOW
This *Unique Feature* is exclusive to Fighters and Barbarians. When using a Major Exploit to kill or incapacitate an enemy, you may target a creature with HD equal to your level, plus 1 per *Reroll* die you expend (max increase equal to your Str or Con modifier).

DEEDS NOT WORDS	
1	You lead by example, inspiring the best from your allies. When recruiting hirelings, up to 1d8 + Cha mod are available (+1 if you have the Leadership skill), and they gain a +1 bonus on starting gear rolls.
2	As long as you remain able to fight, hirelings gain a +3 bonus on *Morale* checks, and units in *Mass Battle* gain a +1 bonus on *Morale* checks.
3	When rolling for hireling advancement, you may shift the result up or down 1 point. When making *Final Confrontation* checks in a *Mass Battle*, gain a +2 bonus as long as you remain able to fight.

DIVINE BARGAIN
When all your blessing uses have been expended, you may invoke one final blessing in exchange for a price or debt brokered with an agent of your deity (played by the GM). If no agreement can be reached, you automatically trigger a *Divine Rebuke,* and your action is wasted. You may use this ability once per adventure.

ENCHANTER
By fate, fortune or design, you know the secret to enchanting a single permanent magical item of your own creation (divine boon, forbidden knowledge, unlocking a family heirloom, awakened bloodline, etc). Work out the item's details with your GM, per the *Magical Research* rules. When you attempt the ritual to create the item, you count as having all relevant lore skills.

GUNSLINGER	
1	When using a blackpowder weapon, reroll fumbled attacks.
2	When using a blackpowder weapon, you do not lose your reloading action if you suffer damage.
3	On a Nat 19 attack roll with a blackpowder weapon, the target rolls 1d6 on the *Injuries & Setbacks* table (instead of 1d8).

KNIFE FIGHTER	
1	When using daggers or knives, they cause 1d6 damage and may be thrown up to 60 ft instead of 40 ft.
2	Increase your critical range by 1 for dagger and knife attacks.
3	On a critical hit with a thrown dagger or knife attack, the target is struck in a vital area, and must roll on the *Injuries & Setbacks* table (no save).

MASTER OF FACES	
1	You are the undisputed master of impersonation and disguise. With a special disguise kit (rare, 5d10+50 gp, 5 uses) you gain advantage on all checks to disguise yourself as another humanoid. The GM decides whether certain humanoids are too outlandish to be impersonated, and the time it takes to prepare your disguise.
2	If you help another person with their disguise, they gain a free *Reroll* die to maintain the ruse. This costs one use of your disguise kit.
3	If you study a specific humanoid for at least 1d4 hours (not necessarily in one sitting), you gain a +4 bonus on attempts to impersonate them (including physical disguises, voice, mannerisms, etc).

MEANT TO RULE
Your natural wisdom with respect to the workings of small kingdoms increases domain *Influence* and *Fealty* by 1, grants a +1 bonus on *Garrison* checks, advantage on all social tests relating to *Domain Events*, and the chance of an adverse *Population Morale* shift is reduced by 10%. These benefits fade if you are away from your domain for more than six months.

MONSTER LORE	
1	Since childhood you have had an enduring fascination with monsters, developing an extensive knowledge of monstrous myths, legends and eye witness accounts. You may make an Int check (no action) to identify the general species of any monster you encounter (subject to GM veto).
2	If you succeed on your Int check, you may spend a *Reroll* die (no action) to recall some or all powers, resistances, vulnerabilities, etc of the target. The GM decides how much information to provide, taking into account your Int check result, the campaign world, monster rarity, etc.

NOTORIOUS
You are famous for being a ruthless killer that wiped out an entire thieves' guild after they murdered your pet (whether the reputation reflects your past deeds, or is a curious misunderstanding, is up to you). Gain a +3 bonus on *Renown* checks, and attempts to disguise you as another human or demihuman are made at disadvantage. If recognized, (i) ordinary citizens are leery of you, (ii) underworld figures accord you a special respect, (iii) gain a +2 bonus on intimidation checks, and (iv) intimidation successes count as great successes.

ORACLE
You have learnt to interpret the portents of fate in some way (runebones, tea leaves, celestial movements, steaming entrails, whispering winds, etc). Once per week, you may spend 1d4 hours to make an Int check to divine the future (treat as the greater psionic *Path of Years*). Successful or not, you gain a minor madness (if you have an existing madness it increases in severity instead).

POISONER
You are adept at scavenging illegal ingredients to concoct various toxins and poisons. If you spend at least 1d4+2 weeks brewing poison during a *Downtime* period, you may make an Int check. If successful, you create 1d4 doses of a random poison, reflecting the ingredients available to you at the time. Roll 1d10: (i) *Elderberry Toxin*, (ii) *Fireblood*, (iii) *Choking Spore*, (iv) *Ghoulsheen Admixture*, (v) *Whisperfog*, (vi-viii) Roll for a *Minor Trap Poison*, (ix-x) Roll for a *Moderate Trap Poison* (LFG p.235). On a great success you make 5 doses. On a terrible failure you poison yourself; reduce your maximum *Luck* by 1 until the end of your next adventure. Alternatively, if you have a specific ingredient, such as ghoul blood (for *Ghoulsheen Admixture*) or *Elderberries* (for *Elderberry Toxin*), you create that named poison.

PSIONICS (Crossclass)
You gain a limited version of the Psion *Psionics* ability. Gain a phasing tell and one psionic power. You begin an adventure with two uses of this ability.

PSI ENERGY	
1	When you learn a new *Psionic* power, you may choose *Sonic Wave* (as *Thunderous Invocation*).
2	From 5th level, when you learn a new *Greater Psionic* power, you may choose *Energy Burst*: By spending an action, lightning arcs from you in a 10 ft radius. All targets within range suffer 1d6 damage per psion level (*Luck* (Dex) save for half).
3	From 11th level, when you learn a new *Greater Psionic* power, you may choose *Antimatter Beam* (as *Viridian Ray of Unmaking*).

PSI METABOLISM	
1	When you learn a new *Psionic* power, you may choose *Morph Arm:* By spending an action, you transform your forearm into a bone, crystal or chitinous object as large as a one handed weapon. The effect is

	relatively crude, lasts 2d6 rounds, and counts as magical. You may use your Will modifier for your damage bonus instead of Strength.
2	From 6th level, when you learn a new *Greater Psionic* power, you may choose *Body Symmetry* (restore 2 hp per level, plus your Will modifier, self only).
3	From 7th level, when you learn a new *Greater Psionic* power, you may choose *Crystal Skin* (as *Demonic Convergence*).

PSI PORTATION	
1	From 6th level, when you learn a new *Greater Psionic* power, you may choose *Fold Space* (as *Dimension Door*).
2	From 9th level, when you learn a new *Greater Psionic* power, you may choose *Wormhole* (as *Phasement to Nowhere*).

RUNESMITH	
1	You are skilled in the lost art of enchanting items through precise, painstaking rune etchings. Learn three first level spells. You may perform a 1d4 day ritual to store a known spell in any ring sized or larger item (does not require a DDM check). Anyone may release the spell with a command word (requires a DDM check, but cannot be interrupted like spellcasting). Each stored spell increases your minimum DDM tally by 1, and drains you 1 point of Con. Con loss cannot be recovered until the next *Downtime* period after the spell is released.
2	You may learn one 2nd level spell in lieu of a 1st level spell.

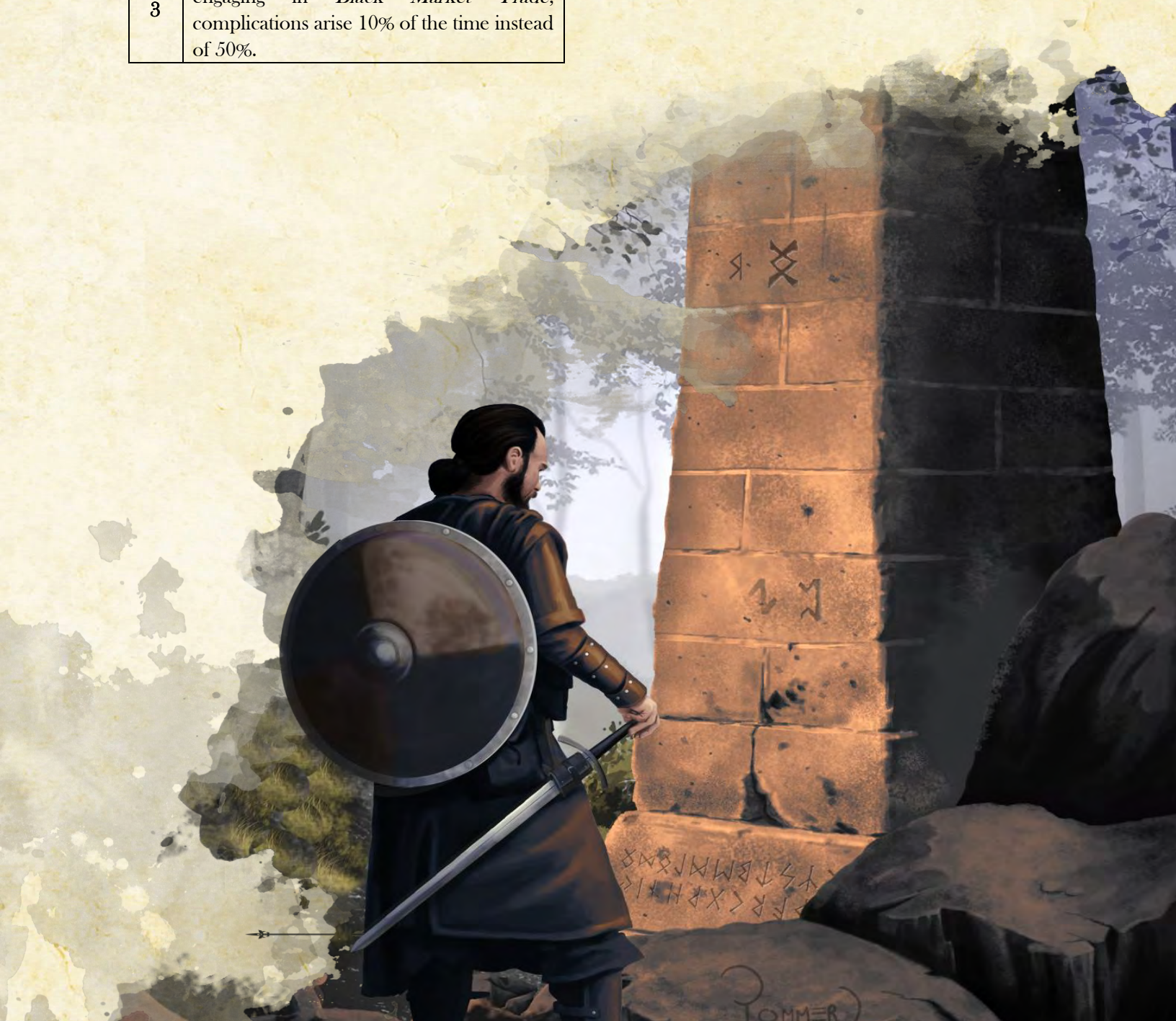
SEDUCTIVE CHARMS	
1	You are a practiced playboy, rake, siren or seductress, able to charm the pants off even the most steadfast of wills. When attempting to seduce a human, elf, dwarf, halfling or half-skorn who ought to know better, you gain advantage on related checks. The GM retains a general veto and decides whether a person is vulnerable to seduction in all the circumstances (including whether the target feels a sufficient baseline attraction).
2	If you succeed in seducing a target, you may attempt to extract a secret or favour by spending a *Reroll* die and making a successful Cha check. The GM retains a general veto, and decides how long the process takes. Only one secret or favour may be obtained per adventure or *Downtime* period. On a failure, the seduction ends.

SEED OF THE SERPENT KINGS	
1	Your line includes the blood of serpentmen from the Second Age, which is only now manifesting. Your skin shows traces of scales in some places, roll 1d6: (i) hand, (ii) forearm, (iii) ears, (iv) neck, (v) chest, (vi) cheek. You may spend a *Reroll* die to cast *Bestial Communion*, limited to reptiles.
2	You become cold blooded, and attract a large serpent as a pet. Treat as the Ranger *Viper Beast Companion*, but bonus hp equal to 1 per level, it cannot access your *Reroll Pool*, and no advances at 5th level.
3	Your tongue develops a slight but noticeable fork. Once per adventure, you may spend an action to transform into a *Giant Serpent* (5 HD, treat as *Sudden Transmogrification*, but your equipment is left behind).

SURPRISE INHERITANCE	
1	You gain a surprise inheritance from a distant relative or anonymous benefactor. Treat as a 6 HD Lair Treasure, but no permanent magical items.
2	At 7th level, you gain control over a small keep, tower or citadel. Work out the details with your GM. Apply a +1 bonus on *Renown* checks for 2d12 months.

WELL CONNECTED	
1	You know all the right people in all the right places. In cities and towns, when purchasing items, you treat them as one category lower for availability purposes (not cost). Depending on the circumstances, this ability might also function in a village or outpost (GM's call).
2	Gain advantage on Cha checks relating to *Rumours*, learn +2 true rumours, and gain a +1 bonus on *Contacts* rolls (p.13).
3	Increase domain *Influence* by 2, and when engaging in *Black Market Trade*, complications arise 10% of the time instead of 50%.

VOID CALLER	
1	When you use magic (including items), you may choose to automatically trigger a DDM effect. Roll 1d100 to determine the nature of the effect as normal.
2	Instead of using magic, you may automatically trigger a DDM effect by spending an action to bleed yourself (causes 1 Con loss). Roll 1d100 to determine the nature of the effect as normal.



ALTERNATE RULES

This chapter offers a handful of alternate rules your table might like to consider implementing, including a customisable experience point system, Insight skill variant (emphasising player judgment over character skill), simpler *Off Turn Attacks*, and a great Success/Terrible Failure variant (to curb or eliminate on the fly modifier math).

XP ADVANCEMENT

An alternative to *Session Advances* and the *Downtime Level Up* rules, the following experience point ("xp") system requires PCs to gain a certain number of xp before they progress to the next level:

Lvl	XP	Lvl	XP	Lvl	XP
1	0	5	100	9	310
2	10	6	145	10	375
3	30	7	195	11	475
4	60	8	250	12	600

To earn xp, PCs must engage in that time honoured profession known as "adventuring", broken down into *Exploration, Combat, Looting* and *Social*.

Some example actions are outlined below, but GMs are encouraged to modify the categories and rewards to better suit campaign themes. A game revolving around monster slaying for example might remove *Looting, Social* and *Exploration* rewards, whilst a particularly deadly dungeon crawl campaign might lessen *Combat* and *Social* rewards, but boost *Exploration* and *Looting* gains.

The GM decides if xp awards are made to individual PCs or the party as a whole on a case by case basis. Temporary session caps might apply to certain xp categories at the GM's discretion. Note that some xp awards require a degree of GM adjudication. For example when charting a tract of untamed wilderness (1 xp), the GM determines how big an area must be explored before the xp award applies.

Session Advances (LFG p.110) are not necessarily inconsistent with the xp system. GMs might still allow partial advances at the end of a session, or for each 25% of the xp required for next level (perhaps capped at once per session).

EXPLORATION & DISCOVERY	
Discovering a new ruin, dungeon, natural wonder, leyline or other magical wonder, significant monster lair, or other adventure site. Exploring a dangerous city district or expanse of untamed wilderness. Obtaining lost or forgotten lore, or learning an important clue.	1 xp
Exploring a new section or level of a ruin, dungeon or other adventure site. Locating a secret door (+1 xp if the PC opens it). Detecting a trap before it goes off (+1 xp if the PC disarms and/or repurposes the trap).	1 xp
Solving a riddle or puzzle.	1-3 xp
Exploring 90% or more of a very large dungeon, ruin, or other adventure site.	3+ xp

COMBAT	
Defeating insignificant foes.	0 xp
Defeating significant foes. Saving a PC, ally, or innocent from severe injury or death. Successfully retreating from a losing combat. Surviving an adventure.	1 xp

Defeating very difficult foes.	2-3 xp
Defeating deadly foes.	5+ xp

LOOTING	
Obtaining Carry Loot, a Trinket or Curio.	1 xp
Obtaining Valuables, a Minor Charm, Potion or Scroll. Obtaining Lair Treasure from creatures with HD significantly lower than the party.	1-2 xp
Obtaining a Major Magical Item.	3-4 xp
Obtaining Lair Treasure from creatures with HD approximate to the party's level or higher.	5+ xp

SOCIAL	
Failing to bring drinks or snacks to the host's lair for game night.	-7 xp
Making a new contact with minimal influence.	0 xp
Deceiving, persuading, intimidating, or inspiring one or more NPCs for an important purpose. Busting out a great one liner, performing a deed in jaw dropping style, or strengthening party bonds with one or more PCs (max once/adventure).	1 xp
Deceiving, persuading, intimidating, or inspiring one or more NPCs of significant influence for an important purpose.	2 xp
Earning a henchmen, making a new contact of significant influence.	2-3 xp
Deceiving, persuading, intimidating, or inspiring one or more NPCs of great influence for an important purpose.	3+ xp

Insight Skill

With this variant, the Insight skill is removed from PC skill lists. The skill still exists for NPCs (for those times when the GM decides an NPC should have the skill), but players must rely on their own intuition when deciding whether an NPC is being truthful or otherwise. This change emphasises player judgment over character skill, and obviates the need for a roll. On the other hand, Sherlock Holmes like PCs are just as susceptible to NPC lies as the player is.

Simpler Off Turn Attacks

Under this option, a creature with *Off Turn Attacks* may attack (and possibly move) at the end of each PC turn (instead of "in between" PC turns, LFG p.183). This change makes *Off Turn Attacks* simpler but also slightly stronger.

Great Success & Terrible Failure Modifiers

For those times when the GM decides degrees of success are relevant to an attribute check (LFG p.64), any modifiers to the attribute can also affect the PC's Great Success (GS) and Terrible Failure (TF) range. With this variant, modifiers to attribute checks (including the +1 bonus for skills) do *not* alter GS and TF scores, which are always derived from the base attribute. The reason for this change is to speed play and minimise the need to recalculate GS and TF for borderline rolls. For tables happy to stick with the original rule however, the following chart might assist:

Attr	GS	TF	Attr	GS	TF
3	1	5	11	5	17
4	2	7	12	6	19
5	2	8	13	6	20
6	3	10	14	7	20
7	3	11	15	7	20
8	4	13	16	8	20
9	4	14	17	8	20
10	5	16	18	9	20

PERILOUS MAGIC

The *Perilous Magic* Table is provided as an alternative to the *Dark & Dangerous Magic* table, for those settings better suited to less "dark" - but no less dangerous - magical mishaps. Spell effects use the caster's level or minimum level, whichever is higher.



1d100	PERILOUS MAGIC
01-02	*Warp Coma*: You are knocked unconscious for 2d6 minutes (no save).
03-04	*Shifting Essence:* You no longer find sustenance in food or drink, requiring instead (roll 1d4): (i) glass, (ii) mud, (iii) sand, (iv) quartz. Consuming the material acts as food/drink and does not harm you. The effect lasts 1d12 months.
05-06	*Adult Morphin' Mage Tortoise*: You grow a beak like mouth (speech is indistinct, cannot cast spells) and a bulky, shell like torso (as heavy armour). The effect lasts 4d6 hours.
07	*Strange potency*: Your next single target spell affects two targets instead of one (within 24 hours).
08	*Fey Ears*: Over the next 1d12 hours, your ears become pointed like an elf. The effect is permanent.
09	*Tenuous Connection*: Your spell lasts half as long as usual (or your next spell with a duration other than instant within 24 hours).
10	*Heartless*: You have no discernible heartbeat, and do not bleed. The effect lasts 1d12 months.
11-12	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
13-14	Generate an effect from *Holgrim's Chest* (p.99).
15-16	You gain a random minor madness trait. If you are already suffering madness, it increases in severity instead.
17	*Spirit Rend*: You have advantage on your spell damage roll (if this spell does not cause damage, then your next damaging spell within 24 hours).
18	*Dark Seed*: A *Doppelganger* magically splits from you with a hideous, slurping plop. The monster wishes to kill and replace you, but may flee until a better opportunity presents itself. The

[1] **Roll 1d12**; (1) *Elemental* (10 HD); (2) *Dream Phantom*; (3) *2d6 Animated Objects* (weapon size); (4) *Doppelganger*; (5) *Yeggsûl*; (6) *Gibbering Terror*; (7) *Rust Monster*; (8) *Gelatinous Cube;* (9) *Invisible Stalker*; (10) *N'Tarc*; (11) *Shade* (12) *Spectre.*

	Doppelganger lasts 1d12 months or until destroyed.
19	*Conclave of Wind & Sky*: A supernatural weather event immediately occurs (if indoors, limited to the current room or building). As *Conclave of Wind & Sky*, but randomise all effects.
20	*Breathless*: You do not breathe and cannot mimic breathing. If subject to drowning or asphyxiation, you enter a dormant state rather than die. The effect lasts 1d12 months.
21-22	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
23-24	*Mucus*: Your skin oozes a foul smelling mucus for 1d3 days.
25-26	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
27	*Time is Mutable*: You automatically go first in initiative next round.
28	*Whisperer:* You speak only in a sibilant whisper for 1d12 months.
29	*Time Slip*: Your spell takes 2 actions to cast instead of 1.
30	*Called from Above:* Whenever you linger outdoors, butterflies, bees and dragonflies begin to gather around you. The effect lasts 1d12 months.
31-32	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
33-34	*Frost Soul*: Your skin is always cool to the touch, and your breath condensates under hard physical exertion. You are immune to the adverse effects of cold temperature (magical or otherwise). The effect lasts 1d12 months.
35-36	A random creature within sight or hearing gains a random minor madness trait. If the target is already suffering madness, it increases in severity instead.
37	*Inscrutable Boon*: Your spell does not expend a spell use.
38	*Mute:* Your mouth fuses shut, preventing speech and spellcasting. It returns to normal in 2d12 hours.
39	*Eldritch Interference*: Your spell expends two spell uses instead of one.
40	*Shadowless*: You cast no shadow. The effect lasts 1d12 months.
41-42	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
43-44	*Inner Child*: Your personality reverts to that of a 1d6+6 year old. The effect lasts 1d12 days.
45-46	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
47	*Secret Lore*: You regain one expended spell use.
48	*Shedding:* Over the next hour, all of your head and body hair falls out. It grows back as normal.
49	*Forgotten*: You unlearn a random spell for 1d6 days.
50	*Stillness*: The air around you is breezeless and still. Your hair, cloak, etc are unmoved by wind, smoke clings to you, etc. The effect lasts 1d12 months.
51-52	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
53-54	*One Hatred*: All enemies within 30 ft target you above all others (they will expose themselves to free attacks due to movement in order to do so). The effect lasts 2d6 rounds.

[2] **Roll 1d8**; (1) *Gift of the Fiery Furnace*; (2) *Behold the Secret Truth*; (3) Roll on the *Holgrim's Chest* table; (4) *Malediction of Lunacy*; (5) *Writhing Fog*; (6) *A Wisp Unseen*; (7) *Bane of Mortals*; (8) *Flesh to Stone*.

55	You gain a random moderate madness trait. If you are already suffering madness, it increases in severity instead.
56	*Unexpected Boon*: You are affected by a random potion, roll 1d6: (i) *Abrupt Diminution*, (ii) *Cradle of Formlessness*, (iii) *Giant Strength*, (iv) *A Wisp Unseen*, (v) *Towering Growth*, (vi) *Rightful Ascension.*
57	*Sorcerer's Pox:* Your skin breaks out in painful sores, starting with the extremities and spreading inwards. The effect is uncomfortable but otherwise cosmetic. It fades away after 1d12 months.
58	*No Mercy*: All creatures within 30 ft of you lose all sense of clemency or quarter, and will not accept surrender if engaged in combat (foes are put to the sword). The effect lasts 2d6 days, at which time PCs might suffer a serious madness (GM's call; *Luck* (Will) save negates the madness only).
59	*Life Aegis*: Living targets are immune to your magic for 24 hours.
60	*Darkening*: Small open flames such as candles and torches are automatically extinguished within 30 feet of you. The effect lasts 1d12 months.
61-62	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
63-64	*Speaker of the Void*: You speak only in a disturbing alien chittering that no-one understands. You may still cast spells. The effect ends in 1d4 months.
65-66	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
67	*Bend Reality*: You may change the damage type of any spell you cast to any other damage type for 24 hours.
68	*Fell Lethargy*: You require 12 hours sleep per day, or lose 1 Con due to overwhelming exhaustion. The effect lasts 1d12 months.
69	*Toll of Mortals*: All living creatures within 30 ft of you age 2d10 years (*Luck* save for half, you are immune).
70	*Ironbane*: Carrying iron causes you severe nausea, and touching it causes pain (using such objects imposes disadvantage or some other penalty; GM's call). The effect lasts 1d12 months.
71-72	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
73-74	*Winged*: You sprout large feathered wings from your back, elbows, neck or ears (GM discretion). You can fly at your normal speed. The wings moult and drop off after 2d12 hours.
75-76	A random creature within sight or hearing gains a random moderate madness trait. If the target is already suffering madness, it increases in severity instead.
77	*Claws*: You grow non retractable claws on the ends of your fingers (1d4 damage, you may hold items and cast spells as normal). The effect lasts 1d12 months.
78	*Gender Shift:* You slowly change sex over the next 24 hours, including build, voice, facial features, etc. The effect lasts 1d12 months.
79	*Waterwyrd*: Drinking water is poison to you (6d6 damage, *Luck* (Con) save for half). You may hydrate yourself using other fluids (eg: alcohol, fruit juice, etc). The effect lasts 1d12 months.
80	*Hollow*: You are never hungry or thirsty, and cannot abide food or drink. Even the smell makes you nauseous. Lasts 1d12 months.
81-82	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.

83-84	*The Prize*: Creatures within 30 ft of you feel an overwhelming compulsion to seize control of a random tiny object visible on your person (*Luck* (Will) save negates). The effect lasts 2d6 rounds.
85-86	You cast a random[2] spell. There is a 50% chance the spell targets you or is centred on you. If the spell affects you it lasts a minimum of 1 minute.
87	*Undead Beacon*: The closest 3d6 corpses animate as hostile *Zombies* that stop at nothing to destroy you (they might be miles distant). The *zombies* unerringly sense your whereabouts.
88	*Demon Brand*: You are marked with an infernal tattoo on your chest and back (no mortal magic can remove or conceal it). You ignore *Demon* magic resistance, and any weapon you wield bypasses a *Demon's* immunities. *Demons* instinctively treat you with curious respect. The effect is permanent.
89	*Puddingmorph*: You transform into a *Black Pudding* (no save, treat as *Sudden Transmogrification*, but your mind and personality are substituted with the pudding's). The effect lasts 1d4 minutes.
90	*Fey Horns:* You grow antlers from your skull in 1d4 hours (if cut off etc, they regrow). The horns splinter and drop off after 1d12 months.
91-92	An enraged, random[1] supernatural monster controlled by the GM appears within close range (1d4 x 5 ft). It vanishes after 1d4 minutes.
93-94	You transform into a furious *T-Rex* for 1d4 minutes. Your personality is suppressed and substituted with the sentience of an enraged *T-Rex* until the effect ends.
95	You and all creatures within 60 ft gain a random serious madness trait. If a target is already suffering madness, it increases in severity instead.
96	*Grasping Earth:* Sorcerous vines burst from the floor and tightly grip the target (50%) or yourself (50%). The victim may not move from their present location without winning a Str contest vs Str 19 (no action).
97	*The Stars Align*: Your next spell (within 24 hours) causes maximum damage and/or affects the maximum number of targets.
98	*Extra Appendage*: You sprout an extra (roll 1d6): (i) arm, (ii) leg, (iii) eye, (iv) ear, (v) nose, (vi) mouth. The appendage functions as normal (GM determines benefits and/or penalties, if any) and lasts 1d12 months.
99	*Eye of the Infernal*: You suffer the curse of the *Demon* card from the *Astravali* (*Deck of Many Things*).
100	*Marked*: Gain the following table effect *permanently*; Roll 1d12: (i) Frost Soul, (ii) Shifting Essence (iii) Heartless, (iv) Breathless, (v) Claws, (vi) Shadowless, (vii) Stillness, (viii) Fey Horns, (ix) Ironbane, (x) Hollow, (xi) Darkening, (xii) Extra Appendage. No mortal magic can remove this effect.



