

Fight on!

Issue #13
Fall 2011



danforth03

Dedicated to Ken St. Andre
who taught Trolls how to face down Dragons



Every time your character escapes from a tunnel alive, you may consider yourself a winner.

Dungeon Masters: When you have finished designing the first level, begin on the second. You will want to make the monsters tougher, the treasure richer, the traps deadlier and more insidious, the jokes and gags funnier.

- Ken St. Andre, from the *Tunnels & Trolls* 4th Edition Rulebook

Advice for Dungeon Masters

The trekkers are in the tunnels of thy loathsome pit,
And you are ready! There – my blessing with thee.
And these few precepts in thy memory
See thou inculcate. Give thy secrets
No utterance; let fools their folly reap.
Be thou familiar with thy floorplan,
But by no means publish it for all to see.
The monsters thou hast, let them roam freely
And with a bloodshot eye for slaughter.
But do not dull thy game with monotony,
For empty chambers do but waste time and space.
Stoop not to quibbling, but with lordly mien
Decide uncertain issues fairly as they rise.
Give each player thine ear, but speak only to leaders
And those about to die. Rich the dungeons
All should be, yet not spendthrift, and well-guarded
Withal by monsters, traps, and subtle magic.
For this ubiquitous underworld
Proclaims thy wit, humor, and imagination to the world.
Neither an ogre nor a pussy be,
For unmerciful murder without fair chance to live
Breeds morbid fear and dread revulsion,
But when dire disaster o’ertakes a dungeon delver,
Strike him down without remorse and thus gain fame.
This above all: to thine own dungeon be true,
And it must follow, as Blades the Blundering,
Thou canst not then be false to any man.
Farewell! Much joy may your tunnels bring thee,
And may you be half an hour in hell before the good god
Knows you’ve died.

--Polonius St. Andre

collaborating on tales of heroism and valor. We talk, paint, draw,
write, act, costume, build and roll dice in service of our visions.
We game. And you’re welcome to join us.

- Ignatius Ümlaut, Publisher and Editor

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Welcome to *Fight On!* #13! This issue is dedicated to Ken St. Andre, creator of *Tunnels & Trolls*, the first mechanically distinct FRPG, and the senior exemplar of DIY still gaming! Ken’s seminal work on *Monsters! Monsters!*, *Stormbringer* with fellow legend Steve Perrin, and many other fine creations have earned him a permanent place in the pantheon of great designers and deep gratitude from hobbyists everywhere, and we are honored to have Ken as our dedicatee. This issue is more ecumenical than most – you will find works for more games than usual between these covers! For the rest, however, our abbreviations should still be recognizable to lovers of dodecahedron-driven dungeoneering; we use DC for Defense Class. Our authors and artists own all their own work. *Fight On!* only asks for the right to print your work in the issue it’s originally published in, in perpetuity. Authors and artists continue to own their submission and all other rights to it and may re-use and resell their work as they see fit. If you want to contact our authors or artists, drop us a line and we’ll put you in touch (or just contact them directly yourself). If you have other questions please contact Ignatius by email at iggyumlaut@gmail.com.

Fight On! is a journal of shared fantasy. We who read and write for this magazine are a community of role-playing enthusiasts unified by our love of the freewheeling, do-it-yourself approach that birthed this hobby back in the 1970’s. We are wargamers who write our own rules and fantasists who build our own worlds, weekend warriors sharing dreams of glory, and authors

The Swashbuckler

new character class by Calithena

The Swashbuckler class mixes features of the Fighter, Thief, and Monk. They are fast sword-and-dagger men with substantial noncombat abilities. While of varied birth, all effect a certain foppish grace.

Races Allowed: Human, Elf, Half-Elf, Halfling, Half-Orc. Level maximums for nonhuman Swashbucklers are the same as for Fighters.

Alignment: A Swashbuckler may be of any alignment.

Attribute Requirements: Because they rely so strongly on speed, Swashbucklers must have at least 16 Dexterity. They also cannot be below the average range (< 9) in Strength, Intelligence, or Charisma. No Swashbuckler may have more than a 14 score in Wisdom, and even the rare thoughtful Swashbuckler will tend to prefer daring, decisive action in the heat of the moment.

Armor: Padded, Leather, or Studded Leather. No shields.

Weapons: Long Sword, Short Sword, Scimitar, Rapier, Whip, Dagger, Throwing Dagger, Throwing Axe, Dart.

Combat: To-hits as Warrior. 3 attacks/2 rounds at 7th level, 2 attacks/round at 13th. Swashbucklers armed with a Long or Short Sword or Rapier in one hand and a Dagger or Main-Gauche in the other may either take an extra attack with the off-hand weapon or add an additional +1 to their DC for the round, provided that they also take a – 2 on all their attacks that round.

Saves: as Thief

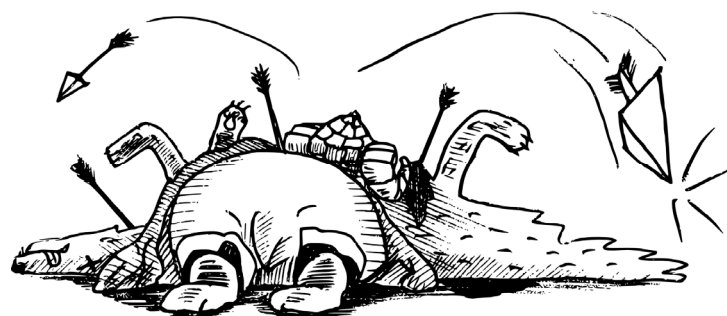
Swashbuckler Advancement Chart

Lvl	HD	+DC	Move	Title	XP
1	1d8	+0	12"	Rapscallion	0
2	2d8	+1	13"	Scrapper	2250
3	3d8	+1	14"	Blade	4500
4	4d8	+2	15"	Wit	9000
5	5d8	+2	16"	Duelist	18000
6	6d8	+2	17"	Daredevil	36000
7	7d8	+3	18"	Adventurer	72000
8	8d8	+3	19"	Swashbuckler	144000
9	9d8	+3	20"	Princeling	300000
10	10d8	+3	21"	Princeling	600000
11	10d8+2	+4	22"	Princeling	900000
12	10d8+4	+4	23"	Princeling	1200000
13	10d8+6	+4	24"	Princeling	1500000
14+	+2 hp	+4	24"	Princeling	+300000

Swashbucklers in no or approved armor types receive DC and movement bonuses as noted above. **Bolded** entries indicate maximum reached in that column.



Other: Swashbucklers may Climb as Thieves of the same level and Disguise as per Assassins. They should be permitted to use their Climb ability to perform acrobatic feats of movement and maneuvers within their movement rate and capabilities. They also can Pick Pockets, Move Silently, Hide in Shadows, and Hear Noise as a thief two levels lower than their own. All swashbucklers are or can quickly learn to be capable seamen, and can handle small or large craft and even navigation under most conditions. Ω





Elves as Green Men

a trope from Walt Jilison

How is it that *D&D* elves have pointy ears?

Many tropes for elves and faeries arise from the Middle Ages. The pointy-eared “fox elf” is only one. Another of at least equal popularity was the “Green Man.” In English folklore and literature, green was traditionally used to symbolise nature and its associated attributes: fertility and rebirth. Stories of the medieval period also used it to allude to love and the base desires of man. Because of its connection with faeries and spirits in early English folklore, green also signified witchcraft, devilry and evil. It can also represent decay and toxicity.

When combined with gold, as with the Green Knight battled by Gawain and the girdle, green was often seen as representing youth’s passing. In Celtic mythology, green was associated with misfortune and death, and therefore avoided in clothing. The green girdle, originally worn for protection, became a symbol of shame and cowardice; it was finally adopted as a symbol of honour by the knights of Camelot, signifying a transformation from good to evil and back again. This displays both the spoiling and regenerative connotations of the colour green.

What about Tolkien’s elves? The Rankin-Bass version of *The Hobbit* uses the Green Man trope, but Tolkien himself does not decisively committed to either mentioned type. Most of his descriptions of elves simply involve them being “fair” – plausibly a reference to beauty rather than hue – “bright-eyed,” and “tall.” Occasionally, from the greatest elves like Galadriel and Luthien, we get some hint that they might also glow with supernatural light.

Thinking of elves as “green men” has interested me to the point that I have recently made a new miniatures army of green-man elves, and have converted elves in my game to suit. Here are my rules for them:

“Green-Man” Style Elves: All elves are of the Elf class, as they can all use magic. They also have the permanent ability to see invisible (as the spell, but it is not a spell, and is always in operation), and can naturally turn invisible (as the spell) once/day. However, they are vulnerable to iron, steel, and silver. They take a penalty when attacked with weapons made of these metals (-1 DC and +1 damage per die when hit with iron or steel, -2 DC and +2 damage per die from silver), and their own armor and weapons must be made from strange elven alloys costing twice as much. Only 1 in 6 magic weapons, shields, or suits of armor randomly found are of this Elven-made metal.

This type of elf looks like an ordinary, if somewhat handsome, human. Most are tall, with the nobility often reaching 7 or 8 feet. They are completely green, including skin, hair, beard, eyeballs, and even clothing and equipment. The green will often be of different shades, but everything on and about him is green. They are much rarer than elves often are in FRP worlds, though still usable as player characters. Many live in enchanted castles or even faery dimensions – tread carefully! Ω



Variant Kindreds for *Tunnels & Trolls*

PCs galore by Age of Fable

In *Tunnels & Trolls* it's very easy to come up with new PC races. The following method can be used if you wish to make them reasonably balanced. Any multiplier to an attribute, other than the default of x1, gives positive or negative points. Total points should add to zero. Points are given as follows:

x 2: +6	x 2/3: -2
x 3/2: +3	x 1/2: -3
x 4/3: +2	x 1/3: -4

Special powers or disadvantages can be given a point value as well. Fairies' ability to fly, and Leprechauns' ability to cast Wink-Wing, might each be worth +2. Players should pick their kindred before rolling their attributes. Following are some examples of kindred created using this method. They assume that both SPD and WIZ are used. Attributes omitted from the listing are at x1.

Existing T&T Kindred

Humans: all attributes x 1

Dwarves:	Elves:	Hobbits:
STR x 4/3	STR x 1/2	STR x 1/2
CON x 3/2	CON x 2/3	CON x 3/2
CHR x 2/3	DEX x 4/3	DEX x 3/2
WIZ x 1/2	CHR x 3/2	SPD x 1/2

Fairies:	Leprechauns:	Trolls:
STR x 1/3	STR x 1/2	STR x 3/2
LK x 4/3	LK x 3/2	INT x 2/3
CON x 1/3	CON x 2/3	CON x 3/2
DEX x 4/3		DEX x 2/3
WIZ x 4/3		SPD x 2/3

Fairies can fly, as long as they're carrying no more than half their Weight Possible. Leprechauns start knowing the spell *Wink-Wing* (teleportation over small distances), and it only costs them 5 WIZ points to cast.

Talking Animals

Cats:	Dogs:	Mice:
STR x 1/2	INT x 2/3	STR x 1/2
LK x 4/3	CHR x 4/3	CON x 2/3
CON x 1/2		DEX x 4/3
CHR x 4/3		SPD x 3/2
SPD x 4/3		

Owls:	Foxes:	Caiman:
STR x 2/3	STR x 1/2	STR x 1/2
DEX x 1/2	INT x 4/3	INT x 4/3
INT x 3/2	LK x 4/3	LK x 4/3
Flight (as per Fairies, only at half weight poss.)	CON x 1/2	CON x 2/3
	DEX x 2/3	CHR x 4/3
	CHR x 4/3	SPD x 1/2
	SPD x 4/3	WIZ x 4/3

4th Edition

Half-Dragons:	Half-Demons:	High Elves:
STR x 4/3	STR x 1/2	STR x 1/2
DEX x 2/3	INT x 3/2	INT x 4/3
WIZ x 2/3	LK x 1/2	CON x 1/2
	CON x 2/3	WIZ x 4/3
	CHR x 3/2	
	WIZ x 4/3	

Half-Dragons can cast the spell *Blasting Power*, regardless of INT or DEX (normal WIZ cost applies). The spell comes from their mouth, like a dragon's breath, so they can't cast it if their mouths are bound shut. High Elves are taller, more mystical, and more 'Tolkien-y' than normal elves. They have the same *Wink-Wing* advantage as Leprechauns.

Greek Mythology

Fauns:	Nymphs:	Centaurs:
STR x 1/2	STR x 1/2	STR x 4/3
INT x 1/2	LK x 4/3	INT x 2/3
LK x 4/3	CON x 1/2	SPD x 4/3
CON x 2/3	CHR x 4/3	WIZ x 2/3
CHR x 4/3	WIZ x 4/3	
SPD x 4/3		

Tekumel

Pé Chói:	Ahoggyá:	Pygmy Folk:
INT x 4/3	STR x 4/3	STR x 1/2
LK x 2/3	INT x 2/3	INT x 2
DEX x 4/3	CON x 4/3	CON x 2/3
CHR x 2/3	DEX x 2/3	DEX x 2/3
SPD x 2/3	CHR x 1/3	CHR x 2/3
WIZ x 4/3	WIZ x 2*	SPD x 4/3

Pé Chói are biologically unable to hold their breath (and thus to swim with their heads under water) Their chitin gives them 2 extra points of armour (doubled for a warrior as normal). The Ahoggyá's many faces mean that they are almost impossible to sneak up on. Their tough hide gives them 3 extra points of armour (doubled for warriors). Ahoggyá may never learn or cast spells; their WIZ is used only to determine their resistance to magic. An Ahoggyá's WIZ is used to resist any spell where caster or target (including itself) is within 10' of the Ahoggyá. The Ahoggyá's WIZ is considered separately from that of the target of the spell, not added to it. Pygmy Folk can roll 4 dice for their initial gold, dropping the lowest dice. Ω

Grognard's Grimoire

superlative spells by Erin "Taichara" Bisson

Bright Ember Bindings (Mag 2, Range 40', Duration 4 hours): By casting this spell, the mage binds the target's wrists (or equivalent) with manacles of brilliant blue-gold flame. These manacles prevent actions requiring free use of the arms, and every round in which the captive actively struggles against them the manacles constrict and flare, inflicting 1-2 hit points of damage.

The Drop of Light (Mag/Pr 1, Duration 3 rounds): Casting this spell on a weapon cloaks it in a pearly, luminous sheen; when used to attack, the weapon trails tiny motes of light. Any undead creature struck by the weapon takes an additional 1-4 hp damage and immediately checks for morale (if applicable) with a -2 penalty.

The Peacock Robe (Mag 1, Duration 1 turn/level): This dweomer cloaks the mage in a scintillating glamour that amplifies their personability. Appearing more charismatic and trustworthy, the mage gains a +2 to reaction rolls for the spell's duration.

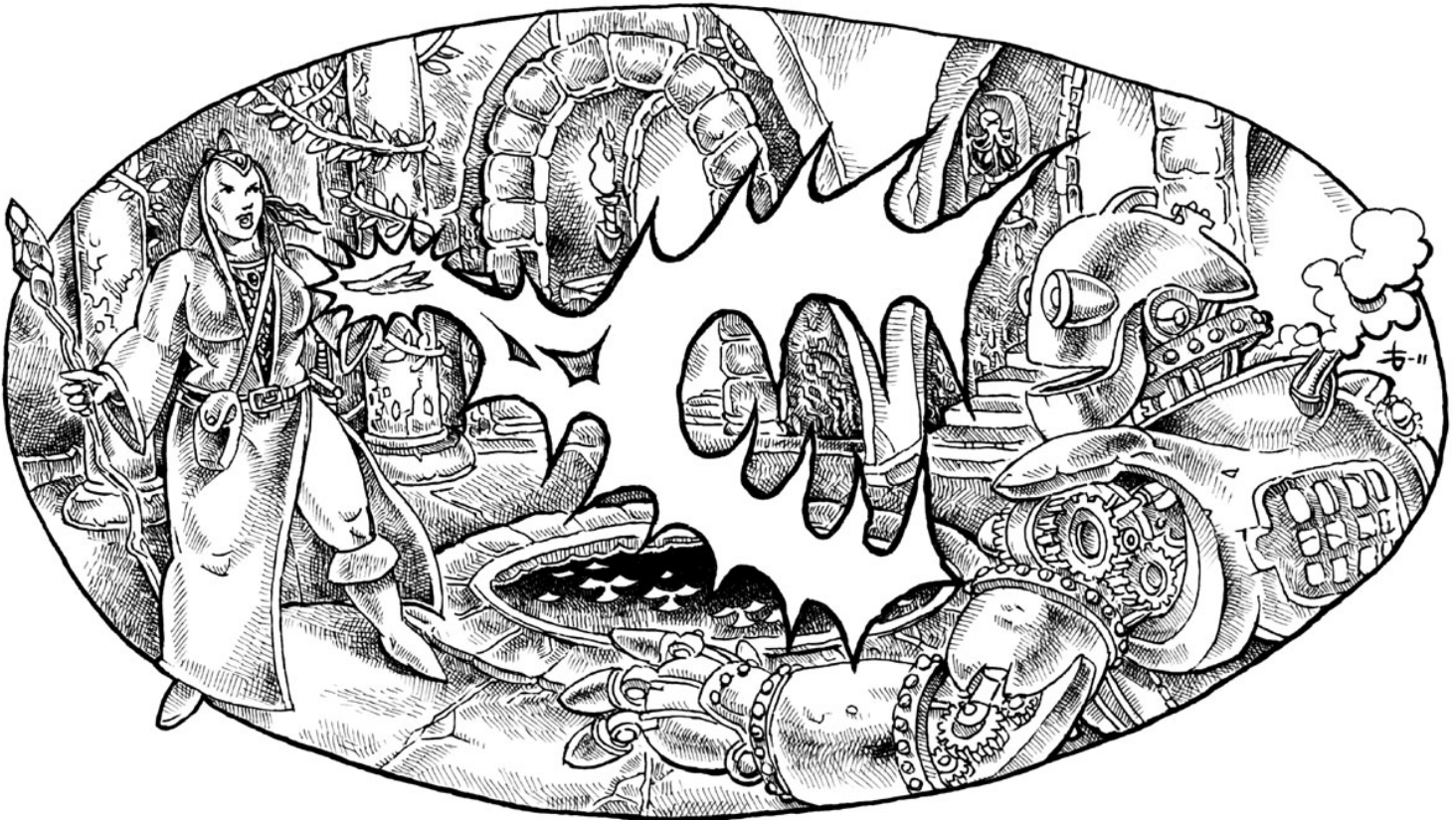
Quelling Touch (Pr 2, Duration 1 round): This spell prevents the target from casting spells or calling upon supernatural powers or abilities for a single round. This includes using spell scrolls or similar items, or using innate yet unnatural abilities such as a *charm* gaze or fiery breath.

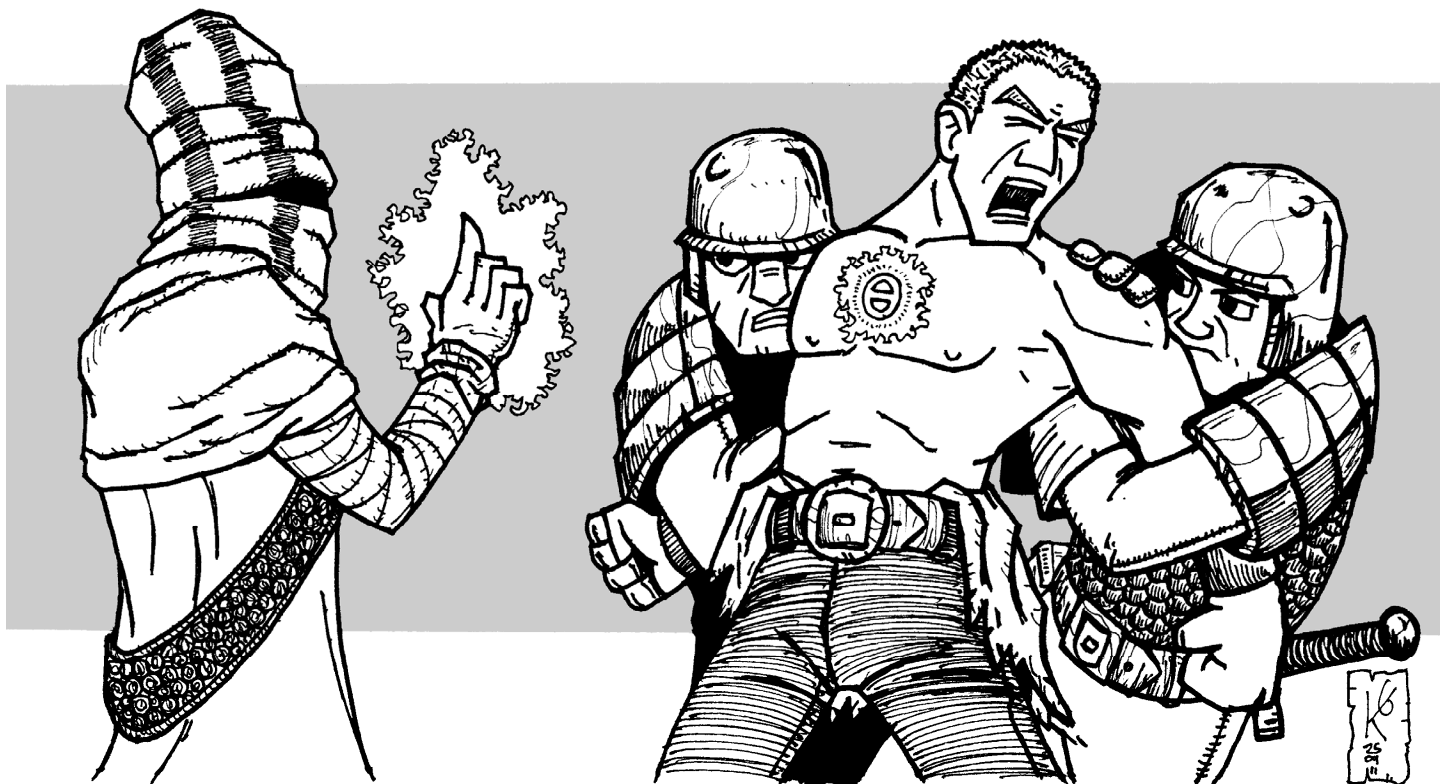
Shining Tear of Time (Mag 3, Range 30', Duration up to 1 year/level): This enchantment surrounds up to 27 cubic feet of matter with a dense, fluidly-shaped shell of glassy iridescent blue. Any material – or creature – encased within the shell goes into unchanging stasis until its duration expires or a successful *dispel magic* is cast.

Snapping Clockwork Teeth (Mag 3, Range 60'): By casting this spell the mage summons a bolt of cobalt-white semi-tangible energy inflicting 3-12 hit points of damage. Against clockworks, golems, living statues and similar creations of artifice, however, *Snapping Clockwork Teeth* inflicts 6-36 points as the object is weakened by a webwork of flaking cobalt crystal. This spell can also disable any magic item of magitech or clockwork origins for one hour.

Soulbrand (Mag 2, Range 50', Duration permanent): This spell 'burns' a glyph of the mage's choice into the target's 'soul', 'self', or 'aura', to be revealed under specific conditions (*detect magic*, *detect evil*, certain types of illumination, a time of day...). This glyph cannot be seen by the subject. The *Soulbrand* may be removed by the same methods that remove curses.

Unblinking Eyes of the Lynx (Pr 1, Duration 1 turn/level): Casting this spell sharpens the target's ability to absorb and process visual information, granting a +1 bonus to find hidden or secret doors and other cunningly hidden things. The target's eyes develop a pale gold-green luminescence while the spell is active. Ω





Cantrips Gone Wild!

minor magical mayhem from John Laviolette

Cantrips are very low-powered magical effects. There have been several independent cantrip lists made as drop-in supplements for tabletop FRPGs, but most of the rules for them are pretty restrictive. That's a shame, because they're an easy way to add more magic to the game without making magic too powerful. It's time to blow the lid off cantrip limits! These rules can be used with any existing cantrip list or with the cantrip building rules found at the end.

Learning Cantrips: Mages can begin the game knowing one or more cantrips. Either roll 1d6 for the number of cantrips known or divide Intelligence by 3. There is no upper limit to the number of cantrips that can be learned; they're so simple that they don't count as full spells. Cantrips can be found in books, taught by those who know them, or researched as new spells. The cost of researching a cantrip is 1/10th the cost of researching a 1st level spell.

Preparing Cantrips: It takes ten minutes to prepare ("memorize") a cantrip; each takes the place of a 1st level spell in memory, so a 1st level mage can prepare one 1st level spell or one cantrip, but not both. However, cantrips do not require spell books for memorization or preparation: they do need to be prepared, but are simple enough to prepare without research notes. This means that a mage can prepare a 1st level spell before an adventure as normal, use it during the adventure, then take ten minutes to prepare a cantrip to replace it. After casting

the cantrip, the mage can spend another ten minutes to prepare another cantrip. This makes cantrips feel like slow, low-powered magic rituals, in contrast to the fast but limited high-powered spells.

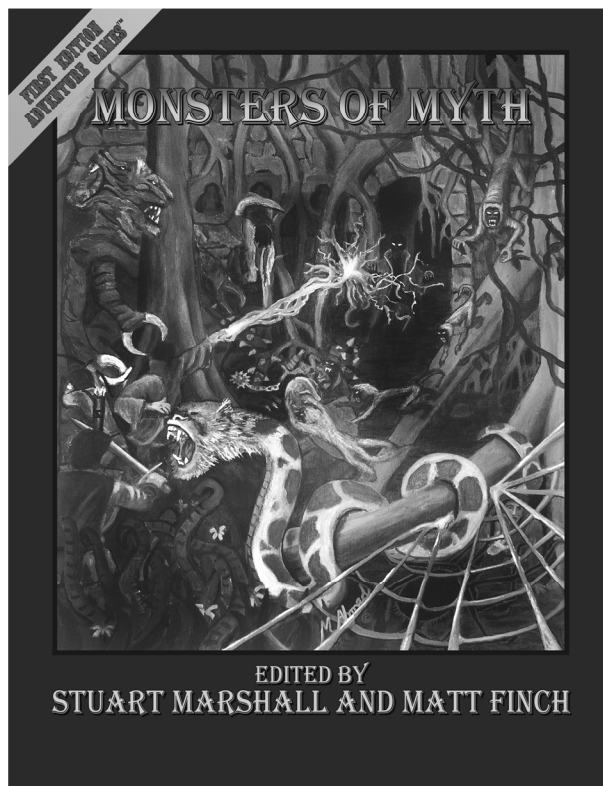
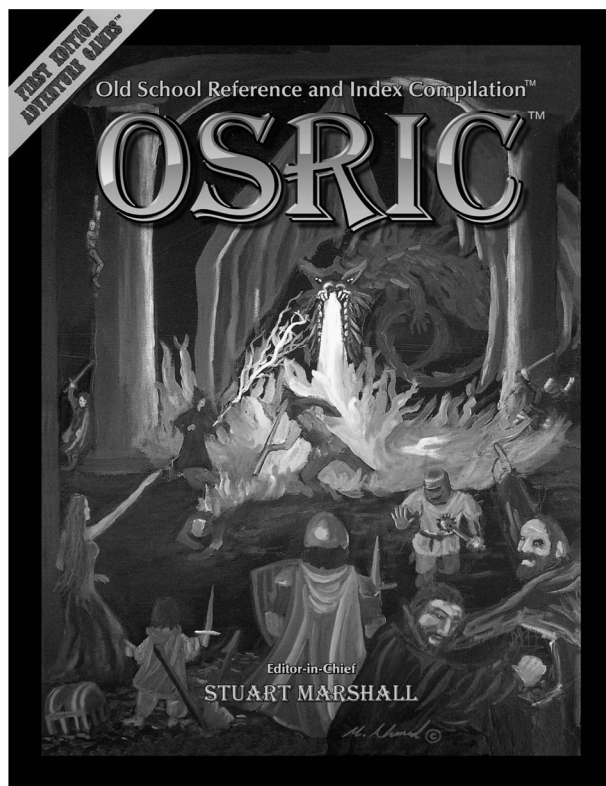
Casting Cantrips: If a cantrip is already prepared and in memory, it can be cast very quickly. It's doubtful any mage will use a cantrip in combat, but it's no slower than using a dagger, if the issue arises. Cantrips require one free hand and the ability to speak...or whisper, at the very least. Note that mages don't need to see their hands, just move one; a cantrip to untie knots could be used to escape if the mage is able to loosen one hand enough to move it, even if the hand is still technically bound.

Cantrip Wands: A mage can create a wand dedicated to a single cantrip at a cost of 100 gold pieces and one week's labor. When used, roll a d6: on a 6, the wand doesn't work. If the wand fails twice in a row, it bursts into flames, doing 1 point of damage to the mage holding the wand (treat as a tiny *Fireball*; a successful saving throw means the mage dropped the wand quick enough to avoid being burnt). Wands that burst into flame are destroyed. Letting the wand "rest" for 24 hours after a misfire can prevent catastrophic failure. Cantrip wands can contain more than one cantrip, and mages can add cantrips at a later date to a wand they've created. The cost is the same for each cantrip added, but there's a 1 in 6 chance of the wand bursting into flame, just as if it misfired twice in a row. The maximum number of cantrips a wand can contain is equal to three times the length of the wand (in feet).

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Cantrips for Non-Mages: Optionally, anyone may be allowed to learn cantrips. A character must know “the language of arcane magic” (treat as learning a language, but it can’t be used for conversation or communication) in order to learn them as a mage, or perhaps only half as well. One cantrip may be prepared at a time by such characters, taking half an hour instead of ten minutes.

Build-A-Cantrip: A cantrip is a magical way to perform an ordinary action. The caster must know how to perform the action without magic; all the cantrip does is eliminate one ordinary physical requirement. It cannot replace a mental, social or other non-physical requirement.

Example: Tying or untying a knot requires two physical things: a rope or string, and contact with said rope or string. There are therefore at least three knot-related cantrips: **Conjure Knot** (no need for twine, which appears in caster’s hand and ties itself); **Untie Knot** (no need to touch the knot, but must be nearby); and **Tie Knot** (reversed form of Untie Knot, useful for tying shoes without bending over).

Cantrips do not provide substantial direct benefits to rolls, but might provide a one-time +/-1 modifier if used creatively. In combat, they are generally distractions at best. Cantrip names contain at least two words: a verb representing what requirement is being “skipped”, and a noun representing the target of the first word. The noun must be the name of:

- a substance (Sand, Ice, Dust, Mist, Water)
- a simple object (Stick, Pebble, Rope, Leaf)
- a specific form (Knot, Stack, Circle, Hole) that adds a feature to a substance or object
- a normal, non-magical creature (Bee, Mouse, Minnow)
- a type of sound (Growl, Moan, Speak, Whisper)
- a physical effect (Light, Color, Rainbow, Itch, Voice)

Verb	Cantrip Limits
Conjure (Add, Make)	Eliminates need for small object (one handful of substance worth 5 coins or less). Object must be generic, although a more specific object like a key can be “conjured” (teleported) if it is within five feet and in a known location under the caster’s control; for snatching keys and the like from enemies, use variations of Lift .
Summon (Call, Lure)	Eliminates need to find common, ordinary creature no bigger than hand (one small insect, rodent, bird, or fish.) Creature is not controlled in any way.
Touch (Rub)	Eliminates need to touch a surface; object must be in reach (~5’ for a human). Cantrip affects up to 3’ of surface and can produce one change that could be accomplished with simple repetitive hand movements. Other examples include Wipe , Shine , or Brush .



or something similarly specific. Sample cantrip names:

Add Water	Make Sneeze	Shine Shoes
Blow Air	Moisten Cloth	Stifle Voice
Create Flash	Pinch Flesh	Summon Spider
Draw Circle	Roll Dice	Sweep Floor
Grow Hair	Rub Flesh	Wipe Face

In general cantrips affect one item that could be held in hand, duplicate a mundane action that an untrained person could perform with the right tools, last no more than a minute if their result is temporary, have a range of 5’, and don’t cause damage. Cantrips do not affect mental states or make other non-physical changes. Suggested verbs and limitations thereon are found below. Ω

Open/Close (Push, Pull)	Eliminates the need to touch a door, lid, rope, string, or other object. This affects an object up to human size or weight and can , but doesn’t cause changes on a surface as would Touch . Other specific examples include Tie , Untie , Turn , or Press .
Lift (Throw, Toss)	Eliminates the need to touch an object. Unlike Touch , only objects that fit in caster’s hand can be moved, but the movement can be vertical or other simple motions, like Spin . The Summon verb can be used here with objects within five feet to cause them to float towards the caster
Change (Fix, Break)	Eliminates the need for a tool or common substance. Affects one object no larger than hand-sized, but caster must hold or touch object. Includes Warm (without the need of a candle,) Cut (without the need of a knife,) Dye (without the need of a dye). Create can also be used here, combined with the name of a physical effect, like Color , Flash , Stench ; again, the effect must be on the caster’s body or an inch away at most.

Battle School

a mini-solo for *Tunnels & Trolls* by Ken St. Andre

Introduction: This is a short adventure for any humanoid character who uses a melee weapon. (You are not allowed to use a missile weapon in this adventure.) It is written for *T&T* 7.5, but may be used with any edition of the rules. You may need a rulebook, paper, pencil, dice, and your character sheet.

Even the best of warriors require training. In the western lands of the Dragon continent on Trollworld, it is known that the best training can be gained in the schools run by the legendary Shadowhand Brotherhood. Even the Death Commandos of the Goddess are eager to train in a Shadowhand academy. You have somehow acquired one free lesson at such a school. You bring your weapons and armor, and arrive early in the morning to see the Headmaster. Now that they know your name, any future lessons for this character will be 100 gold pieces, if you dare. Go now to **10**.

1. You and Garaxx are fairly evenly matched. Do three rounds of standard *T&T* combat. Don't forget to count spite damage for each of you. If during these three rounds of combat, your CON is reduced to zero or less, go immediately to **7**. If at the end of three rounds of combat, your CON is higher than his CON, then go to **8**. If it is lower, go to **9**. If you reduce his CON to zero or less in the first three turns, go to **20**.



2. For your first combat choose the kindred of your foe from the list below. Make a note of his or her statistics:

(a) Your foe is a human warrior. He has 3 more combat adds than you and a CON 3 points higher. His armor is the same as yours. He uses two weapons – a sword that gets 4D6 and a dagger that gets 2D6 + 2. Go to **11**.

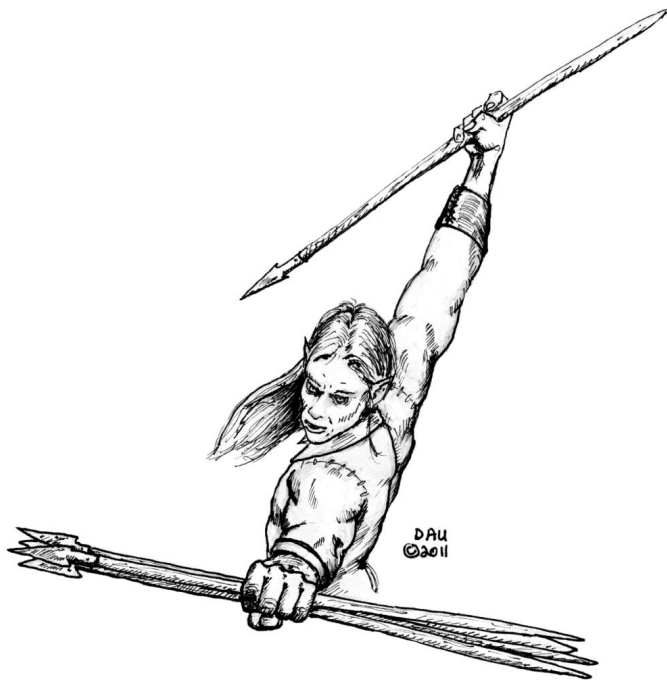
(b) Your foe is a Dwarf warrior. His STR and CON are double yours. The STR adds are all he gets for combat adds. He is wearing Dwarven plate armor that will take up to 20 hits in combat for him – do not double that rating. He is armed with a Dwarven battleaxe that gets 5D6 in combat. Go to **12**.

