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# AUGUR

**Requirements:** Minimum CON of 11

**Prime Requisite:** WIS

**Hit Dice:** The augur rolls a d6 for hit points. However before they roll they guess what the result will be. If they get it right, add 1 to their maximum hit points.

**Maximum Level:** 10

**Armor Allowed:** Leather only

**Weapons Allowed:** Any one-handed

**Languages:** Alignment, Common

*"I took pains to determine the flight of crook-taloned birds, marking which were of the right by nature, and which were of the left, and what were their ways of living, each after his kind."*

—Aeschylus

An augur is a scholar that can read the natural world by observing the flights of birds. They have no magic and are not well-versed in martial skills but with their powers of foretelling they aim to avoid most fights and to cheat their way to riches.

## Abilities

**Auspicate:** Upon examining a dead bird for at least 12 minutes, an augur can re-roll a die of their choice that day.

**Ornithomancy:** Augurs have a 1:6 chance to read the birds at level one and gain one new pip every 2 levels. The augur faces north, and keeps the birds on their right: the east, the direction of sunrise.

**Feathers, Flight & Song:** The augur has a 10% per level chance to summon or encounter a flock of birds. It's a complicated assessment of the region of the sky, height and type of flight, behavior of the bird and place where it would come to rest. They can attempt this once per day. If successful, roll d6 to see what kind of bird. Birds that are not one of these six do not foretell the future.

Whether the birds are seen naturally or via this skill, the augur makes an Ornithomancy check. If they are successful, they have seen into the future. The augur can look at and randomly read a full paragraph on one of the next d4 pages in the referee's notebook or module. There is no context for this insight into the future but when it comes up they will have a perfect (if limited) knowledge of events to come.



## Feathers, Flight & Song Result

1. Ravens
2. Woodpeckers
3. Owls
4. Bearded vultures
5. Eagles
6. Magpies

**Dulcet Warble:** Stating at level 3, the augur can chant their traditional song once per day. This invokes powerful natural forces: roll a d10 for the result:

*One for sorrow, Two for mirth, Three for a funeral, Four for birth  
Five for heaven, Six for hell, Seven for the devil, his own self  
Eight for a wish, Nine for a kiss, Ten for a bird. You must not miss*

1 Target must save vs. spell or become overcome with grief for d6 rounds.	2 +1 to all roles for everyone in the party for the next 24 hours.
3 Target must save vs. death or lose 2d10 hp.	4 The next baby you encounter will triple in size upon seeing the augur.
5 Acts as a Bless spell on target.	6 Calls d8 bolts of lightning from the sky upon randomly determined targets, each do d8 damage.
7 Create the demons however you wish, but there are 3d6 of them coming out of a portal from hell.	8 Acts as a Wish spell. It is temporary for 2d12 hours but there is a 1 percent chance it will become permanent at the spell's end.
9 Acts as a Charm Person spell on 1d4 targets.	10 Summons d10x10 birds of the augur's choosing. They will serve any orders for d4 hours before dispersing in the four cardinal directions.

**Those by Nature Favorable, and Those Sinister:** Starting at level 5, and once per game year, the augur conducts Auguria, a series of rites and sacred things and beseeches the gods. They then perform a randomly determined ritual:

1. Sacrifice a red dog upon a black altar.
2. Sort 3 kilograms of wheat from chaff under a harvest moon.
3. Feed a sacred chicken upon 3 consecutive dawns.
4. Actively avoid seeing a dog a horse a wolf and a fox.
5. Acknowledge the presence of thunder and lightning.
6. Convince a village that the sun doesn't rise and the moon doesn't exist.

After a successful Auguria, the augur is at their most powerful. They can retroactively change the future. They can perform one of the four following actions once:

- 60 seconds to look over the referee's notes or books.
- In game insight into any hidden treasures and magical items.
- Choose the results of any three consecutive dice rolls by any person.
- Study the map of the location, if there is a map, for 60 seconds.

Level	Title	XP	HD	AC0	Ornithomancy	D	W	P	B	S
1	Diviner	0	1d6*	19[0]	1:6	8	9	10	13	12
2	Forecaster	2,500	2d6*	19[0]	1:6	8	9	10	13	12
3	Auspex	5,000	3d6*	19[0]	2:6	8	9	10	13	12
4	Channeller	10,000	4d6*	19[0]	2:6	6	7	6	10	10
5	Oracle	20,000	5d6*	17[+2]	3:6	6	7	6	10	10
6	Seer	40,000	6d6*	17[+2]	3:6	6	7	6	10	10
7	Soothsayer	80,000	7d6*	17[+2]	4:6	4	5	4	7	8
8	Prophet	150,000	8d6*	17[+2]	4:6	4	5	4	7	8
9	Harbinger	300,000	9d6*	14[+5]	5:6	4	5	4	7	8
10	Augur	500,000	10d6*	14[+5]	5:6	2	3	3	5	6



# BEERSERKER

**Requirements:** Minimum CON 17

**Prime Requisite:** STR

**Hit Dice:** 1d8

**Maximum Level:** 10

**Armor Allowed:** Any

**Weapons Allowed:** Any

**Languages:** Alignment, Common, Drunken

Beerserkers are cowardly brawlers known for their unquenchable thirst for mead, ale, and all things fermented. Unlike most adventurers, beerserkers are urban creatures who prefer to live in large cities with multiple drinking options as they are frequently kicked out of taverns.

**Combat:** +1 to hit, +1 to damage with broken beer bottle. +3 to saves vs. poison (their livers are sheer wonders). Beerserkers gain extra attacks per round as they gain in levels. Consult the beerserker level progression table for details.

**Drunken Fury:** When drunk, the number of attacks per round are doubled, but all attacks are made with disadvantage.

Beerserkers are natural bullies and excel at killing weaker enemies. While in a Drunken Fury, they get a +1 to hit and +1 to damage for each level difference between their enemy's level/HD and their own. (ie: a level 3 beerserker gets +2 to hit and +2 to damage vs a 1 HD monster.) The beerserker can enter a Drunken Fury as many times per day as they wish, but it takes 1 liter of alcohol per experience level to do so and lasts for 1d4 turns.

**Mighty Quaff:** The beerserker can swallow a liter of liquid in 3 seconds.

**Spins:** The beerserker has a head that is never still. They have a 20 percent chance to fall when attempting any athletic endeavor, including jumping, ducking, or running.

**Summon Drunken Mob:** At level 9, a beerserker can enter into any small city and, after a night of carousing, emerge with a drunken mob of 50 louts. The drunken mob dissipates at a rate of d10 per hour starting at dawn as they pass out or sober up.

Level	Title	XP	HD	AC0	Att/round	D	W	P	B	S
1	Buffoon	0	1d8	19[0]	1/1	12	13	14	15	15
2	Churl	1,800	2d8	19[0]	1/1	12	13	14	15	15
3	Dolt	3,600	3d8	19[0]	1/1	12	13	14	15	15
4	Lout	7,000	4d8	17[+2]	1/1	10	11	12	13	14
5	Lug	14,000	5d8	17[+2]	3/2	10	11	12	13	14
6	Brute	28,000	6d8	17[+2]	3/2	10	11	12	13	14
7	Bully	60,000	7d8	14[+5]	3/2	8	9	10	10	12
8	Ruffian	120,000	8d8	14[+5]	3/2	8	9	10	10	12
9	Goon	200,000	9d8	14[+5]	2/1	8	9	10	10	12
10	Beerserker	400,000	10d8	12[+7]	2/1	6	7	8	8	10

# MON FRERE

**Requirements:** Minimum WIS 14, STR 14

**Prime Requisite:** STR

**Hit Dice:** 1d6

**Maximum Level:** 10

**Armor Allowed:** None

**Weapons Allowed:** Any bludgeoning weapons

**Languages:** Alignment, Common, Drunken

The mon frere is a bit of a reluctant adventurer. Ideally, they'd be growing grapes or hops in their monastery. However, most are wise enough to know that the world isn't a perfect place, and a life of seclusion isn't a realistic goal. They know they can do more good out in the world. A mon frere detests violence. If they kill another human being they immediately repent. This causes them to lose all class abilities (except for magic) for one day.

## Abilities

**Combat:** May not wear armor but can add WIS and STR bonus instead of DEX to modify AC. While fighting with a mace or quarterstaff, a mon frere cannot be reduced below 1 hp. If they take more damage than their hp, at the end of the battle they will collapse and sleep for 4+d20 hours or until revived by a liter of fine wine.

**Healing Magic:** The mon frere doesn't have the magical robustness of a cleric, but they have some ability to heal. At first level, they know *Read Magic* and *Purify Food & Drink*. They gain a new spell at levels 2-5, after which no more spells may be learned. Level 2: *Cure Light Wounds*; Level 3: *Cure Disease*; Level 4: *Cure Serious Wounds*; Level 5: *Neutralize Poison*.

**Vinter:** The mon frere can create 1 liter of wine per 24 hours, given 2 hours of prep time and nearby materials. A liter of this fine wine will heal 1d4 hp+1 hp per level of the mon frere.

**Winning Smile:** The traveling mon frere can win over would-be enemies with their charming grin. It works as a *Charm Person* and gets a save vs. spell. If it fails, however, the hot-headed mon frere will Lose Their Temper.

**Lose Their Temper:** The short-tempered monk can easily go into a rage. When they do, they must attack, bare-handed, and all their rolls are made with disadvantage for 1-6 rounds.

Level	Title	XP	HD	AC0	D	W	P	B	S
1	Brother/Sister	0	1d6	19[0]	8	9	10	15	12
2	Holy Person	1,500	2d6	19[0]	8	9	10	15	12
3	Grey Friar	3,000	3d6	19[0]	8	9	10	15	12
4	Black Friar	6,000	4d6	19[0]	6	7	8	12	9
5	Vicar	12,000	5d6	17[+2]	6	7	8	12	9
6	Austin Friar	25,000	6d6	17[+2]	6	7	8	12	9
7	Pontiff	50,000	7d6	17[+2]	4	3	4	9	5
8	Abbot	100,000	8d6	14[+5]	4	3	4	9	5
9	Friar Tuck	200,000	9d6	14[+5]	4	3	4	9	5
10	Mon Frere	300,000	10d6	14[+5]	3	2	3	8	4

# HELIOTHRA

**Requirements:** Minimum CON of 11

**Prime Requisite:** WIS

**Hit Dice:** 1d6

**Maximum Level:** 10

**Armor Allowed:** Leather only

**Weapons Allowed:** Any one-handed

**Languages:** Alignment, Common

Heliothra are creatures of pure light that spontaneously coalesce into mortal beings. Once in these bodies, they are subject to the standard weakness of humans: hunger, poison, weakness to the elements; the one exception is that they cannot be blinded.

Long-considered to be a mere curiosity, they have recently begun to perfect matters of espionage and are gathering all the knowledge of the world, for reasons none outside their community can guess. Some younger heliothra hire themselves out to the highest bidder. They can infiltrate the most closely guarded of courts and learn the whispered secrets of the powerful. They are humanoid but have no facial features and only three fingers and a thumb. Though they lack a mouth, they can speak clearly (if slowly).

## (Negative) Abilities

**Lack of Sensory Organs:** They can sense living beings and objects with innate radar. However this isn't as accurate as vision and hearing. In combat they fight with -2 to hit.

**Restricted Healing:** They are healed only by the spells *Light*, *Continual Light*, or *Color Spray/Prismatic Spray*, which act as *Cure Light Wounds*, *Cure Serious Wounds*, and *Cure Critical Wounds*, respectively.

**Weakness to Dark:** If a heliothra is subjected to a *Darkness* or *Continual Darkness* spell, they save at -4 and take full possible damage (treat as *Cause Light Wounds* per round of exposure.) In regular darkness, the heliothra cannot use any class abilities, save for *Change Self*, *Light Bender*, and *Improved Light Bender*.



## (Positive) Abilities

**Solar Flare:** Once per day the heliothra can shoot blindingly bright light from either of their hands. Anyone within a 20 foot radius is blinded for the duration.

**Solar Halo:** Once per day the heliothra can create an immensely bright halo so stunningly illuminating that any nocturnal creature within eyesight must make a morale check or flee. The Solar Halo will last for 2 rounds per level of the Heliothra.

**Solar Stealth:** When it is light outside, they can hide with incredible skill, disappearing even while being watched (some natural light must be present for this ability to be used.) In very bright conditions (noon sun), they gain a temporary additional 1:6 chance. In the form of light, they cannot be seen or heard by mundane means. Level 1) 2:6 Level 3) 3:6 Level 5) 5:6.

**Prismatic Voyager:** Gained at Level 3. Can pass unaffected through *Prismatic Spheres* and *Prismatic Walls* and is mostly unaffected by *Color Spray/Prismatic Spray* (see Restricted Healing.)

