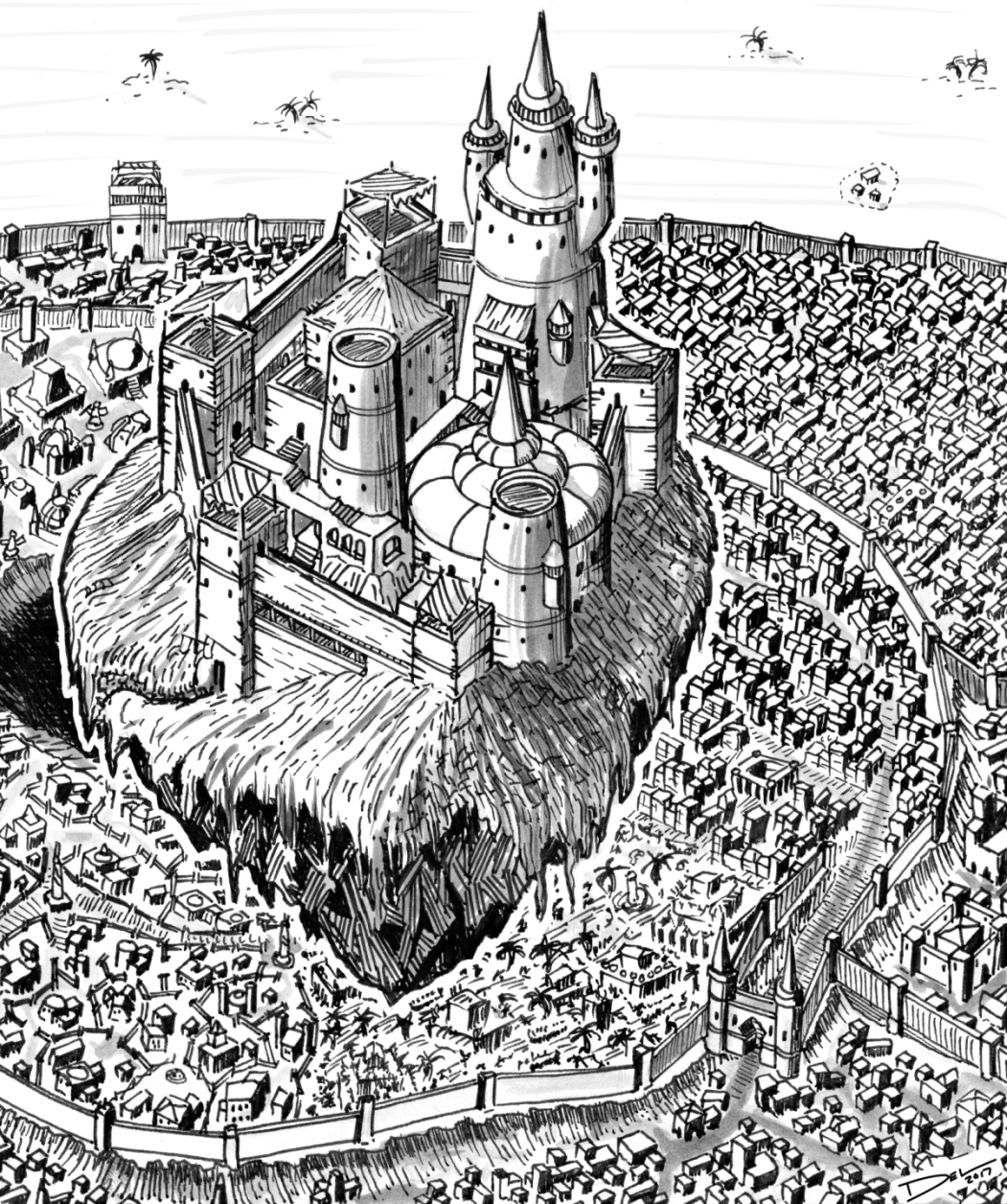


# DICE ROLL

ZINE

OLD-SCHOOL ROLEPLAYING GAMES

#2



THE CITY-STATE OF KRETH

# DICE ROLL ZINE

OLD-SCHOOL ROLEPLAYING GAMES

#2

Issue #2, Spring 2019

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# FUNGI, PLANTS = FREAKY STUFF!

## ROLL ALL THE DICE TABLES

The wilds teem with fungi, plants, and other stuff that curious (or stupid) PCs try to eat. 'Roll All the Dice' to generate a substance's details and effects!

### FUNGI, PLANTS & FREAKY STUFF - ROLL ALL THE DICE

	Effects d4	Duration d6	Taste d8	Form d10	Trait d10	Color d12
1	Table A	1d6 turns	Bitter	Flower	Amorphous	Black
2	Table B	2d6 turns	Chalky	Fruit	Breathes	Blue
3	Table C	1d6 hours	Earthy	Leaf	Crusty	Brown
4	Table D	2d6 hours	Fleshy	Lichen	Fuzzy	Clear
5	-	1d6 days	Salty	Mold	Luminescent	Green
6	-	2d6 days*	Sour	Moss	Metallic	Grey
7	-	-	Spicy	Mushroom	Moist	Orange
8	-	-	Sweet	Slime	Prickly	Pink
9	-	-	-	Slug or snail	Spores	Purple
10	-	-	-	Weed	Sticky	Red
11	-	-	-	-	-	White
12	-	-	-	-	-	Yellow

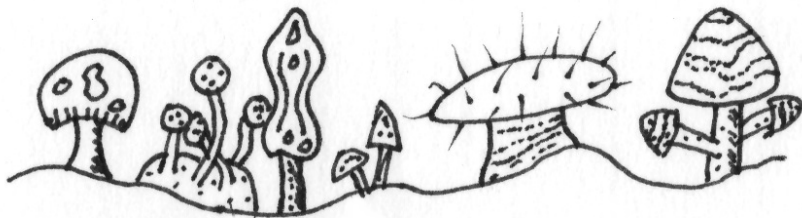
\*Permanent but with side effect on double 6s (referee discretion).



## FUNGI, PLANTS & FREAKY STUFF - ROLL ALL THE DICE (CON'T)

Roll	Table A: Poisonous, Physiological & Magical Effects (d20)
1	Deadly poison—save or die slowly and horribly
2	System shock—save or age 1d6 x 10 years, and take 3d6 damage
3	Poison—save or suffer convulsions; take 2d6 damage and incapacitated
4	Poison—save or suffer hallucinations, fear and paranoia; incapacitated
5	Poison—save or suffer nausea and cramps; -1 to attacks, damage and saves
6	Poison—save or suffer (1d6): 1-3 deafness, 4-5 blindness, 6 both
7	Nutritious and invigorating—counts as one day's food and water
8	Improved eyesight—double sight range and gain +1 to find secret doors
9	Improved hearing—gain +1 to listen checks
10	Sixth sense—gain +1 to surprise checks
11	Body shrinks as a potion of diminution
12	Body enlarges as a potion of growth
13	Body becomes slippery as potion of slipperiness
14	Body glows orange-red and gains resistance as a potion of fire resistance
15	Gain ability to smell treasure as a potion of treasure finding
16	Body turns into a mist as a potion of gaseous form
17	Body turns insubstantial as a potion of ethereality
18	Body distorts light—gain benefits as if wearing cloak of displacement
19	Gain invulnerability as a potion of invulnerability
20	Gain sight as if using a gem of seeing

Roll	Table B: Ability/Resist Effects (d20)	Table C: Spell Effects (d20)
1	-1 to all saving throws	Suffer <i>feeblemind</i>
2	-1d6 to one ability score	Suffer <i>confusion</i>
3	Vulnerable to poison; -2 saves, damage x2	Suffer <i>charm person</i> (from next NPC)
4	Vulnerable to damage type; -2 saves, damage x2	Suffer <i>sleep</i>
5	Vulnerable to paralysis; -2 saves, duration x2	Suffer <i>fear</i> of harmless thing
6	Bleeding wounds; +1 damage per round	Suffer <i>curse</i> of referee's choice
7	Gain 1d6 temporary hit points	Gain <i>animal summoning I or II</i>
8	+1d6 to one ability score	Gain <i>detect snares and pits</i>
9	Toughness; -1 to all damage dice from hits	Gain <i>darkvision</i>
10	Gain 2d6 temporary hit points	Gain <i>speak with plants</i>
11	Resist poison; +2 saves, half-damage	Gain <i>read magic</i>
12	Resist a damage type; +2 saves, half-damage	Gain <i>polymorph self</i>
13	Resist paralysis; +2 saves, half-duration	Gain <i>find traps</i>
14	Gain 1d6 x 5% magic resistance	Gain <i>speak with the dead</i>
15	Immune to poison	Gain <i>haste</i> (self only)
16	Immune to a damage type	Gain <i>invisibility</i>
17	Immune to paralysis	Gain <i>detect magic</i>
18	+1 to all saving throws	Gain <i>esp (detect thoughts)</i>
19	Gain 1d6 x 10% magic resistance	Gain <i>speak with monsters</i>
20	Regenerate 1 hp per round	Gain <i>contact other plane</i>



## FUNGI, PLANTS & FREAKY STUFF - ROLL ALL THE DICE (CON'T)

### Roll Table D: Wondrous & Weird Effects (d20)

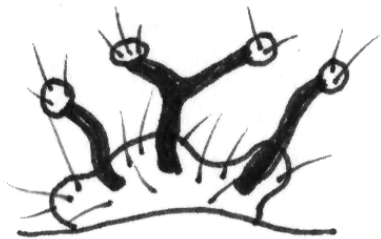
1	Hippie trip—you save or you strip naked in the woods and <i>commune with nature</i>
2	You gain immunity to harmful spores from fungus creatures
3	Fungi foodie—you swear off normal food and subsist on fungi only
4	Body like rubber—you take half-damage from blunt weapons and attacks
5	Wet leg—you emit an odd scent, animals encountered try to 'mark' you
6	Aphasic—you comprehend but can't communicate sensibly, lose spellcasting ability
7	Gemstone eye—remove your eye (no damage) and place it to gain remote sight, 300' rng
8	A tiny imp grows inside your ear and tells you what it thinks everyone really thinks
9	Your skin becomes like steel—gain base AC as if wearing plate armor
10	Your skin becomes translucent, muscles and skeleton visible; -2d6 Charisma
11	You <i>polymorph</i> at will into a plant creature; retain spellcasting; hide outdoors 90%
12	Your skin changes color to match the substance consumed (or roll d12)
13	Pixie dust fantasy—you believe you are a pixie with all of a pixie's powers
14	Shroomskin—fungal growths cover your body; you can speak with fungus creatures
15	Temporary magical epiphany—pick any spell, you can cast it once then it's gone
16	Bad reaction—all waste substances randomly evacuate your body
17	Door of perception—you can create a one-way portal to any one place you've been
18	Suffer Identity crisis—act like another class with none of its abilities (+20% to XP gained)
19	Slow time—combat happens in slow motion; make all rolls twice, take the best result
20	You know The Truth and it is glorious ... you forget when the effect wears off (+500 XP)

**General Note:** Ignore or re-roll any illogical results—unless the results are fun or hilarious!

**Spell-like Effects Note:** All variable spell effects are determined at the lowest class level needed to cast the spell—except for the spell's duration, which is superseded by the d6 Duration roll.

**Sample Dice:** d4, d6, d8, d10, d10, d12, d20 (3, 6, 8, 1, 10, 8, 14)

**Substance:** A sweet tasting (8) pink (8) and sticky (10) flower (1) that confers *speak with the dead* (3)(14) for 2d6 days (6).