(c) Your foe is an Elf Ranger. He is dressed in forest green and wears no armor at all. His CON is only 2/3 of yours, but his DEX is double your rating. Those are his only combat adds, however. Elves get double their DEX adds as missile adds. He is armed with a fistful of light javelins. Although they are not heavy, they are made of silverwood, and can easily turn aside the stroke of a steel weapon when used to parry. Each javelin does 2D6 damage, but doubles add and roll over for them. Go to **13**.

(d) Your foe is a Goblin. She has 3/4 of your CON, but 3/2 of your DEX. Those are her only combat adds. She wears croc-hide armor that takes 7 hits of damage for her. She is armed with a corroded bronze trident that gets 3D6+3 in combat, and also does poison damage if she ever gets a spite hit. Go to **14**.

3. Dwarves are canny warriors; Thorik comes at you low and fast. A single blow getting through to your legs could result in crippling or amputation. You will have to disarm him or evade his strike. If you wish to try to disarm, go to 4. If you'd like to evade, go to 24. If you'd like to try an acrobatic move to evade and strike from behind, go to 21.

4. To disarm your foe, you must strike not at him/her but at his/her weapon or hand. Most fighters do not expect an enemy to try to disarm them. If you have a weapon Talent like Swordsmanship or Called Shot you may use it now. If you'd like to rely on your Strength, Luck, or Dexterity to disarm your foe, you may try that also. If you are a warrior and do not have a weapons talent, you may choose one and create it now. You only get one shot at this, so don't fail. If you are using your Talent to disarm your foe, make a L2SR on your Talent. If you are using an attribute to disarm your foe, make a L3SR on that attribute. Roll the dice. If you succeed, go to 16. If you fail, go to 17.



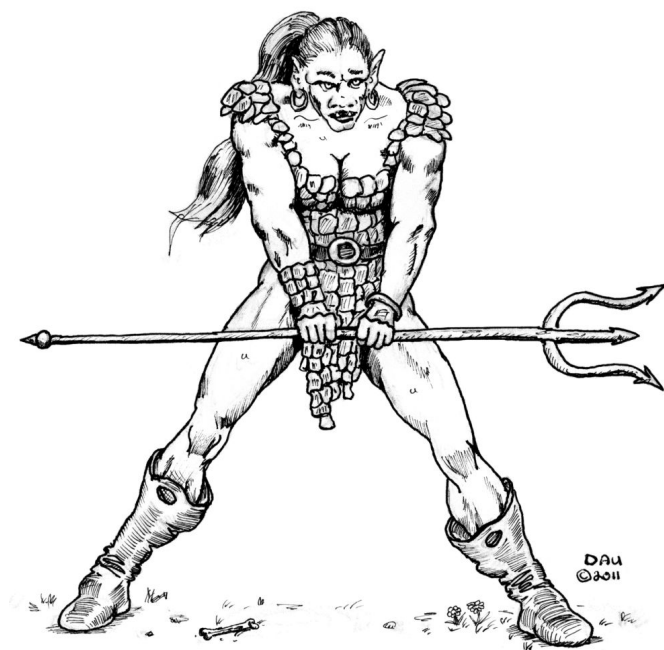
5. You gain 100 adventure points for your quick victory, plus 10 adventure points for each point of damage you inflicted on your opponent. You also get the adventure points for any saving rolls you made during your combat. If you wish, you may spend those adventure points now to increase an attribute following the *T&T* 7.5 rules. Kharra the Healer will also bring your CON back up to its original value. To continue your lessons, go now to 2 and choose a different foe than the one you fought the first time. If you have fought all four of the other students, then your lesson in the Battle School is finished. You may take a bonus of 400 a.p. for doing so well and exit with the praise of Nogayn ringing in your ears. **The End.**

6. Roll 1D6 and divide by 2 - that is how many javelins the Elf will be able to throw at you as you charge. For each

javelin you must make a L2SR on either your weapon talent (if you have one) or your DEX. Each time you make the saving roll, you deflect the javelin and take no damage. Each time you miss the roll, you will take 2D6 + the Elf's missile adds in damage (armor can protect you from this). If javelin damage ever drops your CON to zero or less, go immediately to 7. If you stop all 3 javelins, you will get close enough to strike the Elf - any wound will take him out of the combat and cause Nogayn to stop the fight. If that happens, go to 20. If any of the javelins manage to hit and damage you, then you will not be able to strike the Elf. Take your damage. Count this as one combat round. Go back to the beginning of the paragraph and repeat the process until either you hit the Elf or 3 rounds have passed. If you are both still standing at the end of three combat rounds, the Elf will be judged the victor - go to 9.

7. You lose. You died. If your CON has been reduced to less than negative 10, you are truly dead, and there is no bringing you back - just too much destruction. If your CON is between 0 and minus 10, then the Battle School healer can repair you, and will do so. Her name is Kharra - she hates to see people die, and won't allow it if there is anything she can do. Kharra restores you - in fact, she makes you better than brand new. Your CON is increased by 1 point. However, you have been dead. That marks a person. Your Charisma is reduced to 3, and it is fixed there forever. There is no magic or level bonus that can ever change your CHR rating again. Go forth! Your lesson at Battle School is over, and frankly, they don't ever want to ever see you come back. **The End.**

8. The instructor, Nogayn, stops the fight. He declares you the winner of the combat because you are healthier than your foe. He gives you a token which you may redeem at any time for another lesson in the Battle School. Said





token has a market value of 100 gold coins. You gain 50 adventure points for winning the fight. You also gain 10 adventure points for each point of damage you did to your foe, and whatever points you got for making saving rolls during the combat. If you wish, you may spend those adventure points now to increase an attribute following the *T&T 7.5* rules. Your foe tells you that he/she will beat you next time, and this adventure is over. **The End.**

9. The instructor, Nogayn, stops the fight. He declares you the loser of the combat because you are more damaged than your foe. You gain 30 adventure points for staying alive, plus 10 adventure points for each point of damage you inflicted on your opponent. You also get the adventure points for any saving rolls you made during your combat. If you wish, you may spend those adventure points now to increase an attribute following the *T&T 7.5* rules. You now have a choice to make. You may end the battle. If you do that, Kharra the Healer will repair you, bringing your CON back up to its original value, and then you must leave the school. Or, you may choose to go another three rounds with your foe in hopes of reversing the ruling, becoming the winner instead of the loser. If you choose to do that, no damage is repaired for either of you, but you may use your adventure points to augment

yourself while your opponent will not do that – he or she remains the same foe. If this is your choice, go to 19.

10. The Shadowhand School consists of three buildings and a training field. One building is an armory, and it contains an ample supply of commonly used weapons. If your character does not own a good weapon, you may borrow one from the armory for use during this adventure. Limit yourself to a melee weapon: the proper use of ranged weapons is an advanced subject, and you are not ready for that yet. The second building is a field hospital. Fighters get hurt and need medical treatment. Two healing specialists are on duty at all times to try and keep the students from actually killing each other. They also have bandages and other medical paraphernalia for those that need them. The third building is a barracks. The instructors and some of the students live in that building.

Before you get into combat, you must first answer some questions. An ancient warrior comes out of the barracks to meet you. The man must be at least 50 years old, and yes, that is ancient for a warrior. He tells you his name is Nogayn. He speaks to you for some time, finding out a lot about you and answering your questions. Please record the following before going on:

What is your Constitution? _____

How many combat adds do you have? _____

How many points of armor are you wearing? _____

Are you using an enchanted weapon? If so, how many dice and combat adds does it give you? _____.

When you have written down all these answers, **go to 2.**

11. Your foe is a human warrior named Garaxx. He is a student at the Shadowhand school and has already evolved a style of fighting. He likes to draw a parry with his sword stroke and then step in and stab his foe with the dagger in his other hand. This style works well against people with one weapon and no shield. How much equipment do you have? If you have a weapon in each hand, or a shield, go to **1**. If you only have one weapon and no shield, go to **15**.

12. Thorik the Dwarven warrior looks at you and snorts. He gives you an ironic salute with his Dwarven war axe, and then charges. He wields the weapon with both hands, and is very adept. Compare your combat adds to Thorik's. You won't have much of a chance if his adds are greater than yours, so in that case you will have to do something tricky to even the odds. If Thorik has more adds than you, go to **3**. If you have as many as he does or more, go to **18**.

13. Yggythyel the Elf has not intention of closing with you – he wants to dance out of the way and hurl javelins into your body. Your best chance is to close with him quickly and hit him with your weapon. That will require a kind of controlled charge on your part – you have to be quick, but ready to turn on a gold piece and follow him when he dodges you. You will also have to deal with one or more javelins coming your way. If you have a shield, go to **22**. If you don't have a shield, go to **6**.

14. You are actually lucky to be fighting a single Goblin, but Glokka is an exceptional Goblin. She is a warrior when female Goblins are usually just breeders, and she is here at the Shadowhand school to learn to be the best warrior she can be. Her advantage is poison – her trident is coated with a neurotoxin made from the exudations of venomous frogs. If she damages you with it, you will feel the effects immediately. Each point of poison damage also reduces your DEX by one point at the end of the combat round. If your DEX is reduced in this fashion, and it falls below the minimum DEX required to use your weapon, you will be disarmed and will have to fight with just your hands (1D6 + combat adds). Do three combat rounds of fighting. Don't forget to count spite damage for each of you. If during these three round of combat, your CON is reduced to zero or less, go immediately to **7**. If at the end of three rounds of combat, your CON is higher than her CON, then go to **8**. If it is lower, go to **9**. If you reduce her CON to zero or less in the first three turns, go to **20**.

15. Your opponent, Garaxx, has an advantage because he has two weapons. At the end of each combat round you must make a saving roll to determine if he hit you with an unblocked weapon – either the sword or the dagger. At the end of combat round 1, make a L1SR on either Luck, Dexterity, or Speed. If you make the saving roll, then the results of the combat are evaluated normally. If you fail the saving roll, then roll 2D6 additional damage that you must take whether you won or lost the round. At the end of the second combat round, make a L2SR on an attribute that you didn't choose for the first round (i.e. if your first roll was against Luck, your second saving roll must be either DEX or SPD.) If you make the saving roll, then the results of the combat are evaluated normally. If you fail the saving roll, then roll 2D6 of additional damage that you must take whether you won or lost the combat round. At the end of the third combat round make a L3SR on the remaining attribute. If you make the saving roll, then the results of the combat are evaluated normally. If you fail the saving roll, then roll 2D6 of additional damage that you must take whether you won or lost the combat round. Now, go to **1** and fight Garaxx with these stipulations in place.

16. Your skillful ploy worked. You caught your foe by surprise and his/her weapon went flying from numb fingers. Following up, you bring your weapon around to strike him/her down, but Nogayn yells "Hold!" and you hold your strike just short of a killing blow. If you were fighting the Dwarf and disarmed him on the first combat round, go to **20**. For any other foe, go to **8**.

17. It was worth a try, but it didn't work. You did not disarm or otherwise harm your foe. Fight three rounds of combat just as before. If at any time your CON is reduced to 0 or less, go to **7**. If at the end of three rounds your CON is greater than your foe's, go to **8**; if less, go to **9**. If at the end of three rounds your CON is equal to your foe's, continue to fight until the deadlock is broken, then follow the instructions above. If at any time you reduce your foe's CON to zero or less, go to **20**.

18. The Dwarf doesn't scare you. You believe your own weapon skills and armor are a match for his. Do three rounds of standard *T&T* combat. Don't forget to count spite damage for each of you. If during these three rounds, your CON is reduced to zero or less, go immediately to **7**. If at the end of three rounds of combat, your CON is higher than his, go to **8**. If it is lower, go to **9**. If you reduce his CON to 0 or less in the first three turns, go to **20**.

19. If your foe was the Elf, you cannot be at this paragraph. Return to **9** and accept your loss. For any other foe, read on. You did not do well against this foe the first time. You realize that you must use your brains to win this fight. Two strategies occur to you. You could either try to disarm your foe, or you could try to evade his attack while still getting in some hits of your own. If you choose the disarming tactic, go to **4**. If you choose evasion, go to **24**.

20. You won your fight very quickly. Nogayn has his lackeys haul the body of your foe off to the Infirmary – Kharra the Healer may be able to save him or her. You may claim victory now, or opt for additional training. If you wish to claim your victory, go to **8**. If you wish to go for additional training, go to **5**.

21. Thorik charges at you; you charge at him. At the very last second you make a mighty leap into the air. Your plan is to pass over his attack and strike him down from above. It is a move that requires both split-second timing and considerable strength in your legs. Make a L2SR on both STR and SPD. If you make both saving rolls, go to **25**. If you fail either one, go to **18**.

22. A shield is a big advantage against a foe with light missile weapons. Still, you must stop whatever the Elf throws. Roll 1D6 and divide by 2, rounding up. That is how many javelins the Elf will be able to throw each combat round. If you have a shield, you may block the first one automatically. It will take a L1SR on DEX to block a second throw and a L2SR on SPD to block a third. If you manage to block all of Yggythyl's throws you will be able to close and do regular *T&T* combat with him for that round. (He gets 2D6 + his combat adds). At the end of the combat round, he will run away from you again. If you miss any saving rolls, you must take the damage (armor helps with this) and repeat this paragraph next combat round. If your CON is reduced to zero, go to **7**. Count this as one round. Go back to the beginning of the paragraph and repeat the process until three combat rounds have passed. At the end of three rounds, compare CON values. If you have a

higher CON than the Elf, go to **8**. If lower, go to **9**. If at any time you reduce his CON to zero or less, go to **20**.

23. Hey! Why are you reading this? Nothing ever told you to read paragraph **23**. Roll 2D6. If you roll 9+, then pay no penalty for wandering eyes. If you roll 8 or less, send \$1 to kenstandre@yahoo.com via [paypal.com](https://www.paypal.com). Gotcha!

24. If you have the Dodge or Acrobatics Talent, then roll a L1SR on the Talent to evade your foe's attack. You will dodge him on this combat round, but he/she won't dodge you – you may do half your total weapon damage to him/her. If you don't have a useful Talent, then you may dodge using either Luck, Dexterity, or Speed, but you must make a L2SR on that attribute to succeed. If you fail your saving roll for evasion, then you get no combat total this turn – your foe hits you and you take full damage. Do three rounds of standard *T&T* combat. Don't forget to count spite damage for each of you. If during these three round of combat, your CON is reduced to zero or less, go immediately to **7**. If at the end of three rounds of combat, your CON is higher than your foe's, then go to **8**. If it is lower, go to **9**. If you reduce your foe's CON to zero or less in the first three turns, go to **20**.

25. Much to the Dwarf's surprise, you vault above his low line attack, and as you roll into a somersault you strike downwards at his head. The blow clangs against his helmet and knocks him sprawling, axe flying out of his hand. You land nimbly on your feet, spin, and prepare to attack, but Nogayn calls "Hold!" and stops the fight. He judges you to be the victor. Go now to **20**. Ω



The Mysterious Laboratory of Xoth-Ragar

adventure by Alexey Fotinakes
dedicated to Dr. Peter Kreeft and Fr. Norris Clarke, SJ

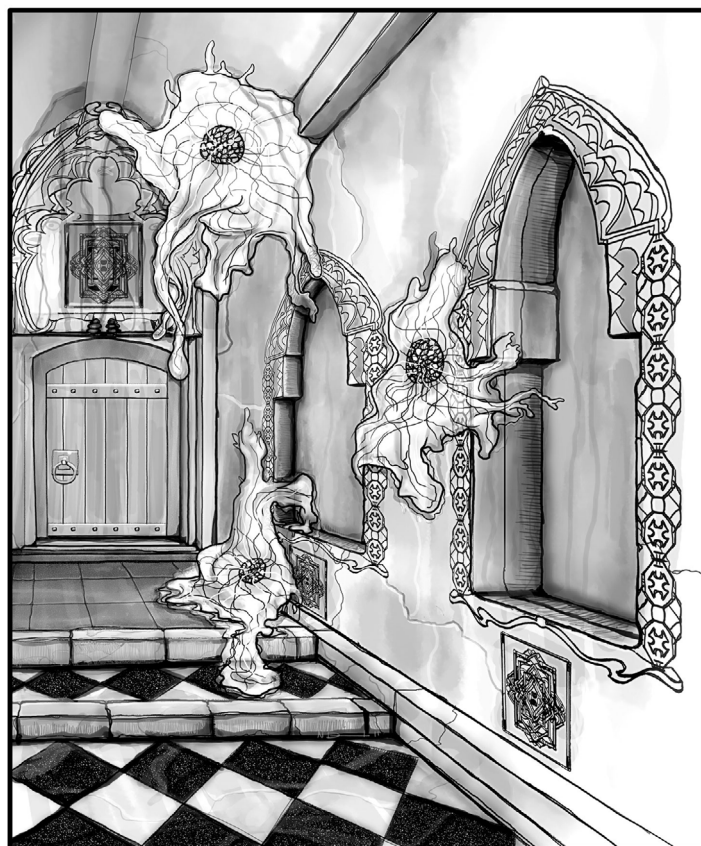
Background: A generation and a half ago, Xoth-Ragar was a powerful sorcerer with a strange obsession. He thought that monsters were evil because their physical bodies were so hideous. Rather than their Matter being shaped by their Form, he believed evil matter twisted their neutral souls towards malice. In order to test his theory, with the grand goal of creating races of beautiful and kind creatures, he designed an apparatus that utilized negative energy from the hellish outerplane of Innom to create a “life-vacuum.” This vacuum, when amplified, would suck the soul out of a creature. Xoth-Ragar then channeled the soul into a holding tank, where it would await its new, pristine form. Unfortunately, Xoth-Ragar was a little cracked, and missed two crucial problems. First, he didn’t have a reliable way to create new bodies for his ethereal guinea pigs in place when he started working. Second, negative energy vacuums from dark outer space do not like to be tampered with. The result: a glut of souls packed into the strange translucent pipes running through his laboratory; a dark and potent force from elsewhere manifesting in this world, and a tremendous amount of gooey organic matter waiting to take malevolent form.

Level One

Overview: The whole complex is finely chiseled seastone: white, solid and smooth. Alcoves line the walls in passage-ways and rooms, where candles once burned. Doors are made of heavy wood and iron. Doorways, doors, alcoves, etc. all sport Moroccan arches. There are no consistent light sources, however phosphorescent dust particles float in the air in some places. Frequent phantom winds blow through halls. The occupants of the first floor are primarily giant pests and slimes, altered in appearance by mutagens, but normal statistically. **The Beautiful People**, however, are unique creations of the Magus, made from Xoth-Ragar’s poorly manufactured bodies and the twisted souls of tortured monsters. They primarily stick to the first level, as they routinely get into violent altercations with **the Possessed** if they venture below. (See the Monster List at the end of the module for full description of each.)

Random Encounters: Roll 1d6 each turn. On a 1 roll for a Wandering Monster; on a 2 roll for Wandering Weirdness; on 3-6, there is no encounter.

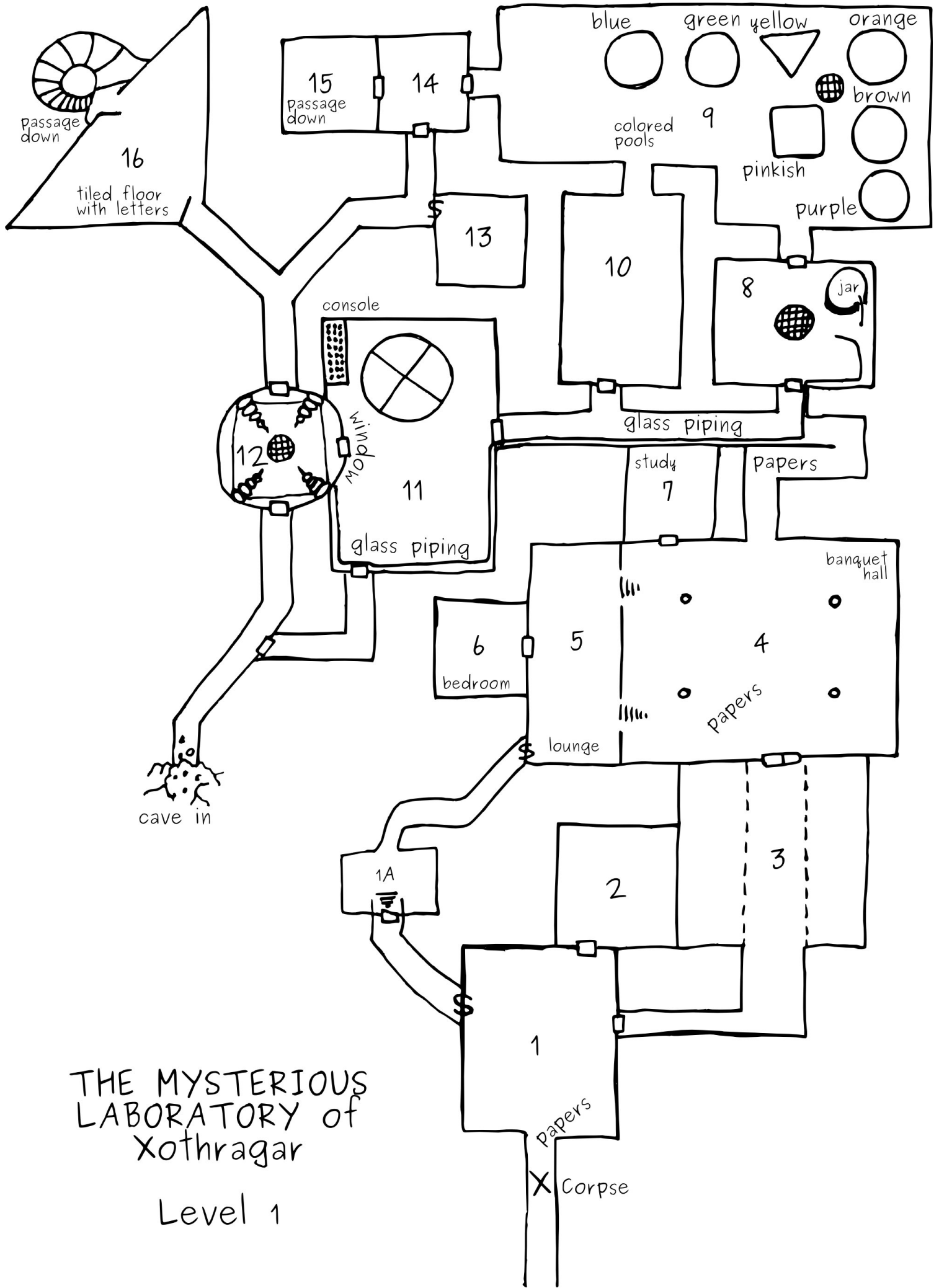
1. Entryway. The party will immediately come upon a corpse (marked **X** on the map) surrounded by papers. The corpse is Xoth-Ragar, and the papers are mostly notes.



d6	Wandering Monster
1	Giant Phosphorescent Ants
2	Giant Glowing Cockroaches
3	Locusts
4	Iridescent Slimes
5-6	Beautiful People

d6	Wandering Weirdness
1	Feeling of someone leaning over your shoulder, with lips next to your ear.
2	Sound of heavy breathing or giggling.
3	Static discharge of crackling blue electricity.
4	Static in the air; hair raises on neck/head.
5	Rainbow hallucinations (last d4 rounds).
6	Bright blue cat walks by room/corridor, just out of reach. (Recurrs every 2 turns from now on).

Examining them will yield a general idea of his experiments (he sought to neutralize the evil in lizard men, bugbears, and degenerate morlocks), but one distinctive scrap is part of a folio that was his personal diary. The pages are blue (like his robe) and detail his early joy in creating this underground study and laboratory. He was happy to find the caverns below richly shot through with gems, and used them to finance the huge dwelling. Xoth-



THE MYSTERIOUS
LABORATORY of
Xothragar
Level 1

Ragar appears to have been chased down and murdered however, as blood still stains the floor around him. He must have been fleeing fast, as his trail is littered with paper and bloodstains.

2. Drawing Room. Some broken furniture and burnt-out candles on walls; nest of Glow Beetles; no treasure.

3. Antechamber. Latticed, arched walls on either side; dusty cushions for lounging. There is an **Ochre Jelly** (HD 5, 25 hp, DC 8, Dmg 2d6, Morale 7) on the ceiling semi-dormant, which awakens when PCs arrive.

4. Banquet Hall. Long low tables once used for parties. Furniture strewn about; broken chairs; rug; empty shelf; cobwebs. There are also dust-covered papers strewn about. These are filled with technical jargon and seem to outline experiments and data. The plane of Innom is mentioned frequently, as is something called a “soul vacuum.” Knowledge check by an appropriate character (d20 under INT –5) recognizes Innom as a name for hell in several ancient and contemporary languages. More papers are located in the north hallway; they describe the final experiments and completion of the soul vacuum. “Harnessing the power of evil to reverse it! The negative energy will remove their pure souls from the bondage of flesh.”

5. Xoth-Ragar’s Lounge. Formerly luxurious moth-eaten rugs; puffy cushions; smoking paraphernalia. One large hookah is set up between the cushions. Smoking anything with causes the additional effect of strange, vague thoughts about the wonders of the universe (due to the built-up oils and resins still in the bowl; +15% chance to learn spells from a spell book or correctly use a scroll for d6+4 turns).

6. Bedroom. “DRATPEP!” is written above the door. Attempts to pick the lock spring a poison pin (save or die in d4 turns). Breaking down the door brings d6 Beautiful People in d4 rounds. The décor within is sumptuous but decaying. A large collection of cushions makes a low bed, surrounded by a multitude of candles and books. Old, moth-eaten clothing, little odds and ends, and various other junk fills the rest of the room. An urn near the bed holds Xoth-Ragar’s spending money: 110 square platinum pieces and two sparkling blue gems (500 gp each). The books are all metaphysics and ethics texts. Notations indicate that Xoth-Ragar was very interested in morality, particularly the question of where evil originates. One scrap of paper contains part of a handwritten note: “...innocent and pure! It is the flesh that causes us to fly toward evil, jealousy, and violence...the more hideous the flesh, the more it warps the soul. Philosophers, bah!”

7. Study. Books line the walls from floor to ceiling, though a fire appears to have destroyed almost a whole wall’s worth. A long, low table occupies the center of the room, sitting on a great thick rug. Reading cushions surround the table. Much common historical, geographical, philological, and philosophical information is available here, along with the following three curious volumes:

- Two dog-eared tomes with copious margin notes (“No, no! This is WRONG!”). The titles are translated “Physics” and “Metaphysics,” but the contents are in a totally indecipherable tongue probably meant to deter comprehension.
- A small paperbacked tome with strange boxy lettering (typeset machine printing) that seems to explain how to assemble some strange device. The text is in a foreign language, but copious pictures explain the process.
- A scroll with the spells “Terapia” (*Cure Heavy Injuries*) and “Photipso” (*Continuous Light*).

8. Reincarnation Station. Countless jars line the walls of this room; there is a 10’ tall cylindro-conical jar in one corner. The glass piping running along the hall ceiling enters the room and was once attached to the large container. Part of the piping has broken, however, and the end lies on the ground close to a circular drain grate in the floor (approx. 8” diameter). The jars contain souls and are hard to open. If someone persists for the majority of a turn, or breaks them, there is a tremendous “whoosh!!” sound and sometimes a growl or scream.

9. Pool Room. Seven above-ground pools fill most of this room, each a different color. They contain alchemical compounds with various powers that lose efficacy within 1 hour of being removed from here. There is a 50/50 chance to encounter 1d6 **Beautiful People** in this room (DC 5; HD 3+1, 15 hp, Dmg d6 or Special, Morale 11, see Monster Appendix for details). Pools are as follows:

- *Blue*: Powerful cleanser. Removes all slimes, and neutralizes acids from spells or monsters.
- *Green*: Acid. Smells unpleasant and appears fizzy. 2d6 dmg if ingested; 1d6 if sufficiently splashed.
- *Yellow*: Magical radiation – randomly mutate in d4 days.
- *Orange*: Super old cat pee. Smells terrible. Orange you glad you didn’t drink it?
- *Pinkish*: Healing. Drinking heals 1d6+2 hp or cures disease. Only works on any given person once/day.
- *Brown*: Smells a little like old dishwater. Increases Strength d2 points once for a particular person.
- *Purple*: Aphrodisiac. Those who touch this solution are overtaken by amorous desires, to the point of being too distracted to fight well (-2 to all combat rolls and +2 DC if member of the opposite sex is present). The effect lasts d6 turns. No save.

10. Alchemical Lab. Basins, tubs, and lots of bottles and jars cover the three high tables. The walls are lined with jars of every type on shallow shelves. Large pigment pots of primary colors lay on the ground, knocked over and leaked down the drain. Contents of the jars are random (see table next page).

d12	Random Jar Contents
1	Hard Cat Poo
2	Red Wine Vinegar
3	Peony Seeds
4	White Lotus Powder (causes mild chameleon effect, +30% chance to sneak)
5	Parsley, Sage, Rosemary, and Thyme
6	Petrified Wormwood
7	Stinky Blue Cheese
8	Dried Sabre-Toothed Tiger Dong
9	Castor Bean Powder (save or get deathly ill and trip out for d4 days)
10	White Ape Urine
11	Oak Chips
12	Amazon Eyelashes (worth 25 gp)

11. Negative Energy Control Room. A large chalk circle with candles at the crosspoints covers the floor on the North side of this room. The rest of the floor is covered with rugs and miscellaneous debris. A curving, transparent glass window in the wall allows one to observe **12**. A metal console occupies the wall in the NW corner; it is covered with buttons and glass screens that have long since powered down, as well as levers to raise the cage in **16**. The console is connected by wires to a large metal cube bolted to the ground at the edge of the chalk circle. Identical wires leave the console, run through the wall, and attach to the ray emitters in **12**. Three small Tin Men (DC 5, hp 15, do not fight) hide here amongst the debris. They are not good at hiding, however, and will probably reveal themselves accidentally. They may be questioned in Common, but they will be tight-lipped about their master unless he is shown some respect. It turns out that they are one of Xoth-Ragar's more successful inventions. They don't understand their own origins, but if the small, hinged door



on their cylindrical torsos is opened, one will find them empty save for a small, wispy yellow smoke that seems to dance and levitate in the hollow space. They like to follow orders and have no thought for their own safety. They won't attack anything, even if ordered to do so, and they will "die" if taken outside of the underground complex. There may be useful technology in this room, at the GM's discretion, particularly if the Tin Men can be befriended and aid in recovering the devices.

12. Soul Vacuum. This room is tiled from floor to ceiling. Large metal ray emitters point towards its center. From time to time latent energy buildup in the wiring causes electric blasts to be fired. The stench of ozone fills the air, and anyone caught between the emitters takes 5d6 damage. There is a drain in the floor (approx. 16" diameter).

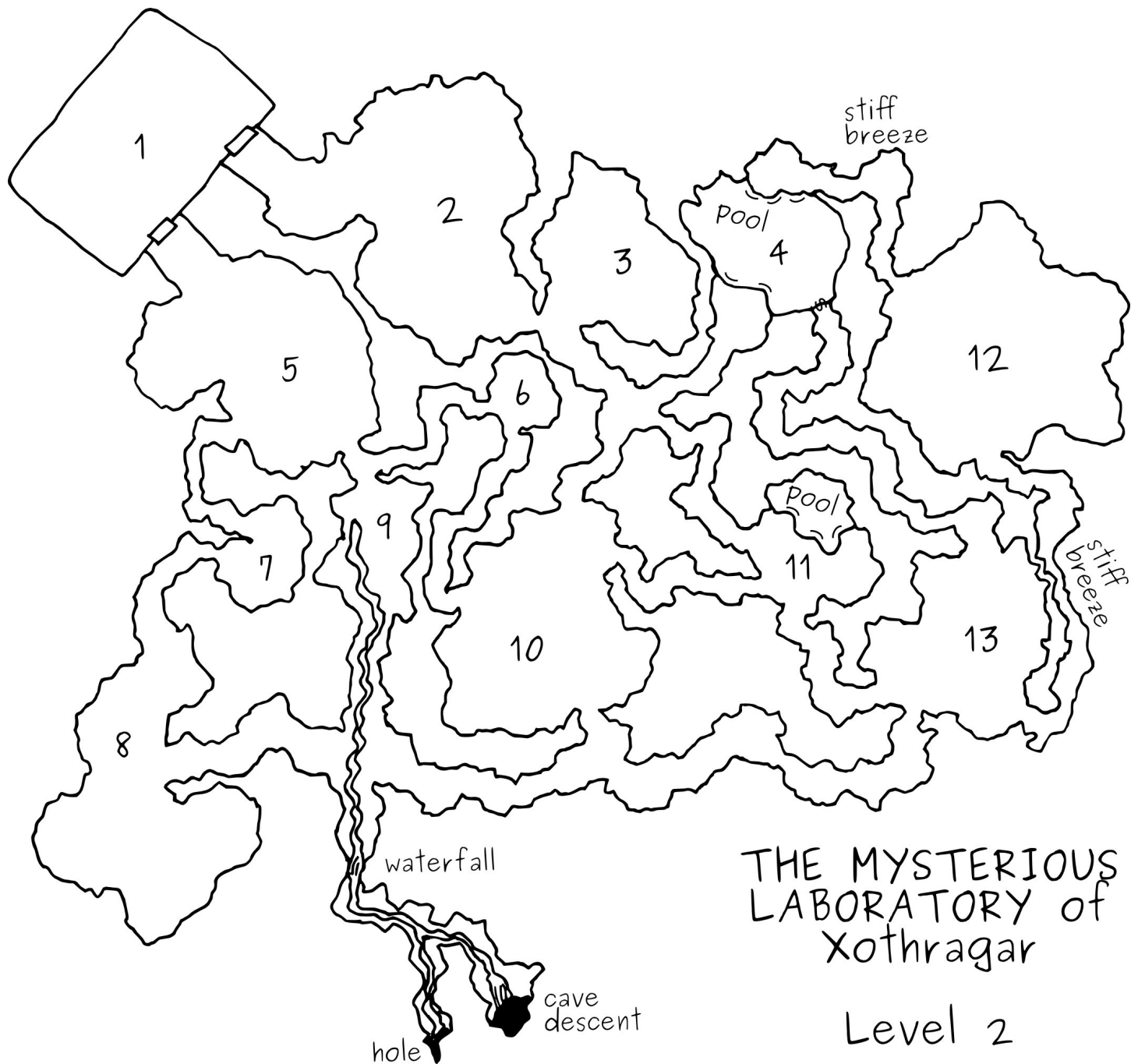
13. Secret Saferoom. This is a saferoom meant to secure personnel in the event of a monster incident. Three completely skeletonized corpses sit on the ground with their backs to the wall. They will rise only if prodded. They are not actually undead, but a freak after-effect of gross irradiation. Therefore, they glow purple and cannot be turned. They hold strange cylindrical weapons in their hands, stun sabers that use weird radiation to drain d6 Con temporarily unless a save is made. When Con = 0, the PC is knocked out cold for d4 turns. If the sabers are recovered, they each have d6 more charges. **3 Irradiated Skeletons:** DC 5; HD 4; Dmg 1d3+Con drain; Morale 12.

14. Side Room. Six **Beautiful People** (DC 5, HD 3+1, hp 15, Dmg 1d6/Special, Morale 11, see appendix) are here, listening to noises on the far side of the west door.

15. Empty Chamber. There is large crack in the ground and wall here. **5 Giant Phosphorescent Ants** (DC 3; HD 4; Dmg 2d6; Morale 7) have crawled up from below, revealing a secret stash within the wall. Treasure: ~3,000 silver kopeks spilling out of wall; 3 cut gems.

