

BLACK PUDDING HEAVY HELPING

VOLUME ONE







BLACK PUDDING HEAVY HELPING VOLUME ONE

What you hold in your hands (or claws, as it be the case) is a compilation of the materials presented in the first four issues of my Old School Roleplaying zine **Black Pudding**. This project is one part OSR gaming and one part draw-what-pleases-me. The game statistics are given in formats generally compatible with older editions of the first and most popular RPG and the clones thereof. Specifically, much of this material is written with Goblinoid Games' **Labyrinth Lord** in mind.

Rather than reprint the issues in order, I decided to arrange the contents of each into categories. Just for you. Enjoy what you find herein and remember when you encounter a black pudding *kill it with fire*.

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CONTRIBUTORS



MATT HILDEBRAND

PAGE 16 (ART)

PAGE 21 (ART)

PAGE 24 (EVERYTHING)

PAGES 23-25 (EVERYTHING)

WWW.BIGBADMATT.COM



KARL STJERNBERG

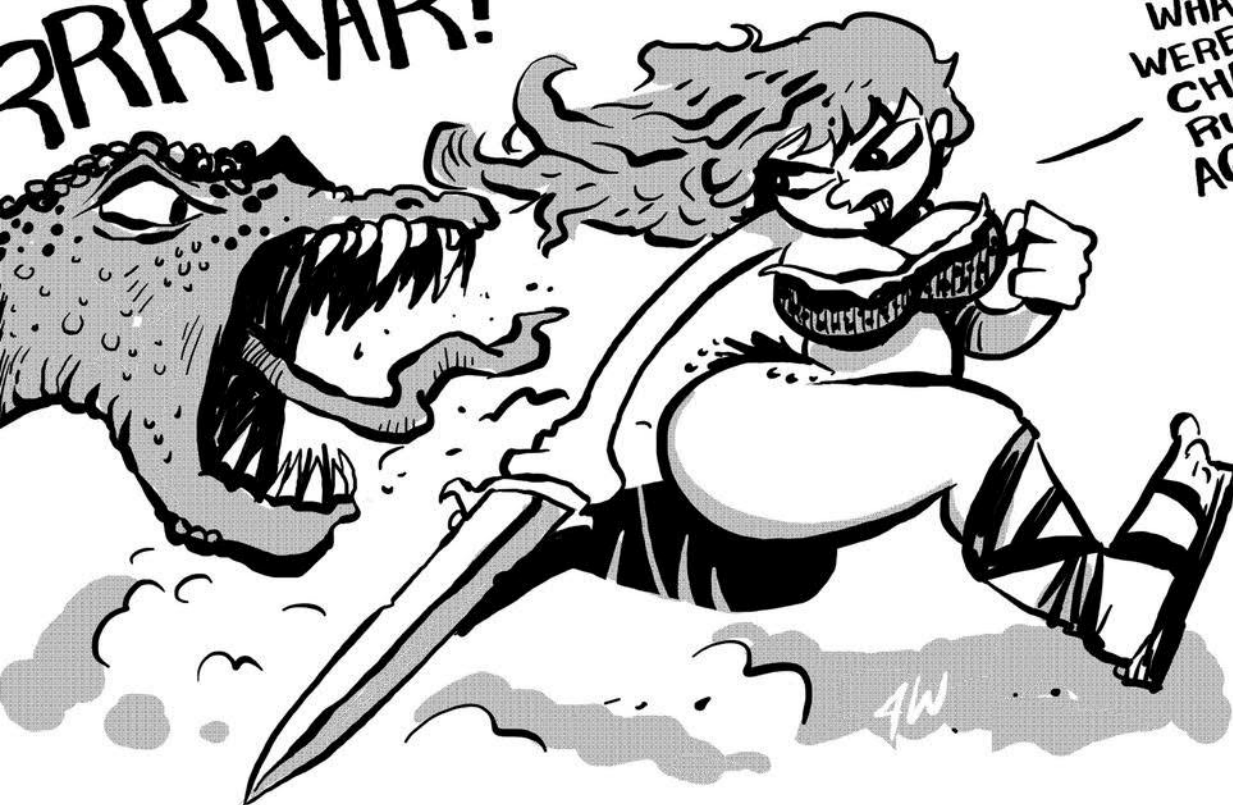
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(INSTAGRAM: SKULLFUNGUS)

CYD PRAXIS

PAGE 21 (LEVEL TITLES)

RRRAAR!





STR

INT

DEX

WIS

CON

CHA

OSR

CHARACTER
SHEET

4w



Name: _____
Race: _____
Class: _____ Level: _____
XP: _____ Align: _____
Desc: _____



STR
DEX
CON
INT
WIS
CHA

AC

Move: _____

HD

HP

Weapon

Dmg.

Armor

AC

Breath:
Poison/Death:
Paralyze:
Wands:
Spells/Devices:

Items



SPECIAL

TO-HIT

9	8	7	6	5	4	3	2	1	0	-1	-2



OSR

NAME

RACE/CLASS

LEVEL

ALIGNMENT

STRO

DEX

CON

INT

WIS

CHA

XP BONUS + %

ARMOR CLASS • XP • HIT POINTS

MOVE

CUR HP

GODS

SAVES

POISON

☐

DEATH

☐

WAND

☐

STONE

☐

PARA

☐

BREATH

☐

WPN

☐

SPELLS

☐

S+VES

☐

WEALTH

☐

TO HIT	AC	SKIN	HAIR	EYES	PERSONALITY
	9				
	8				
	7				
	6				
	5				
	4				
	3				
	2				
	1				
	0				

AMMO

Magic Items

WPN. MOD, DMG, RNG, MGC.

ARMOR/Shield

(AW)

J.V. WEST



Name

Class

Level

Alignment

XP



NEXT

STR
INT
WIS
DEX
CON
CHA



♦ SAVES ♦
POISON/DEATH RAY
MAGIC WAND
TURN TO STONE/PARALYSIS
DRAGON BREATH
SPELLS/STAFF

AC To Hit

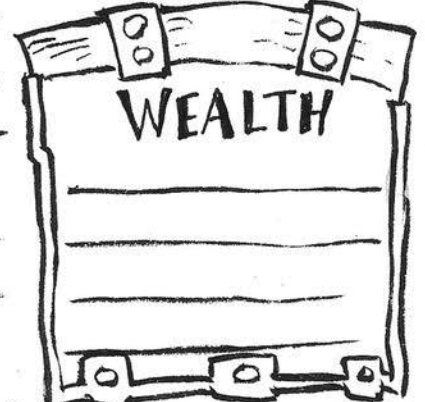
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	


SPELLS/SPECIAL ABILITIES

EQUIPMENT/MAGIC ITEMS

Weapons

Languages




Name: _____ 

Race/class: _____ **Level:** _____

XP: _____ **Align:** _____

Desc: _____

AC _____ **HP:** _____ **HD** _____ 

Str: _____ **Dex:** _____ **Con:** _____ **Int:** _____ **Wis:** _____ **Cha:** _____

Move: _____


Breath: _____

Poison/Death: _____

Paralyze: _____

Wands: _____

Spells: _____

POSSESSIONS 

OSR

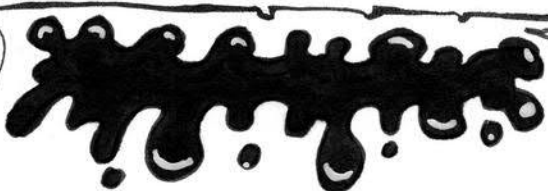
SPELLS

To Hit

9	
8	
7	
6	
5	
4	
3	
2	
1	

Wealth: _____

4w



NAME: _____

RACE/CLASS: _____

LEVEL: _____

ALIGN: _____

XP

AC

HP

ABILITIES

SAVES

- DEATH RAY
- POISON
- MAGIC
- WANDS
- PARALYSIS
- TURN to STONE
- DRAGON
- BREATH
- RODS, STAVES,
- or SPELLS

DESCRIPTION

STR
INT
WIS
DEX
CON
CHA

AMMO

EQUIPMENT MAGIC ITEMS SKILLS SPELLS

AC TO HIT

9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

GEMS/JEWELS:

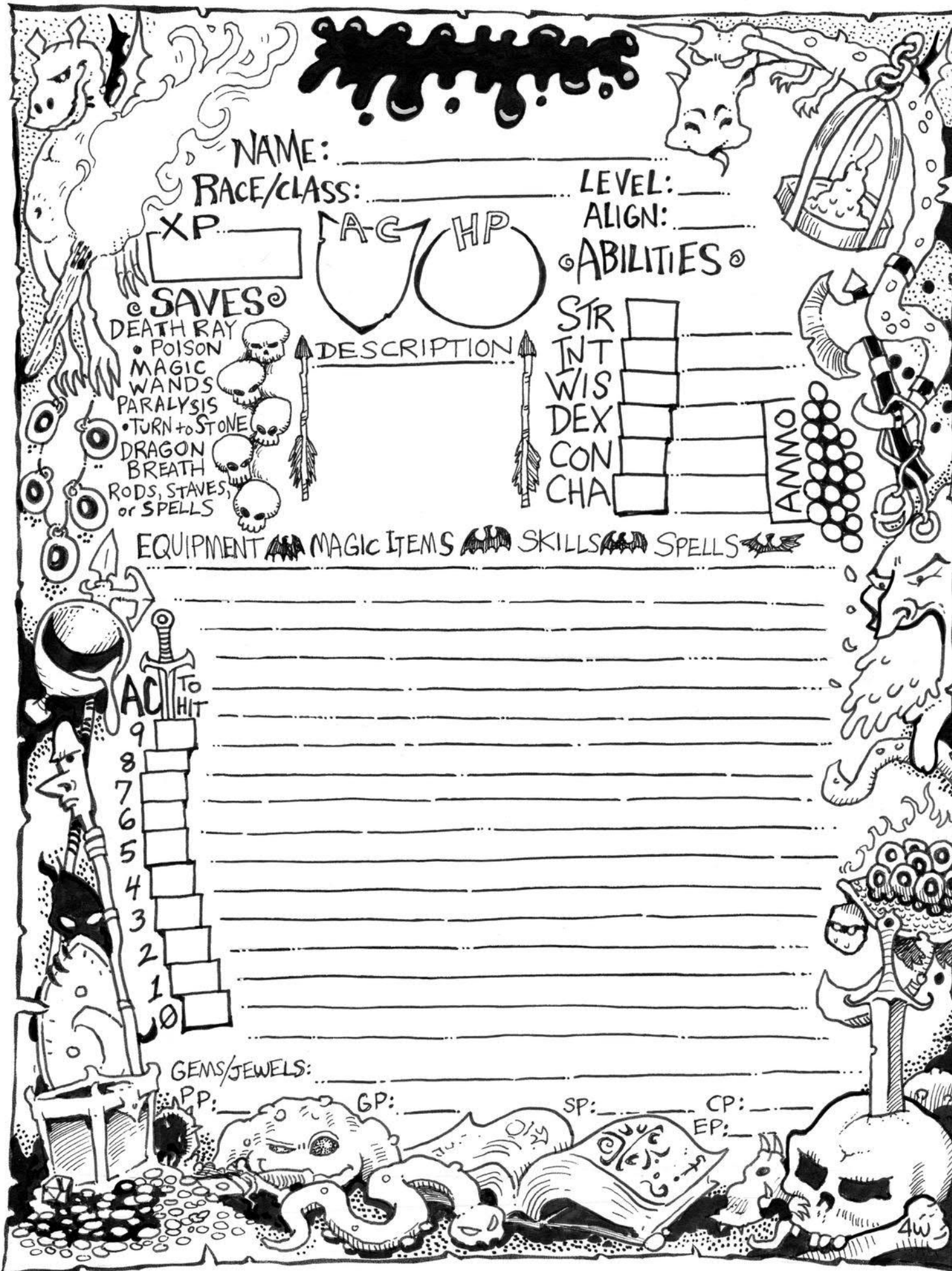
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CP: _____

EP: _____



NAME
ALIGN
SEX
AGE
HT.
WT.
HAIR/EYES
RACE
CLASS
LEVEL
XP
BONUS

PORTRAIT/SYMBOL/NOTES

SPECIAL ABILITIES/SPELLS

ARMOR + WEAPONS

AC To HIT
9
8
7
6
5
4
3
2
1
0

STR
DEX
CON
INT
WIS
CHA

Breath
Poison/Death
Paralyze
Wands
Spells

HD
HP

AC
GEMS

COIN



RACE/CLASS

SPELLS/SKILLS

LEVEL

NAME

XP

BONUS

%

STR

AC

HP

HD

INT

MOVE

DEX

CURRENT

WIS

CON

CHA

SAVES

GEAR

WEAPONS

MODS

ARMOR

WEALTH

AMMO

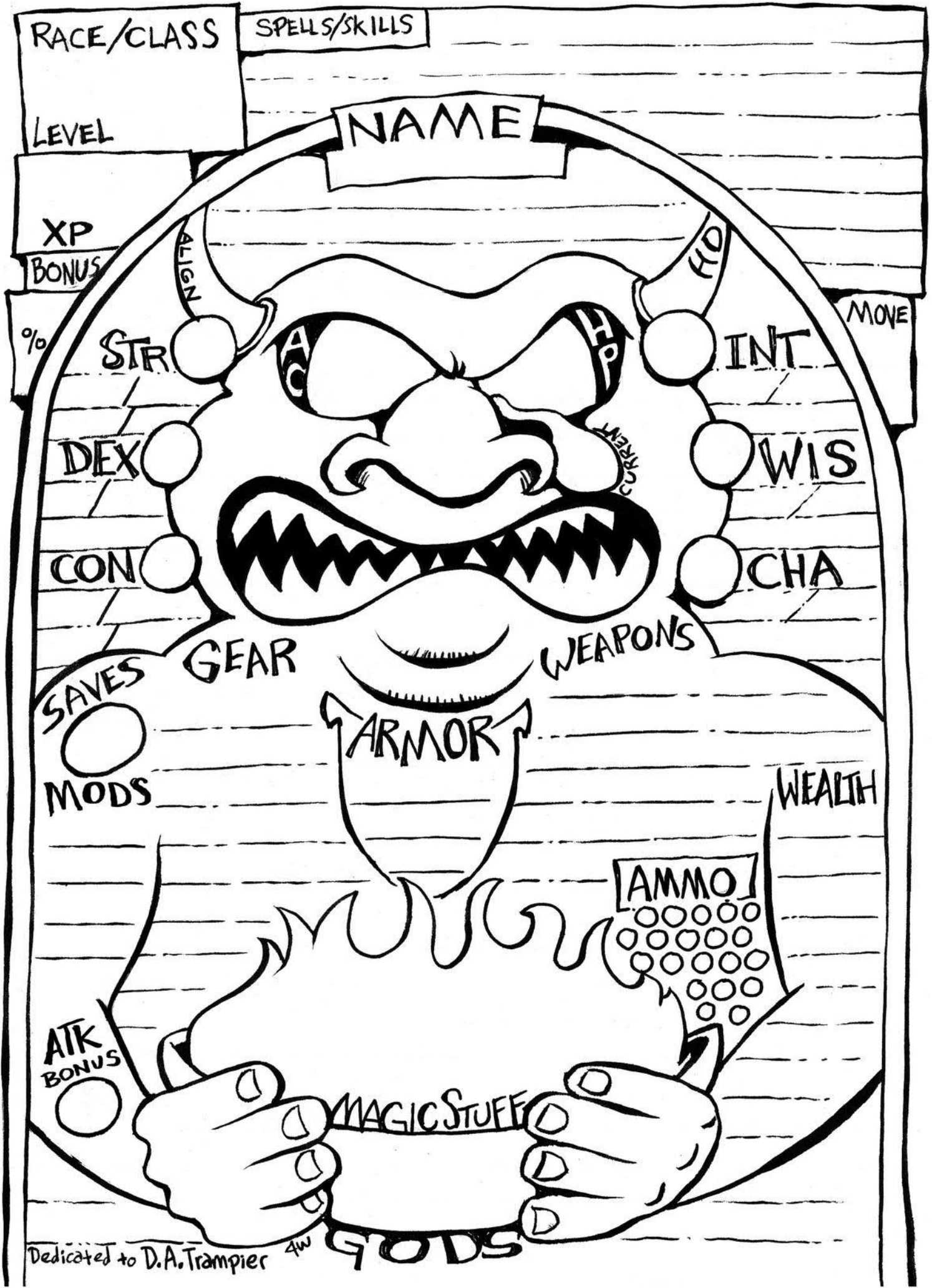
ATK
BONUS

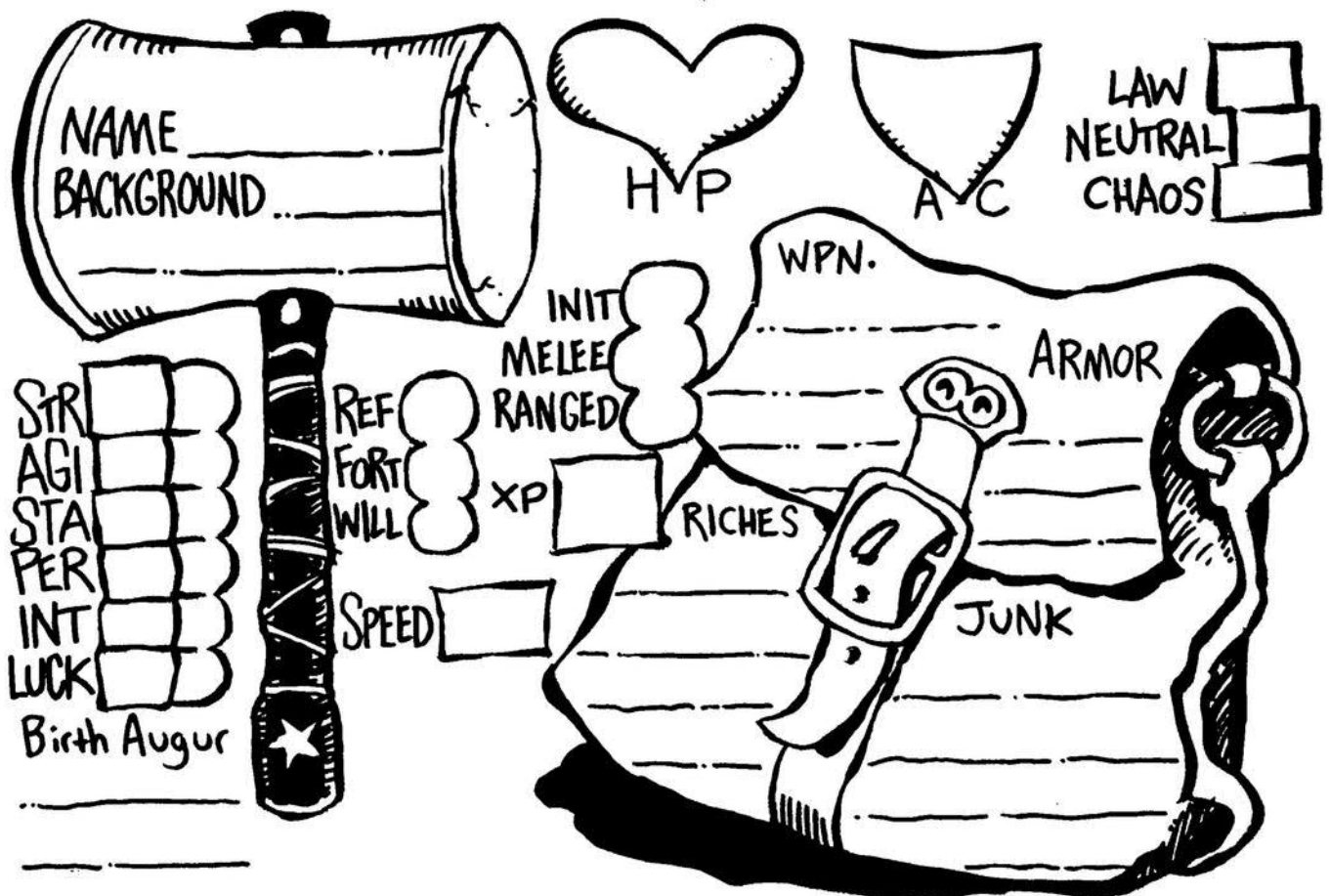
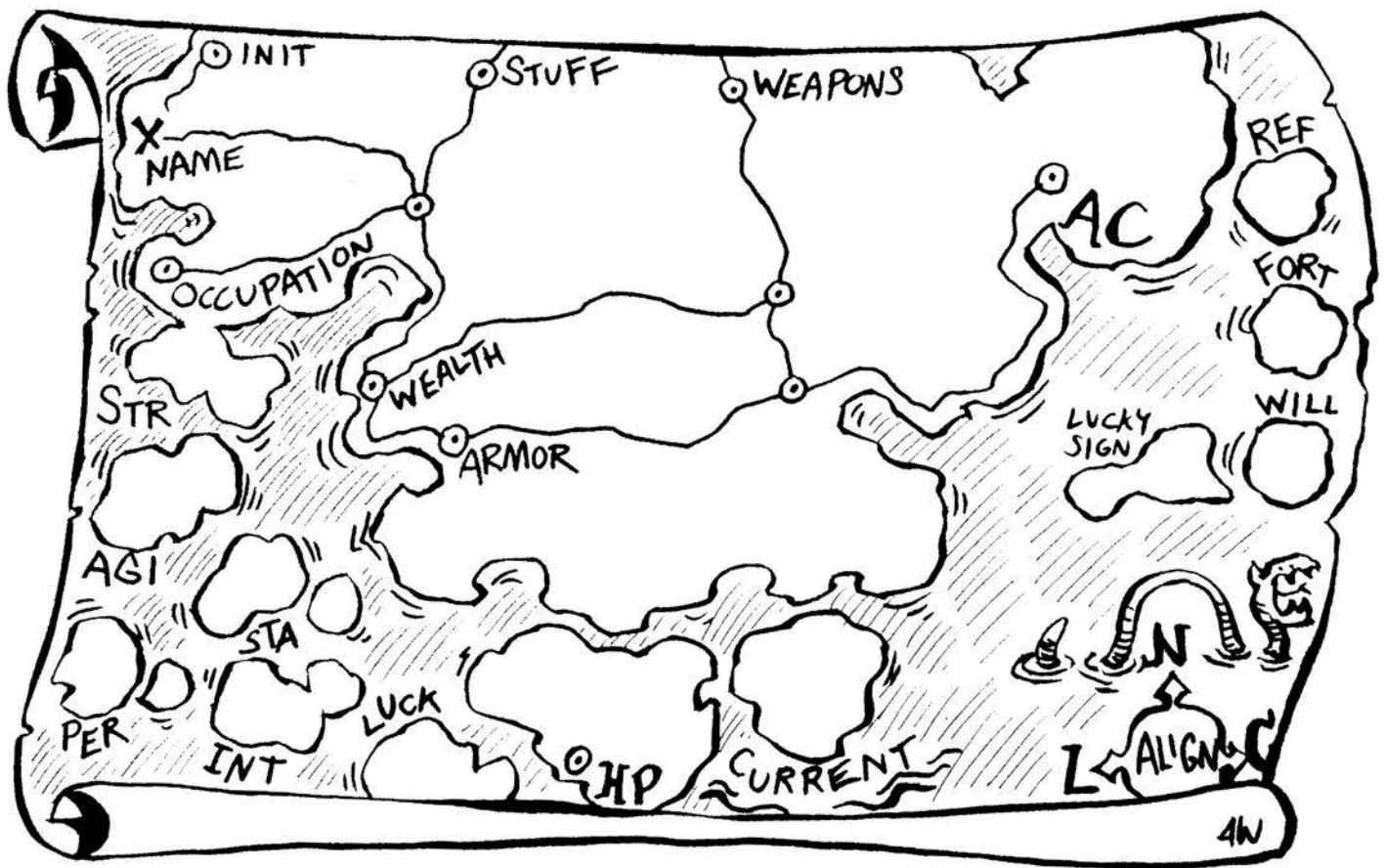
MAGIC STUFF

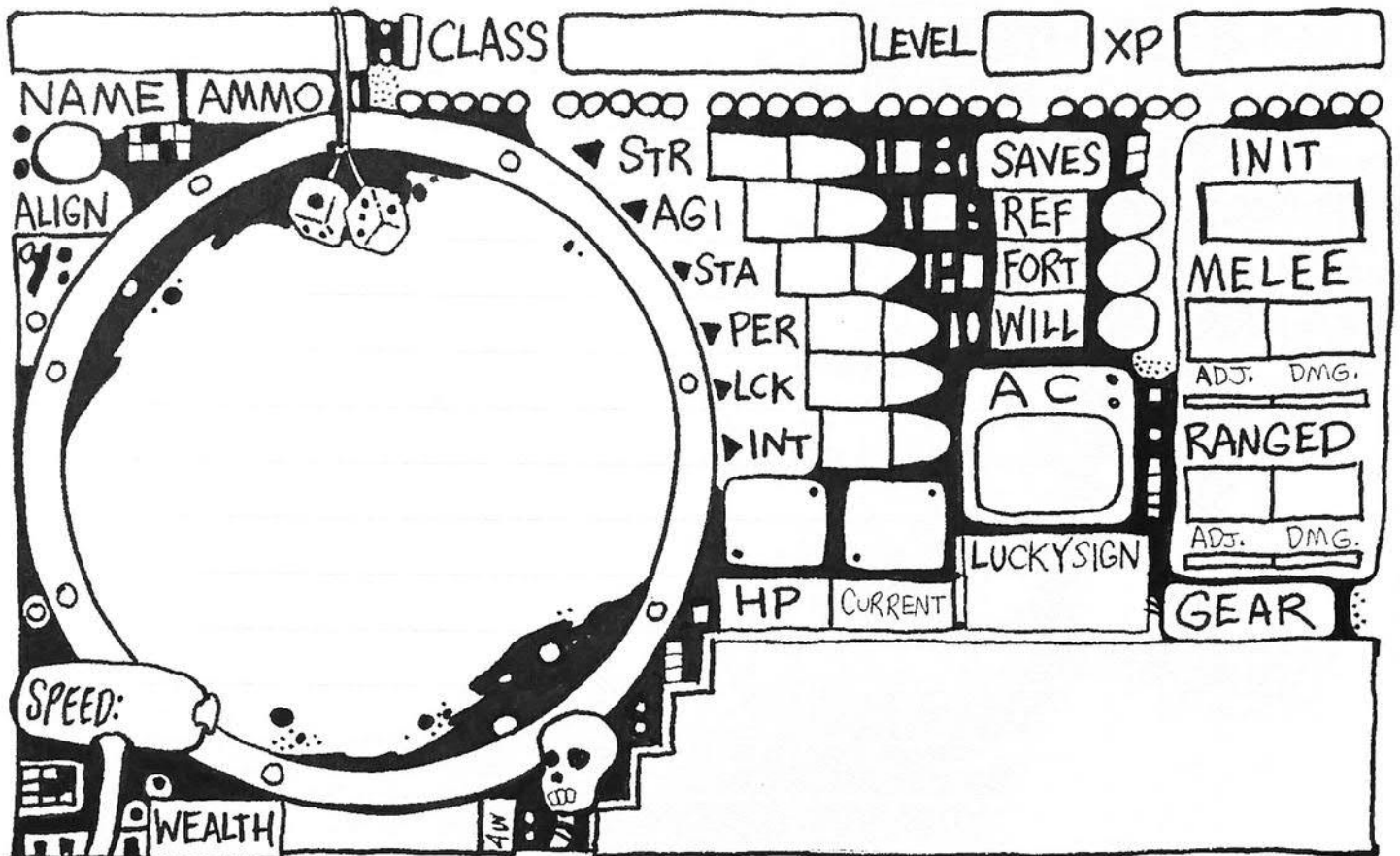
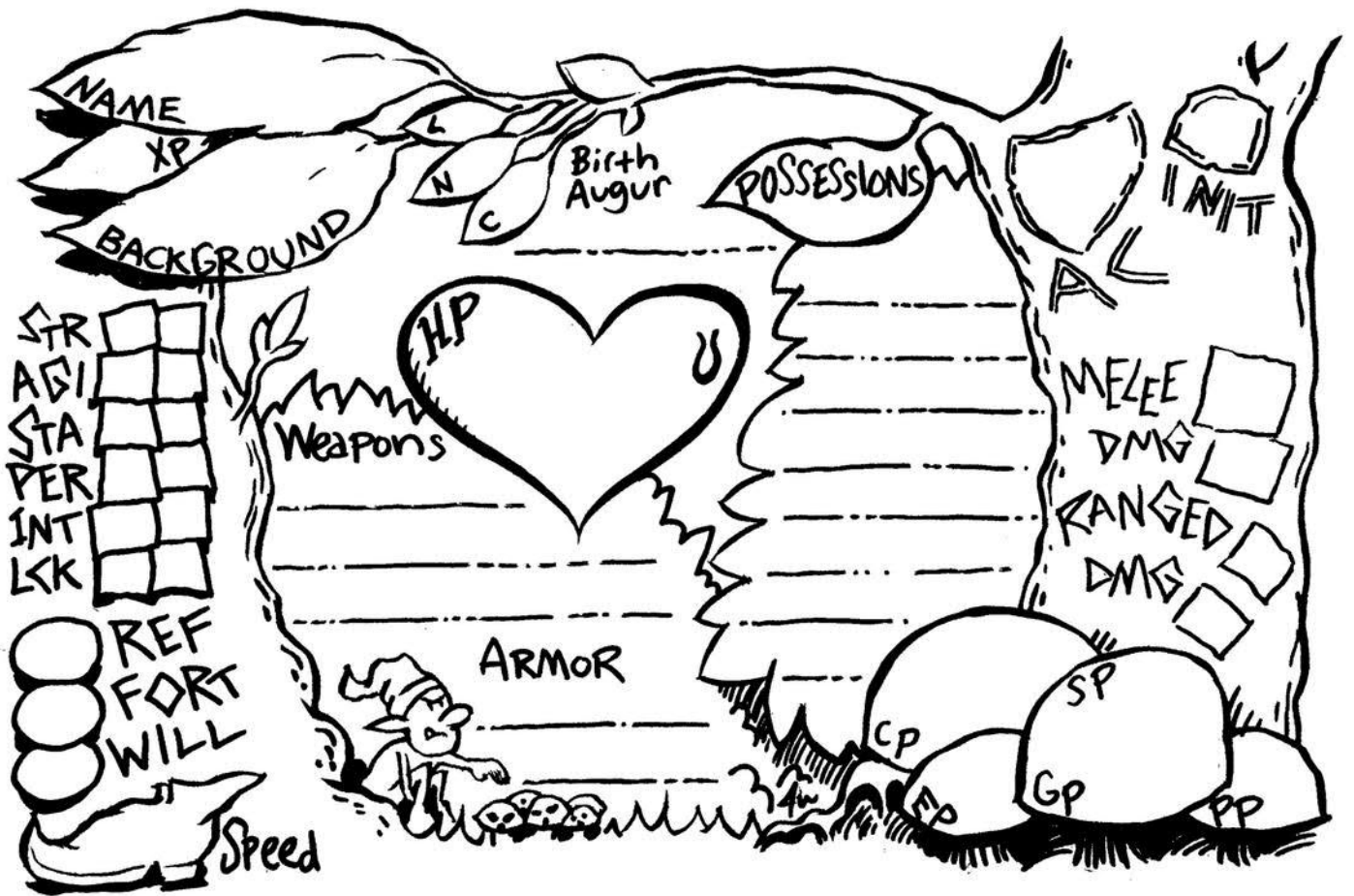
GODS

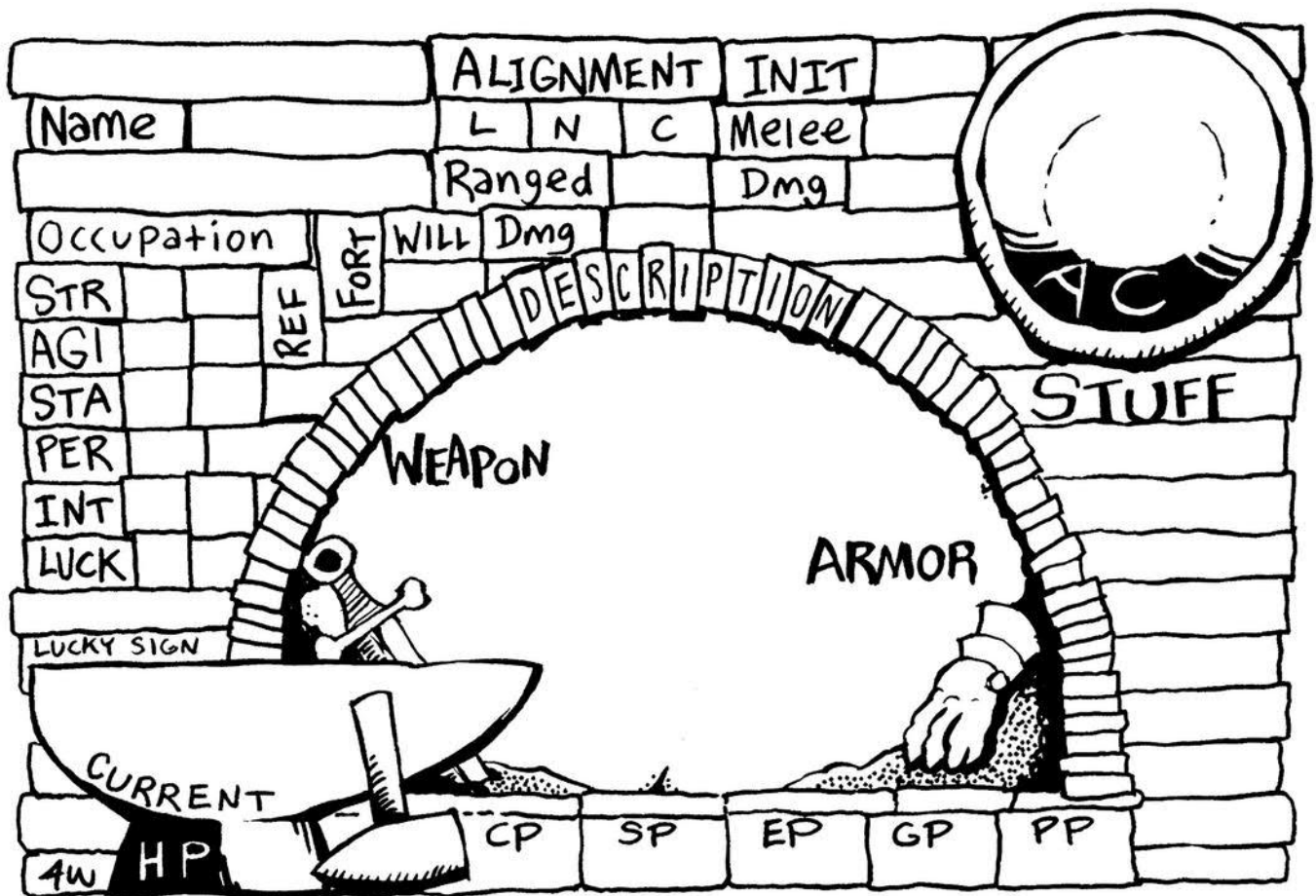
Dedicated to D.A. Trampier

4w









BARBARIBUNNY!

REQ: None **PRIME:** Str/Dex **HD:** d8
ATTACKS, SAVES, WEAPONS/ARMOR:
 As Fighter; leather and shield only

Leapin' Lettuce!: You can leap 30' forward, 10' backward, or 10' side to side. You can leap 10' straight up. It's kinda cool.

Kick 'Em Up or Down: Your kick deals 1d6 points of damage and if that is your only action the target must save vs. Paralysis or be knocked prone or 10' back. After a successful attack, you can kick any target within 5' for 1d4 points of damage.

Lucky Feet: Once per day you can work a little luck magic (maybe by wiggling your toes) granting +3 on an attack or saving throw or allowing you to re-roll something.

Barbaric Strike: Your savage heritage grants you extra damage per day equal to your level. Divide it up however you want as you cleave through enemies like chopping heads of cabbage. *Yum.*

Quick and Cunning: Double your Dex mod when applying it to Armor Class **or** use Dex and Int to modify AC, relying on a combination of cunning and skill.



LEVEL	TITLE	XP	HD
1	Kit	0	1d8
2	Hopper	2,000	2d8
3	Cottontail	4,000	3d8
4	Bunny	8,000	4d8
5	Thunderfoot	16,000	5d8
6	Rabbit Raider	32,000	6d8
7	Killer Coney	64,000	7d8
8	Deadly Doe	120,000	8d8
9	Barbaribunny	240,000	9d8
10	Barbaribunny	360,000	9d8+2*
11	Barbaribunny	480,000	9d8+4*
12	Barbaribunny	600,000	9d8+6*
13	Barbaribunny	720,000	9d8+8*
14	Barbaribunny	840,000	9d8+10*

*con bonus no longer applies

REQ: None
PRIME: Str
HD: d8

Born in the VOID with a soul as black as a cavern pool you are an incarnation of pure DEATH. You live for BATTLE, BLOOD, and VICTORY!



WRAPPED IN DARKNESS: In the shadows you are as hard to spot as a secret door. You can summon a Darkness spell 1/day (2/day at level 10).

BLACK ATTACK: You can't get black enough! If your weapons or armor are black you get a +1.

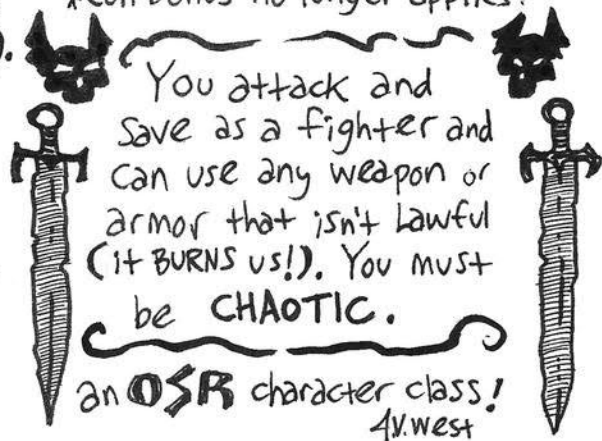
I LOVE THE NIGHT: You suffer no penalty in darkness and only -1 in magical darkness (no penalty at level 5+).

I HATE THE SUN: In daylight you have a -2 to hit and -1 to saving throws. You are NOT a summer kind of person.



LEVEL	XP	TITLE	HD
1	0	Dark Squire	1d8
2	2400	Dark Warrior	2d8
3	4800	Night Warrior	3d8
4	9600	Black Champion	4d8
5	19000	Shadow Knight	5d8
6	38000	Midknight	6d8
7	76000	Bad Outfit	7d8
8	150000	Ebon	8d8
9	300000	Black Knight	9d8
10	420000		9d8+2*
11	540000		9d8+4*
12	666000		9d8+6*
13	780000		9d8+8*
14	900000	Blackest K.	9d8+10*

*Con bonus no longer applies.



You attack and save as a fighter and can use any weapon or armor that isn't lawful (it BURNS us!). You must be **CHAOTIC**.

an OSR character class!
4x.west

BLACKEST ARMOR:

At level 6 you may contact an agent of chaos (demon, dark mage, etc.) and ask for a black blessing of power, granting your BLACK plate armor (you DO have some... right?) +1d2 and 1d2 special powers. First time you wear it... Save or **DIE!** Of course if the reaction roll sucks the entity may just kill you anyway.

BLACKEST BLADE:

At level 9 you may call upon the forces of chaos again to infuse the BLACK weapon of your choice with darkness, granting it +1d2 and 1d2 special powers... with the same caveats detailed above.

FEAR ME:

Use an action to radiate BADASSERY and everyone in 10' must pass a morale check or be too damn scared to attack you until the next round. At level 7 the cowards have -2 on morale. At level 11 you can call on chaos to cast Fear once per day.

BLIND GUARDIAN

REQ: 13 WIS
PRIME: STR, WIS
HD: d6



BLIND

SIGHT: Though blind, you move and fight without penalty.

RIGHTEOUS VISION: You can "see" evil and malice 10' per level in any direction.

EYELESS UNDERSTANDING:

Once per day each you can cast **READ MAGIC** and **READ LANGUAGES**.

You gave up your **EYES** to better see.
You are a **DEFENDER**.

ATTACK/SAVE: CLERIC 4W

You can wear any armor but you can only use the type of **HOLY WEAPON** with which you were **TRAINED**... or else attack like a wizard!

You must be **LAWFUL** and/or

GOOD!