# Sorcerer

*An adventurer with inborn arcane gifts, the sorcerer delves into forbidden powers and stygian secrets to thwart his foes. He casts spells gleaned from eldritch insights and otherworldly patrons. A sorcerer is not necessarily evil at heart, and those who follow him may love him deeply. However, fearful whispers and closed doors precede the wielder of black magic wherever his dark secrets are exposed. Truthful or not, foul names like witch, conjuror, necromancer, diabolist, and warlock often enshroud him.*

## SORCERER CLASS for SWORDS & WIZARDRY COMPLETE

Level	XP Required	Hit Dice*	Saving Throw	Spells Known/Cast per Day by Level								
				1	2	3	4	5	6	7	8	9
1	0	1d4	15	1	-	-	-	-	-	-	-	-
2	3,000	2d4	14	2	-	-	-	-	-	-	-	-
3	6,000	3d4	13	2	1	-	-	-	-	-	-	-
4	12,000	4d4	12	2	2	-	-	-	-	-	-	-
5	24,000	5d4	11	2	2	1	-	-	-	-	-	-
6	40,000	6d4	10	2	2	2	-	-	-	-	-	-
7	55,000	7d4	9	3	2	2	1	-	-	-	-	-
8	80,000	8d4	8	3	2	2	2	-	-	-	-	-
9	110,000	9d4	7	3	3	2	2	1	-	-	-	-
10	220,000	10d4	6	3	3	2	2	2	-	-	-	-
11	330,000	11d4	5	3	3	3	2	2	1	-	-	-
12	440,000	11d4+1 hp	5	4	3	3	2	2	2	-	-	-
13	550,000	11d4+2 hp	5	4	3	3	3	2	2	1	-	-
14	660,000	11d4+3 hp	5	4	4	3	3	2	2	2	-	-
15	770,000	11d4+4 hp	5	4	4	3	3	3	2	2	1	-
16	880,000	11d4+5 hp	5	4	4	4	3	3	2	2	2	-
17	990,000	11d4+6 hp	5	5	4	4	3	3	3	2	2	1
18	1,100,000	11d4+7 hp	5	5	4	4	4	3	3	2	2	2
19	1,210,000	11d4+8 hp	5	5	5	4	4	3	3	3	2	2
20	1,320,000	11d4+9 hp	5	5	5	4	4	4	3	3	2	2
21+	+110,000 per level	+1 hp/ level	5	5	5	5	4	4	3	3	3	2

\* Hit points gained after level 11 are combined totals not cumulative totals.

**Prime Attribute:** Charisma

**Attacks:** as Magic-User

**Weapons:** Dagger, dart, staff

**Saving Throws:** +2 on saves against spells, including those from wands and staffs

**Hit Dice:** 1d4, gains 1 hp/level after 11th

**Armor & Shields:** None

**Race:** Any

## SORCERER

**Attacks & Saves** as Magic-User

**Armor** None

**Weapons** Dagger, dart, staff

**Hit Dice** 1d4 per level, +1 hp per level after 11<sup>th</sup>

**Black Magic** Cast spells, no preparation, limited known spells

**Patron** Eldritch Blast, Empower Spells, Eldritch Lore, Pact Spells



## SORCERER ABILITIES

**Black Magic:** A sorcerer's spellcasting ability is partly inborn and partly bestowed by an eldritch patron, so the spells a sorcerer knows and can cast are more limited than a magic-user's at lower levels. However, under a patron's dark guidance, a sorcerer eventually gains higher level spells more quickly.

*Learn Spells, Spellbooks & Scrolls:* A sorcerer learns new spells automatically through practice and experimentation as he gains levels. However, a sorcerer does not keep a spellbook, so he cannot learn new spells immediately from scrolls or spellbooks that he finds. He can *cast* spells directly from scrolls.

*No Preparation:* Although a sorcerer knows a limited number of spells, his black magic is flexible. He chooses at the time of casting what spell it is he wants to cast, he does not need to prepare any spells in advance. Every spell a sorcerer knows is available to him at any time, up to his daily casting limits.

**Eldritch Patron:** At some point, a sorcerer's inborn power causes him to contact or summon an eldritch patron, with whom he makes a lifelong pact to bolster his black magic. A sorcerer's patron is usually a powerful magical creature like a beholder or dragon, or an entity of extra-planar origin, such as a demon, angel, elemental lord, or some other alien being. The pact with his eldritch patron provides a sorcerer with several magical powers.

*Eldritch Blast:* A sorcerer may hurl a shimmering ball (or bolt or missile, etc.) of pure eldritch energy up to 120 feet at any target he can see. This counts as casting a spell for combat purposes. Upon a successful missile attack roll, the sorcerer's eldritch blast inflicts 1d4 damage. If an attack misses, that eldritch blast still counts as being used. A sorcerer's Charisma attribute determines how many eldritch blasts he may use each day, and his eldritch blast gets stronger as he gains levels (see the tables below).

### CHARISMA & ELDRITCH BLASTS PER DAY

Sorcerer Charisma	Eldritch Blasts per Day	Sorcerer Charisma	Eldritch Blasts per Day
8 or less	None	15-16	4
9-10	1	17	5
11-12	2	18	6
13-14	3	19+	7

### ELDRITCH BLAST DAMAGE

Sorcerer Level	Eldritch Blast Damage	Sorcerer Level	Eldritch Blast Damage
1-4	1d4	15-19	1d10
5-9	1d6	20+	2d6
10-14	1d8		



*Empower Spells:* Once per day starting at 3rd level, a sorcerer may boost the power of a spell he casts, maximizing one of the random variables associated with the spell: number of creatures affected, damage, duration, and so forth. If there are no random variables associated with the spell, the sorcerer can either:

- a) Double the range of the spell, or
- b) Add +1 to any target saving throws to resist the spell.

Upon reaching 8th level, a sorcerer empowers up to two spells each day; at 13th level, he can empower three spells per day; and at 18th level and higher, he empowers as many as four spells per day.

*Eldritch Lore:* Starting at 4th level, when a sorcerer gains a level, he may swap one spell he knows for a new spell. The swapped spells must both be at least one level lower than the highest level spells that the sorcerer can cast.

*Pact Spells:* As a sorcerer gains levels, his eldritch patron provides bonus spells he can cast each day. Use the Pact Spells table below to determine how many spell ‘slots’ a sorcerer may re-use each day. For purposes of this ability, a spell’s level equals the number of slots it uses up.

**PACT SPELLS**

Sorcerer Level	# of Slots to Re-use	Max Spell Level	Sorcerer Level	# of Slots to Re-use	Max Spell Level
3	1	1	11	5	5
5	2	2	13	6	6
7	3	3	15	7	7
9	4	4	17+	8	8

However, these bonus spells come with a risk—possibly even death. Whenever he tries to use one of these extra spell slots, a sorcerer must succeed at a saving throw (with a penalty equal to the level of the spell) or suffer a Black Magic Miscast. Roll 2d6 on the table below to determine the result of a miscast.

**BLACK MAGIC MISCAST**

2d6	Miscast Result
2	Spell backfires and causes damage as most potent spell sorcerer knows, no save.
3	Spell backfires and causes 1d6 damage per spell level, no save.
4	Spell misfires and dumps sorcerer on the astral (or another random) plane.
5	Spell misfires and sorcerer actually summons a random hostile monster.
6	Spell is cast but functions at only half-power (damage, effect, duration, etc.)
7	Spell is cast but affects a different enemy target or area.
8	Spell is cast but is actually one of the sorcerer’s other spells of same level.
9	Spell misfires and creates an anti-magic field 10’ in radius per spell level.
10	Spell misfires and affects sorcerer and/or allies (as appropriate for spell).
11	Spell temporarily wiped from memory for 1d6 days per spell level.
12	Spell permanently wiped from memory.

# ARCAINE STUDY

## An Optional Class Ability for Magic-Users

A magic-user may learn important facts about any magical item she studies, such as its history, creator, specific powers the item grants, and any command words used to activate it. A magic-user may use this ability at any time, but it requires 1d6 hours of research or examination to do so. A magic-user need not physically touch a magic item to learn about its history and creator, or even its *purported* powers, but she does need to physically touch and examine the item to learn its *actual* powers and any command words.

After a magic-user spends the appropriate time studying and examining the item, roll 2d6 + INT modifier and consult the Arcane Study Table below to see what she learns about it. If the magic-user is 10<sup>th</sup> level or higher or has access to a respectable library/laboratory during the study time, add a +1 bonus to the roll (+2 for both). The accuracy of information discovered with this ability is entirely at the discretion of the referee.

Note that Arcane Study does not cancel out the effects of cursed items, intelligent magic items, or chaotic- or lawful-aligned magic items when they are touched. Okay referees ... you know what to do!

### ARCAINE STUDY TABLE

2d6 + INT Modifier	Result
2 or less	<b>Catastrophic Failure.</b> The magic-user discovers the full history and powers of the magic item. Unfortunately, it's the wrong item, but she is convinced she got it right! Also, the magic-user suffers a -1 penalty to her next Arcane Study check.
3-5	<b>Failure.</b> The magic-user fails to discover anything useful and instead finds misleading or inaccurate information about the item.
6-7	<b>Unsuccessful.</b> The magic-user discovers a few interesting leads, but nothing definitive about the item's history or powers.
8-9	<b>Success.</b> The magic-user discovers useful information about the item's history as well as one of its powers and the command word (if any) to activate it.
10-11	<b>Complete Success.</b> The magic-user discovers the full history of the item and all of its powers, the command words (if any) to activate them, and the approximate number of charges or uses (if any) the item has.
12 or higher	<b>Phenomenal Success.</b> As Complete Success plus the magic-user knows the exact number of charges or uses (if any) the item has, and can speak with expert authority on the item to other magic-users. Also, the magic-user gains a +1 bonus on her next Arcane Study check.

# D100 CHARACTER CAREERS

Roll (or choose) to generate a City-State of Kreth character's career before becoming an adventurer. A character knows how to do things common to his or her career, and the referee determines how that knowledge is helpful.

d100	Background	d100	Background
01-05	Acolyte or initiate, choose religion	50	Healer or herbalist
06	Advocate or lawyer	51-53	Hedge wizard or arcane scion
07	Apothecary or alchemist	54	Hermit or ascetic
08-12	Apprentice, choose trade	55	Hunter or trapper
13	Archer or duelist	56	Jailer or prison guard
14	Archivist or librarian	57-59	Journeyman, choose trade
15-19	Artisan, choose craft	60	Laborer or peasant
20	Astrologer or astromancer	61	Market hawker, choose specialty
21	Bailiff or legal officer	62-64	Mercenary or sell-sword
22	Bandit or brigand	65	Merchant, choose specialty
23	Barkeep or tavern keeper	66	Miner or prospector
24	Beast trainer or wrangler	67	Mystic or occultist
25	Beggar or vagabond	68	Navigator—air, dune, or watercraft
26	Book keeper or guild clerk	69	Noble or aristocrat
27	Bounty hunter or witch hunter	70	Nomad or wanderer
28	Burglar or footpad	71	Orphan or street urchin
29	Caravan guard or guard-at-arms	72	Outlaw or fugitive
30	Cartographer or surveyor	73	Pilot—air, dune, or watercraft
31	City official or tax collector	74	Pit fighter or gladiator
32	City watch or town guard	75	Rat catcher or muck raker
33	Clothier or couturier	76	Rickshaw or dray driver
34	Coach or caravan driver	77	Sage or scholar, choose specialty
35	Con artist or charlatan	78	Sailor—air, dune, or watercraft
36	Convict or criminal	79	Scribe or calligrapher
37	Cultist or pilgrim	80	Servant or chamber hand
38	Cutpurse or pickpocket	81	Shepherd or wrangler
39	Dervish or monk	82	Ship hand—air, dune, or watercraft
40	Dock worker—air, dune, or water	83	Slave or thrall
41	Engineer, choose specialty	84	Smuggler or pirate
42	Entertainer, choose specialty	85-89	Soldier or legionnaire
43	Executioner or torturer	90	Squire or page
44	Farmer or gardener	91	Surgeon or physician
45	Fence or forger	92	Thug or ruffian
46	Fortune teller or seer	93	Torchbearer or porter
47	Gambler or gamer	94	Trader, choose specialty
48	Grave digger or grave robber	95	Wasteland marauder or reaver
49	Guide or scout	96-00	Wizard's apprentice

# THE CITY-STATE OF KRETH

The City-State of Kreth. Jewel of Civilization. City of Divine Light and Home of the God-Emperor.

