

BLACK PUDDING

#2





Black Pudding #2

An RPG zine by J. V. West

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COVER:

This issue's cover is a tribute to the Basic and Expert sets we all know and love. Respectfully offered with great affection...

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DESIGNATION OF PRODUCT IDENTITY

KEEPER

REQ: None

PRIME: Dex/Wis

HD: d6

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

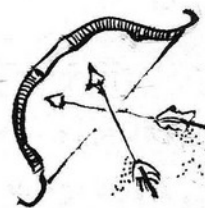
You attack and save as a cleric.

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.

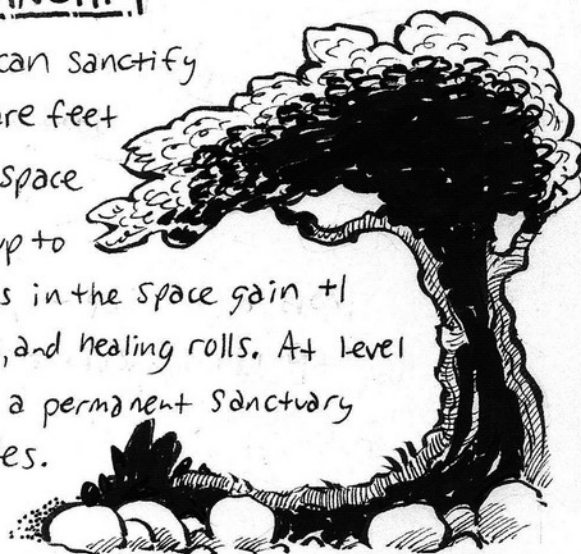
You can make bows and arrows.

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.



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.

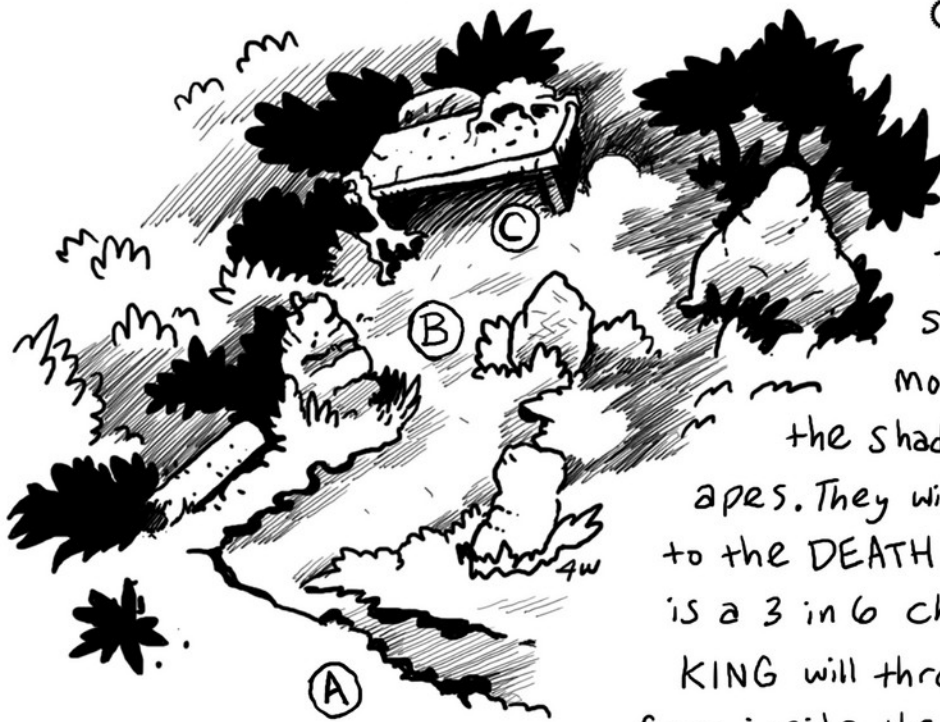
SHIELD of LIGHT: You can absorb the damage from any blow or spell aimed at an ally or innocent within 70' once per day/level.

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



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.



ANGEL MAMA (GOBLIN ANGEL)

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

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

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-STE!

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.

