

DICE ROLL

ZINE

OLD-SCHOOL ROLEPLAYING GAMES

#1



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HOW TO RESOLVE ANYTHING THAT COMES UP

What Else are Those Damn Ability Scores for Anyway?

In a tense game session, players sometimes forget that NPCs and monsters can be bargained with, not just slain. NPCs have bills, taxes, bad habits, and exes, too. Hired guards might flee suddenly when one of their own is used as Old One bait. Go figure. Your enemies may pay your torchbearer to stick his torch up your ass. When did Oddwick accidentally sell the mahogany chest (or was it the one with gold-pressed black iron locks?) with Blackrazor and the Eyes of the Overworld in it? Why is that weird jade monkey statue looking only at you? Is that giant slug with the bloody spiked tail going to offer you tea and directions or thump you? Did that tavern owner's potboy leave you fidgeting with an itch? Scratch scratch.

When stuff like this happens, either you or the Referee rolls 2d6 and adjusts the sum of the dice by one of your PC's ability score modifiers, whichever one seems right for the situation. Then check the result on the **Resolve It!** table below.

RESOLVE IT!

Roll	Result
2 or less	Catastrophically bad. It attacks, hurts, steals, hates, maims, attempts to eat, uses its worst, or otherwise fucks you up. Seriously. No chance of fixing. Hope you got a sharp sword or some hot spells of fiery doom.
3 to 5	Hostile or very bad. You're attacked or otherwise thwarted, hindered, harmed, or cleverly made to look like a chump. Too bad for you. If you want to recover, get creative or make some damn good rolls. Maybe get the Referee a beer.
6 to 8	Cautious or uncertain. Make another offer cheapskate, think outside the box, keep the negotiations going, play to your strengths, etc. Roll again if the Referee feels generous. Referee, you had a beer lately?
9 to 11	Friendly or good. Things go your way, your offer is accepted, or the NPC is willing to comply/discuss/help you out. Otherwise, the NPC thinks you rock on toast and quite possibly even likes your sexy smell and smarts. Or thinks you might taste good later, if hungry. Good going!
12 or more	Enthusiastic or extremely good. The monster or NPC goes far beyond your expectations to provide assistance or information. Perhaps you glean arcane or divine insight about something, real or imagined. Can you translate ancient hieroglyphs into six modern languages without a reference? Easy peasy, step aside lads, watch the professional work!

This table means to quickly resolve any minor issues and avoid messing about with obscure situational rules you never recall and probably have to look up during play. In fact, this table may spell the end of rules subsystems as we know them. Forever. Okay, perhaps not. Obviously, this table shouldn't be taken too seriously—it's also meant to inspire a 'Rulings not Rules' play style. This is only a game, after all. If you decide that a ruling is valuable to your game play, stick with it consistently in the future. No doubt, you do this already. Carry on with the fun!

The Barbarian

An Optional B/X Character Class

A savage and warlike human adventurer, the barbarian conquers her goals and slays her enemies with raw strength and ferocity. Although girded by feral instincts, she sometimes finds the nuances of sophisticated cities and cultured manners beyond her ken. Feared and shunned in many lands, a barbarian must often earn her keep as a mercenary, sell-sword, scout, corsair, or reaver. No matter how she survives, she's a dangerous and deadly adversary.

BARBARIAN CLASS TABLE

Level	Experience Points	Hit Dice	Attack Bonus*	Battle Rage per Day	AC Bonus
1	0	1d6	+0	1	-2
2	2,000	2d6	+0	1	-2
3	4,000	3d6	+0	1	-2
4	8,000	4d6	+2	2	-3
5	16,000	5d6	+2	2	-3
6	32,000	6d6	+2	2	-3
7	64,000	7d6	+5	3	-4
8	120,000	8d6	+5	3	-4
9	240,000	9d6	+5	3	-4
10	360,000	9d6+2	+7	4	-5
11	480,000	9d6+4	+7	4	-5
12	600,000	9d6+6	+7	4	-5
13	720,000	9d6+8	+8	5	-6
14	840,000	9d6+10	+8	5	-6

Use this Attack Bonus **OR the fighter class attack matrix for 'to hit' calculation, but not both.*

Prime Requisite: Strength

Hit Dice: 1d6 hit points per level.

Attacks: As fighter.

Saving Throws: As fighter.

Armor: Chain or lighter armor only + shields.

Weapons: All melee weapons, but thrown missile weapons only.

Abilities: Battle Rage, Savage Lore, Flesh like Steel, Fearsome Presence (page 5).

Restrictions: A barbarian detests sorcery and magic of all kinds. She may not possess or use magic other than a single item, so long as it serves an important purpose or must be used to defeat an enemy. Even this item she keeps grudgingly, and only so long as it's needed, and she wields it only in direst need.

BARBARIAN

Attacks & Saves as Fighter **Armor** Chain or lighter only + shields

Weapons All melee, thrown missile only

Hit Dice 1d6 per level, +2 hp per level after 9th

Flesh like Steel -2 AC at lvl 1, -1 each 3 additional levels

Battle Rage 1 per day, +1 more rage per day at levels 4, 7, 10 & 13

Fearsome Presence

Savage Lore

Restricted Magic Use



BARBARIAN CLASS ABILITIES

Battle Rage: A barbarian can draw upon her savage nature to boost her battle prowess. Once per day starting at 1st level, a barbarian can immediately fly into a rage in combat and gain a +2 bonus to melee attacks and damage, a +2 bonus to all saving throws, and 1d6 + Constitution bonus hit points. However, during her battle rage, a barbarian is a bit reckless defensively and suffers a -2 AC penalty.

Battle rage lasts until one of the following happens:

- A) The combat encounter ends,
- B) The barbarian is rendered unconscious (or killed), or
- C) The barbarian has not attacked or suffered damage for 2 consecutive rounds.

If a barbarian is alive when her battle rage ends, she loses any remaining bonus hit points she has (but never drops her below 1 hit point), and must succeed at a saving throw vs. Death or be exhausted (half-movement and -2 to attacks, damage, and saving throws) for 1 turn. After this time, the barbarian is allowed a saving throw each subsequent turn to overcome her exhaustion.

A barbarian can harness her battle rage more often each day as she gains levels—she gains another rage at levels 4, 7, 10, and 13.

Savage Lore: A barbarian knows the perils of the wild lands and how to survive them. A barbarian has the following abilities.

Feral Senses: When a barbarian is alone, she gains a +1 bonus to surprise checks and a similar bonus to any checks the Referee allows to move stealthily.

Tracking: Starting at 1st level, a barbarian has a one-third chance (1-2 on a d6) to track creatures outdoors. At 5th level, this chance increases to one-half (1-3 on a d6), and at 10th level it increases to two-thirds (1-4 on a d6). A barbarian also has a similar chance to identify a creature type she knows by any tracks she finds.

Poor weather, darkness, deliberate obfuscation, or other variables reduce the chance of tracking at the Referee's discretion.

Flesh like Steel: A barbarian girds herself against glancing blows and strikes. When fighting unarmored, she gains a bonus to her armor class based on her class level, -2 at 1st level and increasing by -1 each 3 additional levels thereafter. This AC bonus is in addition to any modifier from Dexterity. She may still use a shield and gain this bonus.

Fearsome Presence: By the time a barbarian reaches 3rd level, she hones her intimidating and violent ways, and can inspire either fear or respect in other creatures. Whenever the Referee makes a reaction roll for NPCs or creatures in the barbarian's presence, her Charisma modifier counts as either a bonus or a penalty to adjust the roll (as desired by the player.)

THROW DOWN

STAND UP TO THROW DOWN!

An Optional Combat Rule for Heroes

You single out a foe with a clever insult, flash of steel, guttural roar, or some act of derring-do. The Referee chooses one of your ability scores (appropriate to the way you call out your foe) and you roll a contest against your foe, who must also use the same ability score. Depending on the game system you are using, this could be a d20 plus ability modifier check, a 'roll under' ability score test, a 2d6 plus modifier roll—whatever mechanic is appropriate for a contested roll.

If you beat your foe on the contest roll, you gain a +1 bonus to attack rolls, damage rolls, saving throws, and any other checks directly involving that foe for the rest of the encounter. If you attack or try to harm another target after you have won a throw down, you immediately lose your bonus. Casting an area spell that includes your foe, and other such attacks, are acceptable at the Referee's discretion.

If you lose the contest roll, nothing good or bad happens to you. You throw down but your foe's moxie beats yours. Better luck next time.

The foe you thrown down against must have equal or greater hit dice than you. It's not very heroic to throw down against an inferior foe! You can throw down as often as you want in an encounter, but you can only ever have one throw down bonus active, and an ally of yours cannot attack or throw down against the same foe while your throw down is active. If an ally does either, you immediately lose your throw down bonus.

THROW DOWN

+1 bonus to attacks, damage, saves, and other checks vs. one foe for encounter

OPTIONS: Instead of the bonuses above, a Referee might allow some of these...

Extra damage die on attacks

Initiative bonus or auto win

Clever bonus attack type

Maximized spell effects or bonus spell

Bonus or temporary hit points

Secret or harmful info revealed about foe

ON THE TURNING

ALWAYS

A DIFFERENT WAY OF DEALING WITH THE UNDEAD

A cleric has supernatural power over undead creatures and may 'turn' them when they are encountered, forcing them to flee or perhaps even destroying them. A cleric may also turn demons and devils of lesser status at the Referee's discretion.

Turning in Combat: A cleric must present his holy symbol, be able to speak, and be clearly visible to undead creatures in order to turn them. A cleric can move and then make a turn attempt in the same combat round.

Attempts per Day: A 1st level cleric may attempt to turn undead creatures once per day plus his Charisma modifier. Thus, a cleric with 15 Charisma (+1) may turn undead twice per day, and a cleric with 18 Charisma (+3) may try four times. Note that a low-level cleric with 8 or lower Charisma (-1) cannot turn undead at all!

A cleric can turn undead creatures more often as he gains levels. Starting at 3rd level, he may turn undead twice per day plus his Charisma modifier. At 5th level, he can turn undead thrice per day plus Charisma modifier. Upon reaching levels 7, 9, 11, and 13, a cleric can turn undead creatures an additional time each day.

Undead Affected: When a turn attempt is made, 2d6 plus one-half the cleric's level (round up) in HD worth of undead creatures must make saving throws against Spells. Undead creatures are affected in order of lowest HD to highest, and any surplus HD are ignored, as are HD 'pluses.' This is the cleric's Turn HD Total.

Undead Saving Throws: Undead saving throws are penalized by one-half the cleric's level (round up) plus the cleric's Wisdom modifier. This is the cleric's Turn Save Modifier. Failure on the saving throw indicates the undead creatures are turned and flee (or cower if unable to flee) for 1d6 turns; if the cleric moves within 10 feet of the turned undead, or the undead are attacked by the cleric or his allies, the turning is broken.