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*You leap from the spice merchant's carriage and stand before the Grand Imperial Gate of the City-State of Kreth. You've anticipated this moment for a decade. Two four-story towers flank a menacing iron gate that resembles a screaming demonic face. Exactly like your father told you. The towers and gatehouse bristle with guards displaying stunbows, and other hidden but clearly ready defenses. Past the gate, a gargantuan causeway overflows with the caravan of beasts, merchants, and slaves you've traveled with, and ascends fifty feet to wide, open grounds.*

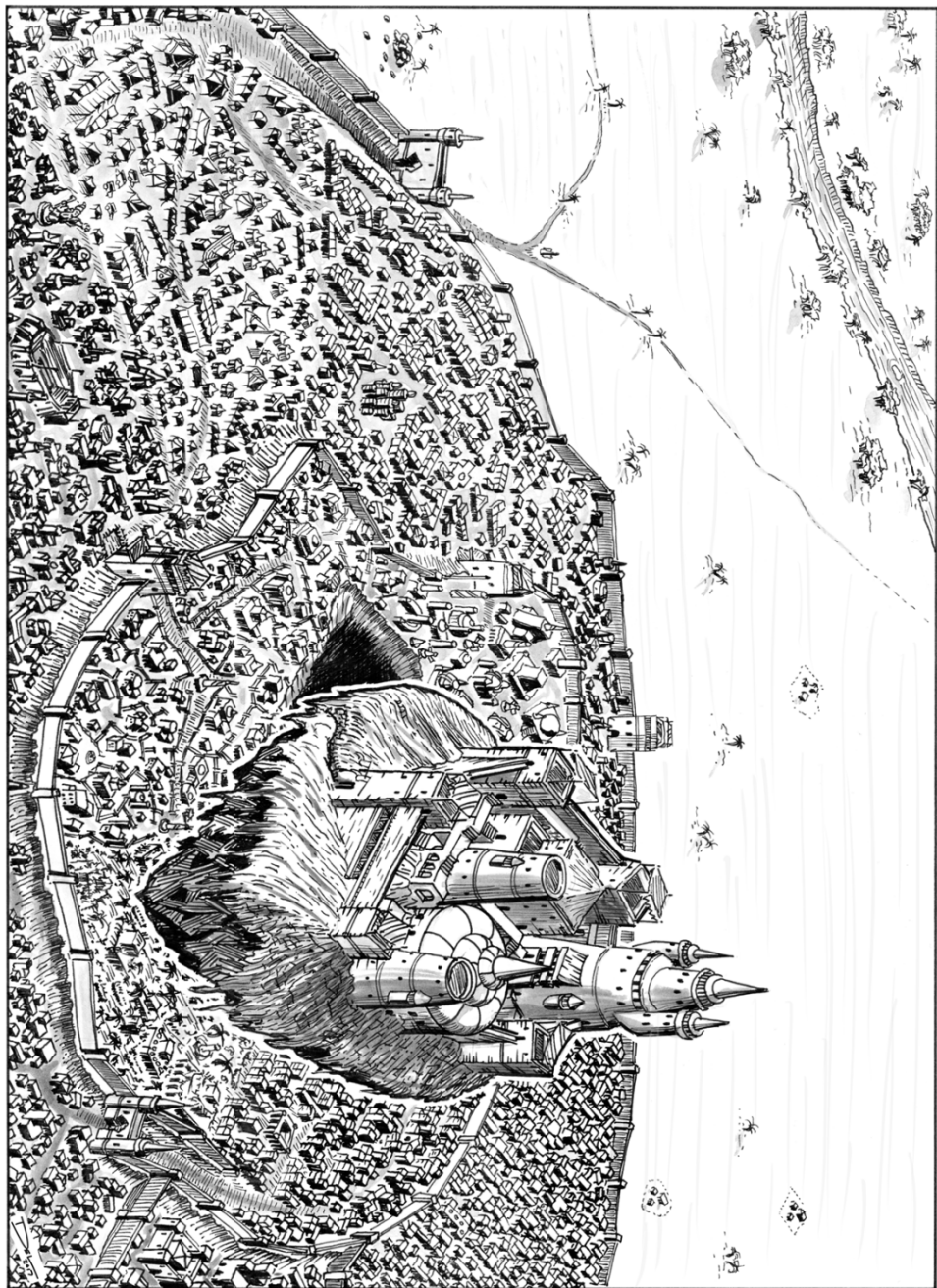
*Beyond the causeway, you see the city rise in two great tiers. The higher you live, the richer you are. Your father also told you that. Floating a quarter mile above the city you see the Empyrean Palace, its crystal spires and golden minarets gleam in the sun—the ever-present ultimate wealth of the God Emperor. They say he's ruled for a thousand years...*

*Your research floods suddenly into your mind. The City-State's districts vary widely. From the slum-shanties of the Havens to the utilitarian simplicity of the Old City, from the colorful market stalls of the Bazaar to the immaculate estates of the Villa Optima—a dizzying array of social strata, cultures, tangled streets, and architecture.*

*The spice merchant eyes you and says dismissively, "Of course, everyone is welcome in Kreth, you know." He pauses, and his face turns to a smile.*

*"But if you want rights ... Well, you had better become a citizen, Son. And that ain't cheap." He hands you a scroll bearing the golden wax seal of the God Emperor of the City-State of Kreth.*





## CITY-STATE OVERVIEW

**Geography:** The City-State rises atop a mesa near the Kreth River, in a wide flatland valley that dominates the Kreth Verdant. Beyond the city walls lay the Crescent Lands—a fertile cluster of estates, farms, orchards, plantations, and dozens of villages.

**Population:** The majority of the City-State's one-million-strong population lives on and works the Crescent Lands. About 350,000 folk live within the city, but only one-third of them are citizens. Humans dominate the population, but elves, dwarves, halflings, half-orcs, and stranger folk call this cosmopolitan melting pot home.

**Commerce:** The City-State is the largest, richest, and most diverse realm of the Wastelands of Kreth. Its markets teem with goods, from the local to exotic, the mundane to mystical, and everything between. Honesty and fair trade are qualities prized in the city's markets.

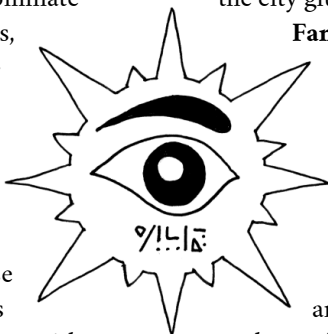
**Citizenship:** Everyone is welcome in the City-State. All one must do is pay the 1 sp Freedom Levy to enter, and abide by the law. Any person may become a legal citizen too, so long as they convert to the worship of God-Emperor Aristan and pay the Free Citizen's Trust—an *annual donation* of at least 200 gp for the City-State's infrastructure and well being. 'Kreth:

Keep it Beautiful' is a popular slogan among citizens.

**Government:** The God Emperor Aristan founded the City-State over a thousand years ago. Although his rule is absolute to this day, an immense bureaucracy of civic, military, and religious officials actually runs the city. Intricately woven into all the red tape are hundreds of guilds, orders, and leagues that form the social and mercantile networks helping to keep the city glued together.

**Fantastic Features:** The city has several noteworthy features. First, the God-Emperor's palace floats a quarter-mile above the city center; its eldritch power and presence loom eternal and inescapable. Directly

beneath it gapes a huge black and bottomless pit where the palace originally stood. Second, the city vigilantly defends itself with airship patrols and an array of ensorcelled pulse cannons high atop the palace citadel's towers. Third, several huge winch-lifts operated by tamed trolls transport passengers and vehicles between the elevated city tiers. Fourth, the 30,000-seat Coliseum hosts the annual Imperial Air Derby (or Aeroflot), a spectacular race of the world's most daring airskiff pilots. Crashes are legendary.



## A BRIEF HISTORY OF THE CITY-STATE

Year	Notable Event
-1,400	<b>Kreth Town sacked</b> and brought under the command of Aristan, Warrior-Prophet of Aris, the Bringer of Light and Life.
-1,257	<b>The Holy Purge.</b> Aristan, seemingly blessed with unnaturally long life, declares he is the only Living Son of Aris. He conducts a purge to eliminate all opposition to his rule over Kreth Town.
-1,064	<b>City-State of Kreth established,</b> the first 33 Emyrean Edicts are issued, and City-State is declared forever under rule of His Divine Majesty, Eternal Overlord, Savior of the Free Peoples, God Emperor Aristan.
-1,016	<b>The Celestial Temple is built</b> and the Church of the God Emperor is declared the official religion of the City-State.
-985	<b>The Imperial Guard</b> founded to protect the God Emperor.
-747	<b>Great Public Works Built:</b> The Coliseum, Aristan's Colossus, the Hanging Gardens, and the Winch Lifts all built within a 5-year period of serious urban renewal. Huge prison ('The Pen') built in The Haven.
-531	<b>During the Great Quake of 531,</b> the Emyrean Palace rips from the ground and rises to the sky. The Black Pit remains in its place.
-454	<b>The Imperial Guild of Seers &amp; Magicians</b> founded to regulate magic.
-379	<b>The Freedom Divan</b> created to advise God Emperor Aristan. All members are hand-picked by Aristan and appointed for life.
-315	<b>The Prison Sector</b> walled-off from The Haven after the Jazon Uprising.
-227	<b>War with Alkemnon of Magmar.</b> The 'Demon King' attacks the City-State with an armada of airships, but is obliterated by the City's secret weapons—pulse cannons atop the towers of the Emyrean Palace.
-100	<b>Imperial Edict (53) Against Acts of an Unwholesome Nature</b> enacted to protect livestock, slaves, and property during The Crescent Famine.
-52	<b>The Imperial Air Derby</b> held for the first time in the Coliseum.
Current	<b>Brotherhood of the Jade Monkey</b> gang begins operating in The Haven.

## CITY-STATE LAW

The City-State of Kreth maintains a complex bureaucracy and skilled state-licensed *advocates* (not lawyers!) are required to navigate its legal codes. Most things illegal in civilized places are illegal here. Unique City-State laws include:

- ❖ **Only Citizens Have Rights:** Only citizens possess limited rights and liberties under the law. Non-citizens have no legal rights at all.
- ❖ **Magic is Restricted:** No one may practice or use magic within the City-State without registering with the Imperial Guild of Seers & Magicians. The guild's dues and fees for magic use are complex, obscure, and expensive (500 gp annually), as are its *Dictums Governing the Lawful Use of Magic*.
- ❖ **Spellbinders:** The City-State employs Imperial Spellbinders, silver and black-robed wizards of notorious repute that hunt down unlawful magicians.

- ❖ **Tax-evasion is Seriously Bad:** Of all the laws in the City-State, failing to pay proper taxes is one of the most heinous, as deliberate tax-evasion is often considered a crime against the God Emperor himself.
- ❖ **Burn the Foul-Mouthed ... and the Lawyers:** The God Emperor despises cursing and vulgar language, and zealously enforces anti-cursing laws. Out of necessity, locals have mastered creative cursing, including a vast lexicon of otherwise innocuous words with rude meanings. And he hates lawyers too. Thus, if they don't want a 10 gp 'reward for their heads' hanging over them, lawyers join the state-licensed Advocates Guild to keep working in the city.

## CITY-STATE TRIALS: CRIME & PUNISHMENT

Here is a quick one-die-roll procedure referees may use to simulate the legal proceedings when people find themselves arrested and put on trial in the City-State. Simply add up any appropriate modifiers from the top two sections on the table below (The Crimes and The Trial) then apply the total modifier to a 2d6 roll to determine guilt or innocence, as well as the sentence if convicted.

### 1. THE CRIMES

Severity	Mod.	Example Crimes
Minor	+2	Assault, cursing, defiling property, drunkenness, giving short measure, operating a business without a license, rioting, theft <100gp
Serious	+0	Arson, assault with weapon, blasphemy, desecrating property, fraud, killing in self-defence, tax evasion, theft >100gp, unlawful magic use
Major	-2	Conspiracy against the State, cursing the God Emperor, heresy, murder, practising sorcery or witchcraft, theft >1,000gp, treason

### 2. THE TRIAL

<b>Any Witness?</b> Yes: city watch -4, noble -3, wealthy -2, commoner -1, poor +0; No +4
<b>Any Evidence?</b> Yes: caught in act -3, confession -2, circumstantial -1; No +0
<b>Who is Victim?</b> Noble -3, wealthy -2, city official -2, commoner -1, poor +0; None +2
<b>Accused is:</b> Noble +3, wealthy +2, commoner +1, poor or adventurer +0, non-citizen -4
<b>Accused has Advocate?</b> Yes: add higher of advocate's INT or CHA modifier; No -2
<b>Accused has Priors?</b> Yes: -1 for each conviction; No +4
<b>Accused tries Bribery?</b> Yes: +1 per 100gp to judge; No or if bribery attempt fails -4
<b>Accused has Connections?</b> Yes: Legal +4, noble +3, wealthy, +2, bureaucratic +1; No +0

### 3. THE CONVICTION?

Result is 8 or less	Guilty	Result is 9 or more	Not guilty
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### 4. THE SENTENCE

CS	2d6 Result	Minor*	Serious**	Major***
10	-10 or worse	6d6 days in jail	Death	Torture & death
5	-9 to -1	Public humiliation	Jailed for life	Death
2	0 to 4	Lashings	4d6 years jail/labor	Jailed for life
1	5-8	Citation	2d6 years jail/labor	6d6 years jail/labor

\* Fines levied equal to d6x5 gp multiplied by the Conviction Severity (CS) number.