16. Buffer Room. A rectangle stretching from the center of this triangular room to its far wall is tiled with large letters; a huge cage spanning it is suspended above. If the letters X-O-T-H-R-A-G-A-R are walked in order, a secret door on the far wall revealing a passage downward opens; otherwise the cage falls and traps not only those in the rectangle but those in the two non-entrance corners as well.

Q	W	E	R	T	Y	L	R	D	O	O	H
M	N	D	D	H	Z	A	X	B	J	P	Y
F	X	C	A	E	T	G	P	P	M	J	O
W	E	Q	Q	R	A	X	Z	A	U	P	O
Z	X	P	L	N	H	T	W	A	N	O	R
E	H	E	Y	H	M	T	N	E	C	W	Q
R	T	W	A	N	O	G	Z	X	P	L	N
R	F	G	Z	X	C	R	T	W	A	N	B



Level Two

Overview: The lower level of Xoth-Ragar's complex contains but one hewn chamber, the rest being natural stone caves and passages. The walls are smooth but rippled and ridged from the centuries of water erosion that formed them. The complex is not lit in any way and was wild even when the old sorcerer himself lived up above. There must be small openings somewhere, as many creatures have found their way inside. These consist mostly of mutated insects, slimes, and unintelligent cave-dwelling creatures. However, there are much more sinister occupants as well. In addition to the Possessed, the years of alchemical pollution and melted bodies of Soul Vacuum victims dripping down from above have mixed and fermented, creating weird mutagens that transform already hideous

underworld creatures into unique and bizarre specimens (have fun adding your own to the mix!). Worst of all, a substantial portion of this biomass has pooled in a large cavern and gradually taken on a kind of sentience by absorbing cast-off souls from above. A huge, revolting mass of schizophrenic jelly thus waits here with ripe malice to take revenge upon any who stumble upon it. In its years of black dreaming, it has begun to call itself Legion.

Random Encounters. d6 each turn: 1 – roll for a Wandering Monster (table next page); 2 – roll for Wandering Weirdness (as level 1, pg. 15); 3-6 – no encounter.

1. This room contains a stairway landing and two large doors that open into the natural caverns. The floor is dusty with footprints of all shapes and sizes.



d6	Wandering Monster
1	Giant Phosphorescent Ants
2	Giant Glowing Cockroaches
3	Beautiful People
4	Iridescent Slimes
5-6	Beautiful People

2. This large natural cavern is eerily beautiful with its high ceiling and oddly hued stone – shades of blue, orange and yellow ranging from “just noticeable” to “shockingly brilliant”. There is a crooked path running through the cavern. Water pooling along the path as well as stalagmites aplenty make it difficult to pick one’s way through, however. PCs must walk single-file and have a good chance of slipping and falling (1-2/d6). Part of the natural ceiling appears to have collapsed recently.

3. This cavern room is obviously unstable – taking a few steps within or talking loudly will cause stalactites and small stone chunks to fall, along with a deep groaning sound from the ceiling. Also obvious, however, is that rich



veins of gems run through the walls here. Every turn searching uncovers one gem (normally an opal) but has a 15% cumulative chance of causing a cave-in. If a collapse occurs, all PCs in the room must make a DEX check at –5 or take 2d8 damage. Additionally, the noise produced by searching for gems increases the chance of a wandering monster (1-3 monster, 4 weirdness, 5-6 no encounter).

4. A large subterranean pool bisects this room. It is filled with dripping stalactites that cause a rhythmic echo. The pool is approximately 10’ deep at its lowest point, and a concealed door in the bottom leads through a watery tunnel to 13. A rusted-out tin man lies partially buried in sand on the far beach.

5. A sort of tribe of the Possessed have gathered here and use this vast cavern as their camp. Piles of rotting bones are scattered throughout, with the concomitant reek. As is their normal *modus operandi*, the Possessed found here at any given time will not fight for long if they seem overwhelmed, nor will they attempt to free captured comrades or cooperate beyond a bare minimum. They will simply attack ferociously and escape when they can, unless they think PCs are making for their treasure hoard at 6, in which case they will mount a more vigorous defense of that direction only. **The Possessed** (15): DC 5; HD 3 (15 hp), Dmg d4/d4/d4, Morale 9; +2 bonus to initiative.

6. This small chamber is brilliant with shining treasure, placed around the room as if on display. The floor and walls, irradiated by eldritch energies from below, produce a mild shimmering effect that increases the sparkle. The Possessed will descend on anyone who enters if they haven’t already confronted them in the tunnels. They will likely corner a party by occupying both entrance tunnels. **Treasure Hoard:** 2000 sp, 3000 gp, 13 gems, small statue of a bull carved out of obsidian (250 gp), ornamental diadem with inlaid opals (1000 gp), Alexey’s Xiphos (a bronze, double-edged shortsword, +1/+2 vs. Undead), Alexey’s Aspis (a round wooden shield +2 with the letter phi (φ) underneath a blazing torch), scroll of Holy Word.

7. Stalagmites and stalactites choke this room, forcing those who pass to walk single-file. It is otherwise empty.

8. This large, irregularly shaped cavern echoes with the sound of running water. A strange resonance amplifies the sound. There is a 50% chance that d6 **Giant Phosphorescent Ants** (DC 3; HD 4 (20 hp); Dmg 2d6; Morale 7) are present, scouting for new tunnels to establish a nest. If they’re encountered they will be guarding a lump of 10 glistening eggs. The eggs are edible and energize the consumer with 2d6 temporary hit points (lasting 2 days).

9. A stream enters from the NW wall of this room and runs south. The stream is deceptively deep (~3 ft) and fast-moving. PCs attempting to cross must succeed in a DEX check or slip and fall in. They will be swept south out of the room, having up to 3 opportunities to grab hold of something before being dumped over a waterfall (1d6

damage) and then descending either through a deep hole or more gradual cavern descent. Chances to escape depend on quick thinking and response by the players. Both descents end up somewhere quite nasty (fungus forests bordering Erelhei-Cinlu, caverns under Mount Vormitha-dreth, den of the Deep Ones, IKEA on a Saturday, etc.).

10. Stinking refuse fills this room. 3 Gray Worms (DC 6; HD 6; Dmg 1d8; Morale 9; SA Engulf on 19-20) writhe within, consuming organic material now generously mixed with Gray Worm feces. PCs must make a save or take a minute to themselves, willing their minds to erase this disgusting image. Digging through this mass of vile excretions will reveal a small hoard of treasure (two necklaces, a broach, and mixed coinage worth 2200 gp).

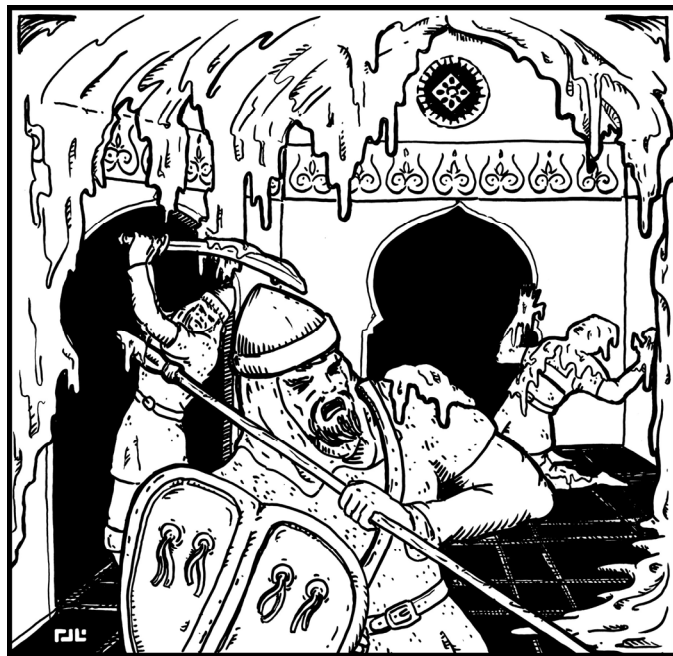
11. A mid-sized cavern with a sunken corner filled with some sort of natural oil. The oil is slimy and mildly flammable. Bottled, it acts as a normal flask of oil except that it only remains lit for one round of damage.

12. Legion (see the monstrous appendix) occupies most of this massive, slightly sunken room. A grate in the ceiling drips downward into the lowest part of the room, where the huge, quivering pile of flesh lies. Legion is not obvious at first due to its sheer size and muddy color. However, once it is noticed (springiness under the boot, a jiggle in the corner of one's eye), PCs eventually recognize that many mouths, eyes and limbs protrude from its vast quivering form. At that point, a sanity check must be made (roll **over** WIS-3 on a d20) – failure means freaking out for 1d4 rounds, unable to intelligently defend oneself or attack. Legion will happily swat at any PCs who begin freaking out, simultaneously initiating bizarre conversations with the rest. It will intelligently use its static electro blast and move to block exits if that seems useful. Killing the PCs is Legion's eventual goal, but this monster far prefers keeping them alive and torturing them both mentally and physically for as long as he is able. If Legion is somehow destroyed, a huge trove will be found beneath his rubbery corpse – one the Possessed would love to steal from adventurers on their way out, if they haven't been eradicated. **Treasure Hoard:** strange broaches, necklaces, diadems, and rings worth 7750 gp total (collectors will identify them as belonging to a long-dead desert civilization); lockbox containing 4000 gp; 200 square pp, stacked in a long, rectangular, leather tube; tightly sealed metal tube containing a map to a hidden treasure trove supposedly including hundreds of thousands of gold pieces and a legendary trident once used by the King of the Mermen; Staff of Striking with 7 charges; 2 Potions of Invulnerability; Rod of Cancellation.

13. Large, empty cavern. Nothing to see here.

Waterfall, Hole, and Descent. This area is difficult to access by foot without being swept up in the current of the river. The stone floor north of this area is quite slick and also slopes slightly downward. Those who find a way in

(either by careful climbing or getting out of the river) will come to a branch where debris has collected. Half-buried within it is the long-deceased corpse of an adventuring wizard. If retrieved and examined, a magic ring will be found on his pinky finger and a medallion around his skeletal neck. The ring is the Ring of Ato-Azh, a relic capable of calling upon a powerful Djinn who owes the bearer one final wish. The medallion is a golden triangle with a painted blue eye, a senior project for the sorcerer in school which can Detect and Dispel Magic once/day each.



Monstrous Appendix:

Beautiful People (d6 wandering; 15 total): HD 3+1 (15 hp), DC 5, Dmg d6 or Special, Morale 11. The Beautiful People are perhaps Xoth-Ragar's saddest failure. Pure, beautiful forms created by arcane technology in his laboratory, their bodies were infused with the souls of unfortunate bugbears, trolls, et al., and retained every bit of their horrible passions. They wander the halls and caverns in the nude, seeking to feast on flesh and cause pain. Their intellects were stunted in the embodiment process, leaving them unable to speak or use even the minor monster intellect they once possessed. They have, however, gained new powers due to their contact with the life-altering mutagens in the laboratory. Roll d4 for each Beautiful Person: 1 Breathe Fire, 2 Vomit Acid, 3 Emit Caustic Gas, 4 Stretch Limbs. If a 1-3 is rolled it provides the Beautiful Person with an extra special attack doing d8 damage; on a 4 the Beautiful Person may execute its normal attack against anyone within 15'.

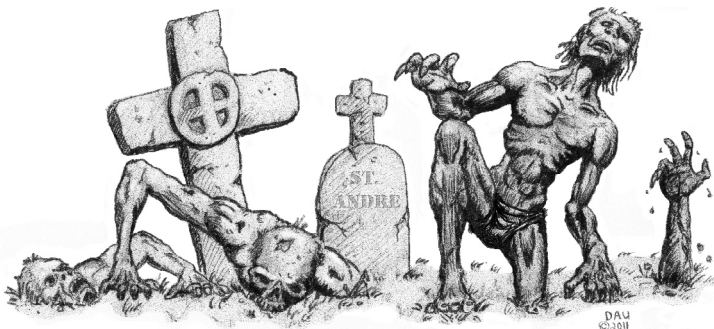
Giant Roaches (2d6): HD 2+1 (10 hp), DC 2, Dmg 1d6, Morale 10.

Iridescent Slime (1d2): HD 4 (18 hp), DC 5, Dmg d8/d8, Morale 11. The surface of these slimes rapidly changes hue, causing a rainbow of colors lovely to behold. They

are bloodthirsty, however, and move more quickly than one might expect. The bubbles on the surface pop when struck, splashing acid as well. When a slime successfully attacks a person for the third time, his armor can be considered destroyed.

The Possessed (d6 wandering; 25 total): HD 4, DC 5, Dmg d8/d8, Morale 11. Over the years many humans have found their way into the caverns and lost their minds due to contact with Legion. In their insanity, their fragile psyches became easy targets for the evil spirits that roam the halls and tunnels. Scores have become possessed, forming a psychotic tribe in the darkness, further twisted by inbreeding (they are male and female, though are hardly distinguishable as such). Though they live together, the fact that they routinely cannibalize one another results in a very loose communal bonds. They fight ferociously and as guerrillas, striking and then fleeing until they can overcome foes. They despise the Beautiful People above all else.

Legion: HD 10; DC 6; Dmg 1d6/1d6/1d6/1d6; Speed 6; SA Static Electro Blast deals 5d6 damage to one target (2x/day); SD blunt weapons do 1/2 damage, immune to lightning/cold, surprise on 1-4/6. Legion is a quivering, skin-colored, schizophrenic mass of jelly, easily overlooked (surprise on 1-4/d6) because of its odd shape and color. Even animals are known to wander out onto Legion's surface without realizing it. Legion is telepathic, and will certainly monitor the thoughts of those who enter his caverns. There is a 50/50 chance that anyone approaching the low cavern where Legion resides will hear faint conversation as they descend the sloped entrance to the chamber. Though its voices are manifold, there is only one creature. It is quite possible to hear the conversations and still not realize where they are emanating from. Multiple mouths on the surface of the jelly keep up a continual inane discourse as Legion masks its unquenchable malice behind silly talk. If the PCs know that it is in its lair, its banter will not pause, nor will Legion appear to take any notice of visitors until it decides to make a sudden attack. Victims will have their hit points sapped to 0, then be roused and tortured by Legion, who will slowly digest their bodies. Too crazy to make any plans, Legion has never tried to leave the caverns. PCs escaping it may cause it to make a first attempt, however... Ω



The Lost Expedition of Martin Hidalgo

by Andrew "The Venomous Pao" Trent

In the late summer of 1526 the Spanish explorer Martin Hidalgo Guadalupe Ramirez y Sanchez set sail for Hispaniola from Seville with a single caravel (the *Santa Inez*) and a small number of men, all the dwindling fortunes of his family could afford. The ultimate goal of the Hidalgo expedition was, of course, to discover as much information about (and plunder as much gold from) the New World as possible. Sadly, the ship and its crew never reached Santo Domingo and was presumed lost at sea. At the time it was theorized that the ship may have encountered Hurricane *San Francisco*, which later caused significant damage across Hispaniola.

The tragic loss of the expedition would likely have faded into history but for the "reappearances" – three in total, spread out over the course of more than a century – of men who claimed to be survivors of the ill-fated voyage of the *Santa Inez*. The first of these, a middle-aged Spaniard who called himself Juan Albano de Urquiza, surfaced in Spain in 1539, telling tales of a terrible storm that "swept the *Santa Inez* into the very skies" and her subsequent safe arrival upon strange shores where "snakes walked like men and devils mined gold from the earth." De Urquiza expired from a hellish fever shortly after telling his tale to sailors at a dockside taverna in Málaga.

The second *reaparecido* turned up in London in 1588. Upon his deathbed, Theodorus van Waerwijk, a wealthy Dutch merchant who had recently set up shop in England, confessed to an unnamed Anglican priest that his vast fortune came not from hard work but from the hands of snakes and devils he met in “that other world Saint Agnes delivered me to.” So vivid were Van Waerwijk’s descriptions that the priest entered them into the church’s records, as proof of the power that Satan could exert over the minds of even the most pious. How it came to be that variations of *The Van Waerwijk Discourse* appeared verbatim within a series of Irish ballads in the 1790s is unknown.

The story of the final person to claim connection to the Hidalgo Expedition is perhaps the unlikeliest of all. In August 1692, at the height of the Salem Witch Trials, a “deshevel’d and derrang’d man who spoketh both in tongues and in the language of the Portuguee” appeared out of thin air on the streets of Boston. Jose Marcelo Teixeira, at that time a mere 19 years old, exhibited innumerable strange behaviors and is reported to have “call’d upone the names of demons and cast spellles of a magickal nature.” These accusations led to his hanging. Before Teixeira was executed, however, a sympathetic old sailor who spoke a small amount of Portuguese recorded several conversations with the strange boy. In these notes, a terrified and tormented Teixeira details a land similar to that described by de Urquiza and Van Waerwijk, both of whom Teixeira mentioned by name in his own account.

Juan Albano de Urquiza / Warrior / Human / 1

STR 10 CON 13 DEX 11 SPD 16 INT 13

WIZ 12 LK 11 CHR 12 (Dexterity 14, Wisdom 11)

5’11”, 170 lbs., Adventure Points 0, Combat Adds +3

Talents: Navigation (+4)



Languages: Spanish, Hissanthi

Equipment: Cutlass (3+3), 2 Highwayman’s Pistols (5+15), Cuirass (10), Open-face Helm (4)

Theodorus Van Waerwijk / Warrior / Human / 1

STR 10 CON 10 DEX 8 SPD 11 INT 17

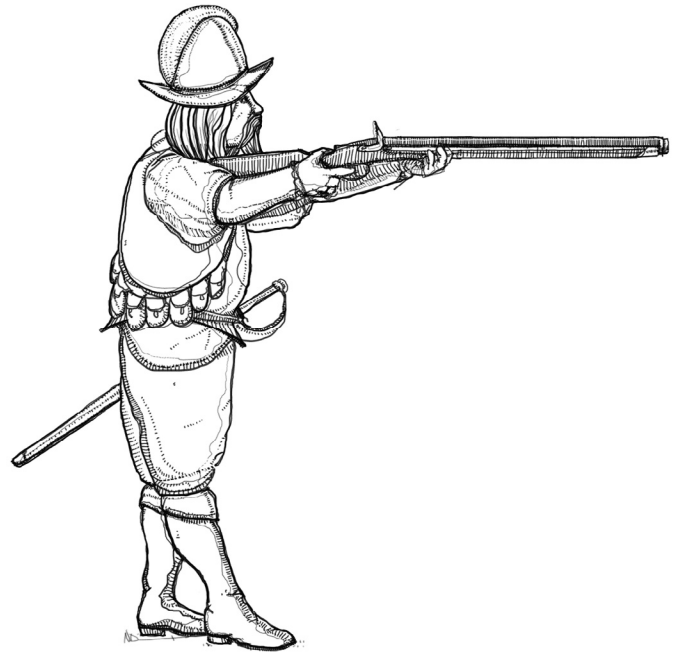
WIZ 10 LK 14 CHR 8 (Dexterity 10, Wisdom 16)

5’1”, 250 lbs., Adventure Points 0, Combat Adds +2

Talents: Trading (+3)

Languages: Dutch, Spanish, English, Draash

Equipment: Gladius (3+2), Arquebus (8+30), Cuirass (10), Open-face Helm (4)



Jose Marcelo Teixeira / Paragon / Human / 2

STR 15 CON 16 DEX 13 SPD 12 INT 21

WIZ 15 LK 15 CHR 14 (Warrior-Mage 1/1,

Intelligence 18, Dexterity 13, Wisdom 11)

5’8”, 180 lbs., Adventure Points 0, Combat Adds +7

Magic: Will-o-Wisp, Got A Match?, Psychic Compass

Talents: Seamanship (+4), Singing (+1)

Languages: Portuguese, Spanish, French, Hissanthi, Draash

Equipment: Broadsword (3+4), Buckler (6), Cuirass (10), Open-face Helm (4)

Hissanthi

Monster Rating: 30-130

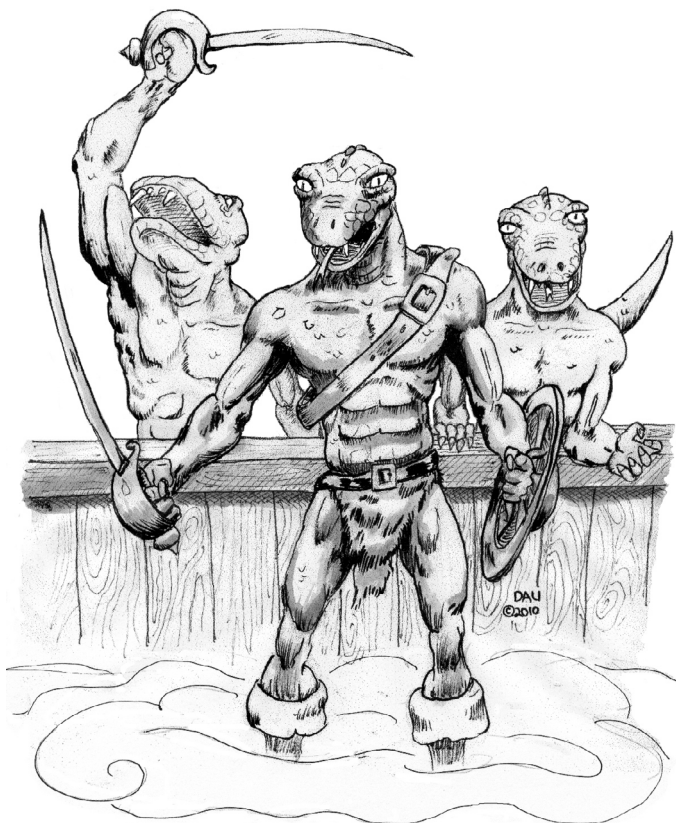
Combat Dice: 4d6+15 to 14d6+65

Special Damage: 1/2 - Hissanthi are vicious fighters;

4/Poison Bite - Hissanthi possess a caustic venom that does 2d6 damage directly to the Strength (no armor applies) of one unlucky victim if it is delivered.

Special Abilities: Hissanthi are whip-quick and perform all reflexes-related Saving Rolls as if DEX 25.

Description: Hissanthi are 9’ long snake-men native to that other world where the Lost Expedition of Martin Hidalgo found itself after the *Santa Inez* was lost. Some



Hissanthi know a few spells, but mostly they are not given to magic use. Hissanthi fight with a combination of swords, javelins, and their own dagger-like fangs.

Rules for Hissanthi Characters: Str x 3/2, IQ x 3/2, Con x 3/2, Dex x 2, Speed F. Hissanthi may *either* know all 1st level spells and be eligible to learn more as they

advance in levels *or* they may permanently double their combat adds. All Hissanthi possess a poisonous bite that does 2d6 damage directly to a victim's STR if successful. Biting in combat is a dangerous proposition for the Hissanthi and involves exposing themselves to attack. In a round wherein a Hissanthi opts to bite its opponent it does not roll to add to its side's HPT. Instead, treat the bite as a Short Range missile attack. Each Hissanthi only possesses enough venom to bite 3x/day.

Draash

Monster Rating: 78

Combat Dice: 8d6+39

Special Damage: 1/1 - Normal Spite Damage; 5/Call

Flame - on rare occasions, Draash burst into fire when engaged in combat.

Special Abilities: The thick, warty hide of the Draash acts as 13 point armor.

Description: Draash are the gold-mining "devils" encountered by the crew of the *Santa Inez*. These roughly humanoid creatures stand a little over 4' tall and their hides are deep red and warty. Large black compound eyes dominate their flat and otherwise featureless heads. The mouth of a Draash is located in the palm of its left hand, while its anus is located in the palm of its right hand. Draash are immensely strong and innately magical, making them dangerous foes when angered. Fortunately, these beings tend towards stoicism.

Rules for Draash Characters: Str x 3, LK x 3/2, Con x 2, Dex x 1/2, Speed F. Draash can cast Call Flame at will and their tough, warty skin acts as 13 points of armor. Ω



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transcendental terrors by garrisonjames

Daemonculus

No. Enc.: 1 (1d2)

Alignment: Chaotic (Special)

Movement: 120' (40' in protected areas)

Armor Class: 4

Hit Dice: 6+3

Attacks: 2

Damage: Bite and Glyph Sword or spell

Save: P6

Morale: 10

XP: 570+

Description: Foul amalgam-constructs composed from the severed limbs and scavenged ectoplasmic residue of daemonical entities, these grotesque abominations can cross into Protection Circles and Orderly Wards in order to slay those who think themselves safe. They can do this because they are animated with the ensorcelled blood of captured paladins and priests. Though they are beings of Chaos, their blood is of Law and is enchanted to allow these terrible mockeries of unlife to move into holy and magically protected areas, at 1/3 their normal speed.

Protection from Evil, *Detect Evil* and *Know Alignment* do not effect these creatures. Holy Word causes them 3d8 damage. If the speaker of such a word specifically concentrates on the blood held hostage within the creature's corrupted form, the Daemonculus must also make a Save or be instantly consumed in purifying fire. Daemonculi can cast the following spells up to three times a day: *Cause Disease*, *Curse*, *Darkness*, and *(Cause) Fear*. A Daemonculus can also cast *Antipathy (Law)* once per day. They also have a base 25% chance to be able to pronounce *Unholy Word* once, usually at the very moment of their own destruction. Daemonculi are usually armed with **Glyph Swords**, +2 Chaotic scimitars (driven to destroy Law) with Intelligence 12, Psyche 6, Willpower 18, and 1d4 random spells/detection powers. These blades inflict 2d4 damage, doubled on a natural 19 or 20. On a natural 20 hits from the Glyph sword also cause effects similar to a Symbol of Pain or Hopelessness (50% chance of each).

Nerve-Thief

No. Enc.: 1d4 (2d6)

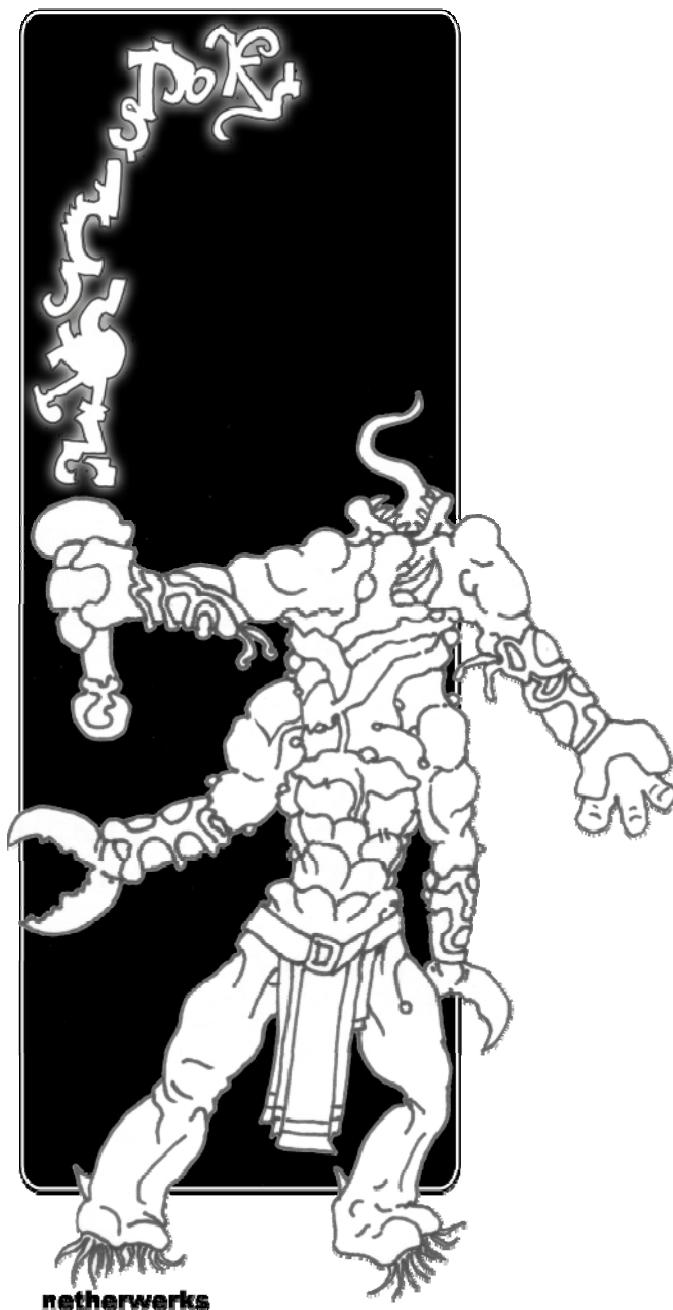
Alignment: Chaotic

Movement: 90' (60' directed levitation)

Armor Class: 6

Hit Dice: 3

Attacks: 1 (Extraction or Overload)



Damage: 2d4 (4d4)/4d6

Save: F3

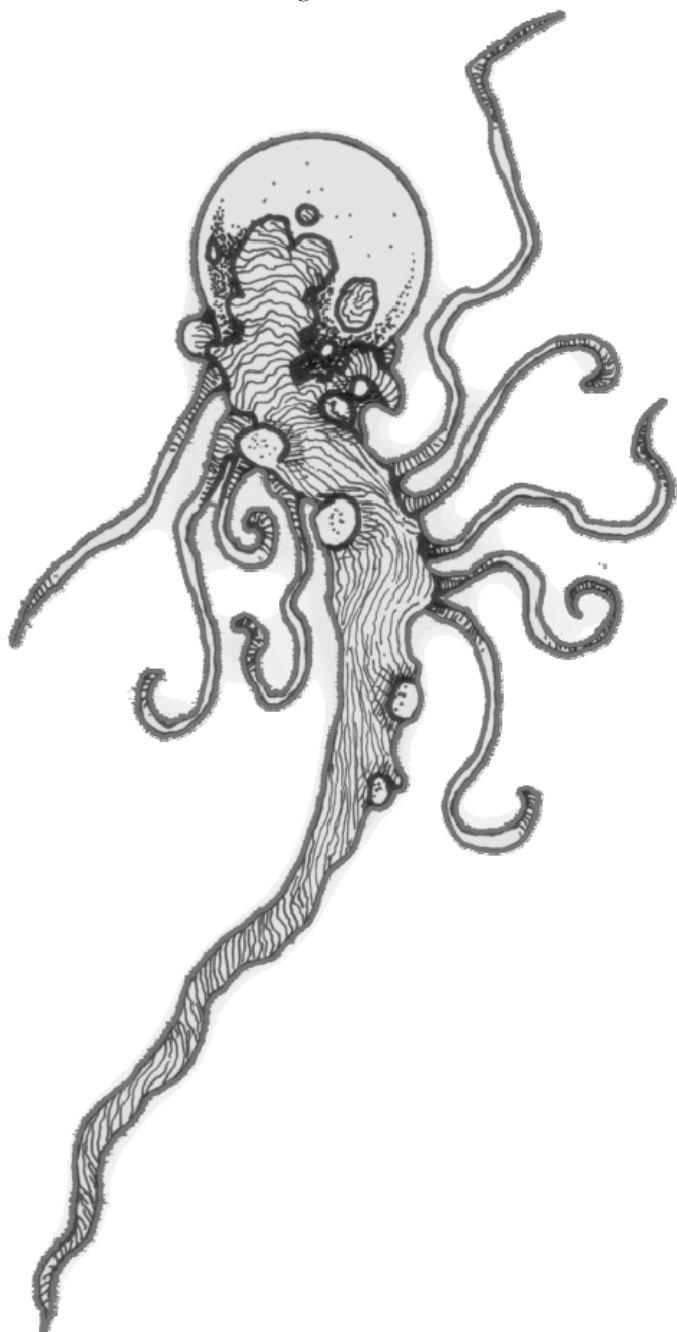
Morale: 12

Hoard Class: special

XP: 80

Description: Nerve-Thieves are the projected sensory organs and nerve-fibers of otherplanar creatures that have thus far escaped identification by esoteric teratologists. They possess *ESP*, and can use *Detect Magic* and *True Seeing* at will out to 30'. Insatiably curious, Nerve-Thieves seek out creatures who display high cognitive ability; lacking that they prowl dungeons to scavenge whatever lightly-used nervous tissue and brain matter they can track down. They attack by lashing out with their nerve-tendrils. Upon scoring a hit the Nerve-thief will begin the Extraction process, inflicting double damage each round until they

remove the victim's entire nervous system (including brain) or they are killed. Once they latch on, a Nerve-Thief is so intensely focused on their extraction of tissues that they cannot defend themselves other than by overloading the nervous system of their victim for 4d6 damage and burning it out from within. In this event the victim must roll a Save or lose 1d4 points of WIS and INT until the damage is repaired by *Restoration* or *Regeneration*. If the victim makes their Save, they suffer the effects of a *Feeblemind* spell for 1d8 turns. Once the Nerve-thief uses its Overload attack, it cannot do so again for 1 hour and will seek to escape unless it has an opportunity to extract nervous tissues without getting attacked. These creatures are not stupid, just monomaniacal. They can communicate and bargain with other creatures possessing ESP. Recently dead tissue as well as living is valuable to them.



A Nerve-Thief can implant new nervous tissue into a willing host, causing it to gain 1 permanent point of WIS or INT in an operation that inflicts 3d4 damage. They can also transfer consciousness from one body to another in a highly dangerous operation that takes about an hour and leaves the transferee disoriented (*Feeble-minded* 1d4 days). Given 2d4 turns undisturbed with a willing or unconscious subject, a Nerve-Thief can manipulate their brains with a *Charm Person/Monster* type-effect that they will use to create slaves and minions for themselves and for those willing to bargain with them. Ω

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Artifacts, Adjuncts, and Oddments

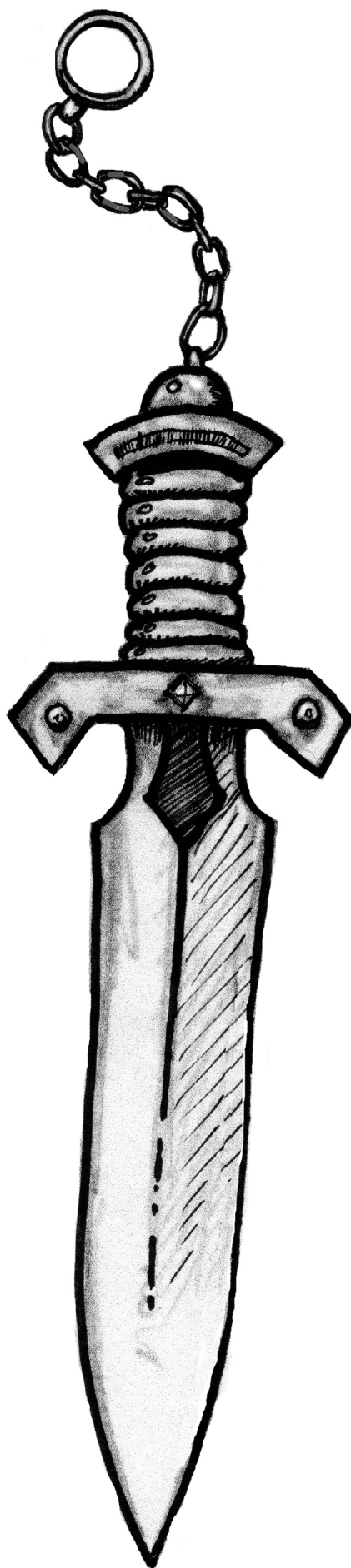
by Hudson Bell and Calithena

Daggerchain: Appearing as a simple dagger chained to a ring, the Daggerchain is in fact a fairly potent magical talisman. When the ring is worn, the dagger receives a +2 magical bonus. In addition, the chain may be magically 'stretched' out to as much as 1000' and used in a variety of ways – as a garrote or weapon-entangler in combat, or to yank the dagger back with a flick of the wrist after it has been thrown.; as a chain around a captive's torso or as a climbing-device after embedding it in a wall or between cliffside rocks. The Daggerchain counts as both a magic weapon and a magic ring, and if the ring is removed from its wearer's finger the chain instantly retracts into the ring once more.