**Super Photosynthesis:** Gained at Level 4. Once per session, the heliothra can focus their sun rays upon all surrounding plants, which causes them to permanently increase in size by a factor of 1d4+1. Many heliothra use this power to escape from a botched job or to style the area around their homes.

**Polymorph Self:** Gained at Level 7. Can use this power as a magic-user of the same level.

**Light Bender:** Gained at Level 8. Once per day, the heliothra can bend light to become invisible, even in the dark. Acts as *Invisibility* spell, but the heliothra is able to attack, either by missile discharge, melee combat, or spell casting and remain unseen. .

**Light Refractor:** Gained at Level 10. The heliothra's ability to become invisible is extended to all creatures within a 30 foot radius.

Level	Title	XP	HD	AC0	Solar Stealth	D	W	P	B	S
1	Glint	0	1d6	19[0]	2:6	11	12	15	10	18
2	Sunbeamer	2,000	2d6	19[0]	2:6	11	12	15	10	18
3	Glimmer	4,000	3d6	19[0]	3:6	11	12	15	10	18
4	Sparkler	8,000	4d6	19[0]	3:6	11	12	15	10	18
5	Sheenster	16,000	5d6	17[+2]	5:6	9	10	11	8	15
6	Blazer	25,000	6d6	17[+2]	5:6	9	10	11	8	15
7	Luminosity	50,000	7d6	17[+2]	5:6	9	10	11	8	15
8	Gleamer	100,000	8d6	17[+2]	5:6	9	9	8	8	13
9	Your Emanation-nance	200,000	9d6	14[+5]	5:6	6	8	8	6	12
10	Heliothra	300,000	10d6	14[+5]	5:6	5	7	7	5	10



# LANGUAGE EXPERT

**Requirements:** Minimum INT of 9 and CHA of 10

**Prime Requisite:** INT and CHA

**Hit Dice:** 1d4

**Maximum Level:** 14

**Armor Allowed:** Any, but will never wear a full helm and typically prefer light armor

**Weapons Allowed:** Any one-handed or ranged weapons

**Languages:** In addition to their alignment language and the Common tongue, language experts may choose a total of four + their INT Bonus languages and may take one additional language per level.

Language experts are intellectuals who have dedicated their lives to cataloging and mastering as many of the languages of the world as possible. As such, they routinely join adventuring groups in search of both rare languages and the treasure to finance their scholarly endeavors. Though not well-suited to a combat role, language experts excel in communication and can serve as invaluable members of any adventuring group

## Abilities

**Combat:** The language expert is not a great combatant but can use most weapons and armor. Because of their conversational nature, language experts will never cover their faces and will not wear full helms.

**Conlang:** Upon reaching level 7, the language expert may actually create their own language. This process requires 10d6 weeks and 2d4x1000 gp. At the end of this process, the language expert may introduce the new language and can teach it to others in 4d4 weeks.

**Identify Origin:** The language expert is fluent enough in the languages that they speak to identify the specific neighborhood/town/region/country from whence the speaker is from. Roll 1d6 and consult the following: 1-2) not sure; 3) knows which country/land/kingdom the speaker is from; 4) knows the specific region (north, south, east, west) that the speaker is from; 5) knows the town/city/village/forest/etc. that the speaker is from; 6) knows the exact origin of the speaker to within a quarter mile.



**Know Language:** Starting at 1st level, the language expert has a chance of knowing any new language that they encounter for the first time. The first time the language expert encounters a creature speaking a language not in their known languages, the language expert may check to see if they can communicate with that creature. Success means that the language will be added to the language expert's list of known languages; failure means that the language expert may not try this ability again with the given language. This ability begins at 1:6 and improves as the language expert advances in levels.

**Reading Magic:** Beginning at level 3, the language expert can read magical writing with a 2:6 probability. This means that they may understand what is written on a scroll, but it does not impart the ability to cast spells from the scroll.

**Speak With Animals:** Upon reaching 5th level, the language expert, as a master of both verbal and non-verbal communication, may communicate with intelligent animals.

**Using Magical Items:** Beginning at level 6, the language expert has gained sufficient knowledge of the arcane texts and esoterica that they may cast spells from magic-user scrolls and may use any magic item. At level 8, the language expert can accurately identify the properties and function of magical items.

**Reaching 9th Level:** Once attaining 9th level, the language expert may establish a school in an urban setting, typically near an existing college or university of some kind.

Once the school is established, the language expert will attract 3d6 first level language expert followers who have come to learn from the master. These students are completely loyal to the language expert and, as such, will serve without question and never need to check morale.

Level	Title	XP	HD	AC0	Know Language	D	W	P	B	S
1	Scholar	0	1d4	19[0]	1:6	13	12	12	16	13
2	Translator	1,200	2d4	19[0]	1:6	13	12	12	16	13
3	Grammarian	2,400	3d4	19[0]	1:6	13	12	12	16	13
4	Phonetician	5,000	4d4	19[0]	2:6	13	12	12	16	13
5	Philologist	11,000	5d4	17[+2]	2:6	11	10	10	14	11
6	Wordsmith	22,000	6d4	17[+2]	2:6	11	10	10	14	11
7	Etymologist	44,000	7d4	17[+2]	3:6	11	10	10	14	11
8	Elocutionist	88,000	8d4	17[+2]	3:6	11	10	10	14	11
9	Language Expert	166,000	9d4	17[+2]	4:6	9	7	7	11	8
10	Professor	290,000	10d4	17[+2]	4:6	9	7	7	11	8
11	Professor (11th)	400,000	10d4+1	14[+5]	5:6	9	7	7	11	8
12	Professor (12th)	510,000	10d4+2	14[+5]	5:6	9	7	7	11	8
13	Professor (13th)	620,000	10d4+3	14[+5]	5:6	7	5	5	8	6
14	Chancellor	730,000	10d4+4	14[+5]	5:6	7	5	5	8	6

# LIZARDLING

**Requirements:** Minimum CHA 9 and STR 9

**Prime Requisite:** CHA

**Hit Dice:** 1d8

**Maximum Level:** 10

**Armor Allowed:** Any

**Weapons Allowed:** Any

**Languages:** Alignment, Common, Lizardling

Lizardlings tend to be neutral or good, though they may come from evil dragon eggs. Many are outsiders; wanderers looking for that which they can never find. Lizardlings have venom glands and use these to great effect. Many are guards or act as assassins of enemy assassins.

## Abilities

**Combat:** Can bite for 1d2 damage + venom, or attack with tail for 1d6 damage.

**Hard Skin:** +1 AC per level

**Infravision:** up to 60'

**Sneaky:** Lizardlings are super sneaky; they can Move Silently and Hide in Shadows, much like Thieves/Rogues/Specialists.

**Venomous Saliva:** Enemies hit with a bite attack must save vs. poison or be paralyzed for 1d4 rounds.

**Tail Trip:** Do half damage but knock opponent down if they fail a save vs. paralysis.

**Command:** At level 5, call in a squad of 1d4 first level lizardlings once per session.

**Acid Death:** At 0 hp, instantly dissolve into 10 ft wide pool of acid. All within range take d8 damage for d6 rounds.



Level	Title	XP	HD	AC0	Move %	Hide %	D	W	P	B	S
1	Wretch	0	1d8	19[0]	30	25	8	9	10	13	12
2	Sneak	3,500	2d8	19[0]	40	35	8	9	10	13	12
3	Conniver	7,000	3d8	19[0]	50	45	8	9	10	13	12
4	Slyster	12,000	4d8	19[0]	60	50	6	7	8	10	10
5	Venom Archer	24,000	5d8	17[+2]	70	60	6	7	8	10	10
6	Mammal Bane	48,000	6d8	17[+2]	75	70	6	7	8	10	10
7	Poison Tongue	100,000	7d8	17[+2]	80	80	4	5	6	7	8
8	Wraith	180,000	8d8	14[+5]	90	90	4	5	6	7	8
9	Assassin	300,000	9d8	14[+5]	95	95	4	5	6	7	8
10	Lizardling	450,000	10d8	14[+5]	99	99	3	4	5	6	6

# LYCAN'S BANE

**Requirements:** Minimum STR, DEX, & CON 11

**Prime Requisite:** CON

**Hit Dice:** 2d4

**Maximum Level:** 10

**Armor Allowed:** Any

**Weapons Allowed:** Any

**Languages:** Alignment, Common, Lycan

A lycan's bane begins fully confident, powerful, and well-prepared. They've trained since childhood and are eager to put their skills to the test. However, the more experience a lycan's bane gets, the more aware they become of the utter insanity of their calling. Hunting supernatural creatures takes a certain kind of stupidity, after all.

At level one, choose 5 abilities from the list below. Each time you level up, lose one ability. That's right, the more a lycan's bane fights and kills, the less powerful they become.

This slide towards powerlessness stops at level 6, should you be so lucky as to reach it, when the lycan's bane gains back the lost powers plus a new one. They continue to gain 1 power a level as a true hunter, with a blend of skills and experience.

## Abilities

**Bad Ass:** Your very aura scares little wolfies away. Receive +1 to initiative when fighting werewolves and they must make a morale check every time they're wounded by you or flee in blind terror.

**Choke Me Tighter:** Can attack a werewolf barehanded and with an unmodified attack roll of 17+ you actually start choking it as though your hands were made of silver (1d4 damage.) Each round the lycan's bane can continue the choke with a successful attack.

**Hardy:** Receive +1 hit point and +1 to a Saving Throw of your choice per level.

**Harried:** After taking 10 hit points of damage (cumulative) in one day, may roll with advantage on all rolls for the rest of that day.

**I Was Ready For That!** In times of great need (as agreed upon by the player and referee), the lycan's bane actually has a silver toothpick or sprig of wolfsbane, a wooden stake, burning torch, or mistletoe kind of thing.

**Keen-Eyed:** Can detect lycanthropes in any form with 80% accuracy.

**Kitted up:** Carries a silver dagger, d10 silver bullets, leather armor, a flask of oil, and a very cool hat. If lost and/or spent, these are passively replenished between adventures/on town visits.

**Master of the Forest:** Gain Stealth and Tracking (Stealth is 3:6 in the wilderness, Tracking is 20% plus 10 percent per level starting at level 2).

**Preternatural Reflexes:** When fighting a lupine adversary, gain +2 to Armor Class.

**Scentless:** You've perfected the art of olfactory camouflage and cannot be tracked by scent by any beasts or monsters.

Level	Title	XP	HD	AC0	Abilities	D	W	P	B	S
1	Lycan's Bane	0	2d4	19[0]	5	12	13	14	15	16
2	Hunter	2,200	4d4	19[0]	4	12	13	14	15	16
3	Dark Soul	4,400	6d4	19[0]	3	12	13	14	15	16
4	Lycan Choker	10,000	8d4	17[+2]	2	10	11	12	13	14
5	Wolf Puncher	20,000	10d4	17[+2]	1	10	10	12	13	11
6	Van Helsing	40,000	12d4	17[+2]	6	10	10	12	13	11
7	Lycan's Bane 7th	90,000	14d4	14[+5]	7	7	8	9	9	9
8	Lycan's Bane 8th	150,000	16d4	14[+5]	8	7	8	9	9	9
9	Lycan's Bane 9th	300,000	18d4	14[+5]	9	7	8	9	9	9
10	Master Lycan's Bane	425,000	20d4	12[+7]	10	5	6	7	7	7



# PUPPETEER

**Requirements:** Minimum DEX 12 and CHA 13

**Prime Requisite:** CHA

**Hit Dice:** 1d4

**Maximum Level:** 16

**Armor Allowed:** Leather

**Weapons Allowed:** Any one-handed, but always prefer ranged weapons

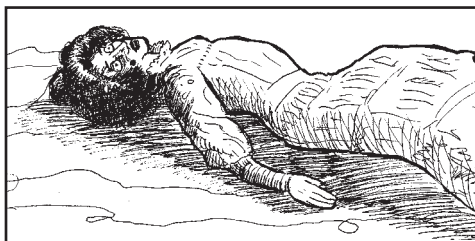
**Languages:** Alignment, Common

Puppeteers are masters of manipulation and can mesmerize the average person with their deft handiwork. The puppeteer is sometimes gregarious, always interesting, and often the true brains behind an operation. Masters of planning, Puppeteers are those members of a team who will always think about all possible options and avenues before taking action and will typically have multiple fail-safes and fall-backs devised.

## Abilities

**Combat:** Puppeteers prefer to work behind the scenes and avoid fighting if other options are available. Puppeteers love ranged weapons, with a preference for the short bow, throwing knives, small crossbows, and muskets of all kinds. They will never use two-handed weapons. Some puppeteers will wear leather armor, but they will never use a shield, wear metal armor, or don a helm.