\*\* Fines levied equal to 200+2d100 gp multiplied by the Conviction Severity (CS) number.

\*\*\* Fines levied equal to 500+5d100 gp multiplied by the Conviction Severity (CS) number.



## CITY-STATE FACTIONS

**Bureaucracy:** Ministries, offices, and committees exist it seems for every conceivable city function. The bureaucracy makes things happen, so its tangled web ensnares everyone at some point—a wise person develops contacts. An official's robe color indicates which major branch of the bureaucracy she represents: pink, green, red, yellow, orange, black, and purple. (See 'City Official' encounter table on page 30.)

**Church of the God Emperor:** The 'official' religion of the City-State recognizes no other God except the Immortal Emperor Aristan—only Son of Aris, Bringer of Light and Life. To become a citizen, one must openly convert to the worship of the God Emperor in an expensive and public ceremony. There are three main orders within the Church:

The *Radiant Spears of Light* forms the martial wing of the church, holy warriors under the command of the High Spear Lancer General.

The *Wailing Daughters of Purity* is a fanatical sect of female warrior-inquisitor-monks led by the Searing Hand, devoted to rooting out heretics, deviants, and witches.

The *Circle of the Golden Chalice of Lamentation* is the front-line and largest order composed of deacons and priests. They are responsible for administering the church and performing all spiritual services.

**Freedom Divan:** This elite council of military, church, and civic leaders advises God Emperor Aristan on all matters of policy. Other than the God

Emperor, they are the most powerful people in the City-State.

**Imperial Guard:** 'The Guard' has 66 ranking members and exists solely for the protection of the God Emperor. The guards appear striking in their white-lacquered and gilded plate armor and helms, jeweled scabbards with Mercatian steel swords, and gold-trimmed purple cloaks emblazoned with a golden sun. The Imperial Guards are popular figures in the City-State, and their presence elicits wonder and excitement.

**Syndicate:** This ruthless cartel of mobsters operates out of the Haven district, and controls most street gangs and criminal activity in the City-State. Syndicate members answer only to their immediate boss, whose identity is unknown except by pseudonym. When bosses die, recruits are often killed-off or forced to answer to a new boss (usually the killer) if they are talented enough.

**Trade Guilds:** Hundreds of guilds, leagues, and orders operate in the City-State. Some are powerful and influential—like the Imperial Guild of Seers & Magicians—but most are marginal. A few noteworthy guilds for adventurer interests are the Blood Kin Mercenaries, Advocates Guild (lawyers), Brotherhood of the Jade Monkey (a new thieves' guild free of Syndicate dominance), Sisters of Mercy & Scolding (alchemists and healers), League of Merchants & Free Traders, and the Most Loyal Ancient Order of Henchmen, Retainers, Porters, Torch Bearers & Factotums.

## CITY-STATE CURRENCIES

In addition to standard coinage, the following currencies find use in the City-State of Kreth and throughout the Wastelands.

**Gold-pressed Black Iron (gpbi):** 1,000 gp bar

**Mercatian Steel Piece (st):** 10 pp

**Sapphire Star Gem (ss):** 5 pp

**Blood Ruby Gem (br):** 5 gp

**Obsidian Moon Gem (om):** 5 sp

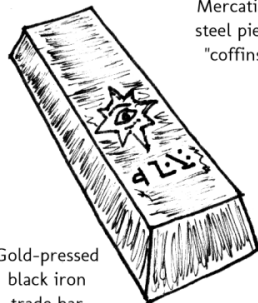
**Jade Bits (jb):** 5 cp



City-State coins  
(pp, gp, ep, sp, cp)



Mercatian  
steel piece  
"coffins"



Gold-pressed  
black iron  
trade bar

## CITY-STATE SERVICES & HOUSING

This table shows costs and notes for various services and housing available in the City-State. Standard goods are available at rulebook costs (exceptions noted in the district sections).

### SERVICES & HOUSING

Service	Cost	Housing	Rent/Purchase Cost <sup>1</sup>
Carriage/Palanquin (per hour)	1 gp	Room	1/- gp
Floating carriage (per hour)	5 gp	Apartment (2 rooms)	3/600 gp
Free Citizen's Trust (annual) <sup>3</sup>	200 gp	Apartment (3 rooms)	5/1,000 gp
Freedom Levy (city entry tax)	1 sp	Apartment (4+ rms)	10/2,000 gp
Funeral services (per person) <sup>4</sup>	10 gp	House, small	25/5,000 gp
Gate/Troll Lift Tax (per trip) <sup>5</sup>	2 sp/2 gp	House, medium	50/10,000 gp
Healing care (per day) <sup>6</sup>	3 gp	House, large	75/15,000 gp
License/permit (1 year, event) <sup>7</sup>	Varies	Villa, small <sup>2</sup>	250/50,000 gp
Messenger (per district sent)	5 sp	Villa, medium <sup>2</sup>	500/100,000 gp
Palace berth fees (per hour) <sup>8</sup>	20 gp	Villa, large <sup>2</sup>	1,000/200,000 gp

<sup>1</sup> Rent cost per month. Double rent and purchase cost if located in Temple Quarter, triple in Villa Optima, and halve the cost in Haven district.

<sup>2</sup> Villas typically available outside city (listed cost) or in the Villa Optima district (triple cost).

<sup>3</sup> The Free Citizen's Trust is an annual tax to maintain citizenship status and help beautify the city.

<sup>4</sup> Services performed by a church priest and her staff; include brief prayers, cremation, and a death certificate (to avoid future taxes). Burial services must be arranged *separately* and a cemetery plot paid for, at appropriate costs determined by referee.

<sup>5</sup> Paid before passing through or using each gate or lift between city districts. The Troll Lifts move only when they are full with 10 passengers, or for a vehicle (2gp per trip).

<sup>6</sup> Non-magical healing care. Patients recover 1 extra hit point per day under a Sisters of Mercy & Scolding healer's care. Magical healing is also available at costs determined by the referee.

<sup>7</sup> Licenses and/or permits are required to operate a business, carry a weapon, build something, hold an event, or otherwise generate any money or use any kind of space in the City-State. The costs for such licenses and permits can be as nominal or exorbitant as the referee desires, but a minimum 5 gp is suggested for something simple like a peace-bonded weapon carry permit.

<sup>8</sup> Taxes and berthing charges paid per hour (or part thereof) to dock an airship of any type at a Palace district berth.

# CITY-STATE EXOTIC ITEMS, WEAPONS & VEHICLES

## EXOTIC ITEMS, WEAPONS & VEHICLES

Exotic Item	Cost	Exotic Item	Cost
Black iron	Special	Nullrod or nullwand	Special
Expanding pole	25 gp	Reclamation vest	150 gp
Gloworb or glowrod	50 gp	Spellbinding collar	Special
Indigo dust (vial)	300 gp	<b>Vehicle</b>	<b>Cost</b>
Kyleth crystal	200 gp	Flier	10,000-20,000+ gp
<b>Weapon</b>	<b>Dmg</b>	<b>Wt.</b>	<b>Cost</b>
Stunbow	1d6-1	5	75 gp*
Stun-halberd	1d6+1	15	15 gp*
		Sailbarge	5,000-20,000+ gp
		Skiff	500-1,000 gp

\* Plus the cost of a kyleth crystal to power the weapon.

## EXOTIC ITEMS

**Black iron:** Black iron possesses strong anti-magic properties, making it both a very secure and extremely valuable material. Hence, its use in gold-pressed black iron trade bars as well as anti-magic devices like spell-binding collars and nullrods.

**Expanding pole:** This 1-foot long plasteel rod magically extends to 10 feet upon command, and vice versa.

**Gloworb or glowrod:** This fist-sized orb glows or dims upon command, lighting a 30-foot radius as torchlight for a total of 6 hours. Orbs may also be affixed to rods, staves, and wands.

**Indigo dust:** A vial of this magical serum infused with pollen from the indigo lotus flower allows an arcane spellcaster to recast spells at half-power. Also, a magical aura surrounds the caster restoring d4 hit points with each half-power spell cast. The dust's effects last for 1d6 hours.

Indigo dust is highly addictive. It eventually turns a chronic user's eyes completely blue and causes serious psychological disorders.

**Kyleth crystals:** Crimson crystal-like gemstones that pulse with an inner

golden light, kyleth crystals infuse specially made 'mundane' devices with eldritch energy, granting them magical powers and properties.

**Nullrod or nullwand:** These rods and wands fashioned in part from black iron completely negate and destroy the magical properties of any item they touch. The magic item touched gets a saving throw to avoid the effect. Use the relative power of the target magic item as a guide (see table). Whenever a nullrod is used, roll 1d8. A die result *less than or equal to* the power of the magic item to be negated means that the power of the nullrod is expended and it becomes an inert iron rod (whether the magic item is actually negated or not).

## MAGIC ITEM SAVING THROW

d8 Roll	Item Power	Saving Throw
1	Weak	17
2	Minor	15
3	Moderate	13
4	Strong	11
5	Very Strong	9
6	Potent	7
7	Legendary	5
8	Artifact	3

**Reclamation vest:** This intricate vest of thin tubes and hoses reclaims some of the moisture excreted by a person's body. It magically cools and circulates the moisture within the vest to help keep the person comfortable even in extremely hot conditions.

Using a reclamation vest grants the wearer a +4 bonus to any saving throws or checks to avoid exhaustion or other effects in hot conditions.

**Spellbinding collars or manacles:**

These devices fashioned of black iron create an anti-magic field around the wearer, preventing them from casting spells or using magic items. They also prevent magic from affecting the wearer. Imperial Spellbinders often use these on captured spellcasters.

## WEAPONS

**Stunbow:** This sleek crossbow-like weapon can be fired each round. Its stun power inflicts 1d6-1 damage and the target must succeed on a save or be paralyzed for 1d6 rounds. The bow fires 10 shots before its kyleth crystal must be replaced.

**Stun-halberd:** This polearm can be used as a normal halberd, or it can be activated to stun on an attack instead. The stun power inflicts 1d6-1 damage and the target must succeed on a save or be paralyzed for 1d6 rounds. The halberd can stun 10 times before draining its kyleth crystal.

## VEHICLES

**Flier:** An airsiff, or simply flier, is a single- or dual-rider aircraft powered by magic. A single-rider flier is about the size of a kayak or canoe, and its maximum payload is 150 pounds in

addition to its rider. A dual-rider flier is roughly the size of a rowboat or wagon, and its maximum payload is 300 pounds in addition to two riders.

Both craft can fly up to 120 feet per round. All fliers are custom made to exact specifications, and each has a monthly upkeep cost in addition to the purchase cost (referee discretion).

**Flier (single):** AC 5 (14), HD 6, MV fly up to 120' per round, SV F6. HP: 27

**Flier (dual):** AC 3 (16), HD 10, MV fly up to 120' per round, SV F10. HP: 45

**Hoverquin:** A hoverquin is a floating palanquin. The cost of this luxury vehicle limits it to nobles and the very wealthy. It may be fitted with any features, even magical enchantments and protections (referee discretion).

**Hoverquin:** AC 7 (12), HD 6, MV fly up to 60' per round, SV F6. HP: 27

**Sailbarge:** A sailbarge has a huge hull and is propelled by multiple sails and several large wheels. There are two decks (open upper deck and lower deck for crew, passengers, and cargo) and a raised quarterdeck for the helm. A sailbarge navigates best in flat, open terrain (up to 36 miles per day), and at half-speed (or less) in difficult terrain.

**Skiff:** A sail and wheels propel the lightweight, flat-bottomed skiff. A skiff sails best in flat, open terrain (up to 48 miles per day), and at half-speed (or less) in difficult terrain. A skiff requires a pilot and may carry up to 3 other passengers and their gear.