MINOR CHARMS

The following 1d100 table includes 50 minor magical items; about 80% useful but limited effects, 10% odd effects, and 10% cursed effects. Cursed items might be instruments of revenge, "gifts" from capricious powers, improperly enchanted vessels, or once benign items malfunctioning long after their creator's demise.

Attunement is not required with respect to *Minor Charms*, but using one requires the standard *Dark & Dangerous Magic* check. Unless noted otherwise, cursed items cling to the character unerringly; the user either cannot bring themselves to discard it, or if forcibly removed, finds the item somehow returns to them after a short period. The GM decides what special means might end a curse (in addition to the *Purge the Accursed* spell).

1d100	MINOR CHARM
1-2	A clear crystal ring with a twisting infinity pattern. Anyone wearing it dreams the same thing every night.
3-4	A wooden spoon with a shield emblem on the back. Poisoned or diseased food eaten with this utensil is safely neutralized.
5-6	A cotton scarf depicting a pack of wolves running free. Pulling the scarf over the wearer's nose renders their whispers inaudible to unintended ears.
7-8	When lit, this blood red candle produces a sickly crimson glow in a 15 ft radius. Anyone within the glow finds it hard to lie (disadvantage on deception related checks).
9-10	A wicker bowl entwined with copper and colourful string. Placing it on the ground outdoors causes a random bird to fly down and sit in it. The bird retains full control of itself; it just likes the bowl.



11-12	A small pouch contains 2d4 sticks of runed chalk. The chalk wears out quickly (one use each) but writes on anything, including ice, water, fire and air (messages written on non solid surfaces dissipate in 1d4 minutes or until swished away).
13-14	A copper hairpin shaped like a lightning bolt. If the wearer is struck by lightning, the hairpin absorbs it, then glows for 2d6 days (like a candle).
15-16	This leather skullcap ties up with chin straps and has a false bottom. Peeling away the padded flap reveals a series of spidery runes underneath. Anyone wearing the cap becomes genuinely fearless (as often a boon as a curse, depending on the circumstances).
17-18	A dark furred cloak fashioned from the hide of a *Dire Wolf*. The wearer is immune to adverse temperature changes due to natural environmental conditions (eg blistering heat from the sun, but not fire or magma burns).
19-20	A drinking horn crafted in the *Old Varnori* style. Anyone who finishes drinking from it feels compelled to sing loudly (Will check resists).
21-22	A writing quill made from a vulture's feather. The quill refuses to work with any liquid other than blood. If used with blood, the user may write the name of a specific individual. When fighting that individual, the user causes critical hits on natural 15+ attack rolls. The quill functions once only, then disappears.
23-24	A bone earing shaped like a jackal. A user wearing the earring no longer breathes, and doesn't need air. The user may mimic breathing by actively going through the motions, if desired.
25-26	An ivory comb with black striations. By the time a user finishes styling their hair with this comb, they appear fresh and well kempt (dry, unrumpled, and stain free, but holes/tears are not repaired).
27-28	This copper wand has a blue zircon gemstone at one end. Activating it (mental command, requires an action) imposes a throbbing headache (causing 1d2 Int loss) but allows the user to detect magic (as *Pierce the Veil*).
29-30	An unblemished needle with a tiny ruby set in its eye. Pricking a creature with the needle creates a sorcerous connection with the object. If the needle is laid flat, it turns to point in the direction of the pricked creature.
31-32	A plain circlet of white steel, set with a small jasper gemstone. If worn, the user is encased in ice (*Luck* (Con) save resists). The ice will not melt unless fire is applied to it (requires 1d4 hours). The circlet functions once per week, and wearing it automatically triggers a roll on the DDM table.
33-34	A wooden collar with a bear motif. Any animal wearing it increases their Int and Perc by 2, but ages twice as quickly.
35-36	These old, blood stained bandages have prayers of healing sewn into them. If wrapped around a persistent injury (broken arm, cracked ribs, etc) recovery time is halved.
37-38	A scrap of mottled skin bears the tattoo of a stormraven. Touching the tattoo transfers it to the user's body (roll 1d6: (i) arm, (ii) chest, (iii) shoulder, (iv) hand, (v) neck, (vi) face). If another person touches the tattoo, it transfers to them, and so on.
39-40	2d6 sticks of incense, inscribed with litanies to a dead god. Burning a stick causes the user to suppress madness effects for 4d6 hours or imposes a minor madness for the same duration (even chance).
41-42	A tin hand mirror with a cloudy face. If the user stares into the

	mirror for one minute, they no longer cast a reflection in any surface, and cannot be magically detected or scryed for 1d4 days.
43-44	A quartz whetstone that never wears down. Wrapping a damaged blade in an oiling cloth, with the stone placed on top, causes the weapon to repair overnight.
45-46	This charred, chipped, and stained 10 ft wooden pole is (despite appearances) indestructible by any means short of a demigod.
47-48	A mummified cat paw on a golden string. Upon taking possession of this cursed charm, the user attracts nearby cats for the next 2d6 months (cats follow them, meow at them, wait on their doorstep or window sill, etc). The GM decides if the charm can somehow be disposed of early (at which time it disappears).
49-50	This tiny bronze bell is missing its clapper, and the lip interior is marked with shadowed runes. With respect to stealth related checks, the bearer increases their Great Success range by 2 points, and automatically rerolls Terrible Failures.
51-52	An intricate wooden harp carved with images of angels. It sounds like a church pipe organ at full volume when strummed.
53-54	This coin takes many forms, but usually presents as a gold crown. The bearer may will the coin to take the form of any other coin and display either face. Usable once per adventure, drains 1 *Luck*.
55-56	A bronze ear trumpet marked with an ancient hieroglyph. Placing it beside one's ear allows the user to understand any spoken language. Each time the ear horn is used in this way, there is a 50% chance the user develops a minor madness.
57-58	This sturdy backpack has an eye icon woven into one strap. Whilst in possession of the pack, the bearer feels a tingling sensation at the back of their skull if anyone attempts to steal from them.
59-60	A black iron lantern edged with silver. When lit, it radiates faint moonlight in a 5 ft radius.
61-62	A small gold statuette of a field rat. Might just be art (120 gp). Or it might be the cursed idol from Adventure Framework #29; *Riddle of the Golden Rat*.
63-64	This plain *cold iron* ring squeezes the wearer's finger when a fey is within 60 ft.
65-66	A patchwork bedroll that is magically sealed against water and other liquids. Anything inside it never gets wet.
67-68	This sturdy peg leg makes an ominous clicking noise when the user walks on a hard surface. The wearer feels an urge to obtain a parrot or monkey pet, and adopt pirate phrases such as "*Drink up me hearties, yo ho!*", "Aye, cap'ain", and "*Open yer buccaneers, mate!*" If the wearer evidences their inner seadog before a stranger, they may restore 1 point of *Luck* (once per adventure).
69-70	A leather belt with a gold buckle shaped like a sun. If the user warms themselves in sunlight for one hour, they don't require food or drink for the next 24 hours.
71-72	This white cloak with a fleece lined interior never gets dirty, and muffles the sounds of armour beneath it (negates armour stealth penalties).
73-74	A smooth marble egg that is cold to the touch. When held in a bare hand, it grows warm if within 30 ft of a secret door (grows warmer the closer it gets).
75-76	This silver locket is in mint condition, with an interior engraving of a stack of coins. Any time the bearer attempts to spend money (other than on essential food or shelter), they must make a Will check or abandon the

	purchase (deciding instead that the item is unsuitable, a waste, they don't trust the vendor, etc). The bearer may not attempt to buy the same kind of item again for 1d4 days. The cursed locket stays with the user for 1d6+6 months, then is mysteriously lost.
77-78	This curious drum has a volcano icon painted on its face. When used, the drum continues to beat ten times after the user stops (at the same volume and tempo).
79-80	A dwarven steel tankard decorated with a twin hammer sigil. Slamming the mug down on a table or other hard surface fills it with ale. Only one person may drink from the mug each night, or it stops working for 1d4 days.
81-82	An obsidian pendant on an electrum chain. If the wearer of this charm falls from a rooftop, something always happens to prevent them injuring themselves (a wagon of hay is below, they fall through a shop awning, their cloak snags on a gargoyle, etc).



83-84	These short electrum bracelets are set with matching moonstone gems. The wearer of one bracelet instinctively knows the direction to the other bracelet (the two bracelets might not be found together).
85-86	This silver whistle produces no sound, but if used outdoors, summons the moon from behind the clouds, or vice versa. Each change takes 2d6 rounds.
87-88	A moderately sized iron cauldron with a golden handle. It may hold any number of pots, pans, and similar cooking vessels.
89-90	This ancient torch never runs out of fuel, produces no smoke, and burns even when submerged under water. It must be smothered to be put out.
91-92	A platinum ring with a horn crest. When entering a room, balcony, ascending a podium, etc, the wearer may choose to be accompanied by coincidental fanfare of some kind (eg a church bell tolls, thunder cracks overhead, nearby dogs bark, a baby wails, etc).
93-94	An ornate ball mask adorned with parrot feathers. Whilst wearing the mask, the user may perfectly mimic any voice they hear.
95-96	A steel hook hand decorated with a ship motif. The wearer is supernaturally buoyant and cannot fail a swim related check.
97-98	This wooden holy symbol initially appears to belong to a deity consistent with the bearer's beliefs. While the bearer sleeps however, the cursed relic transforms into a demonic sigil, automatically triggering a hostile random encounter, and increasing the bearer's DDM tally by 1d6 (once only, the relic then vanishes).
99-100	This 6" diameter coin pouch has a white iceberg stitched on the top flap. The pouch is much larger than it looks, as deep (and as wide, excluding the 6" opening) as the user's arm up to their shoulder.

MAJOR ITEMS

Provided below are fifty unique major magical items, with a short background and suggested powers. The various histories and locations refer to the *Midlands Low Magic Sandbox Setting*, but are easily rejigged for other fantasy worlds. As always, GMs are encouraged to tweak and modify as desired, to best fit their PCs and campaign.

GMs inclined to provide one or more items as random treasure might use the following d100 table:

1d100	MAJOR ITEM
1-2	Auridius' Crossbow
3-4	Armour of the Phoenix
5-6	The Astravali
7-8	Axe of Inigo
9-10	Bands of Moon & Sun
11-12	Ballard's Blade
13-14	Bane of Argosa
15-16	Beastmaster's Bindings
17-18	Black Anvil Censer
19-20	Book of Doors
21-22	Boots of Solitude
23-24	Brands of Tang Yindo
25-26	Briar Lord's Plate
27-28	Clasp of the Plague Demon
29-30	Coil of the Worm
31-32	Cowl of the North
33-34	Crown of Belidbarazûl
35-36	Cyldimere, Huntress of Men
37-38	Denetrix Gauntlet
39-40	Duskers' Vest
41-42	Fangs of the Unflinching Mother
43-44	Flail of Vrul-Agmorok
45-46	Gloves of Jin Zhou
47-48	Gnar Sumek
49-50	Graft of Menethorii
51-52	Herald of Ssu Rahda
53-54	Holgrim's Chest
55-56	Horn of Karagoss
57-58	Jagerfell, the Moonsword
59-60	Knife of Baalec
61-62	Kurzog's Flask
63-64	Lash of the Elf Queen
65-66	Leathers of Agmundr
67-68	Light of Soliri
69-70	Many Splendored Cup
71-72	Mask of the Golden One
73-74	Mirrors of Long Night
75-76	Morg Tor, the Grudge Hammer
77-78	Orb of T'Seroskk
79-80	Resonance Bowl
81-82	Ring of Belemôn

83-84	Rod of All Things
85-86	Shield of Argaunt
87-88	Staff of Mensicor
89-90	Talisman of the Black Sun
91-92	Thrane's Halberd
93-94	Thuel Stones
95-96	Torc of Sebutett
97-98	Twin Storms Spear
99-100	Yûlnvorg the Bonebreaker

Auridius' Crossbow

This sturdy crossbow inlaid with silver once belonged to *Inquisitor Auridius* of the *Ordo Malefactos*, who despite her order's credo believed in fighting fire with fire. Ultimately exiled for her heretical methods, *Auridius* died facing a monstrosity inadvertently conjured by a magic potion. What became of her crossbow is unknown.

Attunement takes 1d4 weeks except by Rogues, Monks, Rangers and Fighters who require 1d4 hours. Once attuned, the user develops a hatred for abominations such as *Undead, Aberrant Terrors* and *Demons*. At the GM's option, a Will check might be required to resist attacking such monsters (treat as an incurable moderate madness). If attunement is ended the hatred eventually dwindles.

Attunement benefits are as follows:

1. Bolts fired from the crossbow cause *Demons*, *Undead* and *Aberrant Terrors* to catch fire (extra 1d6 damage each round, unless the target spends an action to put out the flames). The crossbow itself counts as *holy* if wielded like a club.

2. The user automatically senses the presence of *Demons, Undead* or *Aberrant Terrors* within 120 ft. Additionally, once every 1d4 days, the user may spend an action to invoke *Abjure the Unnatural*.

3. Once per month, the user may spend an action to transform into a human torch for up to 2d6 minutes (treat the user as a 5 HD *Fire Elemental*, using *Sudden Transmogrification*, but also including magical attacks).



Armour of the Phoenix

This exquisite bronze breastplate may be worn as part of medium or heavy armour, and is emblazoned with fire and flame iconography. Originally forged for mercenary captain *Norcil the Cruel*, the armour eventually made its way to the Midlands, only to be lost at the infamous *Argos Plateau* massacre.

Attunement takes 1d4 days, during which the user develops a mild pyromania bent (as minor madness), and immunity to heat/fire damage (magical or otherwise). The pyromania effect is permanent (ending attunement does not cure it).

Attunement benefits are as follows:

1. Once every 1d4 days, the user may wreathe their weapon in flame (no action, as *Witchblade* effect #1).

2. Once per week, by placing one's palm on the central flame icon (no action), the user manifests wings of fire (as *Rightful Ascension* but lasts 2d6 rounds).

3. Once only, when reduced to zero hp, the user may choose to erupt into white hot flames (4d6 damage to adjacent enemies). At the end of the round the user rises from the ashes at maximum hp, and regains 3 *Luck*, 3 uses of expended class abilities, and 3 *Reroll* dice. After using this ability, the armour vanishes, reappearing in the world 2d10 years later.

The Astravali

In the First Age, when humans crawled from the divine crucible and emerged into the world, it is written that *Feurir*, god of skill and luck, gifted a floundering queen with the *Astravali*, a divine artifact that bends fate.

The queen's crisis, and what became of her people, are lost to time, but the item itself persists as a relic of unique power. Every few centuries, the *Astravali* manifests somewhere in the world, reforming itself as an instrument of prophecy and chance.



In the present Age, the *Astravali* consists of a deck of twenty two cards. A character may only draw one card at a time (no attunement required) resolving any immediate effects before drawing another card (if desired). Each card may only be drawn once, and vanishes forever after, indelibly marking the user with a tattoo reflecting the expended card. The brand, and any other effect brought about by the deck, cannot be removed or negated by mortal magic.

PLAYING CARD	FATE CARD
Note: Asterisk = Good, Hashtag = Bad	
Diamonds - Ace	Keeper of Time*
Diamonds – King	The Emperor*

Diamonds – Queen	The Empress*
Diamonds - Jack	Judgement #
Diamonds - Two	The Demon #
Hearts - Ace	The Undying*
Hearts – King	The Magician*
Hearts – Queen	The Sentinel*
Hearts - Jack	The Lovers #
Hearts - Two	The Juggernaut #
Spades - Ace	The Stars*
Spades – King	The Sun*
Spades – Queen	The Moon*
Spades - Jack	The Void #
Spades - Two	The Hanged Man #
Clubs - Ace	Wheel of Fortune*
Clubs – King	The Hierophant*
Clubs – Queen	The High Priestess*
Clubs - Jack	The Tower #
Clubs - Two	Death #
Joker (with TM)	The Fool #
Joker (without TM)	Unholy Avenger #

- **Death;** All living things within 120 ft of the PC instantly die (animals collapse, plants wither). Intelligent humanoids gain a *Luck* (Con) save to resist. The drawer is immune.

- **The Demon;** A *Balor* crosses the Veil somewhere in the world, called by the card's magic. The demon is instinctively drawn to the PC and will find them in 2d6 days, at which time it tortures and eats them. The PC experiences a growing sense of foreboding until the *Balor* appears. The demon cannot be escaped via the standard *Party Retreat* rule.

- **The Emperor;** 2d6 flawless diamonds worth 2,000 gp each appear in the PC's hands.

- **The Empress;** The ghostly form of a human like empress manifests and hands the PC a magical mace of jagged red steel (an alien metal).

The *Red Mace of the Star Empress* grants three levels of attunement as follows:

i. The wielder may invoke *Strange Joining* at will (each use requires the usual DDM check).

ii. When using the mace, the wielder's crit range by increases by 1 point, and on a critical hit, adds the user's full level to damage (instead of half level).

iii. Once every 1d4 days, the wielder may spend an action to invoke *Dimension Door*.

- **The Fool;** The PC is immediately struck by a *Feeblemind* spell, but the *Luck* (Will) save is made at disadvantage.

- **The Hanged Man;** The PC is immediately suspended in the air and begins suffocating. A successful *Luck* (Con) save ends the effect before the PC dies (permanently lose 1 Con instead).

- **The Hierophant;** The PC may assume the form of a 15 HD *Elemental* once every 2d6 months (treat as the spell *Sudden*

Transmogrification, but lasts 2d6 minutes, ignore the HD cap, and the PC gains relevant magical abilities).

- **The High Priestess;** The PC may use the Cultist *Turning* ability once per adventure. The card's brand appears on the character's palm, which may be presented instead a holy symbol.

- **Judgement;** The cosmos judges the PC for their last six months of deeds. If the GM judges them benevolent or kind, the PC gains one level. If merciless or unkind, they lose one level. If neutral, the PC is compelled to draw again.

- **The Juggernaut;** A random monster bursts from the card with a thunderous roar to kill the PC. Roll 1d4: (i) *Mammoth*, (ii) *Bloodroot Treant*, (iii) 15 HD *Elemental*, (iv) *Hydra*. The monster has *Major Exploit Protection* and *Off Turn Attacks*. The monster cannot be escaped via the standard *Party Retreat* rule.

- **Keeper of Time;** The PC gains a one off ability to reverse time by up to 10 minutes (no action, but must be conscious). After invoking this boon, the PC immediately ages 2d10 years.

- **The Lovers;** The PC immediately falls in love with the next stranger of the same race and opposite sex, and vice versa. The magical attraction ends approximately nine months later, when a child is born. The infant displays magical powers, and grows increasingly alien as they mature.

- **The Magician;** The PC learns 1d3 random spells (level 1d4, roll for each), which they may cast once per adventure (treat the PC's level as caster level).

- **The Moon;** The PC may use an action to shapechange once per month, taking the form of a rat, wolf, or bear (treat as the spell *Sudden Transmogrification*). While in beast form, the PC gains *Lycanthropy* traits. If the beast form suffers *silvered* damage, the transformation ends in 1d3 rounds.

- **The Sentinel;** The card transforms into a 9 ft bronze warrior (as *Minotaur*) that follows the PC's orders (no action), and never checks for morale. The sentinel does not sleep, eat, or breathe, and is immune to mind based effects.

- **The Stars;** The PC may invoke a *Forbidden Wish* (no action). The wish may be used at any time. Once invoked, the *Deck* vanishes for 10d100 years.

- **The Sun;** The PC gains the ability to invoke *Gift of the Fiery Furnace* once per adventure.

- **The Tower;** The adventurer is instantly transported to a distant tower, naked and shackled. An evil sorcerer or sorceress treats them as their plaything until the character is rescued. Other PCs instinctively understand their ally's plight, and where to find them.

- **The Undying;** The character no longer requires sleep, will not die from mundane causes (excluding catastrophic injury such as beheading), and ceases to age for 500 years.

- **Unholy Avenger;** A rent in space unleashes a *Gibbering Terror* that attacks the PC for 1d4 minutes. The *Terror* has *Major Exploit Protection* and *Off Turn Attacks*. The *Terror* cannot be escaped via the standard *Party Retreat* rule.

- **The Void;** The PC stares into the Void, learning secrets no mortal ought bear. The PC gains a random incurable pervasive madness. After 2d12 months the severity reduces to serious and stabilizes (no further reductions are possible).

Axe of Inigo

This large axe has a blacksteel blade inscribed with crimson runes along one edge, and a large spike at the back. One of few magical objects created in the present Age, the weapon was forged by *House Lorca's* finest smith, *Cavar Inigo*, then enchanted by forces unknown. Dropped in the twisting tunnels of the *Lost Roads* two centuries ago, some say the axe has resurfaced in *Port Brax*.

Attunement takes 1d4 days, except by Karoks who require 1d4 minutes. Attempting to use the axe against a member of *House Lorca* instantly causes it to become too heavy to lift. Attunement benefits are as follows:





1. The axe has a tendency to inflict deep cuts (advantage on damage rolls).

2. Once every week, the user may cause the axe to become impossibly sharp (no action), able to cut through any non-magical material (iron, stone, adamantine, etc). The effect lasts a number of rounds equal to the wielder's Str modifier.

3. Once every month, the user may throw the axe into the air, conjuring a wall of slashing blades (as *Bloody Blades of Graxus*). When the effect ends, the axe appears back in the user's grasp.

Bands of Moon & Sun

These leather armbands are brass studded, with a golden sun motif decorating the right bracer, and a moon on the left. Crafted for the infamous vagabond *Jin Tzu*, last of the *Twelve Dragons*, the bands left Shenzu centuries ago when they were stolen by an Oni. Some say the Ogre Mage secretly made her way to the *Ironhull Mountains* before she died.

Attunement takes 1d4 days except by Monks who require 1d4 rounds. Upon attuning, the user feels a growing affinity for the celestial heavens, and an aversion to being underground where the stars

cannot shine (mild phobia of being underground, treat as a minor madness, incurable while the user remains attuned).

Attunement benefits are as follows:

1. The user's swiftness and agility improve, increasing their Dexterity by 3 (max 19).

2. Once every 1d4 days the user may harness the bracers to automatically deflect incoming arrows or other small projectiles for one round (no action). If a monk is using the bracers, they may use this deflection ability at will, but each use requires a successful Dex check to activate (no action).

3. Once every week, the user may run up walls, bamboo trees, across ceilings, etc for 2d6 rounds, as long as they do not end their movement upside down or perpendicular to the ground. If a monk is using the bracers, this ability may be used at will, but each use requires a successful Dex check to activate (no action).



Ballard's Blade

This gold gilded sword has a red grip and is inset with red opals. Forged at the dawn of the current Age for a knight of the *Iron God* (*Graxus*, God of war, courage, struggle), the weapon radiates a holy aura if examined with *Pierce the Veil*.

Attunement takes 1d4 days except by devotees of *Graxus* who require 1d4 rounds. Once attuned, the user develops a taste for glory, so much so that the GM may call for an occasional Will check to resist opportunities for renown (treat as a moderate madness).

Attunement benefits are as follows:

1. *Ballard's Blade* counts as holy, causing an extra 1d8 damage vs *Demons* and *Undead*. Additionally, the user may cause the sword to glow at will (no action, treat as *Lucent Emanation*).

2. While the user has the blade drawn, they gain 50% magic resistance.

3. Once per month, the user may brandish the blade as a holy symbol to banish a creature to the Void (as *Beyond the Stars*). Abominations such as *Undead, Demons* and *Aberrant Terrors* suffer disadvantage on their *Luck* (Will) save.

Bane of Argosa

This roughshod cudgel is fashioned of petrified, blood stained wood, the head studded with human teeth. Discovered in ancient burial mounds by skorn raiders, the *Bane of Argosa* has passed through many a beastman's hands over the centuries. The origins of the club are unknown, but *Pierce the Veil* reveals an infernal aura.

Attunement requires killing a human, elf or dwarf, plus a further 1d4 days (or immediate for skorn or half-skorn). The *Bane* has no intelligence as such, but is pervaded by an abiding thirst for carnage, especially against the "lesser" races. Carrying the

weapon for more than a few days requires a Will check each morning to avoid a moderate madness (*"I must drink from the skulls of my enemies, and adorn myself with their trophies. It is the only way to survive what is to come"*). Once the madness takes hold, it cannot be cured as long as the user remains attuned.



Attunement benefits are as follows:

1. The cudgel causes terrible injuries (1d10 damage instead of 1d6).

2. On a natural 20 attack roll, the *Bane* claims the soul of the target if human, elf, dwarf or halfling (automatic death, a PC may make a *Luck* (Will) save to be reduced to zero hp instead).

3. Once per week, the user may allow the *Bane's* thirst for killing to overwhelm them (as *Hunger for Blood*, but affects only the user). At the end of this effect, the user drinks from the skulls of their enemies, if possible.

Beastmaster's Bindings

These brass bracers first appeared thirty years ago amidst death bouts with terrifying beasts in *Melek's* gladiatorial arenas. Beastmaster *Cencia* rose to fame on account of her exotic creatures, only to die in disgrace after being burnt to death by Nydissian inquisitors. Official records indicate the bindings are under lock and key in *Osk*, but recent sightings in the Argosan lake cities suggest otherwise.

Attunement takes 1d4 weeks except by Rangers, Barbarians and Psions who require 1d4 rounds. Once attuned, the user grows more bestial in appearance: appears shaggier and more unkempt, likes to sniff the air to "get the scent" of things, prone to making a low growl when suspicious of someone, etc (treat as a minor madness). These traits reverse over 1d4 months if attunement is ended.

Attunement benefits are as follows:

1. The user is never targeted by normal animals (not *dire* or *giant* versions) except to defend themselves. Additionally, the user cannot be tracked by livings creatures unless she wishes to be tracked.



2. Once per week, the user may spend an action to affix one bracer to a mortal animal (requires an attack roll at disadvantage if the creature resists). The bracers magically resize themselves to fit the target. If both bindings are applied, the target is subject to *Monstrous Subjugation* as long as the bands remain on (no save, HD limit up to 1.5 x PC level applies). The bands may only be removed by the user, or if the target dies (the bindings fall off). If the user voluntarily removes the bindings, the target dies.

3. Once per month the user may take complete control of a bound creature by possessing its body for up to 1d6 x 10 minutes. Whilst doing so, the user's own body slips into a comatose state. The user may spend an action to end the possession, reawakening in their own body at the start of the next round. If the animal's body is killed whilst the user inhabits it, the user loses 1d6 Will and reawakens as above.

Black Anvil Censer

This intricate bronze censer bears a black anvil (or perhaps altar) icon of a long dead cult, coupled with long chains. Reports suggest the thurible first emerged from the *Lost Roads* of *Dol-Karok*; a chance relic found by miners searching out new veins. Shortly thereafter the object was sold to a private collector in *Northgate*, who in turn passed away in a terrible house fire. The censer has not been seen since.

Attunement takes 1d4 weeks except by Cultists and Monks who require 1d4 minutes. Invoking any of the censer's magical abilities requires incense burning within it. Over time an attuned user develops a special respect for prayer and ritualistic introspection.

Attunement benefits are as follows:



1. The chained censer may be wielded as a (magical) flail, and once per week, the user may spend an action to invoke *Enduring Radiance* (centred on the thurible).

2. Once per month, the user may spend an action to cause the smoky incense to coalesce into 2d4 ghostly acolytes (as *Call Forth Simulacra IV*, use *Ogre* stats). The acolytes remain for up to 2d6 minutes before dissipating.

3. Once per month, the user may spend an action to cause the incense smoke to form a misty dome that keeps enemies at bay (as *Bane of Mortals*).

Book of Doors

This leather bound tome is decorated with jade icons, first discovered (or perhaps created) by the earliest of *Wodon's* magisters (deity of knowledge, justice, art, wisdom). Studying the book is said to open not only the windows to one's soul, but also one's future.

Attunement requires 1d4 months, during which time the user must be sequestered away most days of the week to concentrate on the book's secret learnings. Once attuned, the user begins to experience unexpected visions of the past and future, sometimes intruding on the present (treat as an incurable minor madness).

Attunement benefits are as follows:

1. The user permanently gains 1 level or a *Unique Feature* (user's choice). Once read, the book vanishes, reappearing in 1d10 x 100 years in a place of lost knowledge.



2. After the book vanishes, the user develops a final residual power. Once only, the user may spend an action to turn back time up to 10 minutes per level. Using this power automatically triggers a roll on the DDM table, and the user no longer experiences chronomantic visions.

Boots of Solitude

These leather boots have an oak motif, decorated with several green garnets, and were enchanted by a reclusive wizard who died among the *Sunstone Ranges*. When the magician passed, his body was eaten by skorn, and the boots discarded into one of the many rivers that eventually flow into *Lake Argos*.