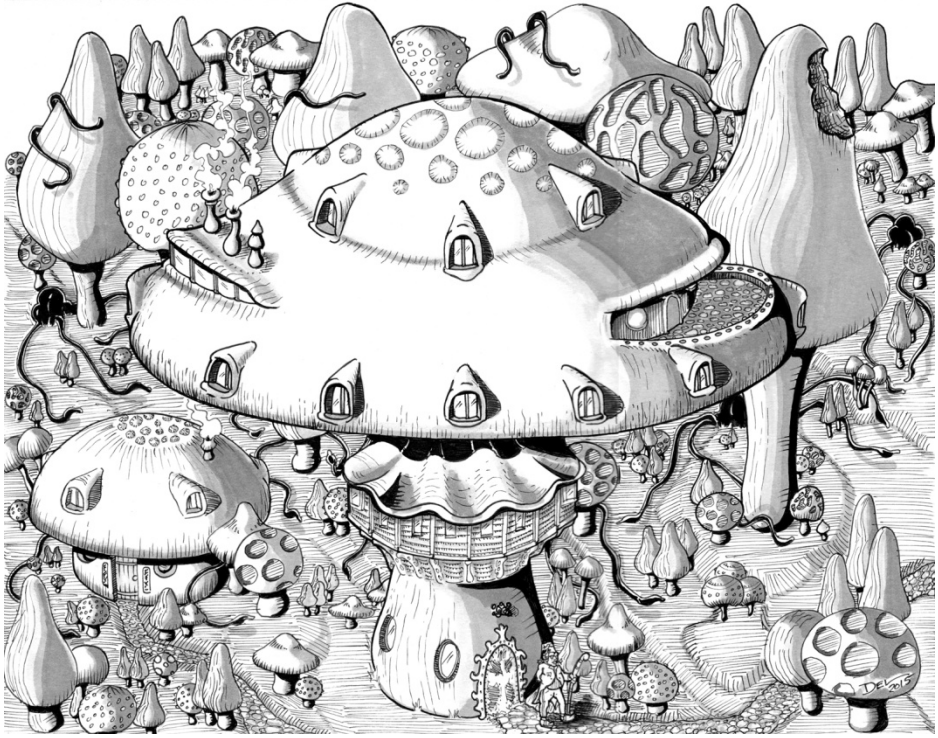
Starting at 5th level, a cleric outright destroys undead creatures of 4 or more HD lower than his level (ignore HD 'pluses') when they fail their saving throws. For example, 1 HD skeletons or zombies are destroyed by a 5th (or higher) level cleric.

Undead Save Success: Success on the saving throw means nothing happens to those particular undead—they resist the turn attempt. A cleric who fails to turn undead creatures may not attempt to turn those particular creatures again until sunrise the next day.

Chaotic & Neutral Clerics (Option): A chaotic-aligned cleric may command undead creatures instead of turning them. When a command attempt is made, the same total HD worth of undead are rebuked and forced to obey him for 1d6 turns. If the undead are 4 HD or more lower than the cleric's level, they are commanded until sunrise the next day. A neutral cleric must choose at 1st level whether he acts as lawful or chaotic for purposes of turning or commanding undead creatures.

THE PURPLE MUSHROOM INN

A Science-Fantasy Adventure Site for Low-to-Mid-Level Characters



The Purple Mushroom Inn rests at the end of a long golden-brick path that winds its way through the bizarre and creature-infested Fungoid Forest, two day's travel from the City-State of Kreth (or any 'Big City'). The 'Shroom is not an ordinary inn of wood beams and planks, bricks and mortar, or other mundane construction; rather it's built directly *inside* a huge mushroom tree, shaped from exotic materials like plasteel and glassinium, and features an antigrav maglift, a holosuite, and other technology. Or are they all enchantments, illusions, and sorceries? Superstitious folk even say the living power of the Fungoid Forest itself protects the inn.

Hamata D'Argent is the 'Shroom's proprietor. A fashionable and handsome man of many talents, with a sinister past, Hamata seems to be everywhere at once. Does he have clones? Hamata employs a quirky and diverse staff to help run the business. A motley clientele also patrons the inn—adventurers, merchants, thieves, bounty hunters, smugglers, mystics, artists, wealthy roustabouts, hipsters, even hotshot-pilot teenage farmhands. The clientele lends the place an eclectic, scandalous vibe, and makes tongues wag in hip, cash-flushed social circles. 'It's all for the good of the business,' as Hamata is wont to say.

RUMORS & ADVENTURE SEEDS

Mystery and legend enshroud the ‘Shroom—by design. Hamata drops hints and spins half-tales of shady or famous characters who have visited the inn. Truth is he just makes up far-fetched stories. Hamata loves notoriety. It’s good for business.

RUMOR & ADVENTURE SEED TABLE

dio	Rumor & Adventure Seed
1	Nubraxas the wizard built the inn a century ago and then went insane and disappeared. The ‘Mad Wizard’ is back, he’s angry, and he wants his inn.
2	Once a year all the major crime bosses meet incognito at the ‘Shroom.
3	Flumbledorp the wizard-druid tried building his own ‘lost world’ park. He failed miserably. Angry dinosaurs with death ray eyes are ravaging the Fungoid Forest.
4	Hamata stole the inn from the previous drug-addicted owner and then made him ‘disappear’ into the forest. The undead got to him. Now he’s undead, has minions, and is none-too-pleased with Hamata. Or any living folk...
5	Black tentacle creatures roam the Fungoid Forest at night. <i>It’s true, see the cover!</i>
6	Hamata keeps a cache of weapons and gold buried nearby in the forest. <i>Bollocks.</i>
7	Peshar Rinx plans vengeance upon Hamata. Peshar attacks from an airship with a ballista, his thugs leaping onto the patio and into the fray, making for one heck of a cool bar fight with lots of crazy action. Farstan’s treason is revealed mid-fight.
8	The famous Bloody Murder Wedding reception happened at the ‘Shroom. The father of the bride is still a little upset about it. He’s hired some mutant ninjas...
9	Hamata has an airship hidden in an underground hangar beneath the inn. <i>True.</i>
10	Deep in the Fungoid Forest lurks an evil force from <i>Beyond This World</i> . It may or may not be connected to the black tentacle creatures. Okay, it’s totally connected.

MENU & ROOMS

Drinks	Cost	Guest Rooms	Cost
Liquor, single/double/bottle	2/3/15 sp	1 night	10 gp
Beer, pint/jug	1/3 sp	2 nights	18 gp
Serpent’s Kiss, shot	3 sp	3 nights	25 gp
Perdition’s Flames, single/double	3/5 sp	1 week	50 gp
Burandi (elephant) dung coffee, cup/pot	3/10 sp	1 month	200 gp
Wuja (camel) milk, glass	1 sp	Private lounge, night	100 gp
Food		Intoxicants	
Purple Mushroom Platter (mushrooms, roasted meats, veggies & cheeses)	2 gp	Aphrodite’s Honey	2 gp
Raanti (ostrich) egg omelet breakfast	5 sp	Bravo Tab	1 gp
Jomgi (buffalo) curry lunch	1 gp	Dream Sugar	3 gp
Prime dengaar (lizard) rib dinner	2 gp	Golden Bonglove	5 sp
		Zappy Zappy!	1gp

Aphrodite’s Honey and **Dream Sugar** give euphoric highs for 1 hour as long as consumed, but are followed by 1d6 hours of ‘hangover’ (time halved on a successful Poison save). A **Bravo Tab** increases bravery and morale (Charisma +1d4) along with its mild high for 1d6 hours, but lowers Intelligence 1d4 points. **Golden Bonglove’s** effects are like face-melting pot. **Zappy Zappy** boosts Constitution by 1 point and causes 1d4 hours of intense arousal (save vs Spells to overcome desires).

THE STAFF

Here is an overview of the 'Shroom's staff. Each carries a **white keycard** to access the bar storage rooms. Game stats are provided in the relevant map key sections only for those NPCs likely to see combat. Treat other staff as 'normal' or 0-level combatants. Hamata and Farstan's NPC profiles are on pages 11-12.

- ❖ **Polchek** is a bald-but-bearded former adventurer, a firm hand in a fight (likes to smile and crack his knuckles), tells the best naughty jokes, and knows all the dirty secrets of the staff and patrons. He calls everyone 'Bub.'
- ❖ **Root** the halfling chef is a middle-aged, sharp-tongued, fiery redhead. Her signature dish is dengaar lizard prime rib braised in 'stardust and quantum sauce you nosy fucking bastard,' served with sautéed hotcap mushrooms.
- ❖ **Oscar** is Root's awkward, clumsy teenaged apprentice. He mumble-speaks like every subject is a recipe. Root thwacks his fidgety hands with wooden spoons. The dancers all know he has magic in his pants.
- ❖ **Linna** and **Val** are teenage human twins who lied about their age to get jobs. They annoyingly finish each other's sentences. Farstan thinks they dress too provocatively and he frowns a lot, but looks after them like kid sisters.
- ❖ **Durga** the dwarf is a gruff-but-kind former adventurer who enjoys the peace of 'normal life.' She has a gimpy leg courtesy a goblin axe, and wears a gold piece in her magic leather bracers as mementos of her delving days. She hates that 'miserable fookin creature' half-goblin Lucky Bucky Karma.
- ❖ **Jindy Zap** the half-elf server is a wannabe-star—he just has no talent. Hamata lets him sing and play his solar-powered laser beam ukulele on nights when proper acts aren't booked. Jindy paints his face white with a lightning bolt over one eye. His slimeball agent, Shades, patrons the inn.
- ❖ **Qis** is an exotic dancer—her keen wits, one large eye, purple skin, and tentacle arms suit the oddness of the 'Shroom. She's famous for her 'sexy squid' dance routine. She also helps Hamata with the books. Just the books. She hates 'that skanky bitch' Nylissa's workplace indiscretions.
- ❖ **Nylissa** the dusky-skinned human dancer with yellow eyes has Farstan wrapped around her little finger. She rouses his jealousy by fawning over Hamata's gifts, despite the boss's abusiveness. She'd realize she loves Farstan if she weren't a hopelessly material girl living in a material world.
- ❖ **Gorgeous Georgie** is a sweet transvestite singer and dancer. He made his way across the planet from the rough streets of some nowhere city. He packs a mean left hook for rudeness, makes the girls jealous when he walks in heels, and is a den mother to the staff. He calls everyone 'Money Honey.'
- ❖ **Lucky Bucky Karma** is the short, balding, buck-toothed, lisping, witty, half-goblin janitor and bathroom attendant with a peg leg. He has an excellent nose for perfumes and scotch, as well as rumors and scurrilous gossip. He's extremely polite, erudite, and loquacious—annoyingly so. Just ask him.

HAMATA D'ARGENT

Human Thief Level 8

Personality: Gregarious, articulate, charming, creative, determined.

Skills/Talents: Thief abilities, poisons, fashion/couturier, entrepreneur.

Flaws: Alcoholic, vain, controlling.

Secrets: Former assassin; abusive toward but loves Nylissa, buys her pricey gifts.

Motivation: Keep murderous past secret and protect new-found wealth and status.

Hamata D'Argent is a former underworld thief and assassin turned entrepreneur.

Hamata owns and operates the inn, and he's a renowned couturier whose charm and haute fashion sense have won him influence with people in high places. He has a secret lair beneath the inn which houses his fashion studio, a 'dungeon' holosuite room, and his prized possession—his airship, **The Black Bat**. Hamata's nefarious past life earned him many enemies, the deadliest being the bandit lord Peshar Rinx.

HAMATA D'ARGENT: AC 4 (15), HD/Thief 8, #ATK 1 **stun-dagger +1**, DAM 1d4+1 or special, MV 40', SV T8, ML 10. **SPECIAL:** Thief abilities; **stun-dagger +1** stun power deals half- damage and target saves vs Paralysis or is stunned 1d6 rounds; **cape of protection +2**, **wristcom**, **gold**, **silver**, and **green keycards**. **HP:** 24



FARSTAN JURAMBI

Half-Ogre Guard

Personality: Courteous, perceptive, quiet, generous.

Skills/Talents: Fighting, investigating, intimidating, commanding.