**Charm Audience:** Given the opportunity to perform a puppet show, the puppeteer may use their special skills to charm those watching. After at least a minute of puppetry, the puppeteer may roll a check to see if the audience was charmed. If the goal is simply to improve reactions and make friends, this roll is all that is required. If the puppeteer wishes to influence the audience in any way beyond this, each charmed individual also gets a save vs. spells before it can take effect.



**Arcane Spell-casting:** Beginning at third level, and every level thereafter, the puppeteer will inherently “know” a new spell that they may utilize once per day in the art of puppetry. These spells, once imbued upon the puppet, will never be forgotten (and, as such, do not have to be re-learned) but the puppeteer will not be able to use that particular spell again until having rested a full night. Puppeteers are limited to these few spells, which come to them as spontaneous epiphanies upon gaining new levels, and have no means of learning other spells.

The puppeteer cannot cast spells directly, but must transfer the magical effects of the spell into a puppet at the moment of animation in order to use this magic.

While all magic-user spells are technically available, most puppeteers will tend to utilize the kind of magic which aides in the craft of puppetry: illusions, charming spells, and the like.

## Puppeteer Spell Progression

Level	Level 1 spells	Level 2 spells	Level 3 spells	Level 4 spells
1				
2				
3	1			
4	2			
5	2	1		
6	3	1		
7	3	2		
8	3	2	1	
9	3	3	1	
10	3	3	2	
11	3	3	2	1
12	3	3	3	1
13	3	3	3	2
14	4	3	3	2
15	4	4	3	2
16	4	4	4	2

**Puppets:** The puppeteer may animate a number of puppets equal to their level at any given time. For instance, Montreux, a 3rd level puppeteer can animate a maximum of three puppets at once. The puppet follows the puppeteer's every command, but must be within hearing distance to receive new commands.

All puppets will have the following base stats, plus modifiers granted by the particular class of puppet and the puppeteer's whims:

**AC** 5 [14], **HP** 1d4, **Att** 1 x bite (1d2) or by weapon, **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16, **ML** 12, **AL** Neutral, **Climb:** 2:6, **Pick Pockets:** 2:6, **Move Silently & Hide in Shadows:** 3:6, **Open Locks & Find/Remove Traps:** 1:6, **Back Stab:** (+4 to hit, double damage)

In addition to these base abilities, the puppeteer can add a total of their level number of points to the aggregate of the puppets that they have active: points may be used to increase hit dice, armor class, to hit, damage, or skills. For instance, a 3rd level puppeteer has activated two puppets. She can give a total of three points to the puppets and chooses to add one point to the first puppet's Climb skill and two points to the second, adding 1d4 hit points and +1 to damage.

The following puppet types get additional modifications:

**Marionette:** +1d4 hit points, +1 to Open Locks & Find/Remove Traps

**Shadow Puppet:** +2 to Armor Class, +3 to Move Silently & Hide in Shadows

**Hand Puppet:** +2 to Pick Pockets, +1 to hit

**Rod Puppet:** +1 to Armor Class, +2 to Climb, +1 to damage

Given enough time and access to tools and supplies, creation of a puppet is automatic and the referee should not bother with calling for a roll at all. Under duress, without proper supplies, or with time running out, the player may be required to make a check. The puppeteer begins with a 2 in 6 chance of success and improves with level progression. Failure means that the puppeteer was unsuccessful, but may try again the following round. Success means that the puppeteer was able to make the puppet and should be able to animate it on the next round. If animating the puppet exceeds the puppeteer's maximum number possible, the oldest existing puppet will simply lose its animation as the new one takes its place.

Level	Title	XP	HD	AC0	Create Puppet	Charm Audience	D	W	P	B	S
1	Apprentice	0	1d4	19[0]	2:6	1:6	13	14	13	16	15
2	Performer	1,500	2d4	19[0]	3:6	1:6	13	14	13	16	15
3	Doer	3,000	3d4	19[0]	3:6	2:6	13	14	13	16	15
4	Handler	6,000	4d4	18[+1]	4:6	2:6	13	14	13	16	15
5	Manipulator	12,000	5d4	18[+1]	4:6	3:6	12	13	11	14	13
6	Punch	25,000	6d4	18[+1]	5:6	3:6	12	13	11	14	13
7	Entertainer	50,000	7d4	17[+2]	5:6	4:6	12	13	11	14	13
8	Player	100,000	8d4	17[+2]	Automatic	4:6	12	13	11	14	13
9	Puppeteer	200,000	9d4	15[+4]	Automatic	5:6	10	11	9	12	10
10	Master of Puppets	300,000	9d4+1	15[+4]	Automatic	Automatic	10	11	9	12	10
11	MoP, 11th	400,000	9d4+3	14[+5]	Automatic	Automatic	10	11	9	12	10
12	MoP, 12th	500,000	9d4+5	13[+6]	Automatic	Automatic	10	11	9	12	10
13	MoP, 13th	600,000	9d4+6	12[+7]	Automatic	Automatic	8	9	7	10	8
14	MoP, 14th	700,000	9d4+7	11[+8]	Automatic	Automatic	8	9	7	10	8
15	MoP, 15th	800,000	9d4+8	10[+9]	Automatic	Automatic	8	9	7	10	8
16	MoP, 16th	900,000	9d4+9	9[+10]	Automatic	Automatic	8	9	7	10	8

# SCOP

**Requirements:** None

**Prime Requisite:** CHA

**Hit Dice:** 1d6

**Maximum Level:** 14

**Armor Allowed:** Any, including shields

**Weapons Allowed:** Any

**Languages:** Alignment, Common

Scop (pronounced "shope") are wandering musicians who travel from shire to shire and sing poems about local lords. Their songs and poems inspire friends and powerful lords alike.

## Abilities

**Flesh of Boar and Deer:** Scops tell stories and aggrandize their party's accomplishments. This translates to glorious reputations for all involved. Level 1-3 Scops add 5% experience to party members at the end of each session. Level 4-6 Scops add 10% experience to party members at the end of each session. Level 7-9 Scops add 20% experience to party members at the end of each session. Level 10 and higher Scops add a further 5% per level.

**Great Traveler:** Scops are natural born gallivanters and they know the best inns, shops and important people everywhere in the realm. When traveling somewhere they've been before, all prices are reduced by d4x10 percent. In addition, they

can tell the referee one contact they have in each urban area. This is a close friend who will do the party a reasonable favor.

**Horns of Foaming Ale:** The scop invokes epic Rhythm and Rhyme to inspire their companions. The end result is that the party is well-rested in half the amount of time and each member has a roll they can make at +4 within the next 24 hours.

**Maker of Verses:** These dark and depressing verses balance out parties getting too rowdy or too pumped up. It's the equivalent of putting Morrissey on the jukebox at your local dive bar. All who hear this verse get -4 to their next roll and are at risk of getting seriously depressed.

**Shameless Eulogizer:** When creating poems about the powerful (anyone 3 or more levels higher than the scop) the scop may, once per session, create a special eulogy for their superior. Doing this grants a 4+d6 percent xp bonus for the higher level character.

**After Reaching 7th Level:** High level scops weary of life on the road can choose to find a Patron. This is a character of high standing who will support them financially in return for a stream of praise. High level scops are in great demand and generally have their choice of leader. This translates into a retinue of 2d4 servants and income of d10x1000 gp per month.

Level	Title	XP	HD	AC0	Party XP	D	W	P	B	S
					Bonus					
1	Minstrel	0	1d6	19[0]	+5%	13	14	13	16	15
2	Balladeer	1,800	2d6	19[0]	+5%	13	14	13	16	15
3	Rhapsodist	3,500	3d6	19[0]	+5%	13	14	13	16	15
4	Sumbel	7,000	4d6	17[+2]	+10%	13	14	13	16	15
5	Oddest	14,000	5d6	17[+2]	+10%	12	13	11	14	13
6	Storyteller	28,000	6d6	17[+2]	+10%	12	13	11	14	13
7	Poet	56,000	7d6	14[+5]	+20%	12	13	11	14	13
8	Lyricist	112,000	8d6	14[+5]	+20%	12	13	11	14	13
9	Scop	224,000	9d6	14[+5]	+20%	10	11	9	12	10
10	Scop 10th	330,000	9d6+2*	12[+7]	+25%	10	11	9	12	10
11	Scop 11th	450,000	9d6+4*	12[+7]	+30%	10	11	9	12	10
12	Scop 12th	575,000	9d6+6*	12[+7]	+35%	10	11	9	12	10
13	Scop 13th	700,000	9d6+8*	10[+9]	+40%	8	9	7	10	8
14	Scop Laureate	820,000	9d6+10*	13[+9]	+45%	8	9	7	10	8

# SPACE DWARF

**Requirements:** Minimum CON 11

**Prime Requisite:** CON

**Hit Dice:** 1d8

**Maximum Level:** 10

**Armor Allowed:** Any

**Weapons Allowed:** Any, but always prefer laser gun and carbonite mattock:

- Laser gun - 1d4 damage, exploding die (continue rolling on results of 4 and add to the total)
- Carbonite Mattock - 1d4 damage, re-roll ones

**Languages:** Alignment, Common, Space Dwarf

From the barren mining colonies of Jazylmook come a hardy contingent of "dwarves." Once they were human, but generations on a high gravity mining moon has shrunk them. These dwarves are hardworking but joyful and oft burst out in spontaneous song.

They tend to wear jumpsuits in primary colors, especially red and yellow.

## Abilities

**Combat:** Begin play with the laser gun and carbonite mattock

**Infravision:** up to 60'

**Resistance to Cold:** +4 to all saves vs. cold

**Hardy:** Once per level, when the space dwarf reaches 0 hit points, go back to maximum.

**Grim and Relentless:** Attack twice a round when equipped with the laser gun and the carbonite mattock, once with the mattock and once with the gun.



Level	Title	XP	HD	AC0	D	W	P	B	S
1	Digger	0	1d8	19[0]	8	9	10	14	12
2	Shoveler	2,500	2d8	19[0]	8	9	10	14	12
3	Pick Master	5,000	3d8	19[0]	8	9	10	14	12
4	Miner	10,000	4d8	17[+2]	6	7	8	11	10
5	Prospector	20,000	5d8	17[+2]	6	7	8	11	10
6	Dredger	40,000	6d8	17[+2]	6	7	8	11	10
7	Excavator	80,000	7d8	14[+5]	5	6	4	7	9
8	Collier	150,000	8d8	14[+5]	5	6	4	7	9
9	Sapper	300,000	9d8	14[+5]	5	6	4	7	9
10	Space Dwarf	500,000	10d8	12[+7]	2	3	3	6	8



# OSR FEATS

These feats assume the 5e-style Advantage/Disadvantage rules, Substitute a +4/-4 if you prefer not to use Advantage/Disadvantage.

*Choose one Feat starting at level 2 and then one additional Feat on each subsequent even level.*

## General Feats

**Ability Score Improvement.** You can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You cannot increase an ability score above 18.

**Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.

**Hardy.** You gain a permanent bonus of +3 to one saving throw of your choice.

**Heightened Senses.** Your enhanced senses grant you +1 to all checks involving finding traps, secret doors, and hidden enemies. They also grant you +2 to surprise checks and you can detect the invisible and detect poison on a 1-in-6.

**Improved Critical.** You score a critical hit on a roll of 19 or 20. Each time you take this feat will further lower the target for a critical hit by 1.

**Loremaster.** You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 18.
- Learn any three languages of your choice.

**Lucky.** You have 3 luck points per day. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll with advantage. You can also spend one luck point when an attack roll is made against you to make your opponent roll with disadvantage.

**Popular.** All reaction rolls and Charisma checks are made with a +4 bonus to the roll. You also have a 1-in-6 chance of being able to communicate non-verbally with intelligent creatures that do not speak your language.

**Stealthy.** You are expert at slinking through shadows. You gain the following benefits:

- Gain low light vision.
- Hide on a 5-in-6 in darkness and on a 3-in-6 when lightly obscured.

**Thick Hide.** While you are not wearing armor or using a shield, add both your Dexterity and Constitution modifier to your Armor Class.

**Tough.** Your hit point maximum increases by an amount equal to your level, and whenever you gain a level, your maximum increases by 1.

**Trip.** On a successful attack roll, you deal half damage, but knock the target prone.

## Clerical Feats

**Bane of the Undead.** You turn undead as if you were 1 level higher and attacks you make with holy water always inflict maximum damage.

**Disciple of Life.** Whenever you restore hit points with a spell, the target regains an additional 1d4 hit points.

**Divine Sense.** You can sense the presence and number of undead within a 150' radius.

**Divine Smite.** When you hit with an attack, you can expend one spell slot to smite, dealing 1d6 extra damage per level of the spell slot expended. The damage increases by an additional 1d6 against undead.