Attunement takes 1d4 weeks except by Rogues, Monks, Rangers and Magic Users who require 1d4 days. Once attuned, the user develops an aversion to crowds, preferring quiet solitude. At the GM's option, attending parties and similar gatherings might require a Will check from time to time (treat as a minor madness). This effect fades if attunement is ended.

Attunement benefits are as follows:

1. Once per week, the user may spend an action to invoke *A Wisp Unseen*. Additionally, the boots come with a *silvered* knife that always reappears in the boot's sheath at the end of the user's turn if thrown or otherwise parted with.

2. Once per month, the user may spend an action to cause the boots to sprout leafy wings, gaining a flying speed of 90 ft for 2d6 minutes.

Brands of Tang Yindo

These seven enchanted tattoos were inked by the *Tang Yindo* (*Bronze Cabal*), a septet of *Shenzu* psions from the late Second Age (the only recorded psionic brotherhood of the period). With the death of each member, the tattoos passed to another, persisting from person to person throughout the eras.



Each tattoo magically preserves the corpse bearing it, and is instantly transferred to the next living creature to touch the body. Roll 1d6 to determine where the tattoo settles on the new host: (i) face, (ii) neck, (iii) shoulders and upper arms, (iv) chest and back, (v) both forearms, (vi) both calves.

Attunement takes 1d4 weeks except by Psions or Monks who require 1d4 rounds. Once complete the tattoo is permanent until the host dies (cannot be removed with mortal magic short of a *Forbidden Wish*).

Unarmed attacks and any weapon wielded by the attuned count as magical. Additional attunement benefits depend on the particular tattoo; roll 1d8 (reroll 8's):

1. *Blood Lotus*: the user's Str increases by 2 (max 19), and once every 1d4 days may spend an action to invoke *Witchblade* or *Body Symmetry* (p.66).

2. *Spirit's End:* the user's Will increases by 2 (max 19), and once every week may spend an action to evoke *Psionic Scream* (but no attribute loss).

3. *Black Owl:* the user's Perc increases by 2 (max 19), and once every 1d4 days may spend an action to invoke *Inescapable Unmasking* or *Nightcrawler's Boon* (lasts 1d6 x 10 minutes instead of 2d6 hours).

4. *Wheeling Stars:* the user's Dex increases by 2 (max 19), and once per month may spend an action to *Dimension Door*.

5. *Tiger Heart:* the user's Con increases by 2 (max 19), and once every week may spend an action to mimic the Monk Technique *Mind over Matter* or *Purity of Self*.

6. *Jade Mountain:* the user's Int increases by 2 (max 19), and once every week may spend an action to invoke *Sight Beyond Sight* or *Echo of Days*.

7. *Sun Empress:* the user's Cha increases by 2 (max 19), and once every 1d4 days may spend an action to invoke *Gaze of Beguilement* or *Soothing Edict*.



Briar Lord's Plate

This aged cuirass and pair of shoulder pauldrons are clearly battle worn, with split gold edging and chipped thorn motifs. The plate may be worn as part of medium or heavy armour. Forged just a few generations ago for the seventh son of the noble *Blackbriars*, the armour's enchanter is unknown. The suit was lost in the war against *Kadimos* sixty years earlier.

Attunement takes 1d4 weeks except by Fighters who require 1d4 rounds. Once attuned, the user develops a growing hatred for Nydissians and an inclination for bloodshed (treat as a moderate madness, incurable as long as the user remains attuned).



Attunement benefits are as follows:

1. The user reduces all damage suffered by 2 points (before halving for *Ferocious Rage* or other damage reduction).

2. Once every 1d4 days, the user may spend an action to cause the armour to sprout a vine of thorns that twists around the user's weapon (or fist). The weapon counts as magical, cannot be disarmed, causes 2d6 damage (exploding on 6s), and increases the user's critical range by 1. The effect lasts 2d6 rounds.

3. Once per month, after the user kills a sapient creature, they may spend 1d4 minutes covering the corpse with prickly vines. At the end of the process 3d6 *Spriggans* emerge. The monsters follow the user's orders (requires an action) for 4d6 hours, then immediately decompose.

Clasp of the Plague Demon

This fine cooper brooch is fashioned in the likeness of a cockroach, decorated with some small, light blue aquamarines. Legend tells that the demon *Neb-Shr-Gmog, Tiller of Plagues*, conjured the brooch for a desperate mortal; a "gift" part boon, part curse.

Attunement takes 1d4 rounds. Over the next few weeks, the user develops unsightly boils around the area where the brooch is first affixed. Each month the boils move to another location, roll 1d8: (i) face, (ii) neck, (iii) torso, (iv) hand, (v) arm, (vi) foot, (vii) leg, (viii) genitals. The boils are incurable as long as the user remains attuned. Anyone physically interacting with the user risks contracting the boils (once only, the boils form around the area touched, and last 1d6 months. A *Luck* (Con) check resists).

Attunement benefits are as follows:

1. Once every 1d4 days, the user may spend an action to transform into a cockroach (non-flying variety, treat as *Sudden Transmogrification*).

2. Once per week, the user may taint a touched creature or object with a disease or parasite of their choosing (no initial save, LFG p.123). The user is immune.

3. Once per month, the user may spend an action to cause a horde of biting, stinging insects to surge out of their throat (treat as *Creeping Doom*). Invoking this effect automatically triggers a DDM effect, and the user's boils spread across their whole body for a month.



Coil of the Worm

This compact coil of pasty coloured, grey striped rope stretches up to 60 ft long, wrapped at both ends. Fashioned from the silk of a giant silkworm, the rope was enchanted by a long dead skorn exile. Imbued with the beastman's loathing for "soft" races, the rope is a potent weapon and tool, but difficult to control.

Attunement takes 1d4 weeks, except by half-skorn who require 1d4 minutes. When invoking any of the rope's powers, those lacking skorn blood must make a Will check. If failed, the rope refuses to co-operate, instead causing the user to roll on the *Dark & Dangerous Magic* table. Attunement benefits are as follows:

1. The rope cannot be broken, cut, or burnt. Extremely heavy loads, or creatures with Str 19+ may "stretch" the rope (for example to break free of it), but will not sever it.

2. Once every week, the user may cause all ropes within 20 ft to snap or untie (no action).



3. Once every 1d4 days, the user may spend an action to animate and command the rope for 1d6 minutes (treat as *Infuse Animus*).

4. Once only, the user may spend an action to transform the rope into a *Purple Worm* (LFG p.210). The worm is ravenous and requires an action and Will check each round to direct it, otherwise it becomes uncontrolled for the duration. The transformation lasts 1d6 x 10 minutes, after which the rope falls dormant for 10d10 years.

Cowl of the North

This fleecy brown cloak has grey furred shoulders, a deep cowl, and a metal clasp with a kraken icon. Carried to the Midlands across the *Boreal Sea*, the *Cowl* was a gift from *Yirig the Black* to *Drar Norrvak*. It was lost years later amid the *Siltwater Isles,* when the raider's vessel was sunk by a pair of *Argosan* warships.

Attunement takes 1d4 weeks except by Varnori and sailors who require 1d4 rounds. Once attuned, the user slowly converts to worship of the *Deep One*, the slumbering god of the inky depths. Ending attunement allows the user to break off their devotion over time (as a moderate madness).





Attunement benefits are as follows:

1. While wearing the cloak, the user is immune to cold damage (magical or otherwise), and once per month, may transform into heavy mist (no action, as *Cradle of Formlessness,* but movement 20 ft).

2. While wearing the cloak, once per week, the user may spend an action to transform into a white coloured wolf or owl (as *Sudden Transmogrification*, but lasts up to 2d6 hours).

Crown of Belidbarazûl

Worn by the first, and last, *Magus Queen of Argosa*, the *Crown of Belidbarazûl* is a relic of the Second Age; a golden coronet with curling wings and a tapered spire. Before the Queen was executed by her own people, *Belidbarazûl's* sorcery all but erased the city of *Westrun*, swallowing it beneath the *Sunstone Ranges*. When the Queen's head finally fell, both it and her accursed headpiece vanished.

Attunement takes 1d4 months except by Magic Users and Cultists who require 1d4 weeks. During this time the user begins to hear *Belidbarazûl's* voice from beyond the grave, offering camaraderie and wise counsel (treat as a severe madness, incurable as long as the Crown remains attuned). Once attuned, the Crown may take any shape (helmet, circlet, head cowl, etc).

Attunement benefits are as follows:

1. The user learns two random spells (determine as if a scroll), which they may cast once per adventure.

2. The user forms a direct connection with the Veil. Once every week, they may spend an action to unleash an abomination within 30 ft (treat as DDM entry 11; ie the monster is uncontrolled). Using this power increases the user's DDM tally by 3 points.

3. Once per month, the user may spend an action to invoke the *Magus Queen's* fury (as *Word of Ending*).

4. At this level of attunement, the user may assume other forms (as *Sudden Transmogrification*, requires an action). This power may be used at will, but each transformation drains a level from the user until the end of the adventure. After 1d6 uses, *Belidbarazûl* attempts to possess the user's flesh, requiring a *Luck* (Will)

save at disadvantage. If failed, the user's soul is permanently banished, and the *Magus Queen* lives again in a new body. If the save is successful, the *Crown* vanishes for 1d100 + 500 years.

Cyldimere, Huntress of Men

This yew bow with a thorn motif was gifted to the elves by the *Bruhga of Still Dreams.* Made for a huntress of the First Age, the bow has taken the lives of countless humanoids, humans foremost among them. A relic of the *Unseelie* realm, *Cyldimere* cannot be drawn against an elf, fey or natural beast.

Attunement takes 1d4 weeks except by elves who require 1d4 rounds. Over time the bearer becomes a strict vegetarian and no longer sleeps, instead entering a restful trance (as elf, LFG p.14).

Attunement benefits are as follows:

1. Once every 1d4 days, the user may fire an elemental arrow (fire, lightning, frost, etc) causing 5d6 extra damage on a hit, and possibly causing an elemental effect (GM's call, but for example setting the area on fire, freezing water solid, etc).

2. Arrows fired from *Cyldimere* seek the hearts of men (cause critical hits against humanoids on an 18+ attack roll).

3. Once per week, the user may spend an action to vanish (as *A Wisp Unseen*).

4. Once per week, the user may commune with surrounding plant life (as *Heed the Silent Forest*).

Denetrix Gauntlet

This single steel gauntlet bears the scorpion sigil of *Denetrix,* a Nydissian gladiator stable famed for its many successes in the Empire's arenas. Last seen in the *Ogorien Fighting Pits*, the gauntlet is believed stolen and circulating in *Melek's* brutal underworld.

Attunement takes 1d4 weeks except by Fighters and Barbarians who require 1d4 rounds. Once attuned, the user grows proficient in Nydissian, but may no longer speak their native tongue (they understand it, but cannot utter it). Ending attunement ends this effect.



Attunement benefits are as follows:

1. Once every 1d4 days, after being hit by a melee weapon attack, the user may negate the attack by catching the weapon in the gauntlet and disarming their foe (no action, giant sized weapons are immune).

2. Once per week, the user may use the gauntlet to crush a creature or item. Objects are automatically destroyed (magical objects are immune). Creatures suffer 4d6 damage and a broken bone injury (generally arm or leg, per the *Injuries & Setbacks* table; a successful hit is required).

3. Once per month, the user may render a creature senseless with a powerful punch (requires a successful attack, no save, the target must have lower HD than PC level). The target regains consciousness in 1d6 x 10 minutes.

Duskers' Vest

This black leather cuirass was cut from the hide of an elder cloaker, marked with a moon sigil and sewn with numerous secret pockets. It may be worn as light armour or as part of a set of medium armour. Used for centuries by assassins of the enigmatic *Duskers*, the armour entered general circulation after a botched murder attempt in *Crow's Keep*.

Attunement takes 1d4 weeks except by Rogues who require 1d4 rounds. During this time the user finds themselves drawn to profitable criminal activities such as robbery, black market fencing, and fraud. At the GM's option, resisting such opportunities might require a Will check from time to time (treat as a minor madness). Ending attunement ends this effect.





Attunement benefits are as follows:

1. Once every 1d4 days, the user may draw a useful item from one of the vest's secret compartments (treat as *Pilfer Pouch*, LFG p.45).

2. Once per week, the user may invoke a chameleonic effect, gaining advantage on stealth checks, and allowing the user to hide in plain sight. The effect lasts 2d6 minutes.

3. Once per month, the user may merge their physical body with their shadow (no action). Whist in two dimensional shadow form, they must move along surfaces, but may slip beneath doors, between cracks, etc. Further, they may merge into larger shadows indistinguishably, and are immune to non-magical weapons (except those of *cold iron*). The effect lasts up to 2d6 minutes. The user may end the effect early by spending an action.

Fangs of the Unflinching Mother

This silvered shortsword has a snake head pommel encrusted with emerald eyes. Forged by the serpentmen of the Second Age, the blade was empowered by the snake goddess and the *Nest Beyond the Stars*. Like the *Scaled Ones* themselves, there have been no reports of the blade in the current era.

Attunement takes 1d4 months. Once attuned, the user's canines and tongue enlarge; not enough to notice with a casual glance, but close inspection reveals the abnormality (Perc check, perhaps opposed by a Cha (Deception) roll). If attunement is ended, these effects revert.

Attunement benefits are as follows:

1. By spending a *Reroll* die (no action), the user may clone the shortsword into two weapons. The cloned weapon lasts 2d6 rounds, and may be given to another if desired. If Two Weapon Fighting with both shortswords, the user does not suffer disadvantage on their extra attack. Only one cloned weapon may exist at a time.

2. Once every 1d4 days, the user may spend an action to coat one or both shortswords in a random poison (roll 1d20 on the *Poison Traps* table LFG p.235). The poison lasts until the next successful strike or 2d6 rounds, whichever occurs first.

3. Once per week, the user may spend an action to attempt to seize control of a reptilian creature (treat as *Monstrous Subjugation*, but no HD limit, and the target must follow the user's orders without question, even if suicidal).

4. Once per month, the user may spend an action to transform into a *Giant Serpent* (treat as *Sudden Transmogrification*, but 12 HD, Bite 2d8 + poison, and the effect lasts 2d6 minutes).



Flail of Vrul-Agmorok

This ancient flail dates from the First Age, a gift to primitive thralls of the demon *Vrul-Agmorok the Fleshfeaster*. Fashioned to strike terror into the wielder's foes, the bronze chain ends in a human skull, marked with runic scrawl and rusted spikes.

Attunement takes 1d4 minutes. Once attuned, the user appears normal but becomes susceptible to bestial urges when seriously threatened. The first time the user is injured by a critical hit in a combat, a Will check is required to avoid rolling on the *Monstrous Instincts* table (p.25). Once attuned, the user cannot willingly end attunement, but physically separating from the weapon for 1d12 months ends the sorcerous connection (and bestial effects).

Attunement benefits are as follows:

1. Upon being *Staggered,* or when reduced to zero hp, the user may make an immediate melee attack against everyone in reach.



2. Once every 1d4 days, on a successful hit, the user may cause the flail to lengthen and bind the target's arms or legs for 2d6 rounds (a *Luck* (Dex) save resists). Giant sized creatures are immune.

3. Once per week, on a critical hit, the user may cause the flail to smash the target's skull in of shower of flesh and gore (no save unless the target has more HD than the user, in which case a *Luck* save resists).

4. Once per month, the user may choose not to resist the flail's *Monstrous Instincts* effect and roll 1d4 on the table (instead of 1d6). The user then gains Str 22 and 50% magic resistance for 2d6 rounds.

Gloves of Jin Zhou

These supple gloves with a fox icon once belonged to the infamous smuggler *Jin Zhou*, who sailed the dangerous waters between western *Shenzu*, the three *Lake Cities*, and northern *Vorngard*. *Zhou* died in a dockside brawl thirty years ago over gambling debts, his body dumped somewhere in the harbour. What became of his gloves is unknown.

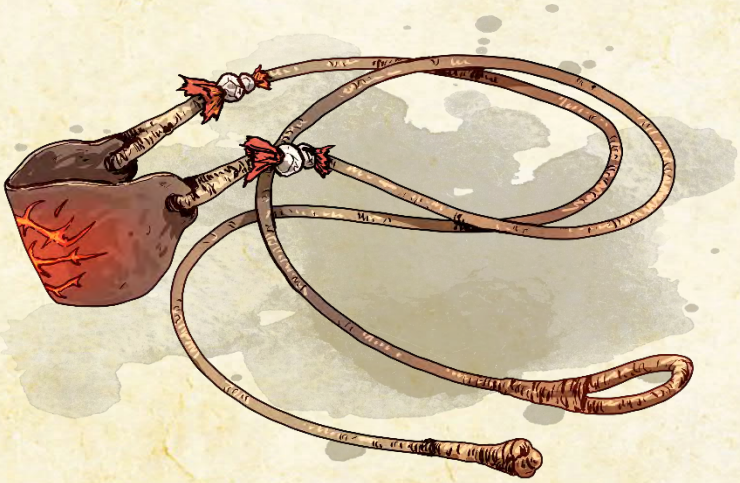
Attunement takes 1d4 weeks except by Rogues and Artificers who require 1d4 rounds. Over time the user develops a covetous streak and an inclination for thievin'. The GM may call for an occasional Will check to resist opportunities for illegal gains (treat as a moderate madness). This side effect dwindles over time if attunement ends.

Attunement benefits are as follows:

1. Once every 1d4 days, the wearer may spend an action to issue purple gas from their outstretched palms, putting targets to sleep in a 15 ft radius (as *Insidious Slumber*, the user is immune).

2. The gloves reveal hidden pockets (one in each glove). Once per week (per glove) anything hidden inside (up to the size of a card deck) cannot be found by anyone other than the user. Magic short of *Wodon's Eye* fails to detect anything.

3. Once per month, the user may spend an action to perform a series of fine gesticulations to transform into an object for 2d6 minutes. The object may be as small as a knife to as large as dining table, and allows for a degree of mobility (as *Infuse Animus*, the user retains their senses, mental attributes, and hp). The user may end the effect at any time (no action).



Gnar Sumek

This plain looking leather sling has a mysterious blood red rune painted on the outside of its pouch. Fashioned by an ancestor of the *Burnt Ones* tribe, the outcast employed it to kill her former chieftain before vanishing into the wilds. Skalds of the *High Plains* still sing of the dread shaman and her infamous weapon, dubbing it *Gnar Sumek* ("stone curse").

Attunement takes 1d4 days except by Thuels, Cultists, Monks, Rangers and Barbarians who require 1d4 minutes. Once attuned, the user comes to despise thuels and other "primitive" cultures. At the GM's option, Will checks might be required to refrain from comments or conduct offending such persons (treat as an incurable moderate madness). If attunement is ended this resentment fades in 1d4 weeks.

Attunement benefits are as follows:

1. Once every 1d4 days, the user may fire a stone that enlarges to boulder size before it strikes, causing 5d6 damage.

2. Once per week, by twirling the sling about one's head, the user gains limited flight for up to 2d6 minutes (as *Wings of the Starless Abyss*, self only, may be turned on/off as an action for the duration).

3. Once per week, the user may spend an action to invoke *Bestial Communion* or *Heed the Silent Forest*.

4. Once per month, the user may spend an action to invoke *Mask of the Wilderlands*.

Graft of Menethorii

Crafted by primeval *Druvtog* (forest goblins) and enchanted by a coven of hags, the *Graft of Menethorii* is a grey, palm sized runestone that transforms into a replacement for a lost organ or appendage.

Placing the stone against a damaged body part causes it to magically affix, growing a stony eye, ear, or limb substitute in 1d6 days. Attunement is instantaneous and permanently increases the host's DDM tally by 1. The user has compete control over the prosthesis (negating injury penalties) except when fighting goblinoids or fey, at which time the graft stops functioning for 4d6 hours.



Attunement benefits are as follows:

Arm:

1. The user's Strength score increases by 2 (max 19), and items held in that hand cannot be disarmed.

2. Once per week, the user may detach the limb, which animates of its own accord, controllable by the user within line of sight (as *Infuse Animus*).

Eye:

1. The user's Perception score increases by 2 (max 19), and they cannot be blinded by bright light.

2. Once every 1d4 days, the user may see through walls (treat as Artificer *Xray Goggles*).

3. Once every six months, the user may spend an action to fire a disintegrating beam at a single target (as *Veridian Ray of Unmaking*).

Ear:

1. The user's Perception score increases by 2 (max 19), and they cannot be deafened by loud noises.

2. Once every 1d4 days, the user gains echolocation like a bat for 2d6 rounds (no action).

3. Once per week, the user may spend an action to invoke a field of silence, centred on themselves (as *Globe of Silent Contemplation*).



Leg:

1. The user's AC increases by 1, and once every 1d4 days, the user may leap up to 30 ft in any direction.

2. Once per week, the user may stomp their foot on the ground to unleash a wave of force, or shatter an object with a kick (as *Thunderous Invocation*).

Herald of Ssu Rahda

As suggested by this brass shield's reptilian stylings, the *Herald of Ssu Rahda* was forged by the dracor at the turning of the First Age, bound by sorceries only a dragon could contain. Entrusted to the reptile champion *Sossk'Vithra*, legend suggests the *Herald* was buried with her in a remote tomb in the *Sunstone Ranges*.

Attunement takes 2d6 days except by Fighters, Barbarians and Rangers who require 2d6 rounds. Once attuned, the user turns sterile and cold blooded over the next 1d4 months (if attunement is broken off during this time, the effects are reversible, otherwise they are permanent). Additionally, the user develops a powerful arrogant streak (treat as a serious madness, LFG p.164 entry 3). This last trait abates over time if attunement is ended.

Attunement benefits are as follows:

1. Whilst armed with the shield, the user may spend an action and two *Reroll* dice to breathe a 5 ft cone of fire, acid, lightning or poison gas, causing 4d8 damage (*Luck* (Dex) save for half).

2. Once per week, whilst armed with the shield, the user may spend an action to emit a dragon's roar. Creatures of 7 HD or less must make a Will check or flee in terror for 2d6 rounds or until out of sight.

3. Once every six months, the user may throw the shield into the air (requires an action) to transform it into a *wyvern*. The monster follows the user's orders but is subject to *Monstrous Instincts* (p.25). The wyvern reverts to shield form if reduced to zero hp or after 1d6 x 10 minutes.



Holgrim's Chest

This eight inch wooden chest is bound in cold iron, with archaic runes running along the top. The wooden surface is heavily aged and uneven, with a simple clasp. The chest always feels heavy, and rattles if shaken, as if something is inside.

Holgrim's Chest (as it came to be known, named after the outlaw last known to possess it), is a genuine relic of the First Age, so old its magic is now malfunctioning, or perhaps shifting. Whatever purpose the chest originally served has been lost.

Wonderous and terrible, the relic's power is unpredictable but available to any bold enough to lift the lid (no attunement required). Opening the chest requires an action (with both hands), and triggers a roll on the effects table below. The chest functions up to 1d3 times per day. Its potent but unstable dweomer increases the user's DDM tally by 2 with each activation.

d100	CHEST EFFECT
1-2	*Vanishment:* The user is sucked into the chest, which disappears with an audible "pop". The chest and user return in 1d4 minutes. The user has no memory of what occurred whilst gone.
3-4	*Healing Motes*: Motes of light flitter out of the chest, filling a 30 ft radius. Living creatures within range instantly heal all hit point damage.
5-6	*Glitter Ghost*: The user transmutes into a glittery ghost (as *Cradle of Formlessness*).
7-8	*Arcane Disjunction*: No magic functions in a 100 ft radius around the chest for 4d6 hours (including the chest).
9-10	*Safety Golem*: A *Stone Golem* emerges from the chest. It attempts to (a) keep the user safe, and (b) prevent the user from exposing themselves to danger (whether they want to or not). The golem returns to the chest after 1d4 minutes.
11-12	*Rat Swarm*: Hundreds of rats pour out of the chest, attacking anything edible (as 1d3+1 *Rat Swarms*). After 2d6 rounds, any surviving swarm(s) return to the chest.
13-14	*Aberrant Worm*: A colossal worm pokes its head out of the chest and attempts to swallow the user (50%) or nearby enemy of the user's choosing (50%), then withdraws next round (as *Purple Worm*).
15-16	*Dread Travellers*: Eight *Shades* spring from the chest, one moving in each compass direction. They attack any creature in their path until destroyed (they ignore the user).
17-18	*Instant Jungle*: Thick, rubbery vines spring from the chest, filling a 10 ft diameter. The vines continue to grow for 2d6 rounds, increasing the diameter by 10 ft each round. The chest cannot be closed until the vines finish growing. Moving through the vines is difficult (as *Strands of Ensnarement,* but the vines are permanent).
19-20	*Dark Seed*: A *Doppelganger* of the user (50%) or a random enemy (50%) emerges from chest. The monster wishes to kill and replace the original, but may flee until a better opportunity presents

	itself. The *Doppelganger* lasts 1d12 months or until destroyed.
21-22	*Eldritch Wall*: A magical wall springs outwards from the chest in a straight line. Roll 1d4: (i) *Veil of the Balor*, (ii) *Wall of the White Wastes*, (iii) *Hedge of Twisting Thorns*, (iv) *Tide of Iron.*
23-24	*Disembodied Eye*: A one ft diameter floating, disembodied eye emerges from the chest. The first creature to touch the eye may control it (as *Sight Beyond Sight*, but not invisible).
25-26	*Trick or Treat?* A large sack, pouch or satchel drops from the chest. The item might contain treasure (75% 1 x Valuables) or is a *Mimic* (25%).
27-28	*Geyser*: Random liquid surges out of the chest like a firehose up to 50 ft for 1d20 rounds (roll 1d4: (i) pitch, (ii) ale, (iii) water, (iv) acid causing 3d6 damage per round). The chest cannot be closed until the effect ends.
29-30	*Echo Through Time*: The chest disgorges any single object the user has previously held (user's choice, may include expended magical items such as potions, scrolls, etc).
31-32	*Glimpse the Mad God*: A horrifying vision emerges; all creatures within sight must make a *Luck* (Will) save or gain a moderate madness and lose their next action cowering in fear.
33-34	*Toll of Mortals*: All living things within 20 ft have some of their lifeforce drawn into the chest (instantly age 2d10 years, (*Luck* (Will) save for half).
35-36	*Strange Mutterings*: A grinding voice emanates from the chest, speaking a riddle, warning, curse or other message (GM decides) in a language only the user understands.
37-38	*Null Gravity*: Gravity is suspended in a 60 ft radius of the chest. The effect lasts 1d4 rounds.
39-40	*Fused:* The chest, user, and closest living creature merge together, half of each creature forming one side of the whole with the chest in the centre (no save). Doing anything requires a Will check.
	The effect lasts 1d4 minutes, after which both creatures suffer a serious madness.
41-42	*Voidfrost:* The chest unleashes a blast of deadly frost (as *Blast of Frozen Ruin*, 9th level).
43-44	*Brain Rend*: A psychic scream shrieks from the chest. All creatures within 20 ft must resist a *Feeblemind* spell (user immune).
45-46	*Riches:* Gold coins equal to 2d6 x 100 gp pour out of the chest onto the ground.
47-48	*Undead Beacon*: 2d6 corpses closest to the chest (unlimited range) animate as *Zombies.* There is a 50% chance the zombies seek to kill the user, 50% the user controls them).
49-50	*Solar Flare:* A blast of dazzling sunlight flares from the chest, blinding creatures in a 20 ft cone for 1d3 rounds (user is immune, *Luck* (Con) save resists).
51-52	*Inner Child*: The user's 5 year old self emerges from the chest. The child remains for 1d4 days, then crawls back into the chest, never to return. Killing the child kills the user, but as long as the child lives, the user cannot die (auto succeeds on *All Dead or Mostly Dead* checks). The user instinctively knows this.
53-54	*Vacuum:* The chest sucks the oxygen from the air in a 50 ft radius for 1d12 rounds. Creatures in the area count as suffocating. The chest cannot be moved or closed until the effect ends.
55-56	*Handy:* 1d3+1 man sized, disembodied hands exit the chest, which the user may control (as *Hand of the Void*, but visible, and may issue commands to all hands with a single action).
57-58	*Fiery Doom:* A ball of flame shoots out of the chest up to 30 ft and explodes (as *Gift of the Fiery Furnace*, 10th level).
59-60	*Flock of Chests*: 3d6 baby chests fly out of the original chest to attack the user's enemies (as *Infuse Animus*).
61-62	*Conclave of Wind & Sky*: A supernatural weather event immediately occurs (if indoors, limited to the current room or building). As *Control Weather*, but randomise all effects.

