

BLACK PANTHER PUDDING

NO. 3



HERE WE GO,
BOYS. HOPE YOU
GOT YOUR
ESTATES IN
ORDER. >HEH<



BLACK PUDDING #3

An RPG zine by J. V. West

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COVER:

Fawn Rainchild of Pan-Gea has an encounter with the dreaded tremor worm!

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NAME: _____

RACE/CLASS: _____

LEVEL: _____

ALIGN: _____

XP

MAG HP

ABILITIES

SAVES

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

DESCRIPTION

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WIS	<input type="text"/>
DEX	<input type="text"/>
CON	<input type="text"/>
CHA	<input type="text"/>

AMMO

EQUIPMENT MAGIC ITEMS SKILLS SPELLS

AC TO HIT

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GEMS/JEWELS:

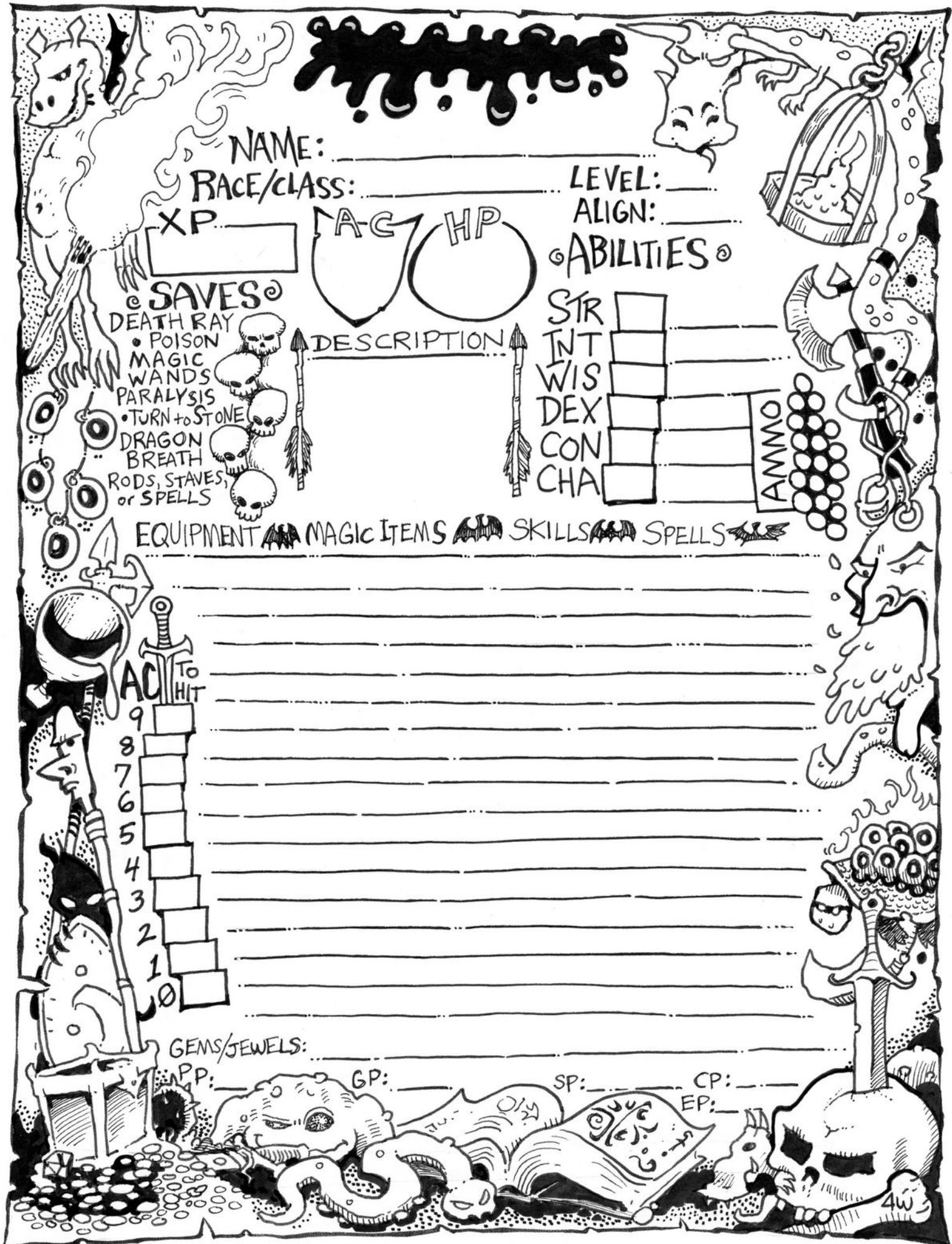
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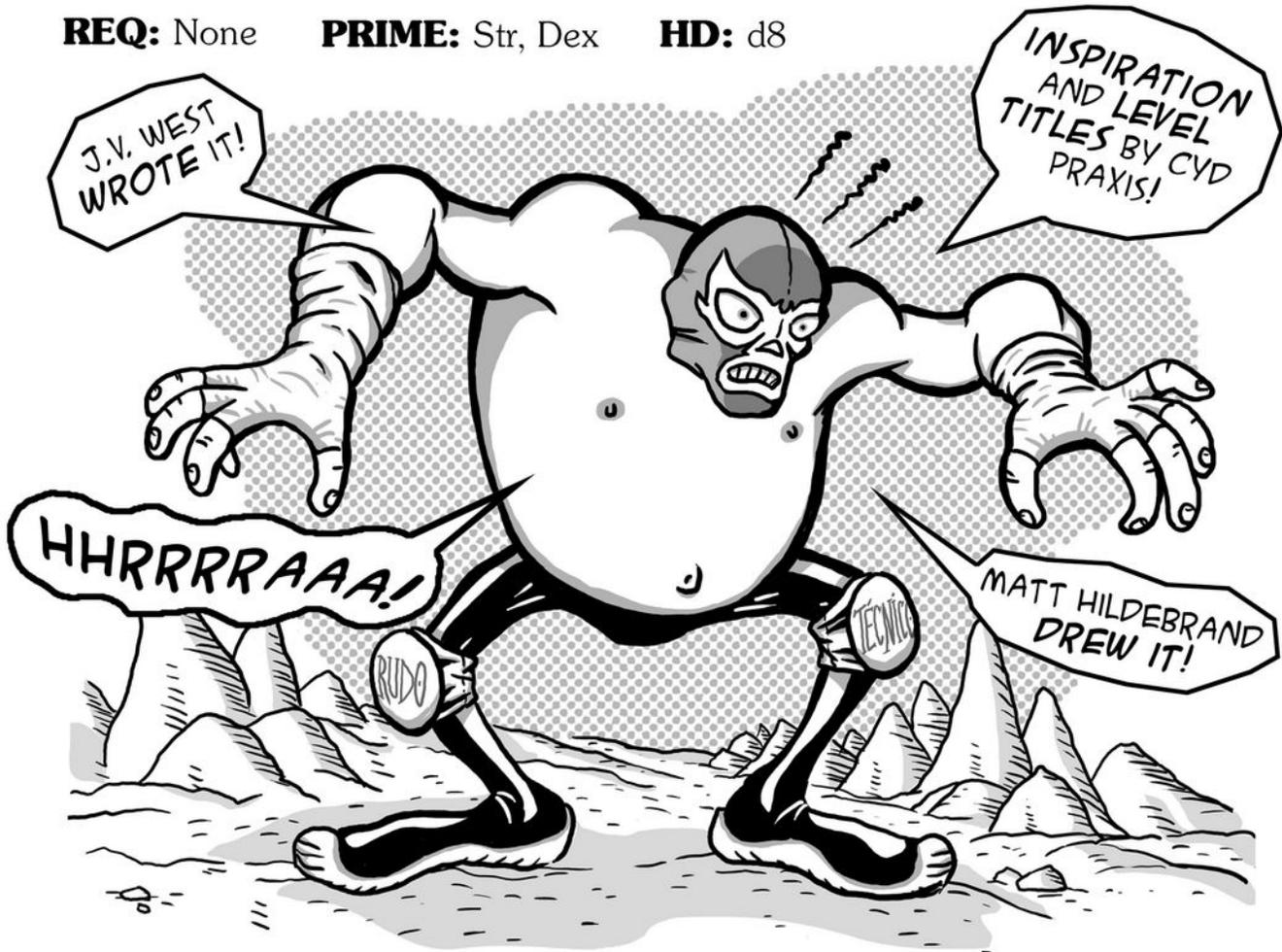
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LUCHADOR

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



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).