**Enhanced Spell Strength.** You have stronger magic than before. You gain the following abilities:

- All saving throws made against your spells are done at -1.
- All spell effects that involve dice rolls gain an additional +1 to the result.
- All spells that grant a bonus to checks or rolls gain a +1 to the amount.

## Fighter/Elven/Dwarven/Halfling Feats

**Bow Master.** Your mastery over the bow grants each of the following:

- Your range with the bow increases by 50%
- You may attack with the bow from point blank range (within 10') at +2 to hit and +2 to damage.
- When you attack with a bow you may either make one focused attack with advantage or make two attacks normally.

**Brutal Critical.** Whenever you score a critical hit with a melee attack, roll one additional damage die.

**Cavalier.** You have advantage on attacks when mounted and you inflict double damage when attacking from horseback with a spear or lance.

**Sword Master.** You excel at fighting with a single weapon. You gain the following benefits:

- When you are wielding a sword and another creature hits you with a melee attack, you can add your Strength modifier to your Armor Class,
- When you succeed in making a melee attack with a sword, you can make an additional attack against the same enemy with that weapon at -2 to hit. This effect is cumulative (-4, -6, etc.) until you miss an attack.

**Heavy Armor Master.** When wearing Chain mail or heavier armor, the following advantages apply:

- Ignore movement penalties from your armor.
- All non-magical damage you take from an attack is reduced by an amount equal to the higher of either your STR or DEX modifier.

**Second Wind.** You have a limited well of stamina that you can draw on to protect yourself from harm. Once per day, you can use this action to regain hit points equal to 1d6 + your level.

**Shield Master.** You use shields not just for protection but also for offense. You gain the following benefits:

- You can wield a shield as a melee weapon, dealing 1d6 damage on a successful attack.
- You can add your shield's AC bonus to saving throws against projectiles and spells.

**Two-Weapon Fighting.** You may wield two weapons simultaneously, choosing one of the following each round:

- You can attack with both weapons. The second attack will happen at the end of the round, will be made at -2 to hit, and does not receive Strength bonus to damage (unless negative).
- You can use the second weapon to parry attacks, which adds +2 to your AC.

**Weapon Specialization.** Choose one melee weapon to specialize in. Gain +1 to hit and +2 to damage with that weapon and you may attack 3 times every 2 rounds, with the third attack coming at the end of the second round. You may take this feat a second time with the same weapon to increase attacks to +3 to hit and +3 to damage.

## Magic-User/Elven Feats

**Enhanced Spell Strength.** You have stronger magic than before. You gain the following abilities:

- All saving throws made against your spells are done at -1.
- All spell effects that involve dice rolls gain an additional +1 to the result.
- All spells that grant a bonus to checks or rolls gain a +1 to the amount.

**Great Memory.** Whenever you cast a spell, you have a 1-in-6 chance of retaining it within your memory: the casting does not expend the spell slot and the spell may be cast again.

**Sculpt Spells.** When you cast a spell that affects other creatures, you can choose a number of creatures equal to the spell's level. They will automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

**Spell Stacker.** When you cast a spell, you may expend an extra spell slot of the same level or higher to double the effects (range, duration, damage, hit dice affected, etc.) of that spell.

## Thief/Halfling Feats

**Assassinate.** You are at your deadliest when you get the drop on your enemies. You have advantage on attacks against any creature that has not yet taken a turn in the combat.

**Specialist.** You may add 24% (or 1-in-6) to any one thief skill or racial ability of your choice.

**Taunt.** As an action, you can unleash a verbal barrage against a creature. Make a Charisma check (subtracting the target's Wisdom modifier, if any). If you succeed, the target must use its next action to attack only you. If you are out of range, it must charge at you. The target attacks you with disadvantage during this action.

**What's in My Pocket?** You constantly pick things up and pocket them, and then forget about them. If you find yourself in need of a piece of non-magical equipment, there is a 25 percent chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rummaging through your pouches, pack, and pockets in this way takes 1 minute.

# SPELLS OF THE DEAD

Here are some dark spells that can only be learned by those who have already crossed over into death. Typically, they will be used by vampires, liches, flame skulls, and the like. If a living creature could ever find and decipher these spells, the knowledge of their dark truths would drive them instantly insane (similar to the effects of the **Feeblemind** spell). Hadrian the Space Lich (found later in this volume) is a master of all these spells.

## Breath of Death

### 2nd level magic-user spell

**Duration:** 1 turn

**Range:** 10'

The caster breathes the stench of the grave upon their enemies. The smell is so powerful that it incapacitates many a strong adventurer. Victims may **save vs. breath weapon** each round, but failing it leads to cascading harm.

- **Fail save once:** Suffer 1 hp of damage and smell like death for the next week. (Charisma score is halved).
- **Fail save twice:** Suffer 1d4 hp of damage and uncontrollably retch for the next 2 turns (considered prone).
- **Fail save 3 times:** Suffer no damage but subject becomes convinced they are a zombie serving the caster. They will attempt to bite and claw all living creatures while they are able to. This lasts as long as the caster is alive.

## Dirge

### 3rd level magic-user spell

**Duration:** 3 turns

**Range:** 240'

The caster chants an eerie song from a dark language long ago forgotten by mortals. Those within earshot will instantly suffer.

- **Animals:** Animals of less than 2 HD will instantly crumble into dust.
- **Hirelings:** Must make a morale check or flee in terror. Fight at disadvantage (or -4 to all rolls) until the song ends if the check succeeds.
- **PCs:** Horrified, they will fight at disadvantage (or -4 to all rolls) until the song ends.

## Spectral Fade

### 3rd level magic-user spell

**Duration:** 1d6 turns +1 per level

**Range:** The caster or a creature touched

The subject gains the appearance of an undead spectre and becomes incorporeal for the duration of the spell.

- **Frightening:** Morale check required of all living creatures that gaze upon the spectral form.
- **Incorporeal:** Subject is immune to all physical and magical attacks for the duration of the spell.

## Mortiferous Mist

### 5th level magic-user spell

**Duration:** 20 turns

**Range:** 120'

A dark and broiling mist comes forth from the caster's fingertips. It damages all living things, instantly killing any plants or small creatures. Within the mist sight is impossible, sense and touch are numbed, and the only smell is that of overwhelming death.

- **Area:** The mist clings to the caster in a 20-foot diameter area. It is not affected by natural wind.
- **Damage:** All creatures in contact with the mist suffer 1 hit point of damage per round of contact should they fail a **saving throw vs. spells**. For each point of damage lost, a finger or toe loses all flesh, becoming necrotic.
- **Creatures with fewer than 3 Hit Dice:** Must also **save vs. death** (once per round of contact) or die.

## Forced Astral Travel

### 6th level magic-user spell

**Duration:** 1 hour

**Range:** Touch

The caster opens a hole in the target's soul and rips their astral self away for the duration of the spell. The subject's body drops to the ground as though dead; however, the astral self will return at the end of the spell, assuming there is a body to return to.

This astral travel will grant an increased XP bonus of 10 percent for that session to those who survive the experience.

- **Effects:** The subject's hair is now completely white.
- **Astral Traveler:** Should any subject survive three such attacks, they will gain the ability to astral travel at will.

# OTHER SPELLS

## Find Familiar

**1st level magic-user spell**

**Duration: Permanent**

**Range: One creature**

This spell takes one hour to cast.

- A familiar arrives and serves the caster loyally, communicating with the caster through an empathic link up to a range of one mile.
- The familiar has the following stats: **AC** 8 [12], **HD** 1d3 hp, **Att** 1 (1d2), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12
- While the familiar is within 5 feet of the caster, the familiar's hit points are added to the caster's total hit points.
- If a familiar is slain, the caster loses double the familiar's hit points, permanently.
- The caster may only have one familiar at a time. If this spell is cast while a familiar is alive, there will be no effect. The bond between a caster and a familiar is permanent and cannot be undone by any means, save death.

Roll twice on the table below: once to see what familiar is summoned and once to find what power is granted while the familiar is alive and bound to the caster.

2d6	Familiar	Special Power
2	Brownie/Fairy	+1 spell slot per level
3	Screech Owl	Caster may cast one level 1 spell as cantrip
4	Hawk	+1 to spell strength
5	Crow	Night vision
6-8	Toad	None
9	Rat	Superior hearing and olfactory power
10	Black Cat	Telepathic link: see/hear through familiar's eyes/ears up to 1 mile
11	Imp	+2 to any one ability score
12	Pseudodragon	Magic resistance (25%)

*Each of the following spells are intended to challenge divinity and, as such, will never be learned through praying to one's god. Instead, the cleric that casts these spells must either find a magical item imbued with their power, discover one written on a scroll, or research the spells themselves.*

## Schism

**1st level cleric spell**

**Duration: Permanent**

**Range: The caster**

The cleric may immediately and irrevocably sever all ties with their god. The caster will instantly lose the abilities to cast spells or turn the undead, but may still use magic items usable by clerics. If the caster swears devotion to a new god, all powers will return.

## Doubt

**3rd level cleric spell**

**Duration: 6 turns**

**Range: 30 feet**

This spell affects a single divine spell caster within range, who will immediately begin to doubt the existence of their god. Any time the target of this spell attempts to use a power granted by their deity (i.e. casting spells, turning undead, laying on hands, etc.) for the next six turns, they must **save vs. wands** or fail in the endeavor.

## Apotheosis

**5th level cleric spell**

**Duration: Permanent**

**Range: The caster**

Channeling the power of the heavens, the caster elevates himself to a divine level. They now have no need to follow the tenants of their former god, as their divine power is generated from within.

As a new deity, the caster may accumulate followers of their own, gaining 100 experience points per follower. Once the caster has accumulated at least 1000 followers, they may begin to grant clerical abilities (including spellcasting) to any clerics that pray to them.

## Menu for an Elven Establishment

Either cut-out and give to the players as a handout, or simply roll 1d6 for a particular offering to enhance the elven dining experience.



*Elkouisha Morningbright, proprietor*

- 1) *Salad of fresh microgreens, shredded baby carrots, young kale, and pomegranate seeds, dressed with giant bee honey and fresh goat's milk,*  
3 sp
- 2) *Bisque of giant crawfish, pudu deer butter, and elven brandy,*  
5 sp
- 3) *Silver quipper fillet, grilled on an open plantain leaf with shallots, white wine, and thyme,*  
7 sp
- 4) *Roasted delicata squash with giant bee honey, melted butter, and pomegranate seeds, served on a bed of wilted radicchio,*  
6 sp
- 5) *Lembas baguette, pudu deer butter, radish greens,*  
4 sp
- 6) *Celemurevor: a silver wine made from the starlight grape, mashed by the light of the full moon, and aged 200 years in elven oak--tastes like honey and grapefruit and fills the body with a warm glow after just one sip,*  
4 gp for a glass, or 15 gp for a bottle

## Menu for a Half-Orc Establishment

Either cut-out and give to the players as a handout, or simply roll 1d6 for a particular offering to enhance the half-orc dining experience.



Gak'ar Drumtooth, propeitor

- 1) Bog toad and mushroom stew, seasoned with ginger and cayenne,..... 2 sp
- 2) Dungeon meat sausages, fermented cabbage, black pudding,..... 4 sp
- 3) Roast dog, served over a puree of turnips, leeks, and carrots, ..... 4 sp
- 4) Stewed mutton, served with a cockatrice's egg, fried rice, and mushroom gravy, ..... 6 sp
- 5) Deep fried slime eels, grey ooze aioli, shaved truffles, .....12 sp
- 6) Rot-gut: a sour mash beer made from devilroot in bone pots, fortified with potato moonshine—20% alcohol and tastes like it, ..... 2 sp



Menu for a Gnome Establishment

Either cut-out and give to the players as a handout, or simply roll 1d6 for a particular offering to enhance the gnomish dining experience.



- 1) fried button mushrooms in a sauce of white wine, butter, garlic, and tarragon, 2 sp
- 2) salad of fresh kale and spinach, topped with salted cave minnows and warm toadstools and finished with a lemon-mushroom dressing, 3 sp
- 3) cave moss and roper root souffle, topped with shaved truffles and salamander eggs, 6 sp
- 4) cave cricket croquettes, served with a salamander sauce and a young flail snail, 7 sp
- 5) risotto with white wine, roasted cave crickets, shaved goat cheese, and fiddlehead ferns, 5 sp
- 6) mushroom sake: brewed in black iron kettles with cave moss added at bottling, 5 sp for a glass, or 8 sp for a bottle.

*Brandynceoph Dandyboots, proprietor*

## Menu for a Dwarven Establishment

Either cut-out and give to the players as a handout, or simply roll 1d6 for a particular offering to enhance the dwarven dining experience.