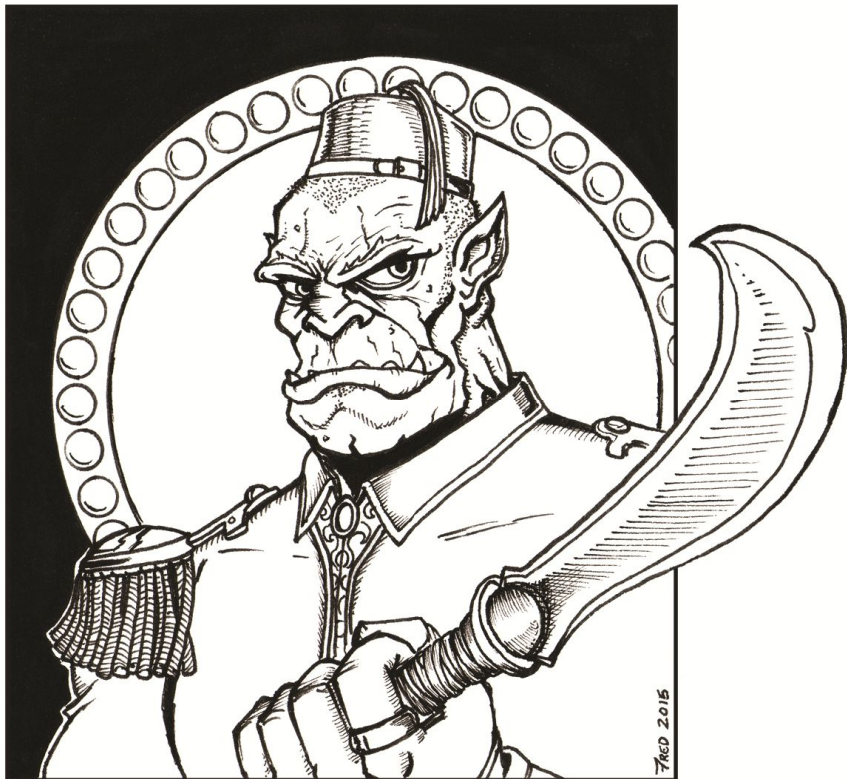
Flaws: Greedy, bottles up emotions, easily manipulated by females.

Secret: In league with and spies for Hamata's enemy Peshar Rinx.

Motivation: Win Nylissa's love then steal Hamata's airship and escape with her.

Not only is Farstan Jurambi the doorman and security chief at the 'Shroom, he's also secretly in league with the bandit lord Peshar Rinx. Farstan loves Nylissa the dancer and caters to all her whims. He hates how Hamata abuses and throws money at her. Farstan owns a small cottage beside the inn, where he keeps his most prized personal effect—a journal containing all his love poems to Nylissa and details of his schemes with Peshar Rinx.

FARSTAN: AC 4 (15), HD 4+1, #ATK 1 **stun-halberd**, DAM 1d10+3 or special, MV 30', SV F4, ML 10. **SPECIAL:** **Stun-halberd** stun power deals half-damage and target saves vs Paralysis or is stunned for 1d6 rounds, uses 1 charge (20 charges), **wristcom, silver, white, and green keycards.** **HP:** 26



SECURITY

Hamata keeps tight, albeit unobtrusive, security at the 'Shroom. His security force consists of Farstan the half-ogre, a well-paid veteran team of six human and six half-orc security guards—led by the barrel-chested human Barnabau and eyepatch-wearing half-orc Gloort—and a mercurial blond elf magician named Marko.

When disputes arise, Hamata quickly diffuses them with charm and humor, and everyone's bills are covered by the house. Only when such peaceful overtures fail completely does Hamata call security, who quickly subdues troublesome guests and ushers them out of the inn, typically with stun-weaponry.

Farstan's usual post is at the main entrance to the inn, vetting potential guests and ensuring they understand the basic 'house rules' (see below) before entry. The security guards are divided into teams of three, with each team on rotating duty shifts. One guard typically patrols the guest room floor and two patrol the bar floor. A security office is on the ground floor. Marko works special events or is called-in when Hamata feels uneasy about certain (notorious magic-using) guests.

No one may enter Hamata's underground lair except by his explicit permission. Intruders are dealt with harshly, including disappearing into the Fungoid Forest. Hamata is obsessive about protecting his precious airship.

HOUSE RULES

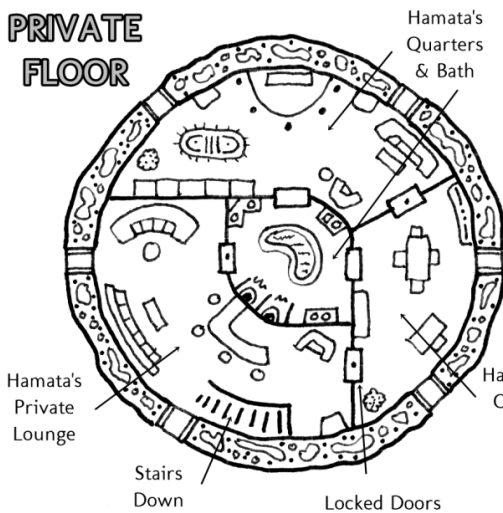
Hamata enforces several 'house rules' of conduct. They are mainly defensive in nature, but also reflect his personal and business sensibilities.

1. Magic and psionics forbidden. Under no circumstances may anyone use magic or psionics in his establishment. Any patron or guest caught is immediately banished—by lethal force if necessary. Hamata knows he cannot control what guests do in the privacy of their rooms, but if he discovers magic or psionics have been used he makes sure these guests vacate the premises one way or another.

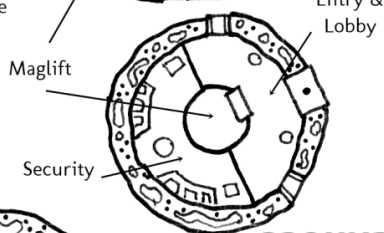
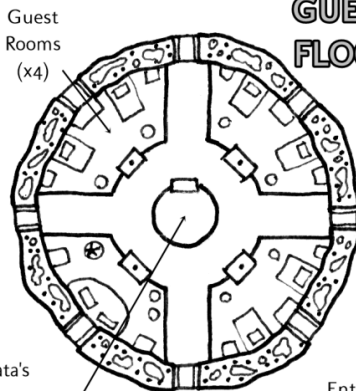
2. Personal weapons limited. Hamata does not deny patrons the right to carry their personal weaponry, but such arms are restricted to small blades (such as daggers) and one other weapon (such as a sword, mace or stun-rod). No ranged, projectile, or energy weapons are permitted; these must be either secured in guest rooms or surrendered to security staff upon entry. If any patron uses a personal weapon, defensively or otherwise, Hamata or Farstan judge on a case-by-case basis what actions or sanctions are enforced.

3. Naughty stuff private please. Engaging in explicit amorous behavior or consuming illicit substances is allowed, but only in guest rooms, private booths, or in Hamata's private lounge by special invitation or reservation. Although some intoxicating indulgences are available for purchase at the bar, and the exotic dancers may on occasion offer special favors for select clientele, the Purple Mushroom Inn is not a den of iniquity—decorous behavior is expected.

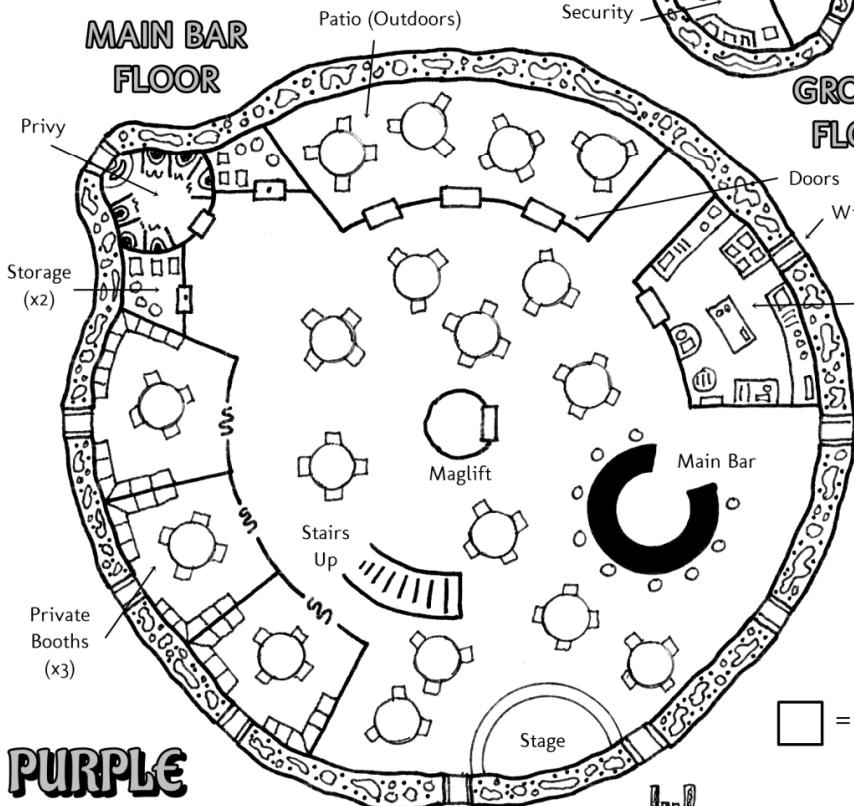
PRIVATE FLOOR



GUEST FLOOR



MAIN BAR FLOOR



GROUND FLOOR

PURPLE MUSHROOM INN

□ = 5 ft



PURPLE MUSHROOM INN MAP KEY

The 'Shroom features five levels: two interior levels in the mushroom's pinkish-white stem (Ground, Guest), two in the mottled purple-yellow cap (Main Bar, Private), and one underground level (Hamata's Lair). Three access points allow entrance to the inn: the entry and lobby on the Ground floor, the patio on the Main Bar floor (if one were to climb, levitate, or fly to it—which are all prohibited), and an airship hangar in the Underground level.

GROUND FLOOR

The ground floor features the entry, lobby, maglift, and a security room.

ENTRY

The inn entry has an ostentatious crimson metal door framed with burnished brass, and mirrored windows. Affixed above the door is a video camera linked to a screen in Hamata's office, allowing him real-time surveillance of the entry. An 8-foot-tall half-ogre wearing white tuxedo-armor and a red fez, and carrying a **stun-halberd**, guards the door. This is Farstan Jurambi, the inn's security chief and doorman.

Farstan politely questions all potential patrons before permitting or denying entry, and tolerates no nonsense. Farstan can communicate instantly with Hamata using his polished ivory bracelet (a **wristcom**). His armor-plated tuxedo is worth 250 gp, he carries a gold pocket watch (a bribe from Peshar Rinx, 350 gp), a **white keycard** (storage rooms), green keycard (security), and a **silver keycard** (maglift).

FARSTAN: AC 4 (15), HD 4+1, #ATK 1 **stun-halberd**, DAM 1d10+3 or special, MV 30', SV F4, ML 10. **SPECIAL:** **Stun-halberd** stun power deals half-damage and target saves vs Paralysis or is stunned for 1d6 rounds, uses 1 charge (20 charges), **wristcom**, **silver**, **white**, and **green keycards**. **HP:** 26

LOBBY

Glowing disks in the ceiling light the lobby. In the center of the room, a gleaming metal door rests within a 10-foot radius tube of white plasteel. Inset within a glassy black panel beside the metal door is a glowing green gemstone. One-way mirrored windows afford a view of the grounds outside.

Touching the green gemstone on the panel opens the sliding metal door, granting access to the maglift. Two secret doors disguised as part of the white plasteel walls permit entry to the security room.

MAGLIFT

The maglift is a 10-foot-high circular chamber of a silvery metal construction. Three glowing disks set within the ceiling illuminate it as daylight. The maglift works by magnetic antigrav technology, allowing it to carry passengers between the various floors of the 'Shroom. Inside, beside the sliding silver door, a black, mirror-like panel holds five colored gemstones—three green, one red, one yellow. Touching these gemstones operates the maglift.