DEFENDER: If an innocent suffers at the hand of **EVIL** due to your negligence or **FAILURE** you must **AVENGE** them... or **DIE!**

RIGHTEOUS BLOW:

If you hit a chaotic or evil enemy of HD lower than your level with a nat 19 or 20 they must save or **DIE**. If you roll a 1 you fall into **SPIRITUAL TURMOIL** and can do **NOTHING** for 1d4 rounds.

SHIELD of LIGHT: You can absorb the damage from any blow or spell aimed at an ally or innocent within 70' once per day/level.



LEVEL	XP	TITLE	HIT DICE
1	0	Lower Guard	1d6
2	1,500	Keeper of Light	2d6
3	3,000	Stalwart	3d6
4	6,000	Righteous Guard	4d6
5	12,000	Defender	5d6
6	25,000	Higher Guard	6d6
7	50,000	Unseeing Shield	7d6
8	100,000	Light Seer	8d6
9	200,000	Blind Guardian	9d6
10	300,000		9d6+2
11	400,000		9d6+4
12	500,000		9d6+6
13	600,000		9d6+8
14	700,000		9d6+10



Catgirl



REQ: None PRIME: Dex HD: d6
ATTACKS, SAVES, WEAPONS/ARMOR: Thief

- ♣ **MEOW!:** By turning on the kitty charms you gain +2 on a reaction roll to help you get what you want.
- ♣ **CURIOSITY CAN KILL YOU:** If you are tempted by anything shiny, dangly, or otherwise irresistible you must pass a Wisdom check to avoid investigating it.
- ♣ **KILLER INSTINCT:** Use your Dex modifier instead of Str for melee attacks. You can make two claw attacks per round as long as both hands are free. Ouch!
- ♣ **NINE LIVES:** If you die, roll 1d12. On a 9 or less, you are miraculously alive with 1 hit point. But now you have 8 lives! each time you cheat death, subtract 1 more life until death catches up!

LEVEL	TITLE	XP	HD	CLAW	SNEAK	CLIMB
1	KITTEN	0	1D6	1D3	50	80
2	POUNCER	1,600	2D6	1D3	55	82
3	TAB	3,200	3D6	1D3	60	84
4	JINX	6,400	4D6	1D3	65	86
5	LYNX	12,800	5D6	1D4	70	88
6	COUGAR	26,000	6D6	1D4	75	90
7	TIGER	52,000	7D6	1D4	80	92
8	CATGIRL	104,000	8D6	1D4	85	94
9	QUEEN	208,000	9D6	1D6	90	96
10	CATGIRL QUEEN	328,000	9D6+1*	1D6	95	98
11	CATGIRL QUEEN	448,000	9D6+2*	1D6	96	99
12	CATGIRL QUEEN	568,000	9D6+3*	1D6	97	99
13	CATGIRL QUEEN	688,000	9D6+4*	1D6	98	99
14	CATGIRL QUEEN	808,000	9D6+5*	1D8	99	99

*CON BONUS NO LONGER APPLIES

Chainmail Chick

Character class

by
J.V. West

With sword-in-hand and barely enough "armor" to cover the average house cat, you excel at ass-kicking... and you look good doing it.

You attack and save as a fighter. You can use any weapon, but full armor or clothing will render your special abilities unusable. Shields are fine and dandy.

BATTLECLAD: Bikini

armor=AC 7. Add Str and Cha modifiers to AC...

because HELL YES.

SAVAGE CHARM:

Your sex appeal improves reaction rolls by 2. A Cha check will win help or info.

GOOD LOOKS

and **RIGHT HOOKS:** Lascivious dolts are easier to destroy. Enemies are hot for you on a 2-in-6. Roll 1d6 for effect.

1. Eh, whatever...
2. Gawker! +1 to hit.
3. Perv! +1 to hit/dmg.
4. As above. 1d6 dolts are -1 to hit you.
5. As above.

6. Goons are -2 against you.
7. Mouth breathers are -3, you are +2 to all rolls. Taunt them!

HEART of IRON

You get +2 on all saves. Add +1 to hit point and healing rolls.

LEVEL	XP	TITLE	HIT DICE
1	0	Cheesecake Champ	1d8+1
2	2300	Blood Red Beauty	2d8+2
3	4600	Femme Fighter	3d8+3
4	9200	Violent Vixen	4d8+4
5	18000	Bonny Balkrusher	5d8+5
6	36000	Red Slayer	6d8+6
7	72000	Sultry Savage	7d8+7
8	144000	Barbaric Babe	8d8+8
9	288000	Chainmail Chick	9d8+9
10	410000	Superior Chain Chick	9d8+10
11	550000	Awesome Chain Chick	9d8+11
12	680000	Wicked Chain Chick	9d8+12
13	810000	Scary Chain chick	9d8+13
14	940000	Badass Babe	9d8+14



ELEMENTARIAN

Genius Elficus Cerebricus

While others struggle to think their way out of paper sacks you find it all so very obvious. In fact, it's quite elementary, when half a brain is applied to it. Thankfully you have more than half a brain.

You are an elf, they say. You attack and save as a Magic User and you are perfectly capable of reading magic scrolls. You can puzzle out weird languages and the use of magic items with an Int check. In fact, much to the chagrine of your studious and stuffy wizard friends, you can puzzle out any puzzle, riddle, book, or scrap of paper with a simple Int check. Naturally, penalties may apply for the really nasty stuff. As an elf, as they say, you have some kind of access to the "fae" world. It seems like a bunch of rubbish but you can slowly decipher that connection in order to perform

acts of - dare you say it - *faerie charm*. By passing your Fae Stuff roll you can perform cute magic tricks, such as making little lights or *slightly* influencing how people see you. You might also try summoning small animals to aid you, though it seems like a bore.



Art by Matt Hildebrand

ELEMENTARIAN XP TABLE

LEVEL	XP	TITLE	HD	"Fae" Stuff
1	0	Thinker	1d4	1 in 6
2	1200	Puzzler	2d4	1 in 6
3	2400	Brain Trust	3d4	2 in 6
4	4800	Intellectualist	4d4	2 in 6
5	10000	Cerebralist	5d4	2 in 6
6	20000	Brainiac	6d4	3 in 6
7	40000	Mental Giant	7d4	3 in 6
8	80000	Professor	8d4	3 in 6
9	160000	Elementarian	9d4	4 in 6
10	260000	Elementarian	9d4*	4 in 6
11	360000	Elementarian	9d4*	4 in 6
12	460000	Elementarian	9d4*	4 in 6
13	560000	Elementarian	9d4*	4 in 6
14	660000	Elementarian	9d4*	5 in 6

*Isn't it obvious by now that Con bonus no longer applies?

Though it seems elementary and should go without saying, you are quite capable of discerning the presence of secret or hidden doors, being successful on a 3 in 6 roll. To boot, you can detect magical auras and invisible entities - through sheer logical deduction - by passing a Fae roll.

NOTE: If you say the name of the technique you are using to figure something out, such as the *obviousicus deducto*, the Judge might grant advantage on your dice rolls, or a bonus. Plus you will be educating your dull friends.



You are the child of a dainty fairy and a human barbarian. The combination has resulted in extremes of behavior that make your friends uncomfortable. You are about 3' to 4' tall and you smile a lot, especially while in bloody battle. Life is good.

Fey Choice: You must choose between the berserk rage of your human heritage or the otherworldly charms of your fairy lineage. This is a permanent choice.

Barbaric Rage: Once per combat you can make 3 attacks in a single round.

Fey Charms: You can cast *Charm Person* once per day.

Goblin Foe: Fairies hate goblins. Fey Savages *despise* them! When attacking goblins or hobgoblins you deal double damage.

FEY SAVAGE

REQ: None PRIME: None HD: d4

Attacks: Thief Saves: Dwarf

LEVEL	TITLE	XP	HD
1	Fairy Mutt	0	1d4
2	Halfbreed	1,200	2d4
3	Sylvan Scrapper	2,400	3d4
4	Fairy Fighter	4,800	4d4
5	Un-Elf	9,600	5d4
6	Savage Sprite	20,000	6d4
7	Fairy Flogger	40,000	7d4
8	Fey Rager	80,000	8d4
9	Fey Savage	160,000	9d4
10	Fey Savage	400,000	9d4+2*

*con bonus no longer applies

You know how to use one weapon of any kind. With any other weapon you attack like a Magic-User. You can use a shield if the mood strikes, but will only wear really funky fairy armor and only if a really pretty fairy gives it to you. Or... if it has gossamer wings.

Fey Savagery: You get +4 to hit on your first attack in any combat due to your sudden, terrifying zeal for battle. Your lack of true wisdom (despite what your ability score may say) allows you to ignore damage by passing a saving throw vs. Spells. Once you begin making this save you must make it every round of battle or every turn after a battle until fully healed. Each time you pass, reduce the damage that has been dealt to you by 1. The moment you fail... all the damage is rendered at once.

Fey Magic: Even though most elves and other fairy folk think you are quite dull, you can at least create one magical effect. At level 1 roll for a random first level spell. This is your magic trick. You can do it once per day. You also have a 50% chance of using magic scrolls. A failed roll means no magic and the scroll bursts into flames.

GOBLIN

Req: None

Prime: None

HD: d6

You are a green-skinned black-heart. You are about 3' or 4' tall and fifty pounds soaking wet. Your people are known for murder, mayhem, and cannibalism. Maybe you are different? Maybe not.

You can use any weapon except those requiring two hands (they're just too much). You can wear any kind of armor that fits you (steal some halfling bits if you need to). Adorning your duds with skulls, bones, and symbols of evil makes you feel tough (+1 to hit and saving throws for 1 turn per day, per level). You make saving throws and attacks like a thief.

As a creature of the darkness, you ain't scared. You gain +1 to save against **Fear** spells.

You have sneaking skills. You can burglarize non-magical, non-fortified abodes such as houses and cottages.

At first level, you must choose 1 of 3 possible goblin paths: sneak, sniper, or goon.

Sneak: Add your Dexterity score to all your sneaking skills, including burglary.

Sniper: When using any ranged weapon, add +2 to your hit rolls.

Goon: You get +1 to hit and damage in melee.

GOBLIN EXPERIENCE TABLE

Level	Title	XP	HD	Hide	Sneak	Burglary
1	Squirt	0	1d6	25	20	10
2	Pucker	1000	2d6	30	25	20
3	Goob	2000	3d6	35	32	30
4	Mugger	4000	4d6	42	40	40
5	Thugger	8000	5d6	50	48	50
6	Gobbo	16000	6d6	58	56	60
7	Goblin	32000	7d6	66	64	70
8	Goblin Lord	64000	8d6	75	72	80



JUNGLE LORD

A WILD CHARACTER CLASS
FOR OSR GAMES

REQ: STR, DEK, CON 9 HD: D8
PRIME: NONE

You were raised in the wilds. The jungle is your domain and sometimes you even protect those who enter it!

You only use the weapons of jungle tribes, such as spears, javelins, bolas, and stone axes. You never wear armor but you may use a wooden or hide shield. You are about as good with magic items as any Fighter and you make attacks and saving throws as a Fighter.

CANOPY ACROBATICS

You are at home in the trees and other high places. You can climb any natural surface and swing on vines and other dangly bits with 99% skill. You can climb most walls and other constructed surfaces as a Thief of the same level. If you fall, you ignore 10' per level if you have things to grab onto within reasonable reach.

JUNGLE FRIENDS

You know the animals of your domain and can, with caution and humility, ask them to aid you in times of need. This requires a favorable reaction roll, modified by your Charisma. It is the Judge's decision just how much aid animals will lend, with a very good reaction leading to more help. Animals will not simply die for you, but may put themselves at risk in combat or other feats of action. You can call animals to your aid with a mighty jungle scream or sing-song yell and a random number of them will arrive within 1d6 rounds per the limits described on your XP table. They may hang around for a long time, as friends, but will only lend aid for 1d6+level rounds... unless you get a flawless reaction roll.



JUNGLE FRIENDS						
LEVEL	XP	TITLE	HD	MAX HD	TOTAL HD	NATURAL AC
1	0	Jungle Ward	1d8	1	1	8
2	2000	Tree Scamper	2d8	1	3	8
3	4000	Bush Runner	3d8	2	5	7
4	8000	Wild One	4d8	2	7	7
5	16000	Hunter	5d8	3	9	6
6	32000	Savage	6d8	3	11	6
7	64000	Beast Master	7d8	4	13	5
8	128000	Jungle Master	8d8	4	15	5
9	256000	Jungle Lord	9d8	5	17	4
10	381000	Jungle Lord	9d8+2*	5	19	4
11	506000	Jungle Lord	9d8+4*	6	21	3
12	631000	Jungle Lord	9d8+6*	6	23	3
13	756000	Jungle Lord	9d8+8*	7	25	2
14	881000	Jungle Lord	9d8+10*	8	27	2

*Con bonus no longer applies

KEEPER

REQ: None

PRIME: Dex/Wis

HD: d6

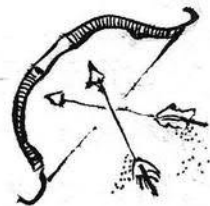
You are a child of the forest and a defender of the ways of Mother Nature.

You attack and save as a cleric. You prefer bows, light armor, and small weapons. You are probably Neutral.



LEVEL	XP	TITLE	HD	SPELLS		
				1	2	3
1	0	Leaf	1d6	1	-	-
2	1,500	Sapling	2d6	1	-	-
3	3,000	Tree	3d6	2	1	-
4	6,000	River	4d6	2	1	-
5	12,000	Fire	5d6	2	2	1
6	24,000	Water	6d6	3	2	1
7	48,000	Earth	7d6	3	2	2
8	96,000	Air	8d6	3	3	2
9	200,000	Keeper	9d6	3	3	3
10	300,000	Keeper	9d6+1*	4	3	3

+100,000/level *Con. adj. no longer applies



ARROW MAGIC

You can imbue an arrow with a spell that will be cast upon impact instead of damage. If you miss, the spell is lost. It takes 1 hour per spell level to make a magic arrow.

ARCHERY/HUNTING You hunt and track like a Ranger. You get +1 to hit/+2 dmg. with bows.

This improves to +2/+4 at level 5 and +3/+6 at level 9.

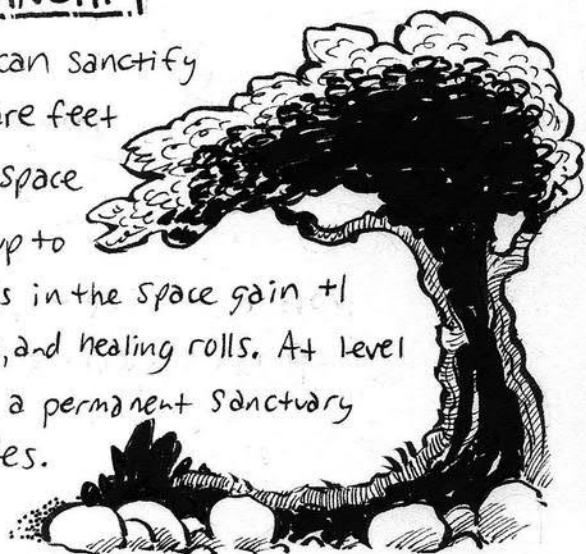
You can make bows and arrows.

SANCTIFY

You can sanctify 100 square feet of natural space per level for up to one hour. Allies in the space gain +1 to attacks, saves, and healing rolls. At level 9 you can make a permanent sanctuary and attract disciples.

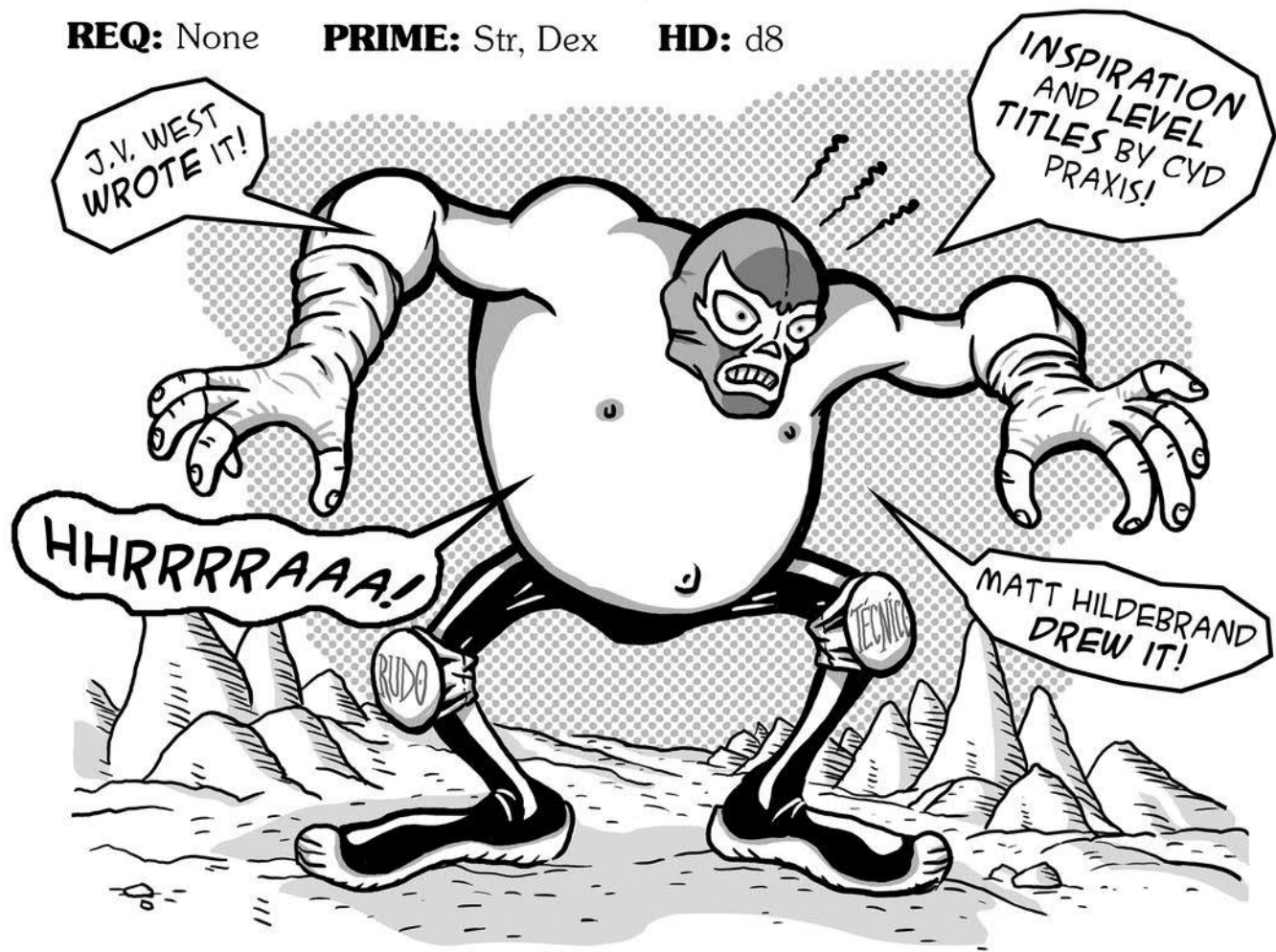
SPELLS

You can cast Druid spells learned through Wild Mysteries. You can cast M-U spells based on FIRE, WATER, AIR, and EARTH.



LUCHADOR

REQ: None **PRIME:** Str, Dex **HD:** d8



LUCHADOR XP TABLE

Level	Title	Experience	Hit Dice	Combat Damage
1	Jobber	0	1d8	1d4
2	Curtain Jerk	2000	2d8	1d4
3	Glorified Jobber	4000	3d8	1d6
4	Rub	8000	4d8	1d6
5	Mechanic	16000	5d8	1d6
6	Maestro	32000	6d8	1d8
7	Push	64000	7d8	1d8
8	Draw	120000	8d8	1d8
9	Luchador	240000	9d8	1d8
10	10th level Luchador	360000	9d8+2*	1d10
11	11th level Luchador	480000	9d8+4*	1d10
12	12th level Luchador	600000	9d8+6*	1d10
13	13th level Luchador	720000	9d8+8*	1d10
14	14th level Luchador	840000	9d8+10*	1d12

*Con bonus no longer applies.

You need no weapon... you ARE a weapon!

Attacks/Saves: Fighter

AC: No armor! AC = 19 minus Dex.

Sacred Mask: Your mask is sacred! Lose it and lose 1d4 levels... yes this could KILL you. Get it back and gain +1 to hit and damage for 1d6 turns. If you ain't into masks, choose a belt or armband!

Combat Dmg: You deal combat damage per your XP table. You can improvise weapons like table legs and bottles in a pinch. Your naked strikes are trained by esoteric techniques, making them as potent as magic weapons against monsters!

SPECIAL



MOVES!

Ankle Lock: +4 attack vs. prone target. No dmg. Target cannot move until saving vs. Paralysis (minus your Str mod) or hitting you (you save vs. Paralysis to maintain the hold).

Arm Lock: Exactly like ankle lock but against any target. No hit bonus.

Piledriver: Drive lug's head into ground between legs as you fall on butt. *It's a thing.* Must hit first (no damage), target save vs. Paralysis. Fail = x3 dmg and stunned 1d4 rounds. On miss, other guy attacks!

Sleeper: On hit, put target ogre size or smaller into neck hold. No dmg but target saves vs. Paralysis 1/round to break hold. If hold not broken, target rendered unconscious in 1d6 rounds for 2d6+level further rounds. Move can be used to hold target rather than put them to sleep.

Torque Punch: Jumping punch adds +1 to hit and +1d4 dmg against ogre-sized or smaller opponents. On miss your enemies gain +2 to hit you until end of next round.

DDT: Grab their head and drop them to the ground! Target stunned 1 round and prone. On a miss, target can hit back.

Haymaker/Super Kick: -2 attack, dmg x3! Dex check to regain feet or lose next action.

Senton Bomb: Massive flip, land on target backside first as if entire body was giant mace! Deals x2 dmg! 3x dmg vs. prone targets! Miss = deal combat dmg to self. If you have Flying Elbow move, you can do Senton Bomb from height and add falling dmg to the mix! But watch out...

Throat Punch: -2 to hit and target stunned 1 round (all attackers gain +4 to hit the poor sap).

Gain 1 special move per level or "stack" a move to gain +1 to hit, +1 to damage, and +1 round stun duration when using the move. **RAAA!**

Flying Clothesline/Forearm: Charge target and punch. Target saves vs. Paralysis (add Str mod) or prone. If hit is 16 or higher target gets no save. Target must be at least 10' away.

Flying Elbow/Elbow Drop: Must drop 6' or more. Dive onto target. All falling dmg delivered to his ugly mug (1d6/10'). You take zero falling damage.

Spinning Kick/Spinning Punch: Hit target saves vs. Paralysis or stunned 1 round. Follow up with normal atk at +2 to hit and damage. No movement can be made in the same round.



Medusa

REQ: None
PRIME: None

HD: d8
Attack/Save:
Cleric



You are a snake-haired woman with magic powers. Your gaze can turn others to stone. Unlike your wild, monstrous sisters you have learned to control this power. Does this make you less of a monster?

Gaze Attack: Your aura can turn onlookers to stone on a failed save vs. Paralysis. You control it, gazing at target enemies only. If you use this power more times per day than your level you must save vs. Spells or become an NPC monster. If you look into a mirror you must save or yourself become stone (add level).

Serpent Summoner: At level 3 you may cast Conjure Animals (snakes, lizards, and other reptiles only) once per day. You may cast it an additional time per day at levels 7, 11, and 15.

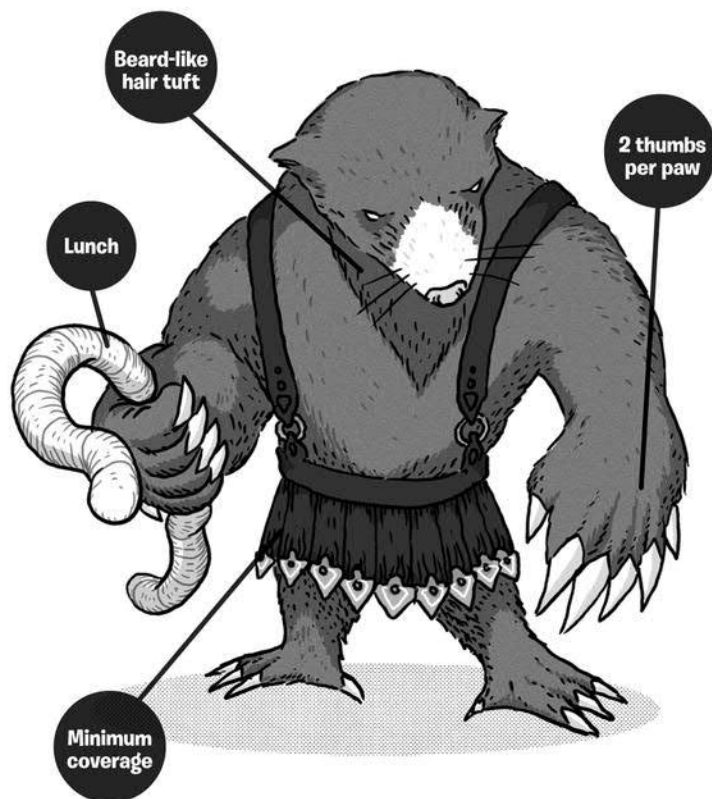
Magical Nature: You are a natural witch able to cast Magic-User and Cleric spells, use arcane scrolls, and use magic items the same as a wizard.

Snake Bites: You bite in melee with your snake hair for 1d6 points of damage. You can choose to use venom, forcing a saving throw vs. Death. But if you do this you must save vs. Spells or become an NPC monster.

Level	Title	Experience	Hit Dice	Spells				
				1	2	3	4	5
1	Snake Lady	0	1d8	-	-	-	-	-
2	Serpent Seer	2,500	2d8	1	-	-	-	-
3	Snake Summoner	5,000	3d8	1	-	-	-	-
4	Scaled Witch	10,000	4d8	2	1	-	-	-
5	Snake Charmer	20,000	5d8	2	1	-	-	-
6	Sister of Snakes	40,000	6d8	2	2	1	-	-
7	Spiral Gazer	80,000	7d8	2	2	1	-	-
8	Serpentine	160,000	8d8	3	2	2	-	-
9	Medusa Witch	320,000	9d8	3	2	2	1	-
10	10th level Medusa	470,000	9d8+1*	3	3	2	2	-
11	11th level Medusa	620,000	9d8+2*	3	3	2	2	-
12	12th level Medusa	770,000	9d8+3*	4	3	3	2	1
13	13th level Medusa	920,000	9d8+4*	4	3	3	2	1
14	14th level Medusa	1,070,000	9d8+5*	4	4	3	3	2

*Con bonus no longer applies.

Mouldwarp



Mould, as in “soil”. And warp, as in “one who throws”.

Maybe you are the evolved cousin of the common mole, maybe a wriggling worm god has cursed your race to only thrive underground, or maybe you represent a devolved race of dwarves from some potential future. In any case, you are a powerful digging machine, similar in size to a dwarf. To you, there's nothing more delicious than a juicy worm, made fragrant and chilled by the dark soil, ready to devour – or store for later.

Requirements: None
Prime Req: Strength

Hit Points: d8
Attack & Save: As Dwarf

You have very small ears and eyes, and your cylindrical body is covered with a thick silky fur much coveted by certain taller creatures who can't grow it themselves. Because you need very low amounts of oxygen to breathe, you can stay underground (and hidden – see below) for extended periods. You get a natural +2 on saves versus inhaled poisons/spell effects. You may use weapons as a dwarf, but prefer close fighting using your own natural weapons. Mouldwarps can find slanting passages, traps, shifting walls, and new construction on a roll of 1-4 on a d6. All mouldwarps speak Common, goblin and can communicate with any burrowing creature. Mouldwarps travel light and aren't tempted by shiny treasure or magic, although a *bag of holding* filled with worms sounds quite delicious.

Smell Food and Lies: While you are essentially blind above ground (-4 to attack), you are at home underground. Below the surface, you can use your tremorsense to find food. Additionally, if anyone tells a lie within 30' of you, you have a 5 in 6 chance of sensing the untruth.

Natural Claw Attacks: 1d6 + STR bonus. At 5th level, the mouldwarp can viciously attack with both claws in the same round in a single round as long as no shield is being used. You do not take kindly to strangers who threaten you or your brood. You are slow to anger, but respond fiercely when attacked. Grudges keep you warm at night.

Toxic Saliva: Your saliva contains a mild poison, super-effective on worm-like creatures, less so on anything else. Foes on the receiving end of your bite take 1d3 damage and must save vs paralysis or become dizzy and suffer -2 on attacks and saves for 1d3 rounds. Worm-type creatures save or die. These poisoned worms make a perfect addition to your larder, which can be made up of hundreds of worms, all secreted away for a future feast.

Burrow Away from Trouble: You can use your powerful claws to dig through soil at 20' per round. You can travel forwards or backwards through the earth (your short, napless fur helps in this regard). In addition, mouldwarps will eschew armor and always choose clothing that doesn't interfere with their ability to make a fast getaway, or keep hidden when beneath the soil.

Mouldwarp Level Progression Table

Level	Level Title	Experience	Hit Dice
1	Downy Digger	0	1d8
2	Bushy Burrower	2,200	2d8
3	Unshaven Snuffler	4,400	3d8
4	Hirsute Scooper	8,800	4d8
5	Tufted Tunneler	17,000	5d8
6	Bristly Delver	35,000	6d8
7	Shaggy Shoveler	70,000	7d8
8	Unshorn Sifter	140,000	8d8
9	Mouldwarp	270,000	9d8
10	10th level Mouldwarp	400,000	9d8+3*
11	11th level Mouldwarp	530,000	9d8+6*
12	12th level Mouldwarp	660,000	9d8+9*

*Constitution adjustments no longer apply



You can use Magic-User scrolls and magic items. You can use the unholy scrolls of dark gods. ;shiver;

REQ: None
PRIME: None
HD: d4
ATTACK: Magic-User

ARCANE BLACK:

Dark spirits whisper secrets... You will learn spells after the kind that pleases your black heart. You can cast DARKNESS once per day + once every 5th level. You can see perfectly in all darkness.

SHADOWS: You can summon a SHADOW to do your bidding. It will remain 1 turn/level. Every 3rd level you get an extra shadow.

GLOOM: You suck the life from the room. All in your presence the first time must save vs. DEATH or suffer 1d6 rounds of ennui causing -1 on all saves and attack rolls. BLESS and LIGHT spells cast near you FALL on a 2 in 6 roll. ;chill;

DARK HEART: You live in GLOOM, making you IMMUNE to FEAR.

YOU ARE A WIZARD OF THE NIGHT. YOU ARE A...

RAVEN HEART



SAVES

LEVEL	BREATH	POISON DEATH	PARA	WAND	SPELLS
1-3	16	12	13	12	15
4-6	15	10	11	10	13
7-9	14	8	9	9	11
10-12	12	7	8	7	9
13-15	10	5	6	6	7
16+	8	3	4	4	5



You use small, dark weapons and wear only the NIGHT as armor.

WINGS OF THE NIGHT:

At level 9 you gain the power to transform fully or partially into a RAVEN for 1 turn per level.

CHARISMA CURSE: Cha modifier is applied to saves of those saving against your magic. Thus with a Low cha your spells are more powerful.


UNDEAD LOVER: You may roll to BEFRIEND undead exactly like a cleric TURNS them.

SAD POSE OF DRAMA:

The weight of your soul may be revealed in a POSE. Those witnessing your naked DARKNESS must save vs. DEATH or feel Sorrowful LOVE, unable to attack you until the save is made. A natural save of 1 means the victim is cursed with PAINFUL DARK LOVE and will love you forever, possibly committing terrible acts of desperate love in your name.



RAVEN HEART

LEVEL	XP	TITLE	HD	1	2	3	4	5	6	ARMOR of NIGHT*
1	0	Black Swan	1d4	1	-	-	-	-	-	8
2	2400	Night Feather	2d4	2	-	-	-	-	-	8
3	4800	Dream Crow	3d4	2	-	-	-	-	-	7
4	10,000	Veil Lord	4d4	2	1	-	-	-	-	7
5	20,000	Rue	5d4	3	1	-	-	-	-	6
6	40,000	Wight	6d4	3	1	-	-	-	-	5
7	80,000	Nightkind	7d4	3	2	1	-	-	-	4
8	160,000	Dark Elder	8d4	3	2	1	-	-	-	4
9	320,000	Raven Heart	9d4	3	2	1	-	-	-	3
10	440,000		9d4+1	4	3	2	1	-	-	3
11	560,000		9d4+2	4	3	3	2	1	-	2
12	680,000		9d4+3	4	3	3	2	1	-	1
13	800,000		9d4+4	4	4	3	3	2	1	1
14	920,000	Azrael	9d4+5	4	4	4	3	2	2	0

*This is your natural AC when in darkness.

SPELLS

•RAVEN CLAWS•

Level: 1 Duration: 1 round/level
Range: 20'

You form TALONS in the air that swipe at your enemies for 1d6 dmg per strike on a hit roll.

•BLACKHEART•

Level: 3 Duration: 6 turns
Range: Self or Touch (cast on ally)

You close your self off from all emotion. You cannot be influenced by magic or trickery to act against your will. All perceiving you will detect an aura of darkness similar to EVIL. Detect Alignment will detect you as EVIL. You can see magical auras as by a Detect Magic spell. In this state, your eyes are solid BLACK.

•ENNUI•

Level: 2 Duration: 1d6 days
Range: Touch

One target becomes gloomy and suffers -3 to hit and saves for 1d6 days if it fails to save vs. spells.

•PLAY WITH THE DEAD•

Level: 3 Duration: 1 turn/level
Range: 120'

You cause 2d4 HD of undead to rise up and be your pals. You must treat them intimately as friends. They will act for you, defend you, and fight for you. These creatures will number 1d4 and should be counted as ghouls. They gain the ability to pass through walls and become immune to turning when you reach level 9.

SHIELD MAIDEN

REQ: None
PRIME: Str, Dex
HD: d8


@ You were raised with a shield in hand and lust for battle in your heart!

@ You attack and save as a fighter. When fighting without a shield you attack as a thief. Your shield grants you greater defense and offense than other warriors. You may attempt amazing shield stunts, with a difficulty modifier of -6 to +6 (add Str or Dex Mod).

@ You cannot wear armor heavier than chain and still use your special abilities.

@ One ally standing behind you gains your shield bonus vs. BREATH!



LEVEL	TITLE	XP	HD	SHIELD BONUS*	SHIELD DAMAGE	SHIELD STUNTS
1	Buckler Girl	0	1d8	+2	1d4	15
2	Defender	2,500	2d8	+3	1d4	14
3	Fending Femme	5,000	3d8	+3	1d5	13
4	Shield Lady	10,000	4d8	+4	1d5	12
5	Protector	20,000	5d8	+4	1d6	11
6	Guardian	40,000	6d8	+5	1d6	10
7	Ward Woman	80,000	7d8	+5	1d8	9
8	Shield Maiden	160,000	8d8	+6	1d8	8
9		320,000	9d8	+6	1d10	7
10		445,000	9d8+2	+7	1d10	6
11		570,000	9d8+4	+7	1d12	5
12		695,000	9d8+6	+8	1d12	5
13	Shield Queen	820,000	9d8+8	+8	2d6	5
14		945,000	9d8+10	+9	3d4	5

* Applies to AC and saves vs. BREATH



SINEWY BARBARIAN

a character class
by J.V. West

Muscles rippling, skin kissed by the sun, you enjoy diving into seas of spears with only your thong and a yard of steel to keep you warm.

You attack and save as a fighter. You can use any damn weapon you please, but if it is not 2-handed you attack like a schoolboy (magic-user)...**CROMM!**

REQ: Str 16
PRIME: Str
HD: d10

MUSCLE MAN: You can lift, carry, or break a lot of stuff (and people). Double your carrying limit and door-busting ability. Oh...and you CAN carry a shield while wielding a fat, 2-fisted heavy metal weapon.

GLISTENING GAMS:

You are so ripped that flexing causes the ladies (and 2-in-6 men) to save vs. Spells or be unable to attack you until the save is made.

HARD as STEEL:

You are so tight you apply Str and Con mods to AC.

SAVAGERY: Attack with sudden fury at +3 to hit/dmg OR make an extra attack. If you miss, you lose all AC mods for 1 round.

HACKERY: On a nat 20 and dmg. of 8+ you have beheaded,

gutted, or cut your enemy in twain!

Beer time.

LEVEL	XP	TITLE	HD
1	0	Brawny Brute	1d10
2	2300	Strapping Stud	2d10
3	4600	Loin Grinder	3d10
4	9200	Herculean Hacker	4d10
5	18000	Hefty Hulk	5d10
6	36000	Red Rager	6d10
7	72000	Thongmaster	7d10
8	144000	Super Slayer	8d10
9	288000	Sinewy Barbarian	9d10
10	410000	Salvage Barbarian	10d10
11	550000	Brutal Barbarian	10d10+2
12	680000	Reckless Barbarian	10d10+4
13	810000	Raging Barbarian	10d10+6
14	940000	Badass Barbarian	10d10+8



4w

★★★ **THE Stars** are alive and you know their names. Through secret rituals and star pacts you can call on the power of the **TWINKLING ONES!**

You have the limits and abilities of a Magic-user...and more.

NAVIGATION: You are never lost as long as you can see the stars. By level 9 you don't even need to see them...you **FEEL** them.

STAR PACTS: Learning a Star's **TRUE NAME** takes hard work and a good Int check. You start with 1d4 names in your Starbook, all with friendly relationships. When you find a new star name make a reaction roll modified by Int to set the nature of your relationship. Avoid hostile stars! Each name learned may drive you insane, per the table below. You can talk to a star (1d4 turn ritual) to ask for info or help. Your plea + a reaction roll + the star pact will guide the GM in ruling on the outcome. If you fail the roll you must save vs. spells or suffer the effects of a **Confusion** spell. Stars are swingy.

★ STAR WIZARD ★

MAGIC-USER CLASS ★★

REQ: Int 13 PRIME: Int
HD: d4



CONTACT STAR:

With 1d6 hours of prep and ritual time you can cast the spell **Contact Other Plane** in order to ask multiple questions of a target star.

STELLAR VISION: You can cast ESP once per day by focusing on a friendly star.

LV.	XP	TITLE	HD	INSANITY CHECK
1	0	Astrologer	1d4	30% -Int
2	2,800	Star Charter	2d4	29% -Int
3	5,600	Sky Gazer	3d4	28% -Int
4	11,200	Sun Reader	4d4	27% -Int
5	22,000	Solar Scanner	5d4	26% -Int
6	44,000	Sky Mage	6d4	25% -Int
7	88,000	Cosmologist	7d4	24% -Int
8	176,000	Astronomer	8d4	23% -Int
9	352,000	Star Wizard	9d4	22% -Int
10	500,000	Stellar Mage	9d4+1*	21% -Int
11	650,000	Stellar Seer	9d4+2*	20% -Int
12	800,000	Stellar Gnostic	9d4+3*	20% -Int
13	950,000	Space Wizard	9d4+4*	20% -Int
14	1,100,000	Space Master	9d4+5*	20% -Int

*Con bonus no longer applies.

★ **ASTRAL**: At level 5 you can cast **Astral Projection** 1/day. You can only travel in the Astral Plane and you cannot take passengers. At level 9 all such limits are gone and you can do it 1d3 times per day.



★ STAR TOWER:

At level 11 you can build your tower in the sky!

Hidden to all but those to whom you whisper its location, it is magically locked. Only a mage of 5 levels beyond your power may open it - and only if they know where it is.

The cost of each level is 100,000 gp and each level requires questing for ultra-rare materials often found only in hostile locales... such as **HELL** itself.

Inside your tower you may heal at 3x the normal rate and cast an additional spell per spell level. You may open the portal to your tower in 1 round by speaking the magic word.

There is a cumulative 1% chance per tower level that an unknown star or other space entity will take notice and come knocking. (roll every month)



CREATING ^{4w} STARS!