- |    |  |
|----|--|
| 1) | BOARD OF DUCK RILLETES, HIPPOGRUFF<br>TERRINE, SPECK OF WILD BOAR,<br>AND GORGON TARTAR, 8 SP  |
|    | ...  |
| 2) | HEARTY STEW OF GIANT RABBIT,<br>CARROTS, AND ONIONS, SERVED WITH<br>DWARVEN BREAD, 3 SP  |
|    | ...  |
| 3) | HARD-BOILED PSEUDODRAGON EGG,<br>WRAPPED IN WILD BOAR SAUSAGE,<br>BREADED AND FRIED, 3 SP  |
|    | ...  |
| 4) | GRILLED EAGLE'S HEART ON A BED OF<br>PICKLED BEETS AND YAK CHEESE, 1 GP  |
|    | ...  |
| 5) | GRYPHON STEAK, SEASONED AND COOKED<br>TO ORDER, SERVED WITH STEAMED ARTI-<br>CHOKES AND GARLIC FRIED PARSNIPS, 5 GP                  |
|    | ...  |
| 6) | LONGNIGHT'S DRAUGHT: A FINE DWARVEN<br>MEAD, BREWED FROM LOTUS HONEY<br>DURING THE 3-MONTH NIGHT<br>AT THE NORTH POLE, 4 SP A GLASS. |

HARGADAR DEEPLOCH, PROPRIETOR

# INN ALTERNATIVES

Even the hardest adventurers need to sleep sometime. Whether it's to restore hit points or simply to end a night of carousing, they need a bed in a room. Of course the traditional fantasy inn is fine but maybe you want something more interesting. Look no further!

## 1. Steam Rooms

A large public bathhouse where the spa is surrounded by sleeping mats. There are two rooms, one for men and one for women.

### Names:

- 1 Dragonhill
- 2 Steamworks
- 3 Riverside
- 4 Happy Day
- 5 Spa Land
- 6 Four Seasons

**Prices:** 2-8 gp

**Locations:** Middle of nowhere, small towns, middle sized towns, large towns, cities

## 2. Teahouses

These simple structures are roughly put together but are free to sleep at, provided you buy meals here. They were created long ago to accommodate traders but now serve pilgrims, wanderers, and adventurers.

### Names:

- 1 Morning Sunrise
- 2 Mountainsun
- 3 Misty Dew
- 4 Herbal Forest
- 5 Read the Leaves
- 6 Eight Cups

**Prices:** Free. Food is 2 gp per meal, which usually consists of lentils, potatoes, rice, and fried apples.

**Locations:** Middle of nowhere, small towns, middle sized towns, large towns, cities

## 3. Adventurers Hall

These are probably the closest to traditional inns. There is a communal room that might serve drinks, though food needs to be acquired elsewhere. There are 12 beds to a room and most halls have three to four such rooms.

### Names:

- 1 Hosteliers
- 2 Adventurer's Rest
- 3 The Steamed Gryphon
- 4 Mighty Thews
- 5 Hall and Barley
- 6 Hall and Oats

**Prices:** 6-30 gp

**Locations:** Middle of nowhere, small towns, middle sized towns, large towns, cities

## 4. Scroll Cafe

Found in cities, university towns, and near wizard's towers are Scroll Cafes. Magic Users can learn new spells while they drink something warm and there are non-magic, entertaining, scrolls that serve as the equivalent of comic books.

### Names:

- 1 Parchmento
- 2 Blood Sheep
- 3 Akiba
- 4 Hunter's
- 5 Jojo's
- 6 Filthy Rick's

**Prices:** 20 gp

**Locations:** Middle sized towns, large towns, cities

## 5. 24 Hour Library

Much like a scroll cafe but filled with eldritch tomes, dusty books of lore, and good snacks, these libraries are open at all times. Each one has 8-10 private rooms for tired scholars or weary travelers.

### Names:

1	Biblioteca
2	Pamphlet Platforms
3	Codex Cradle
4	Tract Trundles
5	Book Berth
6	Portfolio Pallet

**Prices:** 4-20 gp

**Locations:** Large towns, cities

## 6. Caves

Beneath the settlement are many small and cozy places to burrow. They keep out the elements and are cozy and snug. Perhaps domesticated cats or rabbits live in them, if you'd like.

### Names:

1	The Grottos
2	King's Caverns
3	Cozy Dens
4	Sub Hollows
5	Chasmism
6	Burrows

**Prices:** 4 gp

**Locations:** Middle of nowhere, small towns

## 7. Halfling Hotel

Despite their names, these are for everyone. They are essentially a bed that slides out of a wall and then goes back into the wall. A favorite of wealthy merchants and drunken revelers.

### Names:

1	City Hub
2	Transit Inn
3	The Jane
4	Sleepbox
5	Pods
6	Proudfeet

**Prices:** 2 gp

**Locations:** Cities

## 8. Love Lodges

These are found everywhere and have very interesting decor: dwarven themed rooms, dragon's den, etc. Their official function is to be used for trysts, but many stay here for convenience and they are good places for staying undetected. Only 2 people per room allowed.

### Names:

1	Heaven's Grasp
2	Leisure's Heart
3	Bouncy Bouncy
4	Appreciation House
5	Infatuation Igloo
6	Rapture Manor

**Prices:** 15 gp

**Locations:** Small towns, middle sized towns, large towns, cities

## 9. Treehouses

In arboreal locations, trees have been turned into exciting, verdant beds. These serve as weekend resorts for druids, elves, and merchants seeking something more pastoral.

### Names:

1	Jungle Jam
2	Timberland
3	Wildwood
4	Covert Grove
5	Backwoods Bivvy
6	Out 'n' About

**Prices:** 20-100 gp

**Locations:** Middle of nowhere, small towns

## 10. Dead Creature

This creature attacked the settlement long ago. Its body has been hollowed out and over time perhaps has become fossilized. What kind of creature? Roll and see.

1	Dragon
2	Whale
3	Giant
4	Purple worm
5	Treant
6	Mammoth

**Prices:** 200 gp

**Locations:** Anywhere

# ADVENTURER'S PACKS

**Augur's Pack** ( 60 gp). Includes a backpack, a bird whistle, hair ties, chalk, ceremonial blade, 4 candles, pen & papyrus, 5 days of rations and a waterskin.

**Beerserker's Pack** (10 gp). Includes four 1 liter bottles of cheap red wine, a cudgel, a dagger, deck of cards, flask of lamp oil, pair of loaded dice, and two days of rations.

**Mon Frere's Pack** (0 gp). Includes a bowl for begging and a waterskin.

**Heliothra's Pack** (13 gp). Includes venom antidote, thieves tools, 1 person tent, scroll case, 5 days of rations and a waterskin.

**Language Expert's Pack** (30 gp). Includes pen & papyrus, wax, fine clothes, pipe and tobacco, small cask of alcohol, 2 dictionaries, 5 days of rations and a waterskin.

**Lizardling's Pack** (22 gp). Includes a longbow, 12 arrows, 2 bowstrings, grappling hook, 50 feet of rope, 5 days of rations and a waterskin.

**Lycan's Bane's Pack** (45 gp). Includes a silver dagger, 6 torches, holy symbol, tinderbox, 50 feet of rope, hunting horn, garlic, wolfsbane, two vials of holy water, heavy leather gloves, 5 days of rations and a waterskin.

**Puppeteer's Pack** (60 gp). Includes felt, string, sewing kit, carving tools, paints & brushes, a silk blanket, a musical instrument and a bottle of wine.

**Scop's Pack** (25 gp). Includes bottle of ink and 3 fine pens, 5 sheets of papyrus, silver cutlery, extraordinary hat, mouth harp, 5 days of rations and a waterskin.

**Space Dwarf's Pack** (10 gp). Includes beard comb and wax, asteroid dust, 5 days of rations and a waterskin.

## PRIOR EXPERIENCE

To account for your character's experience prior to becoming an adventurer, customize them by rolling 1d12 for an item on the list below.

	Background	Effect
1	Windfall	You get another 3d6x10 gold pieces of wealth to spend or save as you see fit.
2	Scholar	+1 to INT, you know 3 secrets to be determined throughout the game.
3	Gregarious	+1 to CHA. You are extra friendly and there is a 10 percent chance that any neutral NPC has already met you and considers you a friend.
4	Sneaky	You get backstab powers the same as a level 1 thief.
5	Tactician	You can choose to parry (+1 AC) or Attack (+1 to hit) each round.
6	Lucky	Re-roll all 1 damage results when attacking.
7	Pious	Pick a 1st level cleric spell; your character can cast this spell once per day.
8	Inheritance	You have a missile weapon (bow, crossbow, musket) from your aunt who disappeared on a journey when you were small.
9	Connected	Start with 3 rumors, gain 2 rumors per hour spent gathering additional info.
10	Giant Blood	Can carry 2 more items (or 200 coins) before becoming over-encumbered.
11	Wary	Search for traps at 3-in-6, or + 50% if you already possess the ability.
12	Healthy	+3 to all saves vs. poison.

# CITY NPC GENERATOR

So your PCs made it to a city and you need some interesting NPCs right away? Don't stress—we're here to help with the details. These NPCs can make for hirelings, quest givers, friends, foils, shopkeepers, or anything else you can imagine. All NPCs are considered to be level 0 and human by default.

There are 8 Wards in this city:

- 1 Artist's Ward
- 2 Administration Center
- 3 Crafts Ward
- 4 Flesh Ward
- 5 Marketplace
- 6 Palace
- 7 Slums
- 8 Temple District

**Choose a ward and roll 5d10 for each NPC.**

- The first roll reveals the NPC's name.
- The second reveals their notable stat modifier (if any).
- The third roll reveals what they do.
- The fourth roll reveals what they look like.
- The fifth roll describes something notable about the NPC. Some of the notable traits, perhaps many of them, may not ever be discovered.

For instance, if you chose the Artist Ward and rolled 4, 2, 9, 9, & 10, you would have Osk the one-eyed shield painter with a high strength who is terrified of moths. You might have him try to hang out with the PCs and sell them flowers for cheap. His fear of moths could lead to the discovery of a terrifying monster above the city, or just be because he hates their fuzzy wings.

There are 10 characters in 8 different wards and you can of course mix-and-match the results for greater variety. After all, few people stay in one place all day long.





Artist's Ward

	Who	Stats	What	Appearance	Notable
1	Isaac	DEX +1	Bard	Short and stocky	Being blackmailed
2	Ibi	STR +1	Puppet maker	Ruddy complexion	Drinks too much tea
3	Ashayt	INT +1,WIS +1	Alchemist	Big nose	Doesn't like poems
4	Osk	STR -2	Astrologer	Wears elaborate hat	Flies into violent rages
5	Dagi	-----	Writer	Deformed	Has a snake's tongue
6	Michel	INT -2	Painter	Short and fat	Allergic to milk
7	Sheba	CHA -1	Critic	Beautiful	Has already died 3 times
8	Darius	CHA -1,WIS -1	Lunatic	Scars all over hands	Addicted to purple lotus
9	Bram	-----	Shield Painter	One-eyed	Enchanted silver dagger
10	Lublamai	CHA +1,DEX +1	Inventor	Bald	Terrified of moths

Administration Center

	Who	Stats	What	Appearance	Notable
1	Khandan	CHA +2	Constable	Haughty expression	Always smiling
2	Varro	CHA -1	Advocate	Long dark hair	Nicknamed "the proud"
3	Heydar	STR -2	Judge	Wears a small tiara	Strong perfume
4	Julian	CON +1	Keeper of Rolls	Only wears silk	Seeks to avenge those who have wronged them
5	Sharam	WIS +1	Hayward	Owens a white cart	Likes to play harmless pranks
6	Darya	DEX +1,CHA +1	Geographer	Sea-green eyes	Is a terrific singer
7	Golshan	DEX -1	Lord Admiral	Runny nose	Contradicts anything PCs say
8	Zilla	CON -1,STR -1	Secretary	Pot-bellied	Lies about everything
9	Nastar	WIS -1,CHA -1	Steward	Has a mullet	Former pit fighter
10	Karim	-----	Sheriff	Generous smile	Dead broke