MOVES!

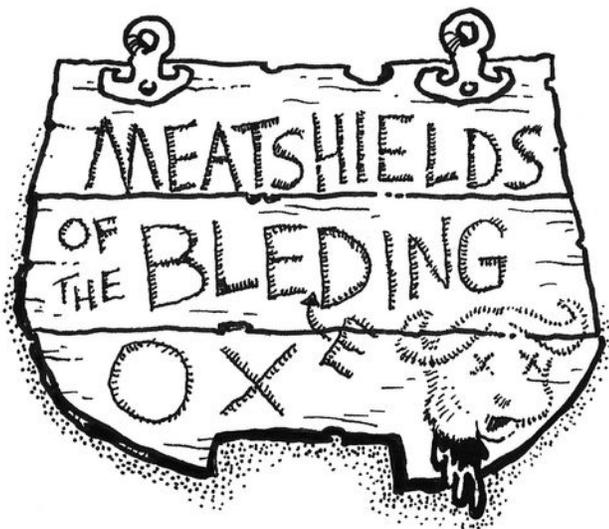
Gain 1 special move per level or "stack" a move to gain +1 to hit, +1 to damage, and +1 round stun duration when using the move. **RAAA!**

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.





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)

Con 13 (+1)

Int 10

Wis 10

Cha 12

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

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

Con 18 (+3)

Int 13 (+1)

Wis 15 (+1)

Cha 10

The wilds are in her blood.

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
AC 4 **HP** 25
Str 16 (+2)
Dex 13 (+1)
Con 16 (+2)
Int 13 (+1)
Wis 13 (+1)
Cha 8 (-1)

Turn-Ons Bloody battles
Turn-Offs Scenic travel montages

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

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
AC 5 **HP** 24
Str 17 (+2)
Dex 12
Con 13 (+1)
Int 9
Wis 8 (-1)
Cha 13 (+1)

Turn-Ons Epicness
Turn-Offs Stinky dwarves

Ain't nobody tells her what not to do.

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
AC 7 **HP** 8
Str 12
Dex 17 (+2)
Con 13 (+1)
Int 15 (+1)
Wis 13 (+1)
Cha 13 (+1)

Turn-Ons Earth magic
Turn-Offs Cities

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

Spells: *Allure*, *Magic Missile*.

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.

INTO THE NEST OF THE DOPPELGANGERS

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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).