63-64	*Elemental Echo*: The chest transforms into fire, ice, acid, sand or smoke. It reverts to normal form in 1d4 hours.
65-66	*Stolen Hearts*: Living creatures within 15 ft of the box (including the user) have their hearts ripped from their bodies and flung into the chest (instant death, *Luck* (Con) save resists). If the user survives, they gain 1 level for each heart consumed by the box (until the end of the current adventure).
67-68	*Darkness:* Impenetrable darkness floods out of the chest (as *Place of Perfect Night*). The darkness moves with the chest, which may be opened and closed while the effect persists. When closed, the darkness dissipates.
69-70	*Dust to Dust:* An emerald green beam projects out of the chest (as *Veridian Ray of Unmaking*).
71-72	*Memory Thief*: The user's memories of the last 24 hours are stolen by the chest (forget all details, no save).
73-74	*Darkening*: Small flames within 30 ft of the chest (candles, torches, lanterns, etc) are drawn into the chest and extinguished.
75-76	*Soul Swap:* The user's mind occupies the chest which animates (as *Infuse Animus*), and a random spirit of the Void possesses the PC (roll 1d3: (i) fey, (ii) demon, (iii) alien). The spirit cannot directly harm the PC's body. The effect lasts 1d4 hours.
77-78	*Smog:* A thick smog flows from the chest to fill a 50 ft radius, causing disadvantage on perception related checks, and a 33% miss chance. There is a 50% chance the smog also imposes *Insidious Slumber*. The smog dissipates in 1d4 hours.
79-80	*Transposition*: The user and a random enemy (or if no enemies, random NPC, or else PC) instantly swap positions. Possession of the chest switches to the other character.
81-82	*Herald of Soliri:* A swarm of flies, bees, locusts, butterflies, cicadas, or other small winged insects fly out of the chest, swirl about the user in a majestic way, then disperse. The user permanently gains 1 *Luck* (once only).
83-84	*Boom Box*: Another chest, smaller but otherwise identical to the original, appears inside the relic. Opening the smaller chest causes it to explode in a frenzy of lightning strikes (as *Stormlord's Vengeance*).
85-86	*Thunderstruck:* A peal of thunder booms from the chest (as *Thunderous Invocation*).
87-88	*Puddingmorph*: The chest morphs into ooze and covers the user, transforming them into a *Black Pudding* (no save, as *Sudden Transmogrification*, but the user's personality is substituted with the pudding's). The effect lasts 1d4 minutes.
89-90	*Contagion*: Foul, pestilent gas wafts from the chest, filling a 20 ft radius. Anyone in the area contracts a random disease (*Luck* (Con) save resists).
91-92	*Tentacles:* 1d6 x 20 ft tentacles lash out from the chest, crushing targets chosen by the user (attack roll at +6, 2d6 damage). Tentacles that hit continue to crush their target (auto damage each round, Str contest vs Str 19 to break free). Tentacles that miss, or lose their prey, withdraw back into the chest.
93-94	*Recalcitrant Relic*: Try as the user might, the chest refuses to open (action wasted), instead making an odd creaking sound (almost like chuckling). The user may attempt to open the chest again next round if they wish.
95-96	*Imprisoned*: A single creature within 60 ft that the user is pointing the chest towards is sucked into it (user's choice, no save). The victim is released the next time the chest is opened.
97-98	*Oblivion:* A 1 ft jet black sphere looms out of the chest, and moves directly ahead 20 ft. Anything touching the sphere is sucked into it and utterly annihilated (*Luck* (Dex) save to avoid). The sphere hovers in place for a further 1d3 rounds before floating back into the chest.
99-100	*Wandering Appendage*: A random body part of the user tears free and leaps into the chest (roll 1d6): (i) hand, (ii) foot, (iii) eye, (iv) ear, (v) nose, (vi) tongue. Apply the appropriate entry from the *Injuries & Setbacks* table. After 1d6 days, the

	appendage crawls out of the chest (battered and dusty, as if returning from a great journey) and sheepishly reattaches to the user.



Horn of Karagoss

Created by the *Frost Giants* of *Varn Karagoss* (Midlands p.205), this enchanted horn was crafted from a mammoth's tusk. The horn is burnished to a pearly grey, gold clasps inlaid with tracings of blue topaz. The horn intrinsically alters size to match the user. Binding the merciless cold and biting winds of the *White Drifts*, the horn is no instrument for old men.

Attunement takes 1d4 months, during which the user grows four inches taller, develops an aversion to warmth (feels uncomfortable), and a silver streak in their hair or beard. Using any of the horn's powers requires an action and Con check. If unsuccessful, the horn fails to function properly and saps the user's strength (lose 1d3 Str, Con or Dex; determine randomly). The user may try again next turn, if they wish.

Attunement benefits are as follows:

1. The user is immune to cold damage (magical or otherwise). Once per week, the user may spend an action to attack foes with a hail of deadly frost (as *Blast of Frozen Ruin*, 8th Level).

2. Once per month, the user may sound the horn to summon a *Snow Elemental* (as *Summon Primordial Guardian,* use *Water Elemental* stats).

3. Once every six months, the user may sound the horn for 1d4 hours to summon fog, torrential rain, a blizzard, or similar cold, horrible weather (as *Conclave of Wind & Sky*).

Jagerfell, the Moonsword

This razor sharp rapier with a moonstone pommel is famous for being the weapon of legendary freebooter *Lund Crawjack.* Originally enchanted centuries ago for a private collector in *Crow's Keep*, the blade makes frequent appearances in all manner of treasure seeking tales. Urban legend suggests the *Moonsword* was last seen in the sewers of *Northgate*, spirited away by a pack of half men, half vermin monstrosities.

Attunement takes 1d4 months except by Bards and Rogues who require 1d4 rounds. Once attuned, the user becomes increasingly partial to acts of bravery and bravado, particularly where members of the opposite sex are concerned (might require a Will check to resist the occasional opportunity; treat as an incurable moderate madness). This inclination eventually fades if attunement is ended.



Attunement benefits are as follows:

1. Once every 1d4 days, while wielding the sword, the user may spend an action to invoke one of the following spells: *Lucent Emanation* (but moonlight), *Sundering Sign, Speaker of All Tongues* or *Shadows & Dust.*

2. Once per week, provided the sword is on their person, the user may access their *Reroll Pool* as many times as required (ie not limited to one reroll) to perform an especially flashy, ostentatious or flamboyant action and/or move. The *Reroll Pool* may be accessed even for conduct that would not normally be applicable (eg an attack roll).

3. Each month with the rising of the full moon, the sword generates a random spell (use the Scroll tables) that is stored within it. The user instinctively knows the nature of the spell. While wielding the rapier, the user may spend an action to unleash its magic. If the stored spell is not used before the next full moon, another takes it place.

Knife of Baalec

This curved knife has a hilt made of dragon bone, inscribed with litanies to *Baalec, Lord of Crows* (a precursor god of the Second Age, later known as *Baal*). Enchanted by *Baalec* exiles in their citadel *Ortu Menon*, the knife was lost to a master thief who infiltrated the stronghold to steal it. The relic has never resurfaced.

Attunement takes 1d4 weeks except by Cultists, Magic Users and Rogues who require 1d4 rounds. Once attuned, the user never falls ill, and is immune to disease, but may speak only in whispers except when praising *Baal* (spell casting remains possible). If attunement is ended, these effects dwindle over 1d12 months.

Attunement benefits are as follows:

1. Once every 1d4 days, after hitting a target with the knife, the user may sacrifice their own lifeforce (an agonizing experience) to inflict extra damage. For each point of Con loss (user decides how much) the attack adds 1d10 damage (no save). Con sacrificed in this way cannot be regained by any means until the end of the adventure.

2. Once per week, the user may touch a target with the knife to draw out a sickness or disease (may be part of an attack) and store it in the weapon (the target is cured). At any future time, the user may transfer the disease to another target by touching them with the dagger (not necessarily an "attack", a *Luck* (Con) save resists).



3. Once per month, the user may touch the blade to an object or creature (may be part of an attack), instantly decaying it (living things shrivel and die, wood splinters, metals rusts to pieces, paper turn to dust, etc). Creatures gain a *Luck* (Will) save to resist, magical objects are immune.



Kurzog's Flask

Named for one of the alcoholic drinks this bottle regularly dispenses, this 4 inch tin hip flask is decorated with a bronze bird emblem. Fashioned centuries ago for a wealthy drunkard, the flask's original purpose was to keep the user happily inebriated whilst enhancing their ability to charm, dance, brawl, and gamble. Over the centuries, the flask's magic has skewed, becoming more extreme.

Anyone may drink from the flask (no attunement required), which always produces random alcohol of some kind. Pouring the spirit into another receptacle turns it to dust, and the flask ceases to function for 2d6 hours.

Once per week, drinking from the flask may produce a magical effect (roll 1d6 and see below). The various intoxication conditions last 4d6 hours (GM determines penalties, if any), after which the PC falls asleep for 1d3 minutes. The character may invoke the libation's magical boon at any time during the intoxication period (no action).

1d6	FLASK EFFECT
1	*Intoxication effect: Dark & Brooding.* The user gains +4 Str (max 19) for 2d6 rounds, as long as they mutter something grim and menacing each round.
2	*Intoxication effect: Delightfully Tipsy.* The user may invoke *Gaze of Beguilement* up to 1d3 times. If they kiss the target, the saving throw is made at disadvantage.
3	*Intoxication effect: Slurred & Unstable.* The user becomes impossible to strike for a brief time as they twist and turn like a drunken master; melee and ranged attacks automatically miss for 1d6 rounds.
4	*Intoxication effect: Drowsy & Distractible.* The user may float at a movement rate of 20 ft for 1d6 x 10 minutes. If the user adopts dancing movements, their speed increases to 40 ft.
5	*Intoxication effect: Loud & Obnoxious.* The user regenerates 1d12 hp per round at the start of their turn for 2d6 rounds, as long as they insult someone within earshot. This effect ends if reduced to zero hp.
6	*Intoxication effect: Pale & Nauseas.* The user is graced with good fortune for 2d6 rounds; advantage on all *Luck* rolls, and may use their *Reroll Pool* on any roll. At the end of the lucky period, the user vomits for 1d3 rounds (uses their action).



Lash of the Elf Queen

This slender whip is cut from wyvern hide, decorated with tiny barbs, and an orange topaz set into the haft. Few tales recount the lash of the elf queen *Ninsorva*, most renowned for her enslavement of all sapient races within the boughs of *Cemorril* (now known as the *Wistwood*) during the dawn of the Second Age. The whip was lost with the fall of the last elven kingdoms.

Attunement takes 1d4 months, except by fey who require 1d4 rounds. Within days the user develops a haughty, more ambitious streak, less content with their place in the world (treat as elven personality traits, LFG p.14). Ending attunement removes this effect over 1d12 months.

Attunement benefits are as follows:

1. On a critical hit, the whip tears off one of the target's limbs (no save, targets with 7+ HD are tripped or disarmed instead).

2. Once per month, by wrapping the whip around one's waist, the user fades from sight and hearing (as *A Wisp Unseen* and *Globe of Silent Contemplation*, but only the user is affected).

Leathers of Agmundr

Ensorcelled two centuries ago by *Runeseer Agmundr*, this surprisingly flexible leather armour is imbued with incantations of elementalism, doom and defiance. Exiled by the *Council of Varnor* for crimes unspoken, the unaging warlock died forty winters past during a bulette ambush on the *High Plains*.

Attunement takes 2d6 weeks except by Magic Users who require 2d6 days. Once attuned, the user finds their ability to sense magic improves dramatically (when attempting to sense magic LFG p.83, they automatically succeed). This enhanced connection to the Veil however also increases the user's starting DDM by 2 points. Both of these traits fade over 1d12 months if attunement ends.



Attunement benefits are as follows:

1. The wearer may sacrifice *Reroll* dice to cast spells they know instead of expending spell uses. The number of *Reroll* dice required is equal to the spell level plus one (eg a 2nd level spell costs three *Reroll* dice).

2. Once every 1d4 days, the user may change the element of one magic effect to another (eg from fire to frost, wind, stone, etc).

3. Once per week, the user may spend an action to invoke *Channel Lightning*, *Gift of the Fiery Furnace*, or *Blast of Frozen Ruin* (at the user's level or minimum caster level, whichever is higher).

4. Once per month, upon being *Staggered,* the user may unleash an immediate backlash against their attacker. For each point of Con the user gives up, the attacker suffers 1d10 elemental damage (no save, the user chooses the element). Con points lost in this way cannot be restored until the next *Downtime* period.

Light of Soliri

This enchanted light source takes three forms; a *cold iron* lantern, a copper lamp, and a smokeless oak torch. Each form bears the symbol of a tree somewhere upon it. Blessed by the first druids of *Soliri* (goddess of the sun, nature, weather), the *Light* was created to inspire hope and fend off dark forces. It was lost in the Second Age, when humans were enslaved by the serpentmen.

Attunement takes 1d4 days, except by followers of *Soliri* who require 1d4 rounds. Once attuned, careful observation reveals that flowers and small plants seem to buoy and turn to face the user if they stand in one place long enough. Using the *Light's* powers requires an action, as does switching it from one form to another. In any form, the *Light* never runs out of fuel.

Attunement benefits are as follows:

1. Once per week, the user may cause pure sunlight to project from the lantern, driving back or destroying nearby abominations (treat as *Turning* like a Cultist of the user's level).





2. Once per week, the user may brandish the torch to raise a wall of magical flame (as *Veil of the Balor* at 8th level).

3. Once only, the user may pray for aid from the lamp and be granted a *Forbidden Wish*. A *Luck* (Will) save is required (if unsuccessful, the petition fails, and the user rolls on the *Divine Rebuke* table instead). After attempting this power, the *Light* vanishes, reappearing elsewhere in the world in 2d10 years.

Many Splendored Cup

This silver chalice is chipped and marred, with curious runes adorning the upper half. Some rare texts suggest it was crafted for a prince of the Second Age, to allow him to walk among his people unnoticed (leading to his early demise).

Attunement takes 1d4 days, except by highborn who require 1d4 minutes (additionally, users of royal blood only trigger DDM effects on a natural 1). Any liquid the user pours into the cup transmutes into cool white wine (putting the wine into another receptacle, as opposed to drinking it, reverts the liquid). Anytime the cup's transformative effects are invoked, there is a 20% chance the user becomes intoxicated part way

through the duration, and believes they are of royal descent (GM determines the details).

Attunement benefits are as follows:

1. Once every day, the user may drink from the cup and command gates, doors, windows, etc to open (as *Sundering Sign*).

2. Once every 1d4 days, the user may drink from the cup to alter their appearance (as *Mantle of Many Faces*).

3. Once every 1d4 months, the user may drink from the cup to invoke a *Sudden Transmogrification* effect.

Mask of the Golden One

This gold forged mask was crafted by the ancient *Suun* at the height of their power in the Second Age. Infused with blood magic, the mask belonged to an elder warrior chief who used it to cow her enemies into submission.

Attunement takes 1d4 weeks except by Barbarians and Rangers, who require 1d4 rounds. Once attuned, the user's eyes, blood, and tears take on a golden hue. Whilst wearing the mask, the user may spend an action to project a magical gaze attack (visible as a shimmering heat haze, clearly identifying the source).

Attunement benefits are as follows:

1. Once every 1d4 days, the user may project a blast of subjugation (cone 30 ft long, 15 ft base), causing targets to cower (50% prostrate themselves on the ground, 50% drop items and back away 10 ft). A *Luck* (Will) save resists.

2. Once per week, the user may corrode metal with a look. A single object within 20 ft, up to shield size (or a similar area of a larger metal object, like an iron door) instantly rusts and crumbles. Attended items gain a *Luck* save to negate. Magical items are immune.

3. Once per month, the user may unleash a death glare against a single living target within 20 ft (giant sized or smaller). The target must succeed on a *Luck* save or is instantly slain, curling up into a desiccated husk. Invoking this ability automatically triggers a DMM effect.



Mirrors of Long Night

These twin, full body mirrors are 7 ft tall and 4 ft wide, edged in polished oak with moon, comet and spider web motifs. Created in past millennia by a sect of *Shennog* cultists (goddess of night, mystery, deceit and madness), the mirrors were used by the order's two great citadels to communicate over vast distances. Eventually the temples fell into ruin and the mirrors were lost, passing into legend.

Attunement takes 1d4 hours, except by *Shennog* faithful who require 1d4 rounds. The mirrors are supernaturally heavy, requiring a dozen strong men or a cart or similar to move. Using the mirrors is especially dangerous due to their fading dweomers. Invoking their power requires a Will (Divine Lore) check to avoid (i) a moderate madness, and (ii) rolling on the *Divine Rebuke* table (reroll irrelevant results).



Morg Tor, the Grudge Hammer

This hefty hammer is made of mithral and gold, mined from the purest veins in the earth's deep mantle. Forged by an unnamed dwarven master smith, *Morg Tor's* perfection was such that some say the *First Thane* himself imbued the weapon with divine favour.

Attunement takes 1d4 days, except by dwarves who require 1d4 rounds. During the attunement period the user develops a thick, lustrous beard that cannot be shaved, cut or burnt away (this effect is stubbornly permanent, even if the attunement is ended). Dwarves (including *Deep Dwarves*) inexplicably find themselves swayed by the user (advantage on social checks). The *Grudge Hammer* is indestructible and cannot be damaged by anything short of a demigod.

Attunement benefits are as follows:

1. After the user suffers a critical hit, if they use their next action to successfully strike their attacker with *Morg Tor*, the strike becomes a critical hit.



Attunement benefits are as follows:

1. Once every month, the user may perform a 1d4 hour ritual to cause both mirrors' surfaces to transform into shadowy mist. For the next minute, anyone may enter one mirror and emerge from the other. The journey takes 1 hour and a creature may only travel once per ritual. During this time the traveller is tossed about in a "sea" of cold, churning darkness, beneath a sky of strange and unfamiliar stars.

2. Once every 1d4 days, the user may call upon the mirror to show them another creature they have previously met (treat as *Sight Beyond Sight*, but operating any distance, and the sensor may not move more than 30 ft from its initial location).

3. Once only, the user may shatter the mirror to release its residual magic in a single, catastrophic explosion. The blast causes 20d10 damage in an 80 ft radius, followed by an earthquake (as *Unchain the World Eater*, but double radius). The user must roll on the *Divine Rebuke* table.

2. Once per week, the user may throw the *Grudge Hammer* along with themselves up to 240 ft. If attacking a foe, roll to hit as normal; if successful the attack also stuns the target (loses next action, no save). On a miss, the user scatters within 10 ft of the target (use 1d8 for compass direction). Whether hit or miss, the user rolls to their feet, weapon ready.

3. Once per month, when an ally within sight or hearing is reduced to zero hp, the user may bellow an oath of vengeance against their ally's vanquisher. If *Morg Tor* strikes that target next turn, it causes 50 damage (if reduced to zero hp, the target is destroyed in spectacular fashion). If the avenger misses, roll on the *Divine Rebuke* table instead.

Orb of T'Seroskk

This translucent orb appears to be filled with roiling green fog. Enchanted by the serpentman *T'Seroskk* in a past age, the orb and its master became synonymous with power at any cost. Both were lost in a terrible battle against the cyclopes in the *Sunstone Ranges*.

Attunement takes 1d4 weeks except by Magic Users who require 1d4 days. During the attunement period the user feels part of their life force slipping away, sacrificed to the *Nest Beyond the Stars* (age 2d10 years). The aging effect is irreversible, but attunement may be cancelled part way through to halve the loss, if desired.



Attunement benefits are as follows:

1. Once per week, the user may spend an action to brandish the orb and trap a creature inside it (*Luck* (Will) save resists). The target must be within 20 ft, and only one creature may be trapped in the orb at a time.

   The master may release the victim at any time by spending an action. A released victim obeys the master's commands for 2d6 minutes, then breaks free.

2. Once per week, the user may whisper commands to the orb, which nearby creatures are compelled to obey (requires an action, treat as *Wave of Obedience*).

3. Once every six months, the user may sacrifice a humanoid creature to the orb to gain a *Forbidden Wish*. Using this power ages the user 2d10 years, and automatically invokes a DDM effect.

Resonance Bowl

Despite its venerable age, this five inch silver singing bowl and stone baton are bright and untarnished. Imbued with psionic power by a long dead grandmaster of the Second Age, the bowl acts as a phasing focus, amplifying the user's will and mental wellspring.

Attunement takes 1d4 months except by Psions and Monks who require 1d4 days. After becoming attuned, the user must engage in a one hour singing bowl ritual every 48 hours or the attunement ends.

Attunement benefits are as follows:

1. Once every 1d4 days, the user may spend an action to strike the bowl with the baton, evoking *Psychic Disjunction* or *Strip Sense*.


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2. Once every week, the user may run the baton around the edge of the bowl, evoking an *Infuse Animus* effect.

3. Once per month, the user may spend an action to trap the minds of 1d4+1 living creatures in the bowl (120 ft range, curse effect, *Luck* (Will) save negates). Victims effectively become mindless automatons and will die of dehydration etc if not cared for. Using this ability automatically triggers a *Psychic Surge*.

Ring of Belemôn

In the First Age, before the fair and munificent *Belemôn* devolved into the monstrous *cyclopes* of today, a trio of prophets fashioned a magical ring. Perhaps the last relic of the primordial giants, the *Ring of Belemôn* is made of polished oak, set with a stone of bright amber.

Attunement requires 1d4 weeks. During this time the user develops an altruistic streak. At the GM's option, refusing to help those in dire need may cause the ring's powers to falter, function intermittently, or not at all (*Luck* checks might be required, for example). Sustained disregard for the vulnerable causes the ring to permanently vanish.

Attunement benefits are as follows:

1. The user develops a sixth sense, warning against hidden danger at the last moment. They cannot be surprised and gain advantage to avoid physical traps.





2. Once every 1d4 days, the user may transform the ring into a mace, spear or sword that crackles with lightning (no action, as flickering candlelight, plus bonus 1d8 damage on a hit). The weapon lasts up to 2d6 minutes.

3. Once per month, the user may spend an action to conjure two horizontal portals (up to 15 ft diameter) which exist for up to one round, allowing anything to move into one and out the other. The portals must be (i) within 600 ft of each other and (ii) within line of sight of the ring bearer. The user may close the portals at any time (no action). Using this power automatically triggers a DDM effect.

Rod of All Things

This curious object appears as an intricately etched, 3 ft iron bar, with a spider like symbol worked into the centre (thought by some to be an early sigil of *Shemnog*, goddess of night, mystery, deceit, and madness). The rod's origins are unknown, and no rediscovered histories refer to it. *Pierce the Veil* reveals a transmutation aura.

Attunement requires 1d4 days. During this period the user begins to hear mental murmurings from the rod, as if it were somehow trying to communicate (treat as an incurable moderate madness). Attunement with the rod cannot be

ended voluntarily, and if the madness ever reaches incapacitating, the user vanishes forever (leaving behind their gear, etc, including the rod).

Attunement benefits are as follows:

1. While holding the rod, the user may spend an action to transform it into another mundane object, from as small as a knife to as large as a shield or polearm. This power may be invoked at will, but each transformation requires a DDM check, as normal.

   The rod cannot take the form of gemstones, precious metals, or similar high value objects. The item always looks unremarkable and nondescript, but for the spider sigil inscribed somewhere upon it. If the item is destroyed, the rod reappears in the user's hand at the end of the round.

2. While holding the rod (in bar form) the user may command it to fix in place, magically defying gravity and other forces (requires an action). The rod may support up to two tonnes of weight; greater than this and the effect ends. A creature with Str 21 can shift the rod up to 5 ft per round with determined effort. At any time, the user may end the fixed position and summon the rod back to their hand (requires an action).





Shield of Argaunt

This black metal kite shield is emblazoned with the star motif of *Argona*, goddess of health, wealth, hope, and protection of the vulnerable. The relic was forged by a Second Age brotherhood of knights, acolytes of the precursor deity *Argaunt* (war, protection, recovery, devotion) which used the same icon.

Attunement takes 1d4 hours, and requires a genuine follower of the Argosan pantheon (if a devotee of *Argona*, the time is 1d4 rounds).

Attunement benefits are as follows:

1. The shield grants +2 AC instead of +1, and the user is immune to poison and disease.

2. The shield may negate a directional attack twice before requiring repair (instead of once, LFG p.62).

3. Once per month, the user may spend an action to conjure a wall of spectral light (treat as *Wall of the White Wastes*, but made of magical light instead of ice).

Staff of Mensicor

This dread staff is topped with a flesh sack of bulging eyes, toothy maws and stringy tentacles (dead but preserved). Enchanted by *Mensicor*, a deep elf witch of the distant past, how the staff made its way to the surface remains a mystery.

Attunement takes 1d4 weeks except by elves who require 1d4 rounds. During this time the user becomes sensitive to sunlight (disadvantage on saves to resist blindness when exposed to bright flashes). This vulnerability is permanent and does not fade if attunement is ended.

Attunement benefits are as follows:

1. The user develops rudimentary dark vision, able to make out rough shapes and outlines in complete darkness (disadvantage on vision checks, and 33% miss chance, instead of blind).

2. Once every 1d4 days, the user may spend an action to strike the staff on the ground, causing alien tentacles to burst upwards. Enemies within a 20 ft radius are grappled (Str contest vs Str 19 to resist). If grabbed a target cannot move from their location, but may use an action to attempt a Strength contest to break free. The rubbery tentacles have AC 14 and 25 hp. They last 2d6 rounds before withdrawing back into the earth.



3. Once per month, the user may spend an action to conjure a *Gibbering Terror* from the void. The terror obeys the user's commands (no action) and remains for 2d6 rounds or until destroyed.

Talisman of the Black Sun

This palm sized amulet is made of gold, with a glass inset depicting a black circle surrounded by a red corona. The talisman's age and origins are uncertain; there are no known books, tablets or other writings that refer to it. Attempts to catalogue the talisman inevitably fail, intending authors inexplicably forget, become distracted, or are deluded into thinking they have already completed the task before they begin. *Pierce the Veil* reveals an arcane aura, but nothing more.





Attunement requires 1d4 days. Over time, the user occasionally experiences unfamiliar memories, as if recalling the lives of others (such memories may intrude from time to time, similar to a moderate madness).

Attunement benefits are as follows:

1. Once per week, the user may cause a spell or magical power that affects them to be absorbed by the talisman instead (if AoE, the whole effect is absorbed). At any later time, the user may spend an action to release it (as the spell, or the effect is projected from the talisman).

2. The user learns a random spell (use the Scroll table) that they may cast once per adventure.

3. Once per month, the user may spend an action to invoke *Imperious Soul of the Magus*, with the talisman as the phylactery. If the user's soul does not return to their body within 1d4 hours, they die (adding their memories to the amulet).

Thrane's Halberd

This hundred year old halberd has a spiked steel blade and oak staff. It is unnaturally heavy, requiring significant strength to use effectively (minimum Str 14 or a -3 penalty to attack rolls applies). First wielded by a champion of the *Rinwolde* family of *Crow's Keep*, the weapon was lost during an expedition into the *Suurat Jungle*.

Attunement takes 1d4 weeks except by Fighters, Barbarians and Bards who require 1d4 rounds. Once attuned, the user begins to favour violence as a means of solving problems or setbacks; the larger the threat or impediment, the stronger the urge (might require a Will check to resist; treat as an incurable moderate madness). If attunement is ended, the violent streak subsides over time.

The user may spend an action to transform the halberd into any kind of polearm (glaive, bardiche, etc). Additional attunement benefits are as follows:

1. The polearm causes 1d12 damage (exploding on 12s) and the user's Str increases by 2 (max 19) while wielding it.

2. Once per week, on a successful hit, the user may cause the target to suffer gravity five times stronger than normal, rendering them prone and helpless under their own weight (*Luck* (Str) save resists). The effect lasts 2d6 rounds.

3. Once per month, on a critical hit, the user may cause the polearm to strike with five times the usual force, causing 5d12 damage (exploding 12s), pushing the target 20 ft, and inflicting a 1d6 roll on the *Injuries & Setbacks* table (no save).

Thuel Stones

The origins of this trio of purple amethysts with blue centres are a mystery, but their crude, tooth like shaping is reminiscent of ancient thuel tribes of the *Argos Plateau*. Whilst most barbarians abhor magic, the occasional outcast has been known to enchant items of magical power.