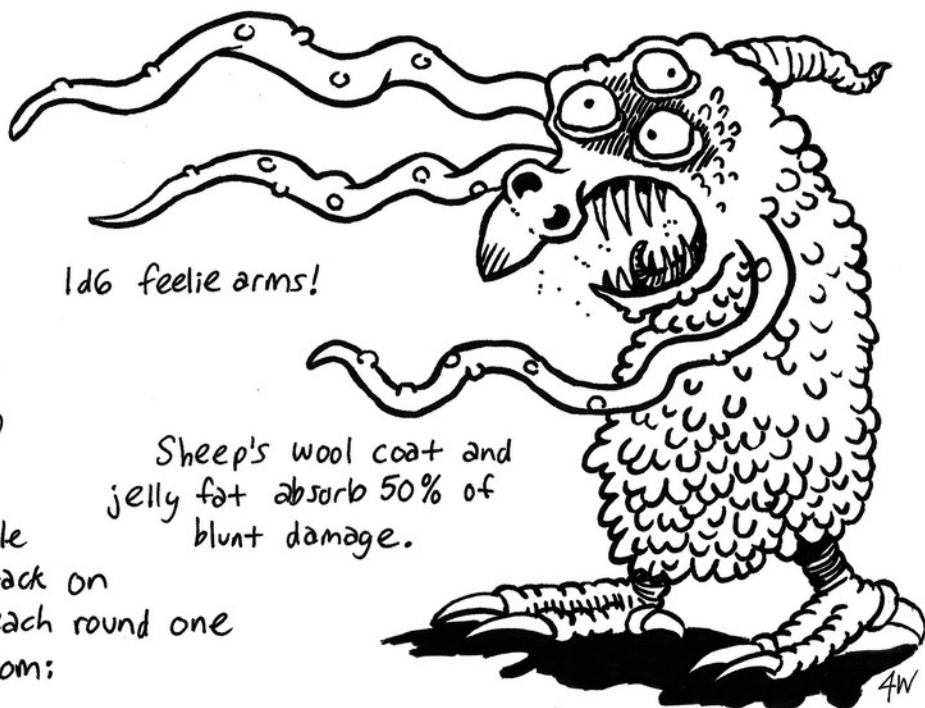
RIBBLER

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)

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.