Dragonscale Cloak: This particular type of dragonscale cloak is made from a stout enchanted cloth onto which individual scales are affixed as patches. All such cloaks offer +1 Protection as well as an additional +2 on saving throws versus Dragon's Breath (thus +3 total, effective vs. all types). There is also a 50% chance that critical hits against wearers of dragonscale cloaks will be blocked and revert to normal blows instead. In addition, each dragonscale cloak has a special power based on the scales used in its construction:

- **Black** adds a +20%/+1 in 6 chance to skulk and hide in shadows in all dark or underground locations.
- **Blue** has a 25% chance to reflect the gaze of any creature targeting the victim in its bright mirror-like scales.
- **Green:** adds a +20%/+1 in 6 chance to skulk and hide in shadows in all forested or verdant locations.
- **Red** can be flourished as the wearer speaks to receive a +20%/+1 in 6 bonus to a reasonable attempt to intimidate someone, due to the renowned ferocity of the Red.
- **White** adds a +20%/+1 in 6 chance to skulk and hide in arctic locations.

Prismatic Keys: This ring of seven keys may be used by any mage or thief. The keys are of the seven colors of the rainbow and detect strongly for magic. Each may be used to bring down a prismatic wall or sphere of its own



color. The keys can also be used to gain a bonus on any lockpick attempt, ranging from +10%/+1 in 6 for red to +70%/+4 in 6 for violet. In addition, each key has a special power:

- **Red** dispels *wall of fire*, *fire shield*, etc.
- **Orange** can burn a 2' diameter hole through just about any substance.
- **Yellow** can animate or de-animate any magic/tech device with a great pulse of electricity, including Iron Golems.
- When the **Green** key is used for lock-picking, it neutralizes all poisons and traps and makes its user immune to poison for 24 hours.
- **Blue** turns *flesh to stone* or *stone to flesh*.
- **Indigo** immediately deactivates any magical enchantments it touches (as a Rod of Cancellation); this effect may be combined with lockpicking attempt to neutralize all magical traps upon a portal (and automatically bring down wizard locks and the like).
- **Violet** opens any gate or extra-planar doorway, even reviving old and long-closed ones back to function.

Whether it is used to bring down a wall, as a key, or for its special power, each *Prismatic Key* may only be used once, and vanishes afterwards. Ω

Slaughter in the Salt Pits

by Gabor Lux

playtested by Gabor Acs (Gromm, half-orc Cleric 5), Akos Laszlo (Charnan the Permanent Fiend, Fighter 6), Simor Or Halp (Fighter 3, NPC), Zongar the Slayer (Cleric 4, NPC), and Yazov Tertax (Cleric 4, NPC).

Background: Nestled among the tall foothills of the peninsula, in the shadows of a ruined aqueduct raised by an ancient empire, Orthil's salt mines have passed from hand to hand enriching many warlords and petty rulers over the decades – above all the men of the cities, who deal with northern chief or southern wazir, nomad lord or imperial governor and never think twice about it. In this wild and lawless land, power is everything and nothing: it decides all, but at the wrong moment it slips from the grasping gauntlet as readily as from silken glove.

So it was that 110 years after its foundation by Governor Redion and thirty after Lord Armengart, who constructed the small keep over the settlement, Orthil fell under the sway of the evil cleric Narzugon, who marched into the village with his hired men, overthrew the ragtag garrison of a distant and crumbling empire, and established a rule of subjugation and unending labour. The men of the village now worked in the mines without compensation to pay for Narzugon's protection, and those who dared speak against him were enslaved, to work in the salt pits under the eyes of merciless overseers and giant ravens. Not even the dead could rest: Narzugon had the village cemetery dug up and animated the bodies to form an army to march against the surrounding lands. Still, the salt flowed as before; the men of the cities were content.

Orthil

A. Harrek's smokehouse: Tavern built from dark logs, consisting of a large common room and a separate chamber for Harrek (Warrior 3), his wife Dorna (Warrior 4) and their eight children. This is the only place in Orthil where strangers are permitted to stay overnight. While Narzugon's spies are often present, they aren't automatically suspicious of travellers – unless they appear unusually interested in village affairs, or spend too much time poking around where outsiders shouldn't be. Roll 1d6 6 times to see who is present in the smokehouse:

(4:6) Group of 2d6 local oldsters swapping tales about their glory years. Most of them were miners (1-1 HD), but five are retired veterans with combat experience, and

all are still up for a fight if it means they get to smash in the heads of Narzugon's thugs.

(3:6) Group of 1d3 spies, shady never-do-wells who loiter around the village and snitch on locals and strangers (Thief 1). They know they wouldn't last a day here if it weren't for their master, and behave accordingly.

(2:6) Salt merchant (Thief 3), five guards (Warrior 2) and six hands (HD 1) to watch after the wagons. There is a 50% chance they still have a chest with 1d3*100 gp to pay for their current shipment.

(2:6) Narzugon's men, 2d6 soldiers from the keep or the mines. They are unwelcome here, but don't particularly care.

(1:6) Cleric, one of the low-ranking acolytes from the mines or the keep, a hooded figure drinking in a corner.

(1:6) Adventurers, three travellers: Simor Or Halp (Warrior 3), Zongar the Slayer (Priest 4) and Yazov Tertax (Priest 4). They have come to overthrow Narzugon, but aren't sure yet how they should go about it. They are considering sneaking into the mines and seeing where that takes them.

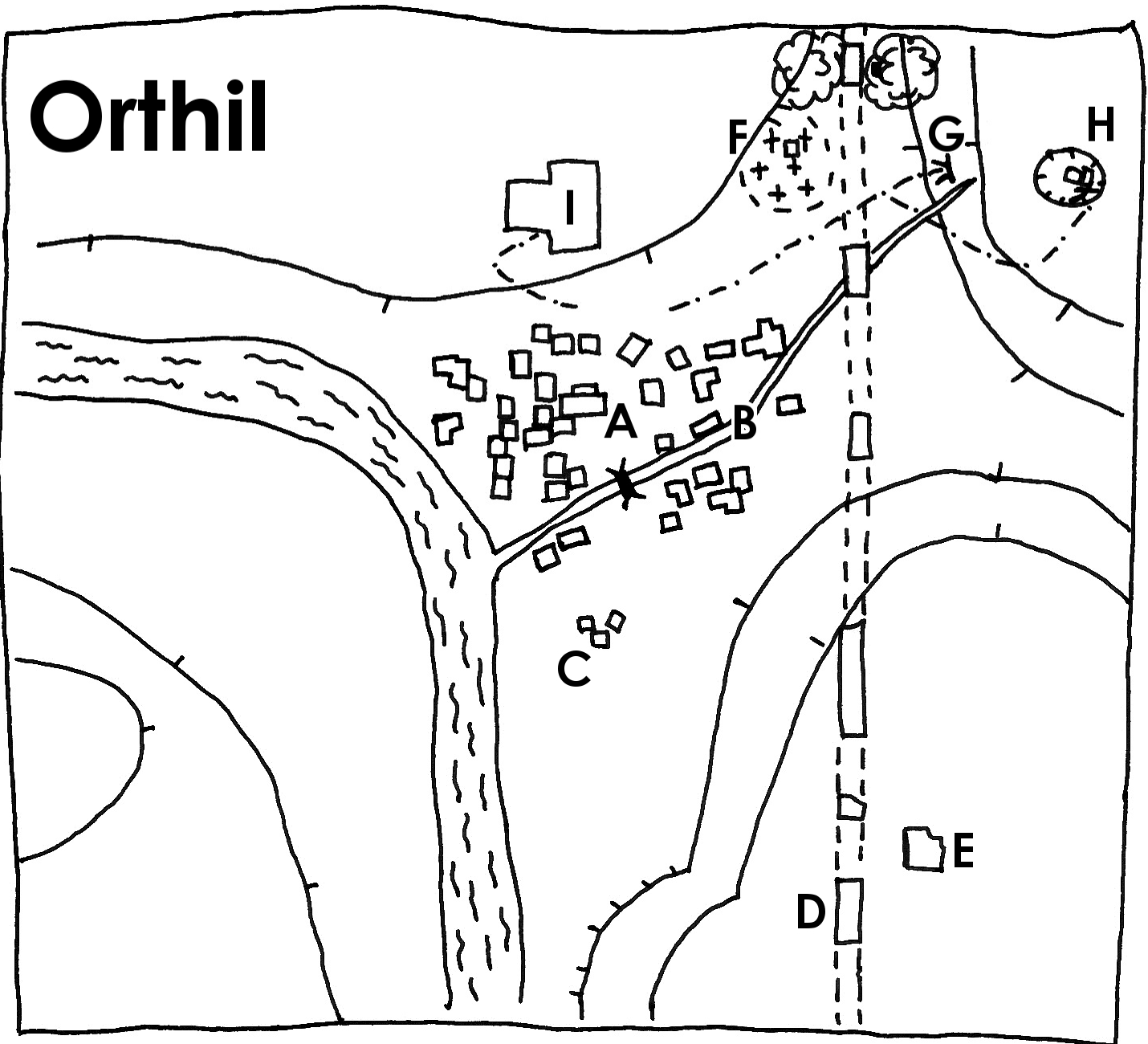
Harrek: War 3; DC 10 or 5 (chainmail); Atk battleaxe 1d8; hp 15. **Dorna:** War 4; DC 9 (Dexterity); Atk longsword 1d8 or longbow 1d6; hp 32. **Old Miners (7):** HD 1-1; DC 10 or 8 (leather); Atk – or miner's pick 1d6+1; hp 4, 7, 4, 1, 1, 1, 1. **Old Veterans (5):** War 2-2; DC 10 or 7 (ring mail); Atk – or battleaxe 1d8 or spear 1d6; hp 4, 5, 12, 4, 3. **Spies (1d3):** Thief 1; DC 9 (light leather); Atk dagger 1d4; hp 6, 2, 1. **Salt Merchant:** Thief 3; DC 8 (leather); Atk shortsword 1d6 or dagger 1d4; 2d6*10 gp, trading pass, crude trail map; hp 9. **Merchant's Guards (5):** War 1; DC 6 (ring mail, shield); Atk spear 1d6; hp 4, 6, 1, 9, 6. **Merchant's Retinue (6):** HD 1; DC 8 (leather); Atk clubs 1d6; hp 7, 8, 2, 6, 3, 8.

Simor Or Halp: War 3; DC 5 (chain shirt, shield); Atk battleaxe 1d8; Str 14, Dex 14, Con 15, Int 17, Wis 13, Cha 15; LG; hp 18; 30 gp, 150 sp, lantern, rope and rations, brown leather cloak. Simor has short-cropped blonde hair and moustache.

Zongar the Slayer: Pr 4 of Thor; DC 4 (chain, shield); Atk warhammer 1d8; Str 16, Dex 13, Con 7, Int 14, Wis 14, Cha 13; CG; hp 20; 35 gp, 3*holy water, 6*incense, torches, prayer book. Spells: 1: *command*, *cure light wounds*, *detect evil*, *protection from evil*; 2: *augury*, *hold person*. Zongar is clad in a green cloak, and is an expert woodsman.

Yazov Tertax: Cleric 4 of Orcus; DC 4 (chain shirt, shield, Dexterity); Atk mace 1d6+1; Str 14, Dex 16, Con 12, Int 12, Wis 16, Cha 17; CE; hp 18; 5 gp, scroll (*animate dead*). Masquerading as a bumbling, inept fighter, Yazov is a cleric of Orcus who has been sent along with these dupes to spy on the village and assess its weaknesses. He wields a heavy mace 'because they are more trustworthy against undead skeletons than swords'. Spells: 1: *command**2, *cure light wounds*, *detect magic*, *sanctuary*. Orcus is withholding his 2nd level spells until the end of this quest.

Orthil



B. Alchemist: The only two-story house in Orthil, and the only one with glass windows. A painted board advertises Rozun Armis and his alchemical mixtures. The alchemist is a balding fellow in reddish clothing who wears a black stone amulet with a carved eye around his neck (“The Amulet of Vision” – in fact a cheap fake with *Nystulio’s Magical Aura*). He is fond of rubbing his hands together and lamenting the lack of custom in his store. He concocts his mixtures from mineral deposits found in local streams, and there is a 1:6 probability he is currently out on an expedition. He sells the following mixtures:

- health tonic (30 gp): to be taken before great exertions, prepared with a long distillation process. Shake before use and don’t consume with alcohol. Ineffective.
- invigorative tonic (5 gp): a mixture of spring water, alcohol, sugar and various minerals sold in glass bottles.

It has a pleasant fizz when shaken and tastes great, although the minimal opiate content makes it slightly addictive, and the minerals are also bad for you. This is the most popular product here.

- acid (10 gp)
- flaming oil (2 gp)
- love potion (40 gp): made from three herbal, two mineral, and two animal components and flavoured with sweet sugar for her enjoyment. Ineffective and fattening.
- balm against diseases (10 gp): a regular application is a sure way to prevent and alleviate swamp tetanus, giant gnat bites, fever and the effects of miasmatic environments. Ineffective.

Rozun Armis keeps a locked cabinet on his upper floor, where a wooden box contains his treasures: 500 sp, 250 gp, and a greenstone statuette of a cat. His laboratory occupies

most of the lower floor with its stills, barrels, copper coils, and wooden vats.

C. Ruined houses: A cluster of houses destroyed in a barbarian raid. They are shunned as haunted, although persistent rumour has it they still hold hidden valuables. A permit to explore and loot the place would cost 10 gp from the village authorities, but the only occupants are 7 small poisonous spiders and there is no treasure. **Spiders (7):** HD 1; DC 8; Atk bite 1 + poison; Spec poison; hp 8, 1, 2, 4, 5, 2, 6.

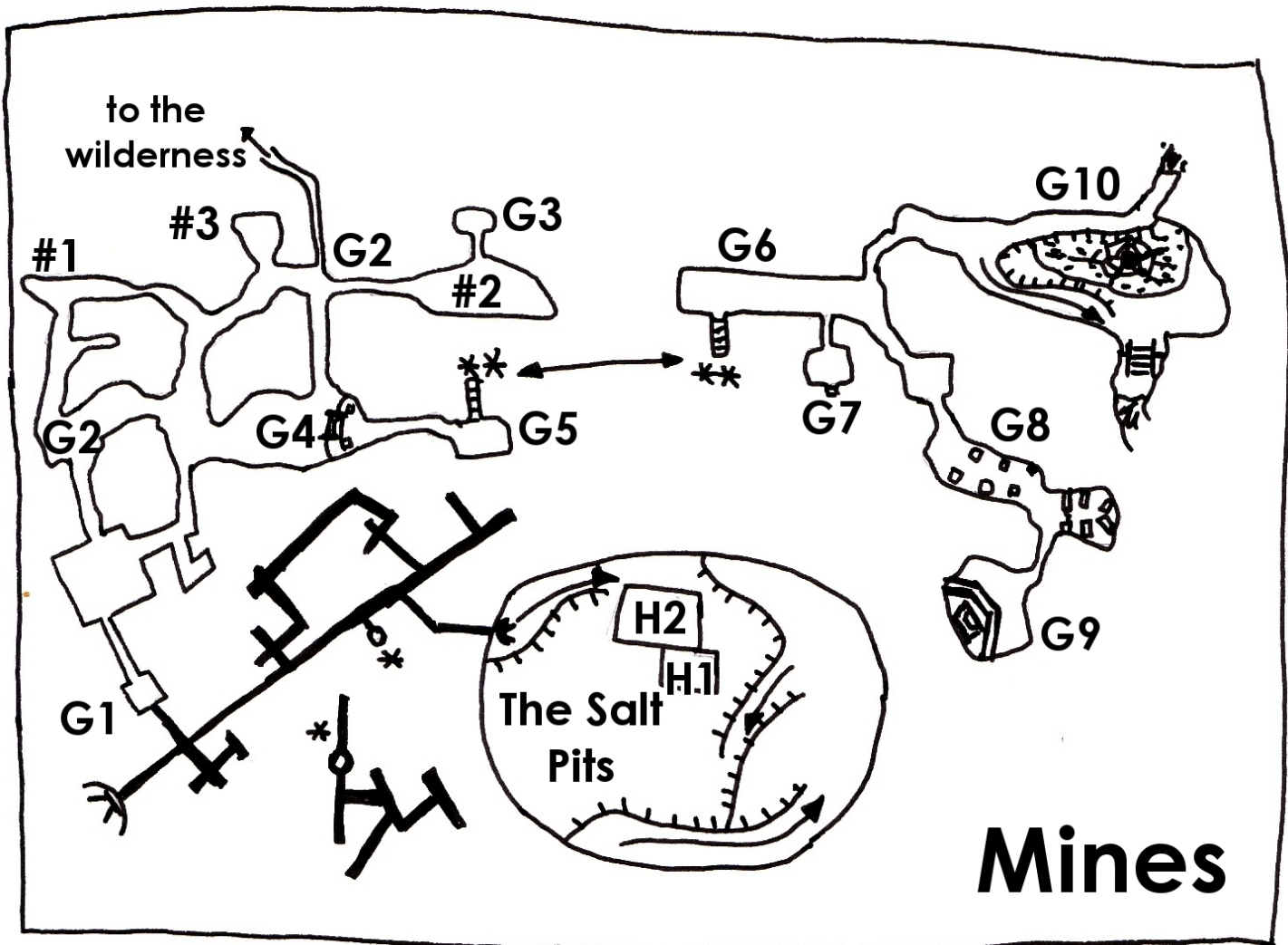
D. Aqueduct: This ancient structure lies in grandiose ruins; only a few pillars remain standing, and much of the rest has been carted off to build the keep and the village. It runs from north to south, and eventually leads into the swamps where it disappears beneath the water.

E. Watch tower: A squat ruin that dates back to the time of the empire that built the aqueduct. It is the refuge of herdsmen, who keep a large flock of sheep around here. Five of the eleven herders are miners who have fled Narzugon's influence and hide in a half-buried cellar if strangers approach. Their supplies – salted meat, firewood and hides – are worthless. **Herdsmen (11):** HD 1; DC 10;

Atk shepherd's staff 1d6 or sling 1d4; hp 5, 5, 1, 8, 8, 2, 4, 2, 7, 1, 4.

F. Graveyard: All the graves have been unearthed and reburied, and many mounds are visibly shallow. The only undisturbed resting place is the tiny mausoleum of Lord Armengart, whose heavy, rusted iron door is locked and protected by a dragon's head which breathes fire if disturbed (12 damage, save for ½). Armengart's armour-clad skeleton wears a gold ring with an azure stone (180 gp) and a golden pin with a finely detailed eagle (60 gp).

G. Mines: The mines are worked by 40 men. The passages marked black on the map are not to scale, and only represent the direction of passages, not their accurate length. The second level is reached by a crude hoist and contains the richer deposits. The mines are not patrolled, but the entrance is watched by the guards in room 1. The northern section of the mines – beyond the guards – is shunned by the villagers as this is where Narzugon keeps his undead army. There are three groups of undead, their initial positions on the map marked with #1, #2 and #3, and unless confronted, they remain stationary. However, a pitched battle or the call of a third or higher level priest draws them from their resting places.



Squad #1: 10 skeletons and 6 zombies. **Skeletons (10):** HD 1; DC 7; Atk shortsword 1d6 or mace 1d6+1; hp 2, 8, 1, 3, 1, 1, 5, 1, 2, 1. **Zombies (6):** HD 2; DC 8; Atk hit 1d8; Spec slow; hp 8, 2, 6, 9, 7, 7.

Squad #2: 30 skeletons and a wight wearing a ragged blue cloak. **Skeletons (30):** hp 1, 2, 4, 3, 8, 3, 1, 8, 6, 1, 5, 4, 1, 6, 5, 7, 7, 8, 3, 6, 8, 2, 8, 1, 1, 8, 1, 1, 7, 6. **Wight:** HD 4; DC 15; Atk claws 1d6+LVL; silver/+1 to hit; hp 23.

Squad #3: 10 skeletons and 8 zombies. **Skeletons (10):** hp 3, 1, 4, 6, 5, 2, 6, 1, 8, 8. **Zombies (8):** hp 9, 3, 8, 14, 9, 11, 9, 2.

G1. Guard room: A boring room with a wooden table, chairs, torches and salt-encrusted barrels. 5 guards (War 2) and 2 clerics (Pr 2), who are tasked with watching the mine entrance so nobody comes or goes without permission, and keeping miners away from the northern tunnels.

G2. Shafts: A ventilation shaft leads to the surface from both of these points – treacherous to climb, but not impossible for a skilled PC. In the northern shaft, the wailing wind conceals a Shadow, which tries to sneak up on PCs from behind to drain their Strength. **Shadow:** HD 3; DC 7; Atk touch 1d6 Str; Spec silver or +1 to hit, hp 7.

G3. Storage: Worm-eaten wooden chests contain several rusted weapons, mainly maces and shortswords. One of the rusty weapons is a magical *mace +1*.

G4. Guardians: A short flight of steps ascends to higher ground, where stand two short stone pillars. There is a darkened skull on each, licked by unholy fire. If someone approaches, they call out: “Do not pass the flames of the dead, mortal, for no water shall quench your torment!” If passed, the flames leap with a 3 HD attack, ignoring armour, and igniting struck PCs for 1d6 burn damage per round until death. The fire is unaffected by water, rolling on the floor or smothering, but susceptible to a sprinkling of holy water, as well as priestly turning, controlling or spells (e.g. *protection from evil* keeps them at bay, *command* can make them abandon a victim, and so on). With the display of an unholy symbol, the flames allow passage.

G5. Entrance to the temple area: Worked stone room, with traces of old frescoes depicting a colourful and lewd bacchanal, although the figures sometimes dissolve into swirls or clouds of colour. The frescoes significantly predate the current inhabitants.

G6. Ancient hall: More of the frescoes, from the orgiastic to the abstract. Faint sounds, sighs and titters are audible, but if they are reality or imagination cannot be determined.

G7. Antechamber: More vivid pigments, with a slight feeling of euphoria and disorientation. Colours appear richer, but visual details seem slightly out of focus. In the centre of the room, a black marble slab holds the statue of a naked, bat-winged woman with small horns, dark from



soot and ashes. Someone who kisses the statue on its mouth will nevermore be sated but by a demon's caresses. Beyond the idol, there is a gold-plated metal door of exquisite workmanship. The glyphs on the surface are ancient, and hard to decipher: “Kassethra, She Who Sighs”. The door is a mystery, and Narzugon's followers have never succeeded in opening it.

G8. Underground temple: Iron candelabra and infernal flames. Six human-sized cages hanging by chains from the ceiling are meant for sacrificial victims; four contain unfortunate wretches with small sacks full of salt stuffed in their mouths and a pitcher of clean water kept just out of reach. The eastern enclosure is separated by a plank wall and curtained doorway. Here are bare bunks for the clerics, currently reciting the doctrine of their master or doing their ceremonial duties before the idol, and three guards in black chainmail with two-handed swords. **Acolytes (3):** Pr 1; DC 5 (scale, shield); Atk flail 1d6+1; hp 2, 8, 8; Spells: #1 *bless*; #2 *create water*; #3 *command*. **Cleric:** Pr 3; DC 10; Atk flail 1d6-1; hp 14. A toothless old man with wrinkled brown skin, coughing incessantly. Spells: 1: *command*, *protection from good*; 2: *hold person*. **Guards:** War 3; DC 5 (chainmail); Atk two-handed sword 1d10+1; hp 23, 15, 17.

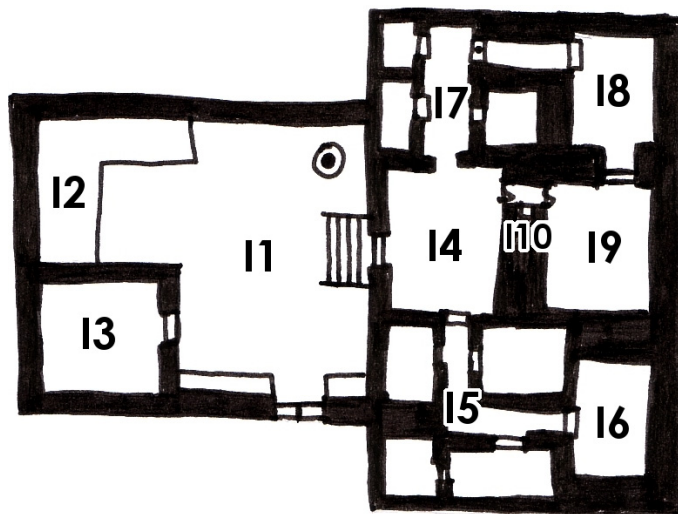
G9. Sanctum: Black basalt altar and a rough humanoid idol, iron candelabra and flames. A character looking upon the idol must save vs. spell or be enthralled by it until dragged away or suffering a hit. Next to the altar, there is a chest of sacrificial offerings: a set of golden tableware (650 gp), a *dagger +1* and a *potion of extra-healing*.

G10. Lake in the cavern: A larger domed cavern, whose lower portion is filled by a salt-encrusted lake. The surface crust looks like ice, and supports the weight of a man around the edges...but has a 50% chance to break near the central hole (25% for light characters). A greenish-blue light radiates from its depths. Someone attempting to swim

down must struggle against buoyancy. Also, crystals build up rapidly over the character and he must save vs. polymorphisation halfway down or turn into a salt-encrusted statue. There are at least a dozen of these human shapes on the bottom, and one of them still holds a glowing *longsword* +2 in its outreached hand. All exits from the cavern are blocked by tons of rock, and impassable.

H. The salt pits: This open-air mine becomes extremely hot by day, making work here hell on earth. The only water is brought from the village women, who arrive at noon carrying cauldrons of it. 50 slaves labour under the gaze of 17 guards (War 2), 4 under-clerics (Pr 2), a cleric (Pr 3) and 2 giant ravens nesting in the tower above the guardhouse (**H1**). The slaves sleep in a common barracks (**H2**); there are no amenities or windows, and the doors are locked and double-barred at night. About half of the slaves are former villagers, half travellers and purchased thralls. 30 are Warrior 1 equivalents, 10 Warrior 2 equivalents, and 10 noncombatants. All are aching to get back at their tormentors and grateful for any opportunity to do so. There is relatively little communication between this place and the keep; unless guards escape from a battle to tell the tale, destroying the mining camp does not alert Narzugon and his forces. **Guards (17):** War 2; DC 5 (scale, shield); Atk longsword 1d8; hp 17, 9, 15, 12, 11, 12, 18, 16, 10, 18, 12, 12, 20 [18/00 Strength], 13, 13, 8, 10. **Under-Clerics (4):** Pr 2; DC 4 (chain, shield); Atk flail 1d6+1; hp 10, 8, 10, 9. They all hate to wear their black robes in this horrible heat, reducing their morale. Spells: #1 *command**2; #2 *cure light wounds*, *create water*; #3 *cause fear*, *command*; #4 *command*, *cure light wounds*. **Cleric:** Pr 3; DC 4 (breastplate, shield); Atk flail 1d6+1; hp 13; Spells: 1: *cure light wounds*, *command*; 2: *hold person*. **Giant Ravens (2):** HD 3; DC 6; Atk peck 2d4+1; fliers; hp 19, 15, 21.

I. Narzugon's keep: A one-story building complex on the flat plateau above the village. The original tower (**I3**) lies in ruins, and is the roost of 3 giant ravens. The rest of the complex is defended by 23 guards (War 2), 5 under-clerics (Pr 2) and three more ravens, not to mention their Lord Narzugon (Pr 6). If they spot a lesser enemy force,



they sally out to deal with them; if they see a larger group, they stay inside and man the walls – even if it means the village's destruction. **Narzugon:** Pr 6; DC 2 (plate mail, shield); Atk flail 1d6+1; Str 13, Dex 11, Con 14, Int 7, Wis 13, Cha 10; CE; hp 31; jewelled bracers (350 gp), golden pin with small gemstone (40 gp), *potion of extra healing*, unholy water*3. Spells: 1: *cure light wounds**2, *protection from good*, *command*; 2: *augury*, *hold person*, *spiritual hammer*; 3: *animate dead*, *bestow curse*. **Under-Clerics (5):** Pr 2; DC 4 (chain, shield); Atk flail 1d6+1; hp 13, 10, 11, 15, 9; Spells: #1 *cure light wounds*, *command*; #2 *create water*, *curse*; #3 *cause fear**2; #4 *command*, *sanctuary*; #5 *cure light wounds**2. **Guards (23):** War 2; DC 5 (scale, shield); Atk longsword 1d8; hp 9, 3, 11, 5, 13, 17, 18, 8, 5, 7, 19, 5, 16, 15, 7, 18, 8, 8, 13, 12, 8, 13, 15. **Giant Ravens (3):** HD 3; DC 6; Atk peck 2d4+1; fliers; hp 10, 8, 17.

I1. Courtyard: Dusty, with a well. Usually watched by five men above the gate and/or at the entrance to **I4**.

I2. Stable: 4 riding horses and Narzugon's light warhorse.

I3. Tower: The original fortification, a three-story tower. Currently abandoned and ruined, the floors have collapsed. The giant ravens nest high up within. Sometimes, prisoners are thrown in to be torn apart by the voracious birds.

I4. Great hall: Black and red banners, carpets, a long table and a wooden throne. If he receives guests or emissaries, which he does rarely, Narzugon will meet them here. The secret door is hidden behind one of the banners.

I5. Barracks: Four rooms with three double bunks each, various "cabinet contents" items.

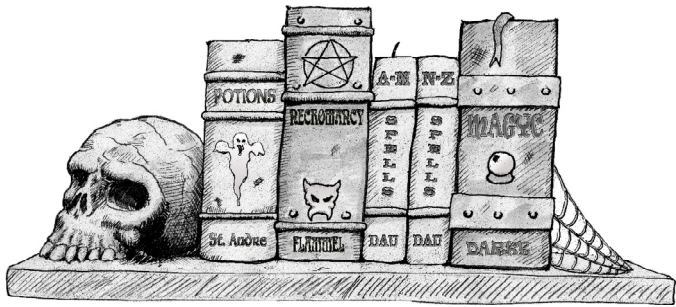
I6. Guard captain: A spartan but neat room for Bralzor, the morose captain (War 2, two-handed sword, hp 21). His footlocker is protected by a dagger trap (1d4 damage) and contains 47 gp and 3 fine silk undergarments (26 gp each).

I7. Clerical cells: These small cells are bare, each holding a double bunk and not much else.

I8. Antechamber: A long bench and more banners. Narzugon only receives clerical emissaries or very important potentates here, and then only when there is a need to talk in secrecy.

I9. Narzugon's chamber: A finely appointed room with a canopied bed, an expensive red carpet with golden trim (70 gp), and a scribe's stand with ink, quill, parchments and a book of religious doctrines. A large chest covered with black cloth contains 6 poisonous snakes; below the locked double bottom there are 200 sp, 750 gp and three opals (70, 100, 30). The secret door is behind a beautiful tapestry depicting a gloomy mountain peak (70 gp). **Snakes (6):** HD 1; DC 8; Atk 1d3 + poison; hp 5, 4, 4, 6, 8, 3.

I10. Secret passage: There is a wall niche in this passage. A round brass box holds 8 fine, magical *ivory sticks*, which turn into snakes when thrown on the floor or bisected dead snakes if snapped and a *potion of healing*. Ω



The Library of Karvu Naudra

adventure location by Jason Vasché

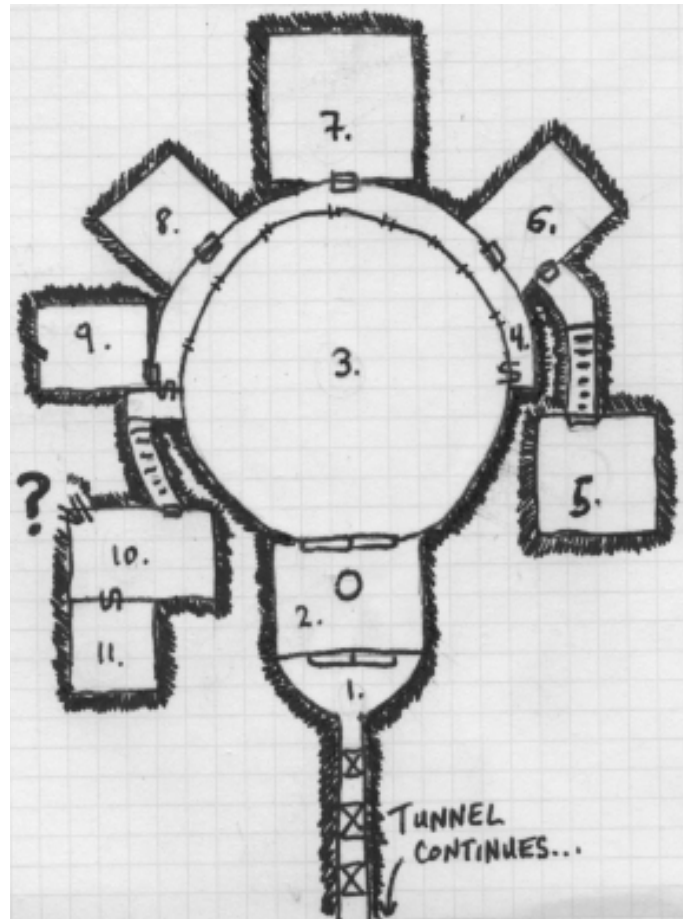
Background: Karvu Naudra was a wizard and scholar who amassed a large collection of tomes, scrolls and ephemera over the course of his long and illustrious career. His mysterious disappearance some years ago is still the subject of speculation among certain sorcerous and scholarly communities. His vast library beckons to those who thirst for secret knowledge, a treasure trove of information for those bold and resourceful enough to claim it. *(This locale may be used on its own or as part of a larger dungeon.)*

Rumors

1. Naudra kept a separate collection of grimoires, mystic treatises and other treasures somewhere in the library.
2. Naudra was an eccentric who believed in “freedom of information” and often loaned his books to others. (False; see Referee’s note for 2.)
3. Naudra consorted with demons and strange creatures from other planes.
4. Naudra is still alive, trapped in the library by magical forces. (False; Naudra’s de-atomized, semi-living form isn’t in the library, but swirls along the information streams of the Demiplane of Metadata.)

General Notes:

- Because of the extreme flammability of many of the items in the collection, a powerful enchantment has been laid over the entire library to protect it from fire. Any normal flame struck within the library will be extinguished in 10 seconds, and magical flames (as from incendiary spells, *flametongue* swords, etc.) and materials set alight by them will burn only 30-60 seconds before being extinguished. One need not grope about in the dark, however; utterance of the word “light” in any language causes a room to become well-illuminated by floating crystal globes spaced throughout.
- Unless otherwise indicated, floors are of polished marble and stone walls are paneled with exotic dark wood.



1. Entrance tunnel. The gently upward-sloping approach tunnel (100’ long and 5’ wide) is riddled with pressure-sensitive trapdoors that will only be activated if someone attempts to remove materials from the library without authorization. Approximately every 5-7’ is a trapdoor that opens onto a 30-50’ pit with spikes and sharp rocks at the bottom. The tunnel opens into a hemispherical open space facing two massive iron-bound wooden doors carved with ornate, abstract designs. The doors are surprisingly light for their size and push open easily.

2. Foyer. Inscribed above the doors is a curse written in magical script. Any person who crosses the threshold with materials from the library will activate the tunnel traps and summon the **Invisible Servants** (q.v.) from 3. Furthermore, the offending person will be struck by a *ray of enfeeblement* (save vs. spells to resist.) At the north end of the foyer stands a stone pedestal supporting a wide, shallow bowl filled with a reddish-black swirling liquid. A *magic mouth* will speak to those who approach: “Present what you wish to borrow, and place your hand within to pay for privilege.” Character compliance will have varying results depending on the materials they wish to remove:

- Non-magical minor book or scroll* – loss of 1d6 hp & 1 Int
- Non-magical major book or scroll* – loss of 2d6 hp & 2 Int
- Non-magical artifact* – loss of 2d6 hp
- Magical book or scroll* – loss of 3d6 hp + 1d6 Int
- Magical artifact* – loss of 3d6 hp



Removal of the bowl from the pedestal or disturbing its contents results will attract the attention of the two **Metadatians** (q.v.) inhabiting the library. *Referee's note:* Contrary to rumor, Karvu Naudra's library does not lend any materials; the rumor was perpetuated by Naudra himself, who sought to lure intelligent people to his library in hopes of draining their minds and life force, which he then offered as payment to the Metadatians who fed his hunger for arcane knowledge. Whether or not characters comply with the mouth's instructions, their escape with any materials will be contested by library defenses.