**Note:** For 'Quick & Easy Flier Rules' see page 23 of *Dice Roll Zine #1*.

## CITY-STATE RANDOM RUMORS

d20	Rumors
1	Few know the truth: God-Emperor Aristan is dead. Empyrean Biomancers grow clones of the original Aristan in vats using preserved bits of his manhood. This was the only thing recovered when he was torn to shreds a thousand years ago by an angry mob during a public event that went terribly wrong. <i>False</i>
2	Breeding pits full of vile magical beasts sprawl beneath the Coliseum. <i>True</i>
3	There has been a sudden upsurge in the disappearance of children and elderly folk in various city districts. Perhaps coincidentally, the vendors on Street Meat Lane in the Coliseum district are all selling a fabulous new kebab delicacy, called hewmashi! <i>False</i>
4	The popular Haven district liquor Hot Ratz is spiced with sewer rat blood. <i>False</i>
5	The Black Lotus Weeps—a cult of undead worshippers— has a temple in the Undercity. The senior cultists are all members of the Freedom Divan. <i>True</i>
6	The city watch back down if threatened with legal action. Similarly, jumping three times on your left leg and flapping your right arm like a chicken wing while squawking tells the watch you're an advocate and to leave you be. <i>False</i>
7	The Imperial Spellbinders are all addicted to Indigo Dust, a powerful narcotic that enhances spellcasting—but at a terrible personal cost. <i>True</i>
8	If you stand in the center of the Celestial Temple at midnight on a full moon, light shines upon the floor revealing a secret entrance to the catacombs. <i>True</i>
9	Deadly green mists appear randomly in the city at night once a month. <i>False</i>
10	A bizarre timegate has been found beneath the Prustan family crypt. <i>True</i>
11	The Syndicate secretly manages the Brotherhood of the Jade Monkey thieves' guild via an elaborate network of false identities and accounts. <i>False</i>
12	Every summer solstice, crocodiles mysteriously invade the city sewers. <i>True</i>
13	The head of Aristan's Colossus is hollow and holds vast treasures. <i>False</i>
14	The trolls that operate the city winch-lifts may be hired off-duty with not only gold, but also their favorite liquor concoction called a Salty Noble. <i>True</i>
15	Intricate and agile black market immigration and smuggling networks thrive in the Undercity sluices that drain into the outlands. <i>True</i>
16	The 'Rot Scarab Priest' has struck again and cursed random crops in the Crescent Lands. Beware fresh fruit that burst with poisonous beetles! <i>False</i>
17	The Haven district. 22 Acacia Avenue. That's the place where we all go. You will find it's warm inside. The red light's burning bright tonight. Shaarlott also peddles poisons, earning her the moniker Madame Deathjoy. <i>True</i>
18	The Imperial Air Derby is rigged to favor one of the noble family racers. <i>False</i>
19	The warrior who wins the annual Empyrean Battle tournament held in the Palace's Thunderdome is promoted into the exclusive 66 ranks of 'The Guard.' For every guard brought into the ranks, one must be removed... <i>True</i>
20	A feral vampire stalks the tunnels and sewers beneath the Prison Sector. <i>True</i>

## CITY-STATE RANDOM ADVENTURE SEEDS

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### d8 Adventure Seeds

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1 Lycanthropy is spreading like wildfire amongst the caravans deployed in the Grand Imperial Gate grounds. A representative from the Golden Road Trade Emporium contacts the PCs to hire them to eliminate the source and stop the spread of the disease before it spreads to the entire city. A local merchant who suddenly abandoned his stall is named as a possible lead. The truth is the Emporium knows they are responsible for the outbreak, and the hiring of the PCs is a ruse to have them take the fall with the City-State authorities.

2 In a case of mistaken identity, Casparias, a famous City-State technomancer, contacts the PCs and apologizes for the late delivery of a custom flier for the upcoming Imperial Air Derby. If the PCs deny ownership or contracting him, Casparias simply winks and touches the side of his nose. "Just don't push the RED button too soon, or ... well, you know. Special feature you requested." The airskiff has flames painted on it and dice hanging from the mirror. Oh yeah!

3 Undead creatures are climbing out of 'The Pit' beneath the Emphyrean Palace. No one knows where the creatures are coming from. Citizens of the nearby districts are obviously alarmed and desperate to stop the undead threat.

4 The obscure relic known as *The Sphere of the Mad God* rests in the Prustan family crypt, the wealthiest non-noble family in the City-State. Turns out the man buried with the Sphere, Indros Prustan, is actually still alive. And he has discovered an ancient—and sentient—time travel gate in the bowels of his family crypt. The Sphere has driven Indros mad and he now wreaks havoc across history in the name of a long-forgotten insane god.

5 As a show of power, the wealthiest nobles of the City State of Kreth commission great magic carriages created by technomancers, the more ostentatious the better. The carriages transform into wood or iron (or whatever) golems and battle each other in the Coliseum, an annual spectacle called the *Mêlée Magica*. This year, one of the golems goes on a rampage...

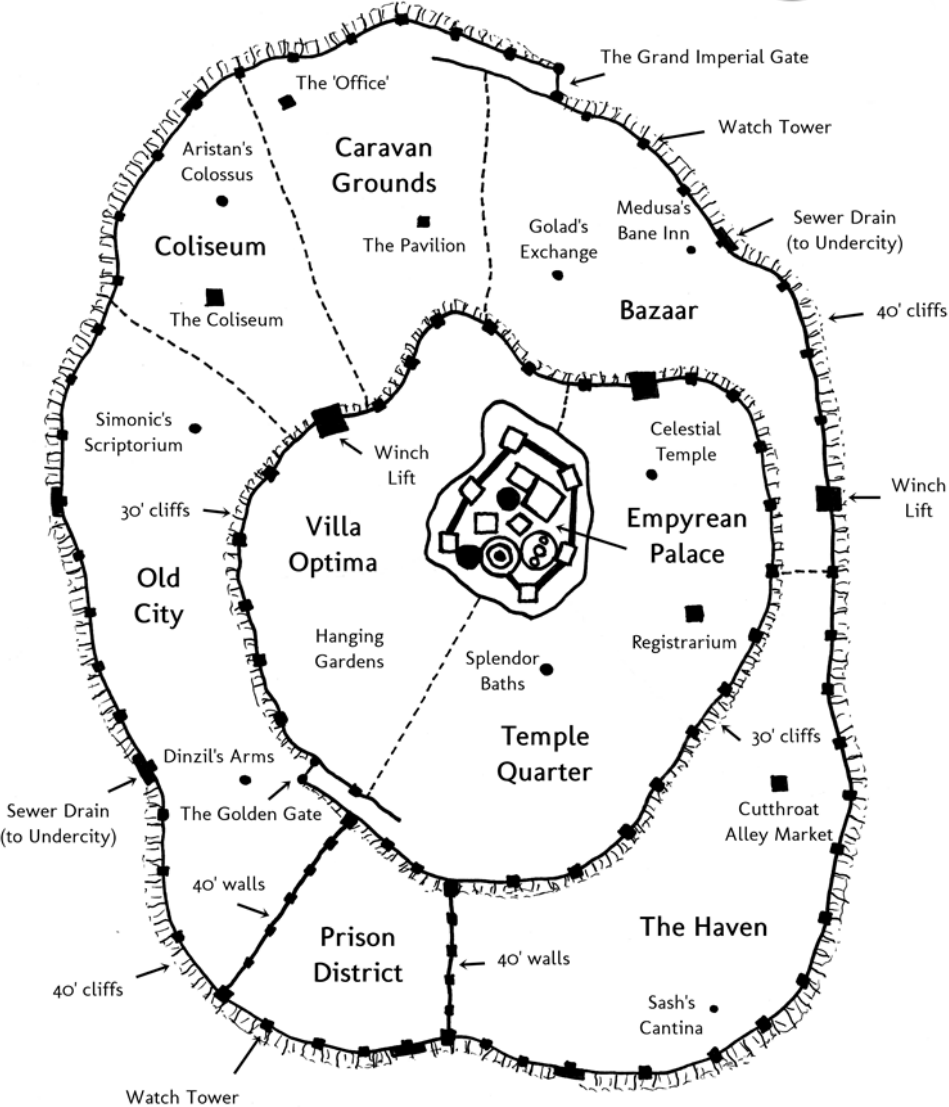
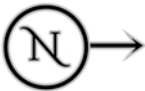
6 In the Haven district, people disappear into the night without a trace. Treasures vanish after sunset and reappear mangled elsewhere at dawn. Cold unearthly noises echo in the twisting alleyways after dark. For those curious and brave enough to explore the seedy midnight streets, a strange tale of love, hate, demon worship, and revenge amongst the Sisters of Mercy & Scolding emerges.

7 While on a crowded avenue, a young woman in obvious distress grabs a PC and whispers, "Please, please, I beg you, sir. Save the God Emperor!" A bundled up baby falls from her bloodied cloak as she dies. Less than a minute later, an Imperial Spellbinder and guards shove their way through the crowd, hastily looking for something ... or someone.

8 Jemstar the elf approaches the PCs quietly in tavern. He produces a map and says he found the location of a lost arcane library beneath ruins in the Haven district. He seeks help exploring them. Something about a golden scroll...

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CITY-STATE OF KRETH  
DISTRICT MAP



## CITY-STATE DISTRICTS



### BAZAAR

The Bazaar is a bustling market district of wide plazas and low buildings full of colorful banners, shops, tents, stalls, and kiosks. A steady din of haggling and bellowing merchants mingles in the air with thick incense and exotic aromas.

#### Notable Locales:

1. Rodric's Provisions & Gear
2. Golad's Exchange
3. Shalek's Magical Curios
4. Medusa's Bane Inn
5. Shayla's Signs & Portents
6. Meryem's Lapidary
7. Berat's Hirelings
8. Wobbly Cyclops Tavern

**Prices:** Standard, haggling expected

#### RANDOM ENCOUNTERS

d12	Encounter
1	Adventurer*
2	Artisan*
3	Beggar*
4	Citizen*
5	City official*
6	City watch*
7	Entertainer*
8	Hawker*
9	Merchant*
10	Roll d6: 1-3 pickpocket, 4-6 thief
11	Roll d6: 1-3 servant, 4-6 laborer
12	Something strange*

#### RANDOM LOCATIONS

d12	Location
1	Warehouse
2	House or apartment
3	Tavern or inn
4	Administrative office
5	Market plaza
6	Hawker's cart or stall
7	Workshop or store
8	Market pavilion
9	Bathhouse
10	Watch post
11	Bank or moneylender
12	Well or cistern

\*Roll on appropriate Subtable (p.28-32)



## COLISEUM

A recreational and commercial district dominated by Aristan's Colossus, a 200-foot statue of the God-Emperor, and the Coliseum, a 30,000-seat stadium.

### Notable locales:

1. Aristan's Colossus
2. The Coliseum
3. Gladiator Pits
4. Qortha's Gaming Emporium
5. Strongman Square
6. Blood Kin Mercenary Guildhall
7. Jinjad's Shisha Parlor
8. Street Meat Lane

**Prices:** High (+1d4 x 10%)

## RANDOM ENCOUNTERS

d12	Encounter
1	Adventurer*
2	Beggar*
3	Citizen*
4	City announcer or crier
5	City watch*
6	Drunkard, roll d6: 1-2 rich, 3-6 poor
7	Entertainer*
8	Foreign dignitary
9	Roll d6: 1-3 hawker*, 4-6 merchant*
10	Roll d6: 1-3 pickpocket, 4-6 thief
11	Roll d6: 1-3 soldiers*, 4-6 athlete
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

## RANDOM LOCATIONS

d10	Location
1	Fountain or monument
2	Market square
3	Fighting pit
4	Feasting hall
5	Tavern or inn
6	Plaza or public square
7	Gambling house
8	Private lounge or club
9	Amphitheater
10	Watch post

## EMPYREAN PALACE

Floating a quarter-mile above the streets, the palace's minarets, spires, and towers dominate the cityscape. Magic pulse canons protect the palace and massive spotlights sweep the city below at night. Fliers and airships patrol the palace airspace, and fez-wearing armored ogres guard its berths vigilantly.

### Notable Locales:

1. The Crystal Hall
2. The Eternal Library
3. Thunderdome
4. Tower of Vengeance
5. Imperial Airship Berths
6. Sky Gardens

**Prices:** Expensive (+1d6 x 10%)

## RANDOM ENCOUNTERS

d12	Encounter
1	Airship
2	Artisan*
3	Citizen*
4	City official*
5	Courtier
6	Foreign dignitary
7	Entertainer*
8	Guards*
9	Priest*
10	Roll d6: 1-4 servant, 5-6 slave
11	Soldiers*
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

## RANDOM LOCATIONS

d8	Location
1	Kitchens or stores
2	Gallery or hall
3	Garden or pavilion
4	Guest or staff residence
5	Guard post or barracks
6	Armory or training dojo
7	Bathhouse or spirit pool
8	Imperial or dignitary's office

GATE & CARAVAN GROUNDS

A gargantuan causeway rises beyond the Grand Imperial Gate—the main city entrance and heavily guarded. The causeway ends at wide grounds for caravans to deploy, and many temporary bazaars, markets, and encampments are open at all hours.