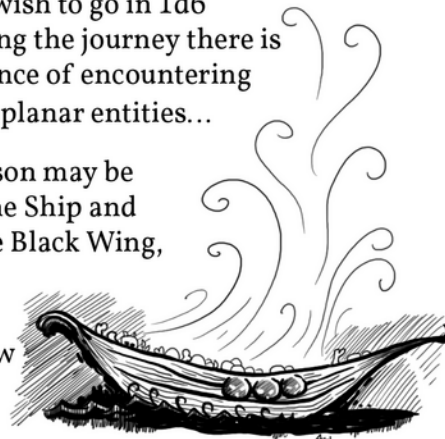


SHIP OF SOULS

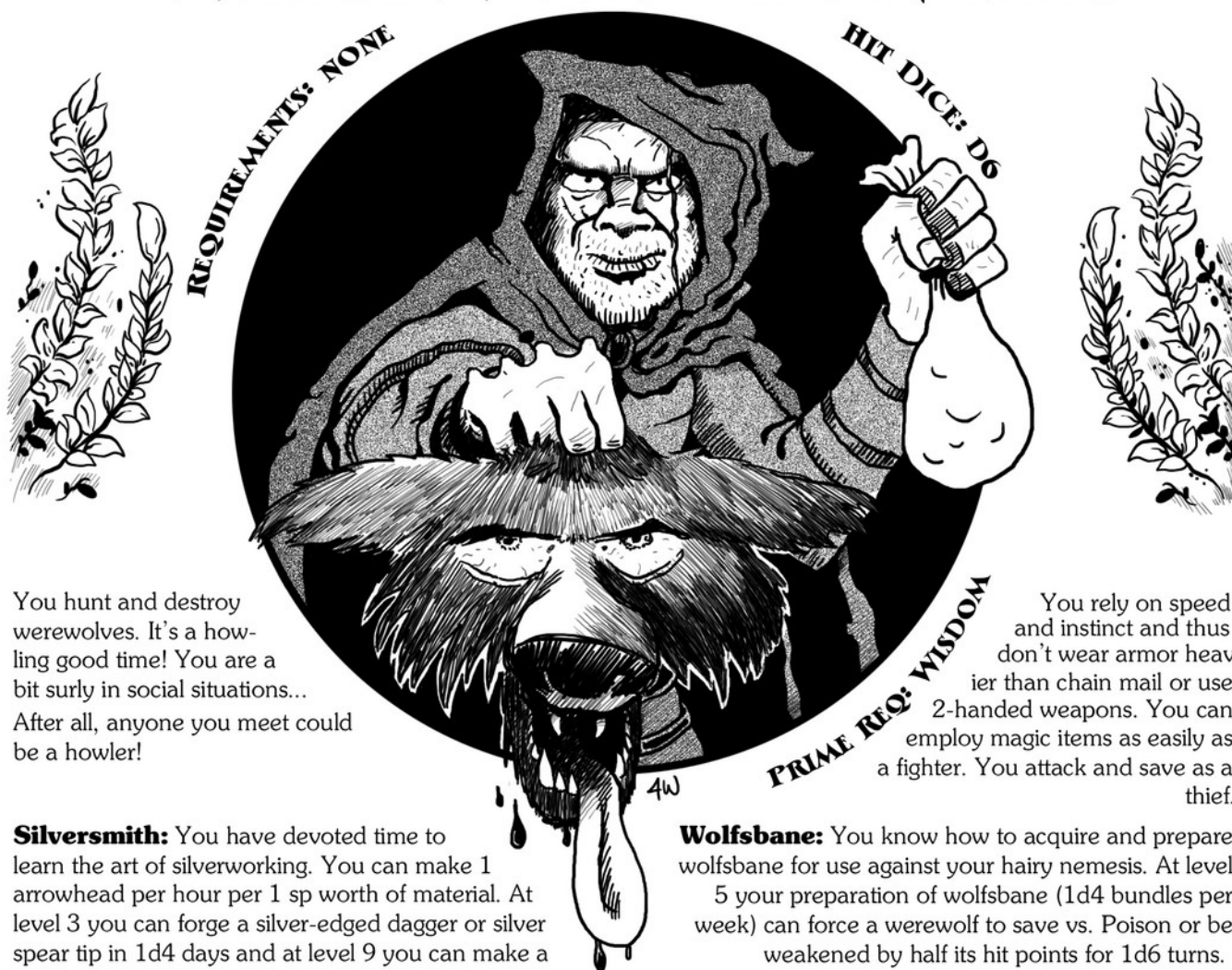
There are waterways that no mundane ship can navigate. But the Ship of Souls can sail any waters, even into the realms of death itself.

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...



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



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.

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.

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.