Operating the Maglift: Touching one of the three green gemstones on the maglift panel gently carries passengers up or down to the appropriate inn floor—ground (1), guest (2) or bar floor (3). Touching the red gemstone immediately stops the maglift, regardless of where it is. Touching the yellow gemstone holds the maglift door open at any of the floors.

Secret Panel: Upon close inspection, a thin slot is noticeable on the black panel beneath the gemstones. Inserting Hamata or Farstan's **silver keycard** into this slot causes a small section of the maglift panel to slide down, revealing a blue gemstone. Touching the blue gemstone takes the maglift down to Hamata's underground level containing several corridors and chambers, including his fashion studio, dungeon holosuite, and the airship hangar.

SECURITY

This room houses security staff and their gear, and is lit by glowing disks in the ceiling. There is an equal chance the security staff on duty are half-orcs or humans. If any patrons severely break the inn's 'house rules,' or are retained by security for violence or crimes, they may be temporarily secured in this room.

A white-colored weapons rack holds three **stun-halberds** (there are two on the rack; Farstan has the third). A red-colored rack holds various prohibited weapons that are temporarily relieved from the possession of inn patrons. A **green keycard** permits access both racks. Each weapon is tagged with an identification ticket.

Roll 1d6 to determine the number of weapons present in the red rack at any given time; roll a second 1d6 to determine what they are: 1—sword, 2—bow or crossbow, 3—grenadelike weapon, 4—polearm, 5—magic weapon (determine randomly), 6—unique weapon.

HALF-ORC GUARDS (3): AC 5 (14), HD 2, #ATK 1 scimitar or light x-bow, DAM 1d8 or 1d6, MV 30', SV F2, ML 9. **Green keycard.**
HP: 8 8 8

HUMAN GUARDS (3): AC 5 (14), HD 2+1, #ATK 1 short sword or light x-bow, DAM 1d6, MV 30', SV F2, ML 9. **Green keycard**
HP: 9 9 9

GUEST FLOOR

The second floor of the Purple Mushroom Inn contains four guest rooms.

GUEST ROOMS (4)

Each of the four large guest rooms contains furnishings and decor with a retro-psychedelic flair—a pastiche of bright colors and hypnotic patterns, curvy furniture, oddly-shaped decorative art pieces, glittery bedding, glowing lava lamps, and so forth. Of particular note, each room contains a small metal safe built into a wardrobe where guests may store their valuables (nothing longer than a dagger or wand). Hamata provides a **copper keycard** for each room and safe when they are rented.

Three of the rooms feature two beds and one of the rooms features a single, large bed—the psychedelic honeymoon suite. This suite also has a nude female mannequin fashioned of a highly polished mahogany-like wood with articulated metal joints. Hamata uses many mannequins for his clothing designs. This one is provided for his guests' use.

This particular mannequin is not a guardbot, nor does it shoot deadly force beams from its eyes—as do the mannequins in Hamata's underground lair. It does, however, possess a surveillance bug (or magic clairaudience charm?) hidden in one of the shoulder joints, which transmits an audio signal to Hamata's **wristcom** when the bug is activated.

MAIN BAR FLOOR

The main bar and stage, private booths, patio, kitchen, privy, and storage rooms.

MAIN BAR

The bar area features close to a dozen tables, a raised stage for musical acts and the 'Shroom's exotic dancers to perform, a staircase leading up to Hamata's private lounge, and of course the main bar built of smoky glass and topped with polished obsidian. Polchek mans the bar at night, and keeps a **stun-baton** within reach behind it. Linna, Val, and Jindy Zap serve tables. Durga typically works the bar and floor, and cooks on the day shift. She keeps a handaxe tucked in her belt. Marko the elf magician, as well as the security leaders Barnabau (human) and Gloort (half-orc) are often found in the bar area when on duty—it's where the action is.

POLCHEK: AC 7 (12), HD F3, #ATK 1 **stun-baton**, DAM 1d4+1 or special, MV 40', SV F3, ML 10. **SPECIAL:** **Stun-baton** stun power deals half-damage and target must save or be stunned for 1d6 rounds, uses 1 charge (20 charges), STR +1. **HP:** 15

DURGA: AC 6 (13), HD F4, #ATK 1 **handaxe +2**, DAM 1d6+3, MV 30', SV F4, ML 11. **SPECIAL:** **Bracers of defence** AC 6, STR +1. **HP:** 20

MARKO: AC 8 (11), HD M4, #ATK 1 **wand of paralyzation** or spell, DAM special, MV 40', SV M4, ML 9. **SPECIAL:** **Wand of paralyzation** target must save vs Wands or be paralyzed for 6 turns, uses 1 charge (10 charges); **Spells** *detect magic, sleep, mirror image, web*. **HP:** 11

BARNABAU: AC 5 (14), HD F3, #ATK 1 longsword or **stun-baton**, DAM 1d8+1 or 1d4+1 or special, MV 30', SV F3, ML 10. **SPECIAL:** **Stun-baton** stun power deals half-damage and target saves vs Paralysis or is stunned for 1d6 rounds, uses 1 charge (20 charges), STR +1. Carries 2 sets of manacles. **HP:** 14

GLOORT: AC 5 (14), HD F3, #ATK 1 scimitar or **stun-baton**, DAM 1d8+1 or 1d4+1 or special, MV 30', SV F3, ML 9. **SPECIAL:** **Stun-baton** stun power deals half-damage and target saves vs Paralysis or is stunned for 1d6 rounds, uses 1 charge (20 charges), STR +1. Carries 2 sets of manacles. **HP:** 13



KITCHEN

The kitchen contains everything found in a restaurant kitchen, and is kept spotless by Root and Oscar. They only work nights, Hamata and Durga handle kitchen duty during the day. There are plenty of knives, rolling pins, pans, and assorted utensils to be found that make decent improvised weapons.

PATIO

The patio offers a splendid view of the surrounding Fungoid Forest and is always busy during fine weather. It's about a 50-foot drop from the patio to the ground.

PRIVATE BOOTHS

The booths offer a table and chairs, as well as plush sofas for relaxation. A curtain may be drawn for privacy. The staff regularly checks in on the occupied booths, unless otherwise instructed. Hanky-panky and narcotics use are permitted in the private booths, but nowhere else on the main bar floor.

PRIVY

The 'Shroom's janitor and bathroom attendant, Lucky Bucky Karma, keeps the privy immaculately clean. He takes his duties—and Hamata's rules—seriously, and absolutely no 'funny biethnith' is permitted in his privy. Bucky found a gold ring (50 gp) in the privy once, which he now keeps stashed in his cleaning cart.

STORAGE

One of these rooms is cold storage and the other dried goods and booze storage. The doors are locked and opened only with the **white keycards** possessed by the staff. Oscar sometimes sneaks in here with the dancers, although they have a hard time keeping that fact quiet. Ahem.

PRIVATE FLOOR

Hamata's private lounge, personal office, quarters, and bath.

PRIVATE LOUNGE

An electrum-plated sign above the entry stairway reads, 'Secret Treaties Lounge.' The décor features leather, velvet, metal, and plasteel furnishings, and festoons of BDSM and vaudeville paraphernalia. Secret Treaties has a small but fully-stocked bar, and may be rented by the night (see the Menu & Rooms section). Hamata often hosts private parties here.

HAMATA'S OFFICE

Hamata's office contains typical furnishings—a conference table, desk, cabinets, and the like. A potted Golden Bonglove plant grows in one corner. On his desk rests a black glass touchscreen, which receives a real-time feed from the video camera above the main entrance to the inn, and can playback recordings made of Hamata's quarters and bath (see below).

Hamata keeps the 'Shroom's fake and secret books locked in a desk drawer, which unlocks with his **gold keycard**. The fake book (with Qis' help) shows a barely-profitable inn. The secret (real) book reveals Hamata is rolling in cash gained from nefarious business dealings funneled through his fashion empire.

Energy Pistol: Hidden under Hamata's desk is an energy pistol on a quick-release mechanism for dire situations. The pistol is a 'missile' weapon with ranges of 50/100/150 feet, and a shot deals 1d6+1 damage. A 'power cell' provides 20 shots. He has one backup power cell.

HAMATA'S QUARTERS & BATH

Hamata's quarters feature similar retro-psychedelic furnishings as the guest rooms. The five brass poles ringing his half-moon-shaped bed definitely stand out, and his private bath contains a large whirlpool tub. Both rooms are under constant secret video surveillance, recorded and viewable on Hamata's office touchscreen.

Locked and trapped metal safes on either side of Hamata's bed hold his personal loot (electricity trap) and the inn's treasury (poison gas trap).

Hamata's Personal Safe (Electricity Trap): The floor 5' immediately surrounding the safe is trapped to electrocute anyone standing on it (5d6 damage, save vs. Spells for half-damage) whenever the safe door is opened. Inserting Hamata's **gold keycard** into the slot beneath the handle deactivates the trap. Removing it after closing the door activates the trap (on a 10 second delay).

Treasure: The safe contains 200 sp, 450 gp, 2 gems worth 125 gp each, **boots of striding and leaping**, a **potion of human control**, and a map of the Fungoid Forest marked with an 'X' and the words 'Thing from Beyond!'

'Treasury' Safe (Poison Gas Trap): When the safe door opens, this room immediately fills with poison gas (save vs. Poison or die). Inserting Hamata's **gold keycard** into the slot beneath the handle deactivates the trap. Removing it after closing the door activates the trap (on a 10 second delay).

Treasure: The safe holds the inn's treasury, which consists of 1,352 cp, 2,471 sp, 1,766 gp, and a dozen or so gems worth 1,850 gp (total). Hamata also keeps a 'black book' in this safe, with notes on all his important guests and business partners, especially the troublesome ones who might need to disappear one day.

HAMATA'S UNDERGROUND LAIR

Hamata's design studio, 'hologram' dungeon, and airship hangar.

STUDIO

A locked plasteel door (opened with the **gold keycard**) bars entry to Hamata's design studio where he creates trendy styles for nobles and fashionistas in the City-State of Kreth, and elsewhere. The studio is filled with stuff you would expect in a tailor's shop, and has a dozen mannequins with various outfits draped upon them—works in progress. The walls and floor are grey-white stone.

Constructed of smooth-polished wood of various shades, Hamata's mannequins feature articulated metal joints for re-positioning their limbs and heads. Their eyes are moonstone, citrine, zircon, jasper, and peridot gemstones (1d6 x 10 gp each).

Four of the mannequins are actually guardbots that attack intruders 1d4 rounds after they enter. The guardbots might be magically animated guards, mindless killer robots, or even androids with unique personalities, as desired by the Referee.