Crafts Ward

	Who	Stats	What	Appearance	Notable
1	Dassen	DEX +1	Fletcher	Has a prominent mole	Takes everything literally
2	Bink	DEX +1,CHA +1	Architect	Always dusty	House full of dangerous beasts
3	Fwisk	CHA +2	Armorer	Wears 2 belts	Best friend is a monster
4	Boab	WIS -1,DEX +1	Weaver	Mohawk	Is a ruthless conman
5	Guyull	DEX +2	Girdler	Long hair (and goatee)	Has mafia connections
6	Turgen	DEX +1,CHA +2	Furrier	Missing a hand	Kleptomaniac
7	Roald	STR +2	Cutler	Spooky looking	Smells like boiled cabbage
8	Evaldo Idra	DEX +2,CHA +2	Goldsmith	Wears many bracelets	Stingy
9	Duhran	CHA +1	Bookbinder	No teeth at all	Hits on everyone
10	Quillsey	DEX -1	Glazier	Walks with limp	Deaf

Flesh Market

	Who	Stats	What	Appearance	Notable
1	Coren	CHA +1	Midwife	Grey hair	Has three cats
2	Pantang	STR +2	Slave	Looks like a sparrow	Coughs blood
3	Lakreet	DEX -1,WIS +2	Noblewoman	Never smiles	Only speaks in whispers
4	Caine	CHA-1	Brothel Keeper	Commanding gaze	Wears veil with a yellow stripe
5	Katla B	-----	Foreigner	Big monkey ears	Nicknamed "the peacock"
6	Lemuel	STR +2	Bookie	Thin mustache	Knows 3 healing spells
7	Rednick	CHA +1	Miner	Speaks in monotone	Hates animals
8	Quothe	DEX -1	Tavern keeper	High voice	Befriends anyone wearing purple
9	Panordok	-----	Caravan guard	Very nice shoes	Is really a were-rat
10	Pug	CHA +1,INT +2	Doctor	Exceptional posture	Hates animals

	Who	Stats	What	Appearance	Notable
1	Vesna	CON +1, STR +1	Metals exporter	Mumbles	Excellent archer
2	Rada	CHA -1	Corn trader	Craggy features	Repeatedly tells the same story
3	Gustavus	WIS +1	Wool importer	Elegant wardrobe	Honest but shifty-eyed
4	Casimir	-----	Sunset hunter	Hooked nose	Tells very long, rambling, stories
5	Goran	DEX -1, CHA +1	Cloud rider	Only wears blue	Has an airship
6	Blythe	CON +1, STR +1	Quinoa farmer	Very tan	Nicknamed "the unlucky"
7	Falibor	INT -1, STR +2	Wood Seller	Golden eyes	Compulsive haggler
8	Czedrog	WIS +1	Herbalist	Ruddy features	Addicted to dangerous drug
9	Milogost	WIS +1	Drover	Struts like a cat	Is super talented and modest
10	Connor	CON +1, WIS -1	Tobacco Seller	Stern faced	Will buy forbidden ingredients

## Palace

	Who	Stats	What	Appearance	Notable
1	Egil	INT +1	Envoy	Curly red hair	Is the fairest of them all
2	Grettir	-----	Tourists	Chubby and small	Collects magic beans
3	Njal	INT +2, STR -1	Town Guard	Completely arrogant	Born with an extra arm
4	Gunnar	INT +2	Noble Socialite	Wears a winged helmet	Nicknamed "the mighty"
5	Kari	INT +1	Menagerie Keeper	Wears casual clothes at court	Never seen during full moons
6	Flosi	INT +2	Obelisk Builder	Forehead scar	Speaks with birds
7	Aki	INT +1	Librarian	High cheekbones	Seeks buried treasure
8	Jofrid	INT +1, CON -1	Gardener	Very old	A spy for another kingdom
9	Osk	INT +1, STR -1	Acrobat	Moves with dancer's grace	Owens a magic mirror
10	Varin	INT +2	Paladin	Gloomy face	Carries a flask of Eternal Youth

## Slums

	Who	Stats	What	Appearance	Notable
1	Slinoor	CHA -1	Drunk	Very large feet	Eats insects
2	Grinning Wes	DEX +1	Junkie	Plucked eyebrows	Worships Elder Being
3	Foolish Shairly	DEX -1, CON -1	Ragamuffin	Long gray hair	Collects shells
4	Ash Grimm	STR +1	Rat catcher	Very large hands	Tinkerer/can build almost anything
5	"Knuckles"	DEX -1, STR -1	Cutpurse	Bloodshot eyes	Secret royal
6	Geth	-----	N'r-do-well	Bushy eyebrows	Likes to stab things
7	Dark Star	-----	Street Urchin	Buck toothed	Can smell upcoming danger
8	Ari	STR +1	Brigand	Stubble faced	Talks to birds
9	Stravas the Tall	CHA -1	Leper	Cauliflower ears	Doppelganger assassin
10	Ivlis	DEX -1, INT -1	Scamp	Silky yellow hair	Smells of fish

## Temple District

	Who	Stats	What	Appearance	Notable
1	Yrsa the Lean	WIS +2	Nun	Sharp features	Loves mushrooms
2	Arthur Murik	WIS +1, STR -1	Monk	Stern and disproving	Can tell the future
3	Demien Grimsbane	CON +1, DEX +1, WIS +1	Divine avatar	Hollow cheeked and sunken eyed	Knows they are just imaginary characters in a game
4	Norrix the Knave	WIS +2	Witchsmeller	Luxurious wavy hair	Keeps pet roaches
5	Ophelia Fade	WIS +1	Zealot	Arms covered in runes	Walks rats on a leash
6	Ilta the Slender	STR -1	Pagan	Swirling facial tattoos	Annoyingly pious
7	Sable	WIS +2	Heretic	Wears a very cool vest	Poisoning water supply
8	Xoxo the Pure	CHA -1	Prophet	Tall and lean, carries a staff	Can fly, or thinks so
9	Geth Longnose	WIS -1	Cleric	Always wears a long cloak	Eats too much
10	Stors the Generous	CON +1	Brewer	Monobrow	Obsessed with latest music

# HADRIAN'S ROCK

For millions of years, this small asteroid has drifted through the farthest reaches of space. For the last 4,000 years, it has been ruled by the dark lich, Hadrian. The Rock, as it is known, has become a thriving space port over the centuries—serving as a resupply center for explorers, as a market for pirates and smugglers, and as a jumping-off point for space whale hunters. Lizardlings, Space Dwarves, and Beerbarians can be found in abundance upon the Rock. For the most part, Hadrian does not interfere with the business of the Rock, save for providing generous bounties for space whales, instead allowing his governor, Gnorrme, to handle the day-to-day operations of the Rock. How did the party get to Hadrian's Rock? That is up to you—they could have stepped through a portal, they could have flown in on a magic space boat, or they could have lived their whole lives on the Rock. Regardless of how they ended up there, Hadrian has heard of the party's exploits and has sent Gnorrme to interview them.

## Hadrian

The Space Lich, Hadrian, had once been one of the most powerful beings in the universe. He had harnessed the power of the very stars themselves into his Crystal Staff and led a campaign of tyranny across the cosmos. However, 4,000 years ago, a cadre of Star Mages managed to break the staff and entrap the Space Lich upon the small asteroid that has become Hadrian's Rock. The seven shards were scattered amongst the stars and Hadrian has searched for them ever since. Now he has recovered four of the shards and will do whatever it takes to find the other three. Since the magic of the Star Mages still holds Hadrian to the Rock, he has taken to hiring skilled adventurers to search the stars for his missing shards. Though a being of pure evil, Hadrian will play nice in an attempt to charm and impress adventurers into working for him and will offer up to 100,000 gp for each shard recovered. Hadrian tolerates the Brood Mother's presence on the Rock, though he is unaware of her plot. He has heard a rumor that someone may have created a map to the missing shards.



## Gnorrme

While Hadrian is the undisputed ruler of the Rock, Gnorrme the gnome serves as its governor, handling the day-to-day business of running the small space-port. Unscrupulous and duplicitous, Gnorrme will try everything that he can to convince the party to serve his lord. He will also report anything that he hears or sees back to the Space Lich.

## The Prometheans

As their name suggests, the prometheans were the first race of sentient beings to exist. Over the earliest millennia, they spread out through the universe and populated all of the known planets. Over time, their descendants changed to become the various races that we know today—but all are descended from them. For a time the prometheans had great power and commanded a vast empire. But pride and hubris eventually got the best of them and they ravaged each other during a war of a thousand years. This was all well over a million years ago and the prometheans of today, although aware of this great lineage, are far removed from their great progenitors.

The prometheans of Hadrian's Rock have learned of the Crystal Shards and intend to take them back so as to thwart Hadrian and begin the resurrection of their great empire. Led by the Brood Mother, they run a secret operation to find the location of the Shards and to take them before Hadrian can get them himself. They will attempt to bring the party in with bribes at first, but will resort to attacking and killing them if necessary to achieve their goals.

## The Brood Mother

Almost as old as Hadrian himself, the Brood Mother is a powerful Promethean and, quite literally, the mother of all the other prometheans on the Rock. She has been aware of Hadrian's efforts to find the Crystal Shards for several centuries and has been leading her clandestine clan on the Rock for the past 100 years. The Brood Mother has managed to discover the location of three shards and has made a space map that points them out—unfortunately the map was stolen after her offspring had found and brought back one of them. Needless to say, the Brood Mother would give a huge reward for its safe return.

## Space Whales

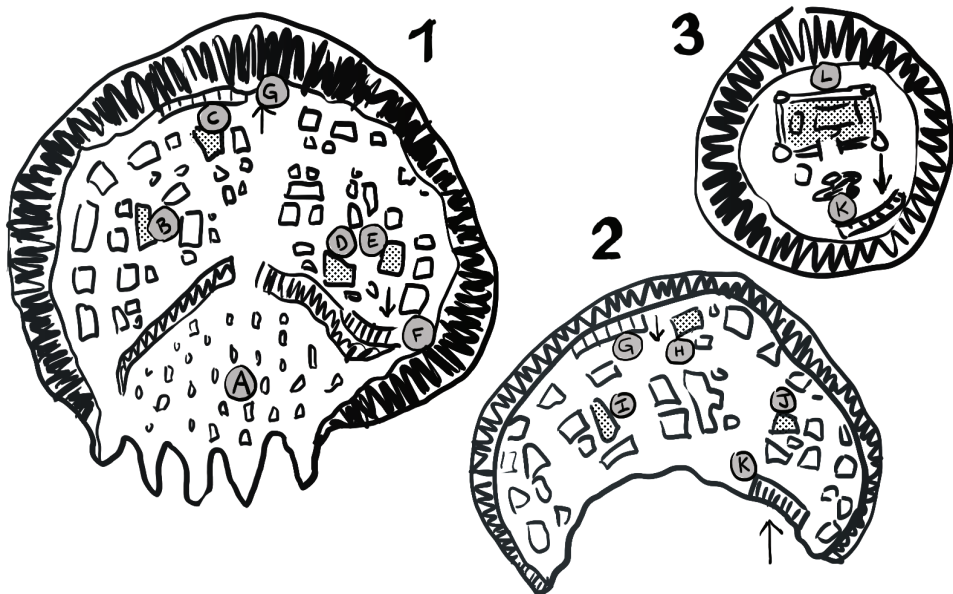
Once quite numerous, the massive and majestic space whales have been hunted to near extinction because of their value to the magic space boat industry. One of the largest remaining pods of space whales drifts among the asteroids surrounding Hadrian's Rock and has attracted the attention of dozens of space whale hunters. Hadrian will pay 2,000 gp per space whale carcass delivered to the Rock. For each day spent among the asteroids hunting the whales, there is a 1-in-12 chance that one will be encountered:

**Space Whale:** AC 4 [15], HD 20 (100hp), Att 1 × bite (3d20) or ram (6d6 hull damage), THACO 5 [+14], MV 180' (60'), SV F13, ML 7, AL Neutral, XP 6,000, NA 1d2, TT V, *Swallow Whole* on an attack roll of 4 or higher (3d6 damage/round inside the whale's body, attacks from within made at -4), *Endangered*. Any time a space whale is killed, there is a 1-in-10 chance that it was actually the last of its kind.

## Magic Space Boats

Space travel is typically conducted in magic space boats—either those that were created in space for the explicit purpose of traveling the stars, or mundane sea vessels that have been magically converted so that they can navigate through space. Most of the vessels found in the Rock are the former and belong to pirates, traders, and space whale hunters. All magic space boats are powered by space whale ambergris. A space boat captain would likely take on passengers for the right price—say 20 gp per day—and would hire their boat out for 300-400 gp per day. Purchasing a space boat would likely cost well over 15,000 gp.

**Space Boat:** Crew 10, MV 450' (150'), Cargo 20,000 cn, Length 60'-100', AC 8 [11], HP 80-100, Att 1/2 × ballista (1d10+6), THACO 12 [+7], space boats may be outfitted with rams, catapults, more ballistae, armor, etc. in the same way that normal watercraft are improved. (Note: magic space boats, like mundane watercraft, are almost always built of wood, making fire a serious and deadly hazard. While battles using flaming oil and fireball spells have been known in the void, most space travelers try to limit their use of fire whenever possible and tend to avoid such tactics.)