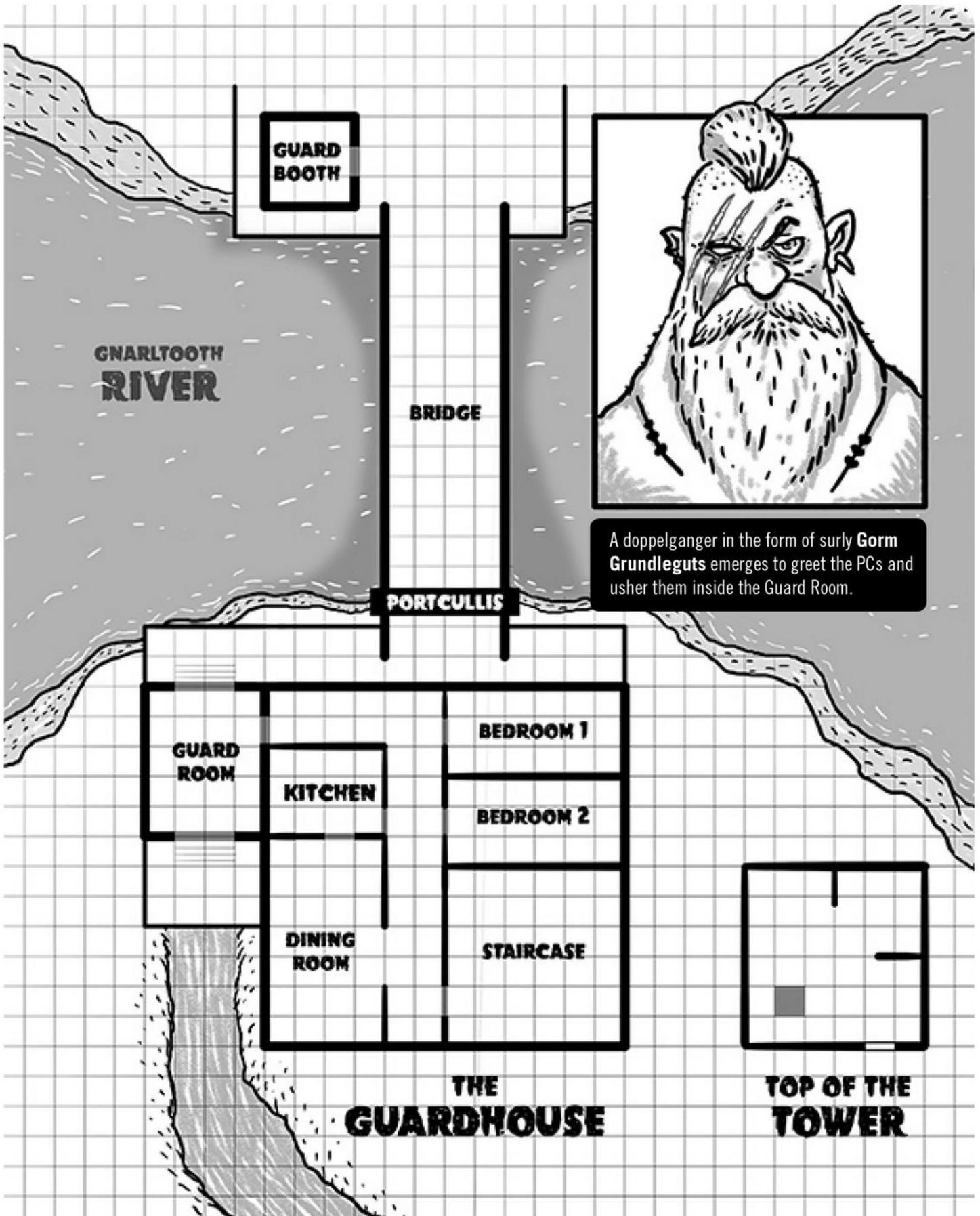
Odd Things Perceptive PCs Might Notice (d8)

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





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.



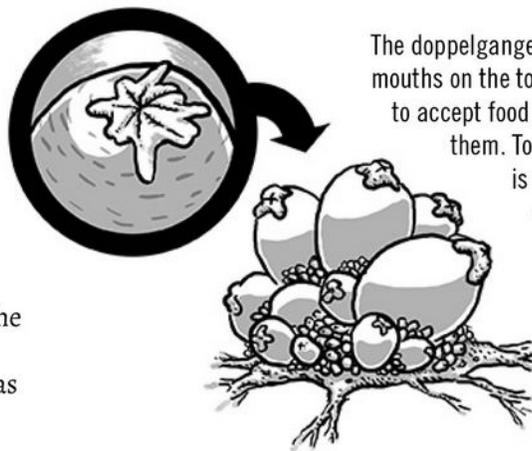
A smelly hobgoblin with obvious ochre-colored dungeon-rot festering up from his toes. He smells of ear wax and, strangely, asparagus. Any PCs who get too close must roll vs Poison or blow chow everywhere. How embarrassing!



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.