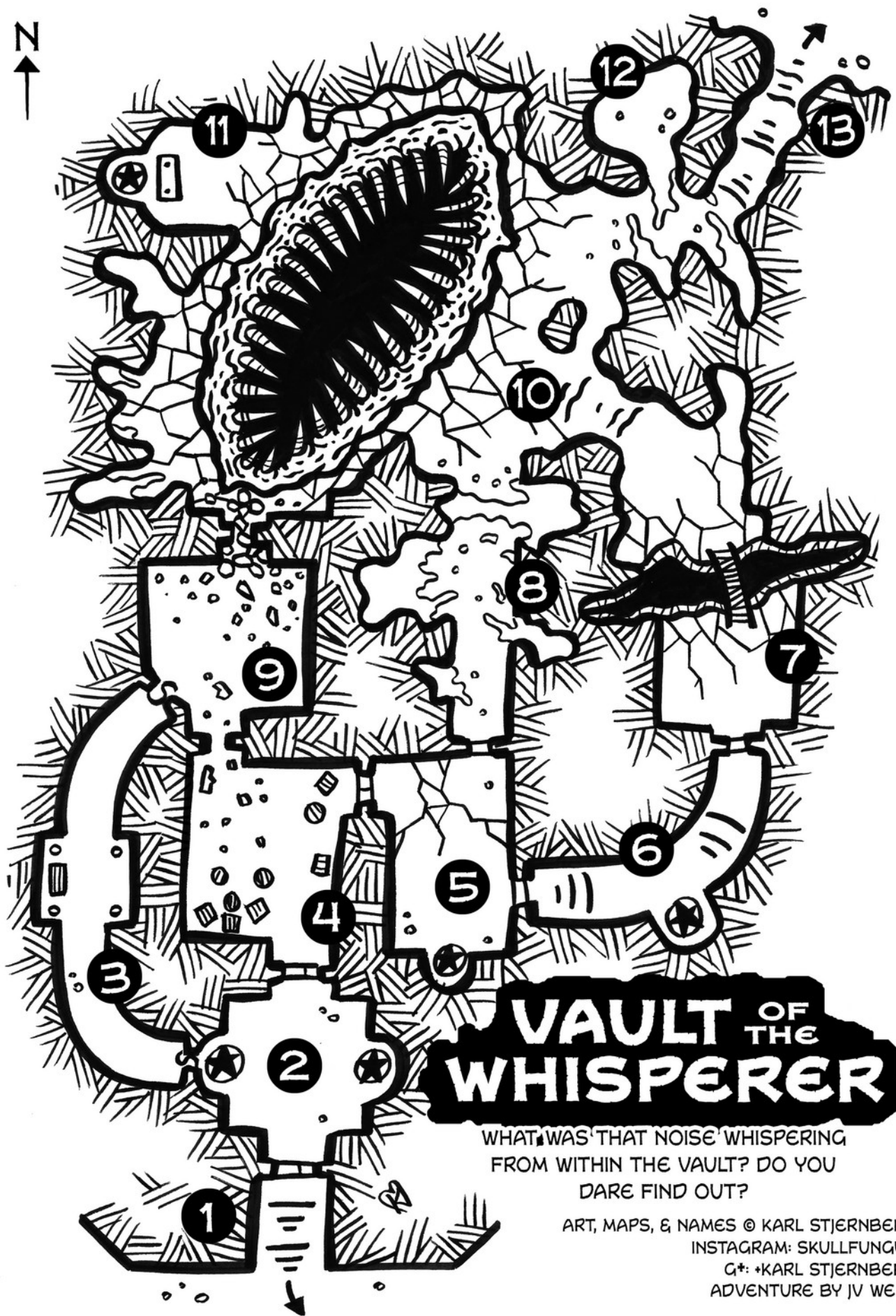
Natural Claw Attacks: 1d6 + STR bonus. At 5th level, the mouldwarp can viciously attack with both claws in the same round in a single round as long as no shield is being used. You do not take kindly to strangers who threaten you or your brood. You are slow to anger, but respond fiercely when attacked.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

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



VAULT OF THE WHISPERER

WHAT WAS THAT NOISE WHISPERING
FROM WITHIN THE VAULT? DO YOU
DARE FIND OUT?

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ADVENTURE BY JV WEST

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.

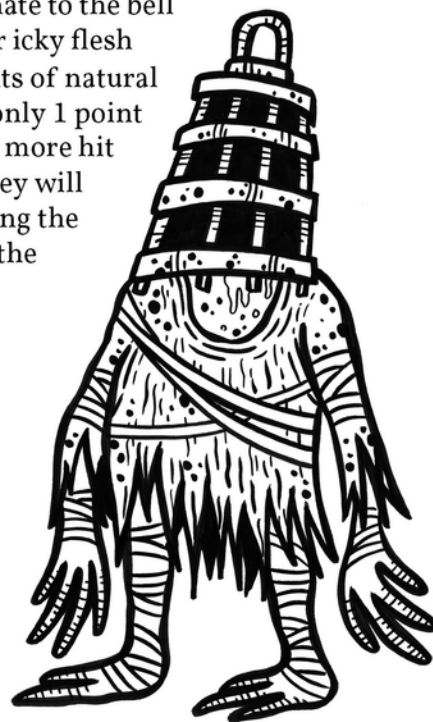
Cultists in the Vault: When the Judge makes a whisper check and the result is a 2 the PCs will encounter cultists zealously devoted to protecting the Whisperer of the Vault. Bell summoners will be encountered on a 1-2 in 6 and the rest will be caged cultists.

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



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.