Notable Locales:

- 1. The Grand Imperial Gate
- 2. The Office (entry fees & taxes)
- 3. The Pavilion (market & tavern)
- 4. Feglio’s Fine Beasts
- 5. Golden Road Trade Emporium
- 6. Shadazar’s Broken Blades

Prices: Standard, haggling expected

RANDOM ENCOUNTERS

d12	Encounter
1	Beast handler (or escaped beast)
2	Beggar*
3	Caravan guards*
4	City official*
5	City watch*
6	Entertainer*
7	Roll d6: 1-4 pilgrim, 5-6 priest*
8	Roll d6: 1-2 hawker*, 3-6 merchant*
9	Roll d6: 1-3 laborer, 4-6 slave
10	Roll d6: 1-3 pickpocket, 5-6 thugs
11	Soldiers*
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

RANDOM LOCATIONS

d10	Location
1	Migrant & pilgrim’s hostel
2	Hireling market
3	Beast pens or stables
4	Entertainment tent
5	Administrative office
6	Caravan camp
7	Slave market
8	Hawker’s bazaar
9	Watch post
10	Mercenary or guard camp

HAVEN

Gangs, criminals, and a sinister group known as The Syndicate rule this sprawling ghetto of shanties, ruins, and dark streets. The city watch rarely patrols here (other than the Prison Sector and its fortified walls).

Notable locales:

- 1. Too Dark Park
- 2. Cutthroat Alley Market
- 3. The ‘Bloody Pen’ (Prison Sector)
- 4. Sash’s Cantina
- 5. 22 Acacia Avenue—Shaarlot’s
- 6. Rat’s Ass Tavern

Prices: Standard, haggling expected

RANDOM ENCOUNTERS

d12	Encounter
1	Beggar*
2	Corpse in street
3	Crime in progress
4	Cultist*
5	Roll d6: 1-4 drunkard, 5-6 addict
6	Roll d6: 1-3 fence, 4-6 hustler
7	Humanoid monster in disguise
8	Roll d6: 1-4 pickpocket, 5-6 thief
9	Roll d6: 1-4 prostitute, 5-6 citizen*
10	Rat catcher
11	Roll d6:1-3 thugs, 4-6 ruffians
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

RANDOM LOCATIONS

d10	Location
1	Alleyway black market
2	Bathhouse
3	Brothel
4	Gambling den
5	Roll d6: 1-3 house, 4-6 apartment
6	Roll d6: 1-3 shanty, 4-6 tenement
7	Roll d6: 1-3 store, 4-6 workshop
8	Roll d6: 1-3 tavern, 4-6 inn
9	Ruin (1-2 on d6: entry to Undercity)
10	Warehouse (1-3 on d6: abandoned)



## OLD CITY

The Old City features residences for the lower and middle-classes, as well as restaurants, taverns, artisans, bakeries, butchers, and other small businesses.

### Notable Locales:

1. Dinzil's (Dwarven) Arms
2. Ooglat Brews Delights
3. Simonic's Scriptorium
4. Theodosius' Cabaret
5. Petunia Buttercup's Garden
6. Falstaff's Funeral Parlour
7. Wunderbad's Gargoylery
8. Mafled's Silver Tankard Inn

**Prices:** Standard, haggling expected

### RANDOM ENCOUNTERS

d12	Encounter
1	Adventurer*
2	Artisan*
3	Citizen*
4	City announcer or crier
5	City official*
6	City watch*
7	Roll d6: 1-3 drunkard, 4-6 guard*
8	Roll d6: 1-2 hawker*, 3-6 merchant*
9	Roll d6: 1-3 laborer, 4-6 slave
10	Roll d6: 1-4 pilgrim, 5-6 priest*
11	Roll d6: 1-3 pickpocket, 5-6 thugs
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

### RANDOM LOCATIONS

d12	Location
1	Administrative office
2	Tavern or inn
3	Restaurant or cabaret
4	House or apartment
5	Workshop or store
6	Warehouse
7	Plaza or market square
8	Watch post
9	Park or gardens
10	Fountain
11	Well or cistern
12	Cemetery

## TEMPLE QUARTER

Administrative offices, temples, healing houses, guild halls, and similar locales dominate the city's bureaucratic and spiritual center.

### Notable Locales:

1. Registrarium of Free Citizens
2. The Celestial Temple
3. Courts Imperial
4. Guildhall of Seers & Magicians
5. The Splendor Baths
6. Forum of Free Traders

**Prices:** High (+1d4 x 10%)

### RANDOM ENCOUNTERS

d12	Encounter
1	Artisan*
2	Beggar*
3	Citizen*
4	City announcer or crier
5	City official*
6	City watch*
7	Foreign dignitary
8	Merchant*
9	Roll d6: 1-3 cultist*, 4-6 pilgrim
10	Priest*
11	Roll d6: 1-4 servant, 5-6 laborer
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

### RANDOM LOCATIONS

d12	Location
1	Bathhouse or healing house
2	Cemetery
3	Plaza or market square
4	Courthouse
5	Administrative office
6	Temple (pagoda, masjid, etc.)
7	Watch post
8	Academy or college
9	Guildhall or private club
10	Library
11	Fountain or monument
12	Bank or moneylender

## UNDERCITY

A sprawling network of sewers, tunnels, crypts, and lost chambers. Rumors of black markets and dark cults abound. Sluices drain to the city outlands, providing secret entry.

### Notable Locales:

1. The Glowing Pools
2. Temple of the Rat-Faced God
3. The Black Market
4. Shanty Town
5. Crypt of Forsaken Souls
6. The Catacombs of Despair

**Prices:** High (+1d4 x 10%)

### RANDOM ENCOUNTERS

d12	Encounter
1	Adventurer*
2	Beggar*
3	Crime in progress
4	Cultist*
5	Humanoid monster in disguise
6	Monster*
7	Monster*
8	Monster*
9	Rat catcher
10	Roll d6: 1-3 pickpocket, 5-6 thief
11	Thugs
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

### RANDOM LOCATIONS

d12	Location
1	Monster lair
2	Natural caverns
3	Sewer system
4	Crypt or tomb
5	Dungeon entrance
6	Abandoned corridors & rooms
7	Cult lair or shrine
8	Secret escape tunnels
9	Criminal hideout
10	Vagrant or beggar's lair
11	Underground stream
12	Monster lair

# VILLA OPTIMA

This district houses the villas and estates of rich and noble families. The Hanging Gardens feature lush parks with myriad flora and spirit pools for healing. Yamol’s Menagerie features exotic beasts from all over the world.

## Notable Locales:

- 1. The Hanging Gardens
- 2. The Showboat Lounge
- 3. Yamol’s Menagerie
- 4. Prustan Family Estate
- 5. The Astral Sea Theater
- 6. Villa Unari Arcada

**Prices:** Expensive (+1d6 x 10%)

## RANDOM ENCOUNTERS

d12	Encounter
1	Artisan*
2	Citizen*
3	City official*
4	City watch*
5	Courtier
6	Foreign dignitary
7	Merchant*
8	Priest*
9	Rich drunkard
10	Roll d6: 1-4 guards*, 5-6 soldiers*
11	Roll d6: 1-3 servant, 4-6 slave
12	Something strange*

\*Roll on appropriate Subtable (p.28-32)

## RANDOM LOCATIONS

d10	Location
1	Manor house
2	Fountain
3	Restaurant or cabaret
4	Park or gardens
5	Villa or Estate
6	Shrine or altar
7	Bathhouse
8	Amphitheater
9	Mausoleum or sepulcher
10	Monument

# SUBTABLES

## ADVENTURER

Roll randomly or choose from the tables below to determine the race and class of adventurer encountered. Choose or roll d12 to determine class level: 1 = level 1, 2 = level 2, 3 = level 3, 4 = level 4, etc.

RACE			
d12	Race	d12	Race
1	Dwarf	5	Half-orc
2	Elf	6	Halfling
3	Gnome	7-11	Human
4	Half-elf	12	Other

CLASS			
d12	Class	d12	Class
1	Assassin	7	Magic-user
2	Barbarian	8	Monk
3	Bard	9	Paladin
4	Cleric	10	Ranger
5	Druid	11	Sorcerer
6	Fighter	12	Thief

**Notes:** An adventurer encountered in the City-State might be spending hard-won coin hand over fist between dungeon delves, hunting down an arch-enemy who wronged him, searching for a seer to decipher writing on an ancient scroll, or simply looking to ally with other explorers and embark on a quest. Adventurers always seem to have a finger on the pulse of the City-State, and are usually the best source for news, rumors, and plots concerning the City-State.

**Connection:** There is a base 10% chance that an adventurer encountered has some prior connection or relationship with a PC party member. Add +5% to the chance for each point of Charisma above 10 the PC has. Roll d6 to determine the nature of the connection.

CONNECTION	
d6	Prior Connection or Relationship
1	Former adventuring companions
2	Childhood friends or rivals
3	Related by blood or marriage
4	Fought over a love interest
5	Apprenticed or served together
6	Shared a journey, event, or jail cell

## ARTISAN

Roll d6 to determine column A or B (equal chance) and then roll d12 to determine the artisan encountered.

A		B	
d12	Artisan	d12	Artisan
1	Alchemist	1	Lapidary
2	Armorer	2	Leatherworker
3	Bowyer	3	Locksmith
4	Brewer	4	Printer
5	Calligrapher	5	Shipwright
6	Carpenter	6	Smith
7	Cartographer	7	Stonemason
8	Cook	8	Tailor
9	Enchanter	9	Tinkerer
10	Engineer	10	Wagon-maker
11	Glassblower	11	Weaponsmith
12	Jeweler	12	Woodcarver

## BEGGAR

d6	Beggar
1	Drifter/vagrant
2	Homeless person (or family)
3	Insane
4	Mendicant
5	Skid row bum (always drunk)
6	Streetkid

**Notes:** There is a 3-in-6 chance a beggar is drunk or high on drugs. If a beggar is not intoxicated, there is a 1-in-6 chance he is a paid lookout or decoy for a pickpocket, thief, or thugs. Beggars often spread diseases, such as mud gut, spore lung, and yellow pox (1-in-6 chance beggar is infected, 5% chance to infect a PC interacting with them, save to avoid).

## CARAVAN GUARDS

d6	Caravan Size (Guards Encountered)
1	Lone merchant (d3+1)
2	Single vehicle (d6+1)
3	Small, 2-5 vehicles (2d6+2)
4	Medium, 6-11 vehicles (3d6+3)
5	Large, 12-19 vehicles (4d6+4)
6	Huge, 20+ vehicles (6d6+10)

**Note:** When off-duty, caravan guards gather in groups of d6 or more, and they are typically drinking, eating, and/or gambling.

## CITIZEN

Choose or roll d12 to determine citizen encountered. Add +2 to the roll for Old City and Temple Quarter, and +4 for Villa Optima and Empyrean Palace.

d12	Citizen
1-2	Poor (solo)
3-4	Poor (group d4)
5-7	Middle-class (solo)
8-9	Middle-class (group d4)
10-11	Rich (d6: 1-4 solo, 5-6 group d4)
12+	Noble (d6: 1-4 solo, 5-6 group d4)

**Poor, Middle-class:** Poor and middle-class citizens are accompanied by d4 children 50% of the time. Middle-class citizens have a 1-in-6 chance to ride a beast-hauled cart /wagon.

**Rich:** Rich citizens are accompanied by d4 guards. There is a 4-in-6 chance that rich citizens ride in a carriage or palanquin, and a further 2-in-6 chance it is a hoverquin.

**Noble:** Nobles are accompanied by d4 servants and d6 guards. There is a 4-in-6 chance that nobles ride in a carriage or palanquin, and a further 3-in-6 chance it is a hoverquin.

