

BLACK PUDDING

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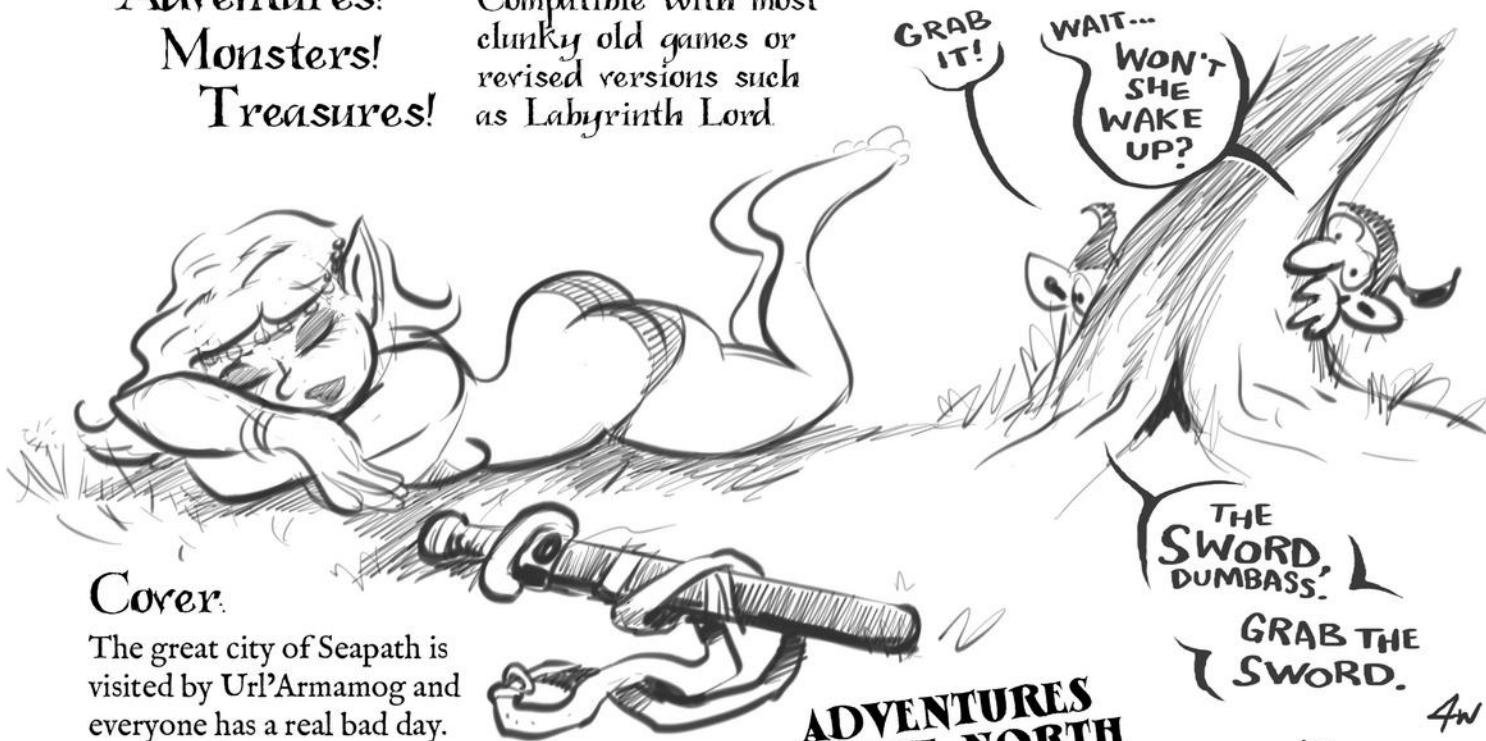
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BLACK PUDDING#5

An RPG zine by J.V. West

Adventures!
Monsters!
Treasures!

Compatible with most
clunky old games or
revised versions such
as Labyrinth Lord



Cover:

The great city of Seapath is visited by Url'Armamog and everyone has a real bad day.



Ed Heil (edheil.com) drew the snazzy wizard Malefysto on page 11.

ADVENTURES
IN THE NORTH
Page 21

Part One of a multi-part series
set in the world of Yira

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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. Aks 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

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

Jezy 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

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. **Jezy 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.



THE BOOK OF MARIGOLD



The Marigold Witch was a powerful protector of a once-lovely valley, now haunted by the undead. Her fate is unknown, but her book is hidden somewhere in the valley. If discovered, the book will immediately grow legs and run away at a speed of 150' until it is no longer pursued. If captured, it will issue a **Stinking Cloud** before giving up its secrets, whereupon the legs will fall off and turn to dust. Any evil caster attempting to read the book must save vs. spells or else be stricken dumb for 1d6 days. The book contains the following spells and rituals.

MARIGOLD CHARM

Level: 2

Duration: 1d6 turns

Range: self



The wizard casts a sphere of pungent aroma centered on herself. All within the 10' sphere become immune to poison, gas, and any attacks by spiders, insects, or bug-like monsters. Due to the smell, all within the sphere suffer a penalty of 3 to reaction rolls and are unable to surprise.



RITUAL OF THE RESILIENT SPIRIT

Level: 4

Duration: see below

Range: special



This ritual requires 3 days to cast and 1,000 gp worth of rare, powdered flowers which must be consumed in specially prepared teas. During the ritual, the wizard will go into deep trances and witness strange entities from other worlds. She may engage these entities in dialog (treat as Contact Other Plane, but with double the chance of insanity). During the ritual process, the wizard is vulnerable to attack and may benefit from setting guards and wards against interference.

The ritual targets 1 living creature that may be located anywhere as long as the wizard knows the creature is alive. At the end of day 3, the target is healed of all wounds, all curses are removed, lost limbs or eyes are recovered, senses are restored, and insanity is removed. Lost ability score points are also recovered. In addition, the target may make a saving throw vs. death. If successful, one ability score of the caster's choice is improved by 1 or the target gains a permanent +1 to a single type of saving throw. The caster can target herself, but this ritual cannot be performed on the same target more than once per year or else the effects will be opposite what is intended and may cause afterlife problems.

ARROW ROAD

Level: 3

Duration: special

Range: 60'



Up to 1 hour before casting, but at least 1 round, a path of arrows no more than 240' in length is traced by pointing a wizardly finger. Next round, when the spell is cast, all creatures in range that are targeted must save vs. spells or be compelled to walk the path and do nothing else. They may attempt the save again each time the path is walked. If the path leads to death, an additional save is allowed. The walking (or flying, crawling, ect.) continues until the save is made. Intelligent creatures who see the path (2 in 6 chance) gain +2 on their saving throws.

STAR TROLL

AC: 2 [17]
 HD: 8 +3
 MV: 12
 ATK: 2 claw
 DMG: 1d8/1d8

#APP: 1d2
 SV: F8
 ML: 11
 AL: C
 HOARD: VIIx2

The Star Troll can see in any darkness, regenerates 3 hp/round, and can travel astrally at will. It has vast cosmic wisdom, but can only access correct information on a roll of 1-4 in 6 and only if negotiations are successful (reaction roll of 10 or better). They cannot heal damage from fire or electricity and will die instantly if beheaded. Other cut off appendages will regrow in 3 rounds. The Star Troll delights in consuming elf flesh, alive.



IPZEE

AC: 4 [15]
 HD: 7+2
 MV: 9
 ATK: 2
 DMG: 1d12 Bite/
 1d6 Sting+Poison

#APP: 1d4
 SV: F7
 ML: 9
 AL: C
 HOARD: VII

Ipzee are cave-dwellers with a venomous sting (save vs. poison or -1 Con, each round until save is made). They sleep all day and have short stubby legs. They cannot be knocked prone. Ipzee teeth are worth 100 gp each and 10+2d6 can be harvested. A wizard of level 11 or better can use an ipzee tooth to create a magic wand. The Ipzee keeps its treasure in its guts, for safe keeping. Any human-sized target or smaller will be swallowed whole by an Ipzee on a hit of 16 or better, taking 1d10 damage per round until rescued or dead. Ipzee issue a horrifying scream when stabbed. It's quite dreadful. PCs of less than 4 levels must save vs. spells or flee.

Ninja Devils are 3' tall bastards who travel in packs, practicing the art of assassination for unknown masters. They move very fast, sprinting at a speed that is always slightly faster than their target. Their supernatural speed makes them impossible to surprise. They only hunt at night and will take 1d6 points of damage per turn when exposed to sunlight. They can jump 30' in any direction and *Teleport* 60' once per turn. Naturally, they throw stars and smoke bombs (20' radius save vs. paralysis or blind 1d6 rounds).

NINJA DEVIL

AC: 5 [14]
 HD: 2
 MV: 15
 ATK: 2
 DMG: 1d6 ca.
 #APP: 3d6
 SV: F2
 ML: 10
 AL: N
 HOARD: IX



ANGRY SHELL AC: -3 [22] ATK: 1 SV: F13
 HD: 13 DMG: 2d12 ML: 11
 MV: 9 #APP: 1 CHOMP AL: N
 HOARD: XV



The Angry Shell does not like to be disturbed in its watery bed. The 20' radius beast will snap you in half on a natural 20.

These creatures can speak 1d20 languages and may engage in barter or conversation if offered an incredible treasure. The shell's hardness is augmented by 1d100 random gems embedded therein. The Angry Shell has a 75% resistance to all magical attacks and cannot be affected by mind-altering magic or psionics.



ARQOD ILLUMINARA

AC: 6 [13]
HD: 7+1
MV: 120' (40')
Atk: 1 spell or claw
Dmg: by spell or
1d8

App: 1d3
Save: F7
ML: 8
Hoard: VII
AL: LE

Long ago when the hot world was starting to cool and Hunter Raven yet hunted the forests of the earth, the Arqod were born. Their wisdom preceded time. Their power eclipsed the Sun and Moon. They held sway over a vast realm of the western world. In time, the Arqod children overthrew their parents - first of the Arqod - in a great war, devastating the west. Now only remnants of the Arqod remain... proud and ancient mind-bending creatures of fearsome visage worshiped as gods by primitive humans and bestial races.

These bipedal creatures stand 9' tall and rarely speak. They communicate telepathically with one another over a distance of 10 miles and can project their thoughts into any sentient creature within sight. They may *Command* at will, *Charm* once per day, and may cast 1d6 1st or 2nd level spells as a 5th level wizard. Each Illuminara has an Intelligence of 16+1d3 and may engage in conversation or trade secrets under the right conditions. Each is always accompanied by 2d4 servants, including champions and dreadlings and other monsters of 4 HD or less.