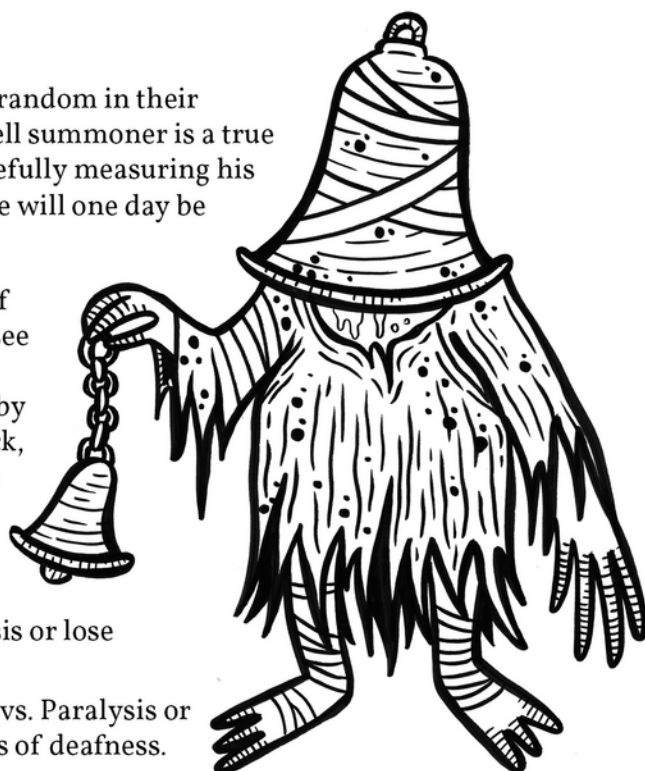
These priests share the slimy skin of the caged cultist that turns blades (see caged cultist). Their head is covered with a brass bell that will be struck by 2 out of every 6 attacks. When struck, the bell calls 1d6 caged cultists who

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

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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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12 hp: ○○○○○○
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12 hp: ○○○○○○
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8 hp: ○○○○○○
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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

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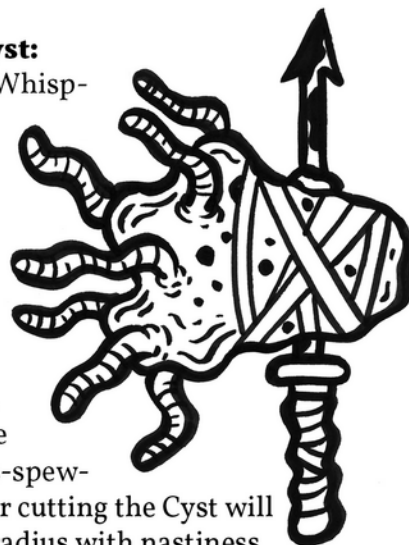
Careful examination of the statue might reveal that the old man is staring straight ahead to the opposite wall. On that wall can be found a tiny hole on a 1 in 6 roll (treat as secret door). On the old man's head are 2 stone hairs that can be removed.

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

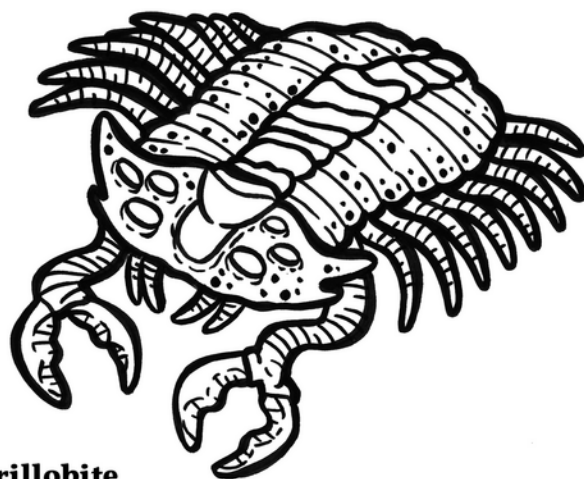
17 hp: ○○○○○○ ○○○○○○ ○○○○○○ ○○	16 hp: ○○○○○○ ○○○○○○ ○○○○○○ ○
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9 hp: ○○○○○○ ○○○○○	5 hp: ○○○○○○

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

30 hp: ○○○○○○ ○○○○○○ ○○○○○○	○○○○○○ ○○○○○○ ○○○○○○
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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

15 hp: ○○○○○○ ○○○○○○ ○○○○○	13 hp: ○○○○○○ ○○○○○○ ○○○
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5 hp: ○○○○○○	



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

30 hp: ○○○○○○ ○○○○○○
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28 hp: ○○○○○○ ○○○○○○
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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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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