## Level 1

This is the main spaceport and business hub of the Rock. Most visitors stay on this level. Pretty much anything that you are looking for can be found here—for a price.

- A. Space Port.** Several dozen magic space boats are docked here at all times, with a steady queue of others moored outside the port waiting for clearance to come in. Vessels include everything from legitimate merchant ships, to mercenary crafts, to pirates. Order is kept by four obsidian golems, which are always on duty. **Obsidian Golem** AC 3 [16], HD 6 (29hp), Att 1 × weapon or fist (2d4), THACO 14 [+5], MV 120' (40'), SV F6, ML 12, AL Neutral, XP 500, NA 1d4, TT Nil, Can only be harmed by magic or magical weapons; immune to *sleep*, *charm*, and *hold* spells.

Gnorrme often makes an appearance here and has heard of the party's exploits. He will invite the party to meet Hadrian if they are friendly with him.

- B. Inn of the Cosmic Mariner.** Rooms cost 15 sp per night and meals are 7 sp. Star sailors of all stripes may be encountered here. The innkeeper, an elf named Light Dancer, can point the party towards any of the other locations on the Rock. A pair of prometheans will quietly begin following the party if they

stop in here. If the party is friendly with them, the prometheans will invite them to come visit the Brood Mother's Compound on Level 2. If it is apparent that they are serving Hadrian, the prometheans will attempt to ambush and kill the party at the first opportunity. **Prometheans:** AC 4 [15], HD 5 (22hp), Att 2 × claw (1d6) or by weapon, THACO 14 [+5], MV 120' (40'), SV F5, ML 8, AL Neutral, XP 425, NA 2, TT S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%.

- C. Mercantile and Supply.** Any normal weapons or equipment may be purchased here at normal prices.

**D. Space Whale Processing Plant.**

This space dwarf-run plant will purchase intact space whale carcasses for 1,200 gp. Ambergris may be purchased here for 280 gp per pound. If questioned, the space dwarfs that work here will note that a smuggler and sometimes associate, Dugra Z'arm, had been hanging around just the night before. She had been looking for a buyer for an item that she believed to be of great value. Someone may have seen her near the stairs to the crypt.

- E. Space Boat Outfitter.** Supplies and repair items for magic space boats can be purchased here, including ballistae and javelins, harpoons, nets, and other items useful in space whale hunting.

F. **The Crypts.** Most of the Rock's deceased are jettisoned into space these days, but they were once interred in the crypts below the space port. Though the dead do not come out of the crypts, ghouls wander their darkened tunnels and will attack those foolish enough to venture down there. The first encounter in the crypts will be with three ghouls that have just killed a space dwarf smuggler, whose possessions include 180 gp, a +2 short sword, a ring of protection +1, and the Brood Mother's space map! **Ghoul:** AC 6 [13], HD 2 (9hp), Att 2 × claw (1d3 + paralysis) 1 × bite (1d3 + paralysis), THACO 18 [+1], MV 90' (30'), SV F2, ML 9, AL Chaotic, XP 25, NA 1d6, TT B, *Paralysis*: 2d4 turns on failed save, immune to poison, and to *charm*, *hold*, and *sleep* spells.

G. **Stairs to Level 2.** The stairs are guarded by 6 level 2 **lizardlings**. AC 6 [13], HD 2 (9hp), Att 1 × weapon or bite (1d2 + paralysis) or tail (1d6), THACO 19 [0], MV 60' (20'), SV Lizardling 2, ML 6, AL Lawful, XP 15, NA 6, TT P, *Acid Death*: dissolve into 10' pool of acid at 0 hp, inflicting 1d8 damage per round for 1d6 rounds.

## Level 2

Merchant Lord Level. The merchant lords and wealthy elite of Hadrian's Rock permanently reside upon this level. The spacious streets are lined with great estates and mansions. Adventurers, sailors, and the like are not allowed on this level without an explicit invitation. The streets are patrolled by four pairs of obsidian golems. **Obsidian Golem** AC 3 [16], HD 6 (29hp), Att 1 × weapon or fist (2d4), THACO 14 [+5], MV 120' (40'), SV F6, ML 12, AL Neutral, XP 500, NA 2, TT Nil, Can only be harmed by magic or magical weapons; immune to *sleep*, *charm*, and *hold* spells.

H. **Apothecary.** The wealthy elite of Hadrian's Rock come here to procure their potions and salves. The owner, an ancient 10th-level magic-user named Lyrrana, has the following potions for sale:  
ESP: 250 gp, Freedom: 200 gp, Healing: 100 gp, Polymorph Self: 500 gp, Space Breathing (same as Water Breathing, but works in space): 120 gp.

I. **Brood Mother's Compound.** See the following map.

J. **Governor's Mansion.** Gnorrme lives here with several space dwarf servants. He will offer to host the party here during their stay if they accept Hadrian's offer.

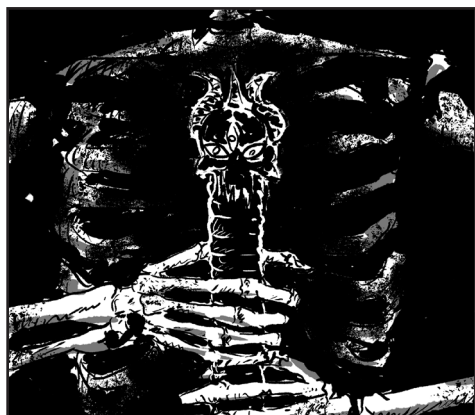
K. **Stairs to Level 3.** The stairs are guarded by 6 level 2 **lizardlings**. AC 6 [13], HD 2 (9hp), Att 1 × weapon or bite (1d2 + paralysis) or tail (1d6), THACO 19 [0], MV 60' (20'), SV Lizardling 2, ML 6, AL Lawful, XP 15, NA 6, TT P, *Acid Death*: dissolve into 10' pool of acid at 0 hp, inflicting 1d8 damage per round for 1d6 rounds.

## Level 3

Hadrian's palace is in the pinnacle of the Rock. He will invite the party to meet with him here.

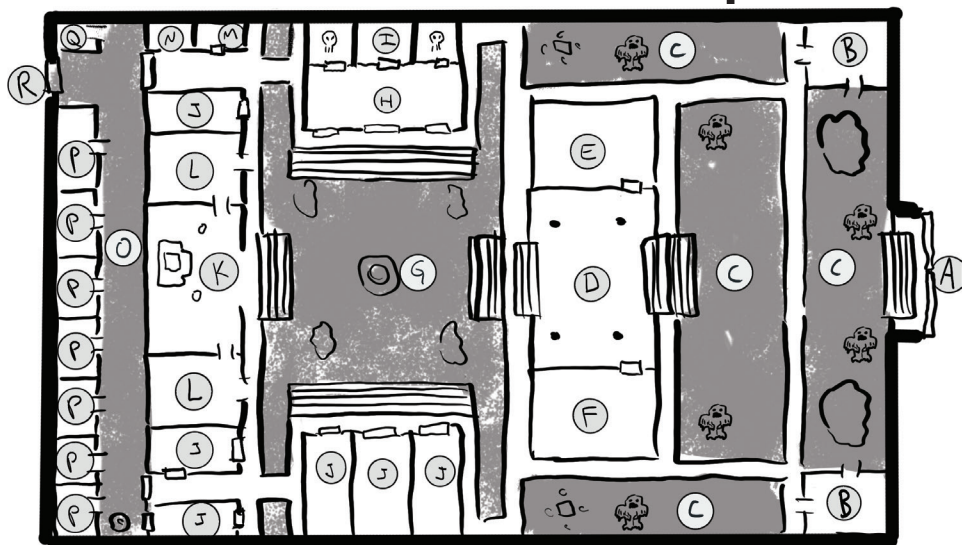
L. **Hadrian's Palace.** The palace is built from skulls and fills most of the chamber. Hadrian, having no need for light, keeps it in perpetual darkness, save when he is entertaining guests. The palace is guarded by an army of 100 **skeleton warriors**. AC 7 [12], HD 1 (4hp), Att 1 × weapon, THACO 19 [0], MV 60' (20'), SV F1, ML 12, AL Chaotic, XP 10, NA 10d10, TT Nil, Immune to poison, *charm*, *hold*, and *sleep* spells.

Hadrian will attempt to persuade the party to seek out the Crystal Shards, offering them up to 100,000 gp per shard recovered. He does not wish to fight them and would likely prefer to set his skeletons upon them than bother himself with belligerent adventurers. If they press him, however, or if they betray him, he will bring his full power down upon them. Hadrian's treasure, if it is somehow taken from him, includes 500 pounds of space whale ambergris, 50,000 pp, 200,000 gp, 100 gems worth 250 gp each, his spell book, and his crystal staff.





# The Brood Mother's Compound



- A. Main Entrance.** The compound is surrounded by walls that are 12 feet tall and a foot thick. The main entrance faces the street and stands behind a pair of massive iron gates that are always locked. The entrance is guarded by two **prometheans**. **AC** 4 [15], **HD** 5 (22hp), **Att** 2 × claw (1d6) or by weapon, **THACO** 14 [+5], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 425, **NA** 2, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%.
- B. Guard Houses.** Each guard house is 10' × 15' and houses a pair of **promethean guards**. **AC** 4 [15], **HD** 5 (22hp), **Att** 2 × claw (1d6) or by weapon, **THACO** 14 [+5], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 425, **NA** 2, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%. The guards will be called out to areas A, C, D, E, F, or G if any loud noise is made. Each guard house also holds a dozen spears, 4 crossbows, and 40 bolts.
- C. Front Courtyard.** This open and spacious garden greets all visitors as they enter the compound. Six stone gargoyles decorate the lawns. A covered walkway surrounds the main courtyard and connects to the rest of the building, with a grand staircase leading to the foyer. If the Brood Mother is threatened, the gargoyles will come to life and fight fearlessly to protect her. **Gargoyles**: **AC** 5 [14], **HD** 4 (18hp), **Att** 2 × claw (1d3) 1 × bite (1d6) 1 × horn (1d4), **THACO** 16 [+3], **MV** 90' (30')/150' (50') flying, **SV** F8, **AL** Chaotic, **XP** 75, **NA** 6, **TT** C, Can only be harmed by magical attacks, immune to *sleep* and *charm* spells.
- D. Foyer.** Fine tapestries and ornate statues decorate this impressive room, while 4 great columns support a 20 foot high roof. Grand staircases lead down into both the Front and Central courtyards. Van Dyne, the Brood Mother's Scop consigliere, greets guests in here and will attempt to convince them to help the Brood Mother retrieve the crystal shards and thwart Hadrian. He carries the **Brood Mother's cipher** (clue 2 to the **Brood Mother's Treasure**), which will be taken if a successful pick pockets attempt is made against him. Van Dyne is attended by four prometheans and will fight if provoked. **Prometheans**: **AC** 4 [15], **HD** 5 (22hp), **Att** 2 × claw (1d6) or by weapon, **STR** 14 [+5], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 425, **NA** 4, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%. **Van Dyne**: Level 6 Scop, **AC** 4 [15] (chain, DEX), **HP** 30, **Att** 1 × whip (4 + entangle) 1 × long sword (1d8 + 2) or 1 × Van Dyne's vial, **THACO** 15 [+4], **MV** 90' (30'), **SV** Scop 6, **AL** Neutral, **STR** 16, **INT** 8, **WIS** 10, **DEX** 14, **CON** 15, **CHA** 16, **Items** Van Dyne's Whip, Van Dyne's Vial, 256 gp, **Clue 2 to the Brood Mother's Treasure**.
- E. Library.** The vast knowledge of the Brood Mother is contained within these dusty stacks of books, some of which are thousands of years old. Searching the stacks will reveal a book of great value (10d10 + 100 gp) per turn. There are also five scrolls: the first has **Clue 1 to the Brood Mother's Treasure**, while the others each contain one of the following spells: *Find Familiar*, *Schism*, *Doubt*, and *Apotheosis*.