## CITY WATCH

Choose or roll d6 to determine the number and type of city watch encountered. Add +1 to the roll for Temple Quarter and Villa Optima. Always add +2 to the number of city watch encountered in the Old City.

d6	City Watch
1	1d4 city watch
2	1d6 city watch
3	1d8 city watch
4	2d6 city watch
5	Watch Sergeant (roll d6: 1-2 solo, 3-4 +d6 watch, 5-6 +d8 watch)
6+	Watch Captain (roll d6: 1 solo, 2-3 +d8 watch, 4-6 +2d6 watch)

**Notes:** The city watch is essentially the peasant militia of the City-State. They are not professional soldiers nor legal experts, and they are infallibly human. Off-duty, members of the watch are rarely encountered (but see Guards on p.30) as they are carrying on with their daily lives as weavers, smiths, farmers, cobblers, bakers, tanners, wannabe adventurers, and so forth.

CITY OFFICIAL

City officials are the bureaucrats that run the City-State. City officials do not gossip or provide unofficial information to adventurers unless they are on the take and generously bribed (or charmed, persuaded, etc.) City officials always have an entourage to protect and aid them.

Choose or roll d20 to determine the city official encountered. Add +2 to the roll for Old City and Temple Quarter, +4 for Villa Optima and Emphyrean Palace.

d20	City Official	Robe Color
1-6	Administrator	Pink
7-9	Inspector	Green
10-12	Tax Collector	Red
13-15	Magistrate	Yellow
16-18	Minister	Orange
19	Spellbinder	Black
20+	Imperial Advisor	Purple

Entourage

Administrator	1 city watch
Inspector	2 city watch
Tax Collector	d4 city watch
Magistrate	Administrator +d4 city watch
Minister	Administrator +d6 city watch
Spellbinder	Administrator +d6 city watch and 1 priest
Imperial Advisor	Administrator + 1 imperial guard +d6 city watch

GUARDS

Choose or roll d6 to determine the guard type encountered. Add +1 to the roll for Villa Optima and +2 for Emphyrean Palace.

d6	Guards
1	2d6 off-duty city watch
2	d8 bodyguards
3	d6 mercenaries
4	d6 elite guards
5	Guard captain (roll d6: 1-2 solo, 3-4 +d6 watch, 5-6 +d4 bodyguards)
6+	d6 imperial guards

CULTIST

Choose or roll d20 for a random weird cult.

d20	Cult or Religion	Align
1	Alyssira the Cat Queen	Good
2	Amok Rateh God of Ten-Thousand Suns	Varies
3	Animal Spirits & Powers	Varies
4	Bu'Matha the Preserver and Guardian of Nature	Neutral
5	Elder Demon-Gods from Beyond the Void	Chaos
6	Faresh the Three-Eyed Prophet of True Sight	Neutral
7	Fated Path of Luck, Signs, Portents & Fortune	Varies
8	Gulgash the God-Hero of Soldiers & Warriors	Good
9	Kuzu K'Zaal the Dark One	Evil
10	Mechanoid Construct	Law
11	Mysteria the Veiled One	Neutral
12	Necromonga the Sovereign of Bones	Evil
13	Ogrom the Bloodthirster	Neutral
14	Saduj the Soul Redeemer	Law
15	Sinistar the Godling of Pleasure & Pain	Neutral
16	Shadiis of the Two Faces	Neutral
17	The Dead Walk Among Us	Varies
18	Torvath Tru the Path of Infinite Understanding	Neutral
19	T'Ssalik the Serpent lord	Evil
20	World Wheel of Balance	Neutral

PRIEST

These are always priests of the Church of the God Emperor. Choose or roll d12 for the priest type encountered. Add +2 to the roll for Villa Optima and +4 for Emphyrean Palace.

d12	Priest
1-2	Deacon (or lay priest)
3-4	Acolyte
5-9	Priest
10	High Priest
11	Wailing Daughter of Purity monk
12+	Radiant Spear of Light warrior

## ENTERTAINER

d20 Entertainer	d20 Entertainer
1 Acrobat	11 Jester
2 Acting troupe	12 Juggler
3 Animal act	13 Knife thrower
4 Belly dancer	14 Magician
5 Con artist	15 Musician
6 Escape artist	16 Snake dancer
7 Fire dancer	17 Strongman
8 Fortune seer	18 Sword eater
9 Freak show	19 Troubadour
10 Hypnotist	20 Ventriloquist

**Note:** There is a 2-in-6 chance that any entertainer encountered is actually part of a troupe or circus act. If so, roll d8 to determine how many other entertainers accompany the troupe (+2 for Coliseum district) and then d20 for each to determine their talent.

## HAWKER/MERCHANT

Roll d10 and consult the appropriate column to determine the type of hawker or merchant encountered.

d10 Hawker	d10 Merchant
1 Baker	1 Agriculture
2 Bookseller	2 Beasts
3 Clothier	3 Caravan trader
4 Grocer	4 Exotic goods
5 Perfumer	5 Magic items
6 Potion maker	6 Moneylender
7 Religious	7 Slaves
8 Streetmeat	8 Spices
9 Toys/trinkets	9 Textiles
10 Wine/beer	10 Weapons

**Merchant Deal Reaction:** Choose or roll 2d6 +/- the PC's Charisma modifier (or any other modifiers at the referee's discretion) to see a merchant's response to a proposed deal.

### 2d6 Merchant Deal Reaction

2 -	Thieves! Calls for city watch.
3-4	Offended. Please leave my shop!
5-7	Keep on bargaining (roll again); a second roll of 5-7 means no deal.
8-9	Agreeable. Let's make a deal.
10-11	Enthused. Come back anytime!
12+	Amazed. Sweetens the deal.

## SOLDIERS

Choose or roll d12 to determine the soldier type encountered. Add +2 to the roll for Villa Optima and +4 for Empyrean Palace.

### d12 Soldiers

1-3	2d6 militia
4-6	d8 veteran soldiers
7-9	d6 mercenaries
10-11	Sergeant (roll d6: 1-2 solo, 3-4 +d8 militia, 5-6 +d4 veterans)
12+	Captain (roll d6: 1-2 solo, 3-4 +2d6 militia, 5-6 +d8 veterans)

## MONSTER

### d30 Monster

1	Black pudding
2	Carrion crawler
3	Centipede, giant
4	Crocodile
5	Eel, giant
6	Frog, giant
7	Gelatinous cube
8	Ghast or ghouls
9	Ghost
10	Green slime
11	Grey ooze
12	Insect, swarm
13	Leech, giant
14	Lizard, giant
15	Mold, yellow or brown
16	Ochre jelly
17	Otyugh
18	Rats, giant or swarm
19	Scorpion, giant
20	Shadows
21	Shadow mirror fiend (see p.33)
22	Skeletons
23	Snake, giant
24	Spectre
25	Spider, giant
26	Stirges
27	Wights
28	Wraith
29	Vampire or lich
30	Zombies



## SOMETHING STRANGE

### 2d20 Strange Encounter

- 1 The weather suddenly changes to the wrong season. Just on this street.
- 2 A small mechanical toy monkey marches by clanging cymbals.
- 3 A murder of crows follows you. They disappear when you point them out.
- 4 Blood runs down an alleyway, pouring from a ruined marble fountain.
- 5 A cat appears and says, "Lord Yekcim summons you." It vanishes into shadows.
- 6 A barrel of ale branded 'Ooglat Brews Delights' rolls by on the street.
- 7 A shimmering portal appears. Out of it leaps strangely garbed humans.
- 8 A sword is firmly stuck in a wooden door nearby. There is a head attached.
- 9 Four tiny spheres of light follow just out of reach. Only you see them.
- 10 A silk pouch hops across the street. Inside is an obsidian frog idol.
- 11 Someone dressed as a giant pigeon is selling meat on a stick. Delicious meat.
- 12 Rats swarm into the street and break into mesmerizing artistic dance.
- 13 A hobgoblin crew passes heading for a tavern. Their shirts say "Hobbs Rocks."
- 14 A crazed vagrant offers to taste test any adventurer's potion for 20 gp.
- 15 A parchment falls from the sky: "Party with Lady Cortessa. 243 De Rue Street."
- 16 A man with facial growths screams proudly, "Buy my oils, make you healthy!"
- 17 A pipe floats by in the air. If you follow, it leads to Finrod's Fine Leaf & Bud.
- 18 A courier hands you a box. Inside is a magic ring and note: "Thanks, Friend."
- 19 In an alleyway, a goblin wrestles with a child over a toy. The child wins...
- 20 A man on a 2-wheeled vehicle says in a strange accent, "Come with me or die!"
- 21 A talking wooden sign hangs above a door. As you pass, it insults you...
- 22 A blind man says, "We saw what you did!" He cackles and runs into a crowd.
- 23 An artist sketches a PC, demands 5 gp. Refusal bestows a *curse* on the PC.
- 24 A large female warrior points at the PCs yelling, "They they are, after them!"
- 25 Several orcs play cards at a table in an alleyway. They laugh and beckon you.
- 26 A dirty elf pulling a rickshaw stops and says, "Psst. Mercatian steel, real cheap!"
- 27 A white dog with red eyes follows a PC everywhere, and just stares.
- 28 An old man sees the PCs. "How can it be, you haven't aged a bit in 50 years!"
- 29 A fat balding man hands you a cup. "It will bring the Gods' favor... and wrath!"
- 30 A small crystal key rests on the ground with an address tag attached to it.
- 31 Big pink bubbles float around, and burst at random. Save vs Spells or sleep.
- 32 Two snakes slither by conversing in common. They hiss at you, "Shhh!"
- 33 A man walks by escorted by two skeletons. They are singing a drinking song.
- 34 Pustules form on the ground, quiver, and explode pink viscous goo on all in 5'.
- 35 Clothes bearing a long-dead noble house symbol litter the streets nearby.
- 36 A parade of mummers suddenly fills the street wearing grotesque flesh masks.
- 37 A boy sits in a stairwell peering at his dog that looks to have been dead a week.
- 38 A drunk ape-man swings a sword, "Don't you wish you could take this, punk?"
- 39 A pinkish fog spews out of a nearby sewer grate. It smells vaguely of mint.
- 40 Shadows seem to follow you for several blocks and then suddenly disappear.
- 41 Lamplights go out as you get close to them. They relight after you pass by.

**Note:** -1 to roll in daylight hours, +1 to roll at night.

**Special thanks** to Alex, Bryan, Matt, and Tim for help with the table. You guys rock!

## CITY-STATE SAMPLE NPC & NEW MONSTER STATS

(Stat blocks formatted for *Swords & Wizardry Complete*.)

### CITY WATCH, SERGEANTS & CAPTAINS

**City Watch:** 1 HD (hp 1-6), AC 8 [11]; ATK 1 shortsword (1d6-1); ST 18; MV 12; AL N; CL/XP B/10. **Gear:** Leather, shortsword, dagger, watch tunic (white).

**City Watch (Sergeant):** 3 HD (hp 14), AC 5 [14]; ATK 1 sword (1d6); ST 17; MV 12; AL N; CL/XP 3/60. **Gear:** Chain, longsword, dagger, watch tunic (purple & white).

**City Watch (Captain):** 5 HD (hp 23), AC 3 [16]; ATK 1 sword (1d6+1); ST 16; MV 9; AL N; CL/XP 5/240. **Gear:** Plate, longsword, dagger, watch tunic (purple & gold).

Vicious and highly trained phase panthers often accompany watch captains:

**Phase Panther:** HD 4 (hp 18); AC 6 [13]; ATK 2 claws (1d4 each), 1 bite (1d6) + special; ST 13; MV 18; AL N; CL/XP 5/240. **Special:** A phase panther attacks each round and then goes slightly out of phase so that only ethereal weapons hit it.

### IMPERIAL SPELLBINDERS

**Spellbinder, Adept:** HD 3 (hp 8); AC 7 [12]; ATK 1 staff (1d6) or spells; ST 13; MV 12; AL N; CL/XP 4/120. **Spells** (3/1): 1<sup>st</sup> level—*detect magic, shield, sleep*; 2<sup>nd</sup> level—*web*. **Gear:** Robes of protection +1, nullwand, spellbinding manacles.

**Spellbinder, Savant:** HD 6 (hp 15); AC 6 [13]; ATK 1 staff (1d6) or spells; ST 10; MV 12; AL N; CL/XP 8/800. **Spells** (4/2/2): 1<sup>st</sup> level—*charm person, detect magic, shield, sleep*; 2<sup>nd</sup> level—*esp, web*; 3<sup>rd</sup> level—*dispel magic, hold person*. **Gear:** Robes of displacement, ring of paralyzation, nullstaff, spellbinding collar.