ARQOD CHAMPION

AC: 3 [16]
HD: 6+2
MV: 120' (40')
Atk: 2
Dmg: 1d8/1d8

App: 1d4
Save: F6
ML: 11
Hoard: I, II, IV
AL: NE



Certain dreadlings, being of a greater constitution and more fearsome prowess, bear the armor of champions and lead the charge of lesser beings in the service of the Illuminara, children of the Originals.

Arqod champions are zealots who gain +3 vs. Fear and cannot be poisoned or held by any Hold spells. They regenerate 1 hit point per round and gain +2 to hit and damage on their first round of combat, such is their rage. If a champion's attack roll is a natural 20, they will also automatically hit a second time against the same target or any other target within 10'.





ARQOD DREADLING

AC: 5 [14]

HD: 4

MV: 120' (40')

Atk: 2 claw or 1 bite

Dmg: 1d6/1d6 or
1d8+1

App: 1d10

Save: F4

ML: 12

Hoard: None

AL: CE

Give us your *bones to chew*. Give us your *brains to suck!* Give us your flesh and blood... raw and dripping!

Dreadlings are spawned in the offal pools of the Arqod sauropods. They are maniacal devotees of the Arqod Illuminara, willing to cast themselves upon spears at their masters' request. They hunger for living flesh, particularly the flesh of the Unwashed. Their claws cause nasty infection in those who fail to save, dealing 1d4 points of damage per day until the disease is cured.

ARQOD SAUROPOD

AC: 4 [15]

HD: 10 to 16

MV: 120' [40']

Atk: 1 bite, stomp,
or tail smash

Dmg: 2d8/4d6/2d6

App: 1d4

Save: F10

ML: 9

Hoard: None

AL: CN



Stomping through the western lowlands on legs that resemble 20' tall temple pillars, the Arqod sauropods are the ancient mounts of the Arqod Lords. Their flesh is shiny and tough, their leering grins full of nasty teeth, and their minds are filled with mischief. When not stomping people into the mud, they delight in playing pranks on each other or lying in wait, doing their best to look like hills or mounds of earth... until a poor passerby is taken by shock and awe when the behemothian monster lurches up, *miraculously catlike*, and gobbles them whole.

Sauropods are never surprised. Their tails, being a bit too bulky, cause them to suffer -1 to hit when using them. But a hit from the tail of one of these monsters will send the target flying 1d20'.

While it is a sin against the Arqod gods to hunt sauropods, it is a mark of valor to slay one in combat. And the best part is that their innards are filled with a creamy yellow ichor that has multiple magical properties and fetches up to 1,000 gp per conditioned flask.

Harvesting the ichor takes 1 hour per 1d6 flasks. Conditioning it requires knowledge of the process and access to wizarding implements as well as the ability to cast *Floating Disc*. Exposure to the ichor in the conditioning process causes 1d4 hit points of noxious damage per hour (save for half) and the whole process takes 1 hour per flask to complete. Unconditioned ichor stinks worse than an ork's bowels and turns rancid and unusable within 3 days of harvesting. Conditioned ichor is prized for its use as golem blood.



NINJA

You are a silent assassin, dressed in black, a shadow of death.

You can wear only cloth armor or specialized, non-metal ninja armor and you cannot carry a shield. You must garb yourself in black, including a black mask. You may also wear all white or all green, depending on the environment in which you are working and the dictates of your **Ninja Order**. You cannot wield 2-handed weapons. You have exceptional skill with ranged attacks of any kind, gaining bonuses to hit and damage per level. You have a deadly backstab attack, like a thief (but better). If the die face on a successful backstab equals or exceeds your **Deathblow** number, the target must *save or die*. You must be undetected in order to make a backstab attack.

You are very quiet and can surprise opponents frequently even when not attempting to use stealth.

You are very, very fast. You attack and save as a thief.

Flash Bombs: At level 4 and above you learn to craft various flash and smoke bombs. A flash bomb will blind targets for 1d4 rounds within a 10' radius on a failed save vs. paralysis. A smoke bomb will cause blindness within the bomb's radius of 10' to all parties, including you (no save). But a smoke bomb or a flash bomb will allow you to make a stealth roll mid-combat and escape unseen.

A flash bomb costs 20 gp and 1 hour to produce, assuming materials and workspace are available. A smoke bomb costs 10 gp.

Ninja Order: You belong to a Ninja Order, which has requirements you must fulfill or else be blacklisted. A blacklisted ninja is a target for assassination. Anyone who knows that you are a ninja will distrust you (disadvantage on reaction rolls).

LEVEL	XP	TITLE	HP	MOVE	SURPRISE ON	BACKSTAB	CLIMB	STEALTH	RANGED ATTACK*	DEATH BLOW
1	0	Tiny Shadow	1d4	40'	1-2	+4/x2	90	40	+1/+0	20
2	1400	Silent Runner	2d4	50'	1-2	+4/x2	91	45	+1/+1	20
3	2800	Wall Runner	3d4	50'	1-3	+4/x3	92	55	+2/+1	20
4	5600	Masked Slayer	4d4	60'	1-3	+4/x3	93	65	+2/+2	19
5	11200	Shadow Dancer	5d4	60'	1-3	+5/x3	94	75	+3/+2	19
6	22400	Silent Killer	6d4	70'	1-4	+5/x3	95	85	+3/+3	19
7	44800	Deadly Shade	7d4	70'	1-4	+5/x4	96	95	+4/+3	18
8	90000	Unseen	8d4	80'	1-4	+5/x4	97	96	+4/+4	18
9	180000	Ninja	9d4	80'	1-4	+5/x4	98	97	+5/+4	17
10	300000	Ninja Master	9d4+2**	90'	1-5	+5/x5	99	98	+5/+5	16

* To Hit/Damage

** +2 hit points per level after 9, Con bonus no longer applies



DS	NINJA ORDER	REQUIRED	DS	NINJA ORDER	REQUIRED
1	Black Hood	Only black garb	5	Silent Sun	Never speak
2	Red Finger	Red gloves	6	Morbid Moon	Honor undead
3	Night Father	Only garbed at night	7	Unseen Hand	Anonymous
4	Dark Wing	Crow symbol	8	Fire Spirit	Fire worship





THE RAT QUEEN DIES TONIGHT

PC levels 4-5. For *Labyrinth Lord* and other old school games.

The Rat Queen made a pact with a devil to defend her treasure, but tonight she must fulfill her final promise: she must DIE. The PCs follow a swarm of evil rats to the broken entrance of the Rat Queen's domain... were they lured?

1. ENTRANCE

Broken, leaning stones. Animal scent. Blocked, 2 turns to clear.

2. TOMB

Pillaged, bones litter floor. Prayer bowl with foul water.

TRAP: Rats trapped lids of coffins to shoot crossbow bolts from west wall. Save vs. Paralysis, 1d6 dmg. Coffins empty.

3. PASSAGE

Empty. Bloody scratches on walls. Bones.

TRAP: Tripwires on stairs. First wire does nothing. Second wire is crossbow trap, as above, from north wall.

4. LOWER TOMB

Funeral urns on pedestals, broken, ashes scattered. Middle urn: image of wizard named "Malefysto". Magical PC might know name on Int check.

Prayer bowl empty save for **Bony Finger**.

5. BROKEN ALCOVE

Stairs to shrine, broken, forgotten. Silver bowl (60gp), rubble-blocked entrance to natural cavern. Warm breeze flows. 1d4 turns to clear rubble.

6. PIT OF HELLISH WIND

Slanted floor, moist. Dex check or slip. Save vs. Paralysis to grab edge of ravine leading to yawning, black abyss and hot, hot, wet winds.

Examination reveals tight passage to north leading up to surface. Only small PCs can fit easily; others must doff armor and gear to fit.

TRAP: If ratpeople detect PCs, they will hurl a flask of oil onto slope. All Dex checks made at -5 to Dex score.

7. MAIN TUNNEL

Half-wall of rubble, 2 slain ratpeople guards drained by Old Fisher. 2 rusty daggers, 1 small crossbow, 4 bolts.

8. HUMID CATHERAL

40' high domed ceiling, natural large cavern. Very hot and humid. Armored PCs Con check each turn or -1 attacks/damage until rest.

RUST: Each turn save vs. Poison or random non-magical metal item rusts and crumbles

8a. POOLS OF RUIN

2 pools reddish water, sulfur smell, connected 10' below surface. 30' depth. Here dwells devil creature **Hyggin**: AC 6; HD 7; hp 36; Atk 2d4+2; MV 50' water, 30' land; ML 9; AL LE.

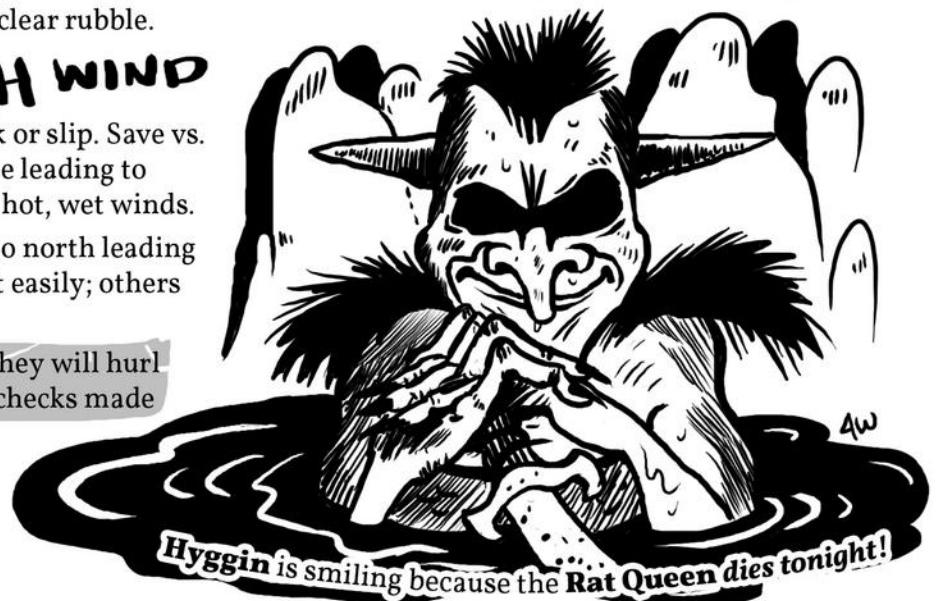
Rusty red Scimitar +2.

Cast 1/day each: *Fear, Sleep, Hold, Charm Person, Charm Monster, Teleport, Fireball.*

Immune to: *Fear, Sleep, Hold, Charm.*

Once you make a deal with Hyggin, you are bound - as if *Cursed* - to keep your end of the bargain or else your soul is immediately sucked into his black eyes.