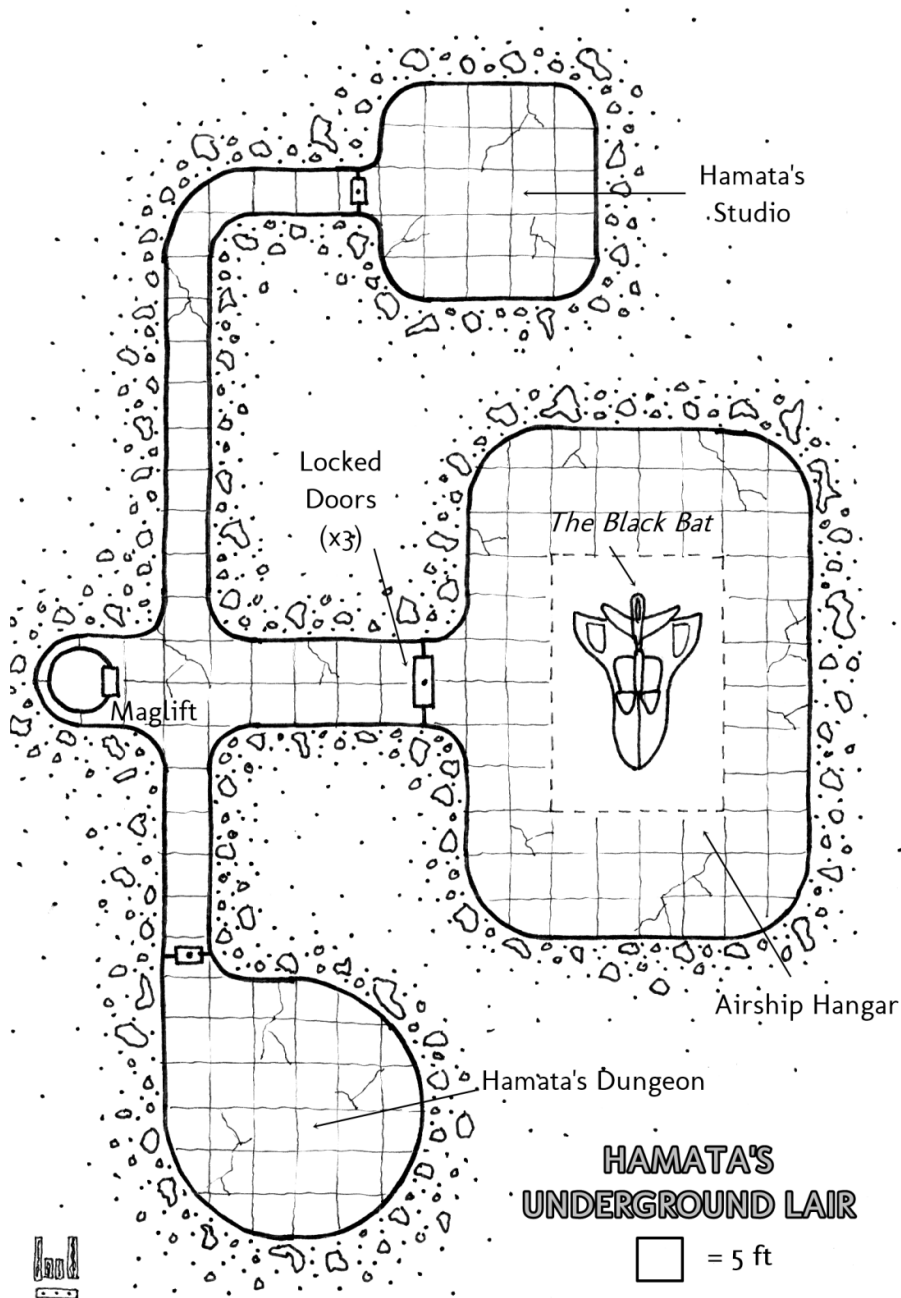
GUARDBOTS (4): AC 6 (13), HD 3+2, #ATK 2 fist slams or 1 **force beam**, DAM 1d4+1 (x2) or special, MV 20', SV F3, ML -. **SPECIAL:** A guardbot's **force beam** eye attack automatically hits 1 target within 30' for 3d6 damage (save vs Dragon Breath for half- damage); **Neutralized** (If targeted by *dispel magic*, a guardbot must succeed at a saving throw vs Spells or become inactive for 1 minute); **Deception** (while a guardbot remains motionless, it's indistinguishable from Hamata's normal mannequins—gains +1 to surprise).

HP: 15

15

15

15



PURPLE MUSHROOM INN

‘HOLOSUITE’ DUNGEON

This 15-foot high domed and roughly circular dungeon chamber is a holosuite that Hamata uses to experience his various adventure fantasies. Really, it’s just a big ‘choose your own illusion’ chamber. When inactive, the holosuite appears to be an empty room fashioned of white plasteel with metallic black nodules positioned at regular intervals on the walls and ceiling. When active, the chamber inside does not appear to be a chamber at all, but rather a three-dimensional ‘real’ scene suitable to whatever holosuite program is chosen at the time.

A glassy black panel on the right-hand wall outside the chamber features a red, yellow, and green gemstone in a triangular arrangement surrounded by a circle of seven clear gemstones. Beneath the gemstones is a thin slot. The wall to the right inside the chamber also has a similar panel.

The door opens by inserting Hamata’s **gold keycard** into the slot. Short of breaking it down, there is no other way to open the door. Touching a white gem selects a program to run in the holosuite. Touching the green gem opens the door and activates the chosen program. The yellow gem pauses a program, and the red gem stops a program.

The genre and content of the programs stored in the holosuite’s memory by Hamata are left to the Referee’s imagination, but here are a few titles to start with: *Expedition to the White City of the Death Monkey God*, *Journey to the Lost Pyramid of Khaliix*, *The Erotic Adventures of Cynthia the Cyclops Warrior-Queen*, *Against the Minotaur King of Zim-Zalabazul*, and *Storming the Ice Palace of Istaria the Mad Witch*.

Using the Holosuite? Hamata’s holosuite chamber is wide open for the Referee to use in his or her game—the possibilities for its use are virtually limitless. The chamber can lead to or become its own encounter, dungeon, or even an entire adventure. Don’t worry about explaining the ‘physics’ of how a holosuite works—or even why it exists! Just have fun with it.

AIRSHIP HANGAR

A thin slot on the glassy black panel beside the plasteel double-doors accepts Hamata’s **gold keycard** and grants access to the airship hangar, which houses Hamata’s prized possession, **The Black Bat**. No one has permission to operate or even examine his airship, and Hamata performs all maintenance and repairs himself. Hamata typically flies **The Black Bat** weekly on business or pleasure.

A panel near the doorway inside the chamber has controls that operate the hangar’s retractable ceiling door, allowing the airship to exit (the ceiling door area is noted on the map). A similar control inside **The Black Bat’s** pilot seat remotely opens the hangar door when approaching the inn during a flight. From the outside, the hangar door is camouflaged to appear as part of the Fungoid Forest floor.

The bandit lord Peshar Rinx seeks to destroy the airship as revenge against his arch-enemy Hamata. Farstan Jurambi would rather steal it and escape with Nyliissa.

QUICK & EASY FLIER RULES

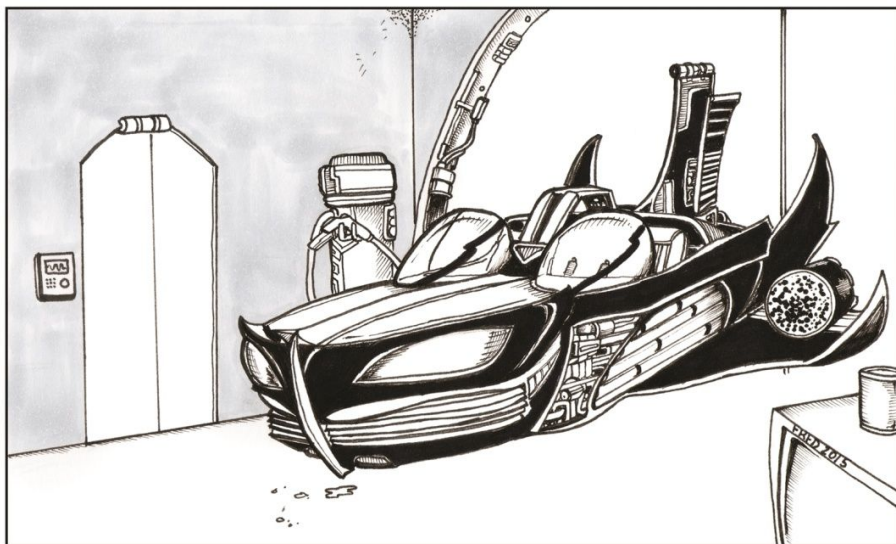
Whether fliers are powered by magic or technology in a campaign setting, they are considered to have ‘charges’ or ‘power cells.’ A flier typically has about 1 hour of flight time at top cruising speeds (typically 120’ per round in combat) per charge. Fliers may retain anywhere from 4 to 12 charges.

Normally, checks are not required to operate a flier—characters are assumed familiar with their basic operation. The Referee might call for a 2d6 + DEX or INT (as appropriate) modifier to successfully:

- ❖ Perform intricate, dangerous, or combat maneuvers
- ❖ Race a flier or push past its top speed

A check result of 8 or higher indicates success, and the maneuver is completed. If a 12 or higher is rolled, a +1 bonus is gained on subsequent checks for 1 turn. If the check fails, the situation hampers the flier’s operation, and an extra charge of power is used. If a 2 or less is rolled, the engines are damaged and all charges are expended. Also, the flier must be landed and requires at least 1d6 hours repair time. (Repair costs and costs to replace/renew charges at the Referee’s discretion.)

A flier has an armor class, hit dice, movement, saves, and hit points just like a monster or character. When a flier takes damage to reduce it to 0 or less hit points, it suffers severe damage and cannot operate until repaired (regains hit points). At the Referee’s discretion, it may crash if damaged severely enough, and passengers or crew must make saving throws to avoid/reduce injury. A flier may be equipped with weaponry. If so, a character other than the pilot must operate the weaponry.



The Black Bat—Hamata’s flier

THE BLACK BAT: AC 3 (16), HD 10, MV fly up to 120’ per round, SV F10. HP: 45

PESHAR'S BANDIT LAIR

Brief notes, a map, and a lair key are provided here for Referees who wish to use Peshar the bandit lord as an NPC antagonist (or potential ally!) in conjunction with Hamata D'Argent and the Purple Mushroom Inn.

The bandit lord Peshar Rinx and his partner-in-crime, Jinara Veth, maintain a cave-stronghold several miles into the low hills just west of the Wildfire Swamp in the Fungoid Forest. Peshar and Jinara employ half-a-dozen ferocious half-orc guards, as well as numerous human thugs, bandits, and other unsavory sorts, most of who are undisciplined dregs who drink, gamble, and hang about the lair. Collectively, these ruffians are known as the Wildfire Bandits. Peshar, Jinara, and the bandits fear the "Thing from Beyond" and its black tentacle-servants, but have thus far diligently evaded its influence.

Peshar Rinx (NPC): Peshar and Hamata D'Argent are old rivals in the criminal underworld. Peshar's jealousy of Hamata's rise as a 'legit' businessman drives him to plot Hamata's ruin and destroy his prized possession—a two-seater airship called The Black Bat. To aid his scheme, Peshar has blackmailed Farstan the half-ogre—Hamata's friend and security chief—to report on the activities and clientele at the Purple Mushroom Inn.

Jinara Veth (NPC): Jinara and Peshar were criminal rivals and often competed for the same underworld jobs. After several years, a begrudging professional respect grew between them. They formed a partnership, but a romance soon bloomed and the two rogues are now inseparable.

HALF-ORC GUARDS (6): AC 7 (12); HD 1+1; #ATK 1 scimitar or short bow; DAM 1d6, MV 30', SV F1, ML 8.

HP: 7 6 5 5 4 3

BANDITS (15): AC 7 (12); HD 1; #ATK 1 shortsword or shortbow; DAM 1d6; MV 40', SV T1, ML 8.

HP: 4 4 4 3 3 3 3 3
2 2 2 2 1 1

JINARA VETH, THIEF 3: AC 5 (14); HD 3; #ATK 1 shortsword or shortbow; DAM 1d6; MV 40', SV T3, ML 10. **SPECIAL:** DEX +2.

HP: 9

PESHAR RINX, FIGHTER 5: AC 4 (13); HD 5; #ATK 1 **longsword +1** or shortbow; DAM 1d8+2 or 1d6; MV 30', SV F5, ML 10. **SPECIAL:** STR +1, DEX +1.