3. Main reading room. This circular, high-ceilinged chamber is dominated by 20' high bookcases, laden with bound books and scroll cases lining the walls. The reading room is magically silenced. A section of bookcase in the east wall will swing open when a specific book ("The Seven Gateways to Inner Knowledge") is pushed to the back of the shelf and presses a button. There are three **Invisible Servants** in the room, currently floating up near the vaulted ceiling. They are normally harmless, tasked with tidying up the room and replacing pulled volumes. They will violently respond to disturbances in the foyer (specifically targeting any PCs attempting to remove materials from the library) or vandalism of either the reading room or its contents. The reading room contains approximately 2000 items, with emphasis on the subjects of history, planar exploration, travel, flora and fauna, and literature. Other details (bindings, values, traps, ornamentation, etc.) can be chosen by the referee or determined randomly, using the tables in "Dungeons & Librarians" (FO! #4) or other sources.

4. Curving passage. Periodically spaced along the inner wall of the curving passage are small sliding panels. Positioned about 5.5 feet above the floor, these panels noiselessly slide to one side to reveal a partial view of the reading room. The wooden doors along the outer wall are unlocked. At the end of the passage is a 4-foot high sliding door concealed in the wood paneling.

5. Storeroom. This room contains boxes of paper, ink, book leather, and other bindery materials. A nest of giant silverfish have made their lair in a corner of the chamber, and will attack any who disturb their lair.

6. Bookbindery. The looms, racks and equipment tables in this chamber all look to be in good working condition; particularly observant PCs will note that the equipment looks to have been used recently. Two handsome quarto volumes sit on one of the tables. Leatherbound, tastefully ornamented with small semi-precious stones and gold leaf, 100 blank pages each, the volumes are worth 50 gp each. A hidden panel next to a table in the north wall contains a cache of small semi-precious stones (100 gp value) and two boxes containing gold dust and leaf worth a combined 20 gp. The door in the southern wall leads to the storeroom. There is a 15% chance that when the PCs enter the chamber the **Phantasmal Bookbinder** will be silently working. Communication with the spirit is possible; the Bookbinder will simply disappear if threatened. Surno Alar was a master bookbinder during his normal life. His present condition can be attributed to a powerful enchantment laid upon him by his employer (Naudra) following a violent disagreement. Until the curse is lifted, he is forced to labor here. (The means of breaking said curse is left up to the individual referee.) He doesn't know much about Naudra's whereabouts, researches or fate, nor about the exact nature of the bowl in 2 or the extent of the library's defenses. If specifically questioned, he can confirm the presence of a separate, private library (he doesn't know its exact location). He can also confirm that there are at least two demonic-looking creatures on the premises, but can't elaborate beyond their physical description.

7. Scriptorium. This chamber contains several writing desks, boxes of parchment, vellum and paper, quill pens, dried-up inkwells, and a small chest with compartments for gold dust and gold leaf (5 gp worth of each).

8. Living chamber. Naudra occupied this fairly spartan room during his stays at the library. A single bed, nightstand dresser, table and chair, and a small hearth are the only amenities. The top drawer of the dresser is locked and trapped with a poisoned needle. Inside is a *Monocle of Literacy* (allows the user to *read languages*, 5% chance to *read magic* as per "Dungeons & Librarians"), a golden locket containing the faded portrait of a young woman, and a

small, handwritten book of trashy poems. In the room is an **Invisible Servant**, who will attack if the dresser is ransacked or the room vandalized.

9. Laboratory. This room contains several long tables covered with beakers, alembics and other alchemical equipment. There are several large cracks in the west wall, through which cool air faintly flows. On a table along the north wall sit three large glass jars, each containing creatures floating in some sort of clear liquid. The first two contain **Brain Moles** (one is dead) and the third contains six pale wormlike creatures, still-living **Brainworms** (DC 9, hp 1, native to Demiplane of Metadata). On one of the tables is a stack of books: two bestiaries (that mention Brain Moles) and a crumbling treatise on the “training and experimental use of Brainworms to aid exploration.” Studying this manual for at least a week allows a mage PC with an intelligence of 15+ to memorize the 4th level ritual spell *Train Brainworm*, which allows wizards to store important memories and recited lore (recited to it) within the worms. These can then transfer said memories and lore between whoever wishes to access them by burrowing into and out of their brains (1 hp each way). Brainworm mishaps can cause memory loss, and occasionally the little fellows eat a few on their way out regardless. Brainworms can survive indefinitely in nutrient fluid, or for 1 day per level of the mage who created them without it.

10. Private library. Floor-to-ceiling bookcases line the north and south walls. A comfortable chair and side table sit in the southeast corner. There are major cracks in the west wall, and cool air seeps in. The shelves contain some magical writings, the details of which may be determined by the referee to suit the campaign and character level. The westernmost bookcases (containing the most valuable books and scrolls) as well as some sections of the floor are heavily spotted with patches of **Yellow Mold**. The room is occupied by two **Metadatians**, who seem indifferent to the mold and are leisurely absorbing the information in the library. A bookshelf secret door similar to the one in **3** is in the south wall; the trigger book here is “New Dimensions in Planar Research.” *Referee’s Note:* in general, if you have sent the PCs here to retrieve an especially rare or potent tome which you have chosen to locate within this library, this room is the place to put it.

11. Ritual chamber. This room is hung with dark velvet panels. Seven tall (5’) brass candlesticks are arranged round a magic circle inscribed in the floor. On a pedestal in the center of the circle is a bowl (similar in appearance to that in **2**) and a small book of incantations. A PC who stands in the circle and speaks the proper incantation while placing a hand in this bowl will be transported to the Demiplane of Metadata.

New Monsters

INVISIBLE SERVANT: N 1-4 (4 total in the Library), DC 6, HD 4, Damage 1d6 (fist). SD: Invisibility, Levitation; SA: none. These are basically vat-grown humanoid automatons that have been imbued with permanent invisibility and at-will levitation. They are programmed to perform specific tasks; they have virtually no reasoning ability beyond the scope of their instructions.

METADATIAN: N 1-3 (2 total in the library), DC 3, HD 6, Damage 1d6+2 (claws). SD: none; SA: Memory drain, spell-like abilities, spells (as 4th level mage.) Metadatians are one of the higher species inhabiting the Demiplane of Metadata. Their physical form, based on demonic imagery and symbolism culled from human minds, is that of an 8’ tall humanoid with horned head and cloven hooves. They feed on any sort of information found in the minds of living creatures - memories, facts, impressions, beliefs, abilities, and so on. They are capable of draining the memory from a creature up to three times per day (once per combat), and will first seek out wizards and other “intelligent-looking” targets. A memory drain requires a successful melee (touch) attack. If the target fails a saving throw vs. Death Magic, he/she is drained of all memories, effectively reducing him or her to the mental level of a newborn infant. (All experience, abilities, skills, etc. are lost.) The only way to reverse the effect is to slay the specific Metadatian attacker and, in the presence of the creature’s physical remains, have *Remove Curse* and *Restoration* cast upon the victim. A Metadatian may also cast *confusion* 3x/day and *read languages* or *read magic* at will. They cast additional spells as a fourth-level magic user. Ω



An Unfamiliar Encounter

adventure/encounter/trouble spot by John Larrey

The Situation: Sardoodledom the Magnificent, a wizard of vast power, came here to investigate a Well of Many Worlds and was accidentally pulled in. As his physical body sank to the bottom of the well, his astral form was transported to a look-alike Well on the astral plane, magically trapping him in a weird astral vortex. The archmage managed to levitate his physical body out of the well and turn it to stone, his astral form watching over his treasures. Naturally enough, Sardoodledom is obsessed with escape.

While the vortex has reduced his magical resources, Sardoodledom's telepathic 'mind link' with his familiar – a mouse named Skitters – has grown much stronger, with the mage able to provide detailed instructions and even a share of his own power to Skitters. Despite this, however, mage and mouse have failed to free Sardoodledom from his astral prison in three weeks of trying; astral portals have opened twice thus far, but neither time has the wizard broken free. Sardoodledom has hatched yet another plan to escape when the vortex next opens, but in the meantime he has had Skitters send up smoke signals to summon his chief apprentice, Stella, and several other mages in their service. She has just communicated that she is on her way.

It is at this juncture that the adventurers are lured towards the Well of Many Worlds, when they observe strange streaks of silver lightning – strange in that it is not coming down from the sky but shooting up from the ground. Coming closer they spy a pack of angry giant crows being chased away by a small unidentifiable flying object, which quickly disappears again into the trees.

Notes for the GM: In this encounter, Sardoodledom and Skitters try to keep the adventurers (and wandering monsters) away from their secret location. The two have developed a system of defenses to stop intruders, protect the magnificent one's treasures and preserve his body.

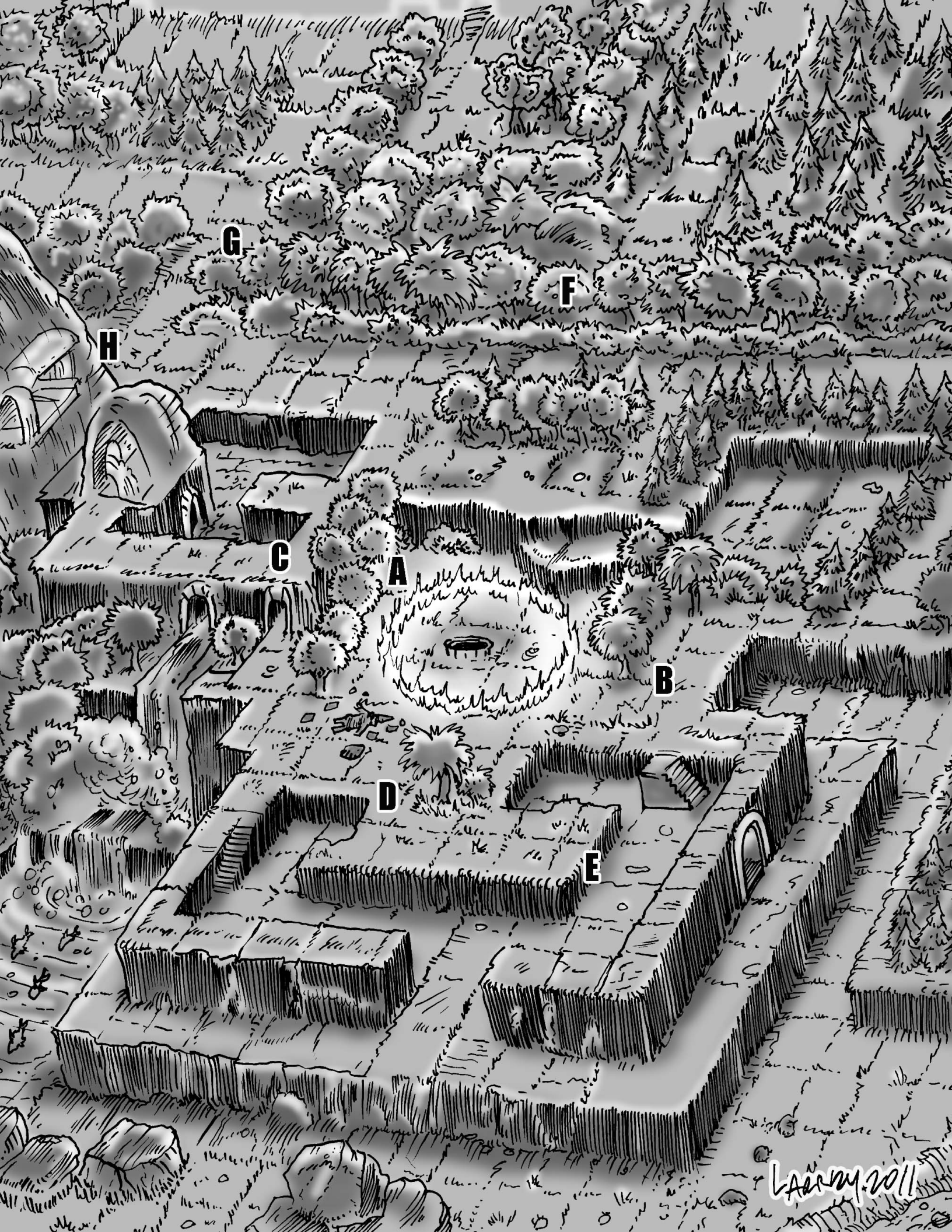
Skitters will not directly engage the adventurers unless he must. He should remain elusive right up to the very end. In the event that PCs spot Skitters before such a confrontation, he may even try to create an illusion of Stella creating an illusion of a mouse on a flying carpet to cover his tracks with Sardoodledom's *Ring of Phantasmal Forces*. Skitters will also create illusions of Stella fleeing the scene to lure PCs to chase her away from the well.

Aside from Skitters, PCs may encounter other monsters who wander these woods. The GM can use this table to add an element of danger, cause confusion, or force Skitters to rescue or team up with the adventurers in order to protect Sardoodledom and the Well. The tactics listed for Skitters on page 39 represent his initial choices for defending the well, but Skitters is intelligent and flexible and will respond to the situation as it plays out.

Roll 1d6	Wandering Monster
1	<i>Snake, Pit Viper</i> (3): HD 2 (10, 7, 4 hp) AC 6[13], Atk: 2 (1d4+poison), Move 9, Save 15, wins initiative/save vs. poison or take 2d6 pts. CL/XP: 2/35
2	<i>Troglodyte</i> (5): HD 2 (11,10, 9, 8, 5 hp), AC 5[14], hp, Atk: claw (1d4), claw (1d4), bite (1d4+2), secretes poison, Move 9/18, Save 12, must save vs. poison or suffer -2 on 'to hit' rolls. CL/XP: 2/45
3	<i>Doppelgangers</i> (2): HD 4 (27, 25 hp), AC 5[14], Atk: claw (1d12), Move 9, Save 13/5 vs. magic, sent to steal wizard's gear w/ band of <i>goblins</i> (6): HD 1 (6, 6, 6, 5, 5, 4 hp), AC 7[12], Atk: weapon (1d6), Move 9, Save 18. CL/XP: 4/220
4	<i>Spectre</i> (2): HD 7 (52, 46 hp), AC 2[17], Atk: touch (1d8+drains 2 levels), Move 15/30, Save 9, haunt nearby cave, ambush travelers to feed. CL/XP: 7/700
5	<i>Owl Bear</i> (2): HD 5+1 (38, 35 hp), AC 5 [14], Atk: claw (1d6), claw (1d6), bite 2d6 , Move 12, Save 12, both want to eat Skitters. CL/XP: 5/300
6	<i>Trolls</i> (3): HD 6+3 (42, 37, 30 hp), AC 4 [15], Atk: claw (1d4), claw (1d4),bite (1d8), Move 12, Save 11, lost, hungry, and separated from the tribe, they think there is water in the Well of Many Worlds. CL/XP: 6/500

A Mage or a Mouse? Note that Skitters can act twice every round, once magically and once in any way desired, whenever Sardoodledom's attention is focused on him (which it generally is unless an astral portal opens). If and when Skitters is attacked, he'll fly to Sardoodledom's petrified body and use the wizard's *Gem of Teleportation* to transport it 120' away, into a nearby hidden cave (H). (Neither mage nor mouse will move the body in other ways, for fear of cracking.) Before he teleports to the secret location, Skitters buries a small magic stone 10" underground, which projects an image of the petrified archmage dressed in finery and encircled by sacks, some filled with magic items. The image seems real to adventurers and wandering monsters, and only disappears when someone digs up the bag and touches the stone. Those searching carefully have a 30% chance to notice Skitters' tiny claw prints and signs of freshly turned dirt. Any magic items, clothing, or miscellaneous gear taken beyond 150' from the spot of the projected image will slowly begin to vanish, including the "statue" of Sardoodledom. After 200' all of the items will disappear into thin air.





Skitters' Tactics

A. A Wall of Fire will spring up here to keep adventurers away from the well. It is a circular wall of 15' radius, 20' high, which inflicts 1d6 fire damage with no save. It cannot be seen through to the other side.

B. Skitters will throw a small red pearl (his Ball of Feeblemind, 30' range) at elves, mages or doppelgangers reaching this point. If it hits, the target is feeble-minded (save at -4, Dispel Magic to remove).

C. A dispel trap is set here, with a 50% chance to disenchant 1d6 magic items for 10 minutes. It is automatically activated when anyone comes this way towards the well.

D. Skitters will smite anyone reaching this point (including wandering monsters) with a 6d6 lightning bolt or fireball.

E. At this point on the map Skitters will attempt to trap interlopers in a heavy sphere of ice, focusing on warrior PCs or "tough guy" type monsters. Trapped inside the ice, characters can cut or burn through (sphere has 21 hp) on successful to hit rolls, but suffer 1d6 points of cold damage each round. PCs can try to elude the ice trap by rolling d20+2 under their Dexterity.

F. Skitters will conjure a Wall of Stone on the rise north of the Well when interlopers get near this point, blocking or at least detaining them from approaching.

G. Skitters will throw his Stone of Magic Missiles at any PCs or wandering monsters who reach this point.

H. This hill contains the cave with the secret hiding place where Skitters will teleport Sardoodledom's petrified body if the going gets especially tough.

Skitters, Mouse Familiar: AC 5 (additional -4 to hit due to small size), HD 8 (52 hp), Mv 20 scurrying/20 climbing/42 on flying carpet, Bite 1d4 and +2 Sewing Needle 1d4+2 or magic, Saving Throw 8/6 (+2 vs. spells, magical attacks, and magic weapons), 60% magic resistant, excellent scent, tracking, superior hearing, surprised only on a 1, speaks seven languages. Skitters can cast spells as an 11th level mage due to his link with Sardoodledom, but they take effect as if cast by a 6th level mage. Sardoodledom can see out of Skitters' eyes and can communicate and sense empathically, verbally, and using clairaudience through him. Str 4 Dex 15 Con 11 Int 14 Wis 12 Cha 7. CL/XP: 8/900. Skitters may cast 4/4/4/3/3 spells of 1st through 5th level per day, chosen from the following:

- 1st: Charm Person, Detect Magic, Magic Missile (x3), Shield, Sleep, Read Magic
2nd: Detect Evil, Invisibility, Stinking Cloud, Web
3rd: Dispel Magic, Fireball, Fly, Hold Person, Lightning Bolt, Rope Trick, Slow
4th: Confusion, Dimension Door, Polymorph Self, Remove Curse, Wall of Ice, Wizard Eye
5th: Contact Other Plane, Passwall, Teleport, Wall of Stone

Skitters also has the following magic items:

- Potions of Healing, Extra Healing, Haste, Gaseous Form, Heroism, and Invisibility. (These are leftover tastes of the mage's potions, sufficient for a mouse.)
- Magic Ball of Feeblemind (3 charges)
- Stone of Magic Missiles (one use, 3 missiles as 5th level)
- Dust of Appearance
- A 10 of Diamonds which functions as a flying carpet

In the event that Sardoodledom's goods are somehow recovered, the mage possesses Scrolls with Dispel Magic, Summon Monster II, Confusion, and Fear, a Displacement Cloak, Leather Armor +1, a Luck Stone, a Rope of Climbing, a Sword +2 (Intelligence 11, speaks, reads magic, see invisible), a Ring of Protection +3, a Gem of Teleportation, a Ring of Phantasmal Forces, a Jewel of Swimming and a Jewel of Spell Storing (Magic Missile, Continuous Light, Detect Magic, Read Magic, Enchant Item), 15 sp, 20 gp, 5 ep, and 5 pp. Skitters can read the scrolls and activate the Gem, Rings, and Jewels when he is next to the mage's petrified body.

Endgame: At some point during the confrontation, the Well's astral vortex will open up once again. Skitters will at this point throw caution to the wind and fight the adventurers with every tool at his disposal in order to prevent them from interfering with Sardoodledom's arrival, though his fundamental goal is distraction rather than death. Before he walks out of his astral prison, Sardoodledom first casts Dispel Magic on himself and Skitters. Then he'll cast Contact Other Plane and Dimension Door on himself. Skitters can only act once/round while Sardoodledom is casting these spells to free himself..

When Sardoodledom's astral form rises up from the Well of Many Worlds, the adventurers may mistake him for a ghostly wizard, or a spectre. He floats away and enters his petrified body (wherever it's currently being hidden), returning it to flesh. If the 'intruders' continue to move closer to the Well of Many Worlds, Skitters will cast another Lightning Bolt and Hold Person (3 persons) to keep the intruders at bay. Sardoodledom is reunited with his physical form and emerges from his hidden location. Six wizards (including Stella) arrive shortly thereafter.

If the adventurers interfere with the astral vortex while Sardoodledom is exiting, everyone save mage and mouse will be swept up into the Well of Many Worlds. Sardoodledom and Skitters will be transported back into the past, to the day that they left three weeks ago. The adventurers must save or be transported to the astral plane, with or without their bodies depending on what the GM would like to do next. If the adventurers do not interfere or if they all make their saves, the archmage safely emerges. As long as they are not foolish enough to battle him, and have not slain Skitters, he will reward them with 3-8000 gold pieces, a delicious dinner, and dessert in gratitude for their involvement. Ω

Goblin Market

encounter location/tables by Richard Rittenhouse

In the small hours of the very early morning, in that time when most births and deaths occur, the Goblin Market comes. The Market simply appears, as if formed out of the cold night fog. For most the unearthly collection of multicolored tents simply pops into existence, without warning – but some wizards and nobles seem to get advance notice. How? Do the goblins themselves tell them, as a reward for having been loyal customers in the past? Or have these powerful personages somehow cracked the “pattern” of when and where the Goblin Market appears? Are those with an interest in the weird and money to burn somehow magically drawn to the market, without their knowledge? No one can say. In any event, the market is always gone with the first rays of the sun, but for a few short hours it provides a place where the strange, magical, illegal, and unknown can be bought, sold, or bartered. Adventures could simply stumble upon the Goblin Market, gain advance knowledge of it's arrival from a contact, or accompany an NPC there.

Things for Sale at the Goblin Market (d100)

01-02	The long-lost captain's log of <i>The Scarlet Widow</i> , the legendary pirate ship of bygone days (crewed entirely by widows who killed their own husbands).
03-04	A vial holding an ounce of water stolen from the Elf Queen's bath, saturated with her fey essence (and including one of her stray armpit hairs). Drinking it will restore 1d4 levels lost to energy drain.
05-06	A cutlass of Martian white steel (+1 non-magical sword).
07-08	An urn filled with 100 ancient bronze coins that bear the face of a forgotten tyrant, who looks eerily like one of the PCs.
09-10	A big pickle jar full of dice, of every shape and material imaginable.
11-12	An old sailor's map to Kogg, the lost and rusted machine-island of clockwork savages and weird technological treasures.
13-14	A vial of three ounces of sabertooth tiger urine. If spread around a campsite, it's smell will repel all non-sentient animals or dinosaurs of 8 HD or less for ten hours (even other predators fear the mighty sabertooth).

The market is generally attended by 2d6 goblin merchants. These are not mere commonplace goblins: they're strange, powerful creatures of faerie. Just how powerful they are is up to the individual Referee. Are they simply tough goblins with a few magical abilities, or godlike fae beyond mere game statistics? You make the call. Regardless of their actual power, all have the ability to cast *curse* at will, but they won't do so without just cause or serious provocation (They are businessmen first, servants of Chaos second). Each merchant is accompanied by 2-5 bodyguards (usually big goblins or bugbears, but anything is possible).

No firm prices are listed, as the goblins are open to haggling. However, the little brutes are shrewd dealers who drive a hard bargain and do not suffer fools, con artists, or cheapskates kindly. *Curses* can and will be leveled against disruptive or violent shoppers! Buyers should use discretion and try not to push their luck. The goblins will accept gold, if they must, but will prefer payment in magic items, precious gems, art, or other rarities. As a general rule of thumb, assume each goblin merchant has 1d4 randomly determined magic items and 1d4 items from the Things for Sale table below laid out on their blanket. If at any point the Goblin Market threatens to become boring, or turn into just another shopping trip, roll on the Things that can Happen table, also just below...

15-16	A perfect peach stolen from a dryad's garden. It will restore sight to any blind person who eats it.
17-18	A perfect apple stolen from a dryad's orchard. It will restore sanity to any madman who eats it.
19-20	An obscene five-pound statuette of pinkish-green stone, depicting an elf maiden being violated by a monstrous centipede. This is a creation of the vile dust elves, and no normal elf will tolerate it's repulsive presence.
21-22	A weird suit of plate armor crafted from the shell of a massive underworld beast, perhaps a particularly large giant beetle of some kind. Human size. DC as plate, encumbers as chain, and immune to rust attacks, but creepy looking.
23-24	A grand, bejeweled coffin, holding several items obviously looted from a vampire's lair (Cape, antique jewelry, portrait painting of three pale yet alluring young women, etc.).
25-26	A “clearance table” covered in the holy symbols, clerical vestments, and sacred books of a dead god. Everything one copper each.

27-28	An old candy box holds a morbid board game, made a few years ago by a party of jaded dungeon-crawlers as a way to pass the time while healing in town. The board is an almost-complete map of the first level of your campaign's central "Mega-dungeon". Also includes a handful of bone dice, some old bronze coins for scoring tokens, wooden playing pieces, and some rough rules scrawled on the back of a gambling receipt from a halfling brothel.
29-30	A small barrel of Krug'krun ("Thunder Piss"), a legendary and seldom-seen dwarf beer. Persons who get <i>really</i> drunk on Krug'krun can <i>See Invisible</i> .
31-32	A glass vial holds the tears of heartbroken nymph, seduced and abandoned by a wandering adventurer. Mixing them with wine and getting a charmed or dominated person to drink the mixture will break their enthrallment.
33-34	An air-tight jar holds a gasp of a nymph's hot breath, captured while she was in the throes of passion. Holding the jar to a cursed person's face and popping the lid will break one curse.
35-36	A round shield carved from a single piece of black elfwood. As durable as any metal shield, yet half as encumbering. Immune to rust attacks.
37-38	1d6 Ancient elf vendetta arrows. No "pluses", but shooter gets to roll a d30 to hit.
39	A 6" tall wooden ritual doll of the infamous Zuni tribe. Will animate and go on a killing spree if the silver chain is removed from it's neck (DC as plate and shield, HD 1, bite or tiny spear for 1d4, hide and move silently 90%, can backstab as a thief x 3).
40	A 20' length of dwarfsteel wire, about as thin as modern fishing line and roughly ten times stronger than steel. If your players can't come up with some devious use for this, it's probably time for their characters to just find some noble's ugly daughters to marry and hang up their swords for good.
41-42	A leather and brass gnome "smoke mask." Looks like a cross between a WWI gas mask and a particularly bizarre S&M hood. No peripheral vision. +4 to saves vs. gas, spore, or dust attacks.
43-44	A bulky, absurdly complex, Rube Goldberg-like, hand-cranked "Gatling crossbow". 1d6 damage, fires 3/round, shooter must remain stationary and use both hands, jams on attack roll of 1 or 2 (one full minute to clear), ammo chamber holds 100 bolts.

45-46	A fairy mirror: Men who look into the mirror see a reflection of themselves as a woman. Women who gaze into the mirror see a reflection of themselves as a man. Minor magical novelty with no other powers.
47-48	Spray can of dinosaur repellant. Dinosaurs avoid biting or touching someone sprayed with the repellant if at all possible. If forced to attack, roll at -2. Can holds 1d6+1 applications, each lasting four hours.
49-50	A pinch of lich dust in a tiny platinum coffin. If mixed with fine elfin wine and drank, the drinker will have any levels lost to energy drain restored. However, he will also be helpless with visions for 12 feverish, screaming hours as he views scenes from the lich's incredibly long life: the rise and fall of ancient empires, vast throngs of neanderthal slaves building massive pyramids under the whips of pre-human overseers, wild orgies and rites worshipping forgotten cosmic horrors, etc. These visions might even provide insight into ancient mysteries of the campaign, at the referee's discretion.
51-52	A string of firecrackers.
53-54	A ten-foot-long <i>spiked chain</i> +1 (1d10 damage, will knock foe down on a 20, will hit self in face on a 1, need a lot of space to use). Once wielded by a mighty adventurer who was brought low when some kobolds cornered him in a narrow passage.
55-56	A barrel of black powder.
57-58	A fine pair of ladies' opera glasses. Will function as a spyglass. Weighs .5 lbs.
59-60	A dwarfsteel cog from some huge, unknown clockwork machine. Virtually indestructible. Could be very useful to an engineer.
61-62	A wooden crate filled with dungeon-crawling gear taken from the bodies of countless amateur adventuring parties that the goblins have killed over decades: Iron spikes, silver holy symbols, vials of holy water, a couple of 10' poles, etc.
63-64	A suitcase-sized wooden wardrobe holds a variety of outfits, all sized for someone about 3" tall.

65-66	A crate full of banned books, seized by bandits en route to the Royal Censor's Vault of Eternal Suppression. Includes Rustgrave's essential <i>Basic Demon Theory</i> , Mungjing's pornographic hobgoblin classic <i>Silk Discipline</i> , Nacklemort's incendiary <i>The Feudal Order and it's Discontents</i> , Vulk's universally-condemned <i>The Crownbreaker Manifesto</i> , and disgraced nobleman Aldon of Toadhoof's controversial dungeon-crawling memoir <i>Four Years Without Sun</i> .
67-68	A "Satyrday Night Special" – a cheaply-made <i>Wand of Magic Missiles</i> hastily enchanted by a sleazy underworld wizard. 25 charges, can fire 3 missiles at a time, 5% chance (non-cumulative) each time it's used it will blow up in the mage's hand (1 hp damage for each charge remaining, plus save vs. spells or lose 1d6 fingers – "6" equals entire hand).
69-70	A three-ton stone obelisk, somehow stolen from a sacred site of Druid standing stones and now being sold by the goblins as an antiquity. A faithful druid will be outraged at this blasphemy and will want to see the stone returned one way or another.
71-72	A dwarf "Grudge Book", in which a young dwarf adventurer wrote down the names of all who ever wronged him. Contains 2d100 names of wicked or thoughtless souls, none of them avenged due to the dwarf's early death. The grudges in the book could be absurdly petty and played for laughs ("A pox on Lars Loamstone, who took that tin ring from the toad-bear's treasure before I could claim it! I just know it was magical!"), or serious adventure hooks ("Curse the goblin warlord Vark Vurkiz, who slew my kin and took my father's magical hammer <i>Freaksmasher</i> back to his lair in the Black Abbey of the Grim Grey God!").
73-74	A suit of full plate armor built for a child, a relic of the shameful and brutal Virgin's Crusade of the last century. Might fit a halfling or gnome.
75-76	The massive skull of some unimaginably huge sea monster. Will require magical aid or a team of dinosaurs hooked up to a giant cart to actually transport.
77-78	<i>Creams and Cheeses of Catchpossum Hollow</i> , a halfling "Recipe Book". A real cook who reads it will discover that the "recipes" are useless gibberish. A halfling or assassin will be able to tell that the tome is actually a carefully-coded recipe book for making poisons. Holds the recipes for 1d8 poisons.

79	The "harmless" gleaming chrome skull of some sort of ancient "deactivated" clockwork war-golem of unknown origin. "Would look really nice on your mantle, or it would make a great gift! The maidens these days really go for that steampunk stuff!" If left alone anywhere near a source of metal for two hours or more, the golem will re-activate and magically rebuild itself over 1d4 hours. It will then begin killing everything in sight. No flesh shall be spared. 12 HD at the least, with all those cool golem powers.
80	<i>The Black Sand of Hateful Omens</i> . Some claim that this handful of very fine black sand was stolen from the personal hourglass of the Padishah of the Effretti. If thrown into a room it will cover a 20' by 20' area and turn red if traps are present, or white if the area is safe. Can only be used once.
81-82	A "scribe's kit" that is actually a set of lockpicks very cleverly disguised as pens. Only a thief can tell what they really are. 25% chance the goblins don't know.
83-84	One of the PC's own lost childhood toys.
85-86	Some common household item (fork, hat, comb, cup, etc.) scaled to the size of a storm giant.
87-88	A green plastic "army man". If daubed with blood, the toy will magically transform into an actual mute, gaunt, human soldier who will obey the owner's orders (Warrior 3, AC as leather, immune to fear, 1d4 frag grenades, big knife, M-16 rifle with 1d4 clips – use <i>Mutant Future</i> or Modern/Science-fiction d20 rpg of your choice for weapon stats). After 12 turns of service, the soldier will give a final salute, and then he and his weapons will crumble away into a pile of dust, cigarette butts, and shell casings.
89-90	Skelterbeard the gnome, turned to stone by a medusa and now being sold by the goblins as a lawn ornament. "Would look nice by your door, or in your garden. Every good garden needs a gnome...you don't want to fall behind the neighbors, do you? " Will faithfully serve a lawful party for 1d6 weeks if he is restored to life.
	<i>The Mask of Renewal</i> . If this gold mask is laid on a corpse's face, it is restored to life. However, its face is completely changed, as if a character in a TV show was recast with a different actor. Not even the dead man's closest friends recognize him. 50% chance Cha changes by one (50/50 up/down). 10% skin color changes. 25% chance that shock of seeing a stranger in the mirror causes an alignment change. Mask only functions once and then turns to lead.

92	A big pickle jar with air-holes poked in the tin lid. It holds a swarming mass of weird-looking red flies. The flies are mutants created by the toxic waste-products of magic item creation, and they are drawn to corrupted sorcery. If the flies are released, they will spend the next few minutes swarming around any cursed or dangerously defective magic items within 100'. Unless our heroes think of something really clever, it's generally impossible to get the flies back in the jar once they are turned loose.
93-94	A phase tiger kitten in a pink basket.
95	A big "Easter Island" – style stone head. 25% chance that it bears a strange resemblance to a character (PC or NPC) in the campaign. Weighs 25 tons (!). Transport is the responsibility of the buyer.
96	A steel cap pistol and paper roll of 2d10 caps, a creation of the Mad Toymakers of Nib. Looks like the sort of toy an American kid of the early 20 th century might have had, only more baroque. The image of a topless cowgirl riding a unicorn decorates the grips. Basically just a noisemaker, but adventurers might find it useful for scaring animals or other mischief.
97-98	A lock of gorgeous chestnut hair from the head of a nubile and carefree nymph. A person who sleeps with this under their pillow will never suffer nightmares, natural or otherwise.
99	A magic item from another fantasy game and/or setting. A great black demon-sword, say, or a very distinctive elvish poetry-inscribed <i>Ring of Invisibility</i> ...
00	An item from the <i>Mutant Future</i> artifact tables.

Things That Can Happen at the Goblin Market (d20)

1	A sleazy and decadent noble shows up, slumming with his young mistress and 1d4+1 rakes (parasitic hangers-on, highborn, drunk and looking for trouble) . If our heroes beat the rakes (at combat, drinking, cards, etc.) he will offer the PCs a lucrative yet very illegal, job.
2	1d6 agents of an old red dragon show up, looking for something stolen from the dragon's horde. The dragon itself flies overhead, menacingly.
3	A major "celebrity" of your campaign setting (a Gandalf-level NPC – this should be a big event) shows up to do some early holiday shopping with an entourage of 2d6 companions.