Attunement takes 1d4 weeks except by Thuels, Barbarians and Rangers who require 1d4 rounds. Once attuned, the user gains an affinity with animals such that they may sometimes discern messages from them (treat as the Ranger *Animal Ken* ability, usable once per adventure). Additionally, the user becomes less comfortable in outposts and cities (long rests require an extra 1d3 days). These effects fade if attunement is ended.

Attunement benefits are as follows:

1. Each stone possessed grants a +1 bonus to an attribute of the user's choice (excluding *Luck*, max 19). Additionally, once every 1d4 days, the user may touch a stone to a target (including themselves) to cast *Nostrum of the Dying*.

2. With two stones, once per week, the user may spend an action to cast *Solace of Argona, Purge the Accursed* or *Thaumaturgical Vesting*.





3. If the user is attuned to all three stones, once per month, the user may summon a flock of *Griffons* from the sky (requires an action, as many griffons as party members, up to 10 max). The *Griffons* follow the user's commands and remain for 4d6 hours.

Torc of Sebutett

This golden torc is decorated with green peridot stones, crafted by the ancient *Ramorans* for *King Priest Sebutett*. According to legend, the torc was buried with the mummified king in a secret tomb in the *Forest of Drelnor*.

Attunement requires 1d4 weeks. During this time the user's skin becomes dry and cracked, and they develop insomnia. These attributes fade over time if attunement is ended.

Attunement benefits are as follows:

1. The user no longer requires food or drink, and can hold their breath for up to 10 minutes. Food tastes like ash and drink like greasy water. Careful examination suggests the user's breathing is irregular.

2. Once per week, the user may spend an action to invoke *Infernal Calling of Baal*.

3. Once per week, the user may drain the life from living creatures in a 30 ft radius to heal themselves (causes targets 1d6 damage per creature, no save. User heals the total amount).

4. Once per month, the user may spend an action to command the undead. Treat as a Cultist's *Turning* ability, but affected undead obey the user for 2d6 hours.

Twin Storms Spear

This hardwood spear has a twin bladed bronze head, with lightning like verdigris and runes along the shaft. The creator is uncertain, but the forge work ancient in nature, and appears to date from the Second Age. Scattered reports from the *Ordo Malefactos* suggest the relic might be lost somewhere in the *Trackless Moors*.

Attunement takes 1d4 days, except by humans who require 1d4 rounds, after which the user feels a strong affinity for wind, rain, and storms. When rolling on weather tables for the party, always shift 1 point towards such inclement conditions. Attunement benefits are as follows:

1. Once every 1d4 days, the user may slam the butt of the spear into the ground, causing a wave of thunder to boom outward (as *Thunderous Invocation*).

2. Once per week, the user may throw the spear, transforming it into a bolt of lightning (as *Channel Lightning* at 10th level). The spear reappears in the user's hand at the end of the round.

3. Once every 1d4 months, the user may invoke the sky spirits, who will bear them aloft on powerful winds (as *Rightful Ascension* and *Turn Back the Buzzing Flies*).



Yûlnvorg the Bonebreaker

This extra heavy, oval shaped mace has a studded head and ringed grip. Fashioned of highly rare meteorite ore (also known as *moonsteel*), *Yûlnvorg* was enchanted by *Nocratha the Stargazer* as a reward for one of his first and most loyal disciples. The weapon was lost during the (short lived) *Northgate* rebellion more than a decade ago.

The slightly blue tinged *moonsteel* somehow mutes the unbridled nature of the Veil, reducing the user's DDM tally by 1, and permits using a *Reroll* die when rolling on the DDM or *Divine Rebuke* table (once per adventure).

Attunement takes 1d4 days except by Cultists, Magic Users and Fighters who require 1d4 rounds. Once attuned, the user begins to have strange dreams and visions of *Nocratha*, as if somehow connected to the aging sorcerer (the user intuitively knows that *Nocratha* is oblivious to the joining). If attunement is ended, the dreams stop immediately.

Attunement benefits are as follows:

1. On a natural 20 attack roll the mace shatters bones, roll 1d6: (i) wrist, (ii) knee, (iii) elbow, (iv) hip, (v) back, (vi) skull. A broken back incapacitates the target, a shattered skull kills them.

2. Once every 1d4 days, the user may strike the mace against a solid object with a tremendous gong, conjuring the blazing icon of a silver door. All enemies in a 20 ft radius must make a *Luck* (Con) save or (i) reel backwards 10 ft, (ii) fall prone, (iii) drop whatever they are holding, and (iv) suffer blindness for 1d3 rounds.





MONSTERS BY HD & PAGE

< 1 HD	1 HD	2 HD	3 HD
Animated Sword 123, Burn Bugs 127, Fishling 136, Rot Beetle 125, Skinless Terror 121, Spriggan 153, Vomitor 159.	Deep Elf 132, Deep Dwarf 131, Face Ripper 135, Flesh Eating Vines 137, Green Croaker 131, Mudman (Mudling) 145, Shrieker Fungi 150, Skratt 151, Waterwing 160.	Animated Armour 122, Blight Hound 125, Blue Fey 125, Crawling Terror 120, Flesh Burrower 137, Gnoll 139, Implacable Blob 142, Rust Monster 149, Slime Spider 151, Toadmen 155.	Animated Rug 122, Bugbear 126, Grey Croaker 131, Dracor 133, Feathered Maw 135, Giant Tree Spider 151, Iguaato 141, Mudman (Drone) 145, Raptor 133, Winged Snake 160, Brain Eating Zombie 162, Zombie Rat Swarm 155.
4 HD	**5 HD**	**6 HD**	**7 HD**
Animated Table 122, Argosan Strangler 123, Assassin (Human) 140, Bone Cutter Ant Swarm 155, Frost Ooze 147, Redjaw 148, Scroach 150, Squid Thing 153, Urgot Champion 156.	Cave Stalker 127, Dire Boar 126, Black Croaker 131, Fey Creeper 135, Mechanized Wolf 160, Mimic 143, Mudman (Sentry) 145, N'Tarc 146, Rhino 148, Vault Guardian 158, War Wombat 159.	Animated Wardrobe 123, Drider 134, Ghasthound 138, Hook Spider 152, Man Eating Caterpillar 143, Rock Grinder 149, Shegmot Terror 120, Star Beast 153.	Batbeast 123, Dream Phantom 134, Frost Worm 161, Fungoid 137, Hookfurgle 140, Mudman (Coreguard) 144, Speckled Ooze 147, Yeggsûl Demon 132, Vine Puppet 158, Void Nebula 158.
8 HD	**9 HD**	**10 HD**	**11 – 12 HD**
Grandmaster (Human) 141, Splinter Ooze 147, Stormraven 154, Underlurker 156.	Cloaker 127, Glass Golem 140, Mesmer Falcon 143, Werebear 143.	Dire Bear 124, Lake Wyrm 142, Scarab Mummy 145, Shambling Mound 150, Zombie Giant 162.	Abominable Snow Beast 122, Ankylosaurus 132, Giant Horn Beetle 124, Roper 149, Tree Ettin 156, Whip Worm 161.
13 – 14 HD	**15 HD**	**16 – 17 HD**	**18+ HD**
Bronze Golem 139, Fire Giant 138, Giant Tree Spider (Mother) 152.	Greater Ghost 138, Naga 146.	Aboleth 121, Triceratops 133.	Colossus 128, Mudman (Core) 144.

Aberrant Terror, Crawling

No. Appearing: 2d6
Armor Class: 12
Hit Dice: 2
Attacks: Bite 1d4 + special
Nat 19: the aberration unleashes a pulse of savage madness, causing all adventurers within 10 ft to make a *Luck* (Will) save or attack the closest ally.
S:10 D:15 C:10 I:5 P:10 W:16 Ch:1
Luck: 5
Move: 30 ft

Crawling terrors are 2 ft shiny, bulbous, spider like creatures with oily maw tentacles. They are alien monstrosities spawned from another dimension, seeking only to dominate and feed on other life forms. Anyone bitten by a crawling terror must make a *Luck* (Will) save or lose 1d3 Will. A target reduced to zero Will becomes a mindless thrall, mimicking the terror's crawling motion and feasting urges until slain.

Aberrant Terror, Shegmot

No. Appearing: 1
Armor Class: 15
Hit Dice: 6
Attacks: Bite (special)
Nat 19: the target's head is bitten off causing instant death (*Luck* (Dex) save resists).
S:6 D:16 C:10 I:4 P:19 W:16 Ch:3
Luck: 11
Move: 40 ft flying

Shegmot terrors are 1 ft, spherical flesh sacks with a single eye, gaping fangs, and short, stubby tentacles. They are instinctual feeders, moving in a silent, impossible manner, jinking through space as if gravity were optional.

The terror may use an action to *Enthral* onlookers, causing all living creatures within 30 ft to make a *Luck* (Will) save or stand helpless, captivated by the terror's pulsating, hypnotic colours (30% chance of recharging at the start of its turn).



Victims may attempt a Will contest on their turn to break free. If the terror's Bite attack hits an enthralled target, the victim's head is bitten off (instant death), and the monstrosity attaches itself to the victim's neck.

Once fused to a host, the terror controls it like a grisly puppet. Increase the terror's hp by half the host's maximum, and apply the host's movement speed and attacks. The terror may disengage from the host at the end of its turn (no action).

After a few hours practising with its new body, a terror might fool distant onlookers into believing the hybrid is an ordinary person (assuming a concealing hood, poor visibility, etc). After 1d4 days, rigor mortis finally sets in, forcing the terror to abandon its host for another.

Aberrant Terror, Skinless

No. Appearing: 1d10
Armor Class: 10
Hit Dice: 1d6 hp
Attacks: Bite 1d6
Nat 19: the skinless causes 10 damage in a frenzied attack and dies instantly.
S:13 D:13 C:13 I:3 P:13 W:13 Ch:3
Luck: 3
Move: 40 ft including climbing, or leap 20 ft.

Skinless terrors are foul, 4 ft humanoids with piercing claws and exposed muscle. They are blind and use a chittering echolocation to locate their victims. In a constant state of extreme pain, skinless automatically "die" within 2d6 hours of manifesting. They move with unnatural urgency and agitation, gaining the benefits of *Hunger for Blood*.

Aboleth

No. Appearing: 1
Armor Class: 15
Hit Dice: 16+3
Attacks: 4 x Tentacle 1d6 + 1d3 Will drain, and Bite 3d6.
Nat 19: psychic scream; all enemies within 50 ft lose their next action (*Luck* (Will) save resists).
S:19 D:7 C:20 I:15 P:15 W:22 Ch:8



Luck: 15
Move: 30 ft or swim 60 ft

Aboleths are 30 ft long, eel like amphibians with four tentacles and three glowing red eyes. Alien exiles from another dimension, they are highly intelligent but wholly incomprehensible, dreaming in the darkest depths of the ocean. Aboleths spend most of their millennia long lives recalling visions of their lost homeland. During periods of wakefulness, they come to the surface to enslave intelligent humanoids, feeding on their victims' minds to reinvigorate their dreams.

Aboleths have *Major Exploit Protection* and may use the following spell like effects at will: *Strange Joining, Waking Dream, Monstrous Subjugation* (but the charm renders victims obedient thralls, and is permanent), *Delusions of Dark Recall* and *Wave of Obedience*.

Abominable Snow Beast

No. Appearing: 1
Armor Class: 15
Hit Dice: 11
Attacks: 4 x Claws 1d8+1 and Bite 2d8 + poison
Nat 19: the target's weapon, armour or shield is destroyed (determine randomly, magic items are damaged instead, unusable until repaired).
S:21 D:10 C:20 I:3 P:11 W:14 Ch:8
Luck: 11
Move: 40 ft

Abominable snow beasts are 16 ft, bear like behemoths with six clawed limbs, enormous man crushing jaws, and a reinforced skull brimming with bony spines. Snow beasts cannot abide warm climates and live exclusively in cold regions such as high mountains, northern tundra, artic wastes, etc. They are lone, aggressive omnivores, and will generally attempt to kill and devour any humanoids they encounter.



A snow beast's bite is laced with poison that freezes the blood, requiring a *Luck* (Con) save. If failed, the target is subject to the equivalent of *Incantation of Exhaustion,* and must make a second save at the end of their next turn. If the second *Luck* save is also failed, the PC dies in 1d2 rounds, their blood hardening like ice. Applying fire to the victim's chest (torch, fire pot, magic, etc) reduces the target to zero hp instead. Snow beasts have *Major Exploit Protection*, *Stronger Luck*, and *Off Turn Attacks*.

Animated Object, Armour

No. Appearing: 1
Armor Class: 15
Hit Dice: 2
Attacks: Fist 1d10
Nat 19: the target's armour animates and unstraps, joining forces with the animated armour (increase HD to 3, or treat as separate animated armour; GM's call. The PC's armour returns to normal if reduced to zero hp).
S:12 D:8 C:10 I:- P:10 W:- Ch:-
Luck: 5
Move: 30 ft

A suit of plate armour animated by magic.

Animated Object, Table

No. Appearing: 1
Armor Class: 12
Hit Dice: 4
Attacks: Ram 2d6
Nat 19: the target is knocked prone and pinned to the ground by one or more legs (Str contest to break free).
S:15 D:7 C:12 I:- P:10 W:- Ch:-
Luck: 7
Move: 40 ft

A large dining table animated by magic.

Animated Object, Rug

No. Appearing: 1
Armor Class: 10
Hit Dice: 3

Attacks: Slap 1d10
Nat 19: the target is engulfed (helpless and suffocating, victim may engage in a Str contest to break free).
S:16 D:13 C:10 I:- P:10 W:- Ch:-
Luck: 6
Move: 30 ft

A large rug animated by magic.

Animated Object, Sword

No. Appearing: 1
Armor Class: 16
Hit Dice: 1d6 hp
Attacks: 1d8
Nat 19: as weapon
S:10 D:15 C:9 I:- P:10 W:- Ch:-
Luck: 6
Move: 30 ft flying

A flying sword animated by magic.

Animated Object, Wardrobe

No. Appearing: 1
Armor Class: 10
Hit Dice: 6
Attacks: Pummel 2d8
Nat 19: the target is engulfed by the wardrobe and trapped inside (may attack with small weapons only, or engage in a Str contest to break free).
S:18 D:6 C:16 I:- P:10 W:- Ch:-
Luck: 8
Move: 30 ft

A heavy double wardrobe animated by magic.

Argosan Strangler

No. Appearing: 2d6
Armor Class: 13
Hit Dice: 4+1
Attacks: Bite 2d6
Nat 19: special
S:19 D:13 C:13 I:4 P:10 W:9 Ch:5
Luck: 7
Move: 30 ft or 60 ft swimming

Argosan stranglers are 9 ft, rubbery amphibians that frequent lakes, rivers and seas. They have a humanoid upper body, with tentacle arms and an eel's tail. Their bodies are coated in mucus that turns sticky when exposed to air, allowing them to swiftly scale the sides of ships or sheer rocks for a short time. Strict carnivores, stranglers exist on a diet of marine animals, but prefer human flesh. Over the centuries they have learnt that sailing vessels carry their favourite meal and ambush them whenever possible, lurking along trade routes.

On a natural 19, the target is strangled, automatically suffering 2d6 damage each round on the monster's turn. The target may spend an action to make an opposed Str check to break free. Once per hour, a strangler may spend an action to spray sticky acid from its tentacle arms up to 30 ft (single target). A *Luck* (Dex) save is required to avoid 1d6 damage per round for 1d6 rounds. The acid is potent enough to eat through wooden hulls if given enough time and not washed away by water.

Batbeast

No. Appearing: 1d6
Armor Class: 16
Hit Dice: 7
Attacks: Bite 2d8 and Tail 1d4 + poison
Nat 19: the batbeast makes an additional Bite or Tail attack against this target or another.
S:19 D:15 C:15 I:3 P:10 W:9 Ch:7
Luck: 9
Move: 30 ft or 50 leap

The batbeast is a tiger sized quadruped, with clawed back limbs, winged foreclaws, a bat like head and prehensile stinging tail. They are nocturnal hunters, emerging from caves or clifftops to find prey. A batbeast has relatively poor sight and hunts via echolocation and smell. Their membranous wings are too small for flying, but allow the creature to leap long distances, or glide from high ground.

Batbeasts are notorious disease carriers; wounded PCs must make a *Luck* (Con) check after the battle or suffer a random sickness. Their piercing tail attack carries a debilitating venom, blinding the target for 2d6 rounds (*Luck* (Con) negates). There is a 30% chance of harvesting 1d2 doses of venom from a dead batbeast (may require Animal Lore or Apothecary checks).

Bear, Dire

No. Appearing: 1
Armor Class: 12
Hit Dice: 10
Attacks: 2 x Claws 1d10 and Bite 2d8
Nat 19: special
S:20 D:8 C:20 I:3 P:9 W:17 Ch:4
Luck: 12
Move: 60 ft

Dire bears are elephant sized engines of death and destruction; sadistic killers that prey on anything smaller than them (which is most everything).

Hostile and rapacious, their capacity for carnage is unbounded; they will kill for no other reason than the vicious pleasure of tearing apart another living being, and humans in particular.

Dire bears *Cause Injuries* on 19-20 attack rolls, and gain a free attack against all adjacent enemies when reduced to zero hit points. Some rare corrupted specimens have a petrifying bite (*Luck* (Con) save or turned to stone). Such petrification may be reversed with a balm made from the ground bones of blue fey.

Beetle, Giant Horn

No. Appearing: 1d4
Armour Class: 20
Hit Dice: 11+4
Attacks: Horn 3d8+2
Nat 19: special
S:22 D:8 C:21 I:2 P: 10 W:11 Ch:5
Luck: 11
Move: 40 ft or 20 ft burrowing



These colossal 20 ft golden beetles are the pinnacle of their kind; iron like exoskeletons with prodigious strength and a deadly, serrated horn. On a Nat 19, a humanoid target is sliced in half, dying instantly (*Luck* (Dex) save resists, roll 1d6 on the *Injuries & Setbacks* table instead). *Major Exploit Protection, Off Turn Attacks*, and *Cause Injuries* on a 19+ hit roll.

Beetle, Rot

No. Appearing: 1d20
Armour Class: 18
Hit Dice: 1d4 hp
Attacks: Bite 1d3
Nat 19: special
S:6 D:13 C:16 I:2 P: 10 W:14 Ch:6
Luck: 3
Move: 20 ft

Rot beetles are 1 ft, aggressive and wilful carnivores that prefer mammal flesh and carrion above other edibles. Their carapace is extremely hardy; crushing the bugs beneath one's boot is impossible, but if flipped over their vulnerable underbelly is exposed. On a Nat 19, the rot beetle emits a repetitive droning by rubbing its hindlegs together (drawing another 1d6 beetles to aid it in 1d3 rounds). 50% of rot beetles carry a random disease, anyone bitten must make a *Luck* (Con) save at the end of the battle to avoid infection.

Blight Hound

No. Appearing: 2d6
Armour Class: 12
Hit Dice: 2
Attacks: Bite 1d10 + wasps
Nat 19: the Bite wound magically festers, reducing the target's maximum hp by the damage suffered until the end of the adventure (no save, *Purge the Accursed* removes the effect).
S:14 D:10 C:13 I:2 P:13 W:12 Ch:3
Luck: 5
Move: 50 ft

Blight hounds are wild dogs that have been cursed by foul magic or corrupt ley lines. They appear as emaciated hounds covered in sores and red welts, alive but in constant pain, their only instinct to kill intruders. Their bark is a garbled choke, drowned out by the overwhelming buzz of angry wasps, which pour from their jaws to attack. On a successful Bite, the target must make a Will check or be overwhelmed by the stinging insects (lose next action). Blight hounds see as well in darkness as in light, and retain a keen sense of smell (advantage on tracking tests).

Blue Fey

No. Appearing: 1d12
Armor Class: 11
Hit Dice: 2+3
Attacks: Vampiric Touch 1d6 + special
Nat 19: the fey drains part of the target's soul, causing 1 level loss until the end of the adventure (no save).
S:9 D:18 C:9 I:7 P:17 W:10 Ch:9
Luck: 6
Move: 30 ft including through trees, brush, etc





Blue fey are 3 ft, gangly, blue-grey humanoids with large noses and pointy ears. Dwellers of hidden grottos and dark hollows, they are manifestations of nature's sometimes cruel, capricious, and unforgiving ways. They may linger for hundreds or thousands of years, subsisting on berries and nectar, but are empathic vampires, preferring to feed on a victim's emotions (in particular those of despair, rage, helplessness, loss, and confusion).

A blue fey's touch drains 1d2 Will or Cha from the target (determine randomly). A target reduced to zero in either stat immediately ends their own life in horrifying fashion. Blue fey may use the following spell like effects once per day: *Shadows & Dust, Writhing Fog, Sorcerous Misdirection, Waking Dream* and *Lash of Long Night* (as *Lash of Unerring Pain,* but made of shadow and drains 1d2 Will).

Boar, Dire

No. Appearing: 1d4
Armor Class: 13
Hit Dice: 5+2
Attacks: Gore 2d8
Nat 19: special
S:19 D:10 C:19 I:2 P:10 W:16 Ch:4
Luck: 8
Move: 60 ft

Dire boars are bison sized, baleful boars that prefer flesh over roots and berries, targeting smaller animals and humanoids in particular as easy prey. Highly aggressive and territorial, these wicked beasts frequently kill for sport or to demonstrate their overt dominance.

Dire boars go into a bestial fury when *Staggered*, gaining advantage on attack rolls. Some rare corrupted dire boars may snort a 5 ft radius cloud of siphoning shadow once per day, causing targets to reduce their Str score to 10 for 1d4 days (*Luck* (Will) save resists). While the curse is in effect, any Str bonus the target previously applied is added to the boar's damage rolls instead.

Bugbear

No. Appearing: 1d10
Armor Class: 12
Hit Dice: 3
Attacks: 2 x Claws 1d4+1 and Bite 1d6
Nat 19: the bugbear flies into a rage, suffering half damage for the remainder of the combat.
S:18 D:9 C:15 I:7 P:11 W:12 Ch:8
Luck: 6
Move: 30 ft

Bugbears are 8 ft, ursine humanoids with bear heads, mangy fur, and clawed hands. Belligerent and ferocious, they are oppressive tyrants, of low intellect but high cunning. Innately lazy, they enslave smaller races to labour for them where possible. Weapons are for the weak, but armour desirable and a mark of high standing. Bugbears eat humans, elves and dwarves in equal measure, despising their shameful reliance on external armaments (referring to them as *Po Nuk* or "no claws"). They find halflings delectable.

If both claw attacks hit, the target is drawn into a crushing bear hug causing 12 hp damage (do not roll for claw damage). If defeated in this way, a

raging bugbear (see Nat 19) will dismember the victim the following round, unless the body is somehow recovered. Bugbears have an excellent sense of smell, granting advantage on related tests.

Burn Bugs

No. Appearing: 3d6
Armor Class: 13
Hit Dice: 1d4 hp
Attacks: Burning Spit (special)
Nat 19: the burn bug's spit sets part of the environment on fire, if applicable.
S:5 D:10 C:9 I:3 P:8 W:8 Ch:5
Luck: 3
Move: 20 ft or 5 ft burrowing

Burn bugs are 1 ft, skittering, red or orange striped omnivores, with stone grey carapaces. Naturally grumpy, and jumpy, the bug's primary defence mechanism is an adhesive spit that ignites shortly after leaving the insect's mouth. A target hit by the palm sized glob catches alight, suffering 3 burn damage each round until the spit is scraped off or extinguished by smothering (the chemical fire is resistant to water, which only spreads it further, similar to an oil fire). Burn bugs are subterranean by nature and immune to fire/heat damage. They find alcohol delicious, able to smell such on a creature's breath from up to 120 ft away. Large quantities of liquor might distract the bugs (Will check at the GM's option).

Cave Stalker

No. Appearing: 1d4
Armor Class: 14
Hit Dice: 5
Attacks: Bite 1d6 and 2 x Claws 1d8
Nat 19: special
S:16 D:16 C:10 I:5 P:16 W:10 Ch:4
Luck: 8
Move: 40 ft and may climb walls, ceiling, etc

Cave stalkers are 9 ft, slender humanoids that hunt anything straying close to their underground lairs. Hairless, with elongated arms and hands, stalkers crush the life from their prey as they feast on their flesh. Merciless, bestial, and ever hungry, stalkers fear no living thing and are immune to morale. Once a victim is chosen, a stalker will perish rather than abandon their prey.

Cave stalkers see as well in darkness as in light, but find sunlight painful, and are poor swimmers; they avoid daytime activity and large bodies of water. On a Nat 19, the target is violently choked, causing 1 Con loss at the end of the monster's turn (victims may use their action to break free via a Str contest). Stalker bones are a potent reagent ingredient, worth 2d100 gp to the right collector.

Cloaker

No. Appearing: 1
Armor Class: 14
Hit Dice: 9
Attacks: Bite 2d6 and Tail 1d8+3
Nat 19: special
S:15 D:17 C:12 I:4 P:13 W:13 Ch:8
Luck: 12
Move: 30 ft flying or 10 ft crawling

Cloakers are 8 ft tall subterranean, manta ray like predators that glide through the air to attack weak or isolated prey, which they engulf, suffocate, and devour.



Gifted chameleons, cloakers gaining advantage on hiding checks, and may emit a 60 ft radius psychic

moan once per hour (*Luck* (Will) save or (i) suffer a moderate madness, and (ii) flee for 2d4 rounds). On a successful hit, the cloaker engulfs the target, suffocating them and automatically causing bite damage each round on the monster's turn. Victims are unable to call out for help, but may attack the cloaker with a small weapon such as a dagger, or spend their action to attempt to break free (Str contest). Attacks on a cloaker have a 50% chance of causing the same damage to an engulfed victim.

Colossus

No. Appearing: 1
Armor Class: NA
Hit Dice: NA
Attacks: Special
Nat 19: special
S:- D:8 C:- I:5 P:15 W:- Ch:-
Luck: NA
Move: special



A colossus is a ridiculously huge monster, a titan so large it dwarfs cities, small hills, etc, sheer size rendering it immune to man sized armaments (including most siege weapons) and mortal magic. A colossus attack strikes a 30 ft radius, destroying buildings and automatically reducing PCs to zero hp (a *Luck* (Dex) save negates).

More plot device than monster, a colossus cannot be defeated by conventional combat, and is instead dealt with by way of *Party Challenges* or similar. An example appears below.

The Colossus: A 1,000 ft golem has emerged from *Lake Argos* and is striding towards *Port Brax*, intent on destroying it. A glowing green crystal the size of a dwarf is set into its forehead. If the gem is shattered with the *Hammer of Ages*, the golem will crumble.

Resolution: The party must scale the colossus to reach the gem and destroy it with the artifact hammer (in this instance, the GM knows the party has no magical flight available). To reach the gem, a series of obstacles must be overcome.

Obstacle 1: The Legs.
The colossus' legs are slow and ponderous, but in constant motion. With the right climbing gear, the PCs might be able to sneak onto the monster and climb to its waist. The main dangers are falling, debris dropping from above, or being inadvertently brushed by the titan's hand as it walks.

Resolution: *Party Challenge* (Difficult, 8 successes) focusing on Str, Dex, Int, Cha, Athletics, Acrobatics, Stealth and Leadership.

On a failed check, roll 1d4:

1. The PC falls. 50% chance they drop 3d6 x 10 ft before catching hold elsewhere on the leg (Dex check). Otherwise they drop to the ground (double drop distance) and are left behind as the colossus strides onward...

2. Brushed by a hand (*Luck* (Dex) save or roll 1d6 on the *Injuries & Setbacks* table).

3. Struck by falling debris from above (5d10 damage, *Luck* (Dex) save for half).

4. A valuable piece of equipment is dropped or dislodges from the PC's pack, belt, etc (determine randomly, eg climbing gear, shield, weapon, potion, etc).

If the overall challenge is failed, scaling the legs proves impossible at this time. The PCs will have to find another way to recommence the climb later (perhaps by being fired out of a catapult, etc). If no other means of scaling the legs eventuates, the colossus destroys the city.

Obstacle 2: The Torso.
Scaling the torso is exceptionally dangerous, with a high risk of falling, being swatted by a hand, or inadvertently struck by siege weapon fire. By this stage the PCs are growing tired, and the colossus begins to notice they are climbing it.

Resolution: *Party Challenge* (Hard, 11 successes) focusing on Con, Will, Perc, Cha, Athletics, Acrobatics, Detection, Insight and Leadership.

On a failed check, roll 1d4:

1. The PC falls. 50% chance they drop 3d6 x 10 ft before catching hold elsewhere on the torso (Dex check). Otherwise they plummet to their death.