He will make deals for all manner of treasures and services. What he offers in return is information that he gleans from his **Crystal Ball**, which he keeps in a chest at the bottom of his pool along with a **Wand of Paralyzation** (1d20 charges) and a **Gem of Protection +1**. Scattered around his pool's floor are 1d100 gems worth 1d100 gp each.



THE RAT QUEEN DIES TONIGHT

8b. SACRIFICE POOL

Boiling pool used monthly by Rat Queen to sacrifice victims in fulfillment of her deal with Hyggin. Falling in water deals 1d10 dmg/round. Bottom of 20' deep pool holds victims' loot: 159 gp, 37 pp, **Ring of Water Walking**, **Studded Leather +1**, sealed scroll case w/scroll (**Magic Missile**, **Floating Disc**, **Fly**, **Cloudkill**).

8c. TREASURE

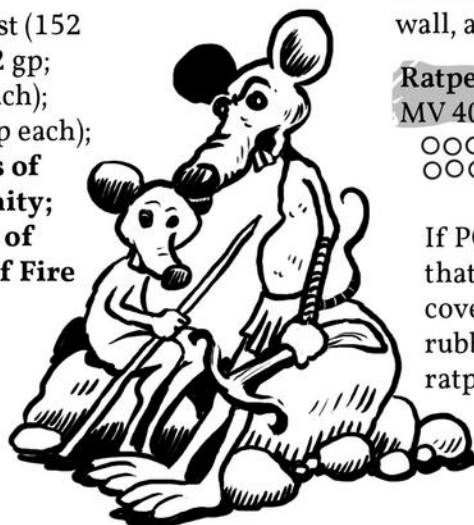
Ratpeople's treasure pile, protected by Hyggin's 3 curses as part of deal with Rat Queen.

1. **RING OF COOKING:** Non-ratpeople passing into treasure zone take 1d10 dmg from magic heat. Bypass with magical fire resistance, **Passwall**, or **Remove Curse**.
2. **SALAMANDER SURPRISE:** Non-rats awaken 2 flame salamanders, irritated at being conscripted in dank cave. Rapturous slaying begins.
Flame Salamanders: AC 2; HD 8; hp 40 ea; Atk 1d4/1d4/1d8; MV 40'; ML 12; AL N
3. **ILLUSION OF LOSS:** If treasure touched, it will seem to turn to rust. This illusion can be defeated by save vs. Spells or casting **Dispel Magic**.

If PCs get hands on treasure, Rat Queen's deal with Hyggin is canceled and she no longer has to die tonight. At least not by plan.

Rat Queen will be happy, but will not allow PCs to take any treasure, instead turning on them. Only if she is wounded by half her hit points or greater will she back off and relinquish her treasure.

HOARD: Chest (97 pp); chest (152 gp); chest (332 sp); sack (152 gp); sack (10 gems x 1d100 gp each); chest (1d20 gems x 1d100 gp each); **Sword +1**; **Mace +1**; **Hoops of Hypnotism**; **Ring of Insanity**; **Potion of Healing**; **Potion of Spider Climbing**; **Shield of Fire Resistance +2**.



9. THE OLD FISHER

Brackish water, warm, foul. 40' wide, 20' deep. 10' island at center with small alcove in which is hidden a chest containing **Malefysto's Grimoire of Nefarious Incantations**. The Old Fisher will not let this treasure go easily.

The Old Fisher: AC 5; HD 5+1; hp 26; Atk 1d4 hook/1d10 bite; MV 40'; ML 8; AL CE

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Middle finger hook 40' range. Hook delivers venom (save vs. Paralysis or unable to move 1d6 turns). Jaws open REAL wide.



10. RAT DEATH POOL

Nasty water filled with dead rats. Weird blind fish feed on bodies. If PCs linger here, 6 zombie ratpeople will crawl out of the water and try to eat the PCs' brains.

Ratpeople Zombies: AC 8; HD 2; hp 6 each; Atk 1d4; MV 40'; ML 12; AL CE

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11. HIDDEN TUNNEL

Rubble. 3 ratpeople guards behind rubble wall, armed with short bows.

Ratpeople: AC 6; HD 1+1; hp 7, 6, 5; Atk 1d4; MV 40'; ML 6; AL CN

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If PCs can search the area, they will note that the rubble on the northeast wall covers a tunnel. Digging through this rubble will take 1d6 turns and will alert the ratpeople on a roll of 3 in 6.

THE RAT QUEEN DIES TONIGHT

12. TREASURE TUNNEL

The tunnel is used by the ratpeople to haul their goods to and from the treasure trove in area 8c. Any creature taller than a halfling may trigger a wire TRAP in the ceiling of the tunnel that drop sacks of poison gas - save vs. poison or take 1d6 dmg per round for 1d6 rounds.

13. LAIR OF THE RAT QUEEN

Large high roof chamber similar to Area 8, but far less hot and humid. Almost comfortable, but very stinky and littered with rat droppings. Many rats scurry about and will alert the ratpeople of intruders.

Ratpeople: AC 6; HD 1+1; hp 5 each; Atk 1d4; MV 40'; ML 6; AL CN

Ratpeople Champions: AC 5; HD 3+1; hp 20, 17, 17 each; Atk 1d6+1; MV 40'; ML 9; AL CN

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The Rat Queen: AC 3; HD 7+2; hp 41; Atk 1d8; MV 40'; ML 10; AL CN

She wears a **Ring of Protection +2** and carries her magical snake, which can become a **Whip +2** and strike from 20'. She can cast the following spells 1/day each: **Cure or Cause Light Wounds, Spider Climb, Hold Person, Malefysto's Avian Alarm.**

She wishes only to preserve her people and her power and, most importantly, her treasure. She will negotiate any deal to get the PCs to help break the pact with Hyggin, and will break that deal in a heartbeat. If she loses half or more hit points, she will surrender fully.

WANDERING MONSTERS

1d6	MONSTER
1-2	2d4 giant rats
3	lizard, tuatara
4	owlbear
5	troll
6	weasel, giant

Roll for wandering monsters anywhere in the caverns.

37 ratpeople dwell here along with 3 ratpeople champions and the Rat Queen herself. The northeast area is where the Rat Queen resides on her ratty couch, surrounded by fawning ratpeople and lots of pillaged food in various states of decay. There are also 6 barrels of decent beer the thieves pilfered from a recent raid.

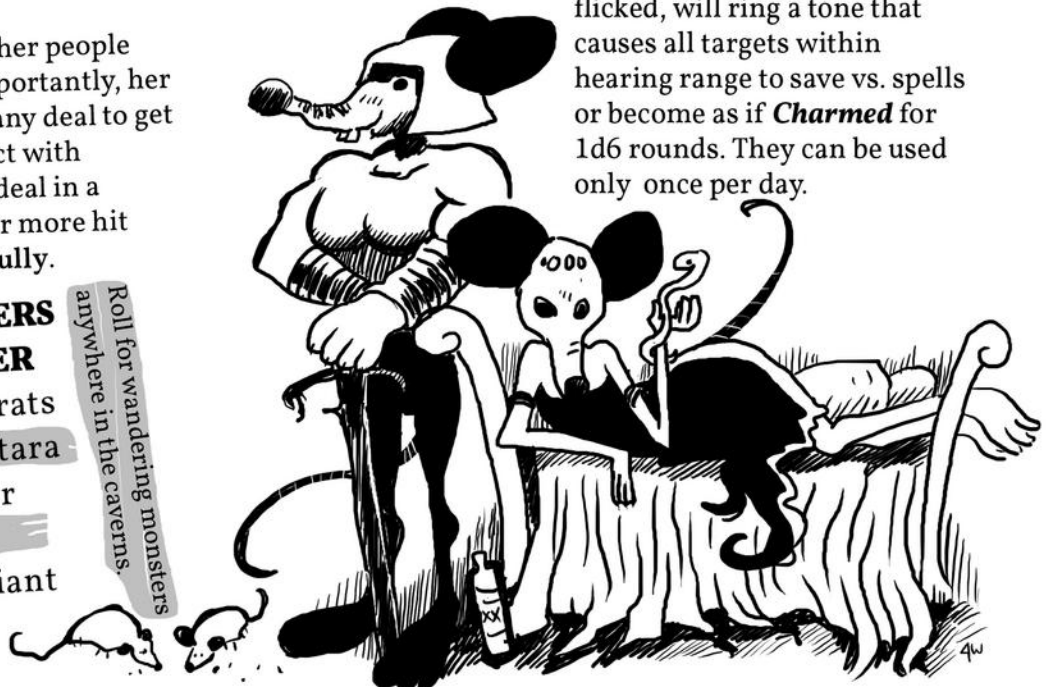
The primary entry and exit to the lair is located in the northeast of the chamber and is hidden by a hide blanket and watched at all times by 5 ratpeople. The exit leads to a narrow tunnel that reaches its end topside, hidden from view by thick foliage.

NEW MAGIC ITEMS

Ring of Insanity: When this ring is put on, the wearer feels more robust, more powerful, more capable. But this is a *cursed* ring that will cause a random insanity to take hold.

Hoops of Hypnotism: These gawdy hoop earrings, when

flicked, will ring a tone that causes all targets within hearing range to save vs. spells or become as if **Charmed** for 1d6 rounds. They can be used only once per day.



MALEFYSTO'S GRIMOIRE OF NEFARIOUS INCANTATIONS

Locked, the book will gaze upon you with *Malefysto's Eyes of Doom* if you try to open it without the password, a *Remove Curse* spell, or a damn good thief. The titular wizard enjoyed scribbling limmericks in the margins.

MALEFYSTO'S HANDS OF FIRE

Level: 3

Range: Self or 60'

Duration: 1 turn

Your hands become torches of red hot flame, casting light in a 40' radius and making your punch attacks deal 1d8 points of fire damage. Each time you touch or punch something flammable, there is a 4 in 6 chance it will light up in glorious fire and take 1d6 damage per round until the fire is put out. When you grow bored with your flaming hands, you can throw each wreath of flame as a mini fireball that deals 2d6 points of damage on a successful ranged attack. Yes... that means you can throw both in one round, making two attacks! *The fighter will be so jealous.*



MALEFYSTO'S EYES OF DOOM

Level: 5

Range: 30'

Duration: 1d6 rounds

Your eyes become like the blackness of the abyss and all enemies you look upon must save vs. death or die! Well, sort of. They are vaporized into a dust cloud of black ichor. Their consciousness is scattered across the Astral Plane, rendering them utterly helpless and, for all practical purposes, dead. But the victim's effects are not affected and certain spells cast upon a possession of the victim will bring them screaming back into existence, having experienced millions of years of horror and loneliness regardless of the actual time they were gone. The spells that can be used to bring back a victim of this spell are presented below, along with their caveats. This is a gaze attack, so you can only gaze upon 1 target per round.