(a quick guide) ★ GM rolls random monster. Star's basic powers/weaknesses are based on monster. AC = 9 minus HD. HD = 10 + 1d10. ★ M-U/CL/ILL 5d4 levels of each. ★ **SUNBURST!** 1d20 x HD damage (save for half). 500'/HD range, 1d6 times/day. ★ Magic item forged in heart of star = **DOUBLE** power. (Good luck negotiating for the privilege.) ★ Cannot be Charmed, Held, put to sleep or mentally scanned or dominated. Save vs. death if you try. ★

MOTIVATION

- 1-FEAR
- 2-GREED
- 3-PRIDE
- 4-GOOD
- 5-VOW
- 6-REVENGE
- 7-JUSTICE
- 8-EVIL
- 9-SECRETS
- 10-LAW
- 11-CHAOS
- 12-MISCHIEF

Telepathic communication (1 or 2 way) across the Astral. Can reach into the material plane 1d4 times per day. ★ 1d6 wicked special powers (from GM's favorite list of sweet, sweet magic randomness).

★ Can grant a wish. Maybe will, maybe will not. Careful when you wish upon a star... ★ Has a prime motivation (see table).

STAR NAMES: M'Boga, Ikki O, Anzo Zozantanton, Q'Got'B'Tok, Woless the Instant, Mentarr!



SUMMONER

Requirements: Int 9

Prime Requisite: Int, Cha

Hit Dice: d4

You are a wizard who sends arcane calls to strange and terrible beings in hopes of controlling them. Gods be with you if you fail...

You are a magic-user for the purposes of fighting and saving and you have all the advantages and disadvantages of a magic-user. You cast magic-user spells as a wizard of half your actual level.

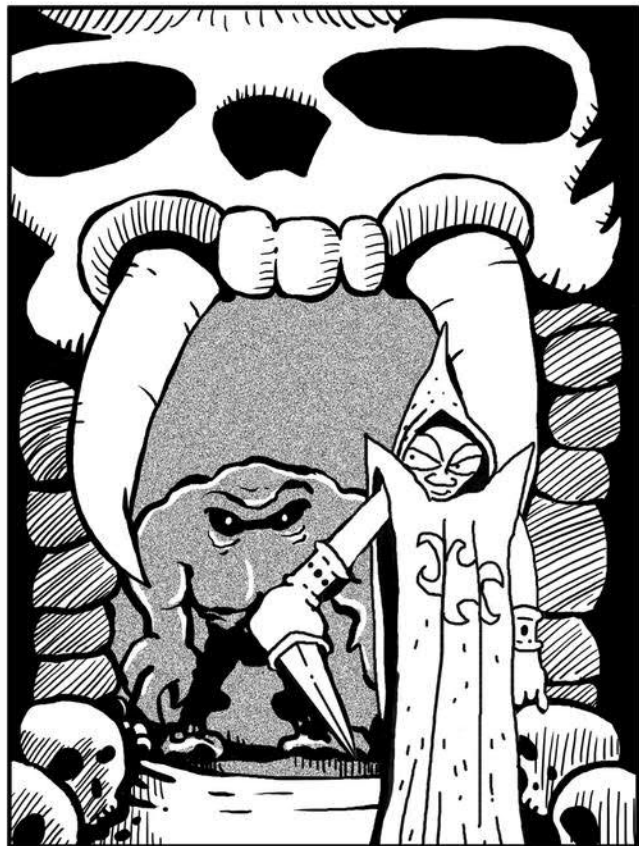
Bodyguards: At level 7 you may cast either *Faithful Hound* or *Conjure Elemental* once per day.

Conjure Animals: You may cast *Conjure Animals* once per day and an additional once per day at levels 3, 6, 9, and 12.

Contact Other Plane: You may *Contact Other Plane*, per the spell of the same name, once per day.

Monster Summoning: You may cast 1 spell level of *Summon Monster* spells per day, per level. Therefore at level 1 you may cast *Summon Monster I* once per day but at level 2 you may cast it twice or you may cast *Summon Monster II* once. At level 5 you may cast *Summon Monster V* once per day or *Summon Monster III* once and *Summon Monster I* twice or any combination that equals the correct number of levels allowed.

Take Control: Once per day you can attempt to seize control of monsters within 40'. The creatures must save vs. Spells (minus your Charisma modifier) to avoid your power. You cannot control creatures with HD greater than your level nor can you control creatures immune to *Charm* spells. The total HD of creatures that can be controlled is equal to or less than your level x2. You retain control of monsters for 1d4 rounds plus your level.

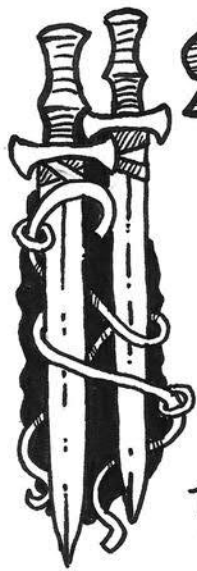


Permanent Mastery: At level 5 you can, once per day, attempt to gain permanent control over a monster you have already summoned or taken control of. You must be within 5' of the monster. The monster must save vs. Spells (minus your Charisma modifier) or be forever under your control exactly as if by a *Charm Person* spell. If the monster succeeds in its saving throw it is immediately freed from all control and will be able to act however it wishes. The number of monsters permanently controlled at the same time cannot exceed your level.

SUMMONER EXPERIENCE TABLE

Level	Title	Experience	Hit Dice
1	Convener	0	1d4
2	Gatherer	2500	2d4
3	Beckoner	5000	3d4
4	Caller	10000	4d4
5	Rouser	20000	5d4
6	Assembler	40000	6d4
7	Spellbinder	80000	7d4
8	Master Invoker	16000	8d4
9	Master Summoner	310000	9d4

+1 hp and 150,000 XP per level after 9



SWORD SLINGER

CHARACTER CLASS

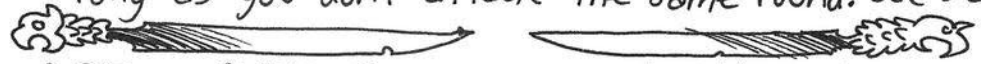
With a sword in your left hand and its twin in your right you can sling DEATH itself!

You attack/save like a fighter. You never wear armor, as it gets in your damn way (but cool capes and coats are OK). You fight with two swords of roughly the same size/type. When using only one sword you attack like a thief and when using any other weapon you fight like a magic-user. The price of pure FOCUS!

The following special abilities apply when you use two swords.

- TWIN DEATH:** When you hit a target you get +1 on the next attack.
- BLAZING FURY:** As you gain levels you get multiple attacks.
- PARRY:** With 2 swords you can parry blows like crazy as long as you don't attack the same round. See below.

REQ: Dex 13
PRIME: Dex
HD: d6



ARROWSLASHER: If you haven't attacked in a round you can block non-magical missiles (1 per level) by passing a save vs. paralysis. **FINESSE:** You add Dex mod to attack rolls, not Str.

PRECISION: You make quick, precise strikes that deal d6 damage, regardless of sword type. You can make an extra attack by reducing to d4 damage.



You can put on an elaborate show of swordplay, forcing enemies to save vs. spells or have -2 to hit you, 1d4 rounds.

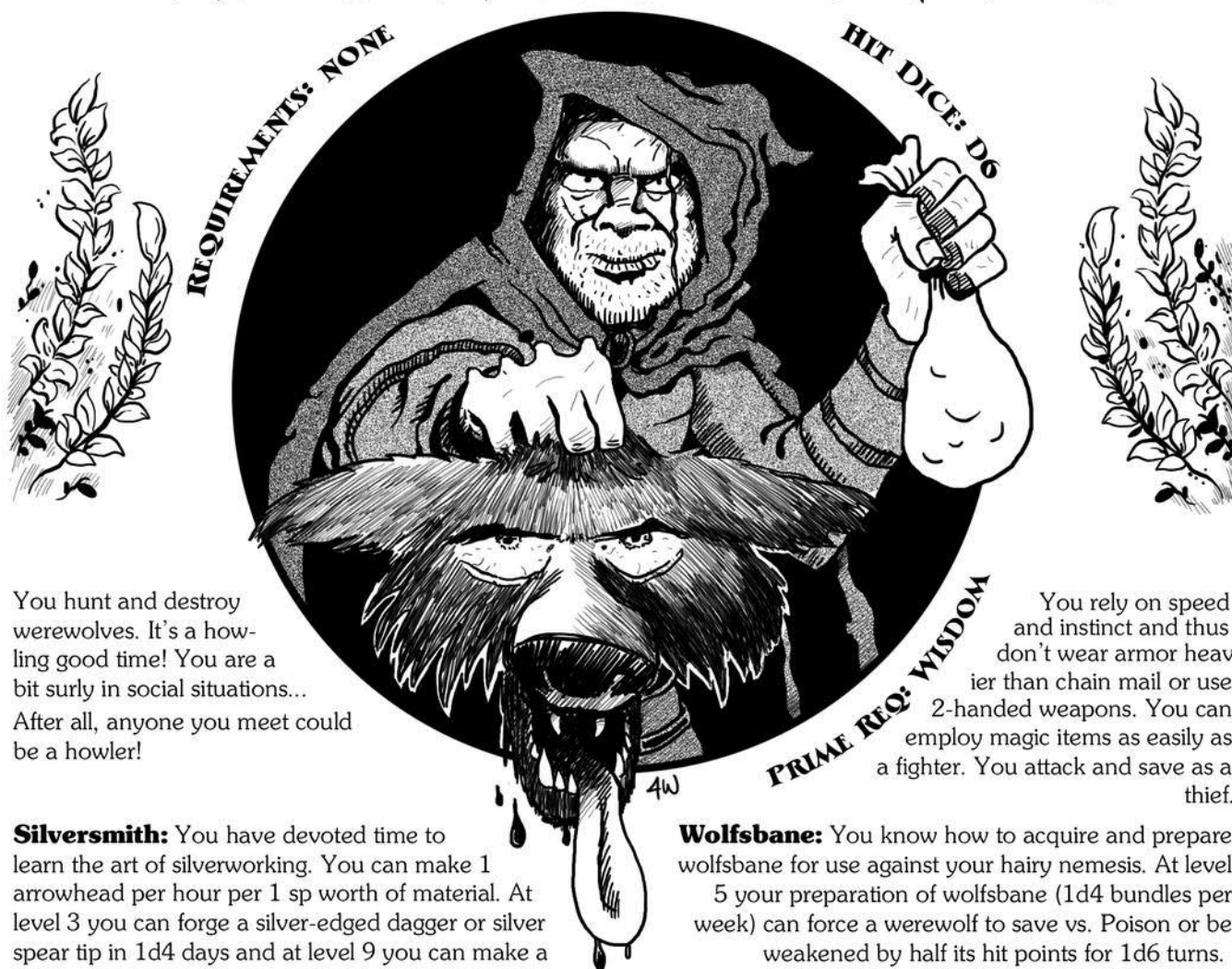


FLYING!: You can throw your swords 10' per level with no penalty, striking separate targets in the same round.

LV.	XP	TITLE	HD	#Atk	PARRY AC
1	0	Twin Vet	1d6	1	8
2	2,200	Blade Warrior	2d6	3/2	8
3	4,400	Blade master	3d6	3/2	7
4	8,800	Twin Hero	4d6	3/2	6
5	17,600	Sword Dancer	5d6	3/2	6
6	36,000	Daring Duo	6d6	3/2	5
7	72,000	Double Threat	7d6	2	4
8	140,000	Twin Death	8d6	2	4
9	280,000	Sword Slinger	9d6	2	3
10	400,000	Master	9d6+2*	2	2
11	520,000	High Master	9d6+4*	3	2
12	640,000	Twin Master	9d6+6*	3	1
13	760,000	Grand Master	9d6+8*	3	0
14	880,000	Super Grand Master	9d6+10*	4	-1

*Con bonus no longer applies

WEREWOLF HUNTER



You hunt and destroy werewolves. It's a howling good time! You are a bit surly in social situations... After all, anyone you meet could be a howler!

You rely on speed and instinct and thus don't wear armor heavier than chain mail or use 2-handed weapons. You can employ magic items as easily as a fighter. You attack and save as a thief.

Silversmith: You have devoted time to learn the art of silverworking. You can make 1 arrowhead per hour per 1 sp worth of material. At level 3 you can forge a silver-edged dagger or silver spear tip in 1d4 days and at level 9 you can make a silver-edged sword in a week.

Wolfsbane: You know how to acquire and prepare wolfsbane for use against your hairy nemesis. At level 5 your preparation of wolfsbane (1d4 bundles per week) can force a werewolf to save vs. Poison or be weakened by half its hit points for 1d6 turns.

Resistance: You get a saving throw vs. Poison to resist becoming a werewolf when injured by one. If you have access to your supplies, add +1 to the save due to the use of wolfsbane and other rare concoctions.

Wolf Fighter: When engaged in battle against any wolf-like creature such as werewolves, dire wolves, or even coyotes, you gain +1 to hit and damage.

Track 'em Down: You can acquire the trail of a werewolf and track them across 1 mile per level, per your experience table. When within 40' of a werewolf you have a chance of detected them, per your level. Upon reaching level 5 you have a chance of detecting the past presence of werewolves after they have left an area... the smell lingers on your nostrils. You can also detect the presence of other lycanthropes, but at 4 levels lower.



LVL	TITLE	XP	HD	HUNT
1	Cub Slayer	0	1d6	1 in 6
2	Pad Tracker	1,200	2d6	1 in 6
3	Wolf Hunter	2,400	3d6	2 in 6
4	Pack Tracker	4,800	4d6	2 in 6
5	Wolf's Bane	10,000	5d6	3 in 6
6	Silversmith	20,000	6d6	3 in 6
7	Alpha Killer	40,000	7d6	4 in 6
8	Pack Slayer	80,000	8d6	4 in 6
9	Werewolfer	160,000	9d6	5 in 6
10	Werewolfer	260,000	9d6+2	5 in 6



Witch

Character Class

REQ: None

PRIME: Wis

HD: d4



There be spirits in the woods and you know 'em! The veil between worlds ain't so thick after all. With a bit of hemlock, a pinch of luck, and a twinkle o' the nose you can make love potions, faery charms, and maybe summon some **DEMONS**.

You attack and save like a magic-user, cast spells, and are usually female (though it ain't a rule). You can tease the magic out of just about any magic item (save vs. spells, add Wis mod).



SPELLS: You can learn any kind of spell. It's all magic to you. **RHYMES:** By speaking a little rhyme (no matter how lame) you can magic each time (unless they are the same). Saves apply, avoid repeats.

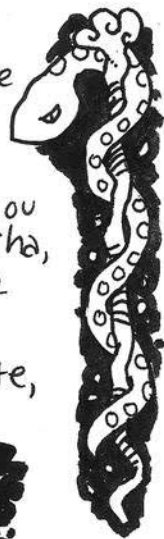
CHARMS: With 1d6 turns of prep you can make a charm (hex bag, necklace, etc.) that mimics a spell of half your level (round up) or less with 50% effect. If not used in 3 days it is dead. **HEXES:** At level 3 you can Curse or Remove Curse 1/day. At level 7 you can curse items permanently by saving vs. Spells... failure = you curse **YOURSELF!**

FAMILIARITY: You attract 1 familiar every 3rd level (3, 6, 9, etc.) that has your HD. You have a psychic two-way link with your animals ranging 1 mile/level.



Lvl.	XP	TITLE	HD	SPEEELS					POTIONS PER MONTH	POTIONS SPOIL AFTER MONTH
				1	2	3	4	5		
1	0	Kettle Keeper	1d4	1	—	—	—	—	=Wis mod	90%
2	2800	Herbalist	2d4	2	—	—	—	—	+1	80%
3	5600	charmer	3d4	2	—	—	—	—	+2	70%
4	12,000	Spirit Friend	4d4	2	1	—	—	—	+3	60%
5	24,000	Diviner	5d4	3	2	—	—	—	+4	50%
6	48,000	Summoner	6d4	3	2	—	—	—	+5	40%
7	96,000	Crone	7d4	3	2	1	—	—	+6	30%
8	192,000	Enchanter	8d4	4	3	2	—	—	+7	25%
9	380,000	Witch	9d4	4	3	2	—	—	+8	20%
10	540,000	Glimmer Witch	10d4	4	3	2	1	—	+9	15%
11	700,000	Sabbath Witch	11d4	5	4	3	2	1	+10	10%
12	860,000	High Witch	11d4+1*	5	4	3	2	1	+11	8%
13	1,020,000	Great Witch	11d4+2*	5	4	3	2	2	+12	5%
14	1,180,000	Grand Witch	11d4+3*	6	5	4	3	2	+13	1%

* Con bonus no longer applies



COMMUNE: You can draw a magic circle and summon a strange entity, trapping it 1d6 rounds/level (1d6 turns at level 12). You can do this 1/day. The being cannot attack or affect anything outside the circle. You can ask 1 question and with a good reaction roll you might get a useful answer. The roll is modified by Int, Wis or Cha, per your choice. ✱ At level 9 you can cast Commune spell once per week. Be careful... otherworldly beings never forget.

EXTRAPLANAR: At level 12 you can cast Contact Other Plane, Gate, or Astral Projection once per day.

AIRBORNE: With a favored broom, cauldron, chair, or other large object you can Fly once per day. By level 9 you don't need a prop.

STRANGE BREWS: You can mix up magic potions from natural ingredients. Each potion requires 1 day to create. See XP table for details.

SPIRIT FRIEND: You can detect spirits, undead, demons, and devils within 60' with a Save vs. spells. Reaction rolls for such entities gain a bonus of 1.

BOOK OF SHADOWS: Your spellbook is a window to your soul. It tells the truth of you. If it is stolen and deciphered the thief may place a Geas upon you (no save). If it is damaged you take equal dmg. It shares your hp.

If you survive, you may create a new book in one month... but you are reduced to level 1 until it is finished.

NO BLAZING ARTILLERY: You are nature's child, not a war machine. Flowers, not fire! When casting spells that deal multiple dice of damage you never deal more than 2d.

SKYCLAD: When wearing nothing at all, you are wrapped in nature's embrace. Your saves are at +3 and your AC is improved by your Int, Wis, and Cha mods.

RANDOM SUMMONED ENTITIES:

1= Demon 6= Gross nasty abomination

2= Devil 7= Angelic

3= Astral 8= Elemental

4= Spirit 9= Honest

5= Faery 10= Liar



POTION RISK: You can use the table below for potion-making if you feel lucky. Modify by Wis or Int.

1d10 RESULT

10 Excellent! 1 extra dose.

5-9 Good job.

3-4 Poor quality. 50% failure chance.

2 Failed. 1 dmg + nausea.

1 Botch! Save vs. 2d6 dmg.



IRON DEVILS

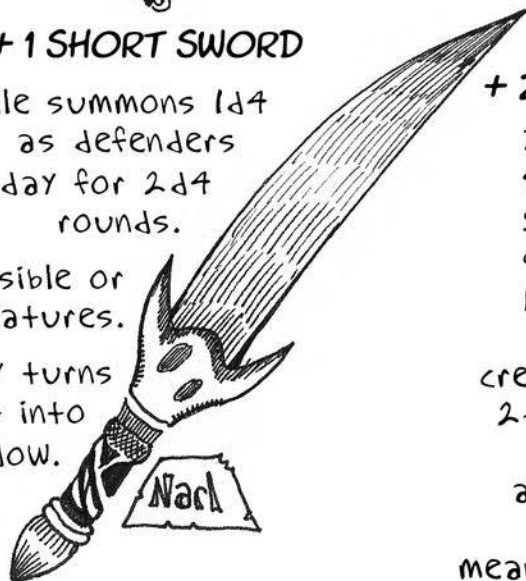


+ 1 SHORT SWORD

Bone handle summons 1d4 shadows as defenders once per day for 2d4 rounds.

+2 Vs. invisible or shadow creatures.

Nat 20 slay turns target into shadow.

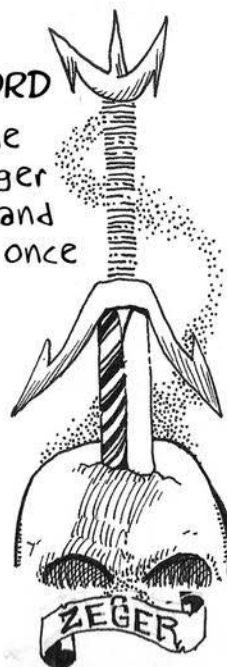


+ 2 TWO-HANDED SWORD

Zeger knows not the sting of regret. Zeger grants +2 Vs. FEAR and can cast FEAR spell once per day.

Nat 20 slays 1 HD creatures. Those with 2-4 HD get to save.

Others are not as affected by Zeger's death grin., Nat 1 means user must make attack roll against self. Zeger tolerates no mistakes!



CROSS NOTCH

+ 1 LONGSWORD, + 3 VS.

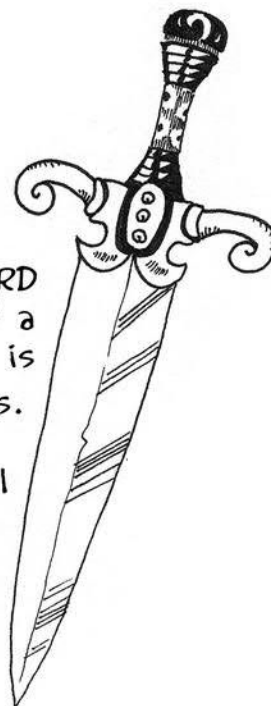
CHAOTIC OR EVIL FOES

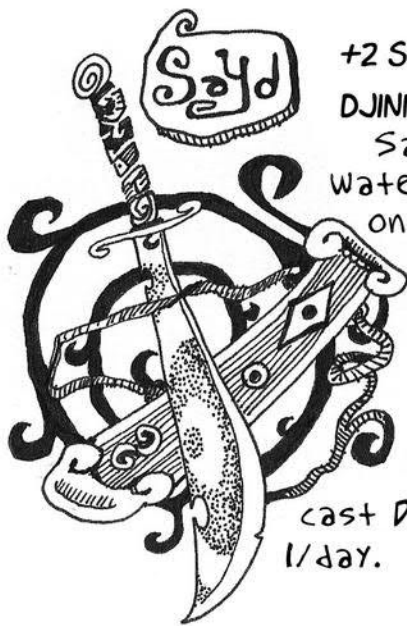
Striking an innocent creature with Cross Notch causes the user to save or DIE. No screwing around. When an evil foe is hit with a natural 20 it must save Vs. Paralysis or be unable to move for 1d4 rounds. Coup de grâce, anyone?

BITTERCUT

+ 1 BROADSWORD

Forged from tears of a goddess, bitter pain is felt by those it cuts. Such wounds cannot heal naturally. Magical healing is only 50% effective.





+2 SCIMITAR/+4 VS. DJINNI AND EFREET
Sayd will find water within 1 mile on 5 in 6 roll.

User can cast **LEVITATE** 1/day and will always know North.

User can cast **DIMENSION DOOR** 1/day.

+1 DAGGER

A black-hearted PC of Chaotic alignment may cast each 1/day using this evil blade:

**CAUSE LIGHT WOUNDS
CHARM PERSON
DARKNESS**

Karess is a talking blade that whispers to its user, beckoning them to commit terrible acts of murder.

Karess has Int 10, Ego 9. It speaks common + 6 languages and can use ESP at Will. It refuses to be used by Lawful PCs.



+1 LONG-SWORD

Casts light as a torch on command.

Deals double dmg against undead.



+2 LONG-SWORD

Grants 4 in 6 hide in shadows skill. With Dex of 13 or more, dual wield without penalty.

It is said that Sun and Moon, sister blades, were forged on a flying anvil during a total eclipse by a werewolf vampire sorcerer, naked save for a smock made from the leathery hide of a purple worm. When these blades are wielded in unison the user may call down a **FLAMESTRIKE** 1/week and turn lycanthropes exactly as a cleric turns undead. But if the blades are ever parted by more than 120' their user is parted... ripped into two halves.



+2 TWO-HANDED SWORD/+4 VS. LYCANTHROPES

A piece of the moon was cast down by an angry god and forged into a powerful blade by mortals!

When the moon is new, Lune-Dross sleeps.

During this time the sword's powers are dormant.

User can:
CREATE WATER 1/day
LOWER WATER 1/week
PART WATER 1/month

Hit of 16+ deals max damage!

Moon runes show in moonlight...

GLITTERVEIL

Level: 1

Duration: 1 turn/level

Range: 10'/level

The Wizard's face shimmers and shifts as her mind extends into many realms of existence at once. She is able to see invisible beings, hidden doors, and magical objects or beings of magic. While the spell lasts, the Wizard gains +5 to saving throws against magic and breath weapons but loses any Dexterity bonus to AC.

MIRROR HEART

Level: 2

Duration: 1 turn/level

Range: 100'/level

Mirror Heart places the Wizard's life force into the heart of another living being touched by the Wizard and failing to save vs. Spells. As long as the mirror heart is within the spell's range, the Wizard takes no hit point damage.

Instead, the damage is absorbed by the mirror heart. If the Wizard kills it, she may share her own hit points with the mirror heart to make the spell symbiotic. If this spell is cast on a lycanthrope, the creature must save vs. Death or die instantly.

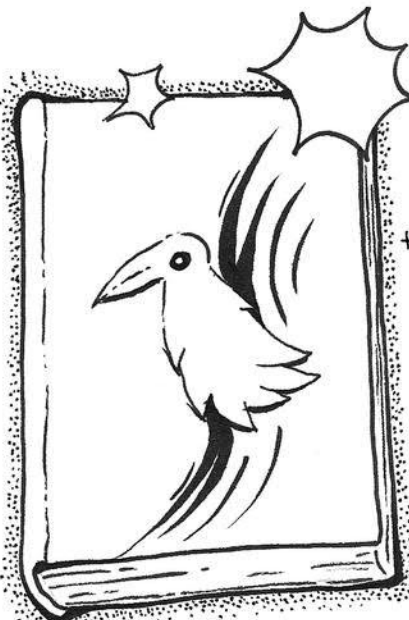
SHIMMERWEB

Level: 2

Duration: 1 turn/level

Range: 20'

The caster spins silvery webs from her fingertips. She can sling the webs up to



GLITTERING TOME OF THE SILVER SAGE

This shiny book made of pure silver bears the emblem of a silver bird on its cover. Before the book can be safely opened the bird's feathers must be stroked. Otherwise it will caw loudly and strike with its beak, dealing 1d6 points of damage and severing a random finger (save vs. Paralysis to avoid). The Wizard reading this book will always detect the presence of silver within 120' and may divine the functions of the spells that lie within.

20' causing 1d4 targets to save vs. Paralysis or become stuck, unable to move until the save is made. The silver web will deal 1d6 points of damage per round against lycanthropes and it cannot be cut except by a magical blade. The Wizard can block a typical doorway or hall, seal a door (treat as Wizard Lock), and even catch a falling person or object. The web's shimmering surface will reflect any light source, even as small as a candle, and cast the reflection 60' in a single direction.

QUICKSILVER BLESSING

Level: 3

Duration: 1 round/level

Range: Touch

The target's movement is multiplied by the Wizard's level. At the end of the spell's duration the target suffers 1 hit point of damage per level of the Wizard, but may make a saving throw vs. Spells to avoid the damage.

REFLECTION OF THE SOUL

Level: 5

Duration: Permanent

Range: Special

The Wizard puts her life force into a silvered mirror which will possess the same number of hit points as the Wizard. The mirror has an AC equal to 9 minus the Wizard's level and makes saving throws equal to the Wizard. If it is destroyed, the Wizard is destroyed. All damage dealt to the Wizard by non-magical means is reduced to zero if she passes a saving throw vs. Spells with a +2 modifier. If she fails the save she takes normal damage, and so does the mirror. Against magical damage she gets no saving throw bonus.

If the Wizard is made to peer into the mirror she must save vs. Death or die. If successful, the mirror is destroyed and the spell broken but the Wizard takes no damage. The mirror must remain within 40' of the caster to be effective.

SILVER SALVE

Level: 2

Duration: Immediate

Range: Touch

The caster squeezes a piece of silver in her hand until it forms soft, viscous, glimmering oil. If the oil is applied to wounds it will heal 1d6 hit points of damage. If applied to the skin of a lycanthrope the creature takes 1d6 points of damage. The salve remains usable for 1 turn per level and at least 1 sp worth of silver must be used with each casting.

SILVER SWORD

Level: 3

Duration: 2d6 rounds

Range: Special

A glittering silver +2 magic sword appears in the caster's hand (+5 vs. lycanthropes). The sword casts light in a 40' radius, even penetrating magical darkness. On a roll of natural 20, the sword will behead its target on a failed saving throw vs. Death. The sword confers an aura of protection around the caster, improving her AC by 3 and granting her +2 on all saving throws. The sword will remain until the end of the spell or until the wizard casts another spell.

SILVER TONGUE

Level: 3

Duration: 1d6 turns

Range: Special

This spell makes the caster's words sound true even if they are false. Her Charisma is treated as being 19 and anyone she talks to must save vs. Spells (minus her Cha modifier) or be compelled to believe her, acting in accordance with their belief.

TIDE OF SILVER

Level: 2

Duration: 1 round/level

Range: Touch

The wizard dips her finger into a body of water, transforming 10 cubic feet per level into molten hot silver. Any creature in the area of effect will suffer 2d6 points of damage per round until the spell ends or they emerge from the affected area. The silver reverts to water when the duration ends. Any lycanthropes caught in the water must save vs. Death or die.

TRUE AS SILVER

Level: 4

Duration: Permanent

Range: Touch

The wizard transforms one weapon to silver, granting it a +1 bonus against lycanthropes and other creatures susceptible to silver.

The weapon also grants its wielder the ability to see all lycanthropes within 60' for what they really are for 1 turn per day. The weapon retains all other original properties.

In order to cast this spell a quantity of silver worth 10,000 sp must be melted in a vat or cauldron in which the weapon is to be submerged.

WOLFEBANE CHANT

Level: 3

Duration: 1 Round/level

Range: 10' Radius/level

The caster places a silver coin in her mouth and chants the spell's incantation. All lycanthropes, wolves, and canines of any variety within range must save vs. Spells or suffer 1d6 points of damage per round and -3 on all attack rolls. All allies in range will gain +3 to hit and damage against lycanthropes for the duration of the spell. When cast by a wizard of level 9 or higher against a single lycanthrope, the creature's curse will be removed if it survives 3 rounds of the chant.



ELEGRAIN'S FEARFUL BOOK OF DEATH

ELEGRAIN'S LITTLE SPELLBOOK IS ABOUT 6X9 INCHES WITH A PLAIN BLACK COVER.

IT IS LOCKED SHUT WITH A **WIZARD LOCK** AND **FIRE TRAP**.



ANY NON-WIZARD OPENING THE BOOK WILL SEE NOTHING BUT PAGES OF SKULLS, BONES, AND HORRIFYING IMAGERY MIXED WITH DISTURBING ALIEN SCRIPT. A WIZARD OPENING THE BOOK IS CONFRONTED BY THE SPIRIT OF **ELEGRAIN**. SUCH A WIZARD MUST SWEAR THEIR SOUL TO THE MASTER OF ELEGRAIN BEFORE THE ARCANES SECRETS CAN BE LEARNED. REJECTION OF THE OFFER REQUIRES THE WIZARD TO **SAVE OR DIE** FOR EACH SPELL THEY ATTEMPT TO LEARN. ACCEPTING THE OFFER ALLOWS THE WIZARD TO LEARN EACH SPELL WITHOUT EFFORT, UP TO THE MAXIMUM SPELL LEVEL THEY ARE CAPABLE OF USING.



DEATH AUGUR

Level: 2
Duration: See below
Range: 50' radius

This dark spell allows the wizard to divine information within a 50' radius of the scene of any death or deaths of sentient beings within the last 100 years. The wizard can learn 1d6 random facts about deaths in the area or she can focus on 1d2 specific inquiries and learn something about them. During this time the wizard appears incorporeal, like a ghost. She cannot be harmed by non-magical weapons and she cannot interact with the physical world. The spell lasts 5 minutes per fact learned. If interrupted before the duration is complete the wizard must pass a save vs. Spells or she will forget everything she learned.

If undead creatures exist within 100' of the caster they will be alerted to her activities and will approach the area with great interest.

DEATH DENIAL

Level: 2
Duration: 1 turn per level
Range: touch

If the target of this spell is killed during the duration of the spell he may roll a save vs. Death. If successful, he is alive, unconscious, and at 1 hit point.

DEATH SENTINEL

Level: 4
Duration: 1 hour per level
Range: 120'

If the target of the spell dies during the spell's duration an elemental of the caster's choice will immediately appear over the fallen victim. The elemental is an 8 HD creature and will carry out whatever simple instructions the caster declared at the time the spell was cast. The action may be to take his body to a specified location or attack a specified foe or any other simple instruction. If no instructions are given, the sentinel will simply defend the body, only allowing it to be touched if the intention is to aid or honor the fallen character. The elemental remains for a number of hours equal to the caster's level, or until it has delivered the body to a specified location, or until destroyed.



ELEGRAIN'S FEARFUL BOOK OF DEATH



DEATH WHISPER

Level: 6
Duration: Instant
Range: 120'

When the wizard casts this fearful spell he whispers a curse that is carried on the wind and all creatures within range with 2 HD or less are instantly killed. Creatures with 3 or more HD take 10 points of damage. A successful save vs. Death negates all effects. The death whisper travels up to 120' in a 10' wide swath. The caster must roll 1d6 to control the whisper's direction. On a 1-3 the spell targets only the creatures directly in front of him within the 10' x 120' path. On a 4-5 the spell only carries 1d10 x 10' in front of the caster. On a 6 the spell swirls around the caster, affecting any creatures within a 60' radius except the caster himself.

DEATH WINGS

Level: 3
Duration: 1 turn per level
Range: 120'

If the target of this spell dies during the spell's duration his soul will fly above the scene of his death for a number of rounds equal to the caster's level before passing into whatever afterlife awaits him. If the caster can reach the body during that time he may draw the soul back into it, leaving the target alive with 1 hit point.

DEATH ZEAL

Level: 3
Duration: Special
Range: Touch

This spell kills the caster in a horrifying manner and reconstitutes him a number of rounds or turns later specified when the spell is cast. For each turn that passes before reconstitution, there is a cumulative 1% chance that the wizard is truly and rightly dead. The spell can be cast on a willing target.

SCRAWLED IN THE MARGINS OF ELEGRAIN'S BOOK ARE SECRET CLUES THAT MAY LEAD TO TWO FABLED TREASURES. ONLY PCS WILLING TO BRAVE DEATH ITSELF CAN EVER HOPE TO FIND THESE POWERFUL RELICS OF A LONG PAST AGE...

NECROM ORG

Hunter Raven once slew Momganag the Mountain Eater with this blade. He lost the sword in the battle and no one has found it since. Any one touching it will be faced with the undead spirit of Momganag and most likely destroyed.

Necrom Org is a +2 sword that cannot be broken. A human skull is impaled upon it and cannot be removed. This hindrance reduces the damage die to d6. When a nat 20 is rolled in combat against a mortal foe the target is slain outright.

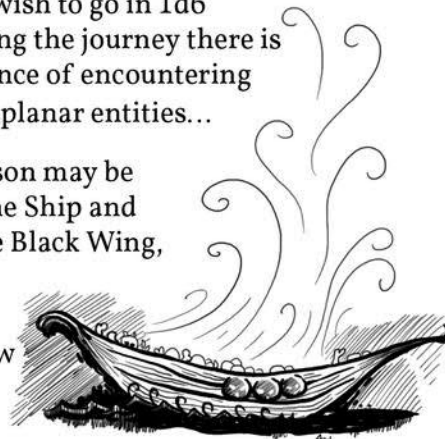


SHIP OF SOULS

There are waterways that no mundane ship can navigate. But the Ship of Souls can sail any waters, even into the realms of death itself.

The Ship moves at the same speed as any oar-powered boat until the magic word is spoken. Then the Ship of Souls takes on a shroud of otherworldly doom and bends space and time to the will of the speaker, taking them any place they wish to go in 1d6 turns. During the journey there is a 1 in 6 chance of encountering weird extraplanar entities...

A dead person may be placed in the Ship and taken to see Black Wing, Bringer of Death. He **might** show mercy...



BLACK BESTIARY

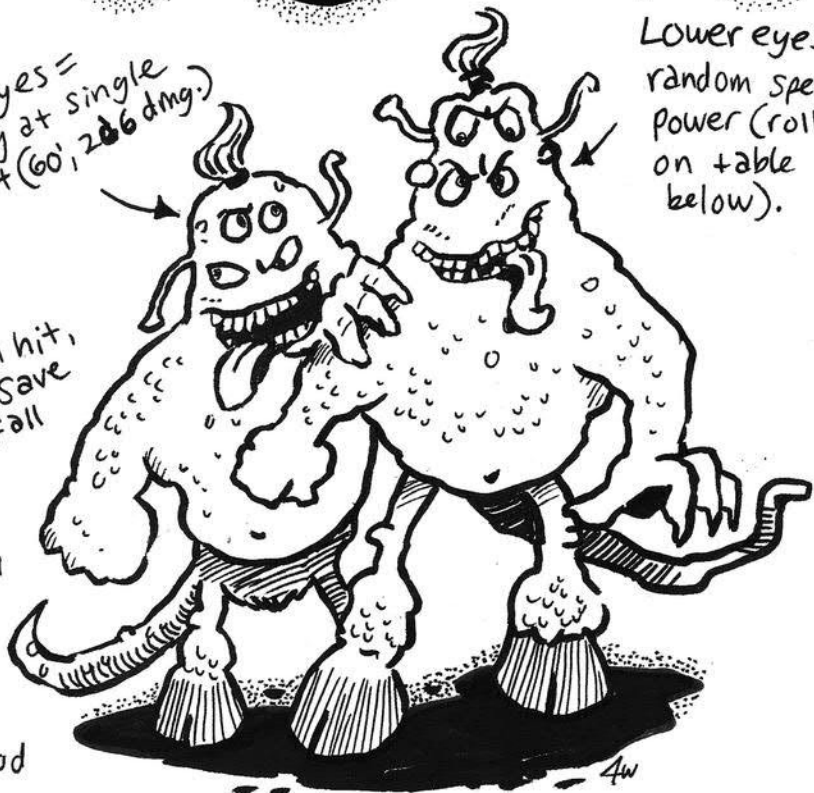
BINOCULON

AC: 7
HD: 3+2
MV: 120'(40')
ATK: 1 fist or Special
DMG: 1d6 or Special
#APP: 2d6
SV: F3
ML: 6
AL: CE
HOARD: XIx2

Upper eyes =
heat ray at single
target (60', 2d6 dmg.)

Tail whip! On hit,
1d4 dmg. and save
vs. para. or fall
prone.

Lower eyes =
random spell
power (roll
on table
below).



These summoned demonic goons possess 50% magic resistance. Where they step vegetation dies, food and water are spoiled.

Once summoned they must be put to evil work or grow bored in 1d3 rounds and smash EVERYTHING. Their eye powers are usable 4/turn.

Random Eye Powers(1d10): 1: Arcane Eye, 2: Charm Person, 3: ESP, 4: Fly, 5: Invisibility, 6: Mirror Image, 7: Shield, 8: Telekinesis, 9: Ventriloquism, 10: Web

BO-DUNK

AC: 7
HD: 1
MV: 120'(40')
ATK: 1 wpn or Gaze
DMG: 1d6 or special
#APP: 1d6
SV: F1
ML: 7
AL: CE
HOARD: XIX

Bo-dunks are weird mute jerks from the Abyss. They loiter in deep caverns and love to absorb life force through their DEATH VISION. Once you pass a Save vs. Death against it you are forever immune*

Bo-dunks are proud of their belt buckles. Buckle designs MIGHT indicate a minor magical power related to the design (2 in 6).

1d6 Belt Buckles:

1=Skull, 2=Moon, 3=Sun, 4=Raven, 5=Dragon, 6=Rat

120' stare!
Eye contact =
Save or DIE!*



*Bo-dunks are NOT immune.