2. Swatted by a hand (*Luck* (Dex) save or dead, if successful, roll 1d6 on the *Injuries & Setbacks* table instead).

3. Inadvertently struck by siege weapon fire (6d10 damage, *Luck* (Dex) save for half).

4. The PC ends up on an arm, being swung about in all directions (causes extreme nausea/vertigo, disadvantage on all physical tests until the encounter ends).

If the overall challenge is failed, the PCs are stranded on the torso until they come up with some other way of reaching the head. If no other means of scaling the torso eventuates, the colossus destroys the city.

Obstacle 3: The Head.
Navigating the shoulders, neck and finally head is the most dangerous part of the encounter. By this time the PCs are exhausted, and the colossus realises they are a threat. Their only chance is to distract the titan long enough to give the hammer bearer an opportunity to strike the gem!

Resolution: *Party Challenge* (Hard, 11 successes) focusing on Str, Dex, Con, Int, Will, Athletics, Acrobatics, Arcane Lore, Divine Lore, Deception, and Stealth.

On a failed check, roll 1d3:

1. The PC is thrown off the head to their doom (*Luck* (Dex) save at disad resists).

2. The PC is crushed between the titan's fingers or swept into its mouth (a great success *Luck* (Dex) save narrowly avoids death and equipment destroyed. If successful roll 1d6 on the *Injuries & Setbacks* table instead).

3. The green gemstone shoots beams of emerald light at 1d4 PCs (as *Viridian Ray of Unmaking*, but requires a great success *Luck* (Dex) save).

If this challenge is failed, the titan destroys the city. If completed, the party has managed to give the hammer bearer one chance to shatter the gem... a final Group *Luck* save is required to break it. If successful, the colossus crumbles over the next thirty seconds (whether PCs have any prospect of surviving the crumbling is left to the GM).


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Croaker, Black

No. Appearing: 1d4
Armor Class: 13
Hit Dice: 5
Attacks: 2 x Claw 1d8+2
Nat 19: a surprise tongue attack up to 10 ft disarms the target (no save).
S:16 D:15 C:12 I:13 P:15 W:13 Ch:10
Luck: 8
Move: 30 ft including climbing, swimming

Black croakers are 8 ft giants compared to their green and grey kin, with hard noduled skin and oversized maws. They are highly intelligent, often acting as colony leaders. When *Staggered*, they unleash a ribcage rattling croak, causing humans within 20 ft to be stunned (lose next action, *Luck* (Will) save resists).

Croaker, Green

No. Appearing: 2d12
Armor Class: 14
Hit Dice: 1
Attacks: Bite or Knife 1d4+2
Nat 19: special
S:10 D:15 C:10 I:10 P:13 W:8 Ch:8
Luck: 4
Move: 30 ft including climbing, swimming

Green croakers are gangly, humanoid anurans, 5 ft tall, with elongated limbs and protruding eyes. Their smooth skin tends toward dappled grey or green, and secretes a toxic sheen. Technically omnivores, the croakers prefer to eat meat if available, and have no qualms devouring humans when the opportunity arises.

On a 19+ attack roll, the green croaker chokes its victim with elongated fingers and poisons them with toxic secretions (*Luck* (Con) save or 1d3 Con loss). A croaker may spend an action coating their knife with their natural toxin (lasts 2d6 rounds or until used).

Croaker, Grey

No. Appearing: 2d8
Armor Class: 13
Hit Dice: 3
Attacks: Club 1d6+2
Nat 19: special
S:14 D:13 C:12 I:10 P:10 W:12 Ch:8
Luck: 6
Move: 30 ft including climbing, swimming

Grey croakers are bulkier than their green cousins, with stronger hindlegs. On a 19+ attack roll, the grey croaker launches itself at the target, causing 2d6 extra damage, and pushing them 15 ft (no save). If the target is pushed into a wall or similar, they are also knocked prone.

Deep Dwarf

No. Appearing: 2d10
Armor Class: 13 (medium armour)
Hit Dice: 1
Attacks: Hammer 1d8+1
Nat 19: the target's weapon is shattered by the dwarf's hammer (*Luck* save resists, magical weapons are immune).
S:13 D:9 C:15 I:8 P:8 W:12 Ch:8
Luck: 4
Move: 30 ft

Deep dwarves are invariably bald, grey skinned and silver bearded, lairing in the deepest bowels of the earth. The embodiment of rage, avarice, and xenophobia, deep dwarves jealously guard their border tunnels against all comers, mining and crafting in blissful isolation.

Deep dwarves see as well in darkness as torchlight, but sunlight blinds them. They enjoy 50% magic resistance, and may enter a Barbarian's Ferocious Rage once per combat (they literally swell up when they do so, gaining 1 ft in height). The dwarf's skin and beard are naturally chameleonic and light dampening, imposing disadvantage on Perception (Detection) checks to spot them when hiding.



Deep Elf

No. Appearing: 3d6
Armor Class: 12 (light armour)
Hit Dice: 1
Attacks: As weapon + (possible) poison
Nat 19: the elf is "blessed" by their demon masters, transforming into a *Giant Spider* or *Fungoid* (even chance, once per battle only, otherwise use the appropriate weapon effect).
S:9 D:14 C:8 I:10 P:13 W:11 Ch:8
Luck: 4
Move: 30 ft

Deep elves are hunched, albino skinned subterranean fey that abhor the sun, with cat like eyes and elongated noses. Innately paranoid and malicious, they are masters of poison and ambush, ever beholden to their twin mistresses, the *Matron of Fungi* and the *Queen that Crawls*.

Male deep elves are unknown, and it is believed the females reproduce asexually. Deep elves see as well in darkness as torchlight, but sunlight blinds them. Roll 1d8+4 on the *Poison Traps* table to determine which toxin a warband is armed with (LFG p.235). Deep elf poison turns inert when exposed to sunlight or above ground air impurities.

Deep elves gain advantage on stealth checks, and have the Rogue Backstab and Finisher abilities (1st level). They may choose from the following Rogue tricks twice per combat: *Rapid Dose, Choking Dust, Flash Powder.* Some rare witches manifest blessings from their demon patrons, granting them the following spells once per day: *Place of Perfect Night, Shadows & Dust, Strands of Ensnarement*, *Lash of the Spider God* (as *Lash of Unerring Pain*, but also inflicts a poison effect) and *Fevered Winds* (as *Purge the Accursed*, but inflicts a random disease instead of curing one).

Demon, Yeggsûl

No. Appearing: 1
Armor Class: 14
Hit Dice: 7
Attacks: Claw 1d12+1 and Spine (special)
Nat 19: the target is spiked (see below).
S:19 D:12 C:15 I:10 P:12 W:13 Ch:6
Luck: 9
Move: 30 ft

Yeggsûl are 6 ft bundles of muscle and sinew, with flat faces and tooth like spines jutting from their limbs, skull and back. They are cruelty manifest and seek only to skewer and devour all intelligent beings they encounter. The demon's Spine attack inflicts *Unholy Rot*, causing a random limb (below the elbow or knee) to turn black and drop off over 1d6 hours (*Luck* (Con) save resists). Yeggsûl have the usual demon benefits (LFG p.182), and are protected by 60% *Magic Resistance.*

Dinosaur, Ankylosaurus

No. Appearing: 2d4
Armor Class: 19
Hit Dice: 12
Attacks: Hammer Tail 3d10

Nat 19: hammer tail concussion (lose next two actions, or *Luck* (Will) save for one action only).
S:20 D:10 C:20 I:3 P:13 W:13 Ch:10
Luck: 12
Move: 60 ft

The ankylosaurus is a 20 ft, 5 tonne quadruped wrecking machine with sturdy armour plates, reinforced skull, and a hammer like tail. Ankylos are temperamental and proactive herbivores, prone to charging potential threats en masse to demonstrate their collective strength. They cause double damage when charging (must move at least 30 ft in a straight line). Ankylos *Cause Injuries* on criticals, and have a 10 ft reach.



Dinosaur, Raptor

No. Appearing: 2d6
Armor Class: 13
Hit Dice: 3
Attacks: Bite 1d10
Nat 19: another Raptor suddenly leaps out of the jungle to aid this one!
S:14 D:14 C:10 I:3 P:10 W:10 Ch:4
Luck: 6
Move: 60 ft



Raptors are 7 ft bipedal dinosaur predators that hunt in packs. They display intelligence similar to a smart dog. Raptors gain advantage on attacks when flanking with an ally.

Dinosaur, Triceratops

No. Appearing: 1d4
Armor Class: 16
Hit Dice: 16
Attacks: Gore 3d8+2
Nat 19: target is skewered and reduced to zero hp (no save if the target is *Staggered*, otherwise a *Luck* (Dex) save resists).
S:21 D:9 C:21 I:3 P:10 W:12 Ch:9
Luck: 16
Move: 60 ft

Triceratops are 30 ft, 10 tonne quadruped dinosaurs, with three horns and a protective neck plate. Whilst herbivores, the tri horned monster is a fierce defender of its young and territory; any attacks on the herd are met with deadly force. Triceratops have a 10 ft reach.

Dracor

No. Appearing: 2d6 or 10d6 lair
Armor Class: 15
Hit Dice: 3
Attacks: Bite or Claw 1d8+1 and weapon

Nat 19: the dracor breathes a 5 ft cone of fire, lightning, acid, poison gas, etc causing 4d8 damage (*Luck* (Dex) save for half).
S:14 D:9 C:12 I:9 P:13 W:10 Ch:10
Luck: 6
Move: 30 ft including swimming

Dracor are 7 ft, dragon like, cold blooded humanoids with hard scales, sharp claws and short, stubby tails. Arrogant and savage, their hubris is eclipsed only by their xenophobic loathing of other races. Some say dracor are the sorcerous spawn of dragon eggs, created to serve their reptilian overlords. Whatever their origin, they speak only the serpentmen (reptile) tongue, and instinctively revere dragons, wyverns and other great reptiles as *Ssu Rahda* (living gods). Soft skinned humans are mocked as *Tah Krii* (fire monkeys), elves *Sithru* (old rot), and dwarves *Bok Marr* (deep vermin).

Dream Phantom

No. Appearing: 1
Armor Class: 14
Hit Dice: 7
Attacks: Dream Attack 1d10 + 1 Will drain
Nat 19: special
S:15 D:15 C:15 I:15 P:15 W:15 Ch:15
Luck: 10
Move: 40 ft flying

Dream phantoms appear as rolling clouds of smoke, shadow or gossamer light, floating through the air at 40 ft per round. They target sleeping enemies, entering their head by the nose, mouth and ears, to merge with their brain. Once installed, the victim cannot be woken by any means as the parasite attacks the victim's mind.

Dream phantoms cannot be fought in the usual way, instead "combat" occurs in the target's nightmare, where the phantom manifests as the victim's darkest fear. The PC appears as themselves, with their usual statistics and gear, except as follows:

1. Str is substituted with Cha,
2. Con is substituted with Will,
3. Dex is substituted with Int,
4. Spells, blessings, and magical items do not function, except those relating to mind based attacks.

The dream phantom has *Major Exploit Protection*. If defeated, the victim immediately wakes and the phantom dissipates for 2d12 years. If the PC is defeated, they are subject to *Feeblemind* (no save) and lose 1d2 Con each day as the parasite feeds on their life force. At the end of the *Feeblemind* period, or if the victim dies, the phantom exits the corpse to seek a new victim.

Drider

No. Appearing: 1d8
Armor Class: 14
Hit Dice: 6
Attacks: 2 x Spear 1d6+2 + poison
Nat 19: the target is wrapped up in webs (helpless); a *Luck* (Dex) save resists.
S:16 D:17 C:12 I:10 P:11 W:13 Ch:9
Luck: 8
Move: 50 ft including up walls, ceilings, etc

Drider are accursed agents of the *Unseelie*; half arachnid, half fey abominations with purple, black, or deep auburn skin. Exiled to the material world as punishment for some fell transgression, the transformation process invariably turns them malicious and cruel, with an abiding hunger for the misery of others.

Drider poison puts humanoid targets into an unnatural sleep for 1d6 x 10 mins (*Luck* (Con) save resists, may repeat the save if shaken violently). Once per day, the monster may shoot webs at a single humanoid target up to 60 ft (*Luck* (Dex) save or helpless until cut free). Drider are protected by 50% magic resistance, and see as well in darkness as in torchlight. They avoid daytime activity as sunlight blinds them. Some rare individuals manifest spellcasting abilities (as Magic User level 1d6).

Face Ripper

No. Appearing: 1 or 3d6
Armor Class: 13
Hit Dice: 1
Attacks: Special
Nat 19: another Face Ripper skitters from a nearby pod or corridor to attack!
S:16 D:14 C:9 I:3 P:13 W:17 Ch:2
Luck: 8
Move: 30 ft including up walls, ceiling, etc.

Face rippers are horrible, pinky black 1 ft parasites that resemble an octopus with skittering crab legs. Hibernating in egg pods, they are awakened by humanoid voices within 240 ft. When attacking they drop from above or strike from behind, clambering up the target's body to latch onto their skull. If hit the target must make a *Luck* (Dex) save to prevent the parasite attaching to their face (made at disadvantage if the target is surprised). Once locked on, one of the monster's tendrils detaches and wriggles down the victim's throat into the stomach where it grows for 2d4 hours.

Once grown, a 3 ft *Wormspawn* bursts from the host's belly or back, reducing the victim to zero hp (if they survive, apply Broken Ribs from the *Injuries & Setbacks* table). The wormspawn has AC 14, 2 HD, Bite 2d4, and crits on a 19+. If the victim is alone, the wormspawn devours them, growing to 4 HD over the next 2d4 hours. Further feeding causes the monster to increase by 2 HD every 2d4 hours until it reaches full maturity at 15 ft long, AC 16, 12 HD, Bite 3d10, *Major Exploit Protection* and *Off Turn Attacks* (50% chance it may spawn egg pods).

Feathered Maw

No. Appearing: 3d6
Armor Class: 15
Hit Dice: 3+1
Attacks: Poison Limb (special) and Bite 1d8+1
Nat 19: special
S:14 D:14 C:12 I:3 P:14 W:12 Ch:4
Luck: 6
Move: 120 ft flying

Feathered maws are 6 ft carnivores with 14 ft wing spans, tentacle limbs, elongated necks and gaping, toothy maws. Rarely spotted, they prefer cooler climes and tend towards high mountains and snow fields. A maw's limbs carry a sticky poison (*Luck* (Con) save or paralysed for 1d4 hours), which allows them to feed on a living victim at their leisure. On a natural 19, the maw's poison has penetrated the victim's brain, inflicting a moderate madness (*Luck* (Will) save resists).

Fey Creeper

No. Appearing: 2d4
Armor Class: 14
Hit Dice: 5
Attacks: Foul Bite 1d10 + disease
Nat 19: special
S:19 D:10 C:14 I:7 P:10 W:15 Ch:4
Luck: 8
Move: 30 ft





Fey creepers are 8 ft humanoid simulacrums of branch and thorn, bound together by hate and infused with the spirit of a sadistic fey. They are temporary constructs, fusing for a specific purpose before melting back into a mound of sap, twig and soil. On a natural 19, the target is partially drawn into the creeper; crushed, choked and raked for an extra 2d4 damage each round. A trapped target may break free by winning a Strength contest on their next turn (no action).

The creeper's bite is diseased, requiring a *Luck* (Con) save to avoid *Flesh Blight* (causing black, weeping sores within 1d4 hours), halving all healing effects on the victim (magical, short rest, or otherwise). The effect lasts 1d6 months (an apothecary check might halve the period).

Fishling

No. Appearing: 3d12
Armor Class: 11
Hit Dice: 1d4 hp
Attacks: Bite 1d4 + special, or Knife 1d4
Nat 19: the fishling vomits spawn eggs over the target (*Luck* (Con) save or be infected with *Finfusing* disease).
S:7 D:14 C:10 I:6 P:9 W:9 Ch:6
Luck: 3
Move: 20 ft or 30 ft swimming

Fishlings are 2 ft piscine humanoids, with oversized fish heads and scaled bodies. They are marine based predators but may spend up to an hour on land before dying of oxygen starvation. Fishlings are not unintelligent, communicating with dolphin like calls, and often craft tools and other basic gear. They generally subsist on krill, insects, crustaceans and sea worms, but will not pass up the opportunity to eat a human if presented with such (a party would be a feast).

Fishlings are asexual and if left to their own devices will multiply at an astounding rate. There is a 50% chance a fishling carries the terrifying *Finfusing* disease (if bitten, *Luck* (Con) save to resist). Infected humans or similar suffer a piscine mutation in 1d8 days (roll 1d6 and see below). An apothecary with the right medicaments and surgery techniques can reverse the effect over 1d4 weeks (Int (Apothecary) check is required, if failed, the mutation is permanent).

(i) Random arm (below the elbow) or leg (below the knee) turns into a fin,

(ii) Grows gills and may breathe water as well as air,

(iii) Round, unblinking fish eyes (lose 1d3 Cha),

(iv) Scale like flesh granting +1 AC,

(v) Loses power of speech, speaks only in dolphin noises, or

(vi) Turns sterile. Next time the PC is submerged in a lake, river or sea, they suddenly die without warning as 2d6 infant fishlings spawn (no save, eating their way from the inside out).

Flesh Burrower

No. Appearing: 2d8
Armor Class: 10
Hit Dice: 2
Attacks: Bite 1d8 or Vomit (special)
Nat 19: the flesh burrower knocks the target prone and makes a free vomit attack.
S:10 D:8 C:13 I:2 P:8 W:10 Ch:4
Luck: 5
Move: 30 ft or burrow 5 ft

Flesh burrowers are 5 ft glistening annelids with short stubby tentacles and a circular toothless maw. They are omnivores with insect like intelligence, dominated by urges to eat and reproduce. A burrower may use its action to projectile vomit half inch wriggling larvae in a line 15 ft long. Targets must make a *Luck* (Con) save or be infested by scores of the worm larvae, which burrow under the skin to form fleshy galls (lose next action due to pain/shock).

If dug out, the larvae cause haemophilia and 1d4 Str or Con loss (determine randomly). If left in, there is no immediate effect but for the unsightly lumps (might impose social penalties, GM's call). After 2d4 days, the worms emerge from the galls as small wasps as fly away. The harrowing experience leaves the host with a random serious madness (skin or bug phobia, or similar).

Flesh Eating Vines

No. Appearing: 5d6
Armor Class: 12
Hit Dice: 1
Attacks: Crush 1d6+1 and grabbed (opposed Str check to break free).
Nat 19: the vine releases a potent paralytic spore cloud, causing 1d6 Dex loss (*Luck* (Con) save negates).
S:14 D:14 C:7 I:2 P:10 W:8 Ch:1
Luck: 4
Move: NA

Flesh eating vines are quasi sentient, spiked vines that crush and absorb animals or humanoids foolish enough to wander into their patch. The vines grow up to 20 ft, have a 15 ft reach and come in a wide array of colours and forms, multiplying by way of seed pods. The vines automatically sense moving creatures within 60 ft and will wait until their prey is within choking range before striking. The plants are instinctively fearful of fire and may recoil from anyone brandishing an open flame (Will check to resist).

Fungoid

No. Appearing: 2d4
Armor Class: 10
Hit Dice: 7
Attacks: Bite 2d6+2
Nat 19: special
S:19 D:5 C:16 I:1 P:10 W:8 Ch:4
Luck: 9
Move: 20 ft and may climb walls, ceilings etc

Fungoids are 15 ft, giant sentient toadstools with teeth and jaws, that prefer flesh to absorbing nutrients via the soil. They are able to uproot and move across the ground, walls and ceiling with sticky appendages. Fungoids grow underground or in dark, wet places, out of direct sunlight.



They are slow moving, and attempt to trap or catch prey unawares. As an action, they may spew sticky strands over a single target within 10 ft, preventing them from moving away (target may spend an action to make an opposed Str check to break free). On a natural 19, the toadstool blasts the target with toxic spores, causing 1 HD loss every 24 hours for 1d3 days (no save). An apothecary with the right healing herbs may be able to neutralise the poison.

Ghasthound

No. Appearing: 1d4
Armour Class: 14
Hit Dice: 6
Attacks: Bite 3d6 + special
Nat 19: a burst of horrid stench causes the equivalent of *Incantation of Exhaustion* for 1d6 rounds (target only, *Luck* (Con) save resists).
S:18 D:10 C:18 I:5 P:13 W:15 Ch:4
Luck: 8
Move: 60 ft

Ghasthounds are skinless ghoul canines, with horrible elongated jaws. They are *Undead* with the usual benefits. A ghasthound's bite carries powerful necromantic energy, requiring a *Luck* (Con) save or the victim is paralysed for 1d6 x 10 minutes. Ghasthounds exude a stench that will outlast mankind; living creatures within 5 ft suffer partial blindness (poison effect, *Luck* (Con) save or 33% miss chance for 2d6 minutes).



Ghost, Greater

No. Appearing: 1
Armour Class: 18
Hit Dice: 15
Attacks: Touch 1d10 + special
Nat 19: the target ages twice as much as usual.
S:- D:15 C:- I:13 P:15 W:19 Ch:3
Luck: 15
Move: 30 ft

Greater ghosts are ancient apparitions that have embraced their cursed half life, and corresponding madness, over their long interminable years. They are *Incorporeal Undead*, able to pass through objects, and are harmed only by magic or *cold iron* weapons. The ghost's touch instantly ages the target 3d10 years (no *Luck* save). If a target is aged more than its expected lifespan, it dies a desiccated husk.

Once per combat, a greater ghost may reveal its true visage; a sight so terrifying it strikes onlookers dead with pure fright (*Luck* (Will) save if within 30 ft or die of heart attack, if successful, the target suffers a serious madness and must move away from the ghost next turn).

Giant, Fire

No. Appearing: 1d8
Armour Class: 17 (armoured)
Hit Dice: 14+3 hit points
Attacks: Giant Hammer 4d8
Nat 19: special
S:21 D:11 C:17 I:10 P:13 W:14 Ch:12
Luck: 14
Move: 50 ft

Fire giants are approximately 17 ft tall, an aggressive and domineering warrior people that

excel at warfare and metal smithing. They are immune to heat/fire damage, and prefer to lair in volcanos, close by magma streams, or within blistering deserts. Fire giants hurl boulders, carts, barrels or humanoid creatures up to 120 ft for 4d6 damage.

Some rare individuals may invoke the following spell like effects once per day: *Curse of Searing Steel, Gift of the Fiery Furnace, Veil of the Balor* and *Summon Primordial Guardian* (Fire). Like all giants, they cause fear in creatures of 2 HD or less, have a 10 ft reach, and *Cause Injuries* on 19-20 attack rolls.

Gnoll

No. Appearing: 4d6 hunters or 10d6 pack
Armor Class: 13
Hit Dice: 2
Attacks: Claw/Bite 1d8 or Bow 1d6+2
Nat 19: the gnoll issues a yapping, cackling howl, urging its kin to greater bloodlust (all gnolls increase their crit range by 1, up to maximum 3).
S:13 D:13 C:10 I:9 P:13 W:9 Ch:8
Luck: 5
Move: 35 ft

Gnolls are 7 ft, hyena like humanoids, with teeth filled snouts, rending claws and semi furred torsos. Despite a strong musculature, they prefer light armour and ranged weapons to take advantage of their speed and natural sniper tendencies.

Gnolls are strict carnivores and prefer to eat intelligent humanoids, whom they torture and sacrifice to their demon god. Devouring the carrion of a sacrificial victim is one of the pack's highest honours.

Some rare tribes include a shaman (4 HD) capable of invoking the following spell like blessings once per day: *Lash of Unerring Pain, Fetid Fog of the Rotting Horde, Hunger for Blood, Bestial Communion* and *Glimpse the True Gods*.



Golem, Bronze

No. Appearing: 1
Armor Class: 17
Hit Dice: 13
Attacks: 2 x Fists 2d10
Nat 19: the golem blasts blinding light into the target's face (*Luck* (Perc) save or blind for 2d4 rounds).
S:21 D:8 C:23 I:- P:10 W:- Ch:-
Luck: 13
Move: 30 ft

Bronze golems are 14 ft automatons that were favoured by serpentmen in the Second Age. They have 70% Magic Resistance, except against *Curse of Searing Steel* which causes 7d8 damage (once only). If both Fist attacks hit, the target is crushed (*Luck* (Con) save to avoid rolling on the *Injuries & Setbacks* table). Bronze golems have a 10 ft reach.



When *Staggered*, the golem flashes brilliant light in a 20 ft radius, blinding targets for 2d4 rounds (*Luck* (Perc) save resists). When reduced to zero hp, a bronze golem explodes in a rain of shrapnel, causing 5d6 damage in a 20 ft radius (*Luck* (Dex) save for half).

Golem, Glass

No. Appearing: 1
Armor Class: 15
Hit Dice: 9
Attacks: 2 x Fists 2d6+1
Nat 19: the golem vibrates, emitting a bone shuddering resonance wave (creatures within 20 ft lose their next action, *Luck* (Con) save resists).
S:17 D:19 C:20 I:- P:10 W:- Ch:-
Luck: 10
Move: 40 ft

Glass golems are 10 ft humanoid beings constructed of magically hardened glass or crystal. They have 55% Magic Resistance, except against *Thunderous Invocation* which causes 5d8 damage (once only), and fire based magic which slows them (as *Incantation of Exhaustion*). Glass golems have a 10 ft reach.

When *Staggered*, the golem shatters into thousands of pieces, reforming after 1d3 rounds as a flowing body of razored shards. In this form the golem is immune to non magical weapons (except those of mithral or adamantine), and its Fist attack becomes Claw 3d6. When reduced to zero hp, the golem explodes, causing all creatures within 15 ft to roll on the *Injuries & Setbacks* table (*Luck* (Dex) save avoids).

Hookfurgle

No. Appearing: 1d3 or 2d6 pack
Armour Class: 14
Hit Dice: 7+2
Attacks: 2 x Hooks 1d8 and Beak 1d12
Nat 19: the target is flung 1d4 x 10 ft into a tree, wall, other PC, etc, stunning them for 1 round (lose next action, no save).
S:19 D:6 C:20 I:3 P:11 W:12 Ch:6
Luck: 8
Move: 40 ft

Hookfurgles are 12 ft tall, furred humanoids, with serrated beaks and wicked bone hooks in lieu of forearms. Moving swiftly on all fours in gorilla like fashion, they are violent and sadistic brutes that enjoy tormenting their prey before devouring them alive. On a critical hit for or against them, hookfurgles fly into a frenzied berserk, gaining advantage on damage rolls and ignoring morale until either they or their target is dead. Hookfurgles have a 10 ft reach.

Human, Assassin

No. Appearing: 1
Armor Class: 14
Hit Dice: 4
Attacks: Dagger 1d4+1 + poison

Nat 19: as weapon.
S:13 D:17 C:13 I:14 P:14 W:13 Ch:13
Luck: 9
Move: 30 ft

Assassins are stone cold murderers for hire, trained to incapacitate or kill their marks as quickly and quietly as possible. Most carry some manner of poison to assist in their missions. Assassins gain advantage on stealth checks, and have the Rogue Backstab, Finisher and Skirmisher abilities (4th level). They may choose from the following Rogue tricks three times per combat: *Rapid Dose, Hidden Blade, Smoke Bomb, Choking Dust, Flash Powder.*

Human, Grandmaster

No. Appearing: 1
Armor Class: 14
Hit Dice: 8
Attacks: 2 x Fist, Kick, etc 1d10+2
Nat 19: the target is tripped, grabbed, pushed 10 ft or disarmed.
S:15 D:17 C:11 I:12 P:15 W:17 Ch:10
Luck: 11
Move: 30 ft

The Grandmaster is the highest ranking monk of their order, an insightful leader and astounding warrior despite their often advanced age. Grandmasters gain advantage on Will and acrobatics checks, and are immune to madness, poison and disease. They may choose from the following Monk techniques four times per combat: *Formless Water, Moon shields Sun, Heaven's Leap, Fork the River, Strength of One, Unchain the Dragon, Iron Fist.*

Iguaato

No. Appearing: 3d6 raiders or 8d8 nest
Armor Class: 14
Hit Dice: 3
Attacks: Bite 1d10+1 or weapon
Nat 19: the Iguaato emits a nauseating stench; *Luck* (Con) save or lose 1d2 Str.
S:14 D:8 C:11 I:8 P:11 W:10 Ch:9
Luck: 6
Move: 30 ft including climbing

Iguaato are bulky 7 ft reptile humanoids, with strong jaws, armoured scales, and spines running down their back. They are carrion feeders



(including their own kind), leaving prey to rot before devouring it some days later. Iguaato may speak with other reptiles, and share an instinctive bond with serpentmen. They are forced into hibernation in cold climates.