4	The goblins catch a shoplifter and turn him to stone. They then put a price tag on him and put him out with the other sculptures and art objects.
5	A group of 1d6 brain-eating horrors from deep within the earth (fearsome creatures seldom seen on the surface) arrive and silently glide through the market, intently looking for...something.
6	A caged monster being sold by the goblins escapes and rampages. Our heroes will be rewarded if they can stop it without killing it.
7	A goblin offers a PC a ridiculous amount of money for some common, everyday object in his possession. 25% it has some hidden value the PC doesn't know about.
8	A special goblin merchant is among the salesmen tonight, one who has the faerie ability to trade intangible things (youth, luck, years of life, love, etc.).
9	A breathtakingly beautiful foreign princess shows up (Ch 18, 2d6 guards) to sell herself as a slave. This is a last-ditch effort to get money so her poor kingdom can afford mercenaries to free itself from a chaotic warlord.



10	Somehow, somewhere, the goblins have scored several crates of 3d100 Soviet-era AK-47 assault rifles. Bedlam ensues as various factions and creatures jostle for a chance to buy these “Ussr’ian Deathrods.” Two hobgoblins have set up an impromptu shooting range and are showing prospective buyers how the weapons work (This would be a bad night to get caught stealing). Watch out for stray bullets!
11	Everything must go! The goblins are selling a lot of 2d6 magic items for suspiciously cheap prices. Roll 1d6: 1-2: The items are cursed. 3-4: The items are “hot”, stolen from a vengeful creature of great power. 5-6: The items are half-real faerie glamors, and will fade away in 1d4 days.
12	Nulf, an ancient-looking goblin, empty-handed but dressed in fine garments, lays out a rug. This goblin does not deal in material goods, but rather in information about local dungeons. This information is not cheap, but is 75% accurate (he has a big family and they love gossip).
13	The Seven Swords of Sarnath, a party of six hardened adventurers, show up to buy magic items off the goblins, with a wagon-full of weird but lavish gold and platinum treasures to use as currency. If our heroes show interest, they will claim “There’s a lot more where that came from, but we got tired of fighting off all the blue apes,” and offer to sell them a map to the remote dungeon/lost island/pocket dimension/whatever that they looted. They want (1d6 x 1000) gp for the map, but will refund the price if the PCs bring back the corpse of the seventh Sword, who they had to leave behind.
14	A thief shoplifts something, then plants it on an innocent PC when he thinks he’s about to be caught.
15	A sentient sword pleads with the PCs to buy it, claiming that it doesn’t want its “great power” to go to an evil or petty buyer. 50% chance it’s lying, evil, and/or cursed. 50% chance previous owner is looking for it.
16	Gruffgrux the Mad sets up a small card table and lays out nothing but a single deck of cards. For a mere 1000 gp per card this goblin will let a fool with more money than caution draw from his <i>Deck of Many</i>

	<i>Things.</i> All payment must be in advance.
17	Nhildross, a telepathic doppelganger originally bred as a spy by horrors deep within the earth but now a free agent, offers a unique service to those who really want to get away from it all: For 1000 gp a month, he will imitate you and take over your life and responsibilities. Discretion assured.
18	One goblin merchant shows up in a grand, exotic, or ridiculous conveyance: a steam-powered tank, a domesticated roc, a huge wagon drawn by dinosaurs, a demon motorcycle that runs on elf blood, a flying saucer, whatever...go nuts. He is open to selling it but will ask for top dollar. The vehicle should be really “cool”, but a perhaps a bit of a white elephant in terms of how much it costs to feed, fuel, or maintain.
19	A legendary artifact of great power is going to be sold at an exclusive private auction after the rest of the market shuts down. Lots of nobles, wizards, and other VIPs are mixed in with the usual adventurers, mystics, weirdos, and rogues that one usually sees at a goblin market. If a PC wants in on the bidding there is 1000 gp “buy in” fee to prove you are serious.
20	1d4 Alien merchants arrive, ready to lay out rugs and start dealing. They look like (roll 1d6: 1-2: Giant floating spiders made from Depression glass, 3-4: Classic “Greys”, 5-6: Beautiful Asian women in silver latex catsuits). They communicate through music and can <i>plane shift</i> at will. Each will have 1d4 unusual technological gewgaws from either the <i>Mutant Future</i> artifact table or the referee’s twisted imagination.



Bonus Tables

by Jeff Rients

Non-Magical Scrolls (d20)

1	Formula for a random magic potion
2	Partial map of heretofore unknown island/continent
3	Recipe for preparing seven course meal using parts of a single monster (randomly determined) for all dishes
4	Cipher key for a code used by the Assassin's Guild or some other secret faction
5	Steamy correspondence revealing the indiscretions of a local lord
6	Sheet music for a popular folk song adapting it to tablature needed for a three-handed mandolin player
7	An awesome list of treasure, no location given but marginalia gives a clue as to the identity of the writer of the list
8	<i>The Tale of the Nymph and the Acolyte</i> , bawdily illustrated
9	Apocryphal holy text used by infamous heretical sect
10	Anatomical diagram showing the weak points in an exotic subspecies of monster (e.g. rock trolls, purple dragons, three-eyed toads), careful study over 2d6 weeks and an Int check will yield a permanent +2 bonus to hit such creatures
11	Letter from local merchant to another in a far away city establishing a new caravan route and setting timetable for starting the journey
12	Plans for the king's castle revealing both the location of the treasury and a secret door in the queen's bedchamber leading to a secret dungeon below
13	Plans for the <i>Sailing Chariot of Stevenus</i> , a wind-powered land vehicle capable of carrying up to six; only really works on windy days across flat plains.
14	Ten or twelve sentences translated from Common into another random language, with phonetic spelling for the latter. "Surrender or die!" and "Where's the treasure?" top the list. (33% chance inaccurate)
15	Partial list of the command words and functions of a lesser known artifact
16	Map of a nearby duchy marking three places as prospects for new gold mines

17	Ransom note from bandits holding captive the heir of a local lord
18	Diagram of the hollow earth showing major access point below nearby city
19	Seemingly ordinary grocery list except for next to last item, "1 pound elf flesh"
20	A two column list, monsters in one column and gem types in the other, suggesting some sort of relationship between owlbears and chalcedony, trolls and amber, etc.

Encounter Critical Treasure Chart (d20)

1	Scratch Off Ticket for the the Cosmic Lotto (roll 3d8, if you get triples win 10,000 GC
2	Klengon to Succubese phrasebook
3	Monofilament Yo-Yo (if played with roll Dex or less on d100 or lose random limb/head)
4	Shades of Protection (75% vs. gaze/blinding attacks)
5	Eulg (anti-glue, disassembles whatever smeared on)
6	Coupon good for free small fries at Soylen Burger
7	<i>Shaq-Fu for Dummies</i> (book on tape)
8	Axecalibur, +15% Black Hole Metal Axe, you are rightful king of Space Camelot
9	Freeze-dried astronaut food (inc. <i>Tang</i> , d6 days worth)
10	Souvenir margarita glass from <i>Wrigley's Pleasure Planet</i>
11	Impervium knuckles (like brass knuckles but +10%)
12	Phasic socks (matching pair, argyle)
13	Slorg egg, almost ready to hatch
14	d6 gold teeth (worth d6 GC each)
15	Box of donuts, d12-1 remaining
16	Platypus skin hat
17	Infrapink goggles (invisible things visible& vice versa)
18	Atomic Zippo
19	class ring for Green Lantern Academy (no powers)
20	Runeputer, holds d6 spells

What is this Monster Scared of?

– by Dustin Brandt

1	scars
2	boss
3	ribbons
4	shrubbery
5	milk
6	mice
7	flatulence
8	C#
9	roses
10	flannel
11	carrots
12	curly hair
13	snapping
14	rhymes
15	silence
16	bubbles
17	tentacles
18	fragile objects
19	babies
20	salt
21	loose threads
22	sourness
23	sneezing
24	whistles
25	math
26	commitment
27	clowns
28	giggles

29	black licorice
30	forgetting something
31	masks
32	circles
33	sand
34	cat tongues
35	attention
36	advice
37	the number 37
38	pink
39	honesty
40	sweating
41	laughing
42	taxes
43	drowning
44	rust
45	cracks
46	ice
47	eye contact
48	Breezes
49	magnets
50	spheres
51	dry leaves
52	sawdust
53	wool
54	needles
55	lullabies
56	jokes

57	grandma
58	whips
59	fresh cooking
60	velvet
61	Swiss cheese
62	eye lashes
63	those voices
64	anchovies
65	dancing
66	leather
67	sleeping
68	whales
69	coffee
70	clichés
71	bad news
72	pillows
73	falling mud
74	aging
75	fish hooks
76	love songs
77	gloves
78	small birds
79	hay
80	honey
81	halitosis
82	squinting eyes
83	goodbyes
84	pineapples

85	guilt
86	doctors
87	flour
88	hats
89	feathers
90	light breezes
91	someone touching its hair
92	lederhosen
93	humming
94	ladders
95	fuzz
96	foreign accents
97	nudity
98	nails
99	burning hair
00	paper cuts

Congratulations Winners!

The *Fight On!* Tables Contest is Complete! Top Prizes went to **Sam Kisko, Al Krombach, and Paolo Greco!**

To see all our winners, check out

odd74.proboards.com/index.cgi?board=fanzine&action=display&thread=6106

and look out for the ***Fight On! Big Book of Tables***, coming soon!

Fruiting Towers

by Patrick Wetmore

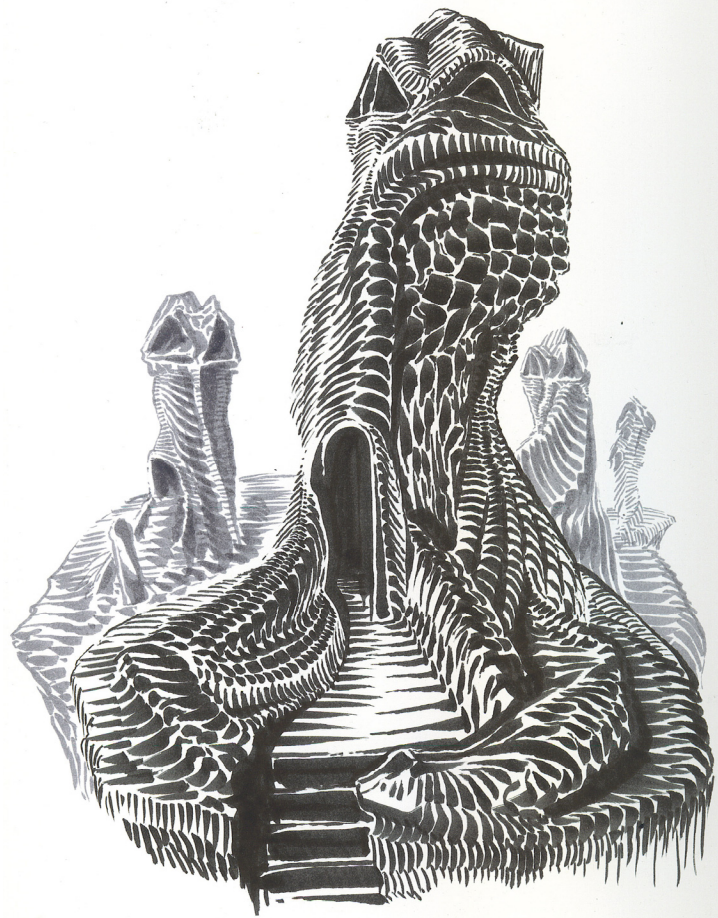
Introduction: Along the old highway that runs between Lannington and the scattered villages to the north, something strange is happening: a great hill of scaled stone has emerged from the barren soil. The merchants traveling the road were wary, as the hill grew larger with each passing day. Within a month, small stone houses dotted the hill – the caravan guards sent to investigate found no one living within. This was not to last – where houses once stood, soon there were towers, and gangs of bandits and humanoids flocked to them. Their reigns of terror were short-lived, each band of savages disappearing within days of taking up residence in the accursed spires.

This hill and its towers are a living being, an extraterrestrial visitor from a distant world. The bulk of the creature exists underground, in the form of a large cavern filled with bizarre, glowing spires. The aboveground structures are used primarily for feeding and reproduction. The latest miscreant to occupy the towers is a mangled wizard (or wizards, depending on your method of counting) and his/their thralls. The wizard's two halves, Malagar-Left and Malagar-Right, are ignorant of the true nature of this place – and this has led to a dire misunderstanding between the two halves. The Malagars have always cooperated with each other in their malevolent endeavors, but the wizards' guardians and their hoards of ancient artifacts have recently disappeared. Each half suspects the other of the theft, and they have squared off against one another. The unusual truth of the matter is that the wizards stored their hoards in the feeding-towers, their guards have been digested, and their valuables are scattered about the internal organs of the beast.

Astute players may bargain with one or both wizard-halves, seeking to play them off each other. The halves are evenly matched and fear a direct conflict – they will welcome the assistance of a third party to tip the scales.

The Tower Creature: The extraterrestrial is a beast whose organs shape themselves into towers and other structures. The aboveground section is plated in heavy black stone scales, each between four and eight inches thick. If a stone is pried up (requiring a successful Open Doors roll), the sickly violet flesh beneath will be revealed, oozing a yellowish greasy pus. Such a violent action is sure to prompt an immune response – within 1d6 rounds, a group of 2d4 **Plasmoid Defenders** (DC 6, HD 5, hp 23 each, # AT 2, D 1d6, MV (30'), Save F 5, ML 12) emerges from the Excretive Pit to eliminate threats and seal the wound.

An immature aboveground tower appears to be a stone-roofed hut, with four large windows. As it matures, the tower grows underneath the hut, reaching a height of 50'.



The towers feature a scaled stone stairway leading to a yawning entrance. Inside, an internal spiral staircase leads to the hut at the pinnacle. The center of the tower is occupied by what appears to be a stone pillar. The floor of the hut has a rough spiral design to its floor-scales above this center section – this is a sphincter allowing access to the reproductive or digestive tubes beneath.

Below ground, the creature's innards comprise a cavern 150' high. The stone below is smooth and plastic, covered with spines as large as a man. The towers here are taller and more delicate than those on the surface, with bridges connecting many of the spires. These towers are the beast's internal organs (heart, mind, lungs, and stomach), and dimly glow with a sickly yellow light.

Involving the Players: Merchants traveling through the village of Lannington will tell their strange tale of mysterious towers on a magical hill to anyone who will listen. Each will have a conflicting tale about the nature of the bandits within, and a few stories about the loot from captured caravans should be enough to hook the players.

If the players are of an altruistic bent, an unctuous merchant named Hrezling will offer a reward of 1,500 gp to the party if they can bring back his daughter and the valuable necklace she was wearing – both were taken from his caravan during a bandit attack the week before. “No necklace, no reward! My Hrezwina is a fine girl, but she’s probably despoiled now, and that necklace is worth more

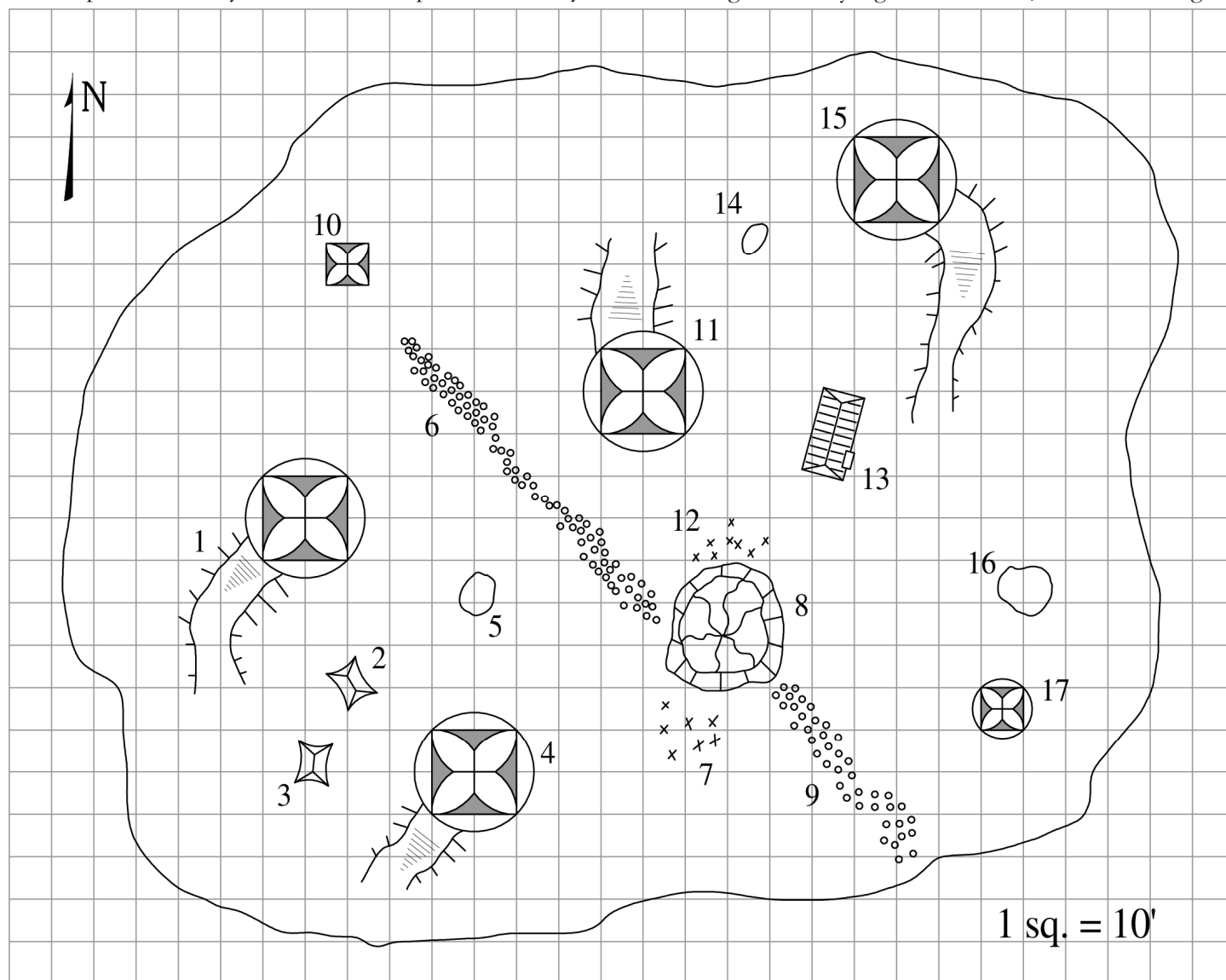
than she'd ever fetch in a marriage contract! Err, purely sentimental value, of course."

Encounter Areas Above: The two wizard-halves have split the hill into two opposing territories, and have built a low stone wall between these halves from loose scales that the creature has shed. Malagar-Left and his horde of Crocodilians have claimed the southwest half of the hill, while Malagar-Right and his band of Thrice-Eyed Savages have established camp on the northeast half.

1. Fruiting Tower of Malagar-Left. A pair of **Crocodilians** (DC 3, HD 3, hp 14 each, # AT 1, D 1d10, MV (40'), Save F 3, ML 8) stand guard at the entrance to this tower. One is equipped with a horn it will use to alert the camp in case of attack. The entrance has been fitted with a crude door. In the "hut" at the top of the tower are Malagar-Left and a human woman, Hrezwina. Malagar-Left is half of the wizard Malagar. The perfectly-divided left half of his body is human, while the right half is an armored fabrication of steel, wire, and reinforced hydraulic hose. Up until recently, he has been in perfect harmony

with his right half – but now he heavily suspects his counterpart in the disappearance of his treasure from the Southwest Feeding Tower. **Malagar-Left** (DC 4, Mag 6, hp 22, # AT 1, D 1d6+1, MV (40'), Save Mag 6, ML 10) wields a stainless steel *staff of the serpent* (snake is DC 2 due to stainless steel scales) in combat, and has the following spells memorized: *hold portal*, *magic missile*, *continual light*, *ESP*, *fireball*, and *baste*. If approached peacefully (or if the party is captured), he will offer them a portion of Malagar-Right's loot, and their lives, in exchange for the party's assistance in murdering him. This half of Malagar is a humorless tyrant, and his offer will be liberally peppered with threats of horrible mutilations and death. Malagar-Left absolutely refuses to discuss how he was divided from Malagar-Right.

Hrezwina (DC 9, hp 1, # AT 1 slap, D sharp nails do 1 point damage, MV (40'), Save War 0, ML 6) is the daughter of the merchant Hrezling. She was captured by bandits from her father's trading caravan while traveling towards Lannington. Most of these bandits were brought to the Feeding Towers by digestive servitors, and when Malagar's



minions cleaned up the survivors, they brought her to the wizard-halves. Hrezwina is quite taken with the pair when they are together, and was entertaining the two halves the night the Feeding Towers swallowed their treasures. Separated from each other, she finds the halves to be quite obnoxious, and is looking for a way to either re-unite them or escape. She wears a few shreds of transparent silk and nothing else. Her valuables (and her honor) were taken by the original group of bandits – players seeking her necklace will have to search the interior of the tower-creature, as it went down the gullet of the Feeding Tower with the bandit chieftain. Her honor is, alas, irretrievable.

The walls and floors of the hut are covered with luxurious woolly mammoth furs (hiding the strange spiral sphincter-pattern on the floor). There is a small writing desk and chair, a low table for eating while seated cross-legged on the floor, and a chamber-pot (recently emptied and rinsed). On top of the writing desk is Malagar-Left's spellbook, containing the following spells: *bold portal*, *magic missile*, *shield*, *continual light*, *ESP*, *knock*, *fireball*, *fly*, and *haste*. Only every other letter is written – Malagar-Left is capable of learning spells from it, but unless it is painstakingly merged with Malagar-Right's spellbook, it is worthless to anyone else. The sphincter under the floor cannot be cajoled open through prying or other means until the tower is ready to eject its stone seed into space. In the event of an attack, Malagar-Left will direct his troops from the windows of the tower-hut, casting spells as the opportunity arises.

2. Crocodilian Tent. Two **crocodilians** stand guard outside this tent, and another 10 are housed within (DC 3, HD 3, hp 14 each, # AT 1, D 1d10, MV (40'), Save W 3, ML 8). The tent contains hammocks strung between poles, on which the crocodilians recline, and a small fire-pit. A haunch of aged bandit is currently roasting on the fire.

3. Other Crocodilian Tent. Eleven **crocodilians** (DC 3, HD 3, hp 14 each, # AT 1, D 1d10, MV (40'), Save W 3, ML 8) are relaxing in this tent. It contains hammocks strung between poles, two barrels of water, and three crates of stale iron rations.

4. Southwest Feeding Tower. Malagar-Left used this tower as his treasury, leaving six crocodilians to guard his hoard of ancient books and technological artifacts. In the middle of the night, the tower-creature grew hungry, and the feeding-sphincter in the floor opened up, dumping the treasure and guards into its feeding tube. Several of the artifacts have survived the digestive process, and may be found in the creature's innards – the books and guards, however, are a total loss. The tower-creature prefers to feed at night – any given evening, there is a 1 in 6 chance that both feeding towers will open their sphincters, pouring the contents of the towers into the beast's gullets. If less than a half-ton of meat is swallowed, 1d12 **digestive servitors** (DC 1, HD 6, hp 27 each, # AT 2, D 1d8, MV (40'), Save W 6, ML 12) will spew out of each tower, seeking flesh to drop into the feeding tubes. The

sphincter resembles a strange spiral pattern in the floor of the hut when closed. Attempts to pry stones loose in the floor have a 10% cumulative chance per round of causing the sphincter to reflexively open, swallowing the entire contents of the room. A successful save vs. paralyze by characters within 5' of the stairs will allow them to escape this fate – others are doomed. The sphincter will snap shut after swallowing the contents of the room. The feeding tube beneath the sphincter will tightly constrict about whatever objects fall into it, slowly guiding them through digestive tower below into pools of digestive enzyme. The walls of the tube are also lined with enzyme slime, and will do 1d6 points of damage per round to creatures within the tube. The tubes take 20 rounds total to move an object from the sphincter to the pools.

5. First Cyst. This cyst was created when a plasmoid defender killed a goblin that had been prying up a stone scale. The cyst appears to be sickly yellow hemisphere of rough translucent stone, 5' in diameter, protruding out of the surface of the hill. It will take 20 hit points of damage to smash through the inch-thick stone skin. The cyst is filled with yellow pus the consistency of custard. The rotting remains of the goblin, and its small fortune of 10 sp, may be found underneath the pus. If the entire party covers themselves in this pus, they will become less noticeable when inside the tower creature's body, and wandering monster checks will no longer need to be performed. The disguise fails close-up, however.

6. North Wall. The low wall here has been hastily constructed from loose scale-stones. It is three feet high, and not particularly stable. Four **crocodilians** (DC 3, HD 3, hp 14 each, # AT 1, D 1d10, MV (40'), Save W 3, ML 8) patrol the southwest side, and three thrice-eyed savages (AC 3, HD 4, hp 18 each, # AT 2, D 1d6, MV (40'), Save F 4, ML 10) patrol the northeast side, waiting for the inevitable orders to begin hostilities.

7. South Bone Piles. Crushed and broken bones surround the excretive pit. Close examination of the bones will reveal that most are human and goblin – but a few close to the pit are crocodilian and thrice-eyed savage bones. There are also a few filth-encrusted bent and battered gold coins scattered throughout the bones (20 gp total). 1d3 gp can be found per round of searching.

8. Excretive Pit. The pit is only three feet deep, with deep cracks radiating from the center of its rocky floor. If stood on, the floor of the pit will give slightly, and rapping against it produces a hollow sound. The pit is the mechanism the tower-creature uses to evacuate its waste (mostly the bones of former meals). In the middle of the night, the star-shaped flaps covering the pit flip upwards, and constrictive muscle movements in the excretive tower below push the waste up at high velocity, causing a rain of bones around the pit. The flaps can be pried open individually with no ill effect, revealing a fleshy tube leading down 150' to the base of the excretive tower. A



dim light can be seen at the bottom. Any flaps pried open will snap shut 1d6 turns after being opened. This is the easiest way into the tower-creature's innards.

9. South Wall. The wall here is manned by two **crocodilians** (DC 3, HD 3, hp 14 each, # AT 1, D 1d10, MV (40'), Save W 3, ML 8) and two **thrice-eyed savages** (DC 3, HD 4, hp 18 each, # AT 2, D 1d6, MV (40'), Save W 4, ML 10). They are busy playing cards on top of the low scale-stone wall, until hostilities inevitably begin.

10. Immature Tower. A small stone hut stands here. The large window openings on each of its four walls may be used as entrances. The floor has a spiral sphincter, but no amount of cajoling will cause it to open. If left alone, the hut will mature into a full-sized fruiting tower in 3 weeks.

11. Fruiting Tower of Malagar-Right. Four **thrice-eyed savages** (DC 3, HD 4, hp 18 each, # AT 2, D 1d6, MV (40'), Save W 4, ML 10) stand guard at the base of this tower. One of them carries a large pike on which is hung the standard of Malagar-Right – a half-man black stick figure on a yellow background. At the top of this tower resides **Malagar-Right** (DC 4, M 6, hp 22, # AT 1, D 1d8+1, MV (40'), Save M 6, ML 10). The perfectly-divided right half of his body is human, while the left half is an armored fabrication of steel, wire, and reinforced hydraulic hose. He wields a *long sword* +1 in his robotic left hand, and has the following spells memorized: *magic missile*, *shield*, *ESP*, *knock*, *fireball*, and *fly*. He is convinced Malagar-Left has robbed him, and to add insult to injury, his other half has kept the delightful Hrezwina all to himself. If approached peacefully, he will offer the party a portion of Malagar-Left's treasure for assistance in killing him. Malagar-Right is both sadistic and ridiculous, with a

fondness for lousy puns. "I'm sure you'll agree my way is the Right way!" and "Don't be Left behind – the Right choice will enrich you beyond your wildest dreams!" are typical examples of conversation with this half. If asked how he was divided from his left half, Malagar-Right will mumble something incoherent about "bandsaws of longevity," not going into any further specifics.

The room is empty, except for a somewhat dirty feather mattress and half-full chamber pot. Malagar-Right keeps his spellbook under the mattress. Only every other letter is written – Malagar-Right is capable of learning spells from it, but unless it is painstakingly merged with Malagar-Left's spellbook, it is worthless to anyone else. It contains the spells *bold portal*, *magic missile*, *shield*, *continual light*, *ESP*, *knock*, *fireball*, *fly*, and *haste*. In the event of an attack, Malagar-Right will cast spells wildly from the windows of the tower-hut, with no regard for the welfare of his thrice-eyed savages.

12. North Bone Piles. These piles are much like the south bone piles (7) – but there is an additional prize to be found. Malagar-Left's *Pipes of Ruinous Intention* lie here among the bones, bent, scratched, and twisted out of shape. The damage to the *pipes* cannot be repaired, and if returned to Malagar-Left, he will be incensed at Malagar-Right's poor treatment of his artifact. If brought to Malagar-Right, he will not recognize the badly mangled *pipes*.

13. Barracks of the Thrice-Eyed Savages. 2 **thrice-eyed savages** stand guard outside the barracks, and inside are 21 more (DC 3, HD 4, hp 18 each, # AT 2, D 1d6, MV (40'), Save F 4, ML 10), resting in preparation for the upcoming conflict. This crude building was constructed by the human bandits when they first occupied the tower-creature. It is constructed very poorly from rough-hewn planks, and leaks badly when it rains. Next to a few barrels of the fungus-paste beloved by the thrice-eyed savages, a human bandit, **Krot** (DC 7, T 1, hp 3, # AT 1, D by weapon, MV (40'), Save T 1, ML 8) is tied to a support column. He was captured when the Malagar halves assaulted the remaining bandits. If asked, he may recount how horrible monsters spewed forth from two of the towers, killing and dragging off most of his bandit brethren during the night, and of Malagar's attack on the survivors the next day.

14. Second Cyst. This cyst is much like the first (5). It contains the remains of a human bandit who had the poor judgment to pry up a scale-stone. He had managed to acquire a silver-and-garnet bracelet (worth 600 gp) without his fellows noticing, and this treasure is entombed with him in the cyst.

15. Northeast Feeding Tower. This feeding tower is much like the southwest feeding tower (4), and the story is much the same – Malagar-Right's collection of potent relics and the thrice-eyed savages he had left guarding them have been swallowed by the tower-beast. Since the

disappearance, Malagar-Right has stationed another **thrice-eyed savage** (DC 3, HD 4, hp 18, # AT 2, D 1d6, MV (40'), Save F 4, ML 10) in this tower as a lookout.

16. Third Cyst. This cyst is superficially much like the first (5). Under the pus inside, however, is a still-living giant tick (DC 3, HD 4, hp 19, # AT 1, D 1d4 plus disease and 1d6 blood drain, MV (10'), Save W 4, ML 8). The tick will gladly detach from the tower-creature to feed on tastier terrestrial beings. Should players blindly reach into the pus, the tick will automatically gain surprise and have a +4 chance to hit. Additionally, while it is hidden in the pus, players will suffer a -4 penalty to attack rolls.

17. Upper Respiratory Tower. This tower is used by the tower-creature to breathe. There is no entrance at the base of the tower – players will have to climb the 50' stone surface to gain entrance. The hut at the top has no floor – inside is a sheer 200' drop to the bottom of the tower inside the creature.

Encounter Areas Below: The “cave” that forms the interior of the tower-creature is dimly lit by the glowing towers throughout. The slick, black stone floors and walls of the cave are covered with tall, pointed thorns at irregular intervals, spaced around 10' apart and varying from 3' to 6' high. The towers themselves are likewise covered with thorns (which makes scaling them relatively easy for players with rope and grappling hooks). While the party is traveling through the “cave,” check for wandering monsters twice every turn (1 in 6 chance). Roll a d6 and consult the table below if an encounter is indicated:

d6	Encounter
1	1d2 digestive servitors (DC 1, HD 6, hp 27 each, # AT 2, D 1d8, MV (40'), Save W 6, ML 12). These will ignore the party unless attacked.
2	1d8 mineral gatherers (DC 7, HD 1+1, hp 6 each, # AT 1, D 1d4, MV (20'), Save W 1, ML 10). They will attach themselves to any PCs wearing metal armor.
3	2d6 parasitic wingworms (DC 5, HD 3, hp 13 each, # AT 1, D 2d4, MV (1', fly 60'), Save W 3, ML 8)
4	1d6 flapping antibodies (DC 6, HD 2, hp 9 each, # AT 1, D 1d4+poison, MV (1', fly 50'), Sv W2, ML 12)
5	1d6 plasmoid defenders (DC 6, HD 5, hp 23 each, # AT 2, D 1d6, MV (30'), Save W 5, ML 12)
6	Zelothar, from 30

If all the players have coated themselves in pus from one of the cysts on top of the scale-stone hill, they will not attract wandering monsters. This disguise does not work close-up, however.

18. Excretive Tower. This glowing tower extends to the ceiling of the cavern. The base of the tower sits in a 5' deep pit, with a small amount of bones and other detritus inside. The interior of the tower is lined with violet fleshy muscle, capable of constricting and expelling debris when

it spills from the outer pit into the tower's base. A narrow span connects the south digestive tower to the excretive tower, 30' above the floor of the cave. There is a narrow opening in the digestive tower where the span attaches.

19. Hemangioma. A lump of violet flesh covered with thick yellow veins and ropy red tendrils protrudes from the smooth black surface of the cave floor. The tendrils on this bizarre lump of tumorous flesh are 5' long, covered



with short sharp spines, and will attack any creature within range (DC 9, HD 4, hp 15, # AT 4, D 1d4 each, MV n/a, Save W 1, ML 12). If the hemangioma is damaged, 1d6 **flapping antibodies** (DC 6, HD 2, hp 9 each, # AT 1, D 1d4 plus poison, MV (1', fly 50'), Save W 2, ML 12) will arrive the next round to defend the fleshy growth. One of the tendrils has grasps a silver necklace with a pure black onyx gem hanging from it, worth 150 gp. This is actually a *peripart of proof against poison*, and belongs to the merchant Hrezling, Hrezwina's father. Normally Hrezling uses this to convince his enemies that the wine he serves isn't poisoned, but Hrezwina had been wearing it in an attempt to look pretty for a sleazy lout of a caravan guard when she was captured by bandits. Her would-be boyfriend surrendered her without a fight, to her deep annoyance.

20. Lower Respiratory Tower. Strong breezes regularly blow in and out of the entrances at the base of the respiratory tower. The interior is empty – it is a vertical shaft leading straight up 200' to the peak of the upper respiratory tower (17).

21. South Excretion Trail. Ten **excretive goons** (DC 9, HD 1, hp 5 each, # AT 1, D 1d2, MV (10'), Save W 1, ML 8) are constantly making their way back and forth along this trail, moving fragments of bone from the enzyme pools at the base of the south digestive tower (22) to the pit at the base of the excretive tower (18). The goons are completely oblivious to the party, and will not interact with them, even to defend themselves. If a player puts anything on the ground near them, however, they will pick it up and bring it to the excretive tower if it is bone or other organic matter, take it to the heart tower (27) if it is a precious metal, or hurl it 50' away in a random direction otherwise.

22. South Digestive Tower. The base of this tower is surrounded by a 3' deep pool of digestive enzymes, which will cause 1d6 points of damage per round to any creature in contact with it. The excretive goons from 21 will occasionally walk into and out of the pool, dragging out bits of bone. The tower extends all the way to the ceiling, where it becomes the southwest feeding tower in the upper section. A narrow span connects the excretive tower (18) to this tower, 30' above the cave floor. There is an opening where the span meets the tower, allowing entrance into the enzyme-coated feeding tube, should players feel suicidal. Another similar span (45' above the cave floor) connects to the infected tower (26). The base of the tower has many openings, allowing partially-digested prey to collect at the bottom of the enzyme pool.

23. West Reproductive Tower. This tower appears as a pillar of dimly glowing material leading up to the ceiling. The tower is hollow, with a stone seed (DC -1, HD 9, hp 41 each, # AT 2, D 1d10, MV (20'), Save W 9, ML 7) inside the base – but there is no entrance. The glowing stone of the tower is thin, though, and will only take 15 hp of damage to break through. Doing so will attract 2d6

flapping antibodies (DC 6, HD 2, hp 9 each, # AT 1, D 1d4 plus poison, MV (1', fly 50'), Save W 2, ML 12).