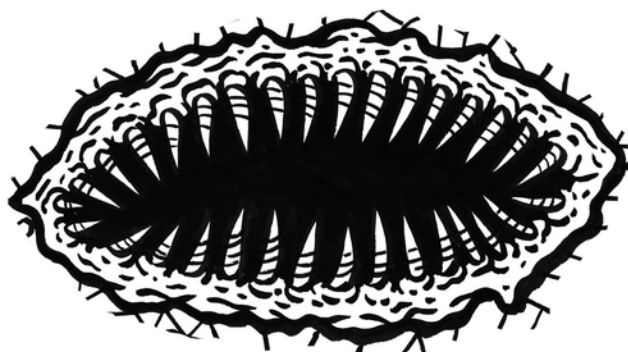
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7 hp:	○○○○○ ○○	6 hp: ○○○○○○ ○

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

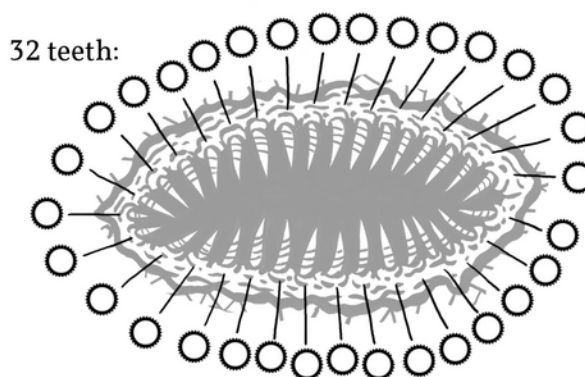
This demonic entity is utterly unknown in all the lore of the world. It seems to only desire growing larger. It grows by devouring worthy souls.

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.

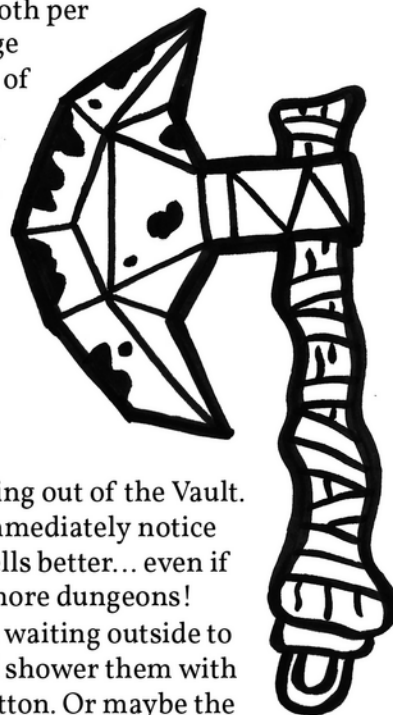
Giant Spider: AC 5; HD 6; hp 42; # AT 1; D 1d8+poison; MV (40'); SV F6; ML 8

42 hp: ○○○○○○ ○○○○○○
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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

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.

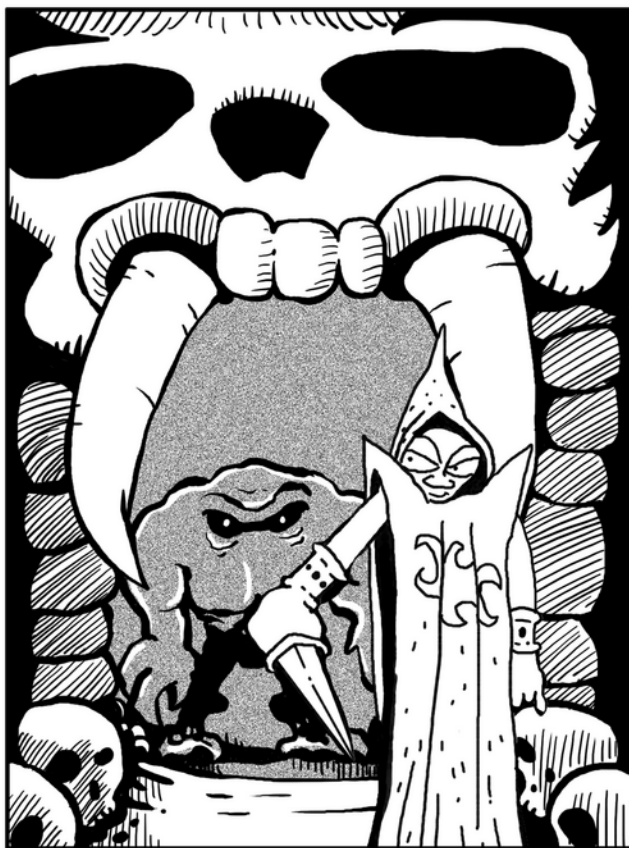
Bodyguards: At level 7 you may cast either *Faithful Hound* or *Conjure Elemental* once per day.