HAG'S HUSBAND

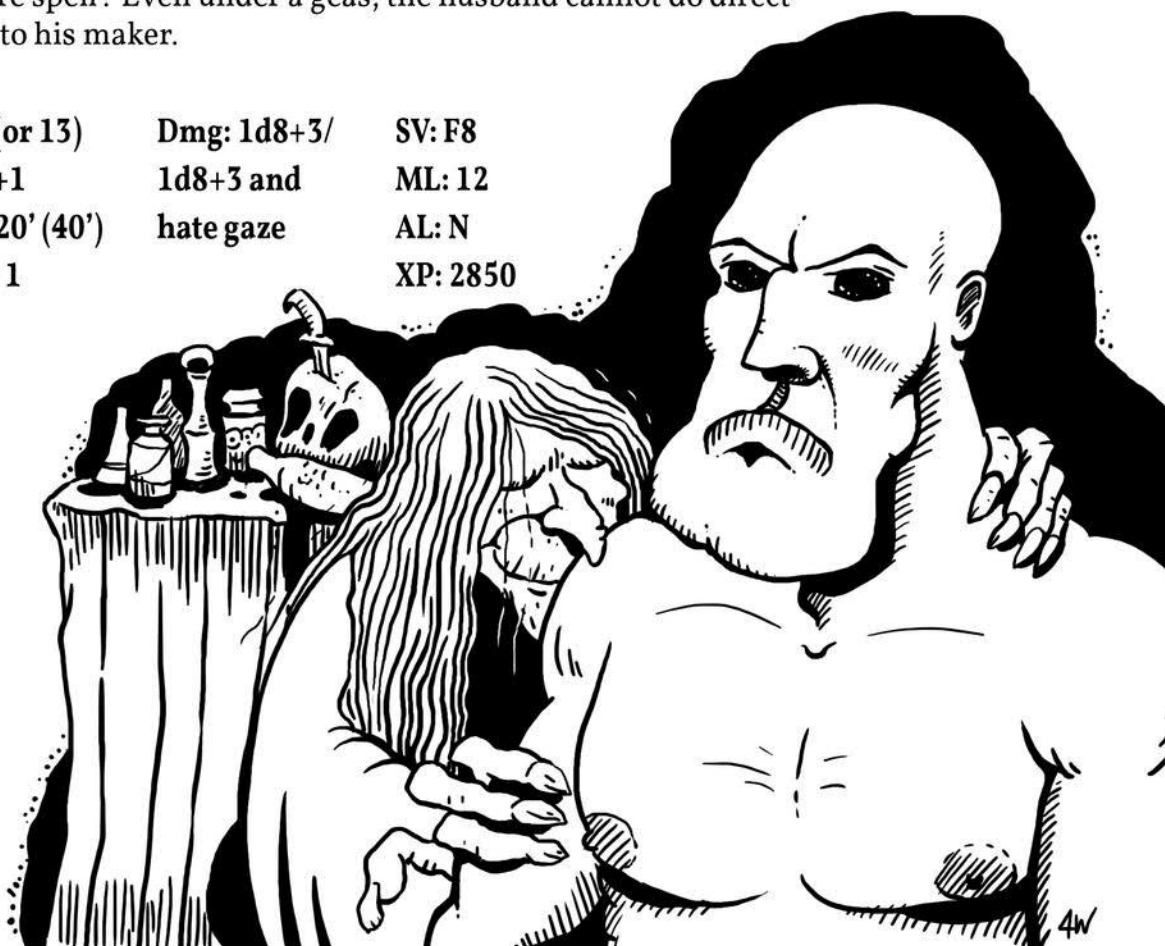
Sometimes a hag needs a man. If a hag has some dried mandrake root, a bunch of lover's lace, hair from a gunderpig, a pinch of narwhal bone dust, and the spells **Charm Monster** and **Geas**... well, all that's left to do is spend a few quiet nights at home working on her man. After getting a fresh man's body, of course. And it doesn't have to be a nice body... the spell will take care of that. It just needs raw material.

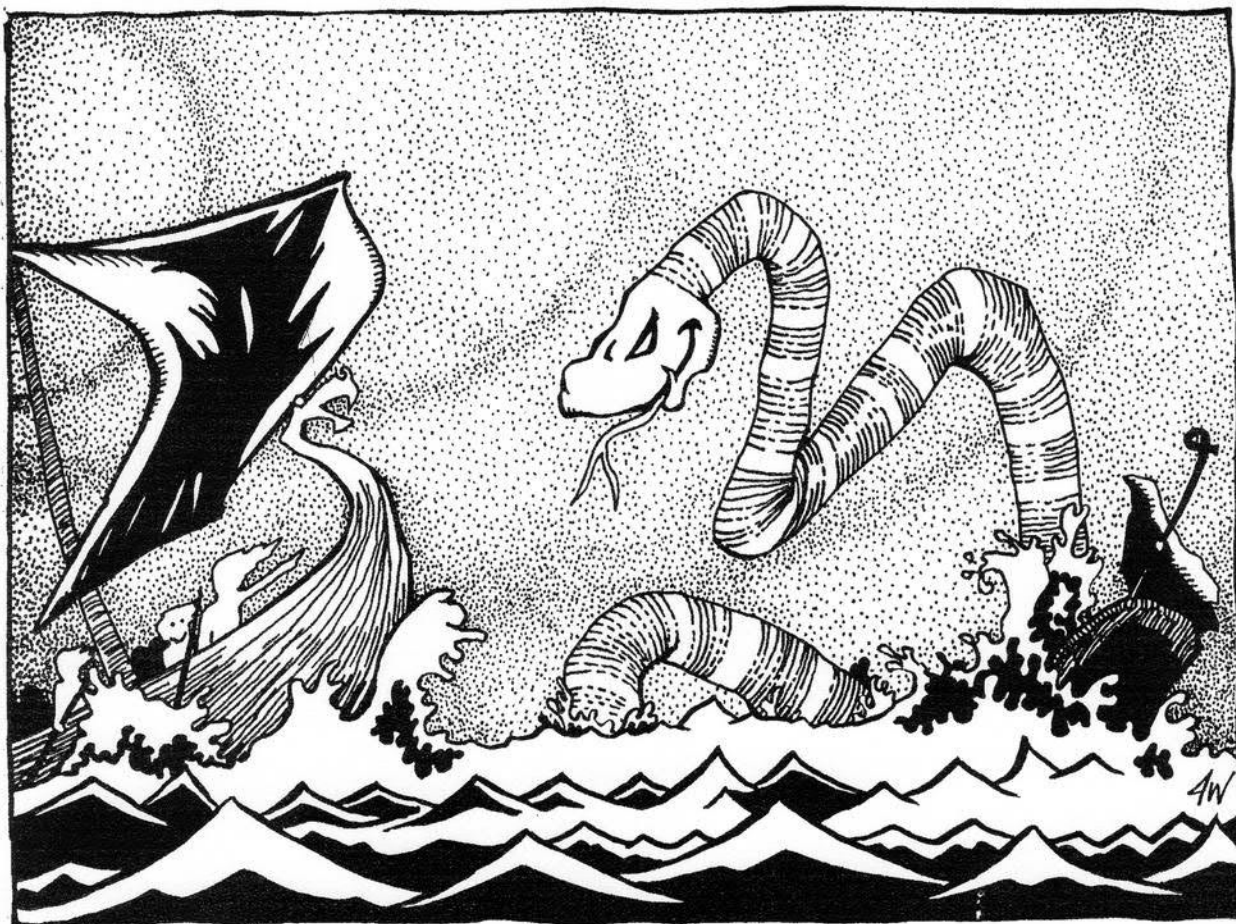
The hag's husband arises 3 days later and does her bidding, every day, forever. Now the thing is he's not really *happy* about it. After all, he was dead. Now he's alive, sort of, and a slave. So a kind of roiling hatred wells up in his soul. He can never focus this hate on the hag herself (or *himself*... let's be quite fair about this... there are male witches too). But he can focus it on anyone else he chooses!

The husband's gaze will deal 1d10 points of psychic damage to anyone meeting that gaze who fails to save vs. Paralysis. This gaze is constant. It is not an attack form or action. By the mere act of looking at an opponent the hate beams out. Meanwhile, the husband's thick fists are pounding 2 times per round for 1d8+3 per strike. He can knock down any door with those fists, even if they are sealed with a **Wizard Lock**.

Being a sort of golem, the hag's husband is unaffected by **Charm** spells, illusions, phantasms, **Fear**, and mind control. However, the spell **Geas** works on him as normal... a fact the old hag probably knows but knows but figures how many people actually know how to cast such an obscure spell? Even under a geas, the husband cannot do direct harm to his maker.

AC: 6 (or 13)	Dmg: 1d8+3/	SV: F8
HD: 8+1	1d8+3 and	ML: 12
MV: 120' (40')	hate gaze	AL: N
#App: 1		XP: 2850





SZEZNIN (CHAOS SERPENT)

AC: 3

HD: 18

MV: 150' (50')

ATK: 1 Bite or Smash

DMG: 4d10/8d10

#APP: 1

SV: F18

ML: 10

AL: CE

HOARD: XXII

XP: 5250

Out of the foamy waves juts the spray of enormous serpentine DEATH men call Szeznin (them what can SAY the name). Answering the call of the most powerful sorcerers or simply seeking sentient sustenance, Szeznin slithers!

These beast are up to 1000' long. They are immune to fire, water, and fear. The GAZE of szezinn can transfix 1d10 HD or levels of targets within 50' who fail to save vs. Spells.

Such victims are paralyzed as long as the beast looks upon them. When Szeznin thrashes a ship, all on deck must save vs. paralysis or fall into the sea!

Szeznins speak the languages of serpents, lizards, dinosaurs, dragons, and common. The stomach of the beast contains its treasure.

MANGU

AC: 9 (-2)
HD: 4
MV: 120' (40')
ATK: 1
DMG: 2d8
#APP: 1
SV: F10
ML: 8
AL: N
HOARD: VII
XP: 245

"You coming to me... you asking QUESTIONS. You can PAY?"

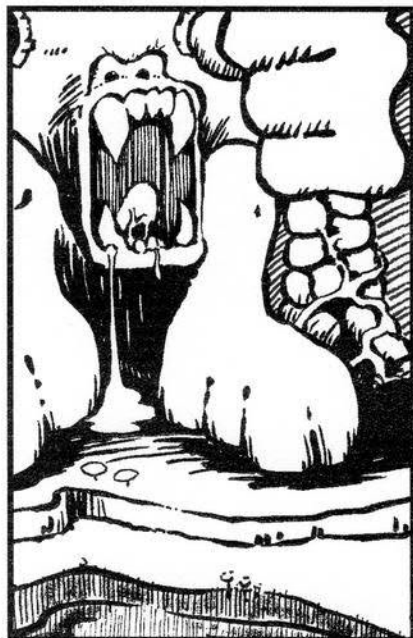
The MANGU can answer one question with a 50% chance of honesty. This requires one turn as the mangu contacts its patron spirits. The creature asks a boon of blood... you must sacrifice 1d6 hit points. Each additional hit point given in blood increases the chance of an honest answer by 5%.



The mangu can teleport up to 100' per round OR it can attack with its black lightning gaze (20' range, 2d8 dmg).

GOZOG

AC: 3 ATK: 1 fist or bite SV: F11 HOARD: XV
HD: 11 DMG: 2d8 or 2d6 + special ML: 11 XP: 2000
MV: 90' (30') #APP: 1d4 AL: CE



Gozog the Gogzarian is the DESTROYER of filthy little life!

Gozog lives in caves and dungeons. Gozog fears magic LIGHT!

If you come near, Gozog SMASH! Maybe Gozog BITE. If Gozog roll 17 or better you save vs. Paralysis or go soft like cookie and cannot move 1d6 rounds.

Gozog tooth worth 10,000 GP to WIZARD for HIGH LEVEL magic.



ORK WORGTRAINER

	TRAINER	WORG
AC:	7	6
HD:	3+2	5+1
MV:	120' (40')	150' (50')
ATK:	1 whip	1 Bite
DMG:	Special	2d6
#APP:	1d4	2d4
SV:	F3	F5
ML:	9	9
AL:	NE	NE
HOARD:	XIX	None
XP:	135	460

Don't let her good looks fool yo...
She's a killer. She can command

her worgs to do anything. Such is their fear of the whip—they will NEVER disobey. The whip? It has a range of 20' and deals 1d6 dmg. On a hit of 16+, the target must save vs. Paralysis or be Snagged. The ork can pull the target 10' or knock them prone. On a hit of 20+ (adjusted), the victim's neck is snared... 1d6 dmg/round until the save is made. Each trainer carries a horn that she can blow to summon all other trainers within one mile.



Worgs are vicious and cunning. They always attack the weakest enemies first. They will allow their masters to ride them. Worgs are totally unaffected by magic spells 25% of the time.



AC: 0

HD: 13

MV: 120' (40')

ATK: 1 Punch

DMG: 3d10

#APP: 1

SV: F13

ML: 12

AL: N

HOARD: NIL

XP: 3300

"KNOW YE, MASTER, that

THUNDROM obeys thy

Command without

caution or Mercy.

THUNDROM Stands tree-

tall and rock-solid!

Know, master, that thy

Vow to the LORDS of

THUNDER cannot be

broken lest the FISTS of

THUNDROM crush thy soul."

Thundrom is immune to LIGHTNING and will only be healed by it. When hit by lightning, this construct deals double damage for 1d6 rounds. Non-magical attacks deal only half damage against THUNDROM.

ORGTPOOL

AC: 4

ATK: 1

SV: F7

HD: 7

DMG: 3d6

ML: 9

MV: 120' (40') #APP: 1d3

AL: CE

HOARD: None XP: 1490

Orgthool are twisted demonic beasts without hearts. Having no blood, the creatures are forever seeking to devour it. They can smell exposed blood for up to 500', even through doors.

Orgthool have a magic eye that can cast a single first level spell 3/day.

The owner of the eye gains the same power 1/day (spell is random, each day).

The bite of the hungry Orgthool deals an additional 1d6 dmg against wounded targets.





ANGEL MAMA (GOBLIN ANGEL)

"She wings from beyond goblin sight to gather her babies for the night."

AC: 5

HD: 4+1

MV: 120' (40')

FLY: 270' (90')

ATK: 2 (wpn./gaze)

DMG: 1d6+1/special

#APP: 1d3

SV: F4

ML: 10

AL: CE

HOARD: VII

XP: 500

When goblins die gloriously the Mama may come to transform them into Servant shadow gobs! Shadow goblins are like other goblins but with the ability to become INCORPOREAL for 1 round at a time (only MAGIC can harm them). The mama gains this ability when touched by an incorporeal goblin. 1d10+5 gobs attend her every need and she can make 1d6 more per day from fresh dead gobbos.

The angel mama is quite wicked and feeds on the pain of mortals. She uses a +1 FLAIL or +1 WHIP and fires a demoralizing eye beam each round striking one target for 1d6 points of damage and robbing 1 point of Wisdom (heal 1/day).

CHUMBRACH

AC: 4

HD: 6+2

MV: 150' (50')

ATK: 2 claw/1 bite

DMG: (1d8 each)

#APP: 1d3

SV: F6

ML: 8

AL: CE

HOARD: VI

XP: 950

This creeping creature moves at rapid speed, surprising on a 4 in 6. Chumbrachs love to suck brains by way of eye sockets. They fear running water and will not cross or enter it. They can cast the Spell VENTRILOQUISM at will.

About 1 in 6 chumbrachs are totally immune to arcane magic. All of them are complete JERKS.





KISSER

AC: 7
HD: 3
MV: 90' (30')
ATK: 1 grab/1 KISS
DMG: 1d4/special
#APP: 1d10
SV: F1
ML: 12
AL: CE
HOARD: None
XP: 80

Undead! Hissy! NAY-STEE!

First she gonna grab ya... then she gonna KISS ya! If ya get kissed, ya get SUCKED 1d12 points of Constitution. Ouch.

Kissers crawl out of old crypts and graves tainted by a fetid fungus of unearthly origins. The Muck is great for POTIONS!

POTION of UNHEALTH: This wicked concoction is made from kisser muck and milk. First it Steals 1 point of Constitution (or 1d6 hit points), then heals the drinker up to their new maximum. The drained Con grants 1 hit point to the POTION MAKER.

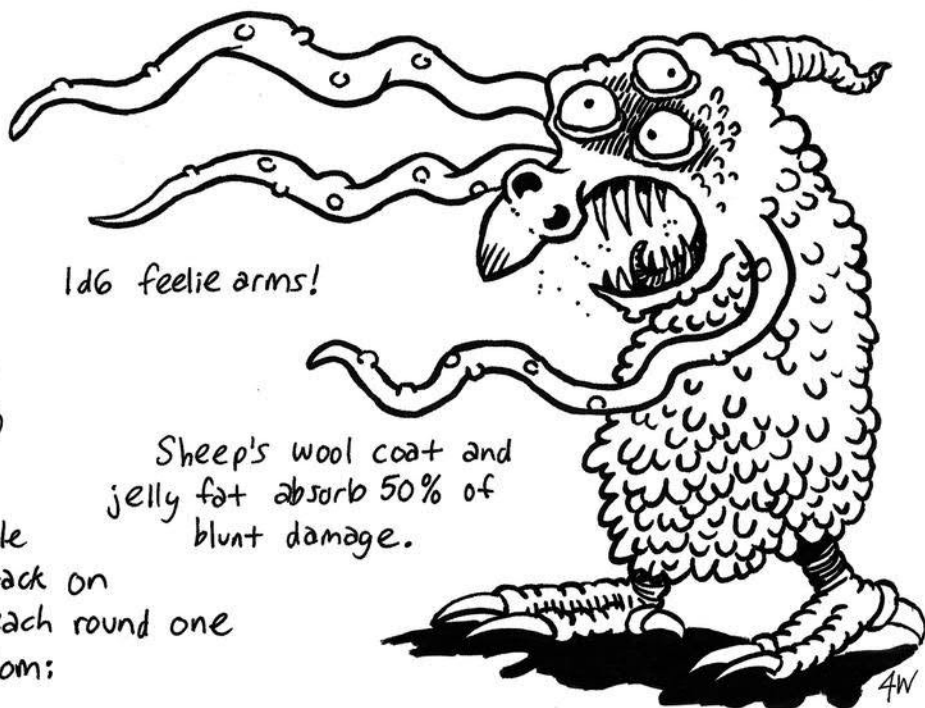
RIBBLER

AC: 5
HD: 4+1
MV: 90' (30')
ATK: Special
DMG: Special
#APP: 1d6 (3d6 lair)
SV: F4
ML: 10
AL: CE
HOARD: 1X, X (lair only)
XP: 425

Ribblers have a terrible temper and usually attack on sight. They choose each round one attack mode at random:

- 1: Bite for 1d8+1 dmg.
- 2: Claw/claw for 1d6 each.
- 3: Claw/claw/bite.
- 4: Feelie arm Slaps, 1d3 dmg per arm.
- 5: Triple eye beam! Red burning ray vs. 1 target, 60' range, 2d8 dmg.
- 6: Rib and heart extraction. Roll hits for all arms. If all hit, Save vs. DEATH minus the # of arms. On success, 1d6 dmg per arm.

Ribblers love eating human flesh, especially fresh hearts. They dwell in dank caves and dungeons or sewers beneath cities.



1d6 feelie arms!

Sheep's wool coat and jelly fat absorb 50% of blunt damage.

SCURRAMANCER

AC: 5

HD: 6

MV: 120 (40)

ATK: 1 spell/staff

DMG: Special

#APP: 1d4

SV: MV6

ML: 6

HOARD: VII

XP: 950

"Oh wicked humor bedevil
this bloke... Give him the
PUNCHLINE of my KILLING JOKE!"

The Scurramancer's taunt
deals 6d6 points of psychic dmg
(save vs. Spells for half) once
per turn. Her helmet makes
her IMMUNE to mind magic. Anyone

else putting it on must save vs. Spells or
go INSANE FOREVER. Her staff is a +1
weapon that issues LAUGHING GAS in
a 40' radius once per day (save vs. Poison
or laugh uncontrollably for 1d6 rounds... -4 to
all attacks during this time and no spellcasting!)
Scurramancers are 6th level ILLUSIONISTS...



YOMGARF

AC: 2

HD: 4+1

MV: 120 (40)

ATK: 1 bite

DMG: 1d10

#APP: 2d6

SV: F4

ML: 9

HOARD: None

XP: 200

Sometimes a dog or hairball gets all mixed up in an alchemy
experiment gone wrong. The result is a bunch of snarling, yap-
ping yomgarfs.

These annoying 3' bastards are always hungry for tasty GOLD,
or flesh (any port in a storm). They will bite anything. On a hit
of 16+, the yomgarf's teeth have **EATEN** something.

Roll 1d6: 1 = Item such as torch or wine bottle.

2 = Boot or shoe. 3 = Cloak or shirt.

4 = Pants, skirt, loincloth. 5 = Armor or Weapon.

6 = Magic item... or HAND.



120 THINGS FOUND in BELLY

1 = Ring (1:6 Magic) 2 = 1d12 fingers/toes

3 = Stained pants 4 = pony tail

5 = Scroll (1d4 spells) 6 = Troll's nose

7 = Tiny doll 8 = Wizard's robe

9 = Flail 10 = 1d6 shurikens 11 = Pie

12 = Lute 13 = Sack of marbles 14 = Knife

15 = Big book of names 16 = Dice

17 = Undies (2:6 chainmail bikini) 18 = Snake

19 = Blowgun 20 = 1d100 gold (chewed)

CATTARUSK

AC: 5

HD: 8+2

MV: 120' (40')

ATK: 1 punch or bite

DMG: 1d8 or special

#App: 2d4

SV: F8

ML: 10

AL: CE

Hoard: XV

Slorching and slothering from some slimy hole, the grotesque cattarusk bares its teeth and snorts, rather apelike, before biting the head off its prey and sucking out all the juice. These 20' long monsters often live in pairs but can occasionally form nasty dens of up to eight members. They sleep 80% of the time and wake up on a roll of 3 in 6 if intruders are not using stealth. They are always cranky and hungry upon waking. The smell of a cattarusk den can be detected up to 120' feet away. The dens are always infested with slugs and there is a 1 in 6 chance that a green slime will be hanging out on the ceiling. Slimes cannot eat cattarusk due to their protective secretions.

Cattarusk's secrete slime that will put out any fire it touches, making these creatures immune to fire damage. In combat, a cattarusk will punch with its huge fists until it has scored a couple of hits, then it will deliver its powerful bite. If the bite attack hits with a natural roll of 19 or 20 the target must pass a saving throw vs. death or be killed. Otherwise, the bite attack deals 2d10 points of damage.

Armor magically coated with cattarusk slime renders the wearer immune to fire damage and the attacks of green slimes.



GRETCH



Wizard candles burn to the base, leaving a mystical mess of ash and wax. Spellcraft debris and years of arcane antics have a 1% chance per month of forming a gretch. Gretches obey their wizard 75% of the time and have a penchant for murder. When burned in a wizard's fire, the gretch's melting body has a 1 in 6 chance of pooling into a random potion.

AC: 7

HD: 2

MV: 120' (40')

ATK: 1 bite

DMG: 1d6

#App: 1d4

SV: F1

ML: 11

AL: CE

Hoard: None

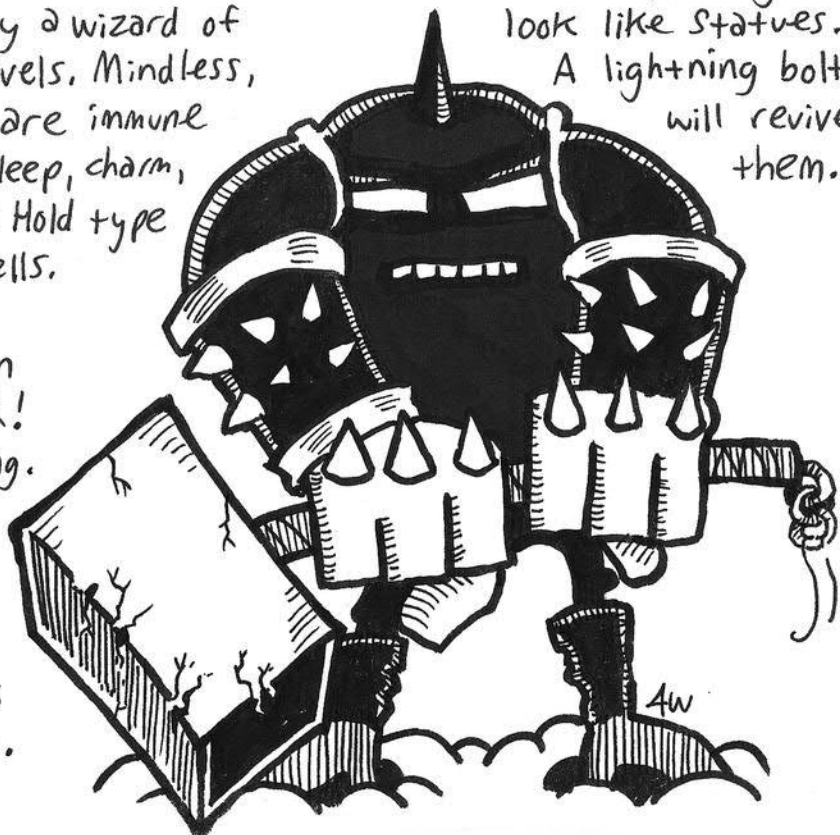
GRAVITY GUARD

AC: 0
HD: 9+3
MV: 90' (30')
ATK: 1
DMG: 1d20
#APP: 1d6
SV: F9
ML: 12
AL: N
HOARD: Nil

An automaton sentinel created by a wizard of 13+ levels. Mindless, they are immune to Sleep, charm, and Hold type spells.

Big Damn HAMMER!
1d20 dmg.

On a hit of 15+, you must save vs. death or lose 1 point of Con permanently. Only Remove Curse can reverse this body-shattering effect.



Heavy! Cannot be moved or knocked prone ... even when DEAD. At 9' tall, dead guards look like statues.

A lightning bolt will revive them.

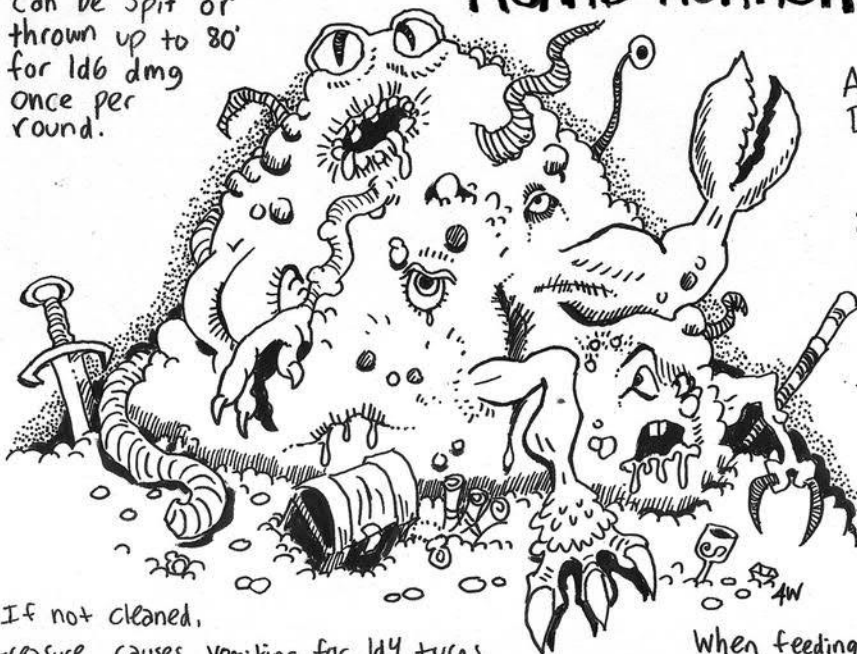
Better duck. Treasure can be spit or thrown up to 80' for 1d6 dmg once per round.

HOARD HORROR

AC: 7
HD: 10+2
MV: 0'
ATK: 1 per appendage
DMG: 1d6 each + special

#APP: 1
SV: F7
ML: 11
AL: CE

A nasty abomination squatting on its hoard of gold? Roll for initiative!



These uglies have 1d10 usable appendages and each may attack once per round for 1d6 dmg. On a hit the target saves vs. paralysis or the horror-GODS...the HORROR!- will bite with 1d4 toothy maws for 1d6 dmg each + save vs. poison or suffer -1 to hit for 1d4 turns as limbs go numb. Fail 3 saves and DIE.

If not cleaned, treasure causes vomiting for 1d4 turns on a failed Con check.



When feeding on a fresh kill the horror squirts out 1d100 coins, 1d4 gems, and 1 random item. Its hoard is comparable to that of an adult DRAGON. Hoard horrors take 1/2 dmg from blunt weapons and non-magical attacks. They are immune to all mind-affecting attacks.

OLAGONANAPLIX

AC: 5
HD: 8+2
MV: 120' (40')
Fly: 180' (60')
ATK: 1 Kick or special
DMG: 2d6 or special
#APP: 1d4
SV: F8
ML: 10
AL: CE
HOARD: XV

Kick can knock prone on failed save vs. paralysis.

Psychic horns! ESP 90', 3/day.



Brain drain!
40' range,
Save vs. spells
or lose
1d6 Int.
At 0 Int
you become
catatonic 1d6 turns.
Int heals 1/turn.

These creatures get +4 to save against mental effects. They nest in old towers or mountain tops.

Addle-eye! 40' range, save vs. spells or suffer Confusion spell, 3/day.

Ologonanax drains your mind to its core... then, as you lie in a catatonic pool of drool it sucks your very SOUL! Without aid you DIE in 1d4 rounds.

PENANGEDUSA

AC: 7
HD: 5
MV: 120' (40')
Fly: 150' (50')
ATK: 1 bite/special
DMG: 1d6/special
#APP: 1d3
SV: F10
ML: 6
AL: CE
HOARD: VII

She waits in a dark crypt, silent and still. But the smell of your flesh wakes her... and she feeds!

On a hit, she kisses. Save vs. spells or be Held 1d4 rounds. She then drains 1d6 hp/round, sucking your spirit dry.

She may attack with 1d6 snake bites, each dealing 1 dmg + save vs. poison or suffer random effect:

- 1 = 1d6 dmg
- 2 = Sleep (spell)
- 3 = Blind 1d6 rnds.
- 4 = Confusion

She can only be hit by magic or silver weapons. 1-in-6 drained will rise as a penangedusa or wraith in 1d6 turns. Her body is immobile.



ZENDROME Lesser Star

Zendrome's pale orange light causes all within 20 miles to save vs. spells or fall into a catatonic state that only Zendrome can reverse.

The star's greatest concern is dealing justice... which looks oddly like punishment. Any neutral character receives a 2 point reaction roll bonus while all others suffer a 1 point penalty. Zendrome will hear any audience involving a crime and will judge the accused accordingly, based on a reaction roll informed by the presentation of evidence.

JUDGMENT TABLE (2d6)

- 2 GUILTY! DEATH sentence.
- 3-5 GUILTY! Imprisonment on distant moon.
- 6-8 Not Guilty... but suspect.
- 9-11 Not Guilty.
- 12 Not Guilty. Accuser goes on trial.

Zendrome's sunburst has a range of 1000'. If a save vs. breath weapon is passed, the 16d8 dmg is reduced by 50%. The star may also blast a single target within 1000' with a death ray from its single eye (save or DIE). This can be done once per turn.

This star will answer questions asked by neutral entities on a reaction roll of 10 or more and it will never lie. It has a 1 in 6 chance of not knowing the answer.

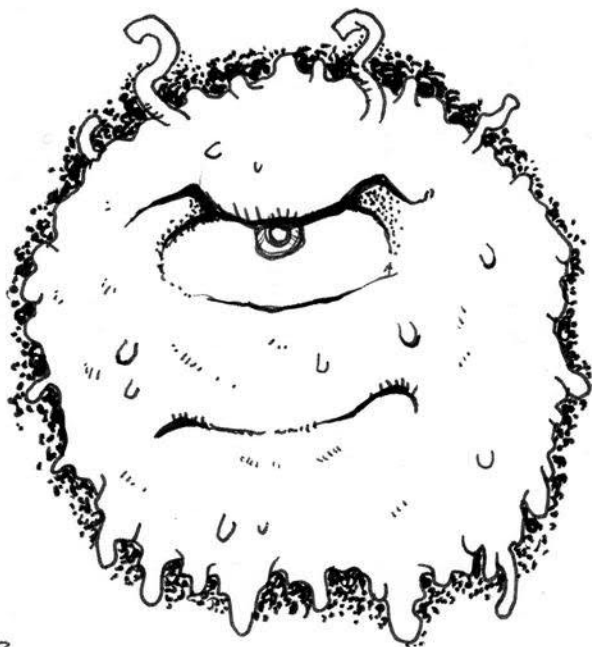
Zendrome can appear to teleport to another dimension at will, but is actually turning invisible. A save vs. spells reveals this fact. It is a fixed star and cannot move. It can summon astral guardians once per turn. They appear immediately and fight to the death. They are called...

ZENKNIGHTS!

These astral knights are enslaved by Zendrome to protect it forever. They are immune to mind spells and fear. Once per turn they may employ one of the following spell-like powers.

AC: 1
HD: 5+1
MV: 150' (50')
ATK: 1
DMG: 2d8+2
#App: 3d4
SV: F5
ML: 12 AL: N

1. Cone of Cold
2. Magic Missile
3. Heat Metal
4. Lightning Bolt
5. Teleport
6. Command



AC: -1 HD: 10+3
MV: Special ML: 8
ATK: Sunburst 6/day
AL: N DMG: 16d8
SV: MU20
15th level fighter
15th level thief
19th level magic-user



CRYPT GOLEM

AC 2(17) MV 30' ATK 1 fist, bellow, or gaze #App 1d4

HD 10*

DMG 1d10 or special

AL N

SV F10

XP 3700

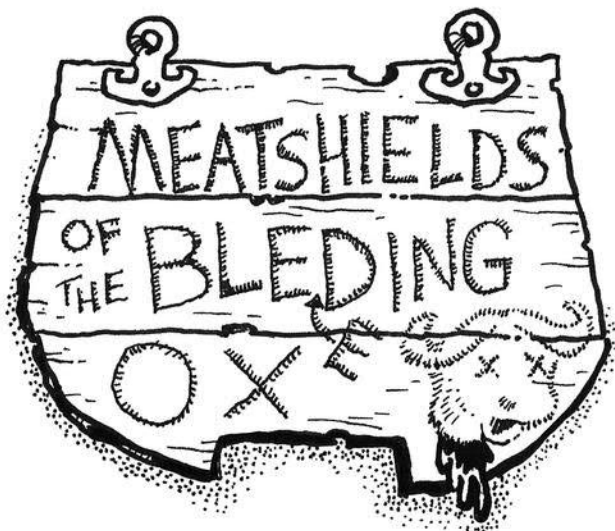


4w

Creation: CURSE, ANIMATE DEAD. Fresh corpses of large humanoids. Magic wand. 5000 gp of gold and gems (destroyed in process). 1d4 weeks uninterrupted work.

- DISINTEGRATION GAZE 60', save vs. Death or take 6d6 dmg. Targets of 3 HD or less save or die. On save, 3' cube of floor or wall destroyed.
- BELLOW 60' radius, 1d8 sonic dmg and save vs. spells due to FEAR.
- IMMUNE TO FEAR, HOLD, SLEEP, and CHARM.
- Cannot leave crypt or other station.
- Only hit by magic weapons.

Ah, what crypt DOESN'T need a stalwart, eternal guardian?



The doors of the Ox swing open. Smoke and beer meet your nostrils. An ill tune is spat out on a poorly-crafted flute. A toothless server long past her flirting days winks. An old man in the corner seems to beckon you over. *Oh not **that** guy again...*

A quest needs doing. Time to gather the troops.

NOTES

Haggle is the Reaction Roll needed before the NPC will accept a slightly lower fee.

Turn-ons will grant +1 to Reaction Rolls and NPC morale. Turn-Offs will do the opposite.



KERRA VALTEEN

3 GP/DAY

2ND LEVEL SHIELD MAIDEN (LAWFUL GOOD)

Haggle 6

Turn-Ons Mead and righteous quests

AC 4 **HP** 17

Turn-Offs Murder hobo crews

Str 14 (+1)

Dex 13 (+1)

Born with a shield in hand, she seeks to defend all who need defendin'.

Con 13 (+1)

Int 10

Wis 10

Cha 12

Shield of the Sky +1 (reflects sun or moon light as Blindness spell 1/day), sword, armored bikini.

Mead, horse jerky, fluffy warm boots, skull headband (intimidating... -1 morale), sack of salty rocks.



REI DORMAU

30 GP/DAY

5TH LEVEL RANGER (NEUTRAL GOOD)

Haggle 12

Turn-Ons Wilderness journeys

AC 4 **HP** 45

Turn-Offs City people, sausage, horns

Str 16 (+2)

Dex 11

The wilds are in her blood.

Con 18 (+3)

Int 13 (+1)

Wis 15 (+1)

Cha 10

Gon (+2 sword, grants +3 saves vs. fear, illusions, and poison), **Bracers of Missile Deflection** (+1 AC, all missiles miss 75% of the time), chain mail, dagger and knife. Various dried meats, water, wine, 50' rope, **Fang of Forn** (Tooth necklace grants +1 to all damage rolls).



KEYMASTER OF UUM 1 GP/DAY

UNKNOWN CLASS (UNKNOWN ALIGNMENT)

Haggle No **Turn-Ons** Unknown

AC 0 **HP** 1 **Turn-Offs** Horses

Str 18 (+3)

Dex 18 (+3)

Con ?

Int 18 (+3)

Wis 18 (+3)

Cha 10

The Keymaster of Uum is a mystery. He will accompany any party that asks for his service. He gives good advice until ignored, then he gives bad advice. He can become a crow and cast **ESP** at will. He does not fight.

Key of Uum (resurrects Keymaster 1d6 rounds after death; unlocks doors to any crypt or tomb; any other wearer must save or die upon touching the Key), **Robe of Deep Night** (grants Hide in Shadows 99%; casts **Darkness** 1/day).

TOBIAS MOTHWIN II 55 GP/DAY

4TH LEVEL MAGIC-USER (NEUTRAL)

Haggle 11 **Turn-Ons** Hawt elfs

AC 7 **HP** 7 **Turn-Offs** Goats, cheese, gnomes

Str 8 (-1)

Dex 9

Con 8 (-1)

Int 15 (+1)

Wis 9

Cha 13 (+1)

It took him a long time to master his craft and he wants you to know how damn good he is.

Spells: *Jarring Hand, Shocking Grasp, Invisibility, Knock.*

Amulet of Yo (Grants AC 7 and +1 to reaction rolls), **+1 dagger** (+2 vs. spellcasters), **potion of hypnotism**, **potion of gesous form**, delicious venison sticks, apple wine, 50' rope, 10 iron spikes, 1 small hammer, bag of weird magic-looking stuff.

GHAK 2 GP/DAY

2ND LEVEL FIGHTER (NEUTRAL GOOD)

Haggle 3 **Turn-Ons** Gravy

AC 9 **HP** 22 **Turn-Offs** Loud sounds

Str 18 (+3)

Dex 7 (-1)

Con 18 (+3)

Int 8 (-1)

Wis 9

Cha 7 (-1)

Ghak hit things.

Club.

Bit of bread, broken doll, **Figurine of Wondrous Power: Bronze Griffon** (as toy, doesn't know what it does).



VARLA OF THE SKULL

25 GP/DAY

3RD LEVEL FIGHTER (NEUTRAL)

Haggle 11

Turn-Ons Bloody battles

AC 4 **HP** 25

Turn-Offs Scenic travel montages

Str 16 (+2)

Dex 13 (+1)

Varla was born on a battlefield with an axe for a nookie. She don't play your games.

Con 16 (+2)

Int 13 (+1)

Wis 13 (+1)

Cha 8 (-1)

Moon Shield +2 (grants +1 to hit, damage, or AC under the light of the moon), **Skull of the Skull** (radiates a *Fear* spell once per day), battle axe, leather, dagger. Cloak, deer jerky, beer, water, 2 torches.



JILLIANTHA STORMSHOT 26 GP/DAY

3RD LEVEL DWARF (CHAOTIC GOOD)

Haggle 8

Turn-Ons Epicness

AC 5 **HP** 24

Turn-Offs Stinky dwarves

Str 17 (+2)

Dex 12

Ain't nobody tells her what not to do.

Con 13 (+1)

Int 9

Wis 8 (-1)

Cha 13 (+1)

Battle axe +1, short sword, studded leather, shield. 3 torches, wine, beer, yak meat, socks, **Potion of Invisibility**, 1 flask of oil, shiny marble that looks a bit like an apple.



ZELLZELINA

18 GP/DAY

2ND LEVEL MAGIC-USER (NEUTRAL)

Haggle 9

Turn-Ons Earth magic

AC 7 **HP** 8

Turn-Offs Cities

Str 12

Dex 17 (+2)

Zellzelina keeps her secrets secret. She is shy and only comes to town in search of new adventuring partners.