SHIELD MAIDEN

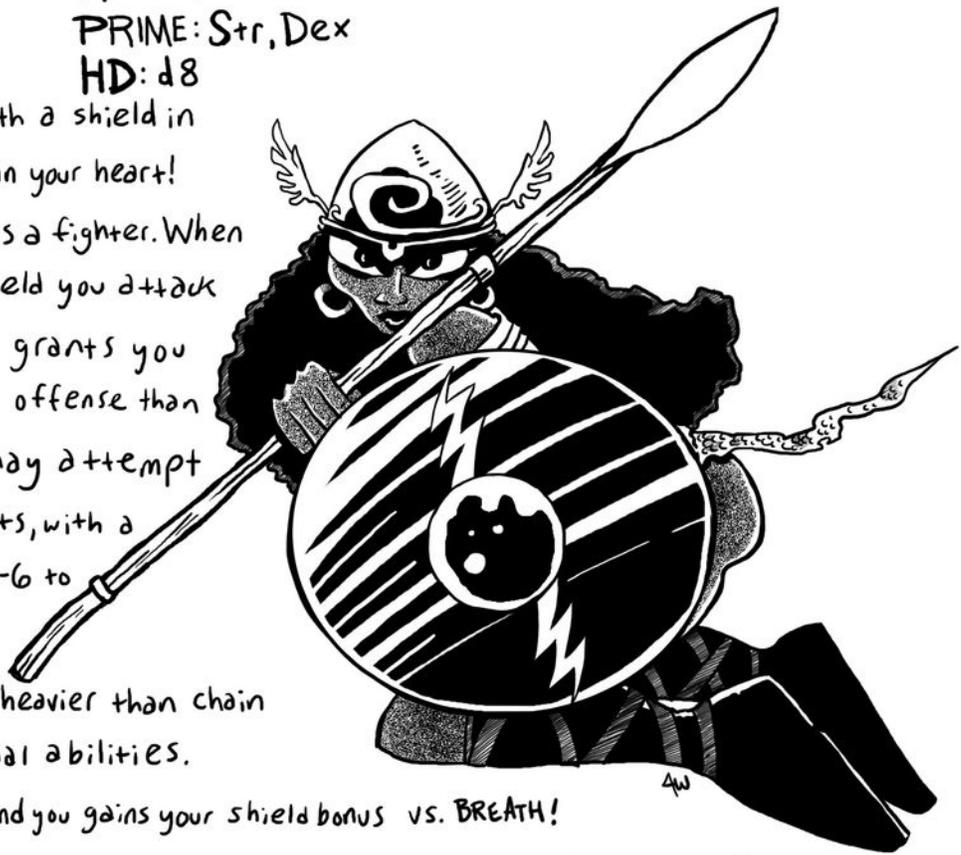
REQ: None
PRIME: Str, Dex
HD: d8

@ 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		820,000	9d8+8	+8	2d6	5
14	Shield Queen	945,000	9d8+10	+9	3d4	5



* Applies to AC and saves vs. BREATH



+1 shield, +5 vs. undead

Zelki can detect undead within 120' as long as the user concentrates. User can turn undead as an equivalent level cleric once per day.

Shembu was a dragon-slayer. Her shield grants the user the ability to absorb 1 breath attack and unleash it within 6 turns, once per day.



+1 shield, +3 vs. dragons

Devil's Dam can force up to 8 HD of targets back 40' if they fail to save vs. paralysis.

+2 shield



+1 shield



Mool is an angry little moon-man whose gaze can zap a single target within 60' with a *Magic Missile* spell once per day.

+3 shield



MOT-NOK

+1 shield, +2 vs. lawful

Mot-Nok casts *Fear* 1/day.

Mot-Nok sees through doors and tells its user what is there with scary mind-voice.

Rising Sun was the shield of a famed Shield Maiden who died battling the legions of Hell. It can *Detect Evil* and cast *Light* once per day each.

If sun, moon, or torch light is present, Rising Sun can reflect the light as a beam and deal 1d6 points of damage to a single target within 60' on a successful hit roll.

Rising Sun has an Intelligence of 14 and is Lawful Good. It seeks to defend the innocent and will not allow itself to be used for evil.

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.

★★★ **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 swifty.

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, Woles the Instant, Mentarr!



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



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 FAIL 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



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.

SAVES

LEVEL	BREATH	POISON DEATH	PARA	WAND	SPELS
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



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.



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.