HP: 25

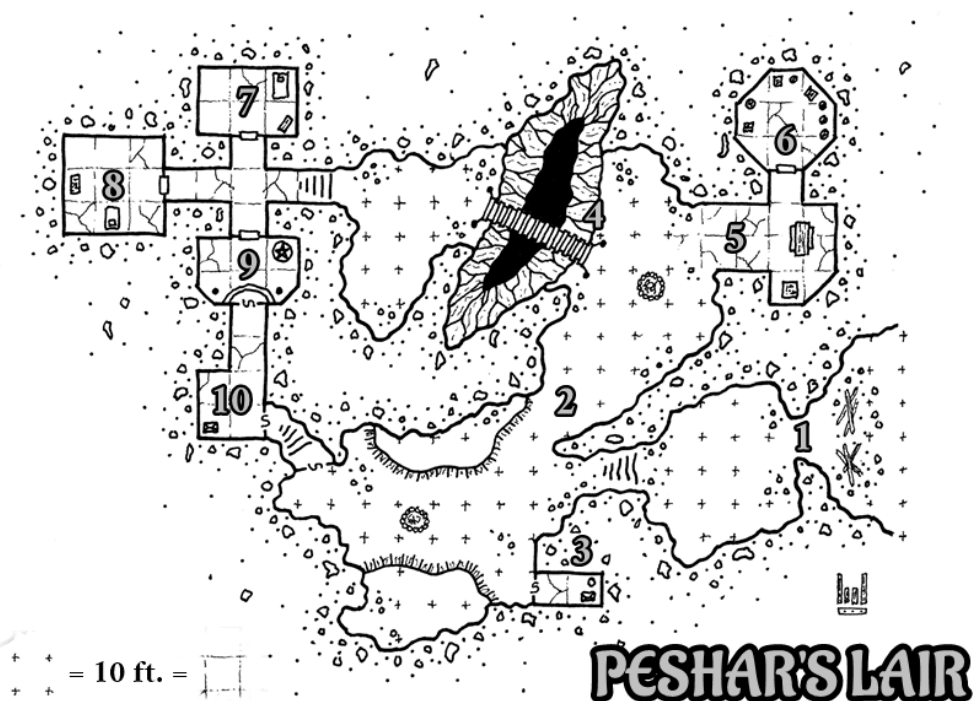
TREASURE: Bandits 2d6 gp each; half-orc guards 4d6 gp each; Peshar has a **longsword +1** and 6d6 gp; Jinara has 3d6 gp and a pouch with gems worth 1d6 x 10 gp and a silver flask of bourbon worth 5 gp. A small iron box hidden in Peshar's quarters is trapped (save vs. poison needle or die) and holds the gang's treasury—200 gp, gems worth 2d6 x 10 gp, and a **potion of healing**.

BANDIT LAIR KEY

1. **Entrance.** Barricade. 2 half-orc guards on duty.
2. **Common Area.** Peshar's gang hangs about here, typically 2 half-orcs and 10 bandits.
3. **Secret Storage.** Peshar keeps a secret stock of fine wine and liquor here.
4. **Crevasse.** Rickety plank-and-rope bridge across crevasse, 1-in-6 chance the bridge collapses when a PC crosses (but not the bandit gang as they know where to step safely). If bridge collapses, all on it must save vs. Death or fall to their deaths.
5. **Mess Hall.** 2 half-orc guards, 5 bandits.
6. **Storage.** Foodstuffs and supplies, enough for 3 months.
7. **Jinara's Chamber.** Bed, chest, otherwise empty.
8. **Peshar's Chamber.** Bed, trapped chest (poison needle, save or die) with gang's treasure, otherwise empty.
9. **Shrine.** Long disused shrine to one of the 'Petty Gods.'
10. **Centipede Pen.** Peshar keeps 3 giant centipedes locked up here as pets, but may release them into areas 2 or 9 to fight in combat. There is a 50% chance the centipedes attack the bandits.

GIANT CENTIPEDES (3): AC 9 (10), HD 1/2, #ATK 1 bite, DAM poison, MV 20', SV NM, ML 7. **SPECIAL:** Poison save or ill for 1d10 days.

HP: 4 3 2



CHAOS MUTANTS

A DIE DROP TABLE

Drop a die on this page to determine random mutations in followers of Dark Chaos Gods.

If the die drops up here or on 'Chaos Mutants,' choose any mutation you like.

Mindless. 2-in-6 chance to stare blankly each round.	Skull face. Effect as <i>cause fear</i> spell.	One giant eye. -2 to missile attacks.
Multiple limbs. Makes extra melee attack each round.	Brightly colored or unusual skin. +2 to magic saves.	Horrible stench. Effect as <i>stinking cloud</i> spell.
Bestial head.	Extremely fat or skinny. 50% chance either.	Elastic limbs, can reach up to 15 ft.
Scaly skin. +1 to Armor Class.	Razor sharp claws. 1d4 damage in melee.	Bestial legs. +10 ft. to move rate.
Multiple heads. Argumentative, acts as <i>confusion</i> spell.	Illusion of normality. Looks normal until combat starts.	Mace tail. 1d4 damage in melee.
Choose pin head, bulbous head, cone head, flat head, etc.	Grows or shrinks, as <i>enlarge</i> or <i>reduce</i> spell. 50% either.	Eyestalks. -1 to be surprised.
Atrophied limbs. -2 to attacks & damage.	Wings. Effect as <i>fly</i> spell.	Crystalline body. +8 to AC but any damage destroys.

RANDOM DUNGEON STUFF

REFEREES: Roll 1d6 and consult the Random Stuff? table below whenever you think random stuff may happen in the dungeon. Whether it's once per turn, once per hour, once per minute, when the players annoy you ... the frequency doesn't matter.

RANDOM STUFF?

d6	Stuff?
1-3	Yes, random stuff happens.
4-6	No, nothing happens.

If your roll indicates random stuff, roll 1d20 and check what kind of stuff.

RANDOM STUFF TYPE

D20	Roll on Sub-Stuff Table
1-2	Obstacle (d20)
3-5	Lost Loot (d20)
6-8	Mystery (d20)
9-11	Discarded Item 1 (d20)
12-14	Monster Encounter (varies)
15-16	Discarded Item 2 (d30)
17-18	Trap or Trick (d12)
19-20	Weird Stuff (d12)

Based on your roll on the Random Stuff Type table, consult the appropriate Sub-Stuff table below.

Now we're rolling for stuff.

SUB-STUFF TABLES

OBSTACLE

d20	Obstacle
1	A half-built wall partially blocks the passageway.
2	Sinkhole 10' across and 50' deep. A skeleton rests at the bottom, dressed in tattered rags and bound with manacles and chains.
3	Thousands of white glossy pebbles scattered all over the floor. Several are black.
4	A 30' long stretch of the floor is coated in oil.
5	Chamber wall has collapsed into the passageway covering floor with loose rock and stone for the next 20'. An exposed chamber is accessible through the collapsed wall.
6	A 10' diameter puddle of phosphorescent green goo covers the floor.
7	Floor slopes down to a pool of brackish water, then back up the other side.
8	A locked iron gate (or portcullis) blocks the passageway.
9	A chasm 15' across and of unknown depth has shorn through the entire hallway.
10	Dozens of 1-inch diameter holes in the floor cover the next 30' of passageway.
11	Spider webs hang from ceiling almost to floor for a 20' length of corridor.
12	Wall of translucent magical force blocks passageway.
13	An iron bar embedded in both walls extends across the hallway at waist height.
14	It's stiflingly hot. The room contains dozens of potholes full of bubbling lava.
15	Four rows of wooden benches block the corridor.
16	A 5' diameter iron grate covers a shaft of unknown depth. It stinks like death.
17	A 3' high barricade of broken tables, chairs, stools and other furnishings blocks the passageway. Arrows and bolts stick out on the side facing the party.
18	Three elf heads impaled on spears block the middle of the passageway.
19	Ceiling collapse blocks passageway with rubble and dirt, 1d6 hours to clear crawl-through space large enough for human-sized creature.
20	Graffiti-covered boulders are staggered along this length of corridor.

LOST LOOT

d20 Lost Loot

- 1 Golden bracelet inset with obsidian, turquoise, and jade gems (400 gp).
- 2 An iron-hinged blank spellbook of displacer beast hide decorated with silver and gold filigree. Inset in the front cover is a real silver stiletto dagger with a bright red ruby in the pommel. Another stiletto dagger, in delicate silver ink, emblazons the back cover (special).
- 3 A bundled up dirty rag conceals an intricately engraved golden chalice inset with tiny diamonds and black sapphires (1,000 gp).
- 4 A 6" ivory sphere carved to depict intertwined dragons (300 gp).
- 5 Silver ring with an emerald (250 gp).
- 6 Black leather choker studded with various tiny gemstones (50 gp).
- 7 Belt of leather and silver (25 gp).
- 8 Obsidian dagger with a moonstone inset in pommel (75 gp).
- 9 Scuffed up oak case lined inside with purple velvet holding six silver cutlery sets, each piece inset with a tiny amethyst gemstone (100 gp).
- 10 Gold piece from an exotic foreign land (5 gp).
- 11 Purse of gold 3d6 gp.
- 12 Bag of silver 5d4 sp.
- 13 Orcus-head belt buckle (25 gp).
- 14 Golden eagle-shaped pendant on a thin silver chain (150 gp).
- 15 Silver framed hand mirror (20 gp).
- 16 Red crystal ball flecked with silvery veins on an brass stand (250 gp).
- 17 Silk bag with 1d6 gems worth 1d6 x 10 gp each.
- 18 Jade statuette of grotesque deity performing obscene acts on six Venezuelan red llamas (75 gp).
- 19 Iron-shod walking stick carved with feline figures and topped with an obsidian panther head (125 gp).
- 20 Polished silver skullcap (150 gp).

MYSTERY

d20 Mystery

- 1 Thick smoke fills the corridor for 60'.
- 2 Statues carved in stone resemble an adventuring party in mid-action.
- 3 A 10' section of floor littered with thousands of charred insects.
- 4 A chilling scream reverberates down the passageway.
- 5 Voodoo dolls resembling party members lay on a table.
- 6 Opened pair of manacles on long chains fixed to two iron rings in the wall, which has a large blood splatter.
- 7 A cloud of flies swarms around two headless corpses.
- 8 An attractive nude woman (or man) swims laps in mid-air.
- 9 Cruel mocking laughter echoes in the corridor.
- 10 Two leather boots are stuck to the floor. Nothing appears to be holding them down. The only thing that will remove them is a wish spell.
- 11 A humanoid skull rolls down the hallway.
- 12 Twenty-five lines notched into wall in groups of five, as if someone was counting.
- 13 Miniature tornado swirls around area. Seems to follow certain party members.
- 14 A frog hops around in a circle.
- 15 Horn blast echoes in the distance.
- 16 The chattering squeaks of a rat swarm fills the hallway.
- 17 A desiccated 2' long purple worm lies on the floor.
- 18 Glowing spheres 1' in diameter float and move about randomly near the ceiling.
- 19 A faint sound of droning pipe organ music lingers just out of earshot.
- 20 One gold and one silver coin rest on the floor. They flip into the air and land again every few seconds.