24. Crushing Organelle. A lump of stone, 3' high, with a hole on top stands here. The interior of the lump is hollow, and there are a few bits of twisted metal at the bottom. Should anything contact the bottom of the lump, this organelle will snap shut and constrict violently, doing 2d8 crushing damage to any body parts caught inside (save vs. paralyze for half). After a round of mangling, the organelle will spit the broken remains of whatever got caught inside out. If an entire body is placed inside, it will be crushed down into a pink diamond with a tiny compressed skeleton in its center (worth 1,000 gp). The organelle may only be triggered 3 times before it becomes stressed and begins to bleed yellow pus – at that point, 1d8 **plasmoid defenders** (DC 6, HD 5, hp 23 each, # AT 2, D 1d6, MV (30'), Save W 5, ML 12) will head towards the organelle to destroy intruders. Surrounding the organelle are several crushed swords and pieces of armor. There are also six very small uncut pink diamonds, each with a tiny bone-shaped flaw inside, worth only 50 gp apiece.

25. Immature Reproductive Tower. This tower is much like the one at 23, but the stone seed within is immature and helpless.

26. Infected Tower. This tower does not glow like the others – it is jet black, and the stone is rough and crumbles to the touch. It is infested with a plague of parasitic wingworms, and has become necrotic. The tower interior has 5 levels, each with a floor and stairs leading up and/or down along the inner wall of the tower. Each level is 15' high.

Level 1: This level is at ground height, and is windowless. Three confused plasmoid defenders are making threatening noises at Malagar-Right's *censer of controlling air elementals*.

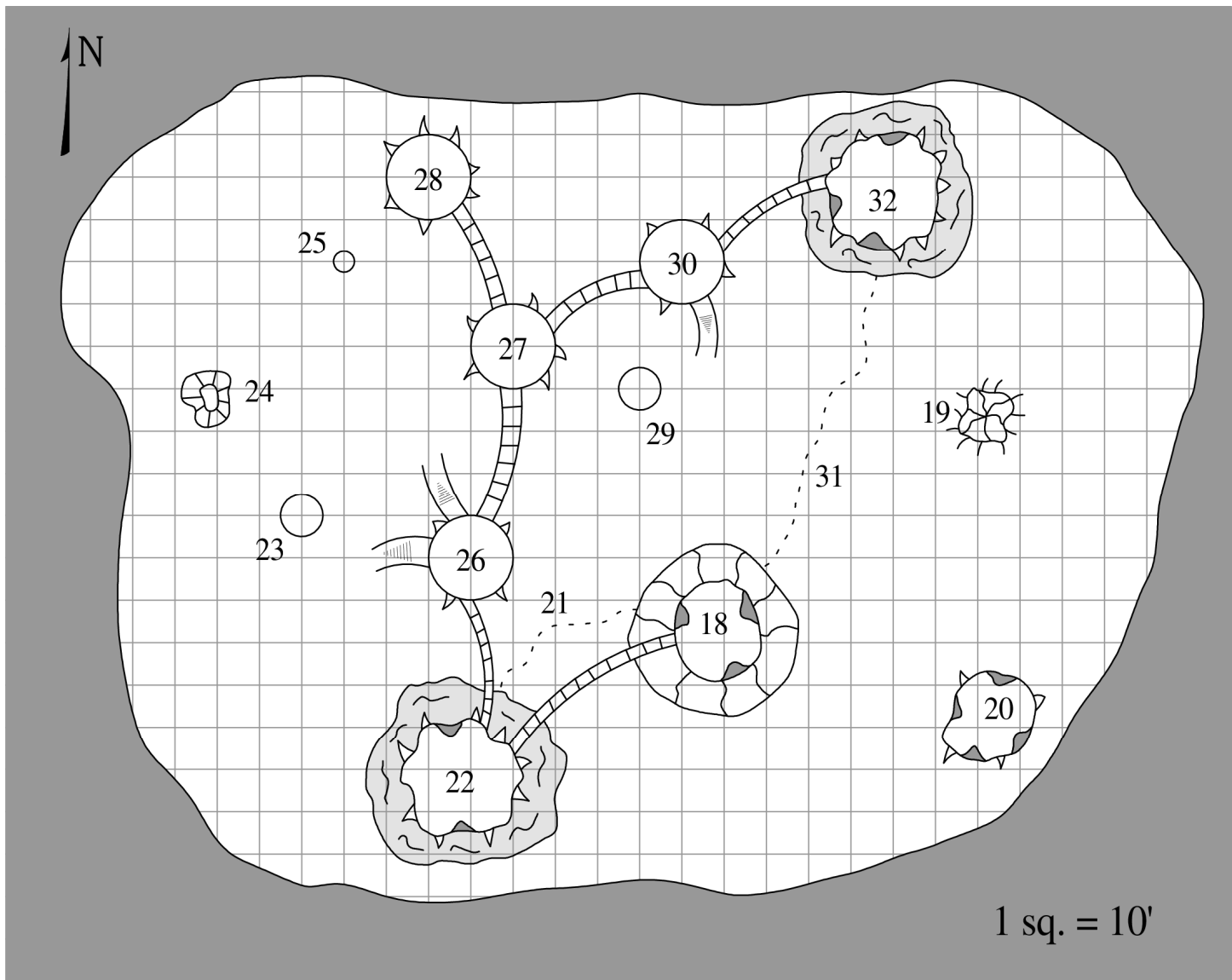
Level 2: The western stairway leads up to a tower entrance on this level.

Level 3: The northwest stairway leads up to an entrance on this level. An exit to the north also leads across a narrow span to the 3rd level of the heart tower (27).

Level 4: This level has many windows overlooking the interior of the beast. An exit to the south leads across a narrow span to the south digestive tower (22). Seventeen **parasitic wingworms** (DC 5, HD 3, hp 13 each, # AT 1, D 2d4, MV (1', fly 60'), Save W 3, ML 8) are scrabbling at the interior walls and ceiling, sucking fluids from cracks in the stone wall. They will be quite enthused by the prospect of fresh two-legged meat.

Level 5: The many-windowed top floor is empty.

27. Heart Tower. This tower functions as the beating heart of the tower-beast. A rhythmic “thump-thump” can be heard from the interior of the tower as the players approach it. The tower interior has 6 levels, each with a floor and stairs leading up and/or down along the inner



wall of the tower. In the center of each room is a three-foot thick pillar of twisted yellow veins, eventually leading up to the heart on the top floor. Each level is 15' high. If the veins are damaged in any way, the response will be swift and dramatic: 2d6 **plasmoid defenders** (DC 6, HD 5, hp 23 each, # AT 2, D 1d6, MV (30'), Save W 5, ML 12) will rush the tower, crossing the spans from the infected and instinctive towers, while 2d8 **flapping antibodies** (DC 6, HD 2, hp 9 each, # AT 1, D 1d4 plus poison, MV (1', fly 50'), Save W 2, ML 12) will swoop in through the windows to seek out and destroy the intruders. The veins can take 30 hp of damage before they burst, filling the tower with a slick of yellow blood. The creature will then go into its death throes (detailed below).

Level 1: This level is at ground height, and is windowless. Great clumps of coagulated yellow blood clots are scattered about the floor. All in all there are 7 clumps; if split open each will be found to have 2d12 gold coins inside.

Level 2: This level has several windows overlooking the beast's innards.

Level 3: There are three exits here, opening onto spans leading north to the thoughtful tower (28), east to the instinctive tower (30), and south to the infected tower (26).

Level 4: Seven **flapping antibodies** (DC 6, HD 2, hp 9 each, #AT 1, D 1d4 + poison, MV (1', fly 50'), Save W2, ML 12) flutter around in this room, watching for intruders.

Level 5: This level is empty. Several windows overlook the interior of the tower-creature.

Level 6: The glowing yellow heart of the beast sits in the middle of this chamber, atop a mass of veins protruding from the floor. Five **mineral gatherers** (DC 7, HD 1+1, hp 6 each, # AT 1, D 1d4, MV (20'), Save W 1, ML 10) are busy pasting gold coins and trinkets to the heart using their sticky saliva as adhesive. In total, the heart is plastered with 5,000 gp worth of gold. The adhesive is incredibly strong, and removing the coins will severely damage the heart – each 1,000 gp removed will cause 1d8 points of damage. The heart will only take 20 points of damage before it ceases functioning, sending the tower-creature into its death throes.

Death Throes: If the heart is destroyed, or the veins ruptured, the tower-creature will enter its death throes. All tower organisms will act as if they under the effect of a confusion spell, and will die entirely within 1d4 turns. The interior towers will cease to glow at the end of 5 rounds, leaving the party in total darkness if they do not have another light source. The two mature reproductive towers will eject their stone seeds immediately, causing 6d6 points of damage to any creatures within the “huts” at the top. The stone seeds are 50% likely to misfire, however, and if they do, they will land within 100’ of the tower-creature’s stone hill. Without the long travel through the cold reaches of space to calm their nerves, they will attack any living creature they see.

28. Thoughtful Tower. This tower serves as the primitive mind of the tower-creature. Once a stone seed has taken root, the mind becomes a pointless artifact, and it spends most of its time dreaming of its extra-solar existence. The tower interior has 6 levels, each with a floor and stairs leading up and/or down along the inner wall of the tower. Each level is 15’ high.

Level 1: This level is at ground height, and is windowless. A pool of liquid is at the bottom of this tower, constantly changing colors, shifting from reds to purples to blues and back. The pool is only a quarter of an inch deep and consists of the discarded dreams of the tower-beast. A small taste of the liquid will reveal it has some sort of mind-expanding effect, but the specifics are impossible to determine. There is only enough liquid to fill a single flask, and the full flask is required to trigger liquid’s actual effect: it causes the drinker’s most secret, treasured dream to become real for the next 1d6 turns.

Level 2: This windowed level is empty.

Level 3: A horribly enzyme-scarred **thrice-eyed savage** (DC 3, HD 4, hp 7, # AT 2, D 1d6, MV (40’), Save W 4, ML 10) somehow survived ingestion and now lies here in pain, clutching a stoppered stainless steel flask – this is Malagar-Right’s *potion of super-heroism*. There is an exit to the south, leading over a perilously narrow span to the heart tower (27).

Level 4: This level contains the deepest thoughts of the tower-creature – its memories of endless travel through the depths of space. The stairs leading up and down out of this level can only be seen dimly – the players will perceive themselves to be standing on an invisible platform somewhere in the far reaches of the galaxy, with glowing gas nebulae, black holes shooting jets of bright particles, and rocky planetoids hurtling through the abyss. For each round spent in this room, the stairs will become visibly less substantial – after four rounds, the players will find themselves hurtling towards a green planetoid orbiting a double-star, and if they remain another two rounds, they will be physically transported to the surface of this alien world as the stairs disappear completely.

Level 5: A **mineral gatherer** (DC 7, HD 1+1, hp 6, # AT 1, D 1d4, MV (20’), Save W 1, ML 10) pounds futilely at the interior wall of the tower, driven mad by the beautiful helm it is wearing – this is Malagar-Left’s *helm of alignment change*. If not attacked, the mineral gatherer will follow the party around, wordlessly assisting them.

Level 6: In the center of this room is a column of gray cerebral matter running from floor to ceiling. Throbbing veins of yellowish liquid can be seen in the tissue. The brain takes 10 hp of damage to destroy – but having no nerves, damage to it will not attract any hostile response. Destroying the brain will cause level 4 to become a “normal” empty tower room – beyond that, there is no effect on the tower-creature.

29. East Reproductive Tower. This tower is identical to the west reproductive tower at 23.

30. Instinctive Tower. This tower contains the base instincts of the tower-creature, as well as an unusual parasite. The tower interior has 6 levels, each with a floor and stairs leading up and/or down along the inner wall of the tower. Each level is 15’ high.

Level 1: This level is at ground height, and is windowless. It contains a stockpile of rotting, half-digested meat, scavenged by Zelothar.

Level 2: There is an opening on the south wall with stairs beyond, leading down to the floor of the outer cavern.

Level 3: An opening to the west leads to a narrow span, connecting to the heart tower (27). The span is 30’ above the floor of the cave.

Level 4: An exit to the east opens onto a narrow span leading to the north digestive tower (32), 45’ above the cave floor. An alien lemnothelion named **Zelothar** (DC 7, HD 4, hp 15, # AT 3, D 1d6, MV (30’), Save W 4, ML 7) has made its home here. It will be quite intrigued to meet other sentient creatures, and will offer them some of its food-paste (made from chewed meat and flavorful excretions, and infected with microscopic lemnothelion larvae). Zelothar will be friendly as long as he is not attacked, but will quickly turn hostile should the players attack its host.

Level 5: A glittering cord of silvery flesh runs from floor to ceiling in the center of this room. This is the cluster of nerves governing the feeding instinct. It takes 10 hit points of damage to sever the cluster, and doing so will attract 1d12 **flapping antibodies** (DC 6, HD 2, hp 9 each, # AT 1, D 1d4 plus poison, MV (1’, fly 50’), Save W 2, ML 12). Once severed, the tower-creature’s desire to feed will disappear, and it will starve to death in two weeks time.

Level 6: A glittering cord of sapphire-blue flesh runs from floor to ceiling in the center of this room. This cluster of nerves governs the reproductive instinct. It takes 10 hit points of damage to sever the cluster, and the damage will attract 1d12 **flapping antibodies** (DC 6, HD 2, hp 9 each,

AT 1, D 1d4 plus poison, MV (1', fly 50'), Save W 2, ML 12). Without this nerve cluster, the creature will never fire the stone seeds into space.

31. North Excretion Trail. Seven excretive goons (DC 9, HD 1, hp 5 each, # AT 1, D 1d2, MV (10'), Save W 1, ML 8) travel back and forth between the excretive tower (18) and the north digestive tower (32), much as they do at the south excretion trail (21). There is also a rogue **digestive servitor** (DC 1, HD 6, hp 28, # AT 2, D 1d8, MV (40'), Save W 6, ML 12) that keeps picking up the goons, shoving them in its mouth to taste for potential edibility, and spitting them out. The digestive servitor will attempt the same on any party members who approach, with violent results should the party resist. Passive party members will be dragged towards the enzyme pool around the north digestive tower (32) and tossed in.

32. North Digestive Tower. This tower is identical to the south digestive tower (22). A narrow span runs from this tower (connecting 45' above the cave floor) to the instinctive tower (30). An opening leads to the enzyme-coated interior of the tower where the span connects.

Aftermath: If the creature is not killed, it will continue to send out digestive servitors to gather the delicious walking lumps of protein that move into its towers (assuming the feeding instinct remains). After two more weeks, assuming it still has its reproductive instinct, the creature will launch its stone seeds into deep space, destroying whoever has moved into the stone huts atop the reproductive towers. A few days after that, a monstrous space predator will maintain a stationary orbit above the tower-creature, and extend a 50' wide feeding tube down to the planet's surface. This feeding tube will smash through the outer scale-stone and slurp up the delicious innards of the tower-creature. Once the wreckage is sucked clean of delicious purple meat, the space monster will depart, leaving only a crater for passers-by to contemplate.

If the creature is killed, the towers will begin to rot, and collapse spectacularly into a giant sinkhole within a month's time.

New Monsters

Crocodilian (Minion of Malagar-Left)

No. Enc: 2d6 (5d6)
Alignment: Chaotic
Movement: 120' (40')
Defense Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d10
Save: W3
Morale: 8
Hoard Class: None
XP: 65

Description: These reptilian humanoids are the sorcerous creations of Malagar's left half. Their bodies are covered in thick green scales, and they have the heads of crocodiles. They are typically armed with cruelly hooked pole arms.

Digestive Servitors

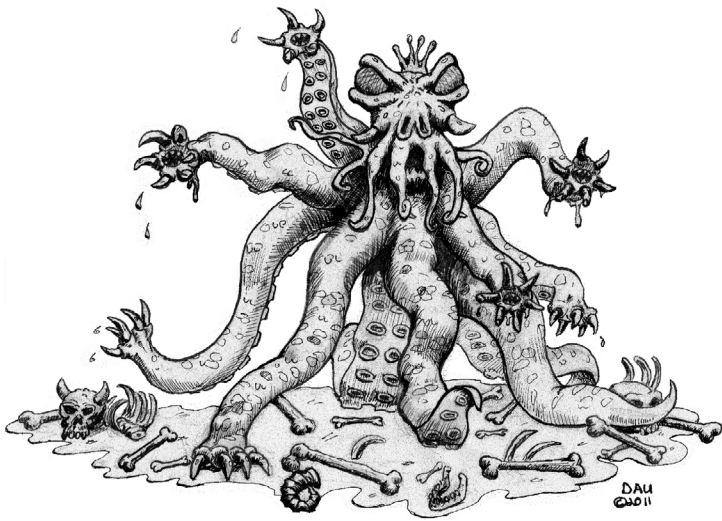
No. Enc: 1d12 (1d12)
Alignment: Neutral
Movement: 120' (40')
Defense Class: 1
Hit Dice: 6
Attacks: 2 claws
Damage: 1d8 each
Save: W6
Morale: 12
Hoard Class: None
XP: 820

Description: Digestive servitors are the mechanism by which the tower-creature gathers its food. When the tower creature is hungry, the servitors cram themselves into the bases of the digestive towers and are vomited forth to seek prey. Digestive servitors who are seeking food will attack until they slay a victim. Once the prey is slain, they will ignore other potential victims and single-mindedly drag the body back to a feeding tower. Servitors encountered inside the body of the tower-creature are usually placid unless attacked. A digestive servitor appears as a stony humanoid, 8' tall, with massive clawed hands, a large toothless mouth, and a lolling tongue. The mouth is only for tasting potential prey – there is no throat, and being gummed by the servitor does no damage.

Excretive Goons

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 30' (10')
Defense Class: 9
Hit Dice: 1
Attacks: 1
Damage: 1d2
Save: W1
Morale: 8
Hoard Class: None
XP: 10

Description: The excretive goon is an integral component of the tower-creature's digestive process. They are responsible for moving non-digestible waste out of the enzyme pits surrounding the digestive towers – coins and metals are left for the mineral gatherers to pick over, while bones and other organic debris are carried to the pit at the base of the excretive tower. An excretive goon appears to be a small brown humanoid, 2' tall, with no eyes, mouth or ears – only a large snuffling nose. If attacked, they will feebly beat upon their assailants with fragments of bone.



Flapping Antibodies

No. Enc: 1d6 (1d6)
 Alignment: Neutral
 Movement: 3' (1')
 Fly: 150' (50')
 Defense Class: 6
 Hit Dice: 2
 Attacks: 1
 Damage: 1d4 plus poison
 Save: W2
 Morale: 12
 Hoard Class: None
 XP: 38

Description: Flapping antibodies are the internal defense mechanism of the tower-creature. They appear as bright red bat-like creatures with no faces – only a thin tendril terminated by a stinger where a face normally would be. The stinger contains a virulent biotoxin, and anyone hit by it must save vs. poison or die within 3 rounds. Flapping antibodies will attack any living foreign object they encounter within the tower-creature's body.

Hemangioma

No. Enc: 1 (1)
 Alignment: Neutral
 Movement: n/a
 Defense Class: 9
 Hit Dice: 4
 Attacks: 4
 Damage: 1d4 each
 Save: W1
 Morale: 12
 Hoard Class: None
 XP: 135

Description: The hemangioma is a benign tumorous growth within the tower-creature's body. It appears to be a lump of violet flesh covered with thick yellow veins and spiny red tendrils. It will mindlessly attack anything that approaches within 5'.

Lemmothelion

No. Enc: 1 (1)
 Alignment: Neutral
 Movement: 90' (30')
 Defense Class: 7
 Hit Dice: 4
 Attacks: 3
 Damage: 1d6 each
 Save: W4
 Morale: 7
 Hoard Class: None
 XP: 190

Description: A lemmothelion is a parasite that lives inside larger animals. Full grown, this bright orange alien stands 6' tall, and is vaguely humanoid in appearance. It has three lower-body tentacles it uses as legs, and has six arms, ending in clawed hands. These are arranged in pairs around its body, with each pair having a limp-wristed weak arm for detail work, and a strong clawed arm for self defense. Only two of the strong arms can be brought to bear on a single opponent, as the third will necessarily be facing away. The parasite's lumpy head has three toothless sucker-like mouths and three eyes, spaced evenly around the circumference of its skull.

A lemmothelion speaks using a low-grade telepathy. Anything it wishes to communicate will be broadcasted to all intelligent creatures within 30'. It can hear "surface thoughts," and thus understand words spoken to it (or whispered to others out of earshot), but cannot read minds more deeply than that.

Lemmothelions survive by feeding on the half-digested food of their host. They take this food and smear their own secretions on it, creating cakes of food-paste that preserve remarkably well. The taste is sadly memorable. The secretions contain microscopic lemmothelion larvae, and any non-lemmothelions who partake will become infested. The swarms of lemmothelions in an infected host that cannot support a 6' tall parasite will, when the host faces off against a larger predator, attempt to use a collective mind-control to freeze the host in place. The lemmothelions would then be transferred to the larger predator when the original host is consumed. A save vs. magic is then required to avoid paralyzation for the duration of combat. A *cure disease* spell will eradicate a lemmothelion infestation.

Lemmothelions are jovial, friendly creatures, intensely curious about the world outside their hosts. They are also quite interested in sharing their food-paste, and thus propagating their species. They will often tell lies about healing powers and other magical effects to convince potential hosts to eat the larvae-laden paste.

Mineral Gatherers

No. Enc: 1d8 (1d8)
Alignment: Neutral
Movement: 60' (20')
Defense Class: 7
Hit Dice: 1+1
Attacks: 1
Damage: 1d4
Save: W1
Morale: 10
Hoard Class: None
XP: 15

Description: These humanoid beings are responsible for sorting mineral and metal content from the tower-creature's meals and using it to reinforce the creature's internal organs. They are particularly keen to gold-plate the heart. They are harmless unless attacked, although they will cling to any metal-armored characters, attracted to the shining metal surfaces. If the party damages them while trying to pry the things off, 1d6 flapping antibodies will swoop down the next round to attack. They appear as small gray humanoids, 3' high. In the center of their face is a drooling toothless mouth, with a ring of six eyes around it. Their saliva is very sticky, and they use it to apply metal to various spots they feel need reinforcing within the tower-creature's body. In combat, these creatures will pound opponents with their surprisingly strong three-fingered fists.

Parasitic Wingworm

No. Enc: 2d6 (2d6)
Alignment: Chaotic
Movement: 3' (1')
Fly: 180' (60')
Defense Class: 5
Hit Dice: 3
Attacks: 1
Damage: 2d4
Save: W3
Morale: 8
Hoard Class: None
XP: 65

Description: These winged blue worms are parasites, living off the succulent juices of the tower-creature's flesh. They have razor-sharp mandibles, capable of biting through the stone skin of the creature's innards. They will voraciously attack any thinner-skinned creature they see.

Plasmoid Defender

No. Enc: 1d6 (1d6)
Alignment: Neutral
Movement: 90' (30')
Defense Class: 6
Hit Dice: 5
Attacks: 2

Damage: 1d6 each
Save: W5
Morale: 12
Hoard Class: None
XP: 350

Description: These creatures are 7' tall humanoids of wiry muscle and thick yellow pus. They are responsible for defending and healing the tower-creature. They will pummel anything they find damaging the creature until it is dead, and then drape their bodies over the wound (and often their dead opponent, as well), forming a pus-filled cyst. When the wound is fully healed, the cyst will calcify.

Stone Seed

No. Enc: 1d3 (1d3)
Alignment: Neutral
Movement: 60' (20')
Defense Class: -1
Hit Dice: 9
Attacks: 2
Damage: 1d10 each
Save: W9
Morale: 7
Hoard Class: None
XP: 2,400

Description: Stone seeds are the immature form of the tower-creature. This 12' tall monster appears to be a stone humanoid, and it will smash anything threatening it with its massive fists. The stone seed is deeply paranoid, and simply being seen is enough of a challenge to send the stone seed into a murderous rampage. Stone seeds are most often encountered hurtling through the vastness of space, unless their parent misfired – in which case they will be found rampaging madly across the countryside.

Thrice-Eyed Savage (Minion of Malagar-Right)

No. Enc: 2d4 (4d6)
Alignment: Chaotic
Movement: 120' (40')
Defense Class: 3
Hit Dice: 4
Attacks: 2
Damage: 1d6
Save: W4
Morale: 10
Hoard Class: None
XP: 210

Description: These freakish humanoids are the warped results of Malagar-Right's genetics program. They are shaggy primitives, with three unblinking eyes in their broad foreheads. Malagar-Right has equipped them with thick white-dyed leather armor, reinforced with steel plates. They wear spherical helmets, with three black eye-holes, and each wields a pair of short swords. Ω

Tricks & Treats for

Tunnels & Trolls

by Wayne D. “Branderwydd” Cayea and Andreas Davour

House rules for 7th Edition (Andreas)

Armour: In earlier editions, armour was ablative, so additional hits made it less and less effective. I have found that after your delvers have bought the best armour and weapons in the book, there's not much more for a Warrior to spend his money on. Bringing back ablative armour helps somewhat, so when a PC takes more hits than the armour can absorb, the extra is not only subtracted from the character's CON, it's also subtracted from the HITS of the armour. A softer version of this rule subtracts only 1 from the armour's HITS each time the PC is damaged.

Money: Money is its own reward – so say the rules, at least. Personally I think there are too few “money sinks” in the game. While you can have the party pool their money to buy new spells for the casters, I think it is more fun for players to have money earned count toward their characters' betterment. This also rewards intelligent play by giving substantial XP to players who bypass fighting and go straight to the treasure! I suggest the old classic: 1 gp = 1 xp. Ken said he took this rule out because it lead to Monty Hall scenarios, and it can, but a GM can also adjust treasure rewards to take this rule into account.

Spite Damage: Spite damage, a new feature of *T&T*, is a great way to simulate lucky hits without cumbersome critical hit charts. As an additional option with this rule, consider allowing players to “cash in” a spite hit or two for special effects, like disarming or entangling an opponent. You suggest something and your GM will tell you how many spite hits it costs. Special effects or bypass the opponent's armour? You choose...

New Talents (Wayne)

Cartomancy (INT): This Talent can be used to read the tarot for divination purposes. The GM sets the SR level to gather useful occult knowledge, and should also use this talent as a pretext to drop vague hints and foreshadow things to come.

Kundalini (WIZ): Kundalini allows one to channel sexual energy into kremm. After experiencing orgasm, roll an SR save equal to the number of WIZ points immediately recovered. WIZ cannot rise above its full value this way.

Rune Magick (INT): A Rune Magician is familiar enough with the flow of kremm that she can shape it into a rune and anchor it to a location, to be triggered when someone sees or touches the rune. The level of the SR is equal to the level of the spell incorporated into the rune. The spell is embodied in the rune until triggered.

Combat Saves and Tricks (Calithena)

Dice Wagering: If you want extra dice in regular combat, roll a level *n* save against an appropriate attribute (usually ST or DX, but describe what you're doing to the GM to find out) where *n* equals the number of extra dice you want to battle with that round. Success = you get the dice; failure = you lose the dice. You can wager as many dice as you like, but if you wager more than you have a failure means that your foe adds the extra dice. *Example:* a vastly outmatched warrior with 5 dice makes an SR 7 save to wager 7 more: success means he battles with 12 dice, but failure means no dice and opponent gets 2 bonus dice – certain death! Dice wagering is not possible with missile weapons.

Penetrating Strike: Use this when you want your melee attack to work like a *Take That, You Fiend* or round 1 missile attack, getting through no matter the differential between rolls. To accomplish this, you must succeed at a special stat vs. stat SR, with the stat determined by the type of strike you are going for: Overpowering, brutal, punishing blow – ST
Precise, surgical strike – DX
Determining a weakness and exploiting it – INT
Just plain getting lucky – LK

Make an SR against your opponent's attribute + 10 to pull off a Penetrating Strike. If you succeed, you get full dice and adds and your attack works like a TTYF against the stated target, getting through for full damage (less armor) regardless of the foe's roll.

First Strike: This very tricky maneuver lets you get in your Penetrating Strike *before* your opponent has a chance to hit back, making your melee attack work like a missile attack. As Penetrating Strike, but only possible with a special DX SR against your opponent's DX + 20.

Backstab: A variant of First Strike. Spend the first combat round attempting to hide or distract your foes; make a DX vs. INT + 10 SR and do not add any dice to the common pool during the first round. If you make it, you also do not take damage from the common pool, but if you miss it you do and you may not take your Backstab the following round. If you make it, however, your Backstab on the following round counts as a First Strike. This trick is only usable if distraction is possible.

Focussed Attack: Sometimes there is one foe in an opposing band you really want to put the hurt on. This move can combine with normal combat to do just that. Make a level *n* Saving Roll against ST, DX, INT, or LK (depending on description and GM approval) for each *n* extra times the foe you are focusing on will count in the damage division. *Example:* Thuric is fighting an Ogre and his 3 Goblin henchmen. He is pretty sure the goblins will flee if he can take out the Ogre, so he decides to Focus his attack on the Ogre. He decides to make a level 3 Strength SR to do more damage to him. If he succeeds, his damage will be divided 7 ways (4/7 to the Ogre and 1/7 to each Goblin) instead of the normal 4. Characters failing at a Focussed Attack still add their dice to the common pool, but only for defensive purposes – these dice cannot actually damage opposing foes.

Bearing the Brunt: Like Focused Attack in reverse, this move helps you protect weaker compatriots against the vicissitudes of combat. This one usually works on ST, DX, or CON depending on description. Thus in the above example, if Thuric wanted to protect the enchantresses Clarissa and Sensimillia from most of the damage, he could make the same SR, and if they lost the round he would take 2/3 of the damage and they only 1/6 each. There is no penalty for missing a Bearing the Brunt SR. Ω

Monsters! Monsters! (Wayne)

Aicha Kandida

MR: 80

Combat Dice: 9+40

Special Damage: 1/2 Every point of 'spite' damage counts as two due to the monster's ferocity.

Special Abilities: See below

Description: This predatory monster dwells in rivers or pools. It appears as a beautiful young woman which attempts to lure men to a watery grave. When a suitable man is within its grasp, it shapeshifts into its true form – a large monster – and drags the victim under the water to be eaten. In monster form it appears as a greenish-black humanoid with scales and frills. Due to some quirk of its nature, it only attacks one person at a time. In combat all spite or hits should be directed toward the chosen victim. Occasionally it will release its prey if bribed with a sufficiently generous gift. This requires a level 3 SR on CHA (or suitable Talent) and an offering of at least 250 gp.

Aillen Trechenn

MR: 150

Combat Dice: 16+75

Special Damage: For every set of 4 sixes rolled, one of the heads breathes a noxious cloud of gas similar to a *Smog* spell (see 7.5e rulebook).

Special Abilities: 3 hits off due to its boney back spines.

Description: This triptych-headed monster only crawls out from its mound once a year on Samhain (Halloween). While it will attack anything that crosses its path, it especially hates humans and will attack them in preference to all other targets. Its body is equine and long, supported by eight legs. Its back is topped by a ridge of boney spines. It bears three vaguely horse-like heads, each of which breathes poisonous gas.

Attercroppe

MR: 30

Combat Dice: 4+15

Special Damage: 1/Venom – any damage taken to the CON is envenomed and does additional damage as per "Spider Venom" poison (see 7.5e rulebook).

Special Abilities: none

Description: This is an odd and mean-spirited faerie creature. Its name means "little poison head" in an archaic dialect of Common. While it is a snake, it possesses human arms and legs.

Winged Bison

MR: 18

Combat Dice: 2+9

Special Damage: 1/2 – Every point of 'spite' damage counts as two as the beast rams the character with its horns and trampled him under its hooves.

Special Abilities: Flying; its thick hide provides it with 3 hits off.

Description: These creatures range the plains of the world and can often be seen flying gracefully overhead in large herds. Strangely enough, they also tend to be drawn to desert areas and are often found near phoenixes.

Burach Bhadi

MR: 20

Combat Dice: 3+10

Special Damage: 1/1 – normal spite

Special Abilities: Kremm Lock and Drain (see below)

Description: The Burach Bhadi appears as a serpentine leech with nine eyes crowning its head. While it tends to live in shallow inlets and lakes, it does travel inland via streams and could end up nearly anywhere there is fresh water. Its favorite food is horseflesh, but it will eat almost anything endothermic. Like a snake, it hunts by scent. Once it scores damage on an opponent – even a single point of spite – it is attached and automatically does 1d6 points of damage (sixes explode) each round. Anyone fighting it has to make a L2 DEX SR or else they miss the creature and hit the victim instead! This massive leech is also known as the Wizard's Shackle because once it is attached to a person it does two things. First, it "locks" a person's kremm so that they cannot access it for spell casting. Second, it drains the person's kremm by an equal amount to the damage it causes each round.



Items Found in a Chest (Andreas)

When the famous illusionist Sphexa Drexia died, he left quite an intriguing collection of clothing behind...

The Foot in Mouth Hat: A Charisma-increasing pointy hat of the classic Magic-User kind. When trying to charm or influence somebody while wearing the hat, roll an SR on CHA at target lvl (or MR/10). If successful, the difference is the temporary addition to CHA for further interactions with that individual. If unsuccessful, the wearer suddenly makes a very serious social gaffe and really puts his foot in his mouth.

The Apparent Buckle: As far as belt buckles go, this one looks very bland. It's a flat circular piece of brass with the usual fittings. The only distinct feature is some runes of a mystic and arcane nature, deeply carved in the metal. When worn, the wearer stands out in a crowd. Every one of his distinguishing features is readily apparent, both good and bad. If he is being friendly, nobody can ignore it, and if he is aggressive everyone is enraged and wants to attack. Used with some cosmetic illusions it can be most effective.

Shoes of Dancing: These shoes always look newly polished and smell faintly of cloves and cinnamon. When worn, they at once transform the wearer into a world-class dancer. As a secondary effect, they will when a command word is spoken walk their wearer towards the (second-) best dancer nearby. After dancing, the wearer of the shoes will feel a overpowering urge to gorge on cinnamon buns.



Ring of Seduction: This ring of silvery metal depicts a snake swallowing its tail. If its wearer thinks of some sweet words of flattery while gazing at a potential paramour, and the ring will turn cold or hot to alert the wearer to his or her likelihood of romantic success. However, each time the ring turns hot its wearer should roll an SR on WIZ or INT, at level 1 the first time and moving up 1 additional level each successive time until a roll is failed. The first time the roll is failed the courtship of the supposed 'hot' paramour will go disastrously wrong.

Vest of Sharp Sight: This is a nondescript and slightly threadbare vest with a small brass chain fastened into one of the pockets. This chain is long enough to go from one pocket to the other and ends in an unmarked circular lump of metal. If this bit is twirled or swung like a pendulum on the chain, the vest's wearer will notice that any illusions or visual enigmas in his or her vicinity will take on a transparent quality and obviously stand out as unreal. The magic is centered on the chain, but if the chain is plucked from the vest it will no longer function, even if refastened.

Miscellaneous Magic (Wayne)

Aloe Ointment: Heals wounds at twice the normal rate outside of the dungeon, between adventures.

Balloon Dust: This enchanted silvery dust comes in small pouches. Anyone inhaling the powder swells up like a balloon (in a holiday parade) and drifts away on the breeze. Underground they will just bump along the dungeon ceiling. If propelled by a keen shove or punch it will follow its trajectory for short distances. If tethered, the balloon-person can be led around and may be of use for scouting. Taking any damage at all in this form (armor doesn't help, as it stretches out as if 'painted' on) causes all of the 'air' to rush out and the balloon careens off in random directions to fall eventually in a withered husk. If this damage was enough to kill the character, he or she 'pops' and dies, but otherwise the person returns to normal at the end of its duration, still having suffered the wound that deflated it. This effect lasts 1-6 turns.