HAG'S HUSBAND

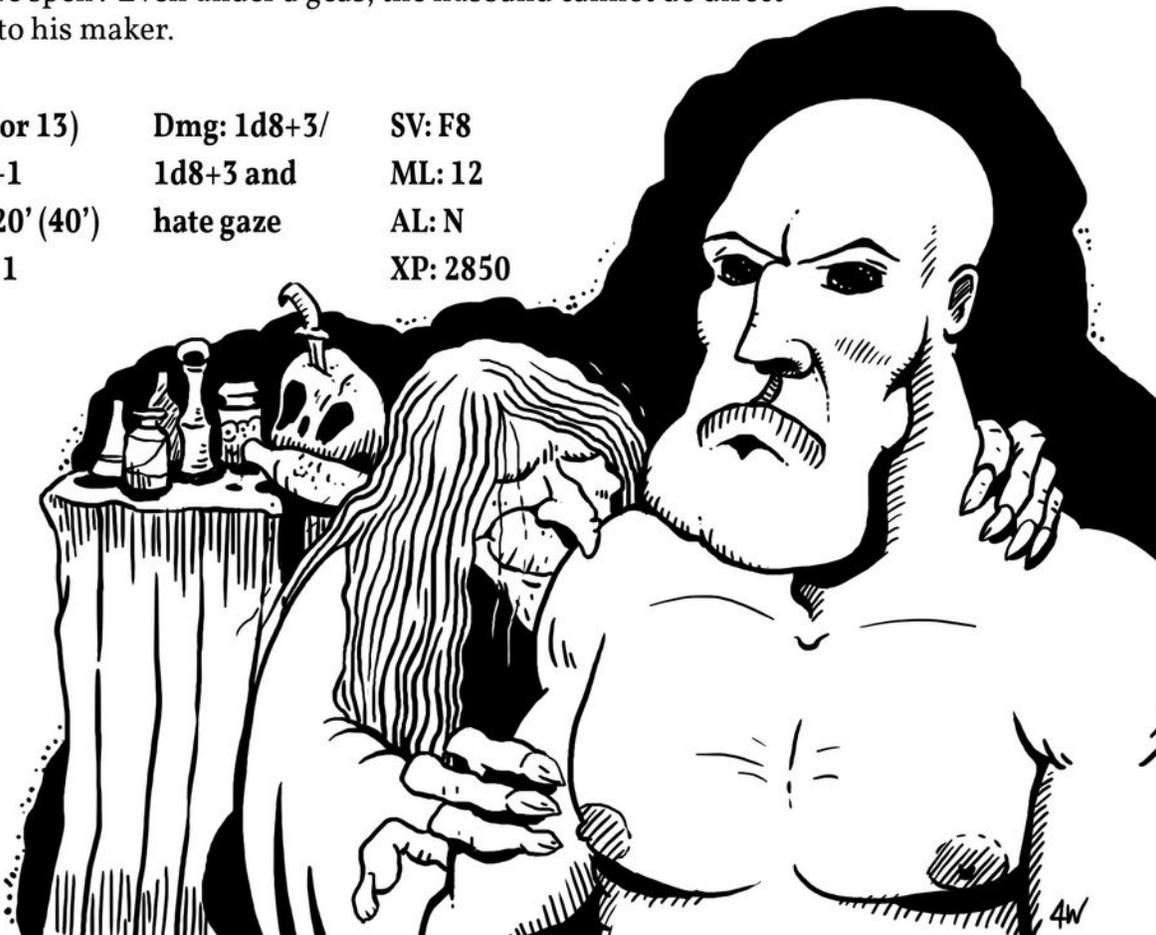
Sometimes a hag needs a man. If a hag has some dried mandrake root, a bunch of lover's lace, hair from a gunderpig, a pinch of narwhal bone dust, and the spells **Charm Monster** and **Geas**... well, all that's left to do is spend a few quiet nights at home working on her man. After getting a fresh 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.

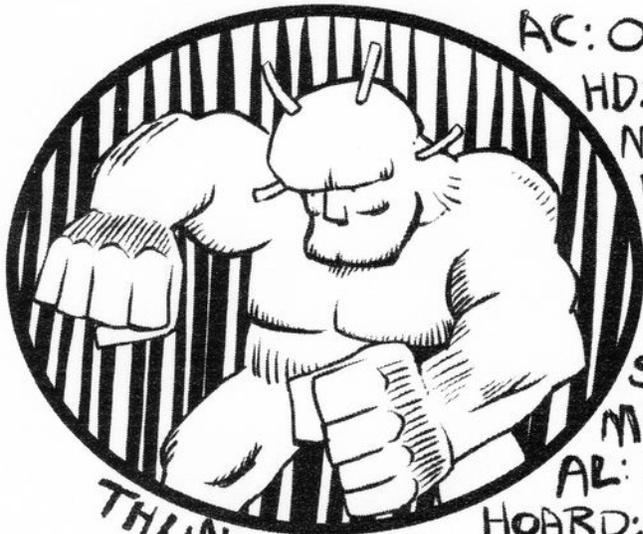
The hag's husband arises 3 days later and does her bidding, every day, forever. Now the thing is he's not really *happy* about it. After all, he was dead. Now he's alive, sort of, and a slave. So a kind of roiling hatred wells up in his soul. He can never focus this hate on the hag herself (or *himself*... 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





THUNDROM

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.