Con 13 (+1)

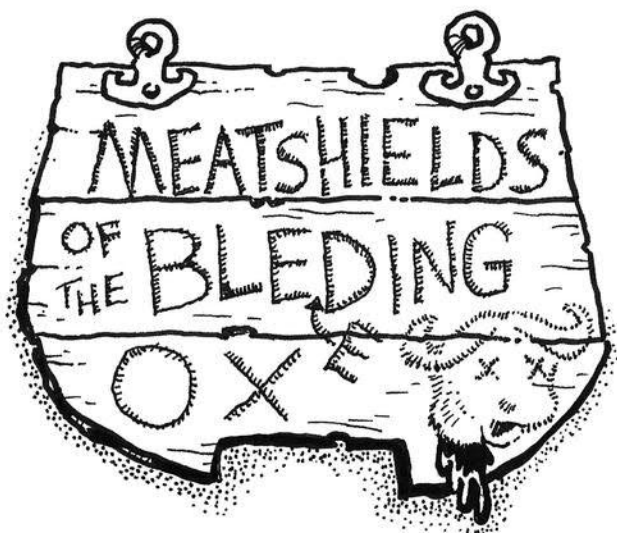
Int 15 (+1)

Wis 13 (+1)

Spells: *Allure*, *Magic Missile*.

Cha 13 (+1)

As a fey creature, she can cast *Charm Person*, *Hypnotism*, or *ESP* once per day by gazing at her target. She can radiate fey charm, causing enemies to save vs. Spells or suffer -5 on attack rolls against her. She must not attack when doing this. She carries nothing and doesn't seem to require food.



You got a gig coming up. Big money on the line. Dangerous, what with the **venomous giant hamsters** and all, but if your crew pulls through... oh man, the **treasures**! Can't screw this up. Gonna need some backup. Gonna need some swords, spears, and spells to complement your expert team. Where in the hell can an honest adventurer hire some old-fashioned meatshields? Look no further than The Bleeding Ox...

NOTES

Haggle is the Reaction Roll needed before the NPC will accept a slightly lower fee.

Turn-ons will grant +1 to Reaction Rolls and NPC morale. Turn-Offs will do the opposite.



GARU ERICZEN

10 GP/DAY

3RD LEVEL SINEWY BARBARIAN (NEUTRAL)

Haggle 10

AC 3 **HP** 30

Str 17 (+2)

Dex 13 (+1)

Con 16 (+2)

Int 10

Wis 12

Cha 12

Turn-Ons Military prowess

Turn-Offs Wizards and redheads

Quiet, aloof, impatient. Hates wizards, but will work with them as long as they keep their damn spells to themselves.

Danger sense detects imminent threat on 2 in 6 roll.

Long sword, short sword, dagger, **shield +1**.

Berry wine shows you hidden things after 3 drinks, but results in -2 penalty to hit for 3 turns (has 9 drinks left).

Deer jerky for 3 days, 2 torches.



KIRIEL

25 GP/DAY

4TH LEVEL FIGHTER (LAWFUL GOOD)

Haggle 8

AC 2 **HP** 27

Str 14 (+1)

Dex 18 (+3)

Con 14 (+1)

Int 13 (+1)

Wis 15 (+1)

Cha 13 (+1)

Turn-Ons Opposing tyrants

Turn-Offs Naked money grabs

Careful, precise, deliberate. Will only join parties with good intentions and may have a quarrel with those that don't. Will fight for less, or possibly for free, if the cause is sufficiently epic and just.

Long sword +2/+3 vs. chaos, 2 daggers, leather, shield.

Wrist Cuffs of the Iron Way (-1 to AC, +1 to damage).

Bag of herbs, delicious meat pies, rare incense.

Lantern with 2 flasks of oil.



NELL OF THE DELL 11 GP/DAY

2ND LEVEL CHAINMAIL CHICK (NEUTRAL)

Haggle 11

Turn-Ons Monster teeth

AC 4 **HP** 16

Turn-Offs Whiny city folk

Str 15 (+1)

Dex 15 (+1)

Eh. Ain't nothin' in no dungeon she can't chop to bits. Gold and battle... bring it on.

Con 16 (+2)

Int 10

Wis 9

Cha 13 (+1)

Axe, short bow, arrows, dagger, **chain bodice +1**.

Beer, stale bread, a weird ivory pony figure, a rib bone from a giant squirrel, 2 torches.

4w



URTTA 5 GP/DAY

1ST LEVEL BARBARIBUNNY (CHAOTIC NEUTRAL)

Haggle 7

Turn-Ons Garden veggies

AC 3 **HP** 7

Turn-Offs Undead

Str 13 (+1)

Dex 17 (+2)

Hailing from a strange valley some days' journey to the east, Urtta has come to the city in search of adventure... and her sister Zelm.

Con 12

Int 12

Wis 8 (-1)

Cha 12

Long sword +1 ("Smiles"), sling, stones, 2 daggers, chain-mail bikini.

Waterskin, carrots, nuts, book of rustic fables, **potion of healing**, 1 torch, 3 iron spikes.



SARNO 16 GP/DAY

2ND LEVEL FIGHTER (NEUTRAL GOOD)

Haggle 10

Turn-Ons Shooting goblins and orks

AC 8 **HP** 9

Turn-Offs No goblins or orks to shoot

Str 17 (+2)

Dex 13 (+1)

The platinum-haired tribesmen of the Windy Wild Vale are expert archers with a borderline pathological obsession with goblin killing. Sarno is typical of his people and has +1 to hit with all bows.

Con 13 (+1)

Int 9

Wis 11

Cha 13 (+1)

Long bow +1/+2 vs. goblinoids, arrows, **arrow +1**, short sword, dagger.

Sack of 13 dried mushrooms (eating heals 1 hp each), moonshine, lantern, 1 flask of oil.



FATHER MUG

18 GP/DAY

2ND LEVEL CLERIC (LAWFUL NEUTRAL)

Haggle 13

Turn-Ons Rain

AC 6 **HP** 9

Turn-Offs Stairs

Str 11

Dex 7 (-1)

Be not afraid for the Impartial One sees all. Father Mug sees most. And the temple needs a new roof.

Con 15 (+1)

Int 12

Wis 13 (+1)

Spells: *Cure Light Wounds*

Cha 9

Holy Mace of Light +1 (casts light, 1/day), chain mail. Wine, reddish cheese, potatoes, holy symbol (small disc), Book of Impartial Wisdom, a shiny yellow pebble, lantern, 2 flasks oil, 2 vials holy water.



DAIZA KOFF

20 GP/DAY

3RD LEVEL RANGER (NEUTRAL GOOD)

Haggle 5

Turn-Ons Promise of rivers and streams

AC 6 **HP** 30

Turn-Offs Wagons

Str 18 (+3)

Dex 14 (+1)

He puffs his pipe and tells tales of the mountains and fishes. A good, rousing adventure through nature is what he lives for. Slaying orks is a bonus.

Con 18 (+3)

Int 11

Wis 10

Cha 9

2-handed sword +1, **bracers of defense +2**, dagger, short bow, arrows, **Belt of Might (+2 Str)**.

Water, unidentified jerky, **potion of healing**, unsorted map scrolls, 29 ork teeth, 3 torches.



NEBBS DOORBREAKER

15 GP/DAY

2ND LEVEL DWARF (CHAOTIC GOOD)

Haggle 8

Turn-Ons Gold, jewels, silver, copper, etc.

AC 6 **HP** 11

Turn-Offs No promise of treasure

Str 13 (+1)

Dex 12

She laughs, she sings, she drinks, and she loves treasure hunting. A healthy love of treasure has taught her to detect gold, silver, and jewels through walls or chests on a roll of 3 in 6.

Con 14 (+1)

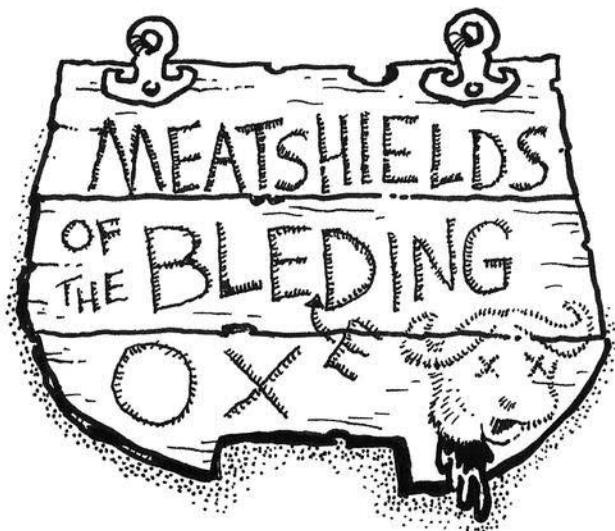
Int 10

Wis 7 (-1)

Cha 13 (+1)

Short sword +2, dagger, sling, stones, **leather +1**.

10' pole, bag of sand, bag of marbles, salted fish, beer, wine, bone comb, magnifying glass, 2 torches, small mirror.



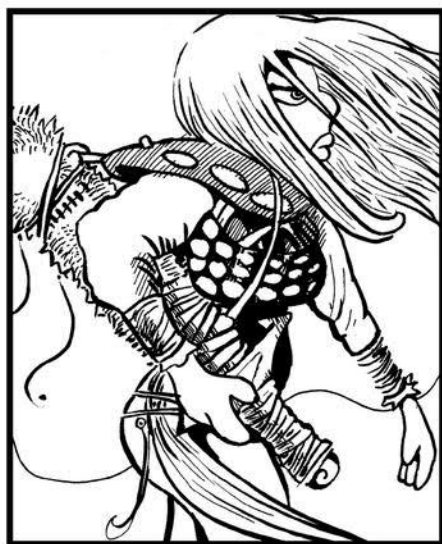
Old Pilfer Dillfingers' boy Ziljo says Anders Rockson's crew fell through a hole in the floor of the flooded basement of the old Temple. Three days later Anders comes crawling out, wild-eyed, gibbering about floating squids and streets paved with platinum!

Maybe it's time to gather a crew...

NOTES

Haggle is the Reaction Roll needed before the NPC will accept a slightly lower fee.

Turn-ons will grant +1 to Reaction Rolls and NPC morale. Turn-Offs will do the opposite.



ENDULA

5 GP/DAY

2ND LEVEL FIGHTER (NEUTRAL GOOD)

Haggle 8

Turn-Ons Walking

AC 4 **HP** 12

Turn-Offs Whiskey and women

Str 16 (+2)

Dex 13 (+1)

Endula is all about the job. She's handy in the wilds, born and raised hunting game.

Con 15 (+1)

Int 11

Wis 12

Cha 9

Two-Handed Sword +1 (slays up to 1HD creatures on a single blow), **studded leather** +1, dagger.

Water, bread, jerky, small book of creepy bedtime stories.



ALATALAN THE BLACK 50 GP/DAY

4TH LEVEL MAGIC-USER (NEUTRAL EVIL)

Haggle 11

Turn-Ons Power

AC 4 **HP** 45

Turn-Offs Danger

Str 13 (+1)

Dex 12

Con 8 (-1)

Int 15 (+1)

Wis 13 (+1)

Cha 11

Alatalan knows the darkness as well as an old friend. He speaks quietly and casts with deliberate aggression. He will serve the party well... as long as the promise of wealth or power is preserved.

Spells: *Magic Missile, Invisibility, Shield, Web*

Displacer Cloak, Wand of Fear, dagger +1.

Potion of Invulnerability, Potion of Healing, Scroll of Protection From Magic, Ring of Spell Storing (Phantasmal Force, Floating Disk, Darkness).

Weird black paste (food), wine, rope, quill and parchment.



DAISHA D'LOOR

40 GP/DAY

5TH LEVEL THIEF (NEUTRAL)

Haggle 11

Turn-Ons One-night gigs

AC 3 **HP** 21

Turn-Offs Dungeons

Str 12

Dex 16 (+2)

Daisha was a king's daughter... but the king is long dead. She knows the ways of the palaces as well as the alleys. She suffers no fools and has no interest in wasting time or dying.

Con 15 (+1)

Int 13 (+1)

Wis 13 (+1)

Cha 12

Sword +2 (Nine Lives Stealer), Ring of Protection +2 (also grants *Invisibility* 1/day), leather armor, rope 50', caltrops, grappling hook, thieves' tools, 1d4 wigs, 1d4 random potions.



DOOMFACE

100 GP/DAY

4 HD DARK IMP (CHAOTIC UNKNOWN)

Haggle 8

Turn-Ons Black chasms

AC 6 **HP** 20

Turn-Offs Milk, sunshine

Str 8 (-1)

Doomface is the bee's knees and the honey in the comb. All the ladies say "Uh-huh".

Dex 13 (+1)

Con 10

Int 14 (+1)

Spells: *Charm Person, Feather Fall, Shocking Grasp, Spider Climb, Darknes Globe, Invisibility, Mirror Image, Lightning Bolt*

Wis 7 (-1)

Cha 8 (-1)

Wand of Cold, Boots of Speed, potion of gaseous form, potion of healing, Gloves of Midnight (cast *Darkness* 1/day, cause *Blindness* on a punch hit of 18+), orange candy, a bit of string, 3 rubies, a bent horse shoe.



DIRTY DURK OF SPLEEVINGTON 5 GP/DAY

3RD LEVEL THIEF (CHAOTIC NEUTRAL)

Haggle 9

Turn-Ons Easy money and mutton

AC 7 **HP** 12

Turn-Offs Lawdogs

Str 13 (+1)

Dex 9

He comes from the town of Spleevington. No good ever came from Spleevington.

Con 14 (+1)

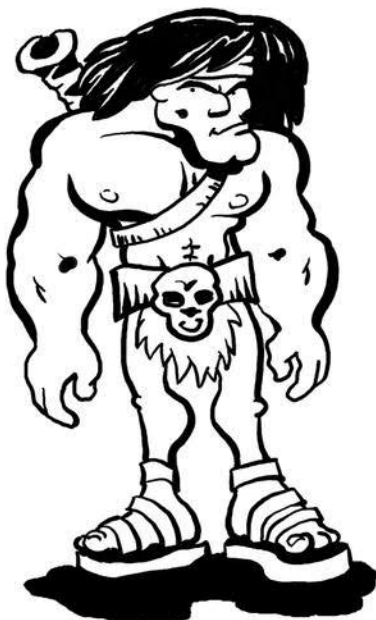
Int 10

Missing left eye, compensates by paranoid neck turning.

Wis 10

Cha 9

Grinning Pete (+2 dagger; strike as poison 1/day [save or die]), **leather coat +1, Boots of Traveling and Leaping.** Deer jerky, Old Man Tinker's Finest beer, beard trimming kit (pristine), rope, lockpick tools, garrot, caltrops, marbles, spyglass.



KOR IGGIS

9 GP/DAY

2ND LEVEL SINEWY BARBARIAN* (CHAOTIC NEUTRAL)

Haggle 12

Turn-Ons Challenges, cornbread

AC 5 **HP** 17

Turn-Offs Elves

Str 18 (+3)

Dex 12

Kor was raised by werewolf catoblepas farmers and damn proud of it.

Con 13 (+1)

Int 9

Wis 9

*See *Black Pudding* #1.

Cha 12

Long sword +1 (Meatfinder; allows Kor to re-roll a failed dice roll once per day), dagger.

Bag of rice, broken cup, torch, phoenix feather.



FAY MAY

20 GP/DAY

3RD LEVEL KEEPER (NEUTRAL GOOD)

Haggle 7

Turn-Ons Eco-friendly campfires

AC 5 **HP** 14

Turn-Offs Stale beer

Str 12

Dex 17 (+2)

Fay loves the forest yet craves adventures. They say she might have a bit of elf in her.

Con 12

Int 11

Wis 13 (+1)

Spells: *Burning Hands*, *Pass Without Trace*, *Warp Wood*

Cha 13 (+1)

Short bow +1, leather, dagger, short sword, 20 arrows, 1 *Warp Wood* arrow, 1 *Faerie Fire* arrow.

Pink wine, berries, mushrooms, 2 torches, mirror, wolfsbane.



MOOGIN HOWLA

50 GP/DAY

4TH LEVEL MAGIC-USER (NEUTRAL)

Haggle 12

Turn-Ons Rare books of magic

AC 8 **HP** 10

Turn-Offs Trivial mundane talk

Str 12

Dex 9

Moogin speaks as if he owns the place and has no patience for dumb people.

Con 12

Int 18 (+3)

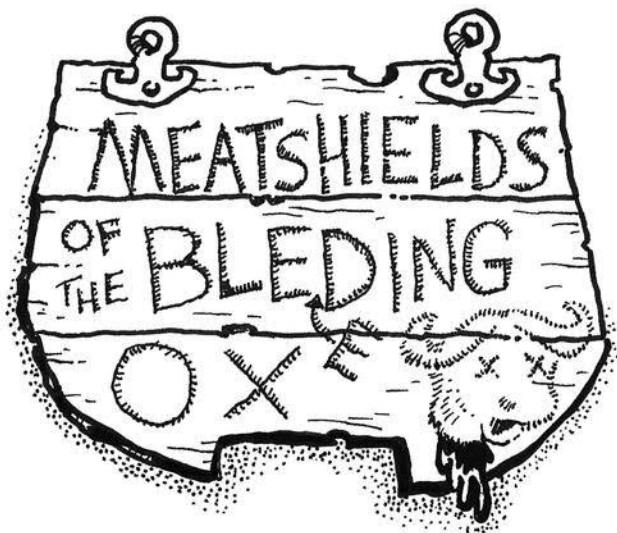
Wis 12

Spells: *Read Magic*, *Sleep*, *Phantasmal Force*, *Floating Disc*

Cha 7 (-1)

Staff of Mow +1 (Casts light 20', 1d6 melee dmg, stores 2 first level spells/day), dagger, 4 darts, heavy robes.

Parchment and quill, ink, bread, butter, 3 apples, deer jerky, weird necklace with a frog image.

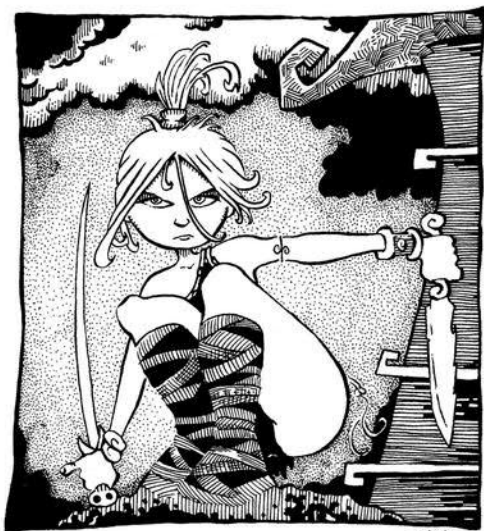


See that old man in the corner with the cloak and pipe? He said there's **fabulous treasures** to be won down in the **Brine Caverns**! You need to check it out. But for the gods' sakes don't go it alone, friend! This is the **Bleeding Ox**... you'll always find a good sword or spell slinger willing to take the risk at your side. For a price, of course...

NOTES

Haggle is the Reaction Roll needed before the NPC will accept a slightly lower fee.

Turn-ons will grant +1 to Reaction Rolls and NPC morale. Turn-Offs will do the opposite.



LUCY

13 GP/DAY

3RD LEVEL FIGHTER (NEUTRAL)

Haggle 12

Turn-Ons Precarious places

AC 4 **HP** 20

Turn-Offs Priests

Str 12

Dex 16 (+2)

Lucy was raised in a carnival doing acrobatics and throwing knives. She never laughs.

Con 13 (+1)

Int 15 (+1)

Wis 11

Cha 9

Long sword, short sword, 4 daggers, leather bikini, **ring of protection +2**.

Potion of Levitation, squirrel jerky, beer, walnuts, 2 torches, 10' pole.



TREY MOTTLE

25 GP/DAY

2ND LEVEL FEY SAVAGE (CHAOTIC GOOD)

Haggle 4

Turn-Ons Certain death, blueberries

AC 2 **HP** 16

Turn-Offs Too much chatter, elves

Str 13 (+1)

Dex 15 (+1)

The wilds raised him, the city lured him, the adventure keeps him coming back.

Con 13 (+1)

Int 9

Wis 7 (-1)

Spell: *Knock*

Cha 12

2-handed sword +1.

Dandelion wine, 3 red bones, 1 torch.



TORGMAK FLAGSTONER 30 GP/DAY **4TH LEVEL DWARF (LAWFUL GOOD)**

Haggle 9

AC 4 **HP** 30

Str 17 (+2)

Dex 13 (+1)

Con 18 (+3)

Int 9

Wis 9

Cha 10

Turn-Ons Slaying orks and finding gold

Turn-Offs Sunny glades

Torgmak, son of Grogmak, suffers no orks to live. His love of ale and wine sometimes causes problems (save vs. Paralysis after a night of drinking or -1 to hit for 1 day).

Barry Brainbasher (+2 **Mace of Crushing**; any hit of adjusted 18 or better breaks normal doors/objects and deals double damage), **Bracers of AC 5**, fine short boots, beer-skin, sunflower seeds, stale bread, small hammer and chisel.



AYALI L'NALLI

25 GP/DAY

3RD LEVEL ELF (NEUTRAL GOOD)

Haggle 8

AC 6 **HP** 18

Str 12

Dex 13 (+1)

Con 13 (+1)

Int 13 (+1)

Wis 13 (+1)

Cha 12

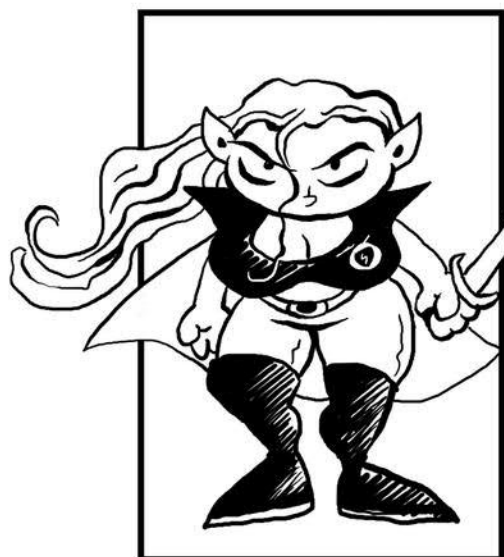
Turn-Ons Shirtless dwarfs

Turn-Offs Fully clothed dwarfs

Ayali, daughter of a woodland queen, is on a long quest to find her wayward brother, Leyli L'Nalli. She has few clues, but doesn't quit.

Spells: *Floating Disc, Hold Portal, Knock*

Sword +1/+2 vs. **Spellcasters**, **potion of ESP**, **potion of healing**, short bow, 20 arrows, leather armor, leafbread (restores 1 hp when eaten, 1/day, 5 servings), dagger, rope 50', lantern, 3 vials oil.



DORA DALLAZOM L'NALLI 24 GP/DAY

3RD LEVEL ELF (CHAOTIC NEUTRAL)

Haggle 10

AC 6 **HP** 19

Str 14 (+1)

Dex 13 (+1)

Con 14 (+1)

Int 9

Wis 9

Cha 14 (+1)

Turn-Ons Cold steel and coin

Turn-Offs Prison, family

Dora, sister of Ayali, doesn't give a damn about her brother's fate. He was a jerk anyway. She is no fan of her sister either, but will work with her if gold is the prize. She hates casting spells, but is prudent enough to know when to sling magic and when to sling steel.

Spells: *Magic Missile, Sleep, Wizard Lock.*

Sword +1 (very sharp), **ring of protection** +2, **Boots of Levitation**, super hot peppers (1 dmg on contact, 1d20 peppers), 3 torches, snake jerky, mirror.



SHEELA FALOM 25 GP/DAY

4TH LEVEL HALFLING (CHAOTIC NEUTRAL)

Haggle 11

Turn-Ons An easy mark

AC 2 **HP** 16

Turn-Offs Battle

Str 12

Dex 18 (+3)

Quiet as a mouse, fast as a snake, loyal as a scorpion. Ever ready to trick and trap to get her cut.

Con 13 (+1)

Int 13 (+1)

Wis 12

Cha 15 (+1)

Dagger +2 (casts *Darkness* 1/day), potion of healing, potion of giant strength, **Cloak of Nighttime Doings** (+2 AC, 75% move silently, *Invisibility* 1/day; powers only work at night), leather armor, mirror, 1 dose class 17 poison.



OUT'LMEIK 40 GP/DAY

5TH LEVEL ILLUSIONIST (NEUTRAL GOOD)

Haggle 10

Turn-Ons Dark warriors

AC 3 **HP** 10

Turn-Offs Fair elves

Str 8 (-1)

Dex 17 (+2)

Out'lmeik moves like a floating fog across an electric sky. They smell of lavender and whisper like a wind.

Con 7 (-1)

Int 16 (+1)

Wis 10

Spells: *Dancing Lights*, *Hypnotism*, *Fog Cloud*, *Hypnotic Pattern*, *Invisibility* 10'.

Cha 14 (+1)

Coat of Many Colors (AC 5, *Color Spray* 1/day), **Magnificent Wand** (*Phantasmal Force* 1d10 charges), book of funny pictures, weird pink wine, dried grass (food), mirror, bag of salt, animated toy bat.



ROSIE RIVERBOP 15 GP/DAY

3RD LEVEL HALFLING (CHAOTIC GOOD)

Haggle 5

Turn-Ons Fights!

AC 3 **HP** 27

Turn-Offs Talking.

Str 13 (+1)

Dex 16 (+1)

Rosie once wrestled a river raccoon (dire) until it spit out her favorite rag doll.

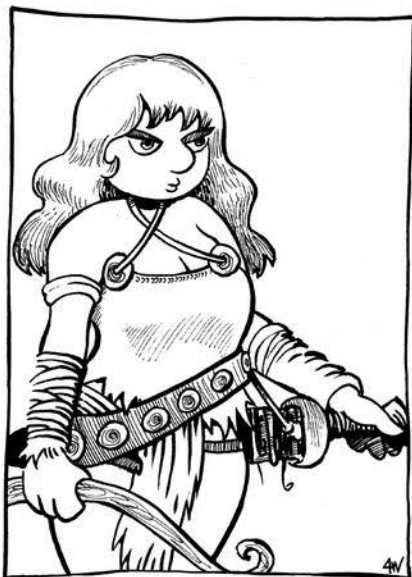
Con 18 (+3)

Int 11

Wis 6 (-2)

Cha 14 (+1)

Stickim (+2 short sword), **Mr. Moonie** (+1 shield, +2 under quarter moon), chain mail, dagger, hatchet, raccoon jerky, wineskin, 7 weird purple balls, silk rope, 3 torches, rag doll.



ELAYNA

12 GP/DAY

2ND LEVEL RANGER (LAWFUL NEUTRAL)

Haggle 10

Turn-Ons Mountains

AC 7 **HP** 17

Turn-Offs Valleys

Str 13 (+1)

Dex 12

Elayna grew up on the fringes of civilization, friend to animals and enemy to loud, pompous men.

Con 18 (+3)

Int 12

Wis 13 (+1)

Cha 10

Short bow +1 (Heatseeker, can shoot blind or around corners 3/day no penalty), long sword, leather.

Dried berries, mushrooms, mushroom beer, 2 torches, flask of oil.



SKEEVS

30 GP/DAY

3RD LEVEL THIEF (CHAOTIC NEUTRAL)

Haggle 10

Turn-Ons Stoic priestesses

AC 3 **HP** 12

Turn-Offs God damn goblins

Str 12

Dex 18 (+3)

Skeevs is a street kid, born and raised on hard knocks.

Con 12

Int 11

Wis 8 (-1)

Cha 14 (+1)

Dagger +2, 3 daggers, 4 shurikens, studded leather, short sword.

Lockpick tools, catoblepas cheese, bull idol, marbles, flour, flask of oil.



RINNY

10 GP/DAY

2ND LEVEL ILLUSIONIST (CHAOTIC NEUTRAL)

Haggle 7

Turn-Ons Funky situations

AC 8 **HP** 7

Turn-Offs Pipe smoke

Str 7 (-1)

Dex 15 (+1)

Wait till they get a load of him. Woo!

Con 9

Int 16 (+2)

Spells: *Color Spray*, *Dancing Lights*

Wis 9

Cha 12)

Wand of Illusion (9 charges), **Potion of Barkskin**, **Potion of Healing**, ball of twine, 50' rope, book of limmericks, sack of dried flowers, wooden spoon, two daggers, 3 torches, rice ball.



FHYMY FHLHLT

18 GP/DAY

1ST LEVEL FIGHTER & THIEF (LAWFUL EVIL)

Haggle 10

Turn-Ons Easy targets

AC 7 **HP** 6

Turn-Offs Risk

Str 14 (+1)

Dex 12

Fhymy has always been a complete prick, but is capable of hiding this fact if there is profit to be gained. He will betray you if he can, but won't risk his neck to do it.

Con 13 (+1)

Int 12

Wis 12

Cha 12

+1 sword, Potion of Invisibility, Clever Lockpick

(advantage on rolls), studded leather, dagger, knife, garrot, silk rope, whiskey.



OLD MAN

1 GP/DAY

O LEVEL HUMAN (NEUTRAL GOOD)

Haggle 8

Turn-Ons Hot oatmeal

AC 9 **HP** 3

Turn-Offs Evil portents

Str 9

Dex 9

The old man is worried about the evil and wants to urge you to quash it. He has knowledge to offer, and some magic.

Con 9

Int 12

When asked about the evil, he knows something useful on a Wis check.

Wis 13 (+1)

Cha 12

Mighty Egg of Mysticism (grants old man 50% magic resistance and +5 saving throws), Map to Evil Place, **blessed dagger to plunge into heart of evil** (the evil must save or die), odd tasting beer, staff of oak, sandals.



RANDU DOS RELL

27 GP/DAY

2ND LEVEL MAGIC-USER (NEUTRAL)

Haggle 10

Turn-Ons Arcana

AC 5 **HP** 6

Turn-Offs Conversation

Str 10

Dex 11

Randu knows strange things on a roll of 2 in 6, but rarely knows useful information about mundane matters. She has a way of intimidating people by staring at them.

Con 9

Int 17 (+2)

Wis 10

Cha 8 (-1)

Spells: *Detect Magic, Ventriloquism.*

Cloak of Protection (+4 AC, +1 saves), **Potion of Healing**, **Potion of Gaseous Form**, **Staff of Bolts** (*Magic Missile* 2/day), dagger, spellbook, quills and ink, parchment, dusty wine, suspect dried meats.



TALLUS METALCAP

2 GP/DAY

3RD LEVEL CLERIC (NEUTRAL)

Haggle 9

Turn-Ons Salted pork

AC 5 **HP** 10

Turn-Offs The unfaithful

Str 13 (+1)

Dex 10

Tallus' skulltop was ritually removed to purify him for the clergy of The High Ones. He seeks Ultimate Understanding and opposes mental laziness.

Con 12

Int 13 (+1)

Wis 16 (+2)

Cha 13 (+1)

Metalcap of Wisdom (blocks mental attacks, extends spells 10', +2 Wis). Chain mail, staff, bolas, water, nuts, grain, scrolls and books of wisdom.



MILLINKI

50 GP/DAY

4TH LEVEL THIEF (CHAOTIC NEUTRAL)

Haggle 11

Turn-Ons Danger & Gold

AC 5 **HP** 16

Turn-Offs Men

Str 9

Dex 16 (+2)

She was born to a dishwashing couple in a third-rate tavern. Spending most of her youth picking pockets, she gains Advantage on stealing stuff. And she likes it.

Con 13 (+1)

Int 12

Wis 10

Cha 15 (+1)

Bow of the Blind (+1, negates penalties for darkness or blindness), +2 **dagger**, +1 **arrow**, +1 **studded undies**, fruit chews, black pointy shoes that rock, gloves.



TWEETS MCTUSSLE

35 GP/DAY

3RD LEVEL FIGHTER (CHAOTIC GOOD)

Haggle 9

Turn-Ons Aerial crawls

AC 8 **HP** 18

Turn-Offs Tight spaces

Str 12

Dex 17 (+2)

From a tall tree kingdom that was burned to the ground. Cursed to speak as a human, no longer able speak to her flying friends. Can fly without armor. Relentlessly optimistic about *killing everyone of the bastards what done her wrong*.

Con 10

Int 11

Wis 8 (-1)

Cha 11

Hook Sword of Hooking (+1, disarms on 16+ hit), Pack of tasty worms, waterskin, leather armor, 3 daggers, diary in which she scrawls her revenge fantasies.

BURIED TEMPLE OF K'LIXTRA

K'lixtra, Mother of Vomit, calls her children to dig dark holes and gut innocents, spilling their blood into evil pools. Some of these wicked temples yet remain, scattered across the earth, buried deep... forgotten.

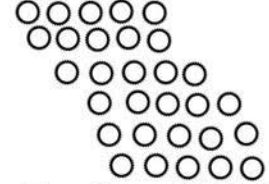
ENTRANCE:

Hidden by blackened, thorny trees. Each PC saves vs. Poison (subtracting AC) or thorns cause one **Ill Effect** (d4).

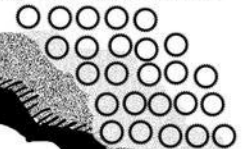
TABLE OF ILL EFFECTS

Die Roll	Effect	Details
1-2	None	Forces of good are smiling on you.
3-5	Nausea	-1 to hit for 1d4 rounds.
6-8	Stinging Pain	1d6 dmg.
9-10	Blinding Headache	1d4 dmg., -4 to hit for 1d3 turns.
11-12	Blood Vomit	1d8 dmg., unable to act 1d4 rounds.
13-14	Violent Shakes	-4 to hit and saves for 1d10 turns.
15-16	Fear	Drop items in hand and run for 1d4 turns.
17-18	Murder	Attack nearest living creature for 1d6 rounds.
19	Darkness	Become devotee of K'lixtra, become evil.
20	Death	Save or die.

Trog Champ #1 HP: 30



Trog Champ #2 HP: 25



Trog Champs

This pool holds the trogs treasure along with a wet leather bag containing the **Glittering Tome of the Silver Sage**.

Troglodytes

Trog Champs

AC 4; HD 5+1; hp 30, 25; Atk 1d10+2

These twins wear **scale armor +1** and lug a **2-handed sword +1**. They are champs of K'lixtra and can cast **Cause Light Wounds** once per turn each. The magic armor is fetid and will sicken any non-trog wearer unless it is **Blessed** or has **Remove Curse** cast upon it.

Lair of the Trogs

This great, stinking room is currently home to 25 nobberlochs, 12 troglodytes, and 2 troglodyte champions. The nobberlochs are concentrated at the south end while the trogs dwell at the north, swimming freely through the streams.

Pool of Sacrifice

Evil room. Roll 1d20 on **Ill Effects** upon entering. Every turn 2d6 nobberlochs emerge from the dark waters. In 1d4 turns 2d4 troglodytes will emerge.

Nobberlochs

Hidden stream connects room. Found from surface on 1 in 6. Found easily when submerged.

Pulling it free takes 1d20 rounds.

A +1 short sword that casts light is stuck in rock just under the water's surface here.

Central stairs slimy. Dex check!

Bloody Altar

Touching altar = roll 1d20 **Ill Effect**. Evil Clerics gain **Cause Light Wounds** (1 time).

Snake Idol

Must give live vermin or face ghostly giant rattler (AC 0).



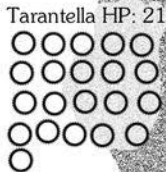
Rattler HP: 19

Spider Idol

Must give live insect or face ghostly giant tarantella (AC 0).

Terribly untrapped corridor.

Rooms full of debris. Also, 1d10 giant black widows.



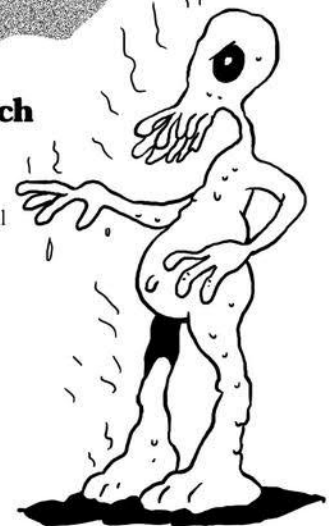
Tarantella HP: 21

For PC levels 2-4 or an army of level 1s.

Nobberlochs are spawned by evil demons and deities. They are sickly yellow and stinky. They do not speak, but are telepathic with one another up to 500'. They stink like troglodytes. They grab their enemies (1d4 dmg) and attempt to bite in order to lay eggs (save vs. Poison or be infected, dying in 1d4+4 turns as 1d10 nobberlochs are birthed). They can bite immediately after a grab. Nobberlochs secrete an acidic, sticky residue that lets them climb any surface and can erode stone and mortar in 1d4 turns with concentrated effort.

Nobberloch

AC: 8
HD: 1
Atk: 1+special
Dmg: 1d4+special
App: 3d10
Save: F1
Morale: 12
Hoard: None
Align: CE
XP: 22



CRYPT OF THE WORM IDOL

The PCs stumble upon a hidden crypt from which wafts a whiff of fetid fragrance. Could this be another unholy shrine to K'lixtra, Mother of Vomit and Mother of the Deep Dark?

ENTRANCE: The stone doors are stuck and must be pulled open with spikes and ropes or some other clever means taking 2 full turns to complete. There is no door handle.

As the doors open, the stink hits the PCs and all must save vs. Poison or take 1d4 points of dmg and vomit for 1d6 rounds. The stench is very similar to that of the nobberlochs*.

Sinister Stinkers: For every turn spent in the crypt there is a 2 in 6 chance that 1d6 nobberlochs will crawl from the nearest pool, hole, or crack.

Worm Idol: The 6' stone idol is hollow and filled with wriggling yellow worms. The runes at the base are written in ancient Tong Tet, the language of pure evil. Wizards, Clerics, and other scholarly sorts must pass an Int check by at least 3 points in order to read it. If they are evil, a straight check is all that is needed.

The runes read:

CHW, SPIT, ENTER.

Yellow stains on the south wall mark the secret door that can only be opened by spitting chewed-up worm upon it.

Those who chew must save vs. Poison or take 1d6 dmg and vomit 1d6 rounds. Such losers cannot open the door.

Swirling Pool: This stinking pool of swirling yellow liquid is a portal to the Cave of K'lixtra, where no one wants to go. Standing next to it requires another save vs. Poison. About 10' below the surface is a skeletal warrior in **scale armor +2**. His fingers are embedded in the stone wall of the pool as if he tried but failed to escape the yellow doom.

Immersion in the pool causes a loss of 1d4 Con per round, permanently. But if a yellow worm was successfully chewed prior to entering the pool no Con loss occurs.

Black Pool: This 30' pool of fetid water will spawn 1d6 nobberlochs per turn as soon as PCs enter the cavern. PCs could escape by diving into this pool and finding that it leads to an underground stream that terminates in an outdoor pool which has been soured by the evil of K'lixtra's worshippers**.

Adventurers stashed 2 sacks hidden by the pool (3 in 6 to find, or 1 turn search).

Bag #1: 671 gp, 101 pp, opal (100 gp), **potion of fire resistance**.

Bag #2: Silver mirror, rare wine (100 gp), **dagger +1**, **ring of spell storing**.

Sarcophagus: Here lies the coffin of the Vexx, a Champion of the Deep Mother. Vexx was laid to rest when K'lixtra's temples were destroyed many centuries ago. Nobberlochs sealed his coffin with their nasty secretions and he has waited patiently for release ever since.

• **Charm Person**
• **Shield**
• **Burning Hands**
• **Read Magic**

**Or, this pool may connect to one of the pools in the troglodyte lair from Buried Temple of K'lixtra.

Vexx

AC: 5
HD: 7+1
Move: 120' (40')
Attk: 2
Dmg: Wpn or spell
App: 1d6
Save: F7
Morale: 10
Hoard: XI
Align: NE

The Vexx fights with a skull-topped, spiked **mace +1** that disperses a cloud of poisonous gas in a 20' radius once per turn (save or take 2d6 dmg). He may cast **summon shadow** 3 times per day.

Touching the sarcophagus will awaken the Vexx, though he cannot escape on his own. It takes 1d4 turns to chip away at the resin sealing the coffin, inviting more nobberlochs to come and kiss the PCs.

When the seal is finally broken, Vexx will rise up! He has waited a long time to dine on living flesh in the name of K'lixtra. He will waste no time.

In the coffin can be found a small black leather bag containing 7 eyeballs from 7 good Clerics. This evil relic is a prize to the Vexx. But a good aligned Cleric may, on a successful save vs. Death, pray for the 7 dead Clerics to return and help vanquish the Vexx. These priests and priestesses will deliver a single 10d6 bolt of lightning to the creature before their spirits dissipate. He gets no save.