DISCARDED ITEM 1

d20 Discarded Item

- 1 Sword hilt and pommel, no blade.
- 2 Shattered ivory statuette of the beloved local group-hugs deity.
- 3 Broken wand etched "Boom Stick."
- 4 Tied-up sack with three bottles of vinegary red wine and a book of goblin love poetry.
- 5 Crusty soiled breeches. Elf-sized.
- 6 An insanely rambling diary detailing a fabulous visit the writer had with a pale-skinned foreign aristocrat sporting rather long teeth and his loyal, if strangely melancholic, household staff.
- 7 Rusted and chipped short sword.
- 8 Short bow snapped in three pieces.
- 9 Sack containing human head with blond hair and a broken silver tiara (10 gp if restored). Carved into the flesh of forehead is "Princess Buttercup. Ex-maiden."
- 10 Wood shield with an axe stuck in it.
- 11 Dented silver flask with sticky black contents spilled onto floor (2 gp if restored).
- 12 Slightly dented conical helm.
- 13 Burnt torch with tooth marks.
- 14 Incomplete skeletal remains of a halfling bundled in a sack. A note tied to a foot bone reads, "So sorry, Rudy! Thanks for all the stuff!"
- 15 Set of smashed up brass knuckles.
- 16 Chain mail bikini. Dwarf-sized.
- 17 Clerical prayer book encrusted with dried blood.
- 18 Torn leather necklace strung with various large animal fangs.
- 19 Brass ring holding 4 different-sized brass keys.
- 20 Backpack containing 1 week iron rations, 50' rope, small steel mirror, full waterskin, and 2 flasks of oil.

DISCARDED ITEM 2

d30 Discarded Item

- 1 Half-eaten loaf of stale bread.
- 2 Empty tinderbox.
- 3 Bloodstained treasure map. 50% chance treasure is in the dungeon.
- 4 Five iron spikes and a hammer.
- 5 Pair of sturdy leather boots.
- 6 Torn and bloodstained leather book cover, but no book. It reads, "Don't Panic!"
- 7 10' pole etched at one end with an arrow and "Point this end at traps!"
- 8 Wooden chair with one leg missing.
- 9 Frayed piece of rope 1' long.
- 10 Broken piece of thin slate with a hastily-drawn dungeon map.
- 11 Goblinskin traveling cloak.
- 12 Figurine of a fat demonic creature birthing multi-headed cherubim.
- 13 Cookbook with recipes containing elf meat (and other elf parts).
- 14 Pouch full of purple sand.
- 15 Jug of cider, spirit, or ale.
- 16 12 multicolored candles wrapped in paper with strange runes in silver ink.
- 17 Small metal bell.
- 18 Beaded leather bracelet.
- 19 Fur-lined winter hat and boots, and a pair of snow shoes.
- 20 Incense burner and sticks.
- 21 Dented traveler's cooking pans.
- 22 Signet ring of a famous family.
- 23 Fancy but torn silk shirt.
- 24 100' roll of twine.
- 25 Devil-head brooch.
- 26 Pamphlet for a free service.
- 27 Wooden flute.
- 28 Empty brass birdcage.
- 29 Jar of preserved fruit.
- 30 Conch shell.

MONSTER ENCOUNTER

When this result turns up, roll on a wandering or random monster encounter table that's appropriate for the dungeon level.

TRAP OR TRICK

d12 Trap or Trick

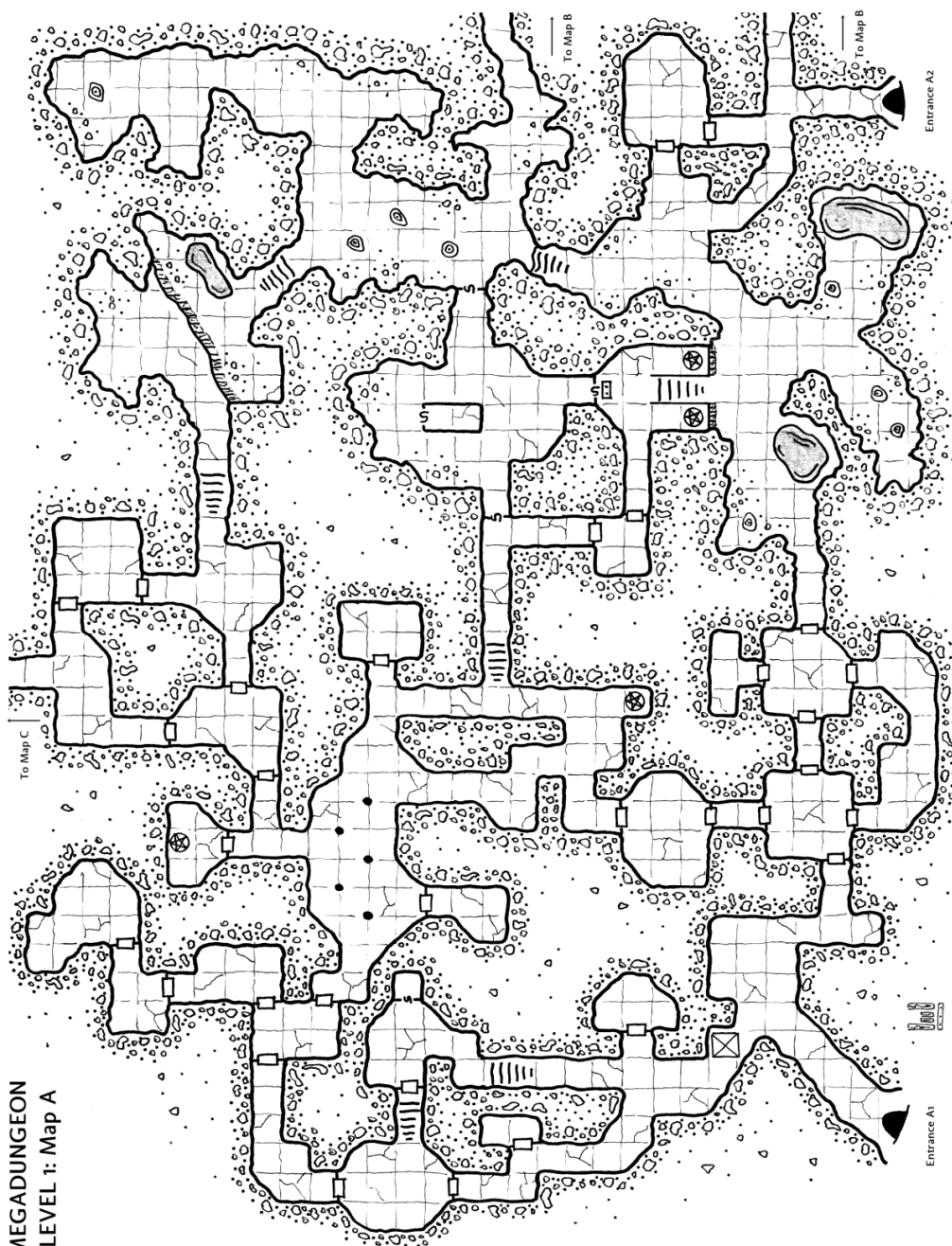
- 1 Child peeks around a corner and giggles "Ha ha! Can't catch me!" and disappears. Continues to happen in this area of dungeon; child mocks party more and more each time. Could be an illusion or haunting, or something else entirely.
- 2 A 10' tall pole of multi-colored glass stands upright in the center of this area. All of the coins possessed by a person who touches the glass pole instantly turn into colored glass marbles. In 24 hours the marbles revert back to their normal coin state.
- 3 Invisible force smashes into character's back. On a failed save vs breath weapon the character is knocked to the floor and suffers 1 point of damage. If the character is wearing metal armor, make a wandering monster check to see if a monster is attracted by the noise.
- 4 Empty torch sconces along the walls randomly shoot out jets of flame across the corridor. Any creature walking down the corridor must save vs breath weapon or suffer 1d6 damage per jet of flame. Putting a torch into a sconce deactivates its flame jet trap.
- 5 Three lidded cisterns are on the floor against the wall. Two are empty and the middle one has a pit viper inside that will immediately strike when the lid is removed.
- 6 On a table rests a small locked iron box. In the box is a scroll that when read curses the character, making his voice sound humorously high-pitched (as if he inhaled helium).
- 7 A small leather pouch with a drawstring holds a stone charm of the kobold deity Kurt Ulmak. The charm is trapped with a *polymorph other* spell which polymorphs any creature touching it into a kobold upon a failed saving throw vs spells. Kobolds are unaffected.
- 8 A magic mouth appears on a wall or door in front of the party. The mouth is crude, insulting and lecherous toward all the party members (especially elves), but is otherwise harmless. If the party goes away the mouth continues to insult them until they are out of earshot. Monsters in the area know the mouth's temperament.
- 9 This area (ideally a cavern or dungeon with lots of tunnels or side passages) is affected by a permanent *dancing lights* spell. The lights move around to confuse onlookers, making it seem as if another group is trying to surround them.
- 10 One party member hears whispering in his ear. The voice is another party member saying insulting things about him to a third party member. Every few minutes while the party remains in this area, randomly determine who hears a voice.
- 11 The room or area is under the effect of a *reverse gravity* spell at 1 turn intervals. Normal gravity for 1 turn, *reverse gravity* for 1 turn, etc. Smashed items in the area may give a clue to the trick.
- 12 A pulsating blue orb is held inset in the wall by a finely-wrought iron brace. When touched by a living creature the orb instantly teleports that creature to a random area in the dungeon.