Cure Disease: Victim must save vs. paralysis. On rolling a 1, they are gone forever. On rolling a 20, they gain +1 to Constitution.

Remove Curse or Restoration: Victim is immediately restored.

Cure Serious Wounds: Victim comes back, but loses 1 point of Constitution.

Raise Dead: Will not work... because death has not actually happened.

Commune: Caster can speak with the victim, gaining insight into their condition that will allow restoration upon casting a simple Cure Light Wounds.

Animate Dead: Victim comes back if they pass a save vs. spells.

Wish: Will work, but some extra-planar entity absolutely will take notice.

MALEFYSTO'S AVIAN ALARM

Level: 2

Range: 20'

Duration: 1 round (1 squawk)

You throw your head back and squawk loudly like some kind of terror bird. Roll 1d6. If the result is 1, you sound like an emaciated titmouse and nobody is impressed. On a roll of 2-5, you sound fearsome and any enemy creature in range must save vs. spells or run for 1d6 rounds, as if in *Fear*. On a roll of 6, every creature within range must make that save.



THEY COME... BUT WHAT ARE THEY?

- d20 LOOKS LIKE**
- 1 WOLF
 - 2 BLOB
 - 3 ~~STONE~~
 - 4 METAL
 - 5 WOOD
 - 6 BEAR
 - 7 WIZARD
 - 8 TOOTHY BEAST
 - 9 FIRE
 - 10 HAWK
 - 11 FEY
 - 12 GOBLINOID
 - 13 SPIKE-HEAD
 - 14 CACTUS
 - 15 LIZARD
 - 16 RAT-THING
 - 17 SAND
 - 18 SPHERE
 - 19 BUFF HUMAN
 - 20 WARTY WITCH

- d10 ALIGNMENT**
- 0 LAW
 - 1-2 KINDLY
 - 3 CHAOS
 - 4 NAUGHTY
 - 5-7 NEUTRAL
 - 8 SHEER EVIL
 - 9 SELFISH
 - 10 GOODY

- d12 HOW TOUGH?**
- 1 WIMPY KOBOLD
 - 2-3 BANDIT
 - 4-6 GHOULISH
 - 7-8 OGRE-LIKE
 - 9 WEE DRAGON
 - 10 NASTY DEVIL
 - 11 PURPLE!
 - 12 GIANT ROC

MAGIC d20

- 1-5 NONE
- 6-10 ONLY HIT BY IT
- 11 1d100% RESISTANCE
- 12 FIRE
- 13 ICE
- 14 1d6 WIZARD LEVELS
- 15 1d6 SPELL-LIKE POWERS
- 16 MENTAL BLAST
- 17-18 MAGIC WEAPON
- 19 REGENERATION
- 20 ENERGY DRAIN

d20 SPECIAL DEFENSES

- 1-NONE...Takes max DMG!
- 2-8-NONE
- 9-10-AC+1
- 11-14-AC+1d4
- 15-16-IMMUNE →
- 17-SHIELD SPELL 1/day
- 18-BIO-SHELL ABSORBS 1d20 HP
- 19-REGENERATE 1d6/ROUND
- 20-MAGIC ARMOR

1-FIRE
2-COLD
3-ILLUSION
4-BLUNT
5-SLASH
6-MAGIC

d20 SMELLS LIKE

1. BUTTER 2. BEER
3. ROT 4. GARLIC
5. SULFUR 6. CABBAGE
7. ROSES 8. GRASS
9. LEMON 10. BREAD
11. SWEAT 12. ONION
13. WET DOG 14. MILDEW
15. FLATULENCE 16. PERFUME
17. SOAP 18. BURNT BEANS
19. HONEYSUCKLE 20. CHARRED FLESH

Compare to Equivalent Monster

SPECIAL ATTACKS d100

- 1-5 NONE...-2 to hit
- 6-50 NONE
- 51-58 CHARGE
- 59-62 THROWS JUNK
- 63-67 DISARMS
- 68-71 GAZE
- 72-77 BREATH
- 78-82 SCREAM
- 83-85 SPORES
- 86-91 SUMMON GOONS
- 92-97 KNOCKDOWN
- 98-100 DEATH TOUCH

SOUNDS LIKE... d20

- 1 LION 2 DOG
 - 3 THUNDER
 - 4 HOWLS 6 WET FLESH
 - 5 MECHANICAL
 - 7 CRACKLES
 - 8 GURGLING DRAIN
 - 9 FOOT STUCK IN MUD 10 ANGRY BEAVER
 - 10 SCREECH 12 WHISTLING
 - 14 BONE-ON-BONE 13 SCRATCHING BONE
 - 16 HEAVY BREATHING 15 BOOM
 - 18 DRY RUSTLING 17 CHATTERING
 - 19 SLURPING 20 PSYCHO MUMBLING...
- HMM-HMM GRMBUK-K-K
CH-CH-CH HAH-HA ZI-ZI-ZI-ZI!

HOW MANY?

- d6
- 1 Only 1
 - 2 1d6
 - 3 1d8
 - 4 1d10
 - 5 MAX
 - 6 Double





ORBII

You are a small, roundish creature and a member of an ancient race of protectors. Long ago, you are told, your kind protected the **Daughters of the Moon**. But those days are long gone and now the Orbii strive to fit into a world in which they are outsiders. Orbii villages lie in the wild lands of the earth. Your people have learned to vary their skills and hone their crafts in the face of great challenges.

HD: d6

Attack/Save: Thief

Weapons/Armor: Any 1-handed; any armor that fits

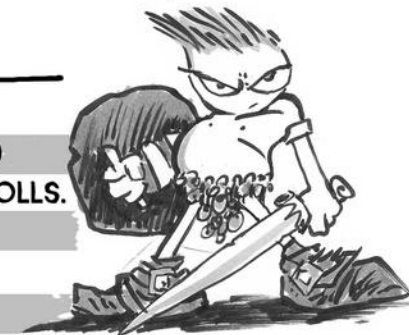
LEVEL	XP	TITLE	HD	MOON LUCK
1	0	WEEDLING	1D6	1/DAY
2	1300	QUAINTLING	2D6	1/DAY
3	2600	TUMBLER	3D6	2/DAY
4	5500	SPIRIT CHASER	4D6	2/DAY
5	11000	PHASLING	5D6	3/DAY
6	22000	FOLK HERO	6D6	3/DAY
7	44000	WISLING	7D6	4/DAY
8	88000	PHASE HERO	8D6	4/DAY
9	176000	PROTECTOR	9D6	5/DAY

Moon Luck: You close your eyes and say a little prayer to the **Moon Goddess**. If you're lucky, and if she's listening, she will honor your ancestors' sacrifices by granting you a boon.

Special Talent: You get 1 special talent, because Orbii are a diverse and clever people. Roll on the table, or maybe just choose the one you like.

D10 SPECIAL TALENTS (ROLL 1)

D10	TYPE	DESCRIPTION
1	ARCANE	CAST 1 FIRST LEVEL MU SPELL; USE SCROLLS.
2	CRAFT	CAN FORGE WPNS, ARMOR (MAGICAL AT LEVEL 5)
3	HOLY	CAST 1 FIRST LEVEL CLERIC/DRUID SPELL; USE SCROLLS.
4	PSYCHIC	ESP 1/DAY FOR 1D6 ROUNDS.
5	SMART	ADVANTAGE ON INT CHECKS; USE SCROLLS.
6	STEALTH	SNEAK + HIDE LIKE THIEF.
7	TALKER	ADVANTAGE ON REACTION ROLLS + CHA CHECKS.
8	TOUGH	+2 SAVE VS. POISON/DEATH; +1 HP/LEVEL.
9	HUNTER	TRACKING/FORAGING 50% + 10% PER LEVEL.
10	WARRIOR	+1 TO HIT/DMG; CAN USE ANY WEAPON.



HAIR CREST

1 WAVY	6 FLOWING
2 SPIKES	7 ONE SPIKE
3 SPIRALS	8 ANIMATED
4 BALD	9 ANGULAR
5 POOFY	10 VERY TALL

MOON LUCK RESULTS (CHOOSE ANY EQUAL TO YOUR ROLL OR LESS)

1D20+LEVEL	1D20+LEVEL
1-8 SHE IS NOT AVAILABLE RIGHT NOW.	17 SHE GRANTS YOU 1 PIECE OF INFORMATION.
9-11 SHE KISSES YOU, HEALING 1D6+1 HP.	18 SHE TURNS 1 ENEMY INTO A FRIEND, LIKE A CHARM SPELL.
12-13 SHE PATS YOUR HEAD, +1 TO HIT/DMG TODAY.	19 SHE BLESSES YOU + ALLIES LIKE A BLESS SPELL.
14 SHE PATS YOUR BOTTOM, +2 SAVES TODAY.	20 SHE STRIKES A SINGLE ENEMY WITH A 10D6 LIGHTING BOLT.
15 SHE SWATS 1D6 ENEMIES FOR 1D6 DMG.	21 SHE TELEPORTS YOU + ALLIES ANYWHERE YOU LIKE.
16 SHE BLOWS A GALE LIKE A DJINN'S WHIRLWIND.	22+ SHE ANSWERS 3 QUESTIONS (80% CHANCE OF KNOWING)



BOOLA

MOTHER OF THE WILD
KNOWER OF SECRETS

Character class for old school games.
HD: d6
ATK/SAVE: CLERIC
WPN: ANY ARMOR: NONE
MAGIC ITEMS: AS CLERIC

You are a matron of the wild places and mother to secrets. You are on a spirit quest and none shall stop you without taking a proper spanking.

SECRETS:

Your maternal connection to the wild things allows you to hear the whispers of secret knowledge that civilized folk cannot hear. By listening to nature and passing a Wisdom check, you can learn something useful, such as the location of enemies or friends, or the names of demons. The better the check, the more the Judge reveals.

ANIMAL MOTHER:

You are a spiritual mother to animals. The type of animal listed on the XP table indicates the general size and power of animals you may be mother to. The total HD is how many HD you can mother at a time. This can be 1 animal or any number of animals that add up to the total HD. These animals will follow you, obey your simple commands, fight for you, and even die for you if you care for them properly.

They will not take commands that are intended to do them harm.

You may choose the animal(s) you start with. You must feed and protect them. You must give them attention and care, as they require. Failing this, the animals are free to leave your company or even turn on you.