The eyes of the Vexx can lock the gaze of the unsuspecting and cast **charm person** or **hypnotize** each once per day on a failed save vs. Spells. The Vexx bears tattoos that grant it 50% resistance to all magic.

For PC levels 2-4 or an army of level 1s.

*See the adventure Buried Temple of K'lixtra.

INTO THE NEST OF THE DOPPELGANGERS

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Odd Things Perceptive PCs Might Notice (d8)

1. exact duplicate of one of the guards/NPCs
2. strange tics or odd mannerisms
3. its speech reveals some foreign dialect/language
4. guard seems fidgety and repeatedly glances up at tower window, seems to be hearing things
5. guard is emphatic about PCs coming inside the guard room to inventory (and tax) their belongings
6. the flesh of the guard or the NPCs seems loose or doughy, and features an unhealthy grayish tone
7. guards uses wrong gender pronoun and doesn't correct himself/herself/itself (gender confuses it)
8. NPC in vicinity repeats an action, as if in a loop

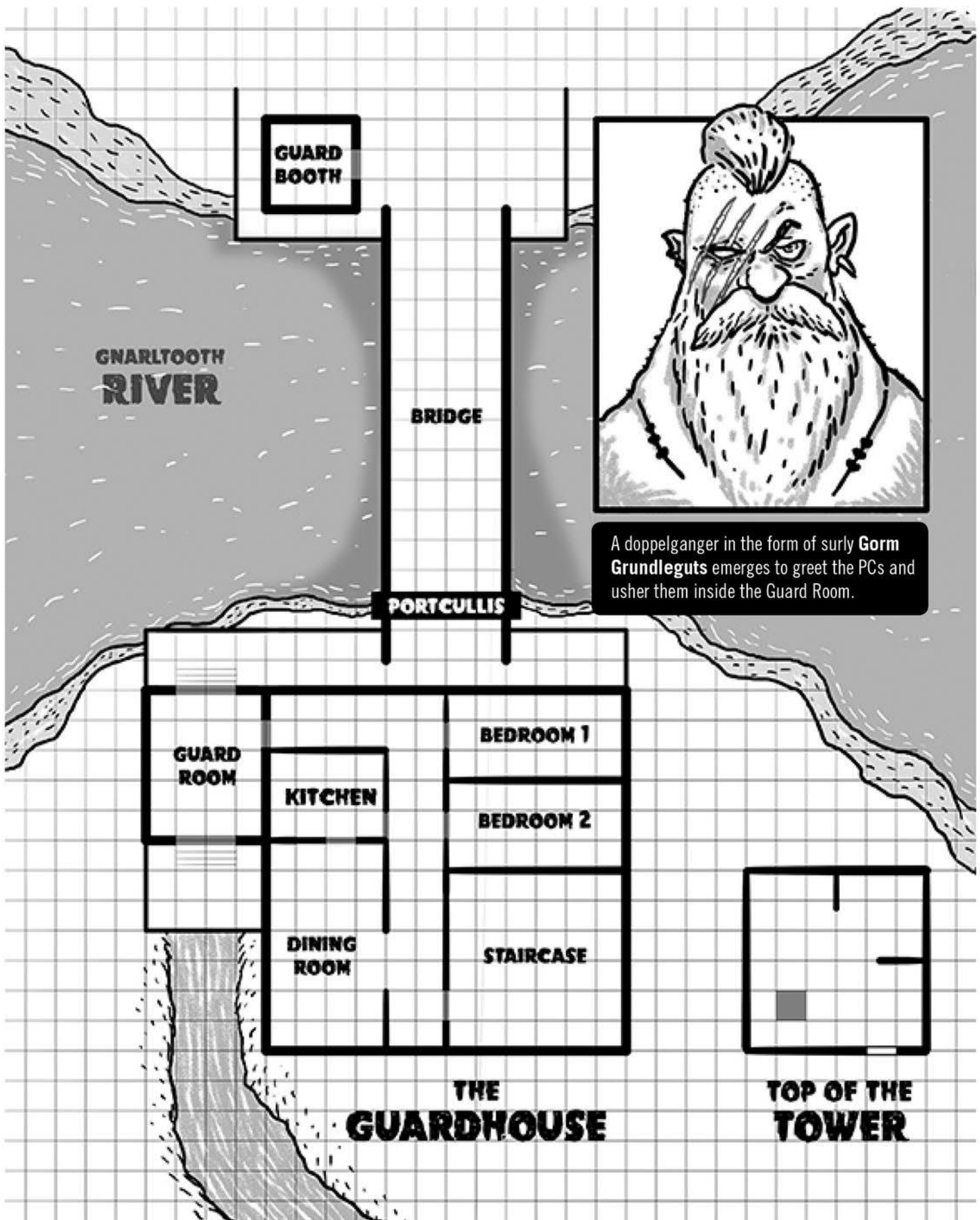
Weird Aspects Of These Doppelgangers (d8)

1. natural form features gray mottled doughy skin that hangs and wobbles in combat
2. skin is very dry, and small flakes constantly drift off
3. doppelgangers hiss and blue barbed tongues flick from out of their mouths
4. doppelgangers share a hive mind, and know each others thoughts (see top of tower)
5. when one doppelganger speaks, the same words come out all of their mouths (creepy!)
6. doppelgangers mouth splits both vertically and horizontally, to allow giant vicious bite attacks
7. these doppelgangers can only mimic creatures they have 1. touched 2. killed 3. licked 4. eaten
8. doppelgangers are both sexes and neither one

As the PCs are traveling overland, they encounter a swiftly moving river with a well-made stone bridge. On the close side of the bridge stands a small guard tower flying the flag of the current king. Beyond a stout closed portcullis, the bridge arches to the far side of the river, where a lone guard snoozes under a foreign banner. A few other NPCs are apparent, out for a walk or lounging in the grass nearby. A guard emerges from the guard tower, and engages the PCs and explains the costs associated with crossing the impressive structure. During this exchange, perceptive PCs might notice odd details in this guard or in their surroundings (see sidebar).

Each of the visible NPCs, the guard included, is a doppelganger attempting a ruse to get the PCs inside the guard tower and then attack them. The shapechanging fiends have created a nest in the top of the tower after infiltrating the guard post weeks ago. To their delight, the location supplies them with a fresh batch of victims daily. At some point, when the jig is up, all the NPCs suddenly turn toward the PCs and attack, body-snatcher style. These NPCs were all travelers, now victims of the doppelgangers' scheme. Some specifics about this tribe of doppelgangers follow.





A big draw of this short scenario is the fact the referee can get creative with what foes the PCs will face. The doppelgangers can take the shape of any monster the referee has been itching to use. The more variety the better! Some options are listed to the right.

GUARD ROOM

Large well-used tables dominate this room. A lever to open the gate is locked inside a cabinet on the wall.

KITCHEN

All the "normal" food in this room is spoiled and smells awful. Flying bugs and other crawling pests cover the cooking and preparatory surfaces.

DINING ROOM

This room is being used to stash the equipment stolen from previous victims. If searched, PCs will find 2 short swords, a locked chest containing a jewel-encrusted tiara worth 1,200 gp, and 3 scrolls containing 2 first and 2 second level magic-user spells.

BEDROOM 1

Door is locked. A tossed unmade bed is covered in blood. The bedclothes are slashed beyond usefulness slashes and feathers cover the floor. Under the bed is a blood-caked coin purse holding 132 silver pieces, and a folded risqué drawing of a busty bearded dwarf.

BEDROOM 2

The door is ajar. This room is in good condition.

STAIRCASE

Two doppelgangers pose as child victims and beg the PCs to help them escape. Then viciously attack the party to keep them off the tower stairs.

PORTCULLIS

Can be scaled easily by a thief or halfling. The lever to open the stout gate is hidden in the guard room.

GUARD BOOTH

A plain old half-orc is snoozing on a wooden stool on the far side of the bridge. The PCs will rightly be suspicious of him, play up his idiosyncrasies.

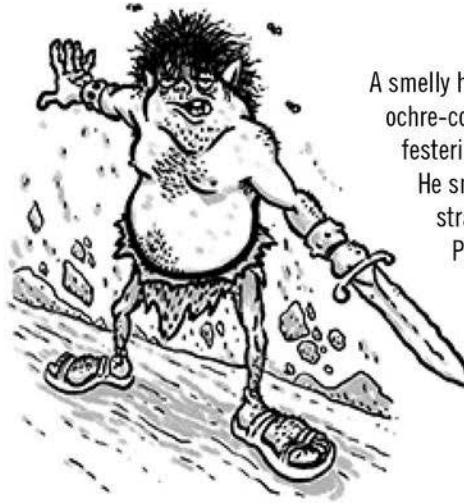
TOP OF THE TOWER

Here's where things get gross. The doppelgangers use this room as a nursery for dozens of unhatched eggs. The room is covered with them, floor and walls both. From above the eggs hang multiple humanoid bodies acting as a food source to the growing embryos. From out of the orifices of these victims extend thick pulsing veins (or maybe roots). Some of the bodies are exact duplicates of NPCs encountered outside the guard tower.

A wand-wielding one-eyed creature who claims to be an apprentice of the wizard Zeethoque. (Surely you've heard of him.) In reality, he has no idea how to wield the wand. The best he can do is make impressive magic-sounding sound effects, in spite of his thick lisp.



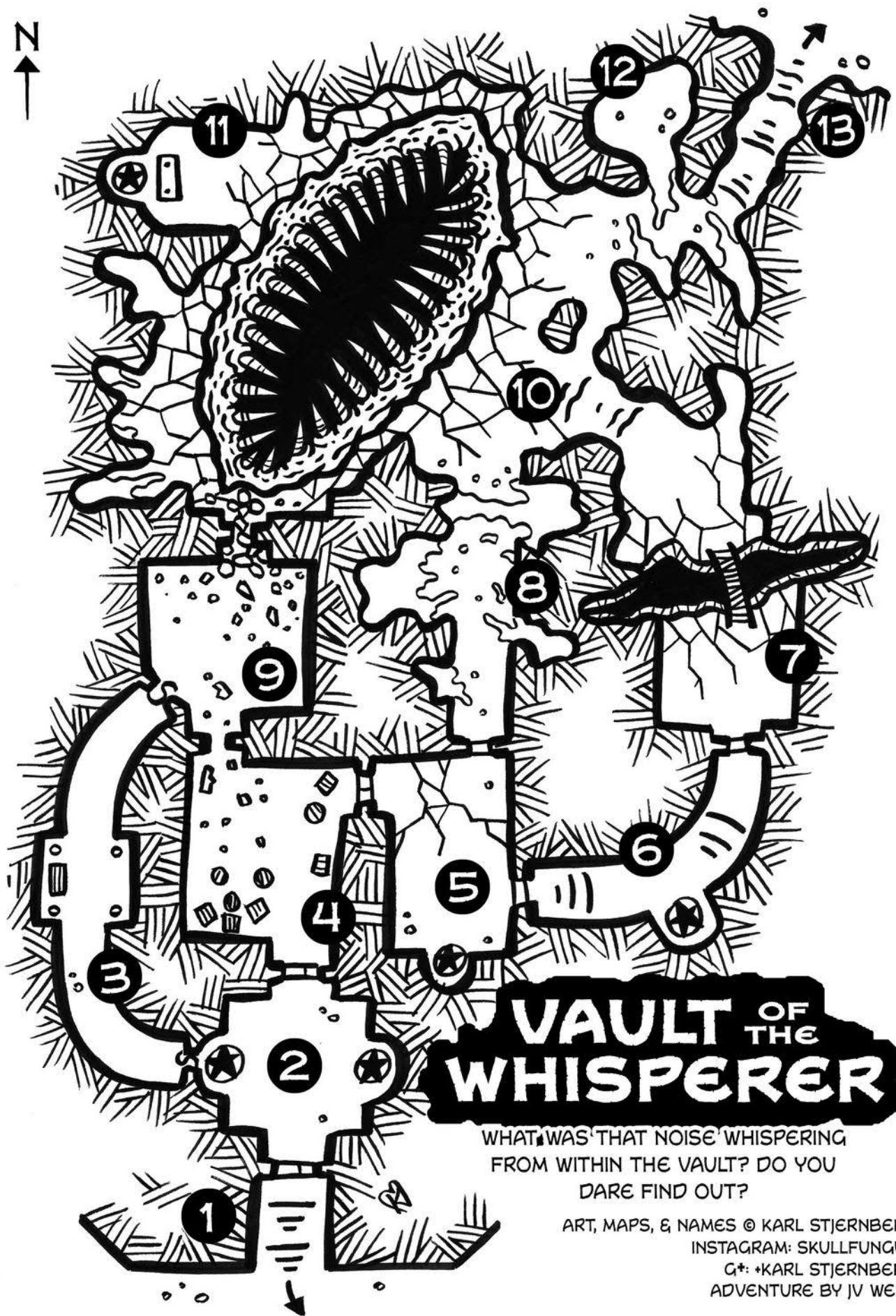
A smelly hobgoblin with obvious ochre-colored dungeon-rot festering up from his toes. He smells of ear wax and, strangely, asparagus. Any PCs who get too close must roll vs Poison or blow chow everywhere. How embarrassing!



A crazy suicidal cultist, who just can't seem to get the job done. the doppelganger in control of her has no idea how to pull off her particular brand of crazy, in fact it has no idea what religion she practices, nor what god she is devoted to.



The doppelganger eggs. The strange mouths on the top of the eggs will open to accept food that is placed close to them. To the eggs, almost anything is food, fingers, the ends of weapons, etc. The yellow-green corrosive goo inside can burn through almost anything, although it has no effect on plant-based matter, including wood. Piercing weapons easily pop these eggs, which fling their acid contents on adjacent characters.



VAULT OF THE WHISPERER

1 By adventure, luck, or crime the PCs come to a large stone door upon which is scrawled **"It whispers within"**. The door is locked. A barrel sits next to the door. If the lid is removed, the party is attacked by a nasty barrel snail. The key to the door is at the bottom of the barrel.



Barrel Snail

AC 5 or 2
HD 3
MV 3' (1')
Atks 1d6 grabs
Dmg 1d4 + malaise
#App 1
SV F3
ML 9
Hoard VI
AL N
XP 65

Those touched by the snail's wormlike appendages must save vs. Poison or be

sick for 1d6 turns (-1 to saves and attacks). This is a cumulative effect. If the snail fails a Morale check it will retreat back to the bottom of the barrel where it has an AC of 2.

Inside the door are rough stone steps leading up. A fetid breeze is blowing softly and carried on it is a faint whisper. Once the PCs enter the Vault, the Judge will roll 1d6 once per turn. On a result of 1, a single PC has been *whispered to*... the player must roll on the Whisper Reaction Table below.

WHISPER REACTION TABLE

d20 Roll	The PC...
1-5	itches all over all the time (-1 attacks).
6-9	mutters all the time (no chance of surprising or sneaking).
10-12	believes the party is being followed.
13-14	cries uncontrollably (-2 attacks).
15-16	sees demons that aren't really there.
17	wants to move as quickly as possible, not checking for danger.
18	is paranoid that the other PCs are impostors.
19	will try to sabotage the party, leading the others to danger.
20	will attack a random party member, fully believing them to be a demon.

2 Large chamber with two granite statues coated with yellow fungus (save vs. Poison on touch or lose 1 Con per turn for 1d6 turns). West statue is an old woman with a staff and a scowl. East statue is an old man with a book and a smile.

Close examination may reveal that the old woman's staff is a hair's breadth from touching the base and can be forced down to make contact. This results in an audible "click". The old man's book is open by a hair's breadth and can be forced closed, again with a "click". When both clicks have been achieved, the secret door behind the old woman will open.

Cultists in the Vault: When the Judge makes a whisper check and the result is a 2 the PCs will encounter cultists zealously devoted to protecting the Whisperer of the Vault. Bell summoners will be encountered on a 1-2 in 6 and the rest will be caged cultists.

Caged Cultist

These silent zealots stumble about in the darkness, seeking only to hear the voice of the Whisperer. They were rejected as the creature's dinner and now exist in a state of anxiety and sorrow, hoping only to please the master.

They are subordinate to the bell summoners. Their icky flesh is slick, causing hits of natural 15 or less to deal only 1 point of damage. If 2 or more hit a PC in a round they will grab them, dragging the PC to the maw of the beast.

AC 6
HD 2+1
MV 120' (40')
Atks 1 grab
Dmg 1d6
#App 1d8
SV F2
ML 12
Hoard None
AL CE
XP 45



VAULT OF THE WHISPERER

Bell Summoner

AC 6
HD 4
MV 120' (40')
Atks 1 chime
Dmg Special
#App 1d4
SV F4
ML 11
Hoard None
AL LE
XP 225

While the caged cultists seem to be random in their pursuit of the Master's Voice, the bell summoner is a true priest of the Whisperer, always carefully measuring his actions in the full confidence that he will one day be eaten by the Master.

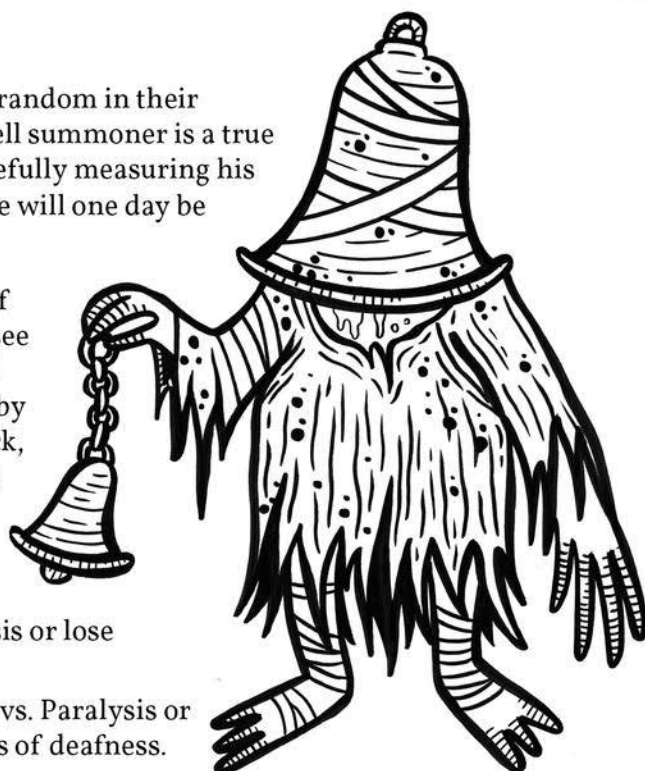
These priests share the slimy skin of the caged cultist that turns blades (see caged cultist). Their head is covered with a brass bell that will be struck by 2 out of every 6 attacks. When struck, the bell calls 1d6 caged cultists who

will arrive in 2 rounds. Bell summoners carry a small brass bell at all times. They may ring the bell once per round for 1 of the following effects.

Ear shattering: All within 30' must save vs. Paralysis or lose their hearing for 1d6 turns.

Focused sonic strike: One PC within 20' must save vs. Paralysis or be hit with sonic force for 1d6 damage and 1d6 turns of deafness.

Call of the Whisperer: The priest makes a ring of intonation to the Whisperer itself. The PC targeted must save vs. Spells or roll on the Whisper Reaction Table at +3 and take 1d10 points of damage. If the save is good, the bell summoner screams in insane rage and runs away, throwing himself into the maw of his Master... a great offense!



3 Hall leads to a small shrine bearing the image of a young, sad girl on a fading mural. Any PC stopping to pay respect to her will notice a tear falling down her face. Touching the falling tear will heal all wounds, remove any effects of the Whisperer, and grant a single blessing of luck that can be used to re-roll a single failed dice roll. The sad girl only grants her blessing one time per PC and only to those who are respectful.

Any PC defiling or attempting to rob the shrine will be choked by an invisible stalker.

Invisible Stalker: AC 3; HD 8; hp 32; # AT 1; D 4d4; MV (40'); SV F8; ML 12

32 hp: ○○○○○○ ○○○○○○
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4 Gathering room. Broken tables and chairs. A dozen human skeletons lie about. 1d6 gp, 1d6 sp, and 1d4 silver rings can be found.

Lying silently in the room are 5 caged cultists. They will rise to action within 1d3 rounds, stirred from a long, sad slumber. One of the cultists has the key to the northeast door, which is locked.

Caged Cultists (5): AC 6; HD 2+1; hp 15, 14, 12, 12, 8; # AT 1; D 1d6; MV (40'); SV F2; ML 12

15 hp: ○○○○○○
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14 hp: ○○○○○○
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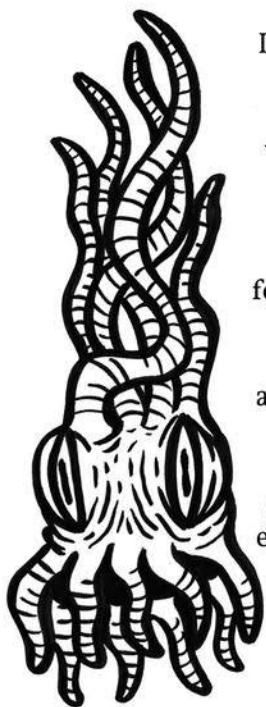
12 hp: ○○○○○○
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12 hp: ○○○○○○
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 ○○

8 hp: ○○○○○○
 ○○○○

VAULT OF THE WHISPERER

5 This devotional chamber includes another granite statue on the south wall. It is the likeness of a young man with his hands in the shape of the Whisperer's maw (fingers representing the teeth). If anything is placed between his hands, they will clamp shut, cutting the object in half. But if the hands are grasped on the out-sides and pressed together to close the mouth, a door opens in the statue's pedestal to reveal a strange gauntlet wrapped in a rotted cloth.



Gauntlet of Goorph:

Increases wearer's Strength to 19 and grants ability to use **ESP** at will. Functions as a +1 weapon dealing 1d6 points of damage per hit. Can grab opponents on a hit of 16 or better, crushing each round for 1d6 points of damage (save vs. Paralysis to break hold). Wearing longer than 2 turns at a time permanently reduces Wisdom by 1. When used against the Whisperer, the gauntlet can break off a tooth every round without making a hit roll.

6 Hall with granite statue of a man with a look of utter madness on his face, hands wrenching at his own hair.

The back half of the statue is unusually dark, as if painted black. It has a knobby look from a distance. The darkness is in fact a small black pudding that has oozed into the chamber from a crack in the wall. Anyone coming within 5' of the statue will be attacked by the pudding.

Black Pudding: AC 6; HD 6; hp 36; # AT 1; D 2d8; MV (20'); SV F5; ML 12

36 hp: ○○○○○○ ○○○○○○
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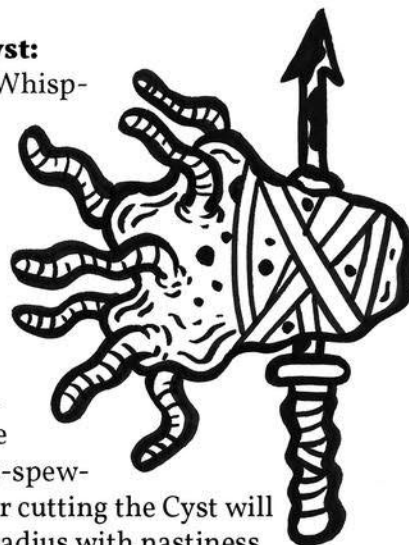
Careful examination of the statue might reveal that the old man is staring straight ahead to the opposite wall. On that wall can be found a tiny hole on a 1 in 6 roll (treat as secret door). On the old man's head are 2 stone hairs that can be removed.

Hair #1 is a key that, when inserted into the tiny hole in the wall, opens a door behind the statue to reveal a weird thing on a spike... the Forbidden Cyst.

Hair #2 is a poison needle trap that deals 1d6 points of damage per round for 1d10 rounds on a failed save vs. Poison.

The Forbidden Cyst:

Removed from the Whisperer's mouth by a zealous follower (who was eaten, much to his delight). Impaled and kept by the others. Cyst stinks and seems unsafe. Touching requires a save vs. Death as the PC dies in a mucous-spewing mess. Striking or cutting the Cyst will splatter all in a 10' radius with nastiness (save vs. Paralysis or blind 1d6 turns). Touching the Cyst to the Whisperer will cause the creature to scream and close its mouth for 1d6 rounds.



7 Large chamber with 20' chasm and rope bridge. Foul stench of Whisperer's breath! Partially carved, partially natural cavern. There are 2 caged cultists and 1 bell summoner lurking in this area, gathering funky bugs from the chasm walls.

Caged Cultists (2): AC 6; HD 2+1; hp 12, 11; # AT 1; D 1d6; MV (40'); SV F2; ML 12

12 hp: ○○○○○○ ○○○○○○
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Bell Summoner: AC 6; HD 4; hp 29; # AT 1; D Special; MV (40'); SV F4; ML 11

29 hp: ○○○○○○ ○○○○○○ ○○○○○○
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VAULT OF THE WHISPERER

If more than 2 PCs cross the bridge at the same time or if combat occurs upon it, the bridge will break (save vs. Paralysis or plunge to doom).

Cultists often stash their treasures in a small nook at the northeast end of the room. In it the PCs can find 1d20 sp, 1d20 gp, some very nasty beer, and a **Potion of Healing** (the cultists think it is poison).

8 Slimy sleeping chamber where cultists fall into stinking puppy piles, slumbering near the mouth of their god like psychopathic sycophants. The floor is treacherously slippery and requires a Dex check every 10' of movement or every round of combat to avoid falling down.

In this area are 6 caged cultists, 1 bell summoner, and 7 trillobites.

Caged Cultists (6): AC 6; HD 2+1; hp 17, 16, 14, 14, 9, 5; # AT 1; D 1d6; MV (40'); SV F2; ML 12

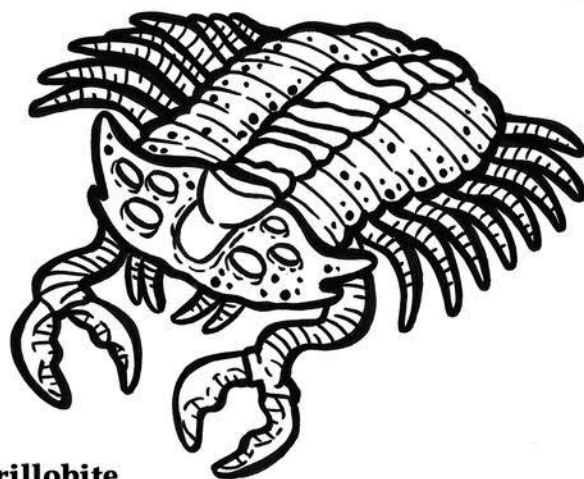
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9 hp: ○○○○○○ ○○○○○	5 hp: ○○○○○○

Bell Summoner: AC 6; HD 4; hp 30; # AT 1; D Special; MV (40'); SV F4; ML 11

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Trillobites (7): AC 3; HD 3+1; hp 15, 13, 10, 10, 9, 8, 5; # AT 3; D 1d4/1d4/1d6; MV (40'); SV F3; ML 10

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Trillobite

AC 3
HD 3+1
MV 90' (30')
Atks 2 pinch/ 1 bite
Dmg 1d4/1d4/1d6
#App 2d6
SV F3
ML 10
Hoard None
AL N
XP 100

Skittering across the cavern floor, the 1' long trillobite seeks flesh upon which to dine. On a hit of natural 20, a trillobite can burrow into its target's armor and flesh, dealing an additional 2d6 points of damage per round. The creature can be cut out with a blade, causing 1d6 more points

of damage but ending the trillobite's journey. The hard exoskeleton of this creature makes it immune to ranged weapon attacks hitting with anything less than a hit roll of 18.

Hidden deep in a crevasse is a locked brass box containing a bizarre treasure the cultists wanted to keep out of sight, but not too far away...

Staff of the Slug: Weird staff. Mostly a long, living slug. Touching the staff prompts save vs. Paralysis or be too grossed out to touch it any more. Slap against surface to climb at 10' per round. Grab enemy's shield, weapon, or held item on a hit of 14 or better. Control up to 20 HD of giant leeches, caecilians, or other slug monsters within 60' for 1 turn. The Whisperer has a fear of the slug staff and will not attack or whisper to anyone holding it.



VAULT OF THE WHISPERER

9 Worship chamber littered with debris and wet with saliva from the mouth of the Whisperer. Bones of many dead cultists are strewn about, including 7 skull bells and 15 head cages. The west wall features a curious relief of a grim warrior clutching a great sword. The relief is slightly cracked in a few places but otherwise seems unusually well preserved. Tapping the wall reveals it is hollow. Breaking it requires an open doors roll or 1 turn of hammering with heavy tools or weapons.

When the wall is broken, a noxious gas is released. All PCs in the room must save vs. Poison or suffer 2d6 points of choking damage.

Inside the wall is an odd weapon.

Glorpall Sword: Forged from a tooth of the creature, found to embody some of the Master's mental power in form of acidic ooze. Functions as +2 weapon. Forces save vs. Death on natural 20. Drips ooze when in use. On 1 in 6, splatter hits random person within 10' (including user) for 1d6 acid damage. Ooze can penetrate locks, doors, and chests in 1d6 rounds. Against the Whisperer it will cut off 1 tooth per hit point of damage dealt.



10 Chamber of the Whisperer. Hot and foul with the monster's breath. None know from where it came.

The chamber is slippery, requiring a Dex check to move or fight without falling down. Upon entering the area all PCs must save vs. Spells or roll on the Whisper Reaction Table at +4. Any PC already suffering from a result of 15 or higher will contemplate leaping into the mouth out of fear and reverence. Only a save vs. Death will prevent them from doing so.

The chamber is occupied by 4 bell summoners, 10 caged cultists, and 13 trillobites. When PCs are within 10' of the mouth of the monster it will attempt to eat one of them every round.

Bell Summoners (4): AC 6; HD 4; hp 30, 28, 21, 18; # AT 1; D Special; MV (40'); SV F4; ML 11

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21 hp: ○○○○○○ ○○○○○○
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18 hp: ○○○○○○ ○○○○
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Caged Cultists (10): AC 6; HD 2+1; hp 17, 16, 15, 14, 13, 10, 10, 10, 9, 8; # AT 1; D 1d6; MV (40'); SV F2; ML 12

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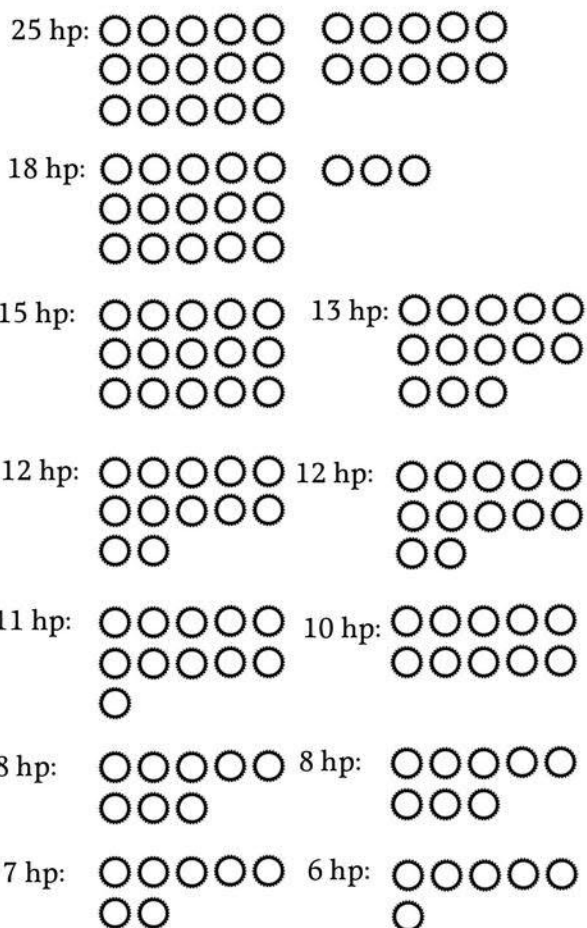
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9 hp: ○○○○○○ 8 hp: ○○○○○○
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Trillobites (13): AC 3; HD 3+1; hp 25, 25, 18, 15, 13, 12, 12, 11, 10, 8, 8, 7, 6; # AT 3; D 1d4/1d4/1d6; MV (30'); SV F3; ML 10

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VAULT OF THE WHISPERER

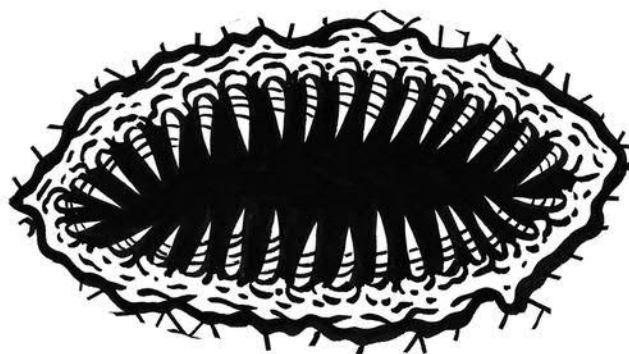


The Whisperer itself occupies most of the chamber, but there is at least 10' between it and the wall on all sides.

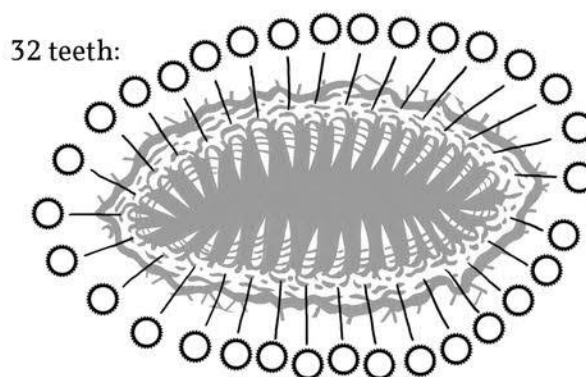
This demonic entity is utterly unknown in all the lore of the world. It seems to only desire growing larger. It grows by devouring worthy souls.

The creature does not have hit points, but must be defeated by breaking its teeth. No other attacks will harm it. Magic spells that do not deal hit point damage may affect it, per Judge's discretion. But the creature cannot be moved from its position by any spell nor can it be **Charmed** or otherwise controlled mentally.

The Whisperer has 32 teeth. On a hit of 16 or more, a tooth is broken off. When all the teeth are broken, the Whisperer will retreat into the earth to regrow them... a process taking nearly a hundred years.



Whisperer: AC 2; HD 12; hp special; # AT 1; D 2d10+special; MV (0'); SV F12; ML 11



When the monster hits a PC with a 16 or higher, they are impaled on a tooth for an additional 1d6 damage per round (save vs. Paralysis to break free). But on a natural 20, the monster swallows the PC whole. The PC must save vs. Death every round to remain alive while taking 1d10 damage every round from the creature's relentless digestion.

Once per round the creature can whisper awful secrets to a target PC, forcing a saving throw vs. Death to avoid instant insanity. Insane PCs will run away on a 1-2, attack their allies on a 3-4, lie down and weep on a 5, or leap into the maw of the beast on a roll of 6 on 1d6.

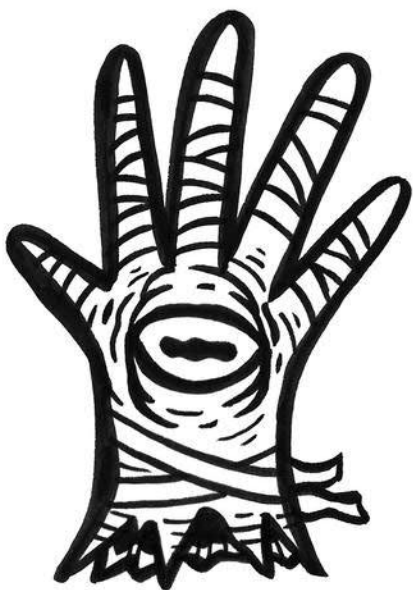
11 Sacred worship space with mouth idol. Features an altar stained with blood and surrounded by brass bells.

The idol statue bears 101 teeth, all of which are razor sharp. Inside the maw can clearly be seen a glove bearing a single eye. The eye occasionally blinks.

VAULT OF THE WHISPERER

Anyone putting their hand inside the mouth must save vs. Paralysis or have their hand chomped off for 2d6 points of damage. Any object placed between the jaws is snapped in half, including magic weapons. The back side of the statue is a mirror image of the front, complete with its own mouth. Breaking the statue from the rough-hewn sides requires 1d4+1 turns of labor with hammers, crowbars, and other heavy tools.

There are two quicker ways to attain the glove. One way is to don the **Gauntlet of Goorph**, which will keep the mouth from closing. Another way is to break off all 101 teeth by smashing the mouth and breaking 1 tooth per 1 hit point of damage dealt (treat as AC 4).



Eye-Glove of the Void: Human skin glove grants access to infernal and celestial knowledge. When donned, save vs. Death or become gibbering idiot for 1d6 turns. Otherwise, each turn scry the unknown to gain access to the mind of the Whisperer. If the creature fails a save vs. Spells, wearer of the Eye-Glove controls it for 1d6 rounds and may command it to return to its own hellish dimension. If worn more than 1 turn, PC will be seen by an otherworldly being and many bad, bad things will happen to them.

12 Mini-shrine alcove. Might have been the original worship site. Now inhabited by a nasty giant spider.

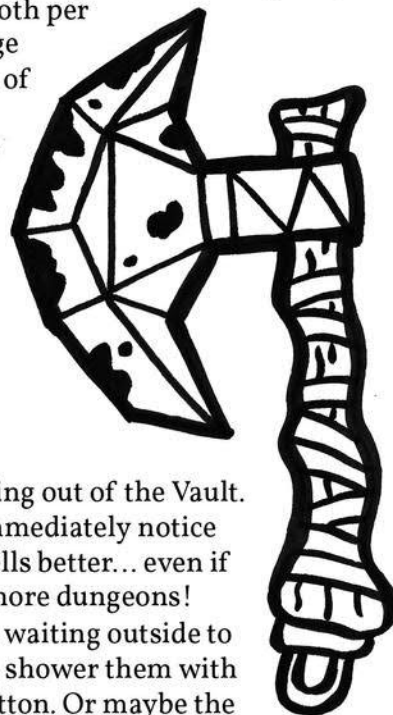
Giant Spider: AC 5; HD 6; hp 42; # AT 1; D 1d8+poison; MV (40'); SV F6; ML 8

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The spider's bite will cause 1d8 damage per round for 1d10 rounds on a failed save. It's web contains the following treasures: 273 gp, 433 sp, 7 gems (100 gp each), a **Scroll of Magic Missile**, a **Potion of Gaseous Form**, a +1 **Shield**, and the **Crystal Axe**.

The Crystal Axe: Forged from a tooth of the Whisperer, which is made of unearthly crystal. It is a +3 weapon that destroys armor on a natural roll of 20. Magical armor is permitted a saving throw. Each time it is used, the axe has a 1% chance of attracting the attention of an extraplanar being, which might be great fun for the Judge and not so much fun for the PCs. Against the Whisperer, the axe will break 1 tooth per hit point of damage inflicted. On a roll of natural 20 it will cause the monster to scream in pain and retreat to its home dimension for 5d100 years.



13 Stairs leading out of the Vault. PCs will immediately notice the air smells better... even if the stairs lead to more dungeons! Perhaps locals are waiting outside to thank the PCs and shower them with beer and roast mutton. Or maybe the Whisperer's disappearance has caused certain infernal entities to show up and investiage...