Implacable Blob

No. Appearing: 1d10
Armour Class: 11
Hit Dice: 2+2
Attacks: Pseudopod 1d6 + special
Nat 19: a random limb is incapacitated by the blob's glue (*Luck* (Str) save to resist, or freed once the monster is reduced to zero hp).
S:16 D:10 C:15 I:2 P:10 W:19 Ch:1
Luck: 5
Move: 20 ft inc up walls, ceilings, etc

The implacable blob is a 4 ft predatory ooze with an unrelenting hunger for flesh and bone. Its dark crimson surface has a relatively coherent shape, shuffling along with a slurping, caterpillar like motion. The blob is relatively slow, but its upper body super sticky, causing weapons to become stuck to it (Str check to resist). On a successful pseudopod hit, the target is grabbed and cannot move away without winning a Str contest. A grabbed target automatically suffers 1d6 acid damage on the monster's subsequent turns.

The blob has a bloodhound like sense of smell, detects heat signatures up to 240 ft, and is immune to acid and piercing damage (arrows, spears, etc). If reduced to zero hp by weapons, the blob does not die, instead entering a dormant regenerative state (regains 1 hp each minute). After tasting its prey, the blob will track it relentlessly until destroyed (ignoring other potential prey to do so). Dousing the monster in flour (or similar fine dust, one bag worth) chokes its oxygen membrane and kills it in 1d6 rounds.



Lake Wyrm

No. Appearing: 1
Armor Class: 16
Hit Dice: 10
Attacks: Bite 2d10+1
Nat 19: special
S:19 D:16 C:18 I:3 P:13 W:13 Ch:6
Luck: 12
Move: 120 ft swimming or 30 ft on land

Lake wyrms are 18 ft, dragon like amphibians that dwell in deep lakes, rivers and oceans. Their diet typically consists of dolphins, sharks and other large marine mammals, but they will gladly tear apart ships to feast on men if given the chance.

Lake wyrms prefer underwater environs but can survive on land for up to an hour, slithering and dragging themselves about on their foreclaws. They may breathe a cone of scalding steam (120 ft long and 40 ft at the base) causing 14d6 damage (*Luck* (Dex) save for half). The breath weapon has a 30% chance of recharging at the start of the wyrm's turn, up to a maximum of twice per hour. Lake wyrms have *Major Exploit Protection, Off Turn Attacks* and *Cause Injuries* on 19-20 attack rolls.

Lycanthrope, Werebear

No. Appearing: 1
Armour Class: 13
Hit Dice: 9
Attacks: Bite 2d10
Nat 19: if appropriate, a bear (70%) or dire bear (30%) comes to the lycanthrope's aid.
S:19 D:10 C:18 I:10 P: 15 W:15 Ch:7
Luck: 10
Move: 30 ft

Werebears are bear hybrid *Lycanthropes* with the usual properties. They may spend an action to exert control and issue orders to ordinary bears and dire bears, which are compelled to obey. Werebears are the least human and most bestial of werecreatures, preferring to lair in the wilderness, biding their time to strike at woodsmen, explorers, barbarian clans, etc. A *Staggered* werebear enters a blood rage, gaining *Off Turn Attacks* and immunity to morale.

Man Eating Caterpillar

No. Appearing: 1
Armor Class: 10
Hit Dice: 6
Attacks: Bite 2d8 and 2 x Glue Tubes (special)
Nat 19: the caterpillar shoots an additional spray of mucus at the target.
S:15 D:10 C:10 I:2 P:10 W:10 Ch:6
Luck: 11
Move: 40 ft including up walls, ceiling, etc

The man eating caterpillar is a 12 ft, many limbed, soft bodied crawler with a voracious appetite, most often found in deep jungle or the darkest forests. They surge through the trees with surprisingly alacrity, and are just as swift on the ground. Articulated tubes on either side of their grinding mouth are used to spray sticky mucus at prey in a hose like fashion (range 60 ft, *Luck* (Str or Dex) save; if failed helpless for 1 hour. Each round the hose is used applies a cumulative -1 penalty to the save). Setting the mucus on fire destroys it in one round, but causes 1d6 burning damage for each round of mucus build up.



Mesmer Falcon

No. Appearing: 1 or mated pair
Armor Class: 13
Hit Dice: 9
Attacks: 2 x Claws 1d10 and Bite 2d8
Nat 19: the falcon strobes hypnotically, stunning the target for 1d3 rounds (helpless, *Luck* (Will) save resists).
S:19 D:14 C:18 I:2 P:15 W:13 Ch:10
Luck: 11
Move: 120 ft flying

Mesmer falcons are twice as large as giant eagles, with enormous 50 ft wingspans, man crushing claws and armour rending beaks. Their plumage is chameleonic, allowing them to blend into the sky to ambush prey (advantage on stealth checks), or strobe hypnotically to confound them (see Nat 19). A mesmer that hits with both claw attacks automatically hits with its bite attack. *Major Exploit Protection* and *Cause Injuries* on criticals.

Mimic

No. Appearing: 1
Armor Class: 14
Hit Dice: 5



Attacks: Bite 1d10+1 and 1d4 x Tendrils 1d6
Nat 19: glues one of the target's limbs to its own body (Str contest to break free).
S:18 D:10 C:16 I:8 P:13 W:15 Ch:4
Luck: 8
Move: 30 ft and may climb walls, ceilings etc

The mimic is a sorcerous oddity of shapeshifting sentience, a living trap, brought to life by arcane design or perhaps catastrophe. The mimic's body is covered in super adhesive tendrils, causing weapons that touch it to become stuck if the monster wishes (Str contest to break free, or alcohol automatically dissolves the bond).

Mimics may change forms to impersonate an object from as small as a shoe to as large as a bed by using an action. They are generally indistinguishable from a mundane object unless touched or threatened with fire. Mimics have *Off Turn Attacks* and are protected by 50% magic resistance. If reduced to zero hit points, Mimics do not die but enter a dormant state for 1d4 days (unless set on fire).

Mudman, Core

No. Appearing: 1
Armor Class: 21
Hit Dice: 20
Attacks: Corrosive Mud Spray 3d10 (240 ft)
Nat 19: the core disgorges a *Coreguard* to defend it and the colony.
S:- D:- C:24 I:3 P:10 W:20 Ch:10
Luck: 16
Move: Immobile

The subterranean Core is a 60 ft tall, 70 ft wide mound of sentient mud, the progenitor of a mudmen colony through a form of mitosis. The Core is an overarching hive like intellect that binds all of the mudmen together, supporting and directing their activities. It is connected to various sensor tubercles spread throughout its underground complex via rootlike tendrils.

The Core is a *Boss Monster* with the usual benefits, and is immune to non-magical weapons, except those of silver and adamantine.

Mudman, Coreguard

No. Appearing: 2d4
Armor Class: 18
Hit Dice: 7+1
Attacks: 2 x Fists 2d6+1 or Glob 3d6 (240 ft)
Nat 19: special
S:19 D:11 C:18 I:2 P:10 W:17 Ch:5
Luck: 9
Move 40 ft and may climb walls, ceilings etc

Coreguard are larger 8 ft sentry mudman variants with hardened plates, existing only to protect the hivemind Core. They have *Major Exploit Protection* along with the usual drone traits. On a Nat 19 a random body part is transmuted into a shower of mud (ie destroyed), *Luck* (Dex) save resists or roll 1d6: (i) head, (ii) left arm below elbow, (iii) right arm below elbow, (iv) left leg below knee, (v) right leg below knee, (vi) genitals.

Mudman, Drone

No. Appearing: 3d6 or 10d10 hive
Armor Class: 13
Hit Dice: 3+1
Attacks: 2 x Fists 1d6+1
Nat 19: special
S:16 D:8 C:12 I:2 P:9 W:13 Ch:7
Luck: 6
Move: 30 ft and may climb walls, ceilings etc

Mudmen are 5 ft, humanoid creatures, with earthy, sludge like flesh and luminous eyes. They have no legs, instead sliding across the ground (or wall, or ceiling) like a rolling wave. Mudmen possess insect like intelligence, communicating via chemical signals they exude through their skin, but are otherwise silent. Each member is an intrinsic part of a single, interconnected hive mind (directed by the Core), exchanging information via touch, shape and pheromones.

On a Nat 19, a random body part is trapped in heavy, solidified mud; Roll 1d6: (i) head, (ii) left arm, (iii) right arm, (iv) left leg, (v) right leg, (vi) chest) and effectively petrified for 1d4 hours (action to break free, Str contest vs Str 16). Mudmen may squeeze through narrow cracks at half normal speed, suffer double damage from fluid based attacks, and lose 1 HD per round if submerged in water. They see as well in darkness as in light.

Mudman, Mudling

No. Appearing: 2d4
Armor Class: 11
Hit Dice: 1
Attacks: Bite 1d4 or Throw Glob 1d4 (90 ft)
Nat 19: as *Drone*
S:10 D:4 C:10 I:2 P:6 W:8 Ch:8
Luck: 4
Move 20 ft and may climb walls, ceilings etc

Mudlings are infant 2 ft mudmen that were recently spawned, shuffling about and eating, often monitored or groomed by 1d6 drones.

Mudman, Sentry

No. Appearing: 1d6
Armor Class: 15
Hit Dice: 5+1
Attacks: 2 x Fists 1d8+1 or Glob 2d6 (180 ft)
Nat 19: special
S:18 D:11 C:15 I:2 P:15 W:13 Ch:7
Luck: 8
Move 30 ft and may climb walls, ceilings etc

Mudmen sentries are larger 6 ft variants, bred as mobile guardians of the hive and drones. Mudmen sentries have the same traits as drones, but on a Nat 19 the target's weapon is engulfed in hardened mud and stuck to the floor (1d4 minutes to break the weapon free).

Mummy, Scarab

No. Appearing: 1 or pair
Armour Class: 15
Hit Dice: 10
Attacks: Fist 2d8 + Mummy Rot
Nat 19: the mummy unleashes a scarab swarm.
S:19 D:8 C:19 I:5 P:12 W:16 Ch:3
Luck: 11
Move: 40 ft

Scarab mummies are greater guardians, warrior champions and priests of the old ways that gave their lives to act as sentries for eternity. Unlike normal mummies, they are not especially susceptible to fire, and have *Major Exploit Protection*. Most scarab mummies have no real intelligence and simply follow the orders of their master, but some show cunning or even speak.

Each time the guardian is hit, magical scarab beetles skitter from the wound (packed inside the corpse during the mummification process). When *Staggered*, a swarm of the vicious insects emerge to aid their host (treat as *Bone Cutter Ant Swarm*). The mummy's touch inflicts *Mummy Rot*, a magical curse that causes 1 Con loss and prevents healing of all kinds until the adventure ends (a *Luck* (Will) save resists). *Purge the Accursed* lifts the mummy's curse.



N'Tarc

No. Appearing: 2d4
Armor Class: 13
Hit Dice: 5
Attacks: Bite 2d6 + age 1d10 years
Nat 19: special.
S:13 D:13 C:9 I:15 P:15 W:14 Ch:5
Luck: 8
Move 30 ft flying

N'tarc, or flesh harvesters are approx 8 ft tall aberrants with bulbous, pufferfish like heads and beaked, toothy jaws. They float with unnatural locomotion, folding space to jerkily slip from one place to another, long mucus covered tentacles caressing the ground as they pass.

N'tarc bend space and time in ways humans cannot understand, and in their home dimension age slower than the elves. In the material world however, they decay rapidly and die within a few short decades. Their objective is therefore highly time sensitive; few harvesters wish to remain in the world longer than necessary.

The aberrant species is on the verge of extinction. The last remnants are unable to reproduce, but they stretch their lifespans by replacing failing organs with those of compatible races, one of whom is humans. Driven by this fundamental imperative, small bands of n'tarc roam the universe discreetly seeking humans to harvest.

N'tarc may invoke a *Temporal Warp* up to 120 ft, causing a single target to age 3d10 years (*Luck* (Con) save for half). This ability has a 25% chance of recharging at the start of the n'tarc's turn. On a natural 19, the target loses their next turn, trapped in a déjà vu state (repeating their last action over and over).

N'tarc may invoke the following spell like abilities once per day: *Strange Joining, Bound by the Black Spiral, Globe of Silent Contemplation, Gaze of Beguilement* (lasts 2d6 days, and subjects also become friendly to other victims of this power), *Delusions of Dark Recall, Ineffable Force.*

Naga

No. Appearing: 1
Armour Class: 19
Hit Dice: 15
Attacks: Bite 4d8 + poison
Nat 19: the naga may also cast a spell.
S:20 D:16 C:20 I:16 P:16 W:16 Ch:9
Luck: 15
Move: 40 ft

Nagas are 40 ft serpents with quasi human heads (often with a cobra hood) and innate magical powers. Ancient despots, nagas once enslaved mankind alongside the serpentmen. Unlike their kin however, nagas have decided humans are too dangerous to enslave a fourth time, and believe genocide is the only solution. Nagas speak the serpentmen tongue, but will not stoop to parley with adventurers except in very exceptional circumstances. They reserve a deep seated hatred for elves, consider dwarves poor eating, and halflings barely a snack.

Most nagas are *Boss Monsters*. Their poison varies from individual to individual but is exceptionally dangerous; roll 1d12+8 on the *Poison Traps* table (LFG p.235). A naga's magical abilities are unmatched by other mortal creatures; they ignore the usual spell interruption rule, and may use the following spells once per day: *Waking Dream, Sever Arcanum, Runic Rite of Wonderment, Spectral Transfixion, Monstrous Subjugation, Crush of the Warp, Hedge of Twisting Thorns, Eldritch Mirror, Creeping Doom, Word of Ending,* and *Unchain the World Eater.*

Ooze, Frost

No. Appearing: 1
Armor Class: 15
Hit Dice: 4+3
Attacks: Pseudopod 2d6 + freeze.
Nat 19: special
S:16 D:8 C:17 I:2 P:10 W:11 Ch:1
Luck: 7
Move: Burrow 5 ft or 30 ft (inc swimming, climbing walls, ceiling, etc)

Frost oozes are 5 ft man eating amoeba, white or sky blue in colour, with undulating flab and grasping tendrils. They are active only in colder environments, and forced into hibernation in hot climates. Unlike most oozes, the frost ooze generates a hardened carapace when threatened, helping to protect it from physical attacks. On a Nat 19, or a damage roll of 10+, the frost ooze engulfs the target and freezes them solid (a *Luck* (Str) save resists). A frozen victim automatically suffers pseudopod damage each round until dead or rescued.

Ooze, Speckled

No. Appearing: 1
Armor Class: 13
Hit Dice: 7
Attacks: Pseudopod 4d4 + special, may be flung up to 60 ft.
Nat 19: special
S:13 D:14 C:17 I:2 P:14 W:15 Ch:1
Luck: 9
Move: Burrow 5 ft or 30 ft (inc climb walls, ceiling, etc)

Speckled ooze is a semi intelligent, predatory sludge, usually black or grey with white or yellow patches (the speckled effect). They are burrowing hunters that detest sunlight, which destroys them after exposure for a few minutes. On a hit, victims suffer 1d8 damage due to painful flesh melting acid for the next 1d4 rounds (alcohol neutralises).

On a natural 19, the ooze puffs out a toxic white or yellow cloud in a 15 ft radius, causing 1d3 Int or Will loss (even chance, *Luck* (Con) save resists). In times of scarcity, speckled ooze enter a dormant state, awakening when they detect the body heat of a potential meal within 120 ft. Large quantities of alcohol might force the ooze into dormancy (Will check resists).

Ooze, Splinter

No. Appearing: 1
Armour Class: 12
Hit Dice: 8



Attacks: Pseudopod 1d10
Nat 19: the ooze swells in size, doubling its HD (max 8).
S:15 D:17 C:15 I:4 P:10 W:16 Ch:1
Luck: 9
Move: 50 ft and may climb walls, ceilings, etc

The splinter ooze is an 8 ft, flesh absorbing blob of white colouration, with a swift rippling motion. Upon sensing suitable prey, it sprouts whip like pseudopods to attack (one per target within 5 ft), causing 1d10 poison based damage on a hit. A character with anti-toxin or similar suffers half damage.

When struck, a splinter ooze divides in half, forming two monsters (halve HD, same attack bonus and damage). It continues splitting in this way until reaching 1 HD segments. A 1 HD segment reduced to zero hp is destroyed (turns black and shrivels up). A segment may spend its action to merge with another segment. Fire and lightning cause a splinter ooze no damage, but disorients them momentarily (lose next turn). Cold damage freezes the ooze solid for 1 round. If struck during this time, they shatter and die.



Redjaw
No. Appearing: 2d6
Armor Class: 14
Hit Dice: 4
Attacks: Bite 2d6
Nat 19: the target's weapon is snatched away and crushed in the monster's jaws (magic items are damaged instead of destroyed, not usable until repaired).
S:16 D:10 C:14 I:3 P:10 W:10 Ch:7
Luck: 7
Move: 50 ft and leap 40 ft.

Redjaws are 8 ft, bipedal, dragon headed reptiles with strong jaws and impressive speed. They are ferocious hunters and voracious meat eaters, so much so they will hunt available game to extinction in the absence of competing predators.

Redjaws are particularly hostile to other bipeds, which they instinctively attack and kill. They enter a blood frenzy when a target within 40 ft becomes *Staggered*, leaping to attack them if possible (they will expose themselves to free attacks in order to do so).

Rhino
No. Appearing: 1d4
Armor Class: 12
Hit Dice: 5
Attacks: Horn 2d8
Nat 19: special
S:19 D:8 C:13 I:3 P:10 W:10 Ch:4
Luck: 7
Move: 30 ft

A rhino is 12 ft long, 6 ft high and over two tonnes of ramming power. On a Nat 19, the target is skewered on the beast's horn and dies (a *Luck* (Dex) save resists, in which case roll 1d4 and apply the following entry from the *Injuries & Setbacks* table instead: (i) Internal Bleeding, (ii) Broken Ribs, (iii) Broken Armour, (iv) Muscle Tear).

Rock Grinder

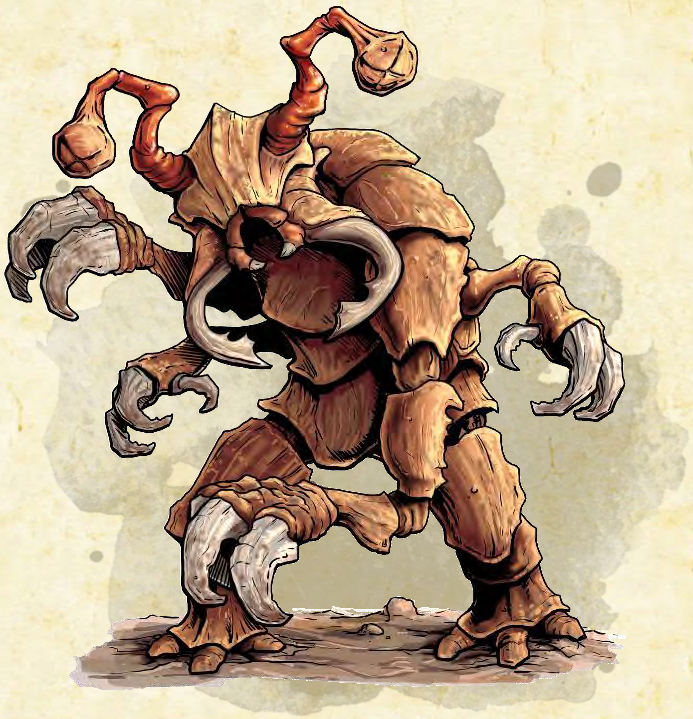
No. Appearing: 2d4
Armor Class: 15
Hit Dice: 6
Attacks: 4 x Claws 1d4+3
Nat 19: special
S:19 D:10 C:16 I:3 P:11 W:12 Ch:4
Luck: 8
Move: 30 ft or 5 ft burrowing

Rock grinders are 8 ft bipeds with eye stalks, mandibles, four claws and a sturdy carapace. They have animal like intelligence, eating rocks and minerals, especially valuable metals such as gold which they find irresistible. Rock grinders burrow through earth at 5 ft per round, and through stone at 5 ft per minute. They eat as they work, their tunnels usually collapsing behind them. On a natural 19, the target's limb is broken or fractured, crushed in a claw or mandible (per the *Injuries & Setbacks* table, entry 2 or 3).

Roper

No. Appearing: 1
Armor Class: 18
Hit Dice: 11
Attacks: 6 x Tendrils (special) and Bite 3d8+1
Nat 19: a tendril snatches the target's weapon and throws it behind the monster.
S:19 D:7 C:18 I:4 P:13 W:18 Ch:5
Luck: 11
Move: 10 ft including climbing walls, ceiling, etc

Ropers are 10 ft stalagmite like subterranean monsters, with rock hard hides, lashing tentacles, and a single baleful eye. Their six tendrils extend up to 50 ft, weakening the target with a poisonous mucus (*Luck* (Con) save or lose 1d4 Str), and dragging them 25 ft towards its fang filled maw (target may spend their action to break free with a Str contest). Slicing off a roper's tendrils offers only brief respite (50% chance the monster grows another at the start of its next turn). Ropers are chameleonic and indistinguishable from ordinary stalagmites at distances greater than 30 ft. They have dog like intelligence and are always hungry.

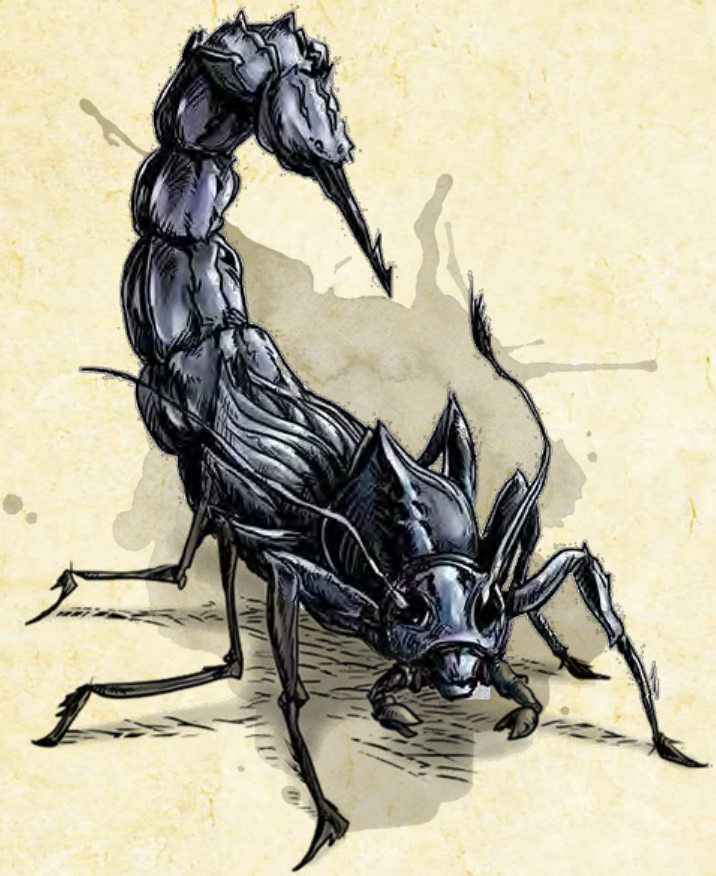


Rust Monster

No. Appearing: 1d6
Armor Class: 14
Hit Dice: 2+4
Attacks: Bite 1d3 and Antennae (special)
Nat 19: the target is pinned on the ground beneath the rust monster (target may spend their action to break free via a Str contest).
S:13 D:10 C:13 I:3 P:16 W:18 Ch:9
Luck: 5
Move: 40 ft including up walls, ceiling, etc

Highly feared, and loathed, the rust monster is a wolf sized insectoid with a hardened shell, four legs, whipping tail, and long antennae. Curious and determined, they automatically sense ferrous metal within 500 ft (their primary food source).

On a successful antennae hit, a metal object turns to rust care of a fast acting chemical reaction (determine the object randomly; 1d4: (i) weapon, (ii) armour, (iii) shield, (iv) other eg coin pouch, lantern, etc). Magical objects are rendered unusable until repaired instead of destroyed. Rust monsters have no interest in people other than their metal gear (they will not eat a person, but might pin one down to feed on their equipment).



Scroach

No. Appearing: 1d10
Armor Class: 14
Hit Dice: 4
Attacks: Tail Stinger 1d8 + poison
Nat 19: severe stabbing; target rolls 1d6 on the *Injuries & Setbacks* table.
S:13 D:14 C:10 I:3 P:10 W:10 Ch:4
Luck: 6
Move: 40 ft

The scroach is a 7 ft, half scorpion half roach hybrid, with an armoured carapace and paralysing stinger. Their poison requires a *Luck* (Con) save to avoid a random limb being paralysed for 1d4 days (if a limb is already poisoned, reroll). A humanoid with four paralysed limbs is eaten alive by the monstrous vermin, and/or has eggs implanted in them (hatch in 4d6 hours, and consume the host). An adventurer has a 30% chance of harvesting one dose of poison from a dead scroach.

Shambling Mound

No. Appearing: 1d6
Armor Class: 12
Hit Dice: 10
Attacks: (1d3+1) x Slap 1d10+1
Nat 19: the target is engulfed.
S:19 D:7 C:18 I:3 P:10 W:19 Ch:4
Luck: 10
Move: 30 ft

The shambling mound is a quasi sentient, 8 ft pile of rotting vegetation, carrion and faecal matter. Animated by magic leaking from unstable ley lines, shambling mounds know only hunger, seeking out the living to engulf and digest in order to prolong their unnatural existence. When pickings are scarce, they enter a stasis like hibernation until a warm bodied creature approaches within 60 ft (or attacks).

A mound grows 1d3+1 "arms" when attacking (roll each round), slapping and grasping at enemies as it reels them in. If two or more attacks hit, the target is engulfed (helpless and suffocating, may spend an action to break free via a Str contest). A mound's animus makes them immune to fire, and they are healed 3d6 hp by water or cold magic.

Shrieker Fungi

No. Appearing: 2d6
Armor Class: 10
Hit Dice: 1
Attacks: Special
Nat 19: NA
S:10 D:4 C:8 I:3 P:13 W:7 Ch:4
Luck: 4
Move: NA

Shriekers are immobile, 7 ft mushroom fungi of varying colouration, spotted with sphincter like organs on top. They automatically sense warm bodied creatures within 120 ft, which causes them to emit a piercing shriek that is audible over long distances. The shrieker continues to emit this cry until the creature moves beyond 120 ft and the following two rounds.

Shriekers act as beacons to other monsters that something edible may be in the vicinity. Scratching the fungus on the underside of its cap causes it to murmur contently then "sleep" for 1d4 hours. Each fungus has a 50% chance of having evolved a means of attack. If so, roll 1d6:

1. Puff cloud of toxic spores causing 1d8 damage in a 5 ft radius (*Luck* (Con) save resists, once per hour),

2. Flexible stem allowing the shrieker to rear back and strike at an adjacent target like a hammer (attack roll as normal, 1d4 damage).

3. Sonic scream causing 1d4 Int loss (range 20 ft, *Luck* (Will) save resists and target is immune to further screams).

4. 1d6 parasitic 2 ft worms crawl out of the shrieker's sphincters to attack (AC 8, 1 hp, poison bite 1d3, move 20 ft).

5. The fungus' mushroom cap folds down to envelop anyone beneath, causing suffocation (*Luck* (Dex) save avoids, or may spend action to break free with a Str contest).

6. The fungus is coated in a very fine toxic powder. Touching it causes 1d6 poison damage.

Skratt

No. Appearing: 4d4
Armor Class: 11
Hit Dice: 1
Attacks: Bite 1d6
Nat 19: the skratt's tail trips the target.
S:10 D:13 C:8 I:9 P:13 W:7 Ch:8
Luck: 5
Move: 40 ft including climbing and swimming

Skratt are 5 ft, rat like humanoids with rodent heads, furred bodies, and bald tails. They move on two or four limbs as required, communicating in low chirps, high chitters and aggressive hisses, baring yellowed claws and fangs when threatened. A skratt's bite has a 50% chance of carrying a random disease (Con check resists). They see as well in darkness as light.

Like most vermin, the ratmen are disease laden, skulking scavengers, careful to avoid physical danger unless necessary. Once engaged however, the ratmen fight with desperate fury, exploiting any obvious weakness in their foe. The skratt take no prisoners, and leave no survivors, preferring to eat slain enemies whenever possible (whilst technically omnivores, they prefer carrion).