You will never do harm to your animals, except for a firm and correcting swat, else lose all your powers and all your desire to live, then waste away into nothing within 1d6 days. You will die for them.

DEN MOTHER:

Upon reaching level 9, you may feel a great need to build a den. Many animals strange and wild will come for nurture and will protect you from harm. You will gain the use of Cleric and Druid spells as a first level caster. You may know many secrets and may reveal them to strangers for a fee. You may still venture forth from time to time and seek excitement.

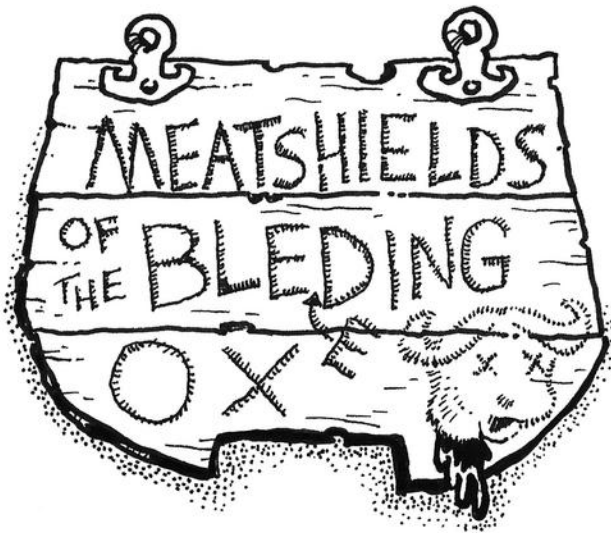
BOOLA XP TABLE

LEVEL	XP	Mother of...	HD	Total HD of Animals Mothered
1	0	Mice	1d6	2
2	1400	Frogs	2d6	4
3	2800	Weasels	3d6	6
4	5400	Snakes	4d6	8
5	10800	Foxes	5d6	11
6	21600	Lynxes	6d6	14
7	43200	Wolves	7d6	17
8	86400	Bears	8d6	20
9	172800	Elementals	9d6	25

NIMBLE AS NATURE:

You move like an animal in combat, ducking and dodging and diving into the bush to escape attacks. In any round in which you declare your intent to avoid an attack rather than launch one, your AC is improved by 5 plus half your level (round down).

You can nimbly scurry across rope bridges, fallen logs, narrow ledges, and other treacherous terrain without any worries.



I heard a rumor... don't know if it's true or not but I'm gonna tell it like I heard it... See that wild-eyed lass over by the window? The one with a *chaos sigil* on her forehead. Yeah, *that one*. She's got herself in possession of a nice map. A *treasure map*, if you know what I mean. Says she'll split the haul equal ways if'n she can hire on some able bodies. Whaddaya say?

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.



RUFUS

1 GP/DAY

0 LEVEL HUMAN (NEUTRAL)

Haggle 3
AC 9 HP 3
Str 9
Dex 9
Con 10
Int 9
Wis 9
Cha 9

Turn-Ons Freedom from imps
Turn-Offs Imps

Rufus rues the day he summoned an Imp Lord and asked for a decent meal just once in his miserable lifetime. Now he's saddled with invisible imps that follow him around. They might obey him (3 in 6) they might fight for him (2 in 6) and they might betray and sabotage him and his companions (1 in 6). Imps will sacrifice themselves by absorbing attacks against Rufus.

His imps (1d12 at any time) can attack as 1/2 hd monsters with 1 hp each. They are incorporeal until they attack/defend and cannot be affected by non-magical means until they become solid (lasting 1 round). They can do neat things like link together hand-and-foot to make a sort of rope bridge over chasms. And when they pass gass (1 in 6), all within 20' radius must save vs. Poison or be knocked out 1d6 rounds. Rufus wands rid of the buggers.



UULF

3 GP/DAY

2ND LEVEL TOUGH ORBI (LAWFUL GOOD)

Haggle 8
AC 4 HP 10
Str 10
Dex 14 (+1)
Con 13 (+1)
Int 11
Wis 12
Cha 11

Turn-Ons Caves & dragons
Turn-Offs Hot days

Uulf keeps well the rites of the Goddess and seeks his fortune in the dungeons.

Brutus (dagger +1; grants 1 extra attack per turn) ox wine, marigold cheese, 4 spikes, 50' hemp rope, chain mail, moon amulet.



EMM THE SAGE 1 GP/QUESTION O LEVEL HUMAN (NEUTRAL GOOD)

Haggle 7 **Turn-Ons** Helping
AC 9 **HP** 3 **Turn-Offs** Hurting
Str 8 (-1)
Dex 12
Con 10
Int 19 (+4)
Wis 13 (+1)
Cha 10

Emm the Sage knows many, many things that a young person ought not to know. Many of these things are frightening. She remembers everything she sees, hears, reads, dreams, or even imagines. She can read a spellbook in 10 minutes, memorize every spell, and cast them. But she doesn't like to do that. Casting spells makes her eyes blurry and her ears bleed. If she casts a spell, she must save or die.

She carries nothing but some water and raisins. She can answer most questions on an Int check. For weird questions, she needs 1d12 hours. She will not help evil people.

LÖD OF IMÖD 69 GP/DAY 3RD LEVEL MAGIC-USER (CHAOTIC CHAOTIC)

Haggle 7 **Turn-Ons** Fire, Thunder, Hell!
AC 9 **HP** 18 **Turn-Offs** Mealy-mouthed wimps
Str 13 (+1)
Dex 9
Con 17 (+2)
Int 16 (+2)
Wis 7 (-1)
Cha 7 (-1)

I cast a spell on your ass.

Spells: *Magic Missile, Darkness, Knock*

Ring of Animal Control, Ring of Protection +1, Potion of Undead Control,

Potion of Invulnerability, Potion of Giant Strength, Wand of Cold, Wand of Fear, Wand of Illusion, Efreeti Bottle, Displacer Cloak, dagger +1, Scroll: Lightning Bolt, Scroll: ESP, red robes, yak meat, clover wine, star metal necklace, diamond frog.



GOBGIRL 25 GP/DAY 4TH LEVEL GOBLIN (NEUTRAL GOOD)

Haggle 8 **Turn-Ons** Thrills and fighting evil
AC 2 **HP** 22 **Turn-Offs** Orks
Str 13 (+1)
Dex 13 (+1)
Con 13 (+1)
Int 12
Wis 11
Cha 14 (+1)

She was born someplace, sometime, and took a lot of crap on the streets growing up. She's got it together now. No reason an evil heritage has to stop a girl from being a damn hero.

Goblin goon: +1 to hit and damage (see BP #4).

Fussmuster (+1 short sword, +3 vs. orks and giants; heals 1d6+1 by touch 1/day and can *Detect Alignment* 1/day), **chainmail skirt +2, moose jerky, vial of unicorn tears, dried blueberries, chalk, oil, snake repellent oil.**





BORT

3 HD CONSTRUCT (NEUTRAL)

11.5 GP/DAY

Haggle no
AC 6 **HP** 24
Str 18 (+3)
Dex 16 (+2)
Con 18 (+3)
Int 18 (+3)
Wis 7 (-1)
Cha 7 (-1)

Turn-Ons Dungeons with straight halls
Turn-Offs Rain, milk, irrationality

Bort consents to your dungeon delve proposition on the acceptance of Bort's monetary compensation. Bort flies up to 20' high, is immune to poison and gas, and deals 1d6/1d6 dmg per claw/claw attack.

Right hand casts *Magic Missile* 3/day. Left hand heals 1d6 dmg 3/day. Bort's knowledge base is strongest in the subject of dungeons, demons, and the making of cheeses. Bort is seeking love and has no known love preferences.



ELLION LLEWIL

4TH LEVEL CLERIC (LAWFUL GOOD)

10 GP/DAY

Haggle 6
AC 6 **HP** 21
Str 10
Dex 13 (+1)
Con 15 (+1)
Int 14 (+1)
Wis 16 (+2)
Cha 13 (+1)

Turn-Ons Helping and healing
Turn-Offs Killing and stealing

The inner light of the Inner Delight fills us.

Spells: *Cure Light Wounds, Light, Bless, Know Alignment*

Amulet of the Inner Delight (shields her from *Fear* and *Charm* spells and grants +2 to all saves and AC), pack of tasty natural dried fruits, nuts, herbs, a vessel of pure water, 3 vials of holy water, and a +1 **shillelagh** for those moments when inner delight needs a knock on the head.



TILLA THUN

5 HD OGRESS (CHAOTIC NEUTRAL)

13 GP/DAY

Haggle 5
AC 5 **HP** 35
Str 19 (+4)
Dex 13 (+1)
Con 18 (+3)
Int 8 (-1)
Wis 9
Cha 7 (-1)

Turn-Ons Shiny stuff and beefcakes
Turn-Offs Pointy hats

Not know name of mother or father. Not care. Not know name of home. Not care. Want smaller teeth like elf girl, but wizard said not can do. Smash wizard! Find goofy fools to look for shiny treasure, find better wizard, get teeth like elf girl. Dreams.

Poker Smasher (+1 axe/pick bone thing blessed by ogre shaman; speak with dead spirits 1/day and Wis check), snake skin, whale blubber, moon necklace of silver, green cheese, honey pot, orkish perfume, tweezers, funny looking bone.



YIZMENE THE SKY 50 GP/DAY

5TH LEVEL STAR WIZARD (NEUTRAL)

Haggle 7

Turn-Ons Infinite space

AC 6 **HP** 15

Turn-Offs Camping

Str 9

Dex 11

The stars shine down and whisper their dreams. She listens, attends, and whispers her own.

Con 12

Int 18 (+3)

Wis 17 (+2)

Spells: *Charm Person, Read Lang, ESP, Locate Object, Clairvoyance.*

Cha 13 (+1)

Ring of Stars (talk to a star 1/day), **Wand of Lightning Bolts**, **Robe of Protection +3**, **Purse of Endless Fruit** (feeds 1 person/day), **Flask of Endless Wine** (1 person/day), journal of stars (notes about stars).



THE BEAST OF BOGL 1 GP/DAY

4 HD BEAST (CHAOTIC)

Haggle 3

Turn-Ons Food and fighting

AC 7 **HP** 40

Turn-Offs Talking and not eating

Str 19 (+4)

Blar! Phft pft bech razza blar!

Dex 9

Con 18 (+3)

The Beast is surprised only on a 1 in 6. Its teeth and fists are as potent as +2 weapons. He gets a claw/claw/bite attack dealing 1d6/1d6/1d10. If he rolls a nat 20 he breaks something. Even magical somethings.

Int 6 (-1)

Wis 4 (-2)

Cha 7 (-1)

The Beast carries nothing.