- F. **Workshop.** Several workbenches have gargoyles in various stages of completion and there is a great pile of stone in one corner of the room.
- G. **Central Courtyard.** The main area of the compound, beautiful gardens encircle a 10' x 10' marble fountain. Grand staircases on each side lead to the foyer, the grand salon, and the living quarters. Two **promethean guards** stand at each corner of the courtyard. **AC** 4 [15], **HD** 5 (22hp), **Att** 2 x claw (1d6) or by weapon, **THAC0** 14 [+5], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 425, **NA** 2-8, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%.
- H. **Brood Mother's Quarters.** This 20' x 40' chamber is decorated with fine silks, intricate works of art, and ornate furniture. The Brood Mother has two pet giant chameleons that she keeps in here. They will be hidden and surprise the party on a 5-in-6. **Giant Chameleon**: **AC** 2 [17], **HD** 5 (22hp), **Att** 1 x tongue/bite (2d4), 1 x horn (1d6), 1 x tail (knock down), **THAC0** 15 [+4], **MV** 120' (40'), **SV** F3, **ML** 7, **AL** Neutral, **XP** 300, **NA** 2, **TT** U. The far wall of the chamber holds three doors: one white, one green, and one blue. Above the doors is written **Clue 3 to the Brood Mother's Treasure**. Each door is locked and can only be opened with the Brood Mother's Key. If either the green door or the white door is opened, a deadly gas will emanate from the open door and anyone within the chamber must make a **save vs. poison** each round or die. The blue door reveals the Brood Mother's Treasure!
- I. **Treasure Vault.** This room contains 20,000 gp, 20 emeralds worth 50 gp each, 12 blue sapphires worth 100 gp each, 4 diamonds worth 500 gp each, a star tiara set with diamonds and rubies worth 11,000 gp, 3 potions of healing, a wand of magic missiles with 4 charges, and the **Crystal Shard**. (The prometheans had managed to retrieve one of the three shards before their star map was stolen. There are still two more out there somewhere...)
- J. **Guest Chambers.** Each guest chamber is lightly furnished but very clean and welcoming. The Brood Mother will offer each of her guests a room of their own.
- K. **Grand Salon.** The Brood Mother greets her guests in this ornate room, which is decorated with silk tapestries in gold and silver and features a massive obsidian throne on a raised dais. The Brood Mother will be friendly and reasonable, but unwavering in her conviction that she must protect the Crystal Shards from Hadrian. She will offer protection and safe passage to the party if they help her; as well as a reward of 20,000 gp. The Brood Mother will be attended at all times by four promethean guards, who will fight to the death to protect her; and a dozen more guards can be summoned from areas P and O if needed. The eight guards in area G can reach the Grand Salon in one round. If Van Dyne still lives, he will come to her aid two rounds after she is attacked, as will the gargoyles in area C. **Promethean guards**: **AC** 4 [15], **HD** 5 (22hp), **Att** 2 x claw (1d6) or by weapon, **THAC0** 14 [+5], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 425, **NA** 4-24, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%.
- The Brood Mother**: **AC** 2 [17], **HD** 10 (46hp), **Att** 2 x claw (1d6), **THAC0** 9 [+10], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 725, **NA** 1, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%, **Spells**: *Magic Missile*, *Sleep*, *Mirror Image*, *Wizard Lock*, *Dispel Magic*, *Lightning Bolt*, **Items**: 2,000 gp, ring of protection +2, **Brood Mother's Key**.
- L. **Salon.** Smaller than the grand salon, these rooms are used for entertaining lesser parties. The Brood Mother will flee through one of these areas if attacked and brought below 20hp.
- M. **Storage.** This small closet contains sacks of rice, barrels of salted fish, and kegs of beer.
- N. **Kitchen.** A dwarven cook, Padma, prepares the meals in here. She is a slave and will help the party in return for her freedom and a proper sum of gold (at least 100 gp).
- O. **Servants' Courtyard.** A dozen prometheans lounge about in this area while they are off duty. They will rush to the Brood Mother's aide within 2 rounds if any trouble arises from other areas of the compound. **Promethean guards**: **AC** 4 [15], **HD** 5 (22hp), **Att** 2 x claw (1d6) or by weapon, **THAC0** 14 [+5], **MV** 120' (40'), **SV** F5, **ML** 8, **AL** Neutral, **XP** 425, **NA** 12, **TT** S, *Charm* as spell, *Mental energy drain*: 2d4 points of INT per round, *Magic resistant*: 25%.
- P. **Servants' Quarters.** Each small, sparsely furnished, room contains 2d6 gp if searched.
- Q. **Tool Shed.** Various tools for maintaining the grounds can be found in here: rakes, shovels, brooms, and the like.
- R. **Servants' Entrance.** The rear entrance to the compound is only accessible from a dark alley. It is locked but unguarded. If forced to flee, the Brood Mother will try to get through this door and use her *wizard lock* spell on it to thwart pursuit. If forced from outside, a *magic web* trap will launch down into the doorway from the lintel, acting exactly as the second level magic-user spell.

# Clues to the Brood Mother's Treasure

Clue 1.



*Wkh froru ri wkh judyh lv juhha—  
wkh rxwhu judyh—I phdq—  
Wkh froru ri wkh judyh lv zklwh—  
wkh rxwhu judyh—I phdq—*

**Translation:**  
The color of the grave is green—  
the outer grave—I mean—  
The color of the grave is white—  
the outer grave—I mean—

**Translation Key using Caesar Cipher with a right shift of 3 (presented in Clue 2):**  
Plain    XYZABCDEFGHIJKLMNOPQRSTUVWXYZ  
Cipher: ABCDEFGHIJKLMNOPQRSTUVWXYZ

Clue 2.



*When a is d, we all shift three*

**Explanation:**  
The first clue is given in a Caesar Cipher with a right shift of 3, meaning all characters must be shifted back three to the left to decipher the clue (Shift W 3 to the left and it becomes T, shift K 3 to the left and it becomes H, shift H 3 to the left and it becomes E, so WKH = THE.)



Clue 3.



*White, Green, Blue: how will you choose  
when wealth is one and death is two?*

**Solution:**  
The solution to the riddle is simple: there are three doors in the treasure chamber of the Brood Mother's compound. Two lead to certain death, while the other reveals her treasure. Each is painted a different color: white, green, and blue. The treasure, of course, is behind the blue door, as *Clue 1* clearly states that both the green door and the white door lead to the grave. The treasure, therefore, is **hidden behind the Blue Door.**

## Promethean

**Armor Class** 4 [15]

**Hit Dice** 5 (22 hp)

**Attacks** 2 x claw (1d6) or by weapon

**THAC0** 14 [+5]

**Movement Rate** 120' (40')

**Saves** D10 W11 P12 B13 S14

**Morale** 8

**Alignment** Neutral

**XP Value** 425

**No. Appearing** 1d6

**Treasure Type** S

- **Charm.** Prometheans can charm others with their gaze as per the first level magic-user spell, *Charm Person*.
- **Mental energy drain.** Once a Promethean has charmed a victim, it may drain their mental energy, taking 2d4 points of Intelligence per round. At 0, the mind is destroyed and the victim dies. Lost Intelligence can be regained at a rate of 1 point per day.
- **Magic resistant.** Prometheans have a 25% chance to resist the effects of any spell.
- **Brood mother.** Any group above 20 will be led by a Brood mother with 10 HD and the spells of a level 1d4+2 magic-user.



## Hadrian the Lich

**Armor Class** 0 [19]

**Hit Dice** 9+ (50 hp)

**Attacks** 1 x touch (1d10+paralysis) or by spell

**THAC0** 2 [+17]

**Movement Rate** 90' (30')

**Saves** D4 W4 P4 B6 S3

**Morale** 10

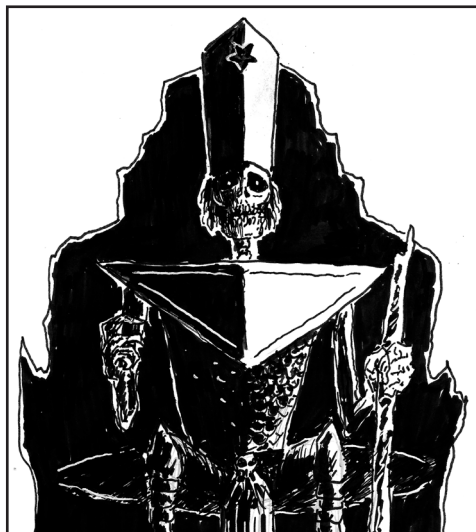
**Alignment** Chaotic

**XP Value** 18,500

**No. Appearing** 1

**Treasure Type** B

- **Fear.** All characters below 5th level flee in terror upon sight.
- **Paralysis.** Touch causes paralysis for 1d100 days, unless a successful **save vs. paralysis** is made.
- **Spell immunity.** Immune to *charm*, *sleep*, *feeblemind*, *polymorph*, *cold*, *lightning*, and *death* spells. Immune to all spells below 4th level.
- **Mundane weapon immunity.** Can only be harmed by magical weapons of +3 or better.
- **Summon undead.** May summon other undead at will (does not take an action).
- **Spells.** Hadrian may cast each of the following spells as a 14th level magic-user: *Charm Person*, *Darkness*, *Magic Missile* (3), *Shield*, *Sleep*, **Breath of Death**, *Detect Invisible*, *Knock*, *Locate Object*, *Mirror Image*, *Web*, **Dirge**, *Dispel Magic* (2), *Hold Person*, *Lightning Bolt*, **Spectral Fade**, *Confusion*, *Dimension Door*, *Polymorph Others*, *Curse*, *Wall of Ice*, *Wizard Eye*, *Animate Dead*, *Cloudkill*, *Feeblemind*, **Mortiferous Mist**, *Teleport*, *Anti-Magic Shell*, *Death Spell*, *Disintegrate*, **Forced Astral Projection**, *Stone to Flesh*. In addition, he has a *Magic Jar* spell that will automatically trigger when he is reduced to below 5 hit points.
- **Crystal Staff.** Hadrian's Crystal Staff allows him to use *Wish*, as per the spell, twice per day.



Van Dyne's Whip

+3 magic whip (deals 4 points of damage on a successful hit)

When Van Dyne's Whip strikes an opponent, they are immediately ensnared within its glowing coils. Ensnared characters are unable to move, cast spells, or attack. In addition, any invisible or magically transformed characters will have their enchantment negated immediately after becoming ensnared. An ensnared character must make a Strength check at -3 to escape.

Van Dyne's Vial

This magic vial holds 13 wraiths!

Each drop released from the vial becomes a wraith under the control of whomever holds the vial. The holder can release any number of wraiths at a time.

**Wraith:** AC 3[16], HD 4 (18hp), Att 1 × touch (1d6 + energy drain), **THAC0** 16[+3], **MV** 120' (40') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (F4), **ML** 12, **AL** Chaotic

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.
- **Damage reduction:** Half damage from silver weapons.
- **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). A person drained of all levels becomes a wraith in one day, under the control of the wraith that killed them.

Space Whale Ambergris

Strange whale secretion

The only known method of creating magic space boats is to coat the underside of their hulls with the ambergris of the rare and elusive space whale. A chunk of ambergris typically weighs between 60 and 100 pounds, with each pound sufficient to coat 100 square feet of hull.

Once applied, the ambergris will last indefinitely and would only need to be reapplied if sufficient damage was made to the ship's hull to require the planks to be replaced.

Space whale ambergris can fetch upwards of 352 gp per pound (or 22 gp per ounce).

The Crystal Shard

Artifact of great power

Once part of Hadrian's Crystal Staff, the Crystal Shard still retains great power. The shard is about 12 inches long and 2 inches in diameter. It is cut from the darkest Amethyst and is completely unbreakable.

Once per day the Crystal Shard will grant a Wish, as per the spell. However, the power comes with a price: the wisher must impart a portion of their own life essence into the shard: roll 1d6 on the following table to determine which ability score is affected and 1d4 to determine how many points are lost.

1	Strength	2	Intelligence
3	Wisdom	4	Dexterity
5	Constitution	6	Charisma

If any ability score is lowered to 0, the character immediately becomes an undead servant of the shard.

# DWARVEN POEMS

Thundersmash Thundercrash  
Dwarves never rest!  
Thundercrash Thundersmash!  
Dwarves are the best!

Oh we dig deep  
and at war  
our enemies weep and  
our beards never bore and  
we make the best doors and  
our legends better than your lore

Thundersmash Thundercrash  
Dwarves never rest!  
Thundercrash Thundersmash!  
Dwarves are the best!

Mattock and axe  
Mattock and axe  
Dwarves are the best  
Those are the facts  
Those are the facts



Oh we're gonna dig deeper, dig deeper  
We mine all day, but we're gonna dig deeper, dig deeper.  
Gonna dig to a new atmosphere,  
Dig down deep and drink some beer.

We've made it, oh, gonna dig deeper, dig deeper

We are the champions of mining  
But it grows so dark the way is unclear  
Blimey, our path is not aligning  
Oh, we'll dig down deep and drink some beer

We've made it, oh, gonna dig deeper, dig deeper

Dug too deep, it's warm in here  
Where we've gone is all too clear  
We've dug too deep, we've dug to hell  
Guess this digging isn't going too well

Oh, there's no beer in hell,  
No, there's no beer in hell  
We're gonna dig deeper, dig deeper!



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