ORGTHOOL

AC: 4

ATK: 1

SV: F7

HD: 7

DMG: 3d6

ML: 9

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

AL: CE

HOARD: None XP: 1490

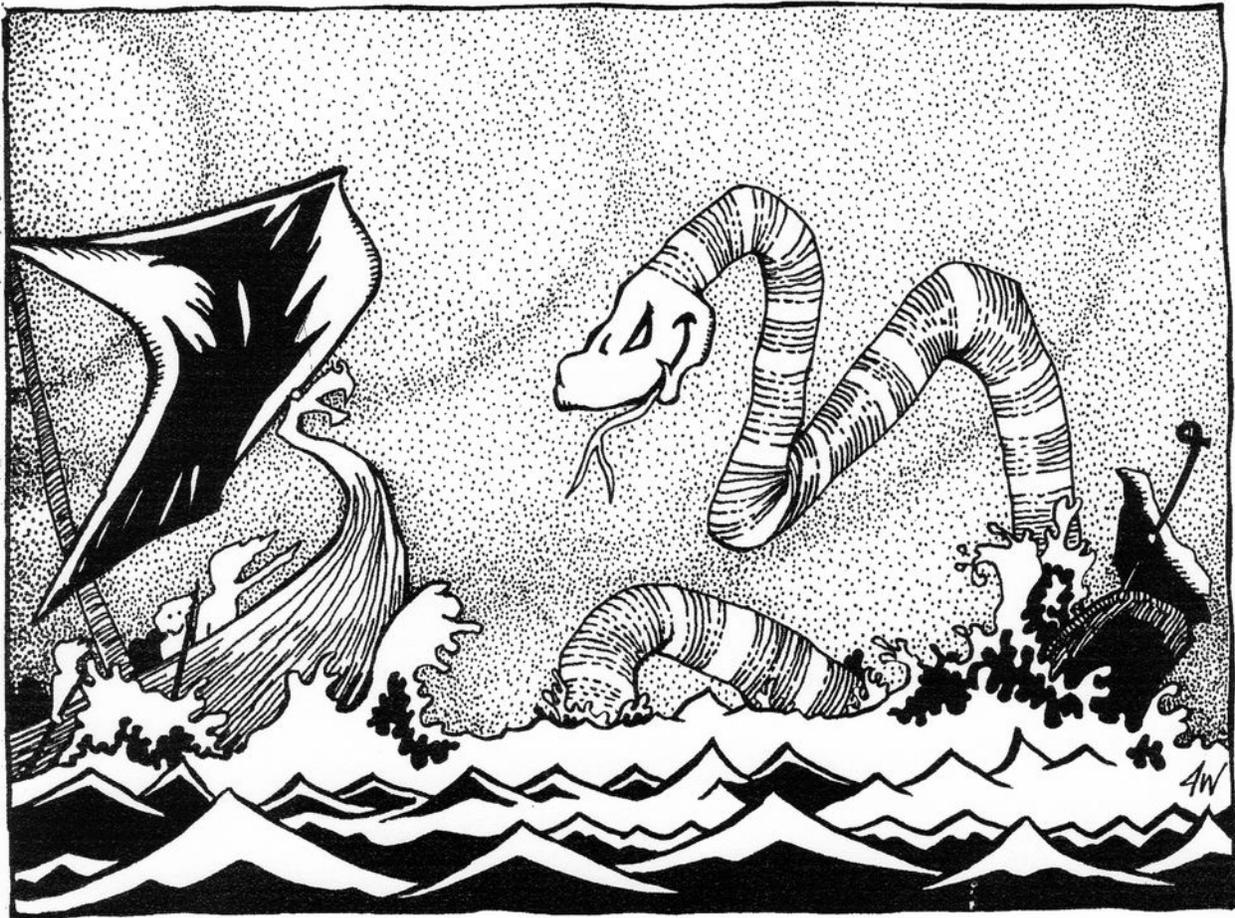
Orgthool are twisted demonic beasts without hearts. Having no blood, the creatures are forever seeking to devour it. They can smell exposed blood for up to 500', even through doors.

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.





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 szeznin 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.

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. Sals 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.



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 humanoid. 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 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?