TIG AND TUKKI 5 GP/DAY

2ND LEVEL KEEPER (LAWFUL GOOD)

Haggle 7

Turn-Ons The woods

AC 6 **HP** 12

Turn-Offs Demons and beer

Str 12

Dex 16 (+2)

Tig watches the woods. Tukki watches Tig. Sometimes they go on adventures.

Con 14 (+1)

Int 13 (+1)

Wis 16 (+1)

Spells: *Entangle.*

Cha 12

Leafglider (+2 long bow; can glide around obstacles or fire blind with only -1 penalty), **leather +1**, **4 arrows with Entangle spell**, berries and nuts, healing paste (1d2, 5 applications). Tukki the bear-wolf is HD 4 (hp 30), AC 6, 1d8 bite, smells enemies on 3 in 6 roll.





IKO RAIN

30 GP/DAY

4TH LEVEL NINJA (NEUTRAL)

Haggle 11

Turn-Ons Infiltration

AC 3 **HP** 20

Turn-Offs Yaks, turtles, and big fights

Str 12

Dex 18 (+3)

He is the night, he is the wind, he is a spirit. He is loyal to his employer.

Con 13 (+1)

Int 12

Wis 11

Cha 10

Nightsaber (+1 sword; Advantage on sneaking around), **Shadow Armor** (+2 padded; *Invisibility* 1/day for 1 turn), 3 throwing knives, caltrops, silk rope (50'), 6 smoke bombs, 2 flash bombs, 1 teleportation bomb.



ETZ CHERI

20 GP/DAY

3RD LEVEL FIGHTER (CHAOTIC GOOD)

Haggle 6

Turn-Ons Fun travels

AC 5 **HP** 27

Turn-Offs Being a dickhead

Str 16 (+2)

Dex 13 (+1)

Con 16 (+2)

Int 12

Wis 10

Cha 13 (+1)

Etz has the kind of smile that lights up a room and the kind of fist that breaks teeth. She can *Charm Monster* 1/day and *Speak With Animals* 1/day. She has a way with the wild things.

Melolama (+1 sword; casts light 20'), **Ring of Protection** +2, leather bikini, unicorn horn, beer, tenderloin, moon sand, weasel skull.



AMANNA

25 GP/DAY

6TH LEVEL DRUID (NEUTRAL WITH NEUTRAL TENDENCIES)

Haggle 11

Turn-Ons Freaking people out with wisdom

AC 7 **HP** 26

Turn-Offs Dogs

Str 10

Dex 11

Con 16 (+2)

Int 16 (+2)

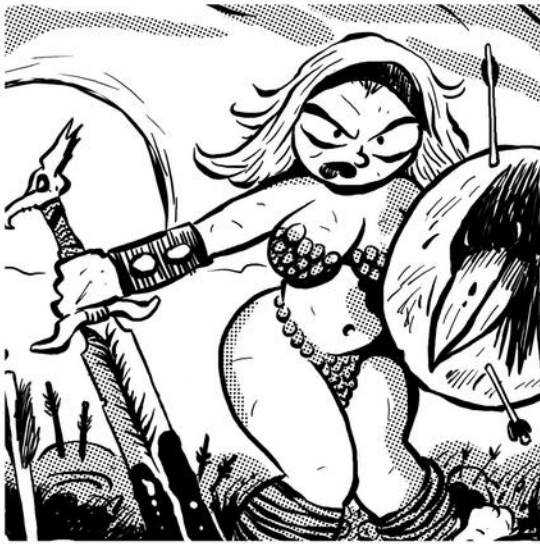
Wis 19 (+4)

Cha 13 (+1)

In the deep woods lies the Truth. Those who seek it honestly will find it, sometimes. Those who seek it ironically will die in their own blood and tears.

Amanna lacks a sense of humor. She lives in a cave with a creature she calls Zing and sometimes lends aid to adventurers.

Oakbanger (acts like a Staff of Striking; grants 3 additional spell levels per day), **Amulet of Obscurity** (+2 AC protection and grants each of the following powers 1/day: *Mirror Image*, *Invisibility*, and *Stoneskin*), essential oils, iceberg water, avocado, stinky roots, hair gel.



SISTER MONKA 20 GP/DAY

3RD LEVEL CHAINMAIL CHICK (CHAOTIC GOOD)

Haggle 8

Turn-Ons Storming the castle

AC 3 **HP** 34

Turn-Offs Talkie words what make noise

Str 16 (+2)

Dex 16 (+2)

The Temple of Silence did not become her as much as the meat, wine, and bloody battles.

Con 18 (+3)

Int 11

Wis 9

Raptor (+2 sword; summons 1d6 eagles or hawks 1/day; grants *Clairvoyance* 1/day),

Cha 10

Shield of the Crow (+2 shield; vision penetrates normal obscurities), chainmail bikini, sack of jerky, flask of sour wine, knife. Ready.



ILLIA LANGMIRE 15 GP/DAY

2ND LEVEL THIEF (CHAOTIC NEUTRAL)

Haggle 8

Turn-Ons Cash money, melons

AC 4 **HP** 8

Turn-Offs Pretentious bastards

Str 13 (+1)

She ain't no damn fool, fool. She knows a fool when she sees on, though.

Dex 17 (+2)

Con 15 (+1)

Int 14 (+1)

Wis 13 (+1)

Ring of Protection +1, Potion of Healing, Potion of Gaseous Form, short sword +1, studded leather, thief's tools,

Cha 14 (+1)

crowbar, rock hammer, chalk, parchment, stolen monk robe, 7 iron spikes, goblin teeth, knife, 3 darts, small drum with moon symbol, feathered cap, very hard boots, sarsaparilla, lemon powder, really deep purse that holds more than it seems, weird alien looking book full of puzzling and probably dangerous symbols.



CHUCK THE MUCKER 2 GP/DAY

1ST LEVEL FIGHTER (NEUTRAL)

Haggle 5

Turn-Ons Eating, clean bed

AC 7 **HP** 11

Turn-Offs All forms of poo

Str 18 (+3)

Dex 16 (+2)

Con 18 (+3)

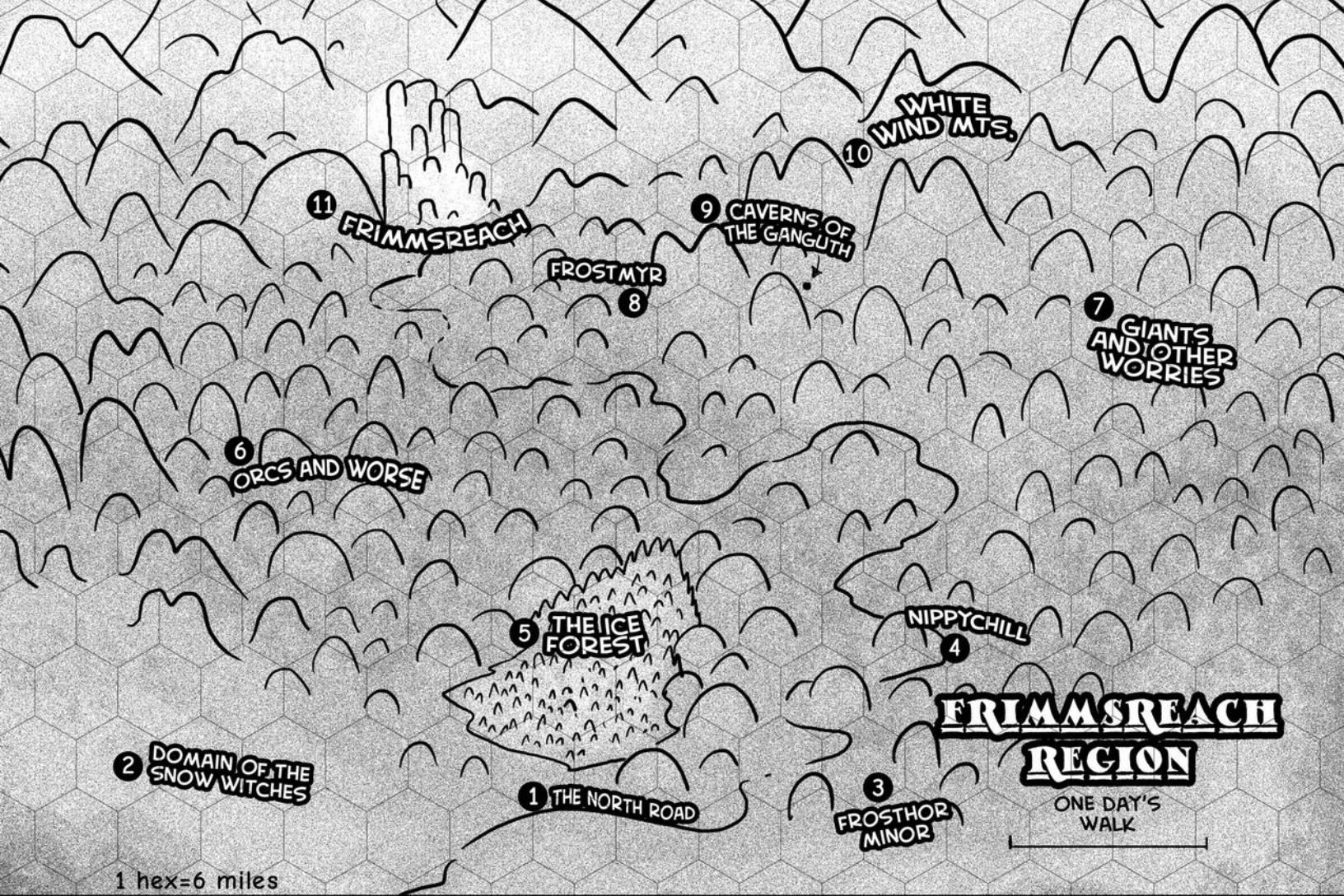
Int 8 (-1)

Wis 9

Chuck can't help that he was born to the low in the lowest part of the city. He can't help that his first and only job was cleaning stables in the least reputable part of town. He can't help his natural prowess... but now he **can** help himself to the hard, short life of a meatshield.

Cha 9

Soiled pants, small harvest scythe stolen from last job, horse shoe (also stolen).



ADVENTURES IN THE NORTH

The following adventure areas come from various Doomslanders campaigns, which are set in the land of Yria. You can place them where it pleases you.

BACKGROUND

Travel through this unforgiving land is perilous. The temperatures are cold even in the sunlight and at night any character or beast of burden unprotected by proper attire, shelter, or magical aid will suffer 1 hit point of damage per hour of exposure. If a PC should drop to 1 hit point or less and survive, the frostbite will rob them of 1 point of Constitution and possibly a finger or toe (save vs. Paralysis).