WEIRD STUFF

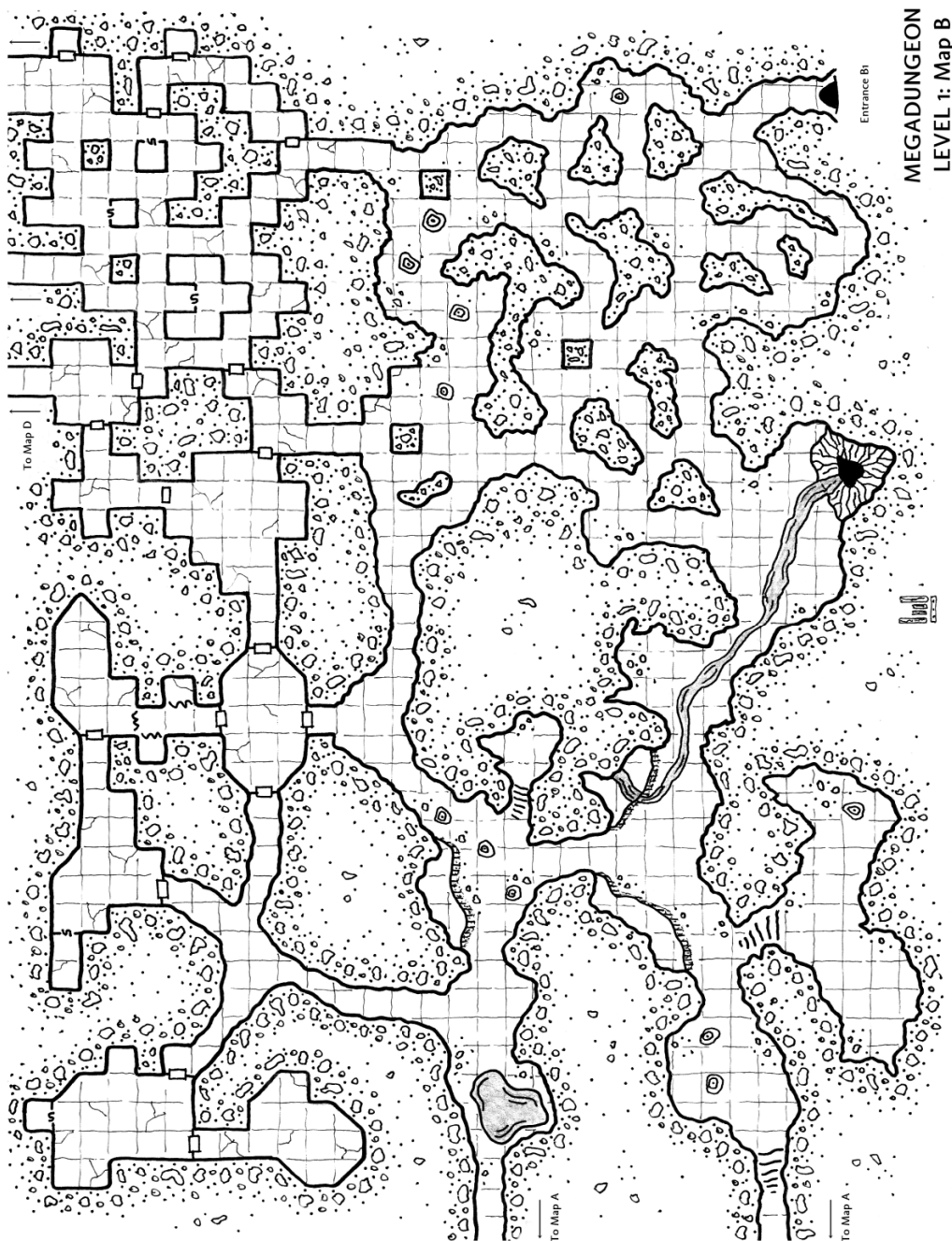
d12 Weird Stuff

- 1 **Magic Jelly Jar.** Room contains a large ceramic jar filled with a clear gelatinous substance. When a non-living object is touched to the substance, it mimics the form of that object, creating an exact duplicate. The duplicate functions exactly as the original, except for any magical properties. After 1 hour, the duplicate item reverts to its natural gelatinous state.
- 2 **Dinosaur Mommy.** The party discovers a large dirty egg. A compsognathus dinosaur hatches and immediately takes to the first character it sees as its mother. It reaches full size (18" tall) in a month. The dinosaur can learn a few tricks (as if affected by an *animal friendship* spell) and will fight to defend its "mother."
- 3 **I ain't afraid of no ghosts.** A party member appears to rest in a real and lidless casket carried by six shimmering spirits. The spirits cannot be affected. The dead party member is actually a wooden facsimile with real clothing and hair.
- 4 **Honey, I shrunk the PCs!** Upon entering this room, the party members are instantly (and unknowingly) transformed into 2" tall versions of themselves. Exploring the room, they encounter seemingly huge plants, terrain, and creatures. They might eventually find a clue to their current state, such as a huge book or dagger. When they leave the room, they immediately return to their normal size.
- 5 **A character gains the Shining power!** A PC has uncontrollable and random visions about the general area where he is standing. Despite their crippling strangeness (no actions while Shining), these visions enhance awareness and knowledge, granting bonuses to checks at the Referee's discretion. The Shining lasts for 1 minute but the bonus lasts for 1 turn. After 1 week the Shining power disappears.
- 6 **Cursed!** An imp appears on a character's shoulder and constantly insults, mocks, and judges every action. The imp is visible only to the character, cannot be harmed by any means, and remains until a *remove curse* (or *wish*) spell is cast.
- 7 **A floating disc suddenly appears 6' from one of the characters.** The disc functions as a *floating disc* spell for that character.
- 8 **Guess who's coming to dinner?** Room contains a fancy dining table set for the same number of guests as there are party members.
- 9 **Pool of magic detection.** Magical items submerged in this 5' wide and 1' deep pool glow depending on the strength of their magic. Only one item at a time may be detected as magical by the pool and only six items may be set in the pool per day (additional items do not detect as magical even if they are).
- 10 **Healing zone.** Any person touching the stone/pool/symbol/item in this area is healed 1d8 hit points. Functions once per person per day.
- 11 **Exact duplicates of the party suddenly appear in the area.** They are quite perturbed at being teleported here from the alternate dimension they are from and challenge the real party to a battle naturally assuming that the real party had something to do with interrupting the great life-changing events that were going on at that exact moment in the other dimension. The extra-dimensional versions of the party members disappear when slain.
- 12 **I am the very model of a modern zombie general.** The party enters a chamber and sees a very serious production of Gilbert & Sullivan's *Pirates of Penzance* being performed by zombies. Other than scoffing at their presence, the undead actors pay no attention to the party (unless they are attacked), thinking them extras in the production. The zombie director is a real tyrant!

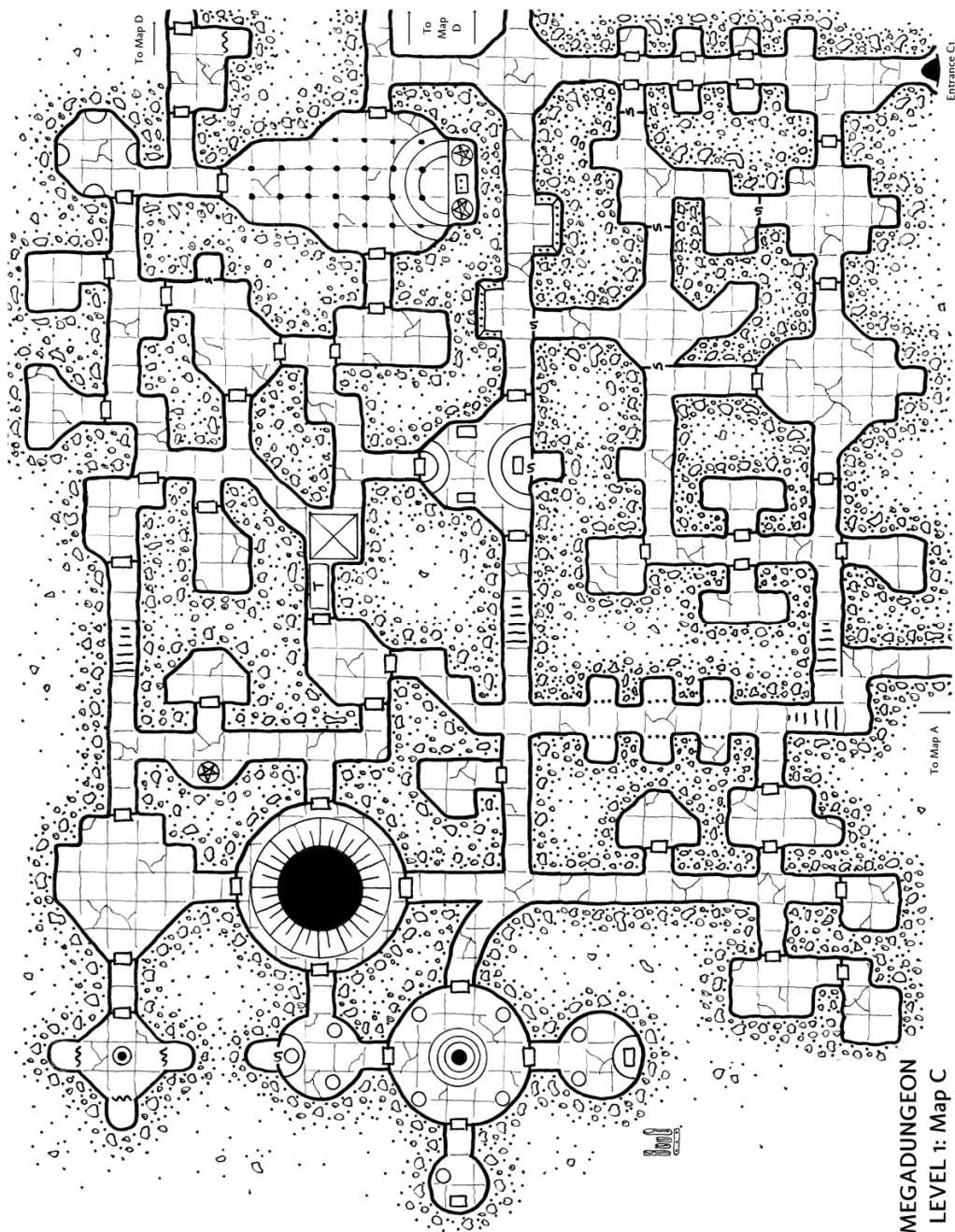
MEGADUNGEON LEVEL 1: Map A



MEGADUNGEON LEVEL 1: Map B



MEGADUNGEON LEVEL 1: Map C



MEGADUNGEON
LEVEL 1: Map D

To Level 2:
Map B

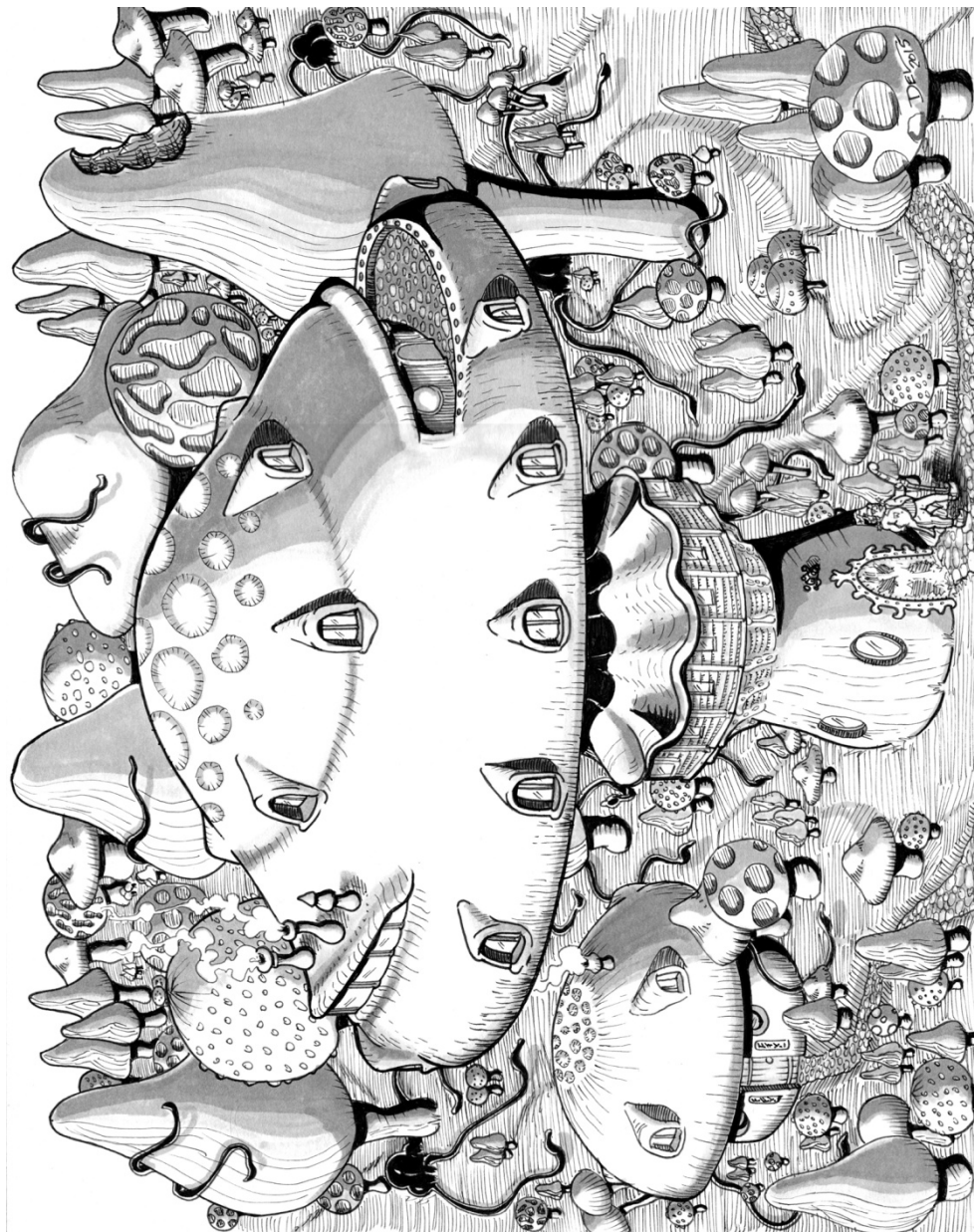
To Map C

To Map C

To Map C

To Map C

To Map B



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OLD-SCHOOL ROLEPLAYING GAMES

#2

SPRING 2018

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Issue #2:

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