Slime Spider

No. Appearing: 1
Armor Class: 12
Hit Dice: 2
Attacks: 2 x Slime Claws (special)
Nat 19: the spider secretes a standard *Green Slime*, which assists it.
S:13 D:13 C:13 I:2 P:12 W:16 Ch:1
Luck: 5
Move: 30 ft and may climb walls, ceilings, etc

A slime spider is green slime evolved into 3 ft spider form, allowing a colony to navigate the local environment. Unlike normal green slime, the spider only transforms organic substances into slime, which it then absorbs (gaining 1 HD, 1 x Slime Claw attack, and 1 ft radius per humanoid victim, up to a maximum of 10 HD).

A touched victim transforms into green slime within 1 round (a *Luck* (Con) save resists). Slime spiders are destroyed by sunlight, fire or extreme cold, rendering them an inert tar like substance. *Purge the Accursed* also destroys them.

Spider, Giant Tree

No. Appearing: 3d4
Armor Class: 13
Hit Dice: 3+1
Attacks: Bite 1d6+1 + poison

Nat 19: special
S:14 D:16 C:12 I:2 P:12 W:10 Ch:4
Luck: 6
Move: 50 ft and may climb walls, ceilings, etc

Male Giant Tree Spiders are 7 ft long, camouflaged like the leaves and branches they hide within (+2 bonus on hide checks). They display basic teamwork and hunt in packs, stalking their prey from the high branches before dropping 5 ft nets of black silk. A *Luck* (Dex) save is required to prevent becoming entangled and helpless. On their turn, a trapped victim may spend an action to attempt to break free (an opposed Str check vs Str 17). On a natural 19 attack roll, the victim is subject to a web attack.

The spider's poisonous bite causes 1d2 Con loss (a *Luck* (Con) save resists). A victim reduced to zero Con falls into a coma, and is later eaten or used to lay eggs in. An adventurer has a 25% chance of harvesting 1d3 doses of poison from a dead spider.

Spider, Giant Tree (Nest Mother)

No. Appearing: 1
Armor Class: 12
Hit Dice: 14
Attacks: Bite 1d10+1 + poison
Nat 19: special
S:18 D:16 C:16 I:4 P:12 W:15 Ch:5
Luck: 13
Move: 50 ft and may climb walls, etc

The nest mother is 15 ft long, possessed of sly cunning and often hunts in packs with her smaller males. As an action, she may drop web hooks onto a target below her, hoisting them up into the trees at a rate of 60 ft per round (a *Luck* (Dex) save resists). Such a victim is not entangled, but cannot move away from the monster without spending an action to cut themselves free (requires a Dex check). The nest mother makes *Off Turn Attacks*.

On a natural 19 attack roll, the spider leaps onto the target, crushing them beneath her bulk and forcing a roll on the *Injuries & Setbacks* table. The nest mother's poisonous bite causes 1d6 Con loss (a *Luck* (Con) save resists at a -2 penalty). An adventurer reduced to zero Con falls into a coma, and is later eaten or implanted with eggs. There is a 25% chance of harvesting 1d3 doses of poison from a dead nest mother.

Spider, Hook

No. Appearing: 1d6
Armor Class: 14
Hit Dice: 6
Attacks: 2 x Hooks 1d6 and Stinger 1d6 + poison
Nat 19: special
S:14 D:16 C:12 I:2 P:12 W:10 Ch:4
Luck: 8
Move: 60 ft and may climb walls, ceilings, etc



Hook Spiders are 10 ft long arachnids of silver blue coloration, with two mantis like forelimbs and an abdominal stinger. Lacking webs, the spiders employ surprising speed and barbed hooks to ensnare their prey. A target struck by both hooks cannot move away without first winning a Str contest (no action).

On a natural 19, the target is subject to a strobing, hypnotic gaze (*Luck* (Will) save or affected as if by *Malediction of Lunacy* for 1d3 rounds). The

spider's stinger causes 1 Will loss (*Luck* (Con) save resists). An adventurer reduced to zero Will falls into a catatonic state and is devoured. An adventurer has a 25% chance of harvesting 2d4 doses of poison from a dead spider.

Spriggan

No. Appearing: 3d6 or 5d10 lair
Armour Class: 13
Hit Dice: 1 hp
Attacks: Bite 1d2 + special
Nat 19: the spriggan's poison causes 1d8 damage and a *Malediction of Lunacy* effect (*Luck* (Con) save resists both).
S:4 D:18 C:4 I:10 P:13 W:12 Ch:10
Luck: 3
Move: 30 ft including climbing, and leap 30 ft

Spriggans (aka dark sprites) are 10 inch fey humanoids, larger wingless cousins of the sprites, with elongated noses and bark like, thorny skin. They favour dark grottos and tangled forests, hidden from humans, but not too distant from their hunting trails.

Spriggans are extremely covetous of the big folk, and regularly rob and murder them for mischief and plunder. With the right offering, they might be dissuaded from attacking a well armed force.

Spriggans may spend an action to merge with or exit from a tree, and leap up to 30 ft, making them expert ambushers (automatic surprise if sufficient trees are available). A spriggan's needle like teeth inject a serious poison (1d8 damage, *Luck* (Con) save negates). Finally, killing spriggans invokes a fey curse (at the end of battle, if a PC killed any spriggans, they must make a *Luck* (Will) save or lose 1d2 *Reroll* dice).

Squid Thing

No. Appearing: 1d10
Armour Class: 13
Hit Dice: 4
Attacks: Spear 1d10+1 and Tentacle Grab (no damage, but target is grabbed).



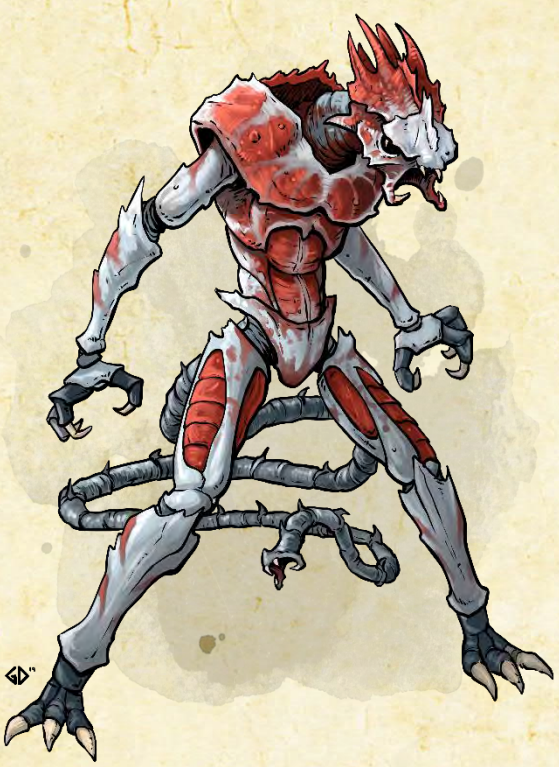
Nat 19: the target is disarmed by a tentacle.
S:15 D:9 C:13 I:5 P:10 W:10 Ch:6
Luck: 7
Move: 30 ft

Squid things are 8 ft decapods with tentacled lower halves, oily grey humanoid torsos, and squid like heads. Although they are marine dwellers, they can survive out of water for up to two hours searching for food. Squid things are of limited intelligence, communicating only in sign language, and craft primitive tools and weapons.

They understand most humanoids are easily drowned and are expert grapplers, gaining advantage on grabs and holds. Once per combat, squid things may release a spray of oil to blind their foe (*Luck* (Dex) save or 33% miss chance for 2 rounds, or if underwater a 20 ft cloud).

Star Beast

No. Appearing: 1 or 2d6
Armor Class: 17
Hit Dice: 6
Attacks: 2 x Claws 1d6+1 and Bite 1d6



Nat 19: the alien's tail fangs strike, causing 2d4 damage (exploding 4's).
S:18 D:16 C:16 I:4 P:11 W:14 Ch:4
Luck: 8
Move: 40 ft inc up walls, ceiling, etc

Star beasts are 8 ft malevolent aliens from another dimension, hard bodied humanoids with lashing talons, elongated heads and prehensile tails that end in snapping fangs. They possess only minimal intellect and are instinctual stalkers, gaining advantage on stealth related checks. If exposed to air, the alien's blood acts as a powerful, highly pressurised acid; when *Staggered*, any target in melee with the monster requires a *Luck* (Dex) save to avoid a corrosive spray. If failed, roll on the *Injuries & Setbacks* table (the monster is immune to its own acid blood, as are others of its kind).

Stormraven

No. Appearing: 1d3
Armour Class: 14
Hit Dice: 8+2
Attacks: 2 x Claws 1d10 and Bite 2d6
Nat 19: the stormraven unleashes a shocking blast, causing 3d6 lightning damage (no save).
S:19 D:12 C:14 I:2 P:13 W:15 Ch:8
Luck: 10
Move: 180 ft flying

Stormravens are massive, raven like avians with 30 ft wingspans, golden head crests and thunder like cries. Roused from hibernation during thunderstorms and high winds, these aerial predators favour deer, horses, and humanoids.

Intrinsically bound to tempests and squalls, stormravens act as natural lightning rods, attracting and directing electrical bolts in concert with their attacks. When first ambushing enemies, they ride the lightning to the surface, flashing to strike their prey in the blink of an eye (advantage to surprise, and if they hit, cause 4d6 bonus lightning damage).

When a stormraven dies, it invariably attracts one final lightning blast against their foe, causing 4d6 damage and stunning it (lose next action; *Luck* (Dex) save negates both). They are immune to both lightning and cold damage. A cloak fashioned of stormraven feathers renders the wearer immune to lightning (max one cloak per bird).



Swarm, Bone Cutter Ants

No. Appearing: 1d4+1
Armour Class: 13
Hit Dice: 4
Attacks: Bites 1d10
Nat 19: the target is overwhelmed (helpless for 1d3 rounds, *Luck* (Str or Dex) save resists).
S:7 D:14 C:9 I:2 P:11 W:14 Ch:4
Luck: 7
Move: 30 ft

Bone cutter ants are 1 ft carnivores that harvest bone, claws, carapace, and other hard materials to build their sprawling surface nests. *Swarm* rules apply. Once a suitable corpse is located, they converge on the area, forming long lines to convey their spoils back to the nest. Bone cutter ants are extremely aggressive, attacking anything they perceive as a threat or potential donor (particularly humanoids in rigid armour). Long standing nests close to trade routes invariably gather a large number of salvaged goods (equal to 1 x 5 HD Lair Treasure).

Swarm, Zombie Rat

No. Appearing: 1d3
Armour Class: 11
Hit Dice: 3+3
Attacks: Bites 1d6 + disease
Nat 19: the target is overwhelmed, if not rescued by the end of next round, they are eaten (*Luck* (Str or Dex) save resists).
S:5 D:15 C:10 I:- P:10 W:- Ch:-
Luck: 6
Move: 40 ft

A zombie rat swarm consists of hundreds of strong, swift and voracious flesh eating vermin. *Swarm* rules apply. A bite from the *Undead* swarm invariably threatens to infect the target with a random disease (*Luck* (Con) check resists). An adventurer reduced to zero hp must be recovered from the swarm in one round or they are torn to pieces.

Toadmen

No. Appearing: 2d4+1 hunters or 8d10 spawning cave
Armor Class: 13
Hit Dice: 2+4
Attacks: Bite 1d8+1
Nat 19: the toad's tongue snatches the target's weapon or shield from its grasp.
S:17 D:16 C:13 I:5 P:10 W:9 Ch:6
Luck: 5
Move: 30 ft inc up walls, ceiling, etc



Toadmen are 5 ft humanoid anurans of low intellect, often bulbous with dark green, noduled skin. Their back legs are particularly strong and muscular, allowing them to jump up to 30 ft. Toadmen have sticky, prehensile tongues that reach up to 15 ft, helping them climb or grapple foes (gaining advantage). Some variants are known to have slow acting chameleonic abilities (gaining advantage on hide checks after 1d6 minutes of matching their skin colour to the environment).

Toadmen see better than humans in darkness, but are still blind in the absence of light. They keep their underwater dens lit with luminous moss, plants and algae.

Tree Ettin

No. Appearing: 1d4
Armour Class: 15
Hit Dice: 12
Attacks: 2 x Claws 3d6 or *Entangle*
Nat 19: the target is subject to an *Entangle* attack, see below.
S:20 D:10 C:20 I:6 P:13 W:15 Ch:6
Luck: 12
Move: 40 ft

Tree Ettins are 15 ft, sapient plant humanoids with two heads, infused with the souls of murdered fey. Ancient and unforgiving, they despise "lesser" races such as humans and dwarves, whom they invariably regard as malign encroachers into their ancestral forests. Tree ettins will deign to speak with elves if given good reason, but are slow of mind, and entrenched in their simplistic notion of non fey as treacherous, dangerous outsiders.

Tree ettins may use *Entangle* to snare victims in grasping vines: 20 ft range, single target, *Luck* (Dex) save or helpless (victim may use an action to attempt to break free with a Str contest). There is a 50% chance *Entangle* recharges at the start of the monster's turn. Tree ettins *Cause Injuries* on 19-20 attack rolls, have a 10 ft reach, and suffer double damage from fire.



Underlurker

No. Appearing: 1
Armor Class: 10
Hit Dice: 8+5
Attacks: *Engulf* (special) or Batter 1d10
Nat 19: the underlurker makes an *Engulf* attack against the target (or if already engulfed, against another target).
S:17 D:6 C:12 I:3 P:15 W:10 Ch:4
Luck: 9
Move: 30 ft

Underlurkers are living traps; carpet like fungi ooze hybrids able to spread themselves up to 20 ft square. Their chameleonic "skin" adopts the patterns and colouration of the floor below, and the monster waits patiently for something edible to walk upon it. The predator then engulfs its prey, crushing and dissolving it.

Underlurkers are masters of ambush, requiring a great success on a Perc (Detection) test at disadvantage to spot. A *Luck* (Dex) save avoids the beast's *Engulf*. If unsuccessful, the victim automatically suffers 2d8+1 damage on the underlurker's turn. Trapped victims are helpless other than to spend their action breaking free (Str contest at disadvantage).

After losing the element of surprise, the underlurker's *Engulf* is generally ineffective, and it must switch to its Batter attack (one attack per creature above it, or within 5 ft). Some reports suggest elder specimens have *Off Turn Attacks*, and release psychosis inducing spore clouds (as *Malediction of Lunacy*).

Urgot, Champion

No. Appearing: 1
Armour Class: 15 (medium armour)
Hit Dice: 4

Attacks: Tentacle/Claw/Bite etc 2d6+1
Nat 19: the target is cursed and loses 2 points of *Luck* (no save, once per target only).
S:18 D:13 C:18 I:7 P:12 W:15 Ch:6
Luck: 10
Move: 30 ft

The urgot champion is a particularly formidable aberrant human, with mutations well suited to warfare, often serving as a pack leader or bodyguard to an *Urgozer*. In addition to their prodigious strength and stamina, roll 1d20 twice to determine the champion's benefits:

1. *Hooks for Hands* (drawn out forelimbs ending in wicked hooks, 2d8+2 damage).

2. *Three Eyes* (three cat like eyes; sees as well in darkness as in light).

3. *Turtle Shell* (increase AC to 18).

4. *Giant Arm* (9 ft tall, with one ridiculously oversized Str 20 arm; *Causes Injuries* on 19-20 attack rolls).

5. *Needle Teeth* (random poison, roll 1d10 on the *Poison Traps* table).

6. *Spine Spitter* (may use an action to shoot 2d4 spines up to 60 ft once per combat, roll to hit as normal, causing 1d4+1 damage per spine).

7. *Infernal Seed* (when the champion dies, a monster bursts from its corpse; treat as entry 11 on the *Dark & Dangerous Magic* table).

8. *Hideous Beyond Reckoning* (instils nausea in any who look upon it, *Luck* (Will) check or lose next action due to uncontrollable retching, etc).

9. *Lashing Tentacles* (gains *Off Turn Attacks*).

10. *Lamprey Tail* (bonus attack causing 1d8 damage. On a hit, the tail latches on, automatically causing damage each urgot turn (target may spend their action to make a Str contest to break free).

11. *Acid Vomit* (may use action to make a vomit attack once per combat. 10 ft range, single target, 6d6 damage (*Luck* (Dex) save for half).

12. *Void Breaker* (immune to magic of all kinds).

13. *Filth Spores* (fighting the mutant requires a *Luck* (Con) save or random disease).

14. *Toxic Blood* (whenever the champion is wounded, anyone in melee is subject to toxic gas; make a Con check or suffer 1d2 attribute loss (GM's choice or determine randomly).

15. *Trollkin* (regenerates like a *Troll*).

16. *Lasso Tongue* (once per combat the urgot may extend its tongue up to 10 ft to disarm its foe; *Luck* (Dex) save negates).

17. *Unhinging Moan* (once per combat the urgot may use its action to moan, causing a *Malediction of Lunacy* effect within 30 ft. Victims also suffer a minor madness).

18. *Sudden Blob* (when *Staggered*, the urgot splits into twin blob forms; AC14, half max hp, pseudopod 1d12).

19. *Petrifying Snort* (the urgot may spend its action to snort petrifying gas from its nostrils (range 5 ft, treat as a *Basilisk's* gaze attack, recharge 50%).

20. *Abominable Stink* (once per combat, the urgot oozes a debilitating stench, causing anyone in melee with it to lose 1d4 Str, *Luck* (Con) save for half).



Vault Guardian

No. Appearing: 1
Armor Class: 14
Hit Dice: 5
Attacks: Slam 1d12
Nat 19: special
S:16 D:10 C:15 I:- P:18 W:- Ch:-
Luck: 16
Move: 30 ft

Vault guardians are invisible, spirit like entities, some say the lost souls of covetous men, summoned to act as eternal wardens over large quantities of coins, gems, and other loot. When a thief attempts to steal the treasure, the guardian awakens, animating the valuables to form a wave like monster to kill or incapacitate the intruder.

Guardians make attacks against all enemies within 10 ft each round. When *Staggered*, a vault guardian splits in two (3 HD, AC 16, Slam 1d10). On a natural 19 attack roll, the target's valuables (coins, gems, etc) animate and merge with the guardian (increase the guardian's HD by 1 for each 500 gp or part thereof). Depending on the nature of the valuables, destroying the guardian might also damage/destroy the treasure (in whole or part).

Vine Puppet

No. Appearing: 1
Armor Class: 14
Hit Dice: 7
Attacks: Crush 2d8 and grabbed (opposed Str check to break free).
Nat 19: the vine begins strangling the target (treat as suffocation, target may spend their action to attempt a Strength contest to break free).
S:17 D:14 C:8 I:2 P:11 W:11 Ch:1
Luck: 8
Move: 30 ft including climbing

Vine Puppets are cursed creeper plants imbued with evil spirits or magic seeping from corrupted ley lines. They adopt humanoid shapes in a ghastly parody of men, tangled with weapons, armour and bones.

Puppets often begin an ambush laying prone, masquerading as plants entwined within the remains of some lost explorer (indistinguishable from a normal vine, but if studied carefully, an Int (Arcane or Wilderness Lore) check might tip off an observer). Creepers have 15 ft reach, *Major Exploit Protection, Off Turn Attacks* and suffer only half damage from fire (their magical animus protects them against heat and flame).

Void Nebula

No. Appearing: 1
Armor Class: 11
Hit Dice: 7
Attacks: Draining Touch 3d8 + one random magic item loses an attunement power for 1d4 months (no save).
Nat 19: special.
S:- D:14 C:- I:3 P:16 W:20 Ch:-
Luck: 15
Move: 30 ft flying

The origins of void nebula are unknown, but whether spawned from sorcery or fleeting dimensional rifts, they appear as 10 ft clouds of churning shadow and light. Spotted with gaping maws and reaching tendrils, nebulas mindlessly

engulf the closest source of magic, draining it to prolong their existence in the material world.

All magic use within 1 mile of a nebula increases the DDM chance by 2 instead of 1, and Will checks to invoke blessings are made at disadvantage. Nebula are instinctively drawn to any magic use within this radius. They may turn *Incorporeal* as an action, and have *Major Exploit Protection*.

On a Nat 19, a random magic item of the target is rendered permanently non magical (*Luck* save negates). Nebulas are inherently unstable; roll on the DDM table when they become *Staggered*, and when reduced to zero hp.

Vomitor

No. Appearing: 5d6
Armor Class: 10
Hit Dice: 1d4 hp
Attacks: Bite 1d3 + special
Nat 19: the vomitor spews an especially potent corrosive on the target (no save), causing 6 damage, then 3 damage, then 1 damage (see below).
S:6 D:11 C:8 I:3 P:10 W:9 Ch:6
Luck: 3
Move: 30 ft

Vomitors are 1 ft, green skinned bipeds with enormous toothy jaws, pack hunters from the darkest corners of the jungle. They are blind carnivores, locating their prey through a combination of scent and repetitive tongue clicks similar to a bat's echolocation.

A vomitor's mouth is filled with a flesh melting alkaline, causing 4 damage the round after a target is struck, and a further 2 damage the round after that (at the start of the victim's turn). When killed, their gas bloated bodies explode, raining corrosive slime on all creatures within 5 ft (vomitors are immune), causing damage as above (*Luck* (Dex) save negates). Applying half a bottle of vinegar neutralises the flesh melting effect.

War Wombat

No. Appearing: 1 or 1d4 pack
Armour Class: 15
Hit Dice: 5
Attacks: Bite 1d12 and Spine 1d4 + poison
Nat 19: the wombat makes an immediate Spine attack against all enemies in melee with it, or makes a rolling spine ball attack against another opponent at least 15 ft distant (see below).
S:19 D:8 C:17 I:3 P:10 W:10 Ch:7
Luck: 7
Move: 40 ft



War wombats are destrier sized, wombat echidna hybrids with oversized skulls, purportedly used as steeds by primitive halflings in the distant past. Fierce and antagonistic, the war wombat uses its slavering bite and poison quills to incapacitate and devour its prey.

Anyone struck by a spine attack is subject to an excruciating toxin that causes 1 Con loss (*Luck* (Con) save resists). The war wombat may make a special charge attack (minimum move 15 ft in a single direction) rolling up into a spined ball that barrels into the target (3d6 damage + poison, *Luck* (Dex) save avoids).

Waterwing

No. Appearing: 3d6
Armor Class: 10
Hit Dice: 1
Attacks: Bite 1d8
Nat 19: special
S:13 D:12 C:9 I:3 P:10 W:8 Ch:5
Luck: 4
Move: 90 ft swim or 50 ft leap

Waterwings are 5 ft sea serpents with 9 ft membranous wings that also act as fins. They are meat eating marine hunters, generally content with fish, but are able to launch themselves 50 ft out of the water to snag birds, sailors on deck, etc. Some waterwings have learnt that ships offer tasty humanoids, provided the target can be snatched and swiftly drowned beneath the waves.

During the initial ambush, a waterwing will attempt to knock a target off the ship's deck and into the water (attack roll as normal, if it hits, target must make a Dex (Acrobatics) check to avoid falling overboard). If toppled, the monster wraps its wings and hooked tail about the victim, immobilising them beneath the water (Str contest at disadvantage to break free, drowning rules apply). If the victim is struggling, the beast will also attempt to bite them.



Attacking a waterwing that has wrapped its target has a 50% chance of also damaging the victim. A waterwing stranded on land for more than two minutes dies of oxygen starvation.

Winged Snake

No. Appearing: 3d4
Armor Class: 14
Hit Dice: 3
Attacks: Bite 1d6 + Poison
Nat 19: disarmed, and the snake flies away with the weapon.
S:10 D:17 C:10 I:3 P:13 W:9 Ch:4
Luck: 6
Move: 50 ft flying

Winged Snakes are typically 6 ft long, dark green or brown, with hard scales and leathery bat like wings that propel them through the air in a lurching motion (somewhat akin to a sinuous bat). Bad tempered and ferocious, winged snakes are quick to strike but also quick to retreat if battle fares poorly, relying on their wings to flee. Their poison causes 1 Con loss (*Luck* (Con) save resists).

A winged snake may spend an action to spit concentrated venom 60 ft at a single target, causing 2d4 damage and 1d2 Con loss (*Luck* (Dex) save resists). The spit has a 30% chance of recharging at the start of the snake's turn.

Wolf, Mechanized

No. Appearing: 1
Armour Class: 18
Hit Dice: 5
Attacks: Bite 2d10
Nat 19: the wolf *Causes Injuries* on 19-20 attack rolls.
S:19 D:17 C:19 I:2 P:13 W:13 Ch:5
Luck: 11
Move: 70 ft

The mechanized wolf is a dire wolf subjected to appalling experiments by a mad artificer, surgically altered with metal plates, steel teeth, and pumped full of strength enhancing mutagens. The transformation process is long and gruelling, most subjects die mid "enhancement", but those that live become loyal pets.

Bound to their master by chemical and behavioural conditioning, the mechanized wolf obeys most orders without question, but may make a Will check to resist obviously suicidal directions. A mechanized wolf reduced to zero hp does not die; instead continuing to fight until dismembered, decapitated, or set on fire (powerful mutagens and back up organ systems hold death at bay). They sleep only two hours a day and are immune to poison and ranged weapons such as arrows, bolts and bullets.

Worm, Frost

No. Appearing: 2d4
Armor Class: 15
Hit Dice: 7
Attacks: Bite 2d8
Nat 19: special
S:19 D:10 C:15 I:3 P:8 W:14 Ch:4
Luck: 9
Move: 40 ft or 5 ft burrowing

Frost Worms are armour plated, 15 ft predators with segmented jaws, found in freezing climes of ice and snow (typically high mountain peaks and glaciers). They hunt for flesh in small groups, detecting their prey through a combination of smell, tremor sense and echolocation.

On a natural 19-20 attack roll, the worm exhales a blood freezing fog (10 ft diameter) causing an *Incantation of Exhaustion* effect (*Luck* (Con) save resists). In times of great scarcity, frost worms revert to a stasis like hibernation until a warm blooded creature approaches within 120 ft. They are immune to cold damage of all kinds.



Worm, Whip

No. Appearing: 1d6
Armor Class: 15
Hit Dice: 11
Attacks: Bite 3d6 and 2 x Lashing Hooks 1d8 + grabbed (Str contest to resist).
Nat 19: special
S:19 D:9 C:18 I:3 P:10 W:15 Ch:4
Luck: 11
Move: 50 ft or 15 ft burrowing

Whip worms are 25 ft, worm like monstrosities with twin tendril hooks and snapping beaks. They spend most of their lives in hibernation, only burrowing to the surface to feed prior to mating.

On a 19-20 attack roll, the target's weapon is snatched away and swallowed (recoverable after the beast is dead with sufficient time). A whip worm's body mucus negates fire and cold damage, but salt burns them like acid. An adventurer may harvest enough mucus for one humanoid from a

dead worm (once applied, lasts 1d4 hours, or until a fire or cold attack is negated). Whip worms sense their prey via acute vibration detection, and have a 10 ft reach.

Zombie, Brain Eating

No. Appearing: 2d4+4
Armor Class: 11
Hit Dice: 3+3
Attacks: Bite 1d6+2
Nat 19: special
S:15 D:10 C:14 I:- P:12 W:- Ch:-
Luck: 5
Move: 20 ft



As their name suggests, these zombie variants are horrific brain eaters. Once per hour, the undead may put on a burst of speed for 1d3 rounds (move 40 ft, typically upon first sighting a living creature).

An adventurer reduced to zero hp must be recovered from a zombie in one round or their brains are eaten. On a Nat 19, the target is throttled by the zombie, and will have their brains eaten on the monster's next turn unless the two are somehow separated.

Zombie, Giant

No. Appearing: 1d2
Armour Class: 14 (armoured)
Hit Dice: 10+10 hit points
Attacks: Giant Axe 3d6+2
Nat 19: if appropriate, 1d3 nearby humanoid bodies (or a defeated humanoid zombie) animate to aid the undead giant.
S:21 D:6 C:22 I:- P:10 W:- Ch:-
Luck: 12
Move: 50 ft

Unfeeling, obedient servants of unflagging strength, there are few brutes as effective as an undead giant (they possess both the *Undead* and *Giant* traits). Like standard zombies, giant versions attack a target until it is destroyed, dismembering humans, splintering doors, and so on. The body of an adventurer reduced to zero hit points must be recovered in one round or it is irretrievably lost.

Raising such an undead behemoth requires a particularly taxing ritual, automatically triggering a DDM effect, and permanently draining the necromancer of 1 point of Con.

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