When traveling the North Road, check for random encounters twice in the day (1 in 6 chance). Off the road, in the wild hills, the checks should come very 2 hours.

Each village is its own entity, controlled by a Headman or Headwoman and living by its own rules. In general, the people of the north are suspicious of exotic travelers (especially gnomes and halflings), intolerant of theft (instant penalty of death), and view wizards with particular disdain. Village witches are the default religious leaders, though clerics of Frimm, the God of the North, are present here and there.

Dwarfs of the north once controlled the city of Frimmsreach and it is their sworn oath to win the city back from the Norg. **The blue giants thus offer no quarter to dwarfs, considering them to be criminals and enemies on sight.**

Despite this fact, dwarf strongholds are scattered across the region, usually hidden underground. Dwarfs from the Rock Hardy Mountains, a week's march south, secretly man the strongholds to oppose the Norg in small military operations. But so far a game-changing invasion has not happened. The Rock Hardy dwarfs blame their distant cousins, the dwarfs of the Lightning Spires much farther to the east. They say the pompous Lightning dwarfs have abandoned the true dwarf heritage. The Lightning Spires have little to say on the matter and do not send aid to their Rock Hardy cousins.

PCs expressing opposition to the Norg gain a +3 Reaction Roll modifier when encountering dwarfs. Parties containing non-humans suffer a -1 Reaction Roll with barbarians.

ADVENTURES IN THE NORTH

RANDOM ENCOUNTERS

North Road d100 Roll	Off Road d100 Roll	Encounter Type	# Enc
1-5	1-10	Goblins	2d10
6-8	11-17	Orks	2d6
9	18-21	Ogres	1d4
10	22-25	Sabertooth Ogres	1d2
11-30	26-33	Barbarians	3d4
31-38	34-40	Norg	1d6
39-46	41-47	Dwarfs	2d6
47-49	48-49	Elfs	1d6
50-52	50-52	Ice Witches	1d6
53	53	Wizard	1
54-63	54-68	Hunters	1d4
64-67	69-73	Adventurers	2d4
68-76	74	Traders	2d4
77-80	75-78	Wind storm	1
81-82	79-80	Blizzard	1
83-84	81-82	Hail	1
85	83	Demon or Devil	1
86-87	84	Drokks	1d6
88-89	85-87	Trolls	1d4
90	88-89	* Icilisks	1d2
91-93	90-93	Frost Salamanders	1d4
94-96	94-96	Stranded Travelers	2d4
97	97	Fairy Creatures	1d20
98	98	Snowmen	1d10
99	99	* Frost Coyotes	2d6
100	100	* White Wailers	1d3

* See **Winds of the Ice Forest** for full description.

Orks: The orks of the north are in most ways like the pig-faced orcs you know except they are spawned by demon activities and have blood red skin. Orks are affected by any attacks that target demons. Orks are slightly tougher than orcs, gaining +1 hit point per HD.

Sabertooth Ogres: These nasty ogres bear massive fangs and can bite for 2d8 points of damage.

Barbarians: The humans of the north are called barbarians by most outsiders. Sometimes they earn the name. You can use your own barbarian class or the class from **Winds of the Ice Forest**. Or you can simply treat random barbarians as 1st level Fighters with 1 extra hit point and the ability to make 1 extra attack one time during a single combat turn. People of the northern tribes are also adept hunters and trappers and know the lay of their land quite well. In any off-road pursuit they will easily outpace the PCs unless the PCs are Rangers or Elves. Most barbarians have no evil intentions but they also suffer no fools.

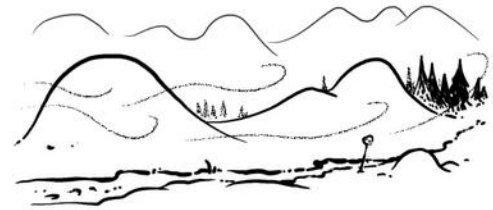
Fairy Creatures: From time to time the fairies of the fey realm step into the winter wonderland of the north to play and have fun. If encountered, they will be playful and possibly interested in mischief. Their forms vary widely but they are all capable of casting 1d3 first level MU spells and they can lay a **curse** on the PCs if they feel slighted (exactly like a sprite). If the PCs come out ahead in a fairy encounter the creatures will

ENVIRONMENTAL HAZARDS

Wind Storms: The wind becomes nasty, ferocious, and persistent. PCs not adequately attired take 1 point of damage per hour on a failed save vs. Paralysis. There is a 1 in 6 chance each hour that a random PC will lose an item such as a scroll or cloak and must chase it down. There is a 2 in 6 chance every hour that 1d2 white wailers will accost the party. Wind storms last 1d6 hours.

Blizzards: Blizzards have the same effects as wind storms but the visibility is reduced to zero (treat as blindness) and there is a 2 in 6 chance each hour that the party will lose the road and become lost in the hills (1 in 6 if a Ranger, Barbarian, or Elf is present). Blizzards last 1d6 hours.

Hail: Roll 1d6 two times. The first roll indicates how many turns the hail lasts. The second roll indicates the hail size. A roll of 1-2 means minor hail dealing 1 point of damage to 1d6 random PCs. A roll of 3-5 is dangerous hail dealing 1d2 points of damage each turn to those who fail a save vs. Paralysis. On a roll of 6 the dangerous hail deals 1d4 damage.



flee back to the fey realm with giggles, leaving behind a single random treasure.

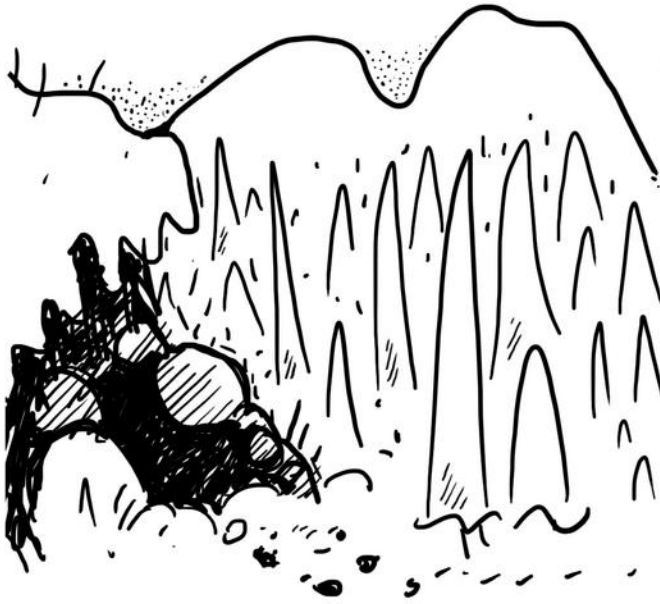
Dwarfs: Dwarfs are always looking for aid in their war with the Norg. Any other concerns are not their concerns. But on the whole, the Rock Hardy dwarfs are of a good nature and will lend aid to goodly PCs if the need is dire. Dwarfs are always of 1d4 levels. There is a 5% chance that a Dwarf War Priest will be encountered in any dwarf party.

Elfs: Elfs do not live here, but they enjoy visiting. Partly this is because the Norg have a great affection for magical fairy types and will pay them handsomely to simply hang around.

Hunters: Northern hunters are a tough lot. They spend nearly all their time out in the elements and thus can ignore the first 6 hours of bitter, naked exposure. They are expert trappers and trackers, succeeding in those tasks on a roll of 5 in 6. Treat random hunters as 3rd level Fighters with every 1 in 6 of them being a Ranger of 1d6 levels. On a good Reaction Roll, the PCs can gain 1d3 days of food from a hunter encounter.

Traders: The North Road sometimes invites random traveling traders selling wares from places far and wide. Unless the PCs threaten them, traders will always react positively. However, they always have a motive other than altruism. If the PCs buy or trade goods, they may receive aid from traders. If not, aid is probably not forthcoming.

RUMORS OF THE NORTH



DROKK

AC: 5
 HD: 5+2
 Move: 120' (40')
 Running: 150' (50')
 Attk: 1 weapn
 Dmg: 1d8+1
 # App: 2d4
 Save: F5
 Morale: 9
 Hoard: XIII
 Align: CE



Known to be savage opponents, these 5' goblinoid goons are often hired as mercenaries to fill the ranks of armies. They can be found in most northern regions, favoring a somewhat colder climate. But they will travel to any lands where they can find work in war or raiding. Their society is generally chaotic, with groups of drokks falling into loose bands tied together through mating and steady work in their brutal arts.

dzo Roll Rumor

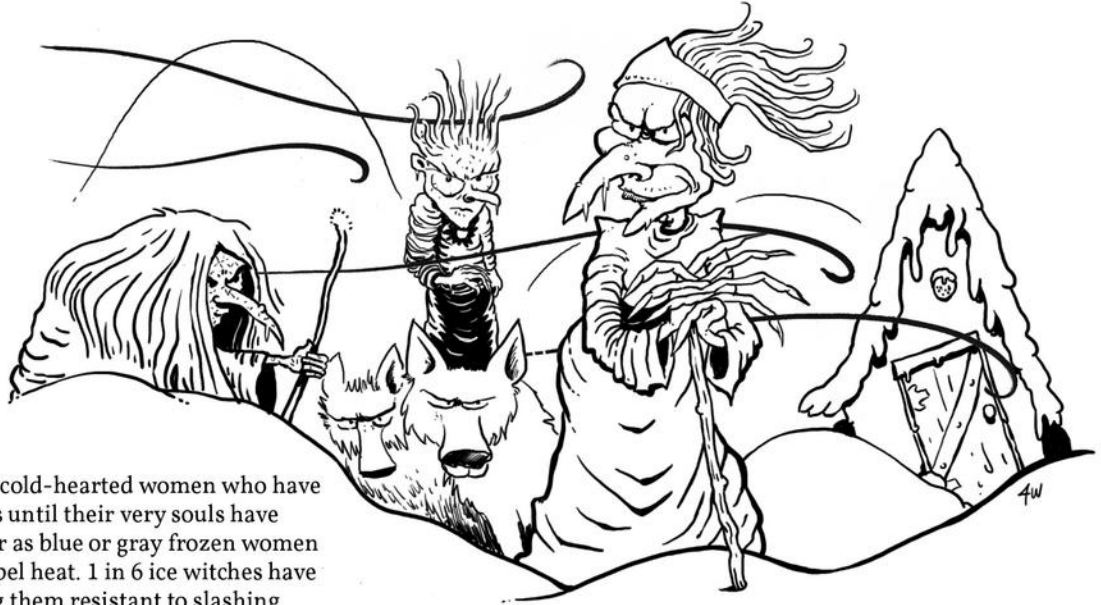
1	Ice fairies eat living hearts (?).
2	Drokks come looking for war work (T).
3	Orks are born from wizard blood (F).
4	There is a labyrinth beneath the snow (T).
5	Evil shrines are buried in the snow (T).
6	Polar bear pelts fetch good gold (T).
7	The Winter Dragon dwells near (?).
8	Frimm cursed the Norg to be blue (?).
9	Ice Witches can be killed by fire (T).
10	Trolls hibernate in caves (F).
11	Ganguths are wise with ancient knowledge if you talk to them (F).
12	The ancient sword Haverok has fallen into the hands of a brutal ork slaver (T).
13	Barbarian men never sleep (F).
14	Elf blood melts witch ice (T).
15	Dwarfs are at work underground building a massive mechanical dragon (F).
16	The Norg King is preparing for war with the artificial men called Botten (T).
17	In Frosthoar Minor male wizards may be put to death (T).
18	Grass may be seen in the spring (F).
19	Calliopy tea has magic (T).
20	Something immense fell from the sky (T).