**Spellbinder, Master:** HD 9 (hp 23); AC 6 [13]; ATK 1 staff (1d6) or spells; ST 7; MV 12; AL N; CL/XP 11/1,700. **Spells** (4/3/3/2/1): 1<sup>st</sup> level—*charm person, detect magic, shield, sleep*; 2<sup>nd</sup> level—*detect invisibility, esp, web*; 3<sup>rd</sup> level—*dispel magic, fly, hold person*; 4<sup>th</sup> level—*polymorph other, wizard eye*; 5<sup>th</sup> level—*feeblemind*. **Gear:** Robes of eyes, ring of telekinesis, nullstaff, spellbinding collar.

### SHADOW MIRROR FIEND

*Shadow mirror fiends live in mirrors forgotten in dark places. They are quick and fleeting as flickering shadows, with demonic visages and dreadful inky claws.*

**Shadow Mirror Fiends:** HD 2-5 (hp 9-24); AC 6 [13]; ATK 1 snatch (1d6 + special); ST 16-12; MV 12; AL C; CL/XP 4-7/120-600. **Special:** Snatch—on a successful snatch attack, the target is dragged into the mini Shadowplane of the fiend's mirror (a dark, shadowy echo of the real world). While stuck in the mirror with the fiend, the victim automatically takes 1d6 damage and loses 1 point of Strength each round as the fiend feasts upon his spirit. However, each round on his turn, the target may choose to attack or gird his strength and make a saving throw to resist the fiend's entrapment. A successful save means the target breaks free and leaps back through the mirror to safety in the real world. Only magic items or spells hit shadow mirror fiends.

# Alchemy & Exotica

## Alchemical & Exotic Items

### ALCHEMICAL & EXOTIC ITEMS

Item	Cost
Pomander Sphere	120 gp
Tincture of Pyloric Malefaction	60 gp
Troll Bile Splatterflask	75 gp

### POMANDER SPHERE

Typically worn on thin silver or gold chains, these small perforated silver or wooden balls contain dried herbs, flowers, and secret alchemical compounds. The sphere provides its wearer protection against diseases and infections, granting a +2 bonus to any saving throws against such afflictions. The mixture of ingredients in a pomander sphere lasts for one month before becoming inert.

### TINCTURE OF PYLORIC MALEFACTION

This pale golden liquid is odorless, but its effects are far from beneficent.

When added to a drink (most often wine), meal or other potable, the consumer must succeed on a saving throw or experience horrible gastrointestinal pain for 2d4 hours. The victim suffers a -2 penalty to attacks, saves, and damage rolls during this time. In addition, the victim's bowels empty uncontrollably at random intervals.



### TROLL BILE SPLATTERFLASK

Troll bile is a gooey black substance that putrefies when exposed to air. Troll bile can be thrown as a grenade-like weapon. The flasks have a range of 10/20/30 feet. The putrescent acidity of the bile inflicts 1d6 damage on a direct hit, and 1 point of splash damage to all within 5 feet.



Starting the round following a hit, the target must make a saving throw. On a failed save, he suffers crippling nausea and is unable to act on his turn except to defend himself (no Dexterity bonus).

On a successful saving throw, the target suffers a -2 penalty to attacks, saves, and damage rolls. The target keeps making saving throws each round until he succeeds at three in a row—when he recovers from nausea.

Collecting troll bile and siphoning it into a flask is risky. While doing so, the collector must succeed at a saving throw or suffer nausea for 1d6 hours as if hit by a flask. Bile must be taken from a troll within one hour of its death or the bile becomes harmless, though still quite gross. An adult troll has enough bile for 1d4 flasks. The bile lasts indefinitely once in a flask.

Of course, to get the bile, there is the little matter of killing the troll...

# ARCANE SECRETS

## SPELLS for OLDHAMMER FRP

### MAGIC BOLT

**Spell Level:** P

**MP:** 1

**Range:** 36 yards

**Duration:** Instantaneous

**Ingredients:** None

This spell creates a sparkling bolt of magical energy that the caster may hurl at any single target. Targeting restrictions apply in the same manner as normal missile fire except that a magic bolt automatically hits (ES 2) and inflicts d6 wounds, irrespective of non-magical armor.

### MAGIC ROPE

**Spell Level:** P

**MP:** 1 per 5 yards of rope

**Range:** Personal

**Duration:** 1 hour

**Ingredients:** Piece of twine tied in a knot

After casting this spell, the caster holds one end of a rope and causes it to move up to its length and tie itself in knots or around a specified object. The rope also looses on command.

The rope cannot be used to attack, tie up, or otherwise harm a creature. Obviously, there is no guarantee that the object the rope ties itself around will support the weight of any characters hanging on or climbing it.

### SLY EARS

**Spell Level:** P

**MP:** 1 per turn

**Range:** Personal

**Duration:** 1+ turns

**Ingredients:** The ear of any creature

This spell doubles the caster's hearing range and all Listen tests are made with a +20% modifier (adds to Acute Hearing, if the caster has it).



## SPELL STORE

**Spell Level:** P

**MP:** Same as spell stored +1 per hour

**Range:** Personal

**Duration:** 1+ hours

**Ingredients:** Gemstone (see below)

This spell allows a caster to cast another spell in advance and release it instantly later. The caster must cast Spell Store at the same time as the spell she wishes to store, and spends all ingredients and MPs for both spells.

Although technically 'cast' in advance, the stored spell is not 'released' until a time of the caster's choosing (within 1 hour per MP spent), and can be done so without the need to spend a round making gestures and speaking. The caster cannot cast any other spells while a spell is stored.

If a caster does not cast a stored spell within the designated duration, the spell automatically fails.

The ingredient for this spell is any kind of gemstone worth at least 50 GC per level of the spell to be stored. Petty Magic spells require a gemstone worth 25 GC or more.



## CONCEAL OBJECT

**Spell Level:** BM 1

**MP:** Variable

**Range:** Touch

**Duration:** 1 hour per MP

**Ingredients:** Small pouch

The target object of this spell is camouflaged to appear as part of the caster's clothing or skin. This is an illusion to all senses (including touch) and can be detected as such. The object remains concealed until taken from the location or the duration expires. The duration is determined at the time of casting and the object concealed cannot exceed 50 encumbrance points.

## FLAME SNAKE

**Spell Level:** BM 1

**MP:** 1+

**Range:** 24 yards

**Duration:** 1 round per MP

**Ingredients:** A snake's fang

The caster causes a deadly snake of flames to emerge out of a nearby fire and attack. The flame snake attacks as directed by the caster and hits automatically each round (ES 3, inflicts d6 wounds). The caster may perform other actions while the flame snake attacks. A successful hit with magic (weapon or spell) instantly destroys the flame snake. The flame snake has T3 and W4 if attacked with normal weapons.

# MAGIC ITEMS for OLDHAMMER FRP

## BONES OF RESILIENCE

Bones of Resilience are created from the bones of animals, creatures, or humanoids known for their stamina and toughness. To activate a bone's magic, the possessor must break or shatter it—improving their T characteristic by 2 for 1d6 turns.

## CHARM OF LIFE

A Charm of Life may take many forms; common ones include bracelets, amulets, and brooches. A charm's wearer reduces any wounds taken on attacks by undead creatures by 1 point.

Roll 2d6 each time the charm reduces damage. On double 1s, the charm's magical power expires (this is the last wound reduced).

## THE MADCAP'S PASTE

This unpredictable and dangerous magical paste is most often found in exquisitely wrought phials studded with tiny glittering crystals. Sages say the insane wizard Dyst Terrab, also known as the Madcap Sorcerer, first created the paste. Fitting with Dyst's quixotic and imaginative persona, the thick paste must be worked into the user's hair (or beard) to be effective. Bald users may smear the paste on their heads instead.

Once applied, the user gains an extra 2d6 magic points each day, but when any spell is cast the user must succeed on a WP test or the spell backfires and has the opposite desired effect upon the target or area

(or perhaps affects an ally or the caster instead), as appropriate for the spell. The magic of the paste lasts for 1d6 days and cannot be negated except by powerful magic (such as Dispel Aura). If the user does not cast a spell while affected by the paste, he or she automatically gains 1d6 insanity points each day.

Those affected by Madcap's Paste may quickly rack up insanity points and disorders—especially non-spellcasters who use it since they *cannot* cast spells!

## RIGHTEOUS SADDLE

The righteous saddle gleams with lacquered black leather, a polished silver saddlebow, silver-gray fur trim, and a crimson saddlecloth elegantly quilted of the finest linen. In addition to the mundane qualities of a normal warhorse saddle, a righteous saddle magically protects the rider and horse with an aura granting +1 AP to all locations, as well as a +20% modifier to Cl and WP tests. The saddle's magic functions only while the rider is mounted.

## VIAL OF DARKNESS

This obsidian glass vial is sealed with wax. When opened, a cloud of magical darkness fills a 6 yard radius area within 1 round. The darkness cloud moves with the vial and may only be dispelled by magical light of level 1 or higher.

# Random Treasures: Jewelry

Need random jewelry? Roll all the dice!

RANDOM TREASURES: JEWELRY - ROLL ALL THE DICE			
Roll	Number of Gems? d4	Jewelry Condition? d6	Jewelry Style? d8
1	None, BV -1	Poor, BV x ¼	Crude, BV -3
2	One, BV -	Fair, BV x ½	Gaudy, BV -2
3	Several, BV +1	Good, BV x 1	Plain, BV -1
4	Many, BV +2	Very Good, BV x 1	Stylish, BV -
5	-	Excellent, BV x 1.5	Artistic, BV +1
6	-	Pristine, BV x 2	Elegant, BV +2
7	-	-	Ornate, BV +3
8	-	-	Opulent, BV +4

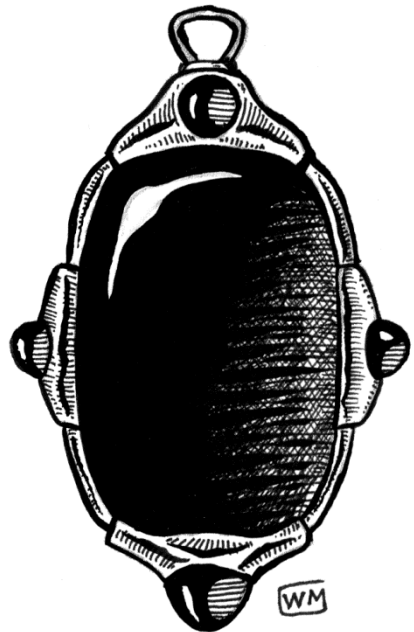
Roll	Gem Color? d10	Base Value (BV)? d10	Jewelry Material? d12
1	Pink	5 gp	Bone, BV -6
2	Yellow	10 gp	Wood, BV -5
3	Blue	25 gp	Iron, BV -4
4	Green	50 gp	Ivory, BV -3
5	Red	75 gp	Bronze, BV -2
6	Black	100 gp	Copper, BV -1
7	Violet	200 gp	Silver, BV -
8	Grey	300 gp	Gold, BV +1
9	Brown	400 gp	Platinum, BV +2
10	Roll twice	500 gp	Gemstone, BV +3
11	-	+100 gp per BV over 10	Special/Magic, BV +4
12	-	-	Roll twice

Roll	Jewelry Type? d20	Roll	Jewelry Type? d20
1	Amulet	11	Clasp
2	Anklet	12	Crown
3	Armband	13	Earring
4	Beads	14	Hairpin
5	Belt	15	Locket
6	Bracelet	16	Medallion
7	Brooch	17	Necklace
8	Buckle	18	Pin
9	Chain	19	Ring
10	Circlet	20	Torc

To use these tables, simply roll all the dice and combine the results to create a unique piece of jewelry treasure!

- d4** Does the jewelry have gems?
- d6** What condition is the jewelry in?
- d8** How decorative is the jewelry?
- d10** What color are the gems?
- d10** How much is the jewelry worth?
- d12** What is the jewelry made of?
- d20** What kind of jewelry is it?

**Base Value (BV):** A d10 roll determines the jewelry’s Base Value, or BV. The item’s Style, Material, and Number of Gems modify the BV up or down rows in the Base Value (BV) column. Add these three modifiers together to get a single modifier, and then adjust the original d10 roll by that number of rows to get the BV in gold pieces. Lastly, apply the Condition modifier, which multiplies the adjusted BV to get a final value for the piece of jewelry.





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