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.

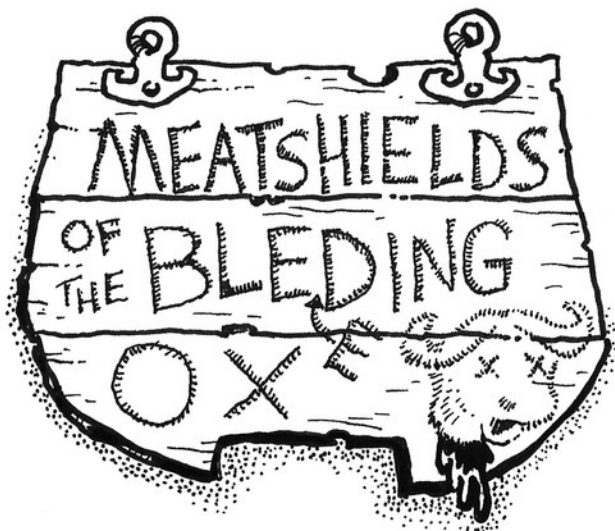


Permanent Mastery: At level 5 you can, once per day, attempt to gain permanent control over a monster you have already summoned or taken control of. You must be within 5' of the monster. The monster must save vs. Spells (minus your Charisma modifier) or be forever under your control exactly as if by 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

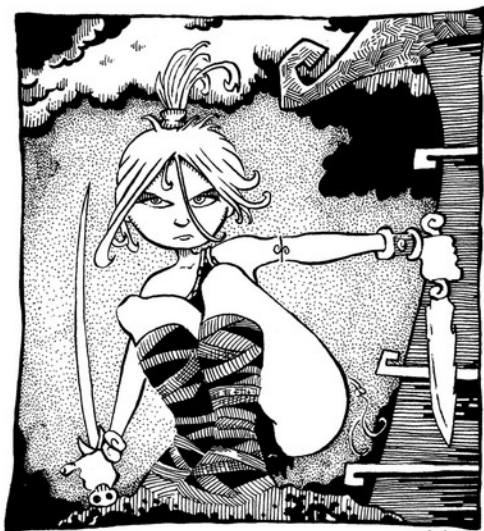


See that old man in the corner with the cloak and pipe? He said there's **fabulous treasures** to be won down in the **Brine Caverns**! You need to check it out. But for the gods' sakes don't go it alone, friend! This is the **Bleeding Ox**... you'll always find a good sword or spell slinger willing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



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

Con 13 (+1)

farmers and damn proud of it.

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.

Con 12

They say she might have a bit of elf in her.

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)

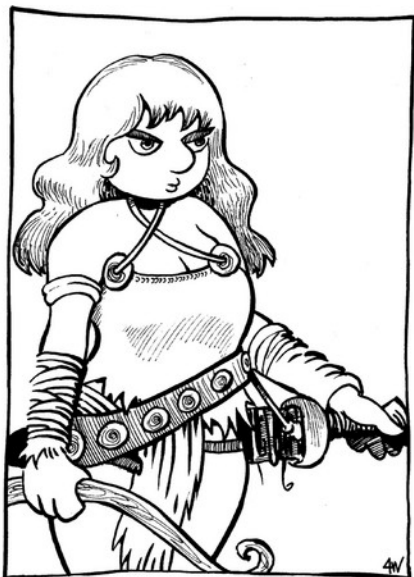
Wis 12

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.



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.



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.

Name: _____

Race/class: _____

Level: _____

XP: _____

Align: _____

Desc: _____

AC _____

HP: _____

HD _____

Str: _____

Dex: _____

Con: _____

Int: _____

Wis: _____

Cha: _____

MOVE: _____

Breath: _____

Poison/Death: _____

Paralyze: _____

Wands: _____

SPILLS: _____

POSSSESSIONS _____

OSK _____

SPILLS _____

To Hit

9 _____

8 _____

7 _____

6 _____

5 _____

4 _____

3 _____

2 _____

1 _____

Wealth: _____