END

BLACKBIRD'S CAVE

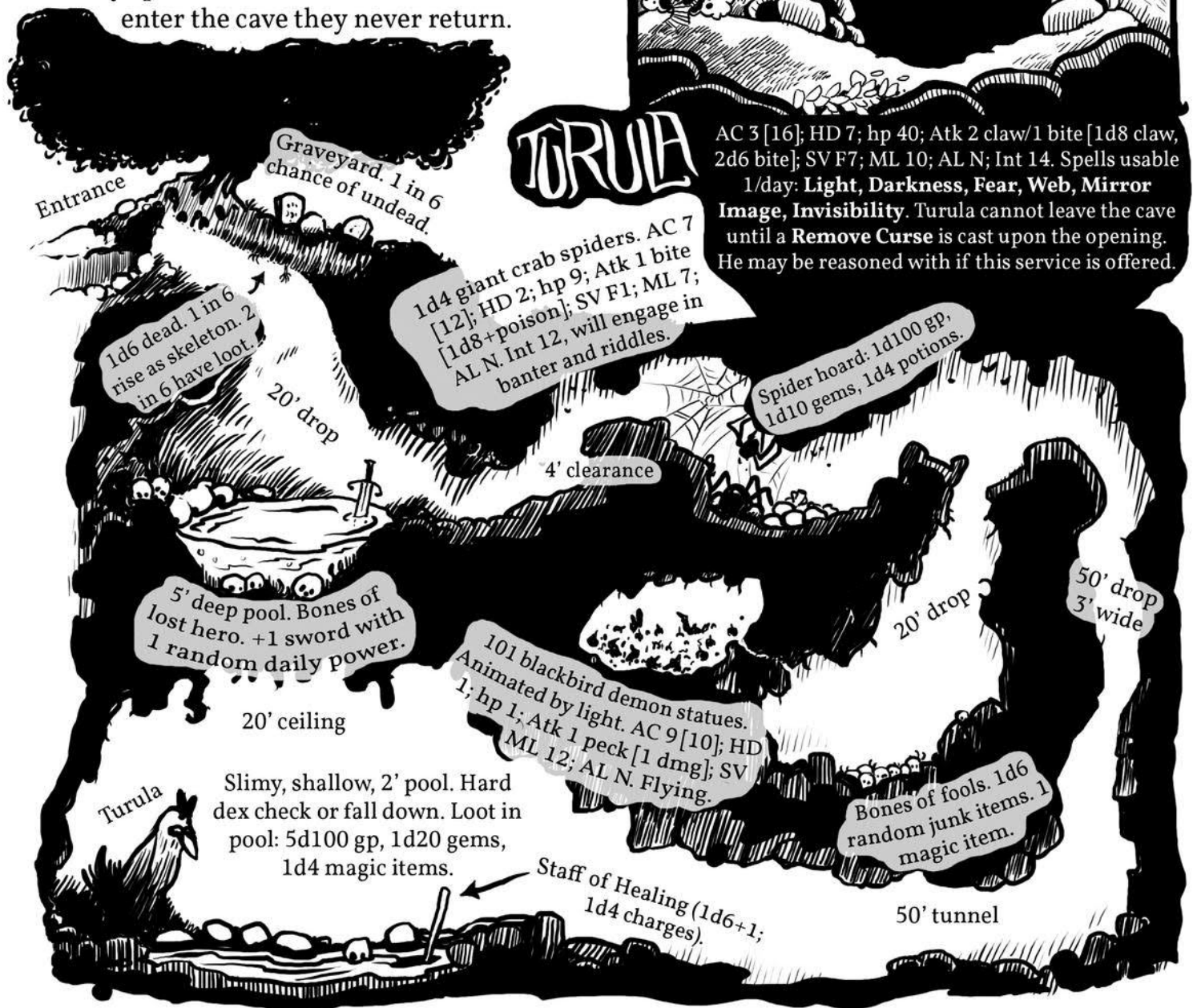
Long ago the blackbirds ate all the seeds and the farmers called upon elder gods to curse the birds, turning them to ash and stone. But a lord of blackbirds saw this and vowed an oath of vengeance for his kind. He summoned a swarm of demonic birds that devastated the crops until they and their lord were driven down into the earth by the farmers' gods.

The cave of the lord of blackbirds, whose name is uttered as Turula, is now a cursed site in the forest near the farmlands. No one is permitted to enter it and children who play near it are harshly spanked. When fools break the law and enter the cave they never return.



TURULA

AC 3 [16]; HD 7; hp 40; Atk 2 claw/1 bite [1d8 claw, 2d6 bite]; SV F7; ML 10; AL N; Int 14. Spells usable 1/day: **Light, Darkness, Fear, Web, Mirror Image, Invisibility**. Turula cannot leave the cave until a **Remove Curse** is cast upon the opening. He may be reasoned with if this service is offered.



MACE of the APE KING

As the PCs make their way through a jungle they are attacked by 2 WHITE APES. Nearby is the lair...



① WHITE APES (2): AC 6; HD 4; hp 28, 17; #AT 2; D 1d4/1d4; MV (40'); S F2; ML 7

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② BONEYARD

The area outside an old shrine is littered with bones, mostly human. Waiting in the shadows are 10 more white apes. They will defend the territory to the DEATH. If battle begins, there is a 3 in 6 chance that the APE KING will throw his MACE as a spear from inside the shrine's shadows.

WHITE APES (10): AC 6; HD 4; hp 32, 31, 30, 28, 25, 25, 24, 22, 18, 10; #AT 2; D 1d4/1d4; MV (40'); S F2; ML 7

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Each PC searching area has 2 in 6 chance of finding something.

1=1d10 gp 2=1d4 pp

3=1d4 jewels 4=torch

5=rusty sword 6=shield

7=scroll (1d4 spells)

8=scarab (200 gp)

9=Bracers (AC 7)

10=battle axe 11=dagger

12=Potion (random)

© The SHADOW SHRINE is 15' tall, 60' wide, and 40' deep.

King Ook waits inside. When he does not have his mace in hand he will throw rocks (1d4+1).

The shrine is a mess of bones and garbage. Lying about can be found 37 gp, 88 sp, a 2-handed sword (breaks on nat. 20), and a large emerald (500 gp). The back wall features a strange relief... if the emerald is placed in the relief's eye socket, all PCs gain 5,000 XP as a blessing. If it is taken, all bones in the



ape camp rise up and attack! The PCs face 4d6+13 SKELETONS... AC 7; HD 1; hp 4 each; #AT 1; D 1d6; MV (30'); S F1; ML 12.

KING OOK: AC 6; HD 7; hp 40; #AT 2; D by weapon or 1d6/1d6; MV (40'); S F7; ML 9. King Ook is clever and will strike from a distance then bash through the PCs to seek a tree. He can strike once with his mace instead of twice, forcing his target to save vs. Paralysis or be knocked prone. If all his apes fall, he will flee.

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THOOLUM the APE MACE

The MACE is a +2 weapon with 3 BUTTONS.

#1: Sword blade! On nat 20 target saves vs. Paralysis or loses random appendage. 1-3 = Finger (1d4)
4-5 = Hand, 6-7 = Arm, 8-9 = Leg, 10 = HEAD.

#2: Spear! Throwing range as longbow (returns end of next round).
Double damage vs. giant enemies.

#3: Reset to mace. Hit of 19+ destroys non-magical armor/shield.

WHAT DOES IT TAKE TO RAISE THE DEAD?

PC Action	d6 Roll
Standing around	0
Speaking	1
Holy gestures	1-3
Arcane gestures	1-2
Tombstone defacing	1-3
Praying	1-2
Reading from Book of Marigold	1-6

Forgotten Dead rise as 1d6 skeletons. AC 7, HD 1 [2 hp], Atk 1, Dmg 1d6

HEX = 1 MILE

Small Cave

50% chance of habitation by 1d4 bugbears. PCs may find 1d20 gp in a sack, along with 1d6 arrows +1.

Ernst Banger

He speaks with a salivating lisp, asking over and over for brains. Answers questions falsely 50% of the time. Will grow silent after 2d4 questions unless live brains are offered. Never physically rises.

Omar the Lout

Rises as a zombie with Int 16. Will negotiate for shiny trinkets. Will attack if threatened or provoked. Asks about his "dear Zoomie". AC 5, HD 2 [9 hp], Atk 1, Dmg 1d8

Restless Dead always rise as 1d10 zombies. AC 5, HD 2 [7 hp], Atk 1, Dmg 1d8

Tully Sinquest

She rises as a ghoul. Will answer 3 questions, then try to eat PCs. **Wears Ring of Protection +1**. AC 5; HD 2 [12 hp]; Atk 3; Dmg 1d3 1d3 1d3 + paralyze

Jezzy Bell

She sits atop her grave as a cat, purring. Answers questions falsely on a reaction roll of 9+. Can offer a **Bless** spell or impose a sprite's curse, per whim.

Armol

Rises as spectre. Will command PCs or drain them. Seeks the **Book of Marigold** and can summon 1d8 skeletons AC 2, HD 6 [36 hp], Atk 1, Dmg 1d8 + drain 2 levels

Wandering the hex at night, PCs have a 2 in 6 chance per hour of a random encounter.

- 1-5 1d6 skeletons
- 6-9 1d6 zombies
- 10-12 1d6 wolves
- 13-14 1d6 bandits
- 15-16 1d4 ghouls
- 17 1 wight
- 18 1 wraith
- 19 1d4 cockatrices
- 20 1d4 hellhounds

STANDING STONES OF MARIGOLD HILLS



The **Marigold Witch** once rode these quiet hills on her auroch, tending the tombstones of the dead. But she has long since departed. It is said her spellbook was left behind, no longer needed on her new journeys into the Astral Plane.

The spirits of the dead, treacherous as they may be, might be able to help the PCs find this lost, valued treasure. But they must be careful... The wicked **Armol**, a terrible spectre, may discover their plans and unleash all his hellish might trying to get the book from them.

The Labyrinth Lord should place the book somewhere in the hex. Any given spirit that answers questions has a 50% chance of knowing the book's location. **Jezzy Bell** always knows and Armol never knows unless told.

PCs who behave in a generally good manner, even if treasure seeking, may spot the spirit of the Marigold Witch on a 1-2 on a 1d6 (roll only once to see). If spotted, she will grant the party +2 on all saving throws for 1d6 turns, but she will not speak or reveal the location of her book.



What does the monster do with its kill?

d30

- 1 Tenderizes PC with blunt object before cooking and eating.
- 2 Continues bashing, stabbing, slicing, or biting for far too long. Leaves ruin behind.
- 3 Immediately eats, starting with the toes and working deliberately toward the head.
- 4 Draws crude but epic art on nearest surface depicting exaggerated victory, then eats PC.
- 5 Eats body. Gets choked and dies within 1d6 rounds.
- 6 Goes to get some side items, starts a fire, cooks a proper meal of it.
- 7 Draws a demon symbol, lights a fire, burns PC in ritual.
- 8 Throws body around like a ball until bored.
- 9 Puts a bag over PC's head, then plucks hairs from body before eating it.
- 10 Throws body at other monsters with a loud roar, giggles like a maniac.
- 11 Hangs PC's body on a tree or wall. Practices combat moves against it.
- 12 Cuts off the best meat, tosses the rest aside. Salts the meat, stores it for later.
- 13 Begins to slap PC, screaming. Starts to cry when PC doesn't wake up. Runs off sobbing.
- 14 Tries to fit PC into small container. Does what is necessary to make it fit.
- 15 Looks around nervously, then digs hole or finds shadowy crevasse in which to stuff PC for later.
- 16 Carefully measures body, making notations on the PC. This is where the cutting takes place.
- 17 Opens bag of clothes. Begins changing PC's outfit... like a doll.
- 18 Sits down and stares at body... for 1d20 hours.
- 19 Performs impromptu entrail divination.
- 20 Does a victory dance, then kicks the PC and runs away.
- 21 Draws pictures on PC's flesh, giggling.
- 22 Looks disappointed or terrified as thousands of razor-fanged tiny ants pour from the ground and eat the body in 1d6 rounds.
- 23 Drags body to a nearby cart, tossing it on where 1d10 other bodies lie. Takes cart to evil wizard, sells bodies for 1d10 cp each.
- 24 Cuts body into 1d20 pieces, burying each separately. Keeps head as belt or headgear trophy.
- 25 Different monster shows up. Fighting over scraps begins. During melee, third party sneaks in and steals body.
- 26 Throws PC over shoulder or back then heads off to the most terrifying black market in the underground.
- 27 Sorts PC's stuff, keeping some and discarding the rest. Leaves stripped body for others to eat.
- 28 Carries PC around for 1d12 days, pretending to be best friends.
- 29 Is stricken down by a brilliant light from an unknown source. Body glows, levitates, then disappears.
- 30 Rubs butt on PC's face before casually walking away.



QUICK INIT!

Combat should be kinetic, cinematic, and unimpeded by bookkeeping. Here's a quick and easy way to handle initiative. It involves you, the DM, rolling a single die every round and deciding which PCs get to act in which order. It works. I use it. Try it out sometime.

- ① **Choose the die!** For a typical encounter it should be a die that is at least 1 bigger than the number of PCs (or players). If you have 5 players, use a d6. If you have 6 players, use a d7 or d8.
- ② **Roll the die and subtract 1.** For 5 PCs, roll 1d6-1, for example.
- ③ **The result is how many PCs get to go first.** Sometimes they will all go, sometimes none of them will.

Keep in mind that bigger dice favor the PCs, smaller dice favor the enemies.

If the monsters are really fast, very numerous, or generally experts at combat then consider rolling a smaller die to give the enemies a benefit, at least for the first round. Rolling a smaller die means fewer PCs will get to go first.

Choose the order in which characters go. Be fair, logical, and cinematic. If the fighter rushes into a room of zombies then the fighter should probably be the first to strike. If there are bows in the mix they should also be early in the combat order. Players that insist on carrying too much equipment might feel the pinch here, being less favored to go first.

Also, help your shy players. Help your players who have been rolling crap all night. Let them get the first shot every once in a while. Describe the action like a storyteller and the players **will** buy into it. **Keep that bastard moving!** That's my motto.



The Rigors of Readiness!

You made it out of the Dungeon of Dolorous Dooms alive and hauling a hundred pounds of treasure. Now you're living it up at the Cat's Meow Inn, drinking at least half your treasure in the finest wine and mead.

You are NOT still wearing your armor. Not here. No way in hell.

But the sneaky Judge decides that one of the treasures you stole from the Glorious Temple of Mog is being tracked magically by moggian cultists. And now they've found you... fat and drunk and barely awake! You ain't got time to put on no stinking armor.

At this point you protest! "But I would never take it off!" you say. Right. The Judge's GM sense is tingling like Peter Parker at an Isis party. But hey... its fantasy. Let's roll for it. Are you **GEARED UP** or are you **CHILLED OUT**?

d6 Roll How ready are you?

- | | |
|-----|---|
| 1 | You don't even have your pants on. |
| 2 | You are in your civies, totally unawares. |
| 3-4 | You have a trusted item, just in case. |
| 5 | You have two pieces of gear... paranoid. |
| 6 | You are suited up and ready for action! |

Modifiers

- | | |
|----|---|
| -2 | You were partying hard enough to go into debt. |
| -1 | Your priorities were skewed to the rest and relaxation end of the spectrum. |
| +0 | You were in down time but ever alert. |
| +1 | You were ready to rock this whole time. |
| +2 | You were literally anticipating trouble. |



AW HELL.

CAN'T A GIRL
GET HER DAMN
CUISSSES ON?





↑ ADVANTAGE
Roll twice, keep best.

↓ DISADVANTAGE
Roll twice, keep worst.

COMBAT ORDER

1. Morale Checks.
2. Movement.
3. Missiles.
4. Magic.
5. Melee.
6. Next side goes.
7. Repeat till battle is done.



REACTION ROLL

2D6	REACTION
2	Attack
3-5	Hostile
6-8	Uncertain
9-11	No attack
12	Friendly

INITIATIVE

1d6 per side, high roll wins.

TIME & LIGHT

Turn = 10 minutes.
Round = 10 seconds.
Torch = 30', 6 turns.
Lantern = 30', 24 turns.
Candle = 10', 12 turns.

RESTING & HEALING

1. Rest every 6th turn of movement or suffer -1 to hit/damage.
2. Heal 1 HD per "night's rest".
Add Con Mod to all healing rolls (magical or mundane).

ENCUMBRANCE & MOVEMENT

NO. ITEMS	EFFECT ON MOVE
Up Str	No effect.
Str + 1-4	Slowed.
Str + 5-8	Crawling.
Double Str +	Give me a break.

OIL

1d8 dmg.
5'/flask.
1 turn.

OPEN DOORS

2 in 6 (use Str mod)

FIND HIDDEN/TRAP

1 in 6

SPRING TRAP

2 in 6

HEAR NOISE

1 in 6

HOLY WATER

1d8 dmg. vs. undead.



RETAINERS

Will accept offer on 6+ Reaction Roll. Morale = Reaction Roll.

DISTANCE & RANGE

ID6	DIST.	FT.	BOW	THROW	SLING
1	Close	0-5'	-	+1	-
2-3	Nearby	5'-60'	+1	+0	+1
4-5	Far Away	60'-120'	+0	-	+0
6	Distant	120'+	-1	-	-

HOW FAR AWAY ARE THEY?

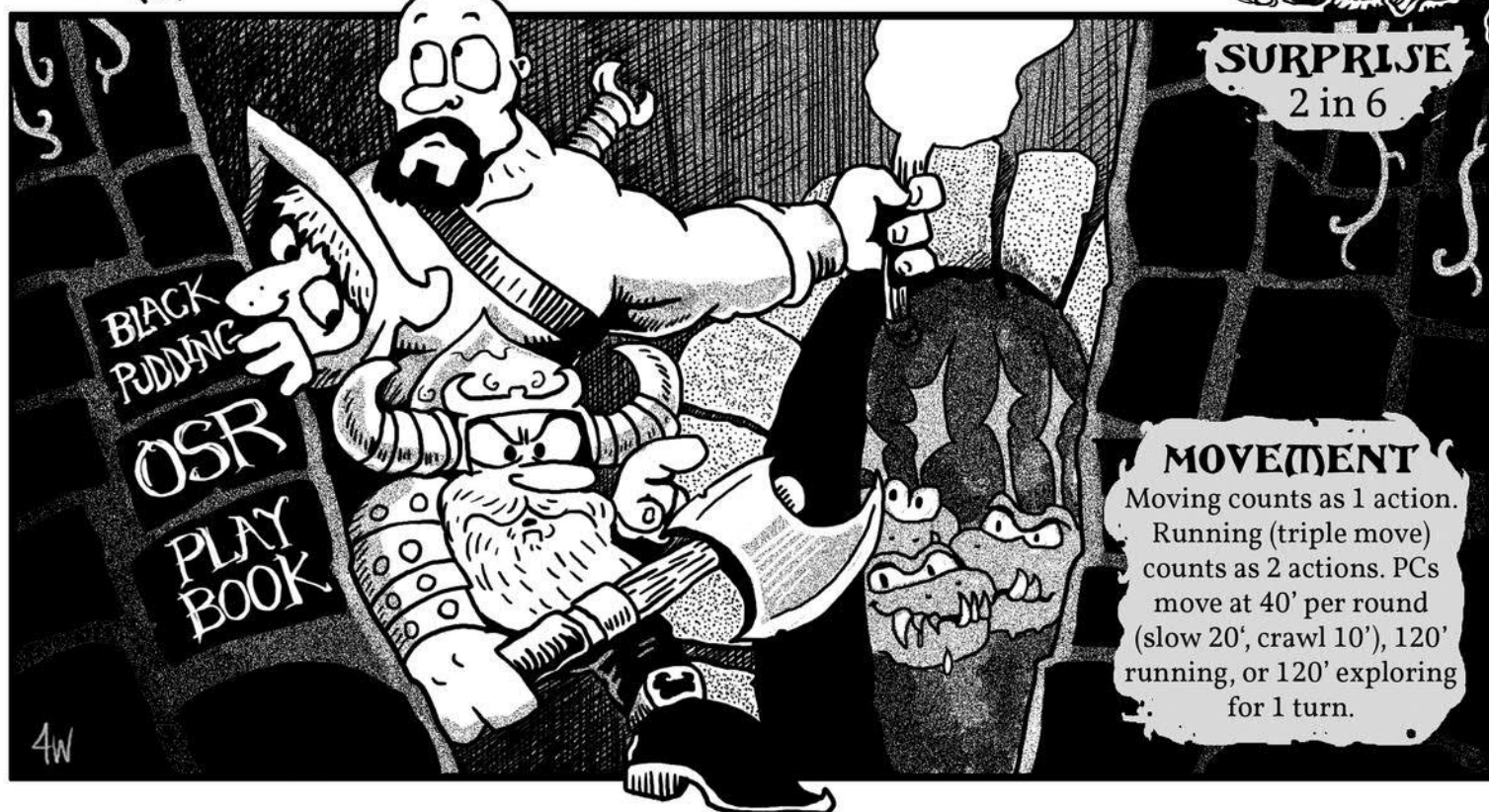
2d6 x 10'

SURPRISE

2 in 6

MOVEMENT

Moving counts as 1 action.
Running (triple move) counts as 2 actions. PCs move at 40' per round (slow 20', crawl 10'), 120' running, or 120' exploring for 1 turn.



ATTACK ROLLS: To hit, roll 1d20 + mods (Str for melee, Dex for ranged) vs. Armor Class.

CRITICAL HITS: Nat 20 = double damage or special effect. **Fighters attack again!**

Special effect = knock down, disarm, stun, break something, etc. Get creative. **Save may apply.**

FUMBLES: Nat 1 = Judge rolls on fumble table.

D6	EFFECT
1-3	Embarrassing!
4	Off-balance, -1 to next attack.
5	Drop weapon or stumble if unarmed.
6	Broken weapon or self-injury.

COMBAT MODIFIERS

DEFENDER IS...	MODIFIER
Prone/Blind	+4
Stunned	+2
Facing away	+2
Partially covered	-3
Fully covered	-6
Running away	-1 melee +1 ranged



ATTACKER IS...	MODIFIER
Prone/Blind	-4
Mounted or above	+1
Charging	+2
Firing into melee*	-4
Using two weapons	-2/-4
Firing unstable	-4

*If a ranged attack into melee misses, there is a 3 in 6 chance a random target is hit instead.

PC DEATH: At zero or fewer hit points, you go down. Make a death save and lose 1 from a random ability, surviving with 1 hit point.



DAMAGE EXPLOSION

All damage dice explode! If the die shows max result, roll again and add. **BOOM!**

WRESTLING: Hit roll, no dmg. Save or be held, pinned, or knocked down till save is made.

UNARMED DMG: 1d2 + Str modifier. Fighters deal 1d3 + Str modifier.

SUBDUAL: Normal attacks and damage until 0 hit points. All dmg is subdual, not actual. Loser will not attack or flee unless given easy opportunity.

STUNS: A punch to the face (16+ hit) or dmg of 10+ may stun target 1d3 rounds on failed save.

SPLINTERING: Shield or helm may be sacrificed to absorb 1d6 dmg from enemy.

HELMs: Helm causes disadvantage on hearing, spotting, and surprise... but grants +1 AC.

FIGHTING WITHDRAWAL:

Movement reduced to crawling.

MORALE: 2d6 roll equal or less than morale.

Check morale at start of battle if sides are equal or enemies are fewer. Check morale when enemies, especially leaders, die. Check morale when it seems like any sane person would run.

UNDEAD MORALE:

Undead have perfect morale, but must save or flee (or maybe be commanded) in the face of divine or infernal power.



ABILITY MODIFIERS

SCORE MODIFIER IMPROVE*

3	-3	10+
4-5	-2	12+
6-8	-1	14+
9-12	+0	16+
13-15	+1	18+
16-17	+2	20
18	+3	20
19	+4	20

*1d20, 1 try/level

WHAT DOES THE MODIFIER MOD?

STR: Melee attacks + dmg, open doors

DEX: AC, ranged attacks, stealth

CON: Hit points, healing, poison saves

INT: Learning

WIS: Magic saves

CHA: Reaction rolls

BLACK PUDDING CLASSES

D20	CLASS	BP #
1	Jungle Lord	4
2	Werewolf Hunter	2
3	Blind Guardian	2
4	Catgirl	1
5	Witch	1
6	Mouldwarp	2
7	Sword Slinger	1
8	Chainmail Chick	1
9	Sinewy Barbarian	1
10	Goblin	4
11	Black Knight	1
12	Elementarian	4
13	Keeper	2
14	Raven Heart	3
15	Summoner	2
16	Medusa	3
17	Luchador	3
18	Fey Savage	2
19	Shield Maiden	3
20	Star Wizard	3

D20	AMBIANCE
1	Smells of sulfur
2	Silent
3	Thick with dread
4	Distant howls
5	Soft footsteps
6	Growling
7	Soft and wet
8	Warm and dry
9	Mouldy
10	Dusty
11	Acrid odor
12	Vibrations
13	Warm and sweet
14	Bright
15	Dark
16	Dim
17	Metallic taste
18	Dripping water
19	Approaching groan
20	Distant screams

FIRST EDITION STYLE

D8 RACES

1	Dwarf
2	Elf
3	Gnome
4	Half-Elf
5	Halfling
6	Half-Orc
7-8	Human

D10 CLASSES

1	Cleric
2	Druid
3	Fighter
4	Paladin
5	Ranger
6	Magic-User
7	Illusionist
8	Thief
9	Assassin
10	Monk

ABILITY CHECKS 1d20, roll below.

1 is awesome success

20 is great failure.

HARD CHECK = You must roll 4 under your score to succeed.

SOFT CHECK = You can go over your score by 4 and succeed.

RANDOM STUFF

D8 ENCOUNTER

1	Animal
2	Common monster
3	Weird monster
4	Trap or Puzzle
5	NPC
6	Place or Object
7	Natural event
8	Supernatural event

BOOK, DOOR

D6 CHEST IS...	
1	Locked
2	Trapped
3	Locked & Trapped
4	Unlocked
5	Open
6	Broken



D4 DIRECTION

1	North
2	South
3	East
4	West

D20 BODY PART

1	Head
2-4	Right arm
5	Right hand
6-8	Left arm
9	Left hand
10-14	Chest/back
15-16	Abdomen
17	Right leg
18	Right foot
19	Left leg
20	Left foot

D20 ANIMAL

1	Cat
2	Rat
3	Dog
4	Pig
5	Sheep
6	Rabbit
7	Bear
8	Goat
9	Deer
10	Skunk
11	Wolf
12	Crow
13	Ox
14	Turtle
15	Snake
16	Lizard
17	Fox
18	Raccoon
19	Mouse
20	Platypus

D20 TAVERN GRUB

1	Cactus soup
2	Venison stew
3	Barley porridge
4	Beans & cornbread
5	Chicken on the bone
6	Ribs & beans
7	Cheese & bread
8	Lentils & bread
9	Fish & rice
10	Oats with honey

D20 TAVERN GRUB

11	Coney & cabbage
12	Flatbread with cheese
13	White rice
14	Spicy dollops
15	Head cheese & grits
16	Veggies in broth
17	Peppered taters
18	Mystery mash
19	Rattlesnake bake
20	Grilled meats & rice

LUCK

1d4 per adventure. Spend 1 to re-roll a die, force someone to re-roll, or take an additional action.

CHARACTER CREATION

1. Roll for ability scores. 3d6 each, arrange to taste, note bonuses.

1A. Add 1 to a score by subtracting 2 from another score.

Nothing can be reduced below 9.

2. Choose or roll for race and class. Get spells and special abilities.

2A. Choose or roll for a specialty. Thieves pick two.

3. Roll for hit points. Re-roll all HD each level, keeping best result.

4. 3d6 x 10 silver pieces starting wealth. Buy stuff.

5. Note armor class, attack bonus, saving throws, and save mods.

6. Roll on random stuff tables as you please. No backsies.

7. Pick or roll languages, make up a name, play.

CLASS SPECIALTIES

D8	WIZARDS
1	Languages & Scripts
2	Elemental
3	Charms & Illusions
4	Summoning
5	Battle Magic
6	Potions & Alchemy
7	Legendary Lore
8	Prowess

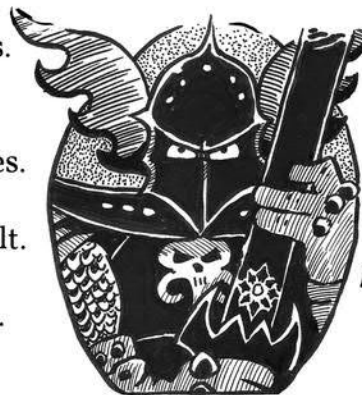
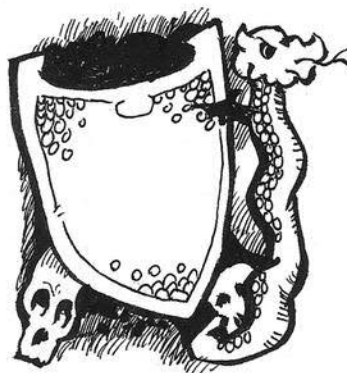
D8	FIGHTERS
1	Shields
2	Swords & Blades
3	Axes
4	Bows & Slings
5	Poles & Spears
6	Hammers & Maces
7	Exotic (choose)
8	Fists & Feet

D20	THIEVES
1	Daggers & Knives
2	Getaways
3	Deception
4	Poisons
5	Protocol
6	Languages & Scripts
7	Thug
8	Backstabbing
9	Climbing
10	Lock-picking
11	Traps
12	Scrolls
13	Acrobatics
14	Stealth
15	Swords
16	Bows & Slings
17	Ventriloquism
18	Throwing
19	Performance
20	Lore

FRIENDS & FOES

D6	RELATIONSHIP
1	Acquainted
2	Good Friend
3	Cold Ally
4	Doesn't Like You
5	Casual Foe
6	Sworn Enemy

D20	FRIEND/FOE
1	Summoner
2	Warrior
3	Tavern Owner
4	Dancing Girl
5	Cult Leader
6	Wizard
7	Beggar Master
8	Street Urchin
9	Soldier
10	Bard
11	Scholar
12	Cleric
13	Animal Breeder
14	Hunter
15	Landlord
16	Elite
17	Adventurer
18	Clever Thief
19	Merchant
20	Roll 2



CLASS

D4	CLASS
1	Fighter
2	Thief
3	Wizard
4	Multi*

*Pick 2; XP req for both.

HAIR & EYES

D8	HAIR	EYES
1	Black	Purple
2	Brown	Pink
3	Red	Teal
4	Yellow	Blue
5	White	Green
6	Gray	Roll hair
7	Mix 2	Mix 2
8	Roll eyes	Roll hair

D20	SKILL/TALENT
1	Music
2	Dancing
3	Cooking
4	Poetry
5	Visual Art
6	Direction Sense
7	Sleight of Hand
8	Script
9	+1d4 Languages
10	Animal Care
11	Good Looking
12	Streetwise
13	Cultwise
14	Diplomatic
15	Starwise
16	Healing
17	Naturalism
18	History
19	Craft
20	Roll 2

RACE

D4	RACE
1	Elf
2	Dwarf
3	Halfling
4	Human

D20 RAINED BY

1	Rulers
2	Beggars
3	Merchants
4	Slaves
5	Entertainers
6	Politicians
7	Scholars/Clergy
8	Wilds
9	Monsters
10	Servers
11	Adventurers
12	Villains
13	Artisans
14	Seafarers
15	Elites
16	Artists
17	Workers
18	Farmers
19	Gods
20	Roll 2

D20 TRAITS

1	Religious
2	Angry
3	Stoic
4	Brave
5	Amused
6	Paranoid
7	Vengeful
8	Honest
9	Caring
10	Bumbling
11	Dramatic
12	Sarcastic
13	Superstitious
14	Pedantic
15	Mellow
16	Logical
17	Grim
18	Gleeful
19	Rowdy
20	Hypercritical

LANGUAGES

Cultural+Common+1 per Int above 12.

DIO	LANGUAGE
1	Dwarf
2	Elf
3	Halfling
4-6	Regional
7	Exotic
8	Guild
9	Weird Tongue
10	Outer Tongue*

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D20	WEIRD TONGUES
1	Salamander
2	Goblinoid**
3	Spider
4	Giantish**
5	Cult
6	Tree
7	Unknown
8	Bee
9	Snake
10	Naga
11	Dragon
12	Cat
13	Witch
14	Imp
15	Wolf
16	Hag
17	Wind
18	Undead
19	Mouse & Rat
20	Infernal

*Outer tongues are from lands afar known by few. Make something up!

**If uncertain about monster heritage, roll 1d6: 1-2=Goblinoid, 3-4=Giantish, 5=Common, 6=Local dialect.

Intelligent monsters speak Common 20% of the time and speak random additional language 20% of the time.

LEARNING LANGUAGES

1 in 6 chance to learn per week of study & practice. Int bonus applies. Weird tongues = disadvantage.

BACKGROUNDS

D100

NAME

1	Actor
2	Alchemist
3	Animal Handler
4	Armorer
5	Astrologer
6	Baker
7	Barber
8	Beekeeper
9	Beggar
10	Blacksmith
11	Bodyguard
12	Bookbinder
13	Bounty Hunter
14	Bowyer/Fletcher
15	Breeder
16	Brewer
17	Butcher
18	Caravan Guard
19	Carpenter
20	Cart Maker
21	Cheesemaker
22	Cleric
23	Cooper
24	Demonologist
25	Diplomat
26	Digger
27	Dyer
28	Exterminator
29	Falconer
30	Farmer
31	Fisher
32	Food Taster
33	Fortune-teller
34	Furrier
35	Gambler
36	Ghost Whisperer
37	Glassblower
38	Glovemaker
39	Gongfarmer
40	Healer
41	Herbalist
42	Historian
43	Hostler
44	Huckster
45	Hunter
46	Jailor
47	Jester
48	Jeweler
49	Kept Spouse
50	Locksmith

D100

NAME

51	Lookalike
52	Lorimer
53	Metalworker
54	Mapmaker
55	Mason
56	Mercenary
57	Merchant
58	Miller
59	Miner
60	Minstrel
61	Model
62	Moneylender
63	Mushroomer
64	Navigator
65	Noble
66	Orphan
67	Outfitter
68	Outlaw
69	Painter
70	Playwright
71	Poet
72	Potter
73	Preacher
74	Professor
75	Rope Maker
76	Sacrificial Virgin
77	Sage
78	Sailor
79	Savant
80	Scribe
81	Sculptor
82	Secret Sibling
83	Servant
84	Shaman
85	Smuggler
86	Soldier
87	Squire
88	Tailor
89	Tanner
90	Tax Collector
91	Tinker
92	Trapper
93	Undertaker
94	Urchin
95	Vintner
96	Wagoneer
97	Weaver
98	Wizard's Apprentice
99	Woodcutter
100	Xenologist



CATCHY NAMES

D20	NAME	D20	NAME
1	Suydam	1	Nell
2	Dobri	2	Mugg
3	Falloch	3	Daiza
4	Yarlswerth	4	Il Imaro
5	Oria Nim	5	Kroth
6	Zax	6	Zzek
7	Abra	7	Callibrin
8	Kelesh	8	Jilx
9	Minnikal	9	Mumtra
10	Olk	10	Kigam
11	Uddo	11	Bone
12	Nimashte	12	Ardru
13	Abigail	13	Grith
14	Barl	14	Azpiri
15	Donko	15	Varga
16	Glorr	16	Bode
17	Bok	17	Allmunzian
18	Sturg	18	Wurtilnok
19	Garu	19	Ko
20	Kiriell	20	Hrog

D20	THE...	D20	THE...
1	Dusty	11	Brave
2	Impudent	12	Wise
3	Impure	13	Magnificent
4	Fabulous	14	Forceful
5	Strong	15	Majestic
6	Lovely	16	Ambitious
7	Bull	17	Silent
8	Dastardly	18	Deadly
9	Large	19	Skilled
10	Honest	20	Clean

GUILDS & CULTS

D20	GUILD
1	Order of Illustrious Artists
2	Guild of Cheese and Milk
3	Artisan Guild
4	Merchant Guild
5	Order of Arcana
6	Maximal Offices of Customs
7	Mercenary Guild
8	Cooperative of Farmers
9	Guild of the Shadows
10	Metalworkers' Collective
11	Stoneworkers' Guild
12	Beer Guild
13	Vintners' Society
14	Outfitters' Union
15	Cabal of Cartography
16	Miners' Group
17	Animal Handler League
18	Trade of Secrets
19	Society of Lofty Means
20	Philosophers' Coterie

D20	CULT
1	Cult of Nyller
2	Church of the Mindmaker
3	Shadow Shrine
4	Cult of the Worm Witch
5	Doom Cult of Dread
6	Red Cult of Unease
7	Cult of Endless Mirth
8	Silver Church
9	Foon Fom Gar
10	L'lyarial's Church
11	Temple of the Moon
12	Daughters of the Mist
13	Ghoul Cult
14	Bloody Altar of Ork Gods
15	Shrine of the Dawn
16	Altars of Mystery
17	Temple of the Sun
18	Cult of the Winged Ones
19	Book of Secrets
20	Shrine of Worms

D12 THE COLOR OF MAGIC

1	Red
2	Blue
3	Yellow
4	Green
5	Orange
6	Purple
7	Black
8	White
9	Silver
10	Gold
11	Sparkles + Roll again
12	Metallic + Roll again

WHAT'S IN YOUR POCKET?

3D12	
3	Dagger +1
4	Silver dagger
5	2d6 gp
6	Agate
7	Jade brooch
8	Dragon tooth
9	Copper ring
10	Cricket
11	Rat tail
12	Steel mirror
13	Shiny pebble
14	1d4 cp
15	Brass fork
16	1d6 sp
17	Knife
18	Quill
19	Locket
20	Small chain
21	Tin cup
22	Ruby
23	Arrowhead
24	Flint
25	Wool
26	Flask of whiskey
27	1d6 marbles
28	Shred of map
29	Small book
30	1d6 candles
31	Dried mango
32	4d6 gp
33	Diamond
34	Potion of Healing
35	Potion
36	Magic scroll

D20 YOUR VICE

1	Gold
2	Silver
3	Jewels
4	Gadgets
5	Weapons
6	Adventure
7	Beer
8	Wine
9	Whiskey
10	Pipes
11	Sweets
12	Meals
13	Lore
14	Magic
15	Carousing
16	Brawling
17	Religion
18	Talking
19	Music
20	Pretty Things



CLERIC

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Acolyte	0	1d6	+1	15
2	Adept	1,500	2d6	+1	14
3	Priest(ess)	3,000	3d6	+2	13
4	Vicar	6,000	4d6	+2	12
5	Curate	12,000	5d6	+3	11
6	Elder	25,000	6d6	+3	10
7	Bishop	50,000	7d6	+4	9
8	Lama	100,000	8d6	+4	8
9	High Priest(ess)	200,000	9d6	+5	7
10	Supreme Priest(ess)	300,000	10d6	+6	6

PRAY FOR A MIRACLE

You are a vehicle for holy power. Pray for a spell when you need it. If the gods smile upon you, the miracle takes place. Choose any spell from the list. **Make a prayer roll on 1d6.** On a result of 1, the gods deny the miracle and you cannot attempt that spell again for a number of days equal to the spell's level.

Each time you pray for the same spell on the same day the chance of the gods' denial increases by 1 in 6.

You cannot bring about any miracle of a spell level higher than your own level.

YOU FOLLOW THE GOD(S) OF...

2D8	DOMAIN
2	Food
3	Bugs
4	Weather
5	Knowledge
6	Peace & Love
7	War
8	Beauty & Art
9	Magic
10	Nature
11	Good or Evil
12	Beer/Wine/Food
13	Element (choose)
14	Seafaring/Wandering
15	Chance
16	Monster (random type)

DIVINE INTERVENTION

You are no mere clerical functionary. You are a Chosen One. You may beseech the gods in times of need and ask for direct intervention. The chance that your gods hear and respond is equal to **1% per level, plus your Wisdom modifier.**

The exact nature of the intervention is entirely up to the Judge.



HOLY SYMBOL

The symbol of your chosen god or gods must be carried upon your person at all times. It can be a staff, rod, scepter, amulet, helm, ring, or whatever is decreed by your faith. Only when possessing your symbol - in whatever form - can you pray for divine spells and perform other miracles.

Temporary or makeshift holy symbols will work fine for one day... then you must endeavor to replace your symbol with a proper one befitting the gods. Until you accomplish that task, all your prayer rolls are at Disadvantage.



SAVING THROW BONUS

You get +2 when saving against poison, paralysis, and death.

DIVINE MIRACLES

The gods grant their divine powers as magic spells. You may pray for these level 1 and 2 spells. You may be granted more powerful miracles as you prove your devotion and carry out your gods' commands.

2D8	SPELL	LEVEL
2	Snake Charm	2
3	Find Traps	2
4	Resist Fire	2
5	Silence 15' Radius	2
6	Speak With Animals	2
7	Light	1
8	Bless	2
9	Cure Light Wounds	1
10	Hold Person	2
11	Protection from Evil	1
12	Detect Evil	1
13	Detect Magic	1
14	Resist Cold	1
15	Purify Food and Water	1
16	Remove Fear	1

FAVOR OF THE GODS

Choose 1 spell from above to be your *favor of the gods*. You have Advantage on prayer rolls for this spell. But you must permanently remove some other spell from the list! To make this more interesting... roll for both.

TURN THE UNDEAD

Your holy presence can rebuke the undead, causing them to flee with all haste and attack you no more. Brandish your holy symbol, speak your oath, and make a prayer roll. Unless you fail, all undead within 5' per level must save or flee in terror. Creatures with more HD than your level have Advantage on the save. If your level is 2x the creature's HD or greater, they take 1d4 points of damage per level.