Drokks have a natural resistance to magic. Any spells cast against them have a 2 in 6 chance of simply not working. The thickness of their upper torso makes them a bit stiff so they have a -4 to hit with ranged weapons requiring finesse, such as bows and slings. Any group of 7 or more drokks will have a champion who fights as a 7 HD monster and gets +3 to damage. Drokks favor axes, clubs, and maces and do not wear armor as their thick hair and hide offers natural protection.



ICE WITCH

AC: 4
HD: 5+1
Move: 120' (40')
Flying: 240' (80')
Attk: 1 spell or touch
Dmg: 1d6 cold
App: 1d6
Save: MU5
Morale: 8
Hoard: VII
Align: LE
XP: 1100
Crystalline: 1275
Matriarch: 5200



Ice witches are twisted, cold-hearted women who have embraced the frigid arts until their very souls have become ice. They appear as blue or gray frozen women that radiate cold and repel heat. 1 in 6 ice witches have crystalline skin, making them resistant to slashing weapons such as swords (half damage).

Ice witches are utterly immune to all cold-based attacks. If hit with a cold attack, an ice witch can choose to heal hit point damage equal to the damage inflicted. If she doesn't need to be healed she will absorb the cold and release it on the following round as a 30' ranged attack against a single target or a 10' radius burst of cold. On a failed save vs. Breath, targets take the full damage that was dealt to the ice witch. On a successful save they take half. When attacked with fire or heat, ice witches take only half damage. All normal fires within 10' of an ice witch is snuffed out.

Ice witches can cast the following spells, each once per day: *Resist Cold*, *Resist Fire*, *Speak With Animals*, *Cause Light Wounds*, and *Ray of Enfeeblement*.

These frozen witches dwell in icy houses or in small cloisters of 2d4 members. Each cloister of more than 6 witches will have a single 9 HD matriarch that functions as a 7th level Cleric. The matriarch can cast the spell *Control Weather* once per day, but can only clear storms or create snow and blizzards.

Any group of 3 or more ice witches will be accompanied by 1d6 wolves or frost coyotes*.

* See *Winds of the Ice Forest* for full description.

WITCH WIGHT

AC: 6
HD: 6
Move: 120' (40')
Attk: 1 touch
Dmg: 2d6 cold + special
App: 1d4
Save: F6
Morale: 10
Hoard: VI
Align: CE
XP: 950



About 1 in 10 slain ice witches rise again as witch wights, horrible frozen skeletal figures walking the icy land in search of the warmth of living souls. The touch of a witch wight will drain 1d6 points of Constitution permanently on a failed save vs. Death. These undead creatures can only be harmed by magic or magic weapons. If flattered a living man, a witch wight will giggle hysterically for a full 1d4 rounds. Being attacked during this time will cause them to stop laughing and retaliate on the following round.

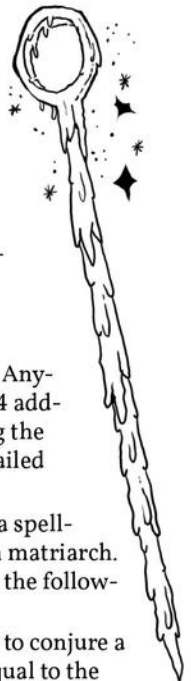
STAFF OF THE ICE WITCH

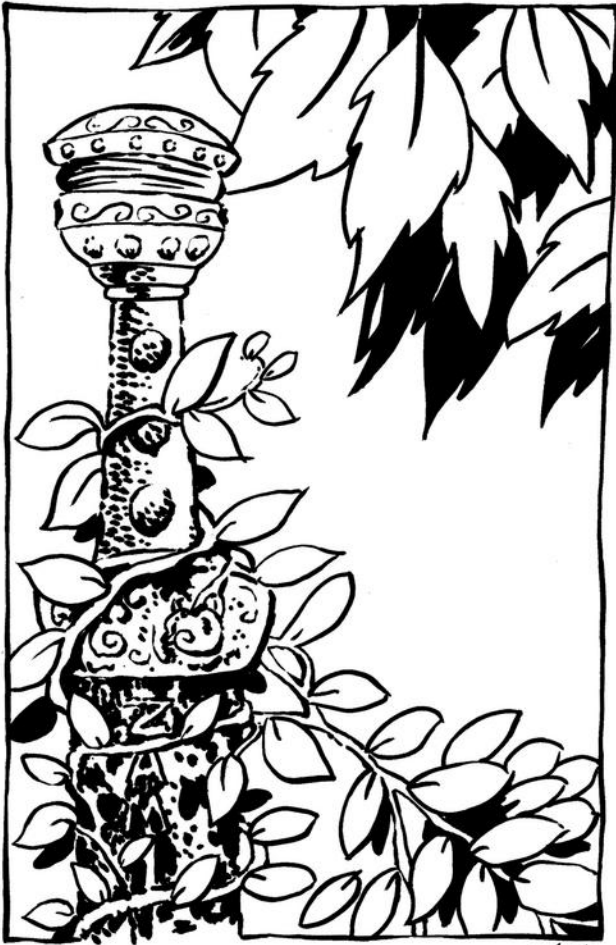
This 6' staff appears to be made entirely of ice and is cold to the touch. In fact, anyone touching it with their bare skin must save vs. Spells or be frozen. Only a *Remove Curse* spell or the icy touch of a willing ice witch can cure such a frozen victim. Any spellcaster touching the staff gets a +2 to the save. Once the save is made, a spellcaster may then use the staff without fear of being frozen.

The staff functions as a +1 weapon in combat. Anyone struck by it must save vs. spells or take 1d4 additional points of ice damage. The victim failing the save on a natural 1 is frozen, per the curse detailed above.

The staff will only function for master who is a spellcaster of the 7th level or higher or an ice witch matriarch. Once per day each, the staff's master may cast the following spells: *Resist Cold*, *Cone of Cold*, and *Fly*.

Once per month the staff will allow its master to conjure a blizzard covering a number of square miles equal to the caster's level and lasting as long as the caster concentrates (or a number of days equal to half the caster's level). Use of this magic will attract the attention of powerful entities such as ice witch matriarchs, high level Clerics, djinn, efreet, and even minor gods and demons.





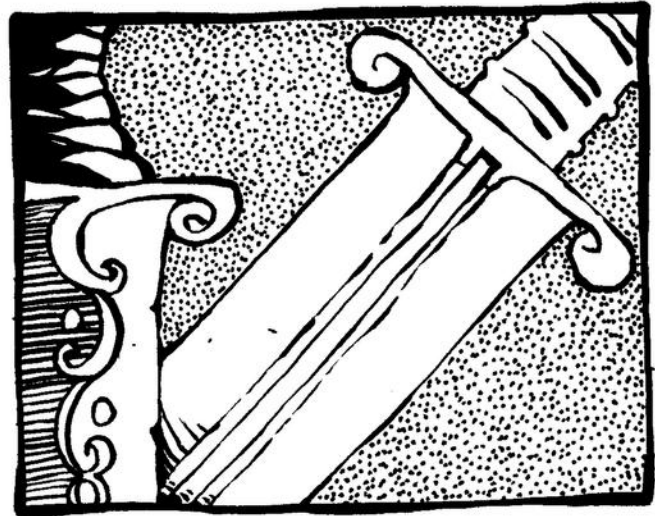
ZAM
+2 SWORD

ZAM IS AN INTELLIGENT SWORD THAT WAS CREATED TO DESTROY DARK ELVES. IT IS A LAWFUL WEAPON WITH AN INTELLIGENCE AND EGO OF 12. IT SPEAKS TELEPATHICALLY TO ITS USER IN THE USER'S PRIMARY LANGUAGE AND CAN **READ MAGIC** ONCE PER DAY. IT WILL FIND TRAPS WITHIN 40' ON A ROLL OF 1-5 IN 6. ZAM CAN GRANT **LEVITATION** TO ITS USER ONCE PER DAY. IF DARK ELVES OR EVIL ELVES ARE ENCOUNTERED IT WILL DEMAND THE WIELDER FIGHT THEM. IT WILL ATTEMPT TO FORCE ITS WILL UPON THE USER IF ITS DESIRES ARE NOT MET.



TRAUMACH
+2 BATTLE AXE

HITS OF NATURAL 18 OR MORE DAMAGE ARMOR, REDUCING ITS PROTECTION BY 1.
DEALS DOUBLE DAMAGE AGAINST UNARMORED FOES AND UNDEAD.
CAN ONLY BE USED BY CHAOTICS.



RIVEREDGE & MOONBEAM
+1 SWORDS

RIVEREDGE GRANTS **WATER-BREATHING** AND ABILITY TO WALK ON WATER AS WELL AS 50' PER ROUND SWIMMING SPEED.

MOONBEAM DEALS DOUBLE DAMAGE AGAINST LYCANTHROPES AND CAN CAPTURE MOONLIGHT, CONTINUING TO GLOW AS BRIGHT AS A TORCH FOR 2D4 TURNS.

RACE/CLASS

SPELLS/SKILLS

LEVEL

NAME

XP

BONUS

%

STR

ALIGN

CA

HP

HD

INT

MOVE

DEX

SP

WIS

CON

TO HIT AC

9

8

7

6

5

4

3

2

1

0

CHA

SAVES

GEAR

WEAPONS

ARMOR

WEALTH

Poison
Death
+/-

Wands
+/-

Stone
+/-

Breath
+/-

Spells
+/-

AMMO

MAGIC STUFF

Dedicated to D.A. Trampier

4w

GODS