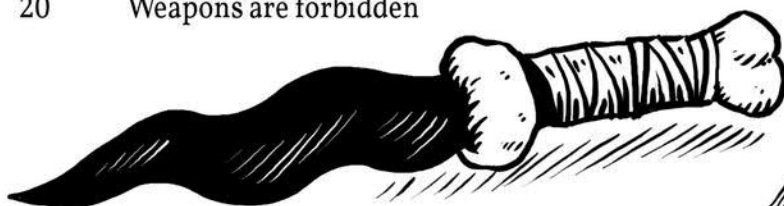


WEAPONS YOU CAN USE

The gods may forbid certain weapons and armor...

D20 WEAPONS ALLOWED

1	Any weapon will do
2-7	Blunt weapons
8	Daggers and knives
9	The sword!
10	Hammers of the gods
11	Mace only
12	Staff, sling, club
13-17	Choose only one
18-19	Bows only
20	Weapons are forbidden



WHAT DOES YOUR GOD HATE? HOLY VESTMENTS

1D20

1	Life
2	The sky
3	Darkness
4	Evil
5	Dragons
6	Alcohol
7	Pleasure
8	Images
9	Wizards
10	A race (random)

1D20

11	Nature
12	Cities
13	Mountains
14	Blasphemy
15	Money
16	Violence
17	Death
18	Magic items
19	Undead
20	Slavery

1D10

YOU WEAR...

1	Long robes
2	Tight suit
3	Plain tunic
4	Colorful robes
5	Cape
6	Not much
7	Gambeson
8	Lots of straps
9	Conical hat
10	Anything you like



WHAT POWERS ARE INVESTED IN YOU?

As a Chosen One, you may have a unique amazing gift. But beware...
not all gifts are good.

D100

GIFT/CURSE

01-05	<i>Light/Darkness</i> 1/day
06-08	Summon 1 HD monster/level as servant
09-13	<i>ESP</i> 1/day
14-21	1d3 <i>Cure Light Wounds</i> /day
22-23	You see invisible things
24-25	Ugly visage (Disad on reaction rolls)
26-54	Nothing special
55-56	You are blind
57-60	+1d3 to random ability
61-63	Monster magnet
64	Fated to die (Judge knows when)
65-66	1d3 spells unavailable
67-69	<i>Fly</i> 1/week
70-74	Transform into random animal 1/day
75-80	<i>Read Languages</i> 1/day
81-85	Third eye (never surprised, random Wizard spell)
86-89	Immune to electricity, fire, or water
90-92	Great beauty (Adv on reactions)
93-97	Prophesied to do a Great Thing
98-100	Permanent <i>Bless</i> on you



ARMOR YOU CAN WEAR

D20 ARMOR ALLOWED

1-10	Any armor is fine
11-12	No shields
13-15	Blessed holy chain
16-17	Plate only
18-19	Scales of the divine
20	No armor is allowed



PROHIBITIONS OF LIFESTYLE

Dare you roll and roleplay the result?

1D12

PROHIBITION

1	Eating meat
2	Sleeping in beds
3	Alcohol
4	Romance
5	Killing
6	Reading
7	Idle rest
8	Getting angry
9	Riding (must walk)
10	Harming plants/trees
11	Using arcane magic
12	Laughing

FIGHTER

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Veteran	0	1d8	+1	14
2	Warrior	2,000	2d8	+2	13
3	Swordmaster	4,000	3d8	+3	12
4	Hero	8,000	4d8	+4	11
5	Swashbuckler	16,000	5d8	+5	10
6	Myrmidon	32,000	6d8	+6	9
7	Champion	64,000	7d8	+7	8
8	Superhero	120,000	8d8	+8	7
9	Warlord	240,000	9d8	+9	6
10	Battle Master	360,000	10d8	+10	5

MARTIAL PROWESS

When you crit, attack again!

Against foes of lower level or HD, you get one extra attack per round.

Against foes of 1 HD or less, you attack once per round *per level!*

When you are a *champion* or better, you attack twice per round against all foes.



WEAPON MASTERY

Pick a weapon type, or roll for one. You get +1 to hit and dmg when using it.

1. Shields*
2. Swords & Blades
3. Axes
4. Bows & Slings
5. Poles & Spears
6. Hammers & Maces
7. Exotic (choose)
8. Fists & Feet

*Additional +1 AC



SAVING THROW BONUS

You get +2 when saving against poison and death.



BATTLE MOVES

In the heat of action you can perform awesome stunts and amazing deeds. Name the battle move before attack roll!
Battle moves deal no damage. Below are some examples. Get creative!

BLINDING

You strike at enemy's eyes, blinding them for 1d4 rounds (save applies).

BLADEBREAKER

Aiming for the weak spot, you shatter their non-magical weapon and smite it to the ground! (-2, save applies)

KNOCKDOWN

Kicking, bashing, or sweeping, you drop 'em to the ground.

DISARM

A careful strike to the fingers causes them to drop whatever they are holding (save applies).

DISPLAY OF PROWESS

You do a fancy move, forcing a morale check. Only works on lessers!



THROAT PUNCH

A powerful blow to the throat stuns enemy 1d3 rounds, preventing speech or screams.

HEAD BUTT

You slam your head into their face, stunning them 1d3 rounds. Nobody expects that.

IMPROVISED THROW

You grab a nearby object such as a chair and hurl it at enemy, causing them to lose 1 round of action.

PSYCH OUT

You dodge and feint, confusing enemy and gaining +2 to hit and damage on next attack.

SMASH THE SCENERY

You break stuff to vex your enemies, blocking their path and costing them an attack. 18+ roll = **your allies feel it too.**

THIEF

LEVEL	TITLE	XP	HD	TO HIT	SAVE/SKILL
1	Apprentice	0	1d6	+0	14
2	Footpad	1,200	2d6	+0	13
3	Robber	2,400	3d6	+1	12
4	Burglar	4,800	4d6	+1	11
5	Cutpurse	9,600	5d6	+1	10
6	Sharper	20,000	6d6	+2	9
7	Pilferer	40,000	7d6	+2	8
8	Thief	80,000	8d6	+3	7
9	Master Thief	160,000	9d6	+4	6
10	Supreme Master Thief	280,000	10d6	+5	5

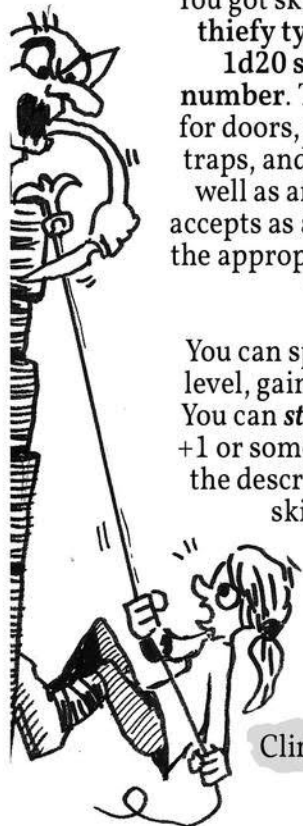


SAVING THROW BONUS
You get +2 to save against traps, magical or mundane.

THRILLING SKILLS

You got skills. You can do sneaky, thieffy type stuff by passing a 1d20 skill roll vs. your ST number. This includes searching for doors, finding traps, avoiding traps, and listening for noises as well as anything else the Judge accepts as a thieffy thing to do. Add the appropriate ability modifier to the d20 roll.

You can specialize in 2 skills per level, gaining +1 on the d20 roll. You can **stack** a specialty, gaining +1 or some other benefit noted in the description. You can stack a skill up to 3 times.



POLSON

Knowing how to handle it and where to find it.

CLIMBING

Climb anything. Stack to climb upside down.

LOCKPICKING

Knowing how, knowing locks.

ACROBATICS

Jumping around, wall to wall, roof to roof, amazing stunts!

STEALTH

Sneaking & hiding. Proper and simple.

LANGUAGES & SCRIPTS

Advantage on learning. +1d4 languages. No stacking.

LEGENDS & LORE

Know strange things.

BACKSTABBING

If you are unnoticed, you get +4 on an attack roll and deal double damage.

THIEF SKILL SPECIALTIES

WEAPONS

+1 to hit/dmg with a type of wpn.

BACKSTAB

Additional x1 dmg.

THUG

+1 dmg in melee; stun or knockout duration x2.

THROWING: +1 to hit with any thrown object.

DECEPTION

Lying, cheating, persuading.

HAGGLE & APPRAISE

Assess value, detect fraud, get a better deal.

PROTOCOL

Knowing etiquette, rituals, and traditions.

TRAPS

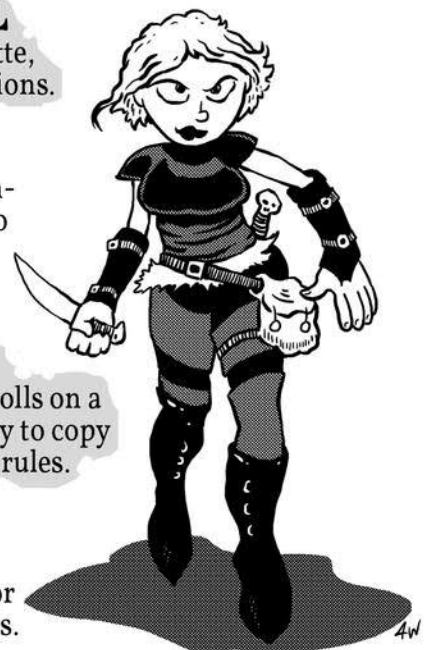
Finding & disarming. Stack once to set traps.

SCROLLS

Ability to use magic scrolls on a skill roll. Stack for ability to copy scrolls, per Wizard's rules.

PERFORMANCE

Play a tune, sing a song, recite poetry. Compel listeners. Stack for ability to learn magical bard songs.



WIZARD

LEVEL	TITLE	XP	HD	TO HIT	SAVE
1	Medium	0	1d4	+0	15
2	Seer	2,500	2d4	+0	14
3	Conjurer	5,000	3d4	+0	13
4	Magician	10,000	4d4	+0	12
5	Enchanter	20,000	5d4	+1	11
6	Witch/Warlock	40,000	6d4	+1	10
7	Sorcerer	80,000	7d4	+1	9
8	Necromancer	150,000	8d4	+1	8
9	Wizard	300,000	9d4	+1	7
10	High Wizard	450,000	10d4	+2	6

SPELLS: Memorize spell to cast. 1 turn per spell level to memorize, 1 memorization per spell. Casting erases from memory. Cannot memorize spells of level higher than your own (except level 2 spells). Spells ready until cast.

THE VULGAR GRIMOIRE

These most common, most banal of magic spells are taught to lowly conjurers and, though their utility is legendary, most wizards of true power are loath to waste time on them.

Perfect for a budding mage...

2D12	SPELL	LEVEL
2	Floating Disc	1
3	Detect Magic	1
4	Wizard Lock	2
5	Levitate	2
6	Sleep	1
7	Knock	2
8	Protection from Evil	1
9	Charm Person	1
10	Magic Missile	1
11	Read Magic	1
12	Web	2
13	Phantasmal Force	2
14	Light	1
15	Mirror Image	2
16	Invisibility	2
17	Hold Portal	1
18	Shield	2
19	Ventriloquism	1
20	Locate Object	2
21	Continual Light	2
22	Detect Evil	2
23	ESP	2
24	Read Languages	1

STARTING SPELLBOOK

Roll 1d6 *vulgar spells* learned from master (wizard, demon, enchanted lady in pool, etc.). Get more through discovery and research.

SPELLCASTING

Hands free, voice ready. If hit in same round before casting, spell is ruined.

POTIONS & SCROLLS

Cost 100 x 1d6 gp and 1d4 days to prepare. If inventing new, add 1d6 days.

Scrolls cost 100 x 1d6 gp per spell level and 1 day per spell to write or half time and money to copy.

ARMOR

Must pass save minus armor bonus when casting in armor, or spell fails. Magical bonus doesn't apply.



SAVING THROW BONUS

You get +2 when saving against magic.

LEARNING SPELLS

Make an Int check, adding spell level to roll. Only 1 try per level, per spell. Spells copied from scrolls must still be learned! If casting **Read Magic** or being taught by a higher level wizard, no Int check is required.

MAGICAL RESEARCH

Inventing spells, rituals, and magic items takes time, money, rare lore, and strange ingredients. A quest may be involved, or you may have to pay out the rear for the stuff you need. The cost of inventing the simplest new spell or magic item or re-creating an existing spell or item that has thus far eluded you is **at least** 1,000 gp (x 1d10, 1d20, or 1d100, in most cases) and the time required is on the order of 1d6 weeks or more.

There is a 15% or greater chance that these efforts will be in vain and the research will fail.

Regardless of the outcome of that final fateful dice roll, the money and time are already spent.





WIZARD STUFF

YOU WERE TAUGHT
THE CRAFT BY THE

D20 HIGH WIZARD OF...

CHOOSE OR ROLL FOR ONE SPECIALTY

1. LANGUAGES & SCRIPTS

Advantage on learning. +1 language per level. Advantage on Int checks to learn spells. 25% reduced cost to create scrolls.

3. ELEMENTAL

+1 vs. or to save against elemental magic and monsters. Advantage on damage rolls for elemental spells (Lightning, fire, etc.).

5. BATTLE MAGIC

Spell-like power: *Magic Missile* 1/day. Advantage on damage rolls from spells.

7. LEGENDARY LORE

Advantage on Int checks to know things. Advantage on saves against going nuts upon learning of the vastness of cosmic time and space.

2. CHARMS & ILLUSIONS

+1 to save against charms and illusions. -1 target saves against yours. Spell-like power: *Charm Person*, 1/day.

4. SUMMONING

+1 to save against summoned creatures. Spell-like power: Summon a 1 HD monster 1/day to do bidding for 1 turn/level. *Find Familiar* known.

6. POTIONS & ALCHEMY

25% less cost to mix potions. Advantage on potion duration rolls. +2 to save against negative potion effects.

8. PROWESS

You are tougher than the average wizard. Advantage on hit point rolls. Also, roll your Strength again and keep the higher result.



- 1 the Magic Shoppe
- 2 the East Winds
- 3 the Tower of Eyes
- 4 Black Fire
- 5 the Deadbone Night
- 6 Doom
- 7 Bliss
- 8 the Sublime Garden
- 9 Endless Curiosities
- 10 the Witching Hour
- 11 the Seven Screaming Dizz
- 12 Blood Sorcery
- 13 Red Robed Majesty
- 14 Sugarbone Rattlesnakes
- 15 Starlight
- 16 the Loch of Narr
- 17 Batwing Dreams
- 18 the Castle of Daggers
- 19 the Rookery
- 20 Rainbows



DARE YOU ROLL A RANDOM ARCANIC MARK?

D20 ARCANIC MARK ACQUIRED BY MAGICAL MISADVENTURE

- 1 *Firebreathing* 1/day.
- 2 Levitate at will (low height, but terribly mysterious).
- 3 *Command* 1/day.
- 4 Voice of Dread (-2 morale checks).
- 5 Eyes of the Magi (3 in 6 exploration rolls).
- 6 Curse of the Body.
- 7 Bane of Demons (infernal at disadvantage against your power).
- 8 Ghost Walk (semi-invisible at will until action taken).
- 9 You have a familiar. Take care of it.
- 10 Telekenetic (move small objects with mind, open doors, etc.).
- 11 Guardian Spirit (advantage roll 3/day).
- 12 Forbidden Magic (random spell requires save or die to learn or cast).
- 13 Second Sight (know 1d4 unknown facts per day, given by Judge).
- 14 Curse of the Mind.
- 15 Doppelganger (you have a duplicate plotting against you).
- 16 Fear of the Dark (save or run in fear from encounters, 1/night).
- 17 See you in Hell (damned to hell upon death... quest to avoid!).
- 18 Curse of the Spirit.
- 19 Supernaturally Good-looking (+2 reaction rolls).
- 20 Judge breaks out some next level weirdness.

D6 CURSE OF THE BODY

- 1-2 -1d3 from Str
- 3-4 -1d3 from Con
- 5-6 -1d3 from Dex

D6 CURSE OF THE MIND

- 1-2 -1d3 from Int
- 3-4 -1d3 from Wis
- 5-6 -1d3 from Cha

D6 CURSE OF THE SPIRIT

- 1-2 -1 from 1 random ability
- 3-4 -1 from 2 random abilities
- 5-6 -1 from all saves



D20 FAMILIAR

- 1 Cat
- 2 Bat
- 3 Dog
- 4 Frog
- 5 Rat

D20 FAMILIAR

- 6 Snake
- 7 Monkey
- 8 Fox
- 9 Lizard
- 10 Wolf

D20 FAMILIAR

- 11 Owl
- 12 Raven
- 13 Songbird
- 14 Pig
- 15 Squirrel

D20 FAMILIAR

- 16 Rabbit
- 17 Butterfly
- 18 Bumblebee
- 19 Mouse
- 20 Tiny Unicorn



WANDS, RODS, & STAVES



A WIZARD'S BEST FRIENDS

You can use wands, rods, and staves to augment your wizardly powers and look more awesome. But there is a hierarchy. Wands first, then rods, and finally staves may be mastered in this way.

WIZARD LEVEL MASTERY

3	Wands
5	Rods
7	Staves



MASTERY

Mastery allows you to use your implement to cast spells or absorb magic that is aimed at you. When you acquire the implement, roll for its spell levels. This is the *life and power* of the item.

WANDS

A wand can hold 1d2 spell levels.

RODS

A rod can hold 1d4 spell levels.

STAVES

A staff can hold 1d6 spell levels.

INTERCEPTION

You can intercept or block a spell cast at you or an ally (10' range per level) by sacrificing your wand, rod, or staff.

STRANGE PROPERTIES OF YOUR WAND, ROD, OR STAFF

D20 HOW DOES IT ZAP?

1	Sparkles
2	Swirling colors
3	Rainbow
4	Black lightning
5	Red mist
6	Wet spray
7	Energy hum
8	Toxic burst
9	Green flare
10	Golden spheres
11	White light
12	Kirby Krackle

DOES IT HAVE A SECRET POWER?

1-50	No, sorry
51-52	Whispers randomly
53-55	Casts candlelight
56-58	Casts torchlight
59-60	Cursed! -1 saves
61-62	Detects poison
63-64	Detects evil
65-67	Detects invisible
68-72	Detects magic
73-75	Detects lies
76-78	Cursed! -1 attacks
79-80	Vulgar spell, 1/day
81-82	Vulgar spell, 2/day
83-84	Turns undead
85-87	Cursed! Brings undead
88-90	Intelligent (10+1d10)
91-92	Lightning Bolt 1/day
93-94	Fireball 1/day
95-97	Teleport 1/day
98-99	Cursed! Disad. all rolls
100	Grants Wish, burns out

BETTER TO BURN OUT THAN TO FADE AWAY...

When an implement is used at max power (all spell levels), there is a 2 in 6 chance it will burnout upon casting its final spell.

D6 HOW DOES IT BURNOUT?

1	Silently
2	Puff of smoke
3	Cracks into shards
4	Burst of flame or ice
5	Implosion
6	Explosion (save vs. 1d6 dmg)

D20 WHAT'S IT MADE OF?

1	Bone
2	Amber
3	Oak
4	Fire
5	Black wood
6	Gold
7	Silver
8	Bronze
9	Jade
10	Obsidian
11	Iron
12	Ice
13	Tooth
14	Horn
15	Stone
16	Energy
17	Souls
18	Snake
19	Worms
20	Vines

D20 WHAT DOES IT WANT?

1-9	Nothing
10-12	To serve you
13	To spread love
14	To help
15	To slay enemies
16	Power
17	Knowledge
18	Treasure
19	To rule all
20	To burnout



TALENTS & POWERS

- You find hidden doors, traps, unsafe stonework, identify stonework, and hear noises on 2 in 6 + Wis mod.
- Re-roll Con and keep higher result.
 - You can't be knocked down without failing a save.
- Advantage on damage with axes, hammers, and maces.
- When rolling hit points, re-roll any 1s. *Because to hell with that noise.*

CLASS RESTRICTIONS

All dwarfs are Fighters by nature, getting all the benefits of the warrior class. But you can multi-class as anything else you like.

Your XP requirements are a bit higher than wimpy human Fighters.



LEVEL	XP
1	0
2	2,200
3	4,400
4	8,800
5	18,000
6	36,000
7	72,000
8	144,000
9	288,000
10	400,000

SAVING THROW BONUSES

You get +1 when saving against anything. You get +2 against traps and being paralyzed or turned to stone. You get +4 against poison, intoxication, and, best of all, *death*.

DO DWARF WOMEN HAVE BEARDS?

That's between you and the dwarf gods.

D12 YOUR BEARD IS...

- 1 Very short and neat.
- 2 Short and curly.
- 3 Short with long mustache.
- 4 Long with short mustache.
- 5 Everything is really long.
- 6 Long and braided.
- 7 Long and dangly.
- 8 Long and wispy.
- 9 Falls in flowing locks.
- 10 Spiked and awesome.
- 11 Frilly and fragrant.
- 12 Bushy and full and dwarfly.

DWARVES



D6 MISSING TEETH

- 1 None (milksoy!)
- 2 1d3 in back
- 3 1d3 in front
- 4 2d3 all over
- 5 2d3, both fronts gone
- 6 Only 1d12 teeth remain



D10 YOUR EXPERTISE

- 1 Iron & Steel
- 2 Bronze & Copper
- 3 Gold & Silver
- 4 Orichalc
- 5 Electrum
- 6 Platinum
- 7 Star Metals
- 8 Precious Stones
- 9 Forging
- 10 Excavation & Construction

D12 FAVORITE BEER

- 1 Granny's Drool
- 2 Dewy Mountain
- 3 Firewater Full
- 4 Yellow Snow
- 5 Black Pete
- 6 Hoary Lady
- 7 Stone Cutter Gold
- 8 Morning Mist
- 9 Hair on Your Chest
- 10 Broke Nose
- 11 Granitebrew
- 12 Ironswallow

ANCESTRAL MOUNTAIN

HIGHBORN MOUNTAINTOPS

- | D20 | |
|-----|---------------|
| 1 | King's Climb |
| 2 | Gods' Halo |
| 3 | Star Maker |
| 4 | Death's Door |
| 5 | Ice King |
| 6 | Blue Kraken |
| 7 | Light's Apex |
| 8 | Zenith |
| 9 | Godhead |
| 10 | Wind Vault |
| 11 | Hammertop |
| 12 | Thunderpeak |
| 13 | Risen One |
| 14 | Iron Spike |
| 15 | Gold Head |
| 16 | Devil's Dance |
| 17 | Rainy Top |
| 18 | Rocky Top |
| 19 | Cosmic Reach |
| 20 | Sky Window |

LOWBORN MOUNTAINTOPS

- | D20 | |
|-----|--------------------|
| 1 | Speckled Pecker |
| 2 | Knobby Top |
| 3 | Little Knobby Top |
| 4 | Hell Ridge |
| 5 | Heck Ridge |
| 6 | Chimney |
| 7 | Hoot Owl Height |
| 8 | Ice top |
| 9 | Little Ice top |
| 10 | Greater Ice top |
| 11 | Middling Mound |
| 12 | Thirty-One League |
| 13 | The Boot |
| 14 | Little Boot |
| 15 | Gnarly Old Bastard |
| 16 | Udderpeak |
| 17 | Skidome |
| 18 | Grizzly Mountain |
| 19 | Thurm's Romp |
| 20 | Thurm's Rump |

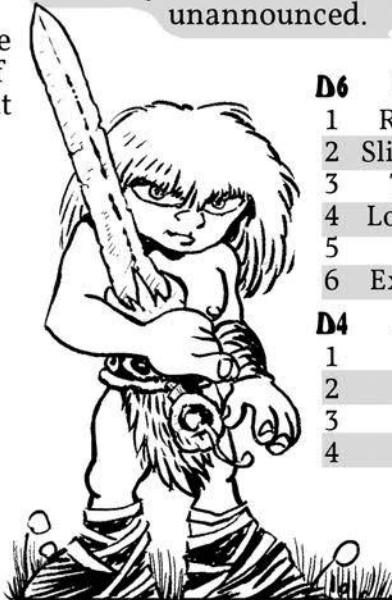
ELFS

COMMON ELFS

You have a random vulgar spell as a daily power that comes as naturally to your mind as a favorite tune.

FAERY ELFS

The Land of the Elfs is a place where space is molded at the whim of your people. In this place, accessed via magical doors, you heal twice as fast and gain +5 on all saving throws against poison or death as long as you remain at least 1d12 days. Leaving early angers the spirits, which is always bad. Mortals may only access Arcazia by guidance from an elf or by arcane wizardry... but never bring guests unannounced.



D6 EARS

- 1 Rounded
- 2 Slight point
- 3 Typical
- 4 Long point
- 5 Large
- 6 Extra long

D4 AURA

- 1 Jolly
- 2 Lithe
- 3 Dainty
- 4 Exotic

IMMORTALITY

It is possible that you will never die. Of old age, that is. Only one legend tells of any elf that ever died seemingly due to growing old. And that legend is from the annals of a half-elf wizard - *sketchy at best*. A long age means you may have a few extra skills stored away.

Roll 1d4 times on the Secondary Skills table to see what your long life has seen. This roll also establishes some notion of your age... interpret as you will.

FAERY AFFINITY

Faery elves may have magical affinity. Roll to see what it is. Affinity means you gain advantage when dealing with such things. But affinity will also invite trouble... so watch out!

D12 AFFINITY WITH

- 1 Water
- 2 Air
- 3 Earth
- 4 Fire
- 5 Insects
- 6 Birds
- 7 Reptiles
- 8 Goblinoids
- 9 Giantish
- 10 Weather
- 11 Trees
- 12 Roll 3 on Familiar Table



TALENTS & POWERS

- You find hidden doors, magical objects, detect invisible & spirits, and hear noises on a 2 in 6 roll.
- Re-roll your Int or Cha score. Keep the higher result.
- You must re-roll Strength and keep the lower result.
- In the forest you have advantage on all stealth rolls and are only surprised on a 1 in 6 roll.
- 1/day you can step into the **faery realm**, Land of the Elfs, wherever a doorway is found. You find such doorways by making a save.
- You must choose to be **common** or **faery** and abide the results.

CLASS RESTRICTIONS

Faery elves are Wizards, commons are Thieves but may only choose 1 Thief skill per level. Commons get +1 to hit with a single kind of weapon.

ELF LEVEL	FAERY XP	COMMON XP
1	0	0
2	3,000	1,500
3	6,000	3,000
4	12,000	6,000
5	24,000	12,000
6	48,000	24,000
7	100,000	48,000
8	200,000	96,000
9	400,000	200,000
10	650,000	350,000

SAVING THROW BONUSES

You get +1 when saving against any form of magic and +4 against being paralyzed or turned to stone.

D12 HOMELAND

- 1 A Green Wood
- 2 A Red Wood
- 3 A Black Wood
- 4 A Blue Wood
- 5 A Gray Wood
- 6 A White Wood
- 7 A Dead Wood
- 8 A Wood of Spirits
- 9 A Wood of Devils
- 10 An Evergreen Wood
- 11 A Giant Wood
- 12 An Enchanted Wood

HALF ELF

You are not quite elf and not quite human. You can be any class, but your HD cannot be higher than d6.

TALENTS & POWERS

- You find hidden doors and hear noises on a 2 in 6 roll.
- You have Disadvantage on finding doors to the faery realm.
- You have 1 vulgar spell-like power, randomly determined, usable once per day.

NOBODY LIKES YOU

People are leery of things they don't understand, and hybrids are among the mix. You suffer -1 to all reaction rolls as a result.



HALFLINGS

TALENTS & POWERS

- You are small and silent, gaining Advantage on any attempt to hide and +6 when hiding outdoors.
- Your keen eyes and coordination lend you +1 to all ranged attacks.
- You always add +1 to initiative.
- You gain +2 to AC when fighting creatures larger than a human.
- You must re-roll Strength and keep the lower result.



CLASS RESTRICTIONS

You advance as a Fighter, but may multi-class as anything you like. The simple life is in your blood and you cannot exceed level 8. Your HD is always d6.

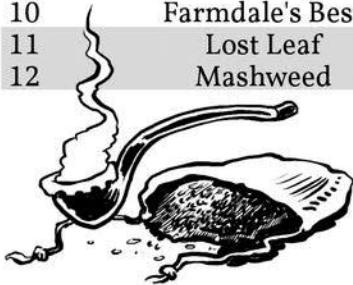
LEVEL	XP
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000

SAVING THROW BONUSES

You save at +4 vs. everything.

D12 FAVORITE PIPEWEED

1	Shuckberry Root
2	Old Toe
3	Old Toad
4	New Shoe
5	Underfoot
6	Brown Leaf
7	Goldenrod
8	Townie
9	Puffbottom
10	Farmdale's Best
11	Lost Leaf
12	Mashweed



D6	FEET
1	Bit dainty
2	Flat & broad
3	Big & hairy
4	Soft & downy
5	Rough
6	Furry & fleet



D20 WHERE YA FROM?

1	Yellowgold Hills
2	Tater Grove
3	Nevernever Nothome
4	Dumplingburg
5	Cabbage End
6	Rootnot
7	Whiskey Burrow
8	Thumperton
9	Fallow
10	Corn Row
11	Shimmylump
12	Bookletum
13	Hail Knob
14	Acorn Top
15	Raddish
16	Thumbfinger Handle
17	Tollywog
18	Four Crows
19	Backland
20	Misthovel

D6 CHEEKS

1	Ruddy
2	Pink
3	Plump
4	Rosy
5	Lean
6	Full



COUNTRY BUMPKIN

You can take the halfling out of the country but you can't take the country out of the halfling. You might fancy yourself a city dweller these days, but your blood is in the rolling hills of home and you damn well know it. For that reason alone, you will heal twice as fast and gain +1 to all saving throws for 1d4 days upon returning home or entering a rustic country farmland.

WHAT'S IN ITS POCKET?

D20	WHAT'S IN ITS POCKET?
1	1d6 taters
2	1d6 carrots
3	1d6 raddishes
4	Frying pan
5	Bacon
6	Sausages
7	1d6 tomatoes
8	Salt and pepper
9	Rosemary
10	Various herbs
11	Stout flask
12	1d4 maps
13	Silver dagger
14	1d20 mushrooms
15	Flute
16	Gold ring
17	Riddle book
18	Dice
19	Pipe & weed
20	Pocket knife

DO YE HAVE THE OLE LUCKY FEET, THEN?

Some got it, others don't. Halflings tend to *got it*. But be warned before you make this roll... you could get the *cursed luck* of bad halflings past!

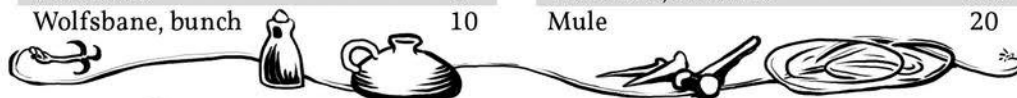
Roll 1d6. If you get a 1 or 2, you have cursed luck. The Judge may put Disadvantage on you up to 3 times per adventure. If you get anything else, you got the famous halfling luck. This means you get Advantage 3 times per adventure. Use as you choose.



PRICES IN GP WEAPONS, ARMOR & EQUIPMENT NO REFUNDS

ITEM	COST	ITEM	COST	TRANSPORTATION	COST
Backpack (+1 inventory slot)	5	Pole, 10 ft.	1	Armor, horse (barding)	320
Bedroll	2	Rations, trail (day)	1	Bags, saddle	10
Belladonna, bunch	10	Rations, dried (day)	3	Boat	100
Bottle of wine	1	Rope (50 ft.), hemp	1	Cart	80
Case (map or scroll)	3	Rope (50 ft.), silk	5	Galley, large	30,000
Crowbar	5	Sack, small	1	Galley, small	10,000
Flint and Steel	5	Sack, large	2	Horse, draft	30
Garlic bag	10	Shovel	5	Horse, light riding	40
Grappling Hook	5	Sledge Hammer	5	Mule	20
Hammer	2	Spellbook (blank)	100	Raft	40
Holy Symbol, wooden	2	Spikes (12), iron	1	Saddle	25
Holy Symbol, silver	25	Stakes (12), wooden	1	Ship, sailing (large)	20,000
Holy Water, small vial	25	Tent	20	Ship, sailing (small)	5,000
Lantern	10	Thieves Tools	25	Wagon, small	160
Mirror, steel	5	Torches (6)	1	Warhorse, heavy	200
Oil (lamp), 1 pint	2	Waterskin	1	Warhorse, medium	100
Parchment, in tube	2	Wolfsbane, bunch	10	Mule	20

Note: Items in **bold** have special notes below.



MELEE WEAPONS	COST	DMG	RANGED WEAPONS	COST	DMG	RATE OF FIRE*
Axe, battle*	7	1d8+1	Arrows (20)	5	-	-
Axe, hand†	3	1d6	Arrow, silver	5	-	-
Club	-	1d4	Axe, hand	3	1d6	1
Dagger	3	1d4	Bolt, crossbow (30)	5	-	-
Dagger, silver	30	1d4	Bow, long	40	1d6	2
Flail	8	1d6	Bow, short	25	1d6	2
Mace	5	1d6	Case (30 bolt capacity)	5	-	-
Morning Star	6	1d8	Crossbow, heavy	25	1d8	1/2
Polearm*	7	1d10	Crossbow, light	15	1d6	1
Spear†‡	2	1d6	Javelins (4)	2	1d6	2
Staff*	1	1d4	Pouch (20 stone capacity)	1	-	-
Sword, long	10	1d8	Quiver (20 arrow capacity)	5	-	-
Sword, short	8	1d6	Sling	2	-	1
Sword, two-handed*	15	1d10	Spear	2	1d6	1
Warhammer	5	1d8	Stones (20)	1	1d6	-

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as melee or missile weapon

* Rate of Fire is the number of projectiles than can be fired per combat round

1. Battle axes, two-handed swords, and polearms are heavy and count as 2 inventory slots.

2. On a crit, a **silver weapon** slays any lycanthrope failing a save.

3. On a fumble, a **morningstar** will become stuck. Lose an attack freeing it.

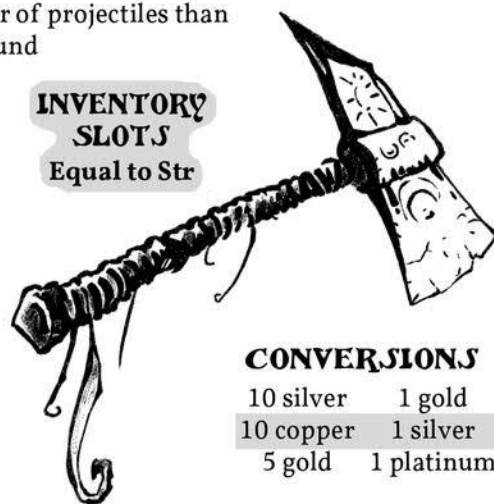
4. **Javelins** are meant to be thrown. In melee, they can be used like a spear but will break on any fumble or crit and will always snap when set against a charge.

5. A **large shield** slows movement, but you can crouch behind it for +4 AC, total. You can't attack in that round unless you are throwing something.

6. **Thieves' tools** can only be purchased from certain unseemly dealers.

7. **Spellbooks** are not just journals. They must be procured from an arcane vendor in an arcane locale.

INVENTORY SLOTS
Equal to Str



CONVERSIONS

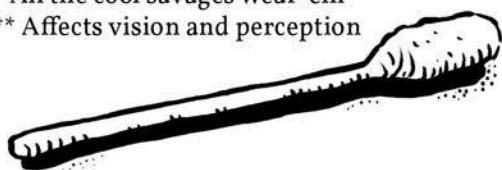
10 silver	1 gold
10 copper	1 silver
5 gold	1 platinum

STARTING WEALTH (GP)
3d6 x 10

PRICE RANGE

D6	PRICE
1	Half
2-5	List
6	Double

* All the cool savages wear 'em
** Affects vision and perception



* MAGIC HOUSE RULES *

For your arsenal of wizardly wonders! The following rules can apply to magic-users and their arcane sub-classes and wizarding cousins.

@ FIRE AND FIRE AGAIN: Save vs. Spells to retain a cast spell and cast again. Add your Int. mod, but subtract the spell level. If you roll a 1 the spell fails and produces an unexpected result. On a roll of 20 something AWESOME should happen.



SPELL FAILURE! (Use this or a COOLER table online)

- 1: Spell fizzles, leaving the stench of failure. You cannot cast the spell again for 1d3 days.
- 2: Normal, crappy failure. BLAH!
- 3: Smoke and foul odor!
- 4: You pass out for 1d4 rounds.
- 5: As #4, and take 1d4 dmg.
- 6: Stunned 1 round... something **STRANGE** crawls into reality.
- 7: The **OPPOSITE** effect occurs.
- 8: Explosion! 1d6dmg/spell level, 20' radius.
- 9: Lose 1 Int., regained in 1d3 days.
- 10: Energy of failed spell turns inward, granting +1 to saves and attacks for 1d10 rounds.



@ WANDERFUL WIZARDRY: Wands can kick ass too.

WAND ZAP!: Use a wand to add +1/4 10% to any spell or the attack of an ally within 10' per level. Can also cause -1 to saving throw of an enemy. Use wand to cast a spell that is not currently prepared. Wands used in any of these ways have a 4-in-6 chance of being destroyed,

turning to dust. **WAND BLOCK!:** Use a wand to block a spell or attack within 10'/level. Wand is destroyed by this action. **WAND BATTLE!:** As

long as you face another wand-wielding wizard you may cast any spell from your repertoire 1 time each 1 time per round. You must hit the target's AC, then the spell takes effect. If hit, you must save vs. spells or your wand is destroyed.

ITEM: DUELING WAND- This wand is a +1 magic item when used by a wizard of any kind.



DOOMSLAKERS!

HOUSE RULES BASED ON BX/LL



1. ABILITY SCORES: 3d6 in order, adjust per BX. Basic -3 to +3 scale. Emergent characters!

2. RACE-AS-CLASS: Demi-humans are NOT HUMAN. They don't require and may not understand unbridled choices. Except halflings...nosey little bastards are into every-thing. Demi-human level limits apply, but for each +1 in your primary ability you can reach one higher level.

3. MULTI-CLASS: Humans and some demi-humans can choose up to 3 classes. LL+AEC rules apply. You can adopt a class at any time that it makes sense. You can stop advancing in a class when you want. Hell, you can divide your XP between classes however you see fit. It's your PC, after all.



4. CRITS!: Nat 20 = Critical hit. In what world would it be otherwise? On a crit choose MAX damage, DOUBLE damage, or a badass SPECIAL EFFECT! Y'know...knock a bastard prone, kick a lantern into some hay, take out an eyeball, etc. Of course saving throws may be granted to resist crippling special effects. You ain't gonna Crit-cripple Mister Maximum Hell Fire Boss Monster that easily.

4A. FUMBLES: Nat 1 = Fumble. The LL will make a secret 2d6 roll to test the degree of failure.

5. DAMAGE EXPLOSION: All damage dice EXPLODE. (Now your MV's 1d4 dagger ain't so trivial.)

6. DEATH ☠️: You die when you run out of hit points. But you can save vs. death one time per event. Success = 1 hit points, knocked out 1d6 rounds. And you lose 1 hit point and 1 point from a random ability PERMANENTLY.

FUMBLES!

2 = Awe hell! It's bad.
3-5 = 1 on next attack.
6-8 = Lose next action.
9-11 = I meant to do that.
12 = Soooo? No biggie.

7. LUCK ♣️: You get 1d4 luck points each session. 1 luck = 1 re-roll or 1 extra action. Luck does not carry over. (I usually give candy...)





BLACK PUDDING

#2



BLACK PUDDING

NO. 3







HERE WE GO,
BOYS. HOPE YOU
GOT YOUR
ESTATES IN
ORDER. >HEH<



Title page
art from
issues #1-#4

GET CAUGHT IN THE WEB OF ADVENTURE!



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BLACK AS HELL

BARBARIANS, WITCHES,
MONSTERS, AND DEMONS!

LIVING STARS, MAGIC
BLADES, AND BOOKS
OF DEATH!

FOUR VOLUMES OF ICHY
BLACK PUDDING COLLECTED
HEREIN, SQUISHY WITH
OLD SCHOOL ROLEPLAYING
JELLIES OF THE
GLORPIEST ORDER.