Crystalized Toad Eggs: If the eater of one of these eggs makes a CON SR at the level of any mental spell or curse effecting her, she is cured of the effect – fear, insanity, mind clouding, *Dum Dum*, or what have you. Failure means the egg is vomited back up with no effect.

Vanishing Cream: Rubbed onto bare flesh, this unguent duplicates the effects of a *Hidey Hole* spell for 2 turns before wearing off. Ω



Mythal

fantasy setting by Calithena

General Description: The Old Peoples teach that Mythal is a bubble floating on an infinite sea, touching other bubbles at its borders. The Children of the High Lord say that Mythal is a proving ground, a place where it is given to the virtuous to seek salvation by obeying the High Lord's Commandments and expanding his Demesne. The Faerie Kynde say that Mythal is dying, that the New Peoples tear it apart with their infelicitous ways.

The Children of the High Lord respond that through their Way the world is being reborn. At the heart of the world, the High Lord's Demesne is ever-expanding, its light pushing back the boundaries of the Old World. Around this holy land sprawls the Borderlands, a vast region of petty fiefdoms, warlords, and brigandry, where those who serve the High Lord's ends vie with those who defend the Old Ways, and the majority wait to take sides at a time when the victor is more certain. Beyond the Borderlands are the Outlands, where northern reavers and pragmatic tribesmen, squatters in the shadow of the Ancients and mysterious visitors from over the Great Sea, follow their ancient ways, preparing for the coming storm. In the Outlands also dwell the receding peoples of Faerie, trolls

and elves, goblins and dwarves, as well as the brutish, brooding survivors of the Ancient world, the giant-folk, and – some say – dragons.

And somewhere beyond the world, Hell weaves its dark skein to snare the unwary.

To the North are the Reaver Sea, and Trollheim, and the vast undespoiled forests of elvenkind. In the East dwell the forest-tribes, and more elves, and below them the great Eastern mountains, where the dwarves yet hammer in the sweaty depths of the earth, and the elder giants while away their slumber. In the South lie the Great Salt Sea, and the Fiery Crag, and the endless mountains of the coast, beyond which no men of the High Lord have passed. To the West lies only the open ocean, with its strange peoples who now and again come to trade with the outlying ports of the Borderlands. They whisper of Mu and Lyonesse, of Atlantis and Lemuria, though one might pass a month in their ports and see only islander caravels and reaver longships come to port.

It is a time of destiny, and a time for heroes.

Who am I? In Mythal, you are an adventurer of the human peoples or of the faerie kynde. Faeries – dwarves and elves, goblins and trolls, and other, lesser-known races – all come from the Outlands in these dark times, as do some humans; but humans hail also from the Borderlands

and the High Lord's Demesne. If you are a human, where you are from colors your outlook. You must also declare your allegiance: do you serve the High Lord or one of the Old Powers? Or do you serve only yourself, or your country? Or have the dark powers of Hell claimed your soul?

Heroes walk many paths. Warriors, Wizards, the flexible Rogue and the supremely skilled Wizard-Warrior – and then Paladins, the High Lord's principal agents, and Berserkers, whose rage strikes hard against the Borderlands from the Outlands beyond.

What Do I Do? Mythal is a world of high adventure, so generally speaking that is what you will do here. Adventures come in many different styles, however. One might get embroiled in community struggles or explore an ancient catacomb almost anywhere, but here are some general guidelines for the different regions of the world:

- The Demesne of the High Lord is the place for edifying rhetoric, for undertaking epic quests that take you outside of it, and for the display of courtly graces. Only Human characters can have anything resembling a standard adventure in this region.
- The Borderlands are the place for political intrigue and military conquest. In the West, where the Borderlands touch the ocean, they can be a place for naval adventure as well.
- The Outlands are the place for all things weird and wondrous, as well as piracy and entertaining squabbles between villages and petty lords. They are also the place for anything involving the Fae races as a dominant group, and most 'big monster' scenarios. Within the Outlands there are more particular parameters:
 - The North is a place for wars between Elves, Trolls, and Human reavers. In Winter, a place for brutal cold.
 - The East is a place for Dwarves, semi-peaceful nomadic tribes, and mountainous adventure.
 - The South is a place for weird ruins, exotic peoples, and forgotten enclaves of the Ancient Empire. The Old Ones recognized here are different.
 - The West is filled with great Ocean, endless and open. This is the place for cunning islanders, deadly pirates, and cross-cultural interaction. Any truly weird adventures should be set well out in the Western Ocean.

The Borders of the World: At the heart of the world, the High God's power is incontestable. The very sunlight of the Demesne will bring most Fae to ruin. Within a minute of exposure, Trolls turn to stone and Elves gradually dissipate into a silvery mist. Goblins do slightly better: by the end of a minute they have only been struck blind, and it takes somewhere between five and fifteen minutes before their parched skin catches fire and they burn to ash. Only Dwarves can survive the sunlight of the Demesne, but not well: they curl into a fetal position and gibber incoherently at the sun's touch, unable to function at all until sundown, when they are as weary as if they had not

slept for a long day and night. It takes a strong-willed Dwarf indeed to suffer more than two or three days of this without going permanently insane. At night things go better for the Fae here, and they are only discomfited; this same feeling is present in a much stronger way during the day out of the sun's light, and most Faerie Kynde who travel this region at all sleep in darkened rooms from hours before sunup to hours after sundown, trying to fight off nausea and despair.

The priests of the High God, like the priests and shamans of the Old Powers in the Outlands, usually have their principal power through the wisdom of their counsel and their roles as custodians of their people's faith. Yet the High God invests certain warriors with the might to do His will, and they roam forth on their mighty steeds, seeking to bring His light into the Borderlands and beyond.

Mythal does not stretch infinitely in all directions. If one goes far enough one will have to contend either with uncharted seas, the giants of the vast bordering mountain ranges, or the endless unbroken forests of Alfheim. What few things come from beyond these places come from beyond Mythal as well; they are of a different world.

Where Hell is, no-one knows. The Wizards can reach it and attempt to bind its powers with their mightiest spells, which is why the High Lord teaches that Wizards must repent of their eldritch lore and turn their powers to the High Lord's service, never to consort with the forces of Hell. (Some few have indeed done this.) Some say that Hell is beyond the world, like the Heaven promised to the Children who live in righteousness; others say that Hell is a lake of fire beneath the earth, and Heaven simply the stars above our heads at night. This disagreement constitutes the major schism among the theologically inclined Children, and The Enemy uses it like a wedge to pry those who love the High Lord apart from one another, wherever he may truly dwell.

Choosing Kindred and Class: There are five basic Kindreds (Humans, Dwarves, Elves, Goblins, and Trolls) and six basic Classes (Warrior, Wizard, Rogue, Warrior-Wizard, Paladin, and Berserker). Only some Kindred/Class combinations are possible, as per the table at right. If the group is agreeable, other Kindreds may be chosen. Young Giant characters are solid choices, though as they grow they will become less suitable for play due to size. Parties which don't mind a foul-smelling, ill-tempered lout amidst their ranks might recruit an Ogre to their cause. Other possibilities include Centaurs, Were-beasts, Swanmays, and Sprites. It is recommended however that all Mythal characters choose one of the six basic classes, as the entries are flexible and the choices non-accidental. Your game rules will tell you how these different Kindreds and Classes function. If certain choices are unbalanced in your ruleset and that is a problem for you, change the rules.

	Human	Dwarf	Elf	Goblin	Troll
Warrior	Y	Y	Y	Y	Y
Wizard	Y	N	Y	Y	Y
Rogue	Y	N	N	Y	N
Wiz-War	Y	N	Y	N	Y
Paladin	Y	N	N	N	N
Berserker	Y	N	N	N	Y

When in doubt, choose a Human character, especially for your first few sessions. The fewer Fae characters there are, the more their Kynde will retain an air of mystery and difference. If you are playing one of the faerie races, please try to remember that they are not simply ‘humans in makeup’; do your best (within the limits of fun) to play that race as you and the group imagine it. Also, keep in mind that certain Kindreds are enemies to one another. The mutual hatreds between Dwarves and Goblins are intense and immediate, and under normal circumstances no party should contain characters of both these types. Elves and Ogres likewise exist in a state of mutual antagonism. Elves and Trolls are rivals, and while they might be found in a party together, they will almost certainly take pains to kick each other when they are down. They will get along and even seem to respect each other by Human standards under normal circumstances, but if either sees a chance to ‘accidentally’ engineer death or hardship for the other, certainly by omission and in some cases by commission, they will do it. Neither Elves nor Trolls will adventure with any characters who regularly carry or use items of cold-forged iron. If any players have Paladin characters, relations between such characters and any non-human races may become strained over time. (Paladins have the fewest troubles with Dwarves, Swanmays, and young Giants.) Ogres, some Trolls, and even the occasional spiteful Goblin find Sprites a tasty snack. And so on. Unless it is acceptable to the whole group to have a game dealing with these tensions, party composition should keep the group’s needs in mind.

Humans will normally be Caucasians, tending more and more strongly towards fair skin and hair as one moves Northward. Alternate Human types, such as the golden brown tribesmen of the Northeast, black-skinned Southrons, mysterious aliens from over the Western Ocean, descendants of the Ancient Empire, and the like are exotic characters and will need their own writeup.

Dwarves are short and stocky and their males and females alike wear beards. Dwarves have many special abilities: in addition to whatever your rules specify, they can see in the dark, and seem almost to be able to smell gold. Also, any task involving stonework or metalwork, including forging things, evaluating mining or construction, and the appraisal of valuable goods, should be easier for them to complete. Dwarves cannot use magic (though they can use and smith magical weapons and armor in their legendary forges), so all Dwarf characters should be Warriors.

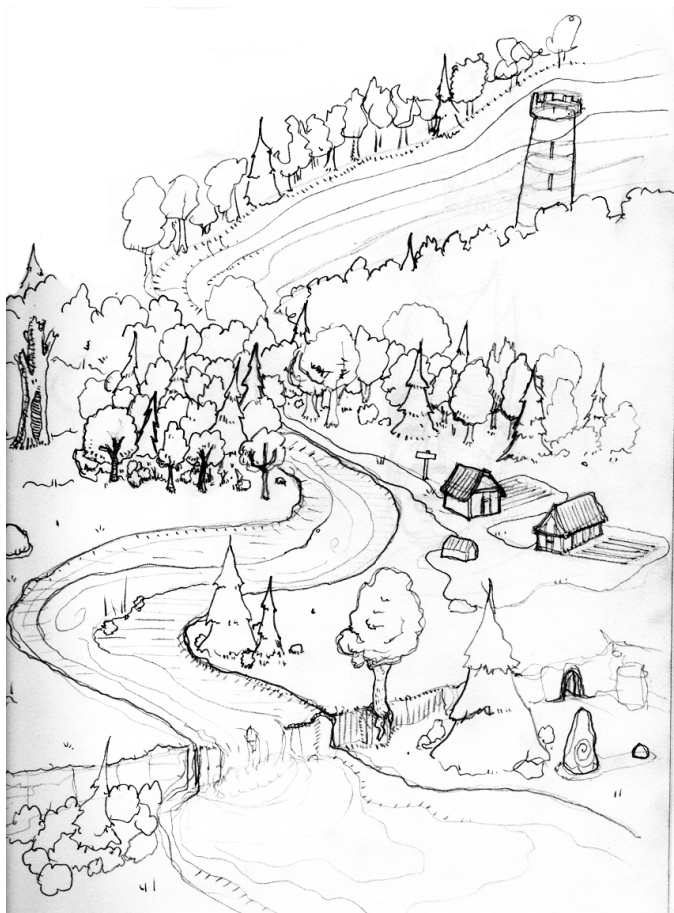
Elves are tall, slender, and fair to look upon. They make fine Wizards indeed, and frequently are encountered as Wizard-Warriors. In addition to whatever abilities your rules give them, elves can see in very dim light or starlight without any trouble. Normal iron and steel weapons pose no special trouble for elves, but weapons of pure cold-forged iron do double base damage to them. Elves are nearly all cultured and witty, and quite skilled at music, courtly graces, and seduction.

Goblins are small and spindly-limbed, with skin in varying shades of brown, green, and grey and small mats of unkempt black, brown, or salt-and-pepper hair. Some are bald. They can see in the dark. Goblins make excellent Rogues, but are also found as Warriors and Wizards. They are treated as Small for archery purposes (and receive +1 DC in ‘standard fantasy’ rules). They can run as fast as humans with their scampering gait. Dwarves hate Goblins, and Trolls and Elves hold them in paternalistic contempt.

Trolls stand eight feet in height, with gnarled, hugely muscled limbs and outrageously resilient bodies. They are extremely ugly, but not necessarily oafish, and quite capable of reasoned discourse. Most Trolls are Warriors or Berserkers, though some are Wizards or Wizard-Warriors. Troll Wizard-Warriors are even rarer than Human Paladins and are usually marked for Kingship from birth; if one is in play this may well explain why they are adventuring with non-Trolls (to gain experience and avoid assassination until they are ready to take what is theirs from the old Troll-King). Trolls have night vision similar to that of Elves, and like Elves are vulnerable to cold-forged iron (double base damage). Trolls count as Large for purposes of missile fire and hand-to-hand combat, if that matters in your system, and should get a bonus fighting bare-handed for their sharp teeth and taloned hands. Trolls and Elves are great rivals, treating one another with cautious respect and opportunistic treachery. Trolls and Elves both take a patronizing attitude towards Dwarves, which the same do not appreciate, and both races likewise think of Goblins as little more than nuisance or chattel.

Goblins and Trolls in *T&T*: Multiply Goblins’ ST and CH by 2/3 and DEX by 2; multiply Trolls’ ST and CON by 5/2 and their DEX and CH by 2/3

Goblins and Trolls in *D&D*: Give Goblins -1 ST and CH and +2 DX and Trolls +2 ST, +1 CON, and -1 WIS, DX, and CH. All Kindreds here mentioned can start at 1st.



All the Faerie Kynde are wary of Humans, due to the growing Void at the Heart of the World, which they know comes from Human ways. They do not necessarily despise or hate them, though some do, but virtually all will keep their guard up around a new Human ally until there is time to assess something of his or her individual nature.

Giant-Class Characters: Ogre characters are only suitable for Warriors and Berserkers. They see no better than humans, but they have an uncanny sense of smell. They eat anything and are widely reviled by virtually all other races, the least of the giant-blooded. Young Giants start much stronger and tougher but slightly dumber and clumsier than their human compatriots, but over time they will (on average) catch up in mental attributes and coordination and become freakishly physically powerful. The vast majority of Giants are Warriors, but other types may be possible depending on your GM and type of giant.

Half-Human Characters: Mythal is not one of those fantasy worlds where anything can make a child with anything else. Generally, only powerful magic can create hybrid creatures. Whole campaigns might well go by without a single strange cross-breed being encountered. Furthermore, most Kindreds feel no lust whatsoever for members of other Kindreds. (There are a few exceptions to this last, such as lonely giantesses finding affection for human warriors when their husbands are away.) However, there is a strange and tenuous but definite erotic connection between Humans, Elves, and Trolls. With magical

assistance, amatory encounters across these species boundaries can produce viable offspring (who have the unique ability to mate with either of their parent species). Half-elf, half-humans are the best known of these; they tend to be about two inches taller than their human counterparts. Human-trolls are physically more formidable, nearing seven feet tall. Both Human-Elves and Human-Trolls resemble their parent species enough to be noticeable, but are usually accepted into human communities regardless. The sunlight of the Demesne makes them sick, nauseated, and extremely weak, but does not kill them or drive them insane. Neither Half-Elves nor Half-Trolls are vulnerable to cold iron in the way that their parents are. The third sort of crossbreed, with both Elven and Troll parents, is a very special sort of creature, often monstrous on either the inside or the outside (never both). Such creatures are always harbingers of grave destiny, and probably best not included in most games. Indeed, all three types of Halfling are quite uncommon and tend to be deeply caught up in the conflicts between their Kindreds. As with Paladins and Berserkers, a group should consider carefully before integrating this type of character into their game.

Warriors and **Wizards** are surely self-explanatory to anyone reading this article. **Rogues** are a bit trickier, as some rulesets allow them magical ability and some do not, but however you work out Thief/Rogue/Bard-type characters should suffice for Mythal. Note that whatever your ruleset says, no Faerie Kynde save Goblins may progress as a Rogue. In *T&T* 5.5 I make noncombat SRs for Rogues doing classic Roguish things (picking locks, sneaking around, and the like) one level lower than they would be for other characters. **Wizard-Warriors** are what it sounds like, a combination of the two; Elves are especially good at this combination. **Paladins** and **Berserkers** are anointed warriors of the Demesne and the Outlands, human incarnations of the world's current struggle.

What about Rangers? "Ranger" is a perfectly good special ability for Human Warriors, Rogues, and Wizard-Warriors to declare at the start of play, especially those with IQ 13+. Characters who take this special ability should get a bonus on Ranger-related activities (tracking, knowing things about and dealing with animals, sneaking about in woods and caverns, setting and detecting simple snares, etc.) by one. Characters with this specialty may also learn animal tongues as their languages, as well as things like Trail Markers and Low Elvish.

In general occupational special abilities with noticeable game effects like Ranger, Acrobat, Assassin, Pirate, and the like are good choices for Human PCs I think this setting maintains its integrity better if these things don't get separate classes, however. Faerie Kynde all have stereotyped abilities for their Class and Kindred, but GMs should allow human characters to branch out and be more flexible based on their life experiences and character history.

Homeland: This is easy for Dwarves, Elves, and Trolls, who are from Underneath the Eastern Mountains, Alfheim, and Trollheim, respectively. (Rare specimens of all three kindreds can also be isolated loners in the Outlands.) Goblins are from a particular Outland Goblin underground tribal enclave or city, to which they likely still owe personal loyalty. Humans should choose whether they are from the High Lord's Demesne, the Borderlands, or the Outlands. Paladins must be from the High Lord's Demesne or the Borderlands, and Berserkers must be from the Borderlands or Outlands.

Allegiance: What do you value? To what is your character most basically committed? Playing your character convincingly in accord with his values, or plausibly guiding him or her through a transformation of values, should at least occasionally lead to a bonus in XP in Mythral. See the table at the bottom of this page for your choices. Wizards of any Kindred most commonly serve My Own Self, though there are rare exceptions. Paladins always serve The High Lord, and Berserkers never do. This system should replace your game's Alignment system, if it has one.

Humans from the Demesne of the High Lord most commonly serve The High Lord or My Country, and virtually never follow the Old Powers. Humans from the Borderlands run the gamut of possibilities. Outlanders are the only Humans who can take Inscrutable as an Allegiance, though such is not particularly common, and almost never serve The High Lord. Humans and Goblins who serve the Old Powers need to specify which ones they serve in more detail. Elves and Trolls respect the Old Powers but consider themselves to be the equals of these deities, hence do not worship them. Dwarves are suspicious of all gods, including the High Lord.

Languages: These are likely to be the most important ones accessible to beginning characters:

- The Common Tongue
- Goldentongue
- Argot of the Sea-Kings
- Trail Markers
- Thieves' Cant
- Low Elvish
- High Elvish (req. Low Elvish)

- Trollic
- Goblin-tongue
- Dwarfish
- Auld Runic
- Imperial Ancient
- High Ancient (req. Imperial Ancient)
- Glyphic (req. Imperial Ancient)
- Low Giantish
- Frost Giantish (req. Low Giantish)
- Stone Giantish (req. Low Giantish)
- Fire Giantish (req. Low Giantish)
- Animal Tongues (various)

Among the most useful languages on the list to know are Low Elvish, which serves as a kind of Common Tongue for many lesser Fae races of the North, and Low Giantish, which serves similarly among Ogres, Hill Giants, and creatures of suchlike nature. Goldentongue is the language of the strange tribe of the Northeastern Outlands, and the Argot of the Sea-Kings is the trade-tongue of the sailors who come from the isles of the Western Ocean, commonly heard in Borderlands ports. Trail Markers is a regionally varying system of marking dangerous spots on the trail: a huge amount of information can be imparted with a few lines and slashes and piled rocks and the like. Actually having the language means you know most regional varieties. Thieves' Cant is the slang-tongue of thieves and includes a limited system of markers for 'fence', 'easy mark', 'guild property', and the like. Characters with appropriately roguish backgrounds will be able to get by casually in the Cant of their home city, but actually taking the language means you have mastered the signs and sigils of different guilds and cities, and can converse with the local criminal element wherever you go. Elves start with Low Elvish, and will always take the Common Tongue and High Elvish as their first two bonus languages. Auld Runic is the ancient language of the North, still known by some Humans who keep to the Old Ways and scholars among Trolls and Goblins. Imperial Ancient is the language of the long-vanished Empire of the South, a distant ancestor of today's Common Tongue, and the language in which much human scholarship is written. It is the gateway to still older languages such as High Ancient and Glyphic, in which much of the eldest magical lore is written.

	Humans	Dwarves	Elves	Goblins	Trolls
The High Lord	Y	N	N	N	N
The Old Powers	Y	N	N	Y	N
My Kindred	N	Y!	Y	Y	Y
My Country	Y	N	N	Y!	N
My Own Self	Y	Y	Y	Y	Y!
Inscrutable	Y*	N	Y!	N	Y
The Enemy	Y	N	N	Y	N

* Only Humans from the Outlands may be Inscrutable in their Allegiance.

! This is the most common Allegiance for members of this Kindred.

There are many other languages in the setting as well, some of which may be impossible to learn or have complicated prerequisites. Many animal species have semi- or fully intelligent members, however, and all characters except Humans hailing from the Demesne of the High Lord may learn these animal tongues, which can be quite useful. The GM and player should come to agreement about extra languages known at the start of play.



Paladins and Berserkers in Tunnels & Trolls

Paladins are an exceptional class, with great power and great responsibility. A prospective Paladin must have at least 12 Strength, 12 Constitution, and 17 Charisma, and must be Human. Before a Paladin is admitted to the group, everyone should be in agreement that this is OK, since the presence of a Paladin significantly changes party dynamics. Paladins gain the following benefits:

- Natural armor totaling 3 points at first level, plus one each level thereafter.
- Paladins are immune to disease and never succumb to fear when it really counts. Consequently, they need never make saving rolls against either. Paladins may spend tormented nights wrestling with their fears sometimes, but they can always muster themselves to face a challenge in the end. Turning aside from a chance to vanquish evil is always at least a minor moral infraction, and often a major one. (If it is obvious suicide or death to his companions to continue,

the Paladin may retreat, but only if he swears an oath to return to defeat the evil later.)

- When the paladin comes into the presence of an entity known to the paladin to be an agent of evil, the paladin will glow with divine radiance. This can be suppressed with an act of will, but the reasons for the suppression may constitute a minor moral infraction if they are not just as well as practical. (It is expected that Paladins will proudly proclaim themselves and do battle for good, not skulk around!) In daylight this light will simply be a nimbus that surrounds him; at night or in darkness it will seem very bright indeed, and will provide at least dim illumination throughout a large cavern or the like. The Paladin must see and identify his foe and recognize it as evil for this power to function properly. He must also be in the actual presence of this evil entity – it doesn't get 'turned on just in case' or anything like that, ever. The aura comes as the Paladin proclaims his foe's crime and declares the High Lord's vengeance! A disguised succubus or vampire will not trigger the aura automatically until their identity is discovered, and ogres and the like do not trigger it at all unless some particular great evil done by that particular brute was witnessed by the paladin. Humans and faerie kindred come under the same strictures as brutes: the Paladin cannot merely hear of the evil they have done, but must witness it for himself, to summon forth the divine radiance. (This is a two-edged sword. Paladins can invoke the glow unjustly if they have witnessed something vile after the fact and come to believe falsely that some particular entity caused it. If they ever discover that this belief was false, it counts immediately as a minor (giantfolk, faerie-kynde) or major (human) moral infraction, in either case requiring some sort of atonement). As soon as a paladin recognizes a creature as either diabolic or undead in nature, however, he may invoke the glow, even if he has never heard of a single evil done by the creature in question. There is never any moral penalty for this. Non-demonic, non-undead, non-intelligent monsters cannot by definition do evil, so the aura is no good against them. This aura only takes a holy proclamation to call up, costs 1 Fatigue to maintain per combat turn, and bestows three great powers on the Paladin:
 1. The Paladin's Strength doubles. If it is already multiplied by some other magic item or the like, add an extra multiplier in to the mix.
 2. No spell cast directly on the Paladin can affect him at all while the aura is up. Spells cast on his equipment work as normal. If he is caught in an area effect damage spell, he gains double his bonus armor (i.e. 6 points at 1st plus 2 per level afterward, plus any benefit from regular armor) to resist damage from it while the aura is up.

3. The light flickers uncomfortably in the eyes of creatures intending the Paladin harm, raising the SR for all missile attacks against him by 1.

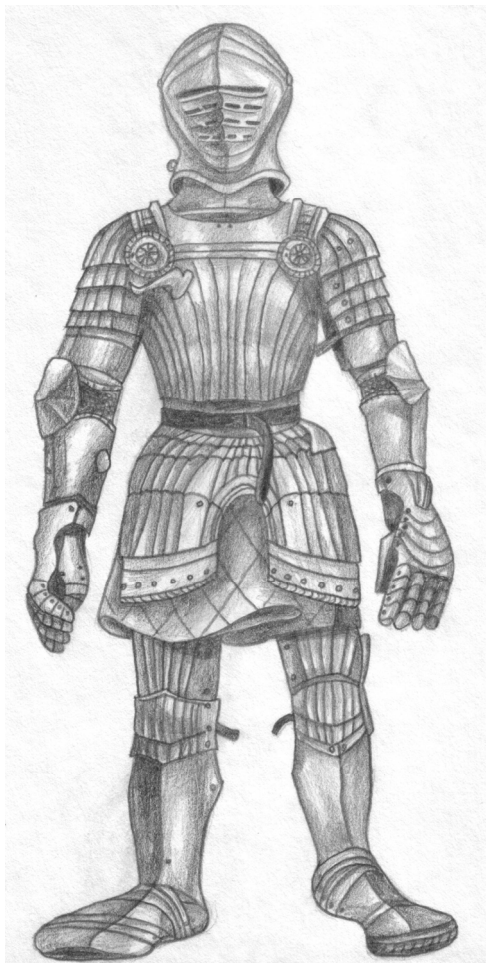
- When something is 'wrong' – when an evil has come into some broad area – the Paladin can sense this. He can also sense when it is overcome. This does not take anything to activate, and gives no additional information – what is wrong, who is evil, what can be done, all of this the Paladin must figure out himself. But he can sense the cancer of evil wherever it dwells among men.
- The Paladin gains limited and definite magical abilities, mostly for healing. The Paladin can sometimes get additional 'miracles' duplicating all manner of other spells (e.g. a bolt of white-golden light functioning as a *Take That, You Fiend*, prayer to the High Lord functioning as a *Dear God*, calling for visions of clarity producing *Second Sight*, and the like) but such are always called forth by circumstances of play and prayer (and require impromptu LK and CH SR's to bring about, as well as the standard fatigue expenditure). The Paladin can cast all the following 'spells' from 1st level on, assuming he has the Fatigue (remember that low-level Paladins will have to pay extra Fatigue for high-level spells). Reductions in Fatigue costs at higher levels are as Wizard-Warriors (1/2) rather than Wizards:

1. *Healing Touch* (Level 2)
2. *Antitoxin* (Level 4)
3. *Cleansing Touch* (Level 5)
4. *Undo Affliction* (Level 9)
5. *Make Whole* (Level 12)

Remember that while these have the same effect and costs as the appropriate spells, they are not magic as such, and only work by the High Lord's will. Healing someone, like any other act, always has to be evaluated morally. Who are you healing and why? Are you doing the High-Lord's will? Or is this a selfish act? Withholding healing can often be selfish as well, though, so once a Paladin's healing powers are known to a community he has a difficult course to steer. For this reason Paladins often keep moving from community to community.

The chief difficulty of being a Paladin is the extreme moral scrutiny attached to all one's actions. This is handled as follows:

- The GM should keep a tally of each good deed the paladin does and each minor moral infraction the character commits. Whenever the infractions exceed the good deeds, the GM should feel free to restore the balance by raising the difficulty of saving rolls one category until the balance is restored. Standards here are extremely rigorous, and if the paladin looks the other way while others commit unacceptable behaviors, that counts as a minor infraction at the very least. (Turning a blind eye to such things as slaughtering the helpless or torture is a major infraction.) It is important for the GM to be tough on a Paladins' conduct.
- Any major moral infractions (or a continued pattern of minor infractions) will result in the Paladin immediately becoming a Warrior. Normally class status can only be restored through a great quest and ritual atonement, if at all.
- Paladins may not, under any circumstances, use poison, flaming oil, traps, or other dirty tricks against their enemies, and cannot be party to group plans which involve these. If other party members use poison or oil irregularly and spontaneously, the paladin will not like it, but can tolerate it; but if use of such is an ongoing pattern of planned behavior continued association with such people will count for minor ethical infractions at the very least.
- Paladins do not keep items or wealth they cannot use. They always demand a full share of the treasure appropriate to their status in the party, but after the adventure is concluded and they have replenished their equipment, all but 100 gold pieces of the remainder will go to their church or to help the local hungry and homeless. If they save money at all it will only be to accomplish a particular good deed. They do not buy homes, castles, and the like. They are free to purchase the best equipment they can afford with their wealth, though the GM may occasionally hose them on this (plate barding vs. the starving children at the orphanage kind of scenarios). They do not keep 'spares': one sword, one shield, one suit of armor, one lance, one or two other weapons, and a few other items integral to their mission is the most magical gear a paladin is ever likely to hold on to.



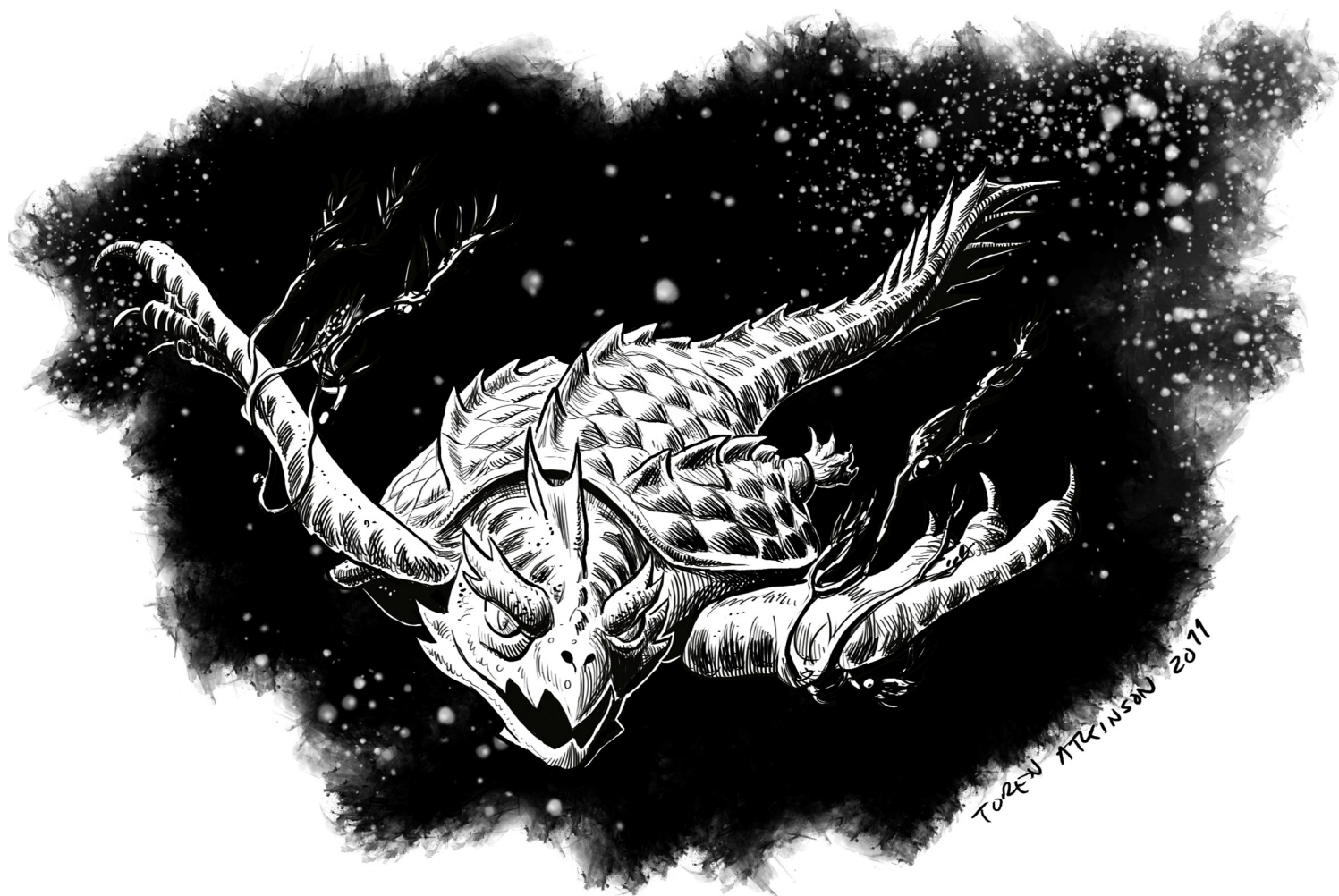
Becoming a Paladin in Play? Warrior characters (only) may attempt to become Paladins in play. If a Warrior wishes to attempt this, the GM must determine if that PC has ever committed a major moral infraction. If the answer is yes, he can never be a Paladin. If the answer is no, he can voluntarily take on all the negative aspects of being a Paladin with none of the benefits. If he is not already allied to the High Lord, he must change his Allegiance as well. If he then keeps to a high moral standard (no major infractions and a reasonable modicum of inevitable minor ones) for the entire time it takes him to raise his attributes to the minimum to qualify for Paladinhood, or for 1 full game year, and he successfully undertakes a major quest in the High Lord's name, he can become a Paladin. Change the Warrior's class to Paladin in this case, and change special abilities accordingly. PCs only get one chance at this.

Berserkers are mighty Outland warriors who whip themselves into a ferocious battle frenzy before wading into melee. A minimum ST and CON of 14, and a maximum IQ of 15, are necessary to be a Berserker. If a Berserker raises his IQ over 15, or finds it thus raised by magic, he or she cannot go berserk again until some way is found to reduce it back below the limit.

- Berserkers gain natural armor as do Warriors.
- Their greatest strength (and weakness) is their ferocious berserker rage. There are three ways to get into a battle rage:
 1. Spend a couple of minutes (1 combat turn) working yourself into a lather and/or chewing on your shield, after which you explode into melee in full fury.
 2. Simply go into melee directly with the intent of going berserk as soon as possible, which you will do as soon as doubles show up on any of your combat dice.
 3. Any time you lose two successive combat turns in a row, frustration will likely make you go berserk from that point forward, whether you take any wounds or not. Starting on the third round, make a 1st level SR against CH if you don't want to go berserk. If you lose that round you will have to make a 2nd level save on the 4th round, etc. Won rounds mean you don't have to make the save, but they don't 'reset' the counter: if you lose 1 and 2, make your roll, win 3 and 4, and then lose 5, you will need to make a 2nd level save at the beginning of round 6 to avoid going berserk.
- Being Berserk costs 2 points of Fatigue per combat turn, in addition to whatever Fatigue you might pay for a long fight or impressive maneuvers.
- All Strength and Athleticism saving rolls are one level easier while Berserk, but of course a Berserk person only makes the instinctual ones that come up as part of combat (e.g. tearing aside a door to get at a fleeing

enemy, jumping out of the way of a cascade of boulders, and the like).

- The main benefit of being Berserk is the hideous amount of damage you unleash in melee (not missile) combat. Whatever dice come up doubles, triples, etc. lets you add that many dice again to your damage roll. Further doubles, triples, etc. let you continue to roll until you are all out of doubles. Multiple paired/etc. numbers let you roll twice and take the best. An example will make this clear. Wulfspitter is hewing about with his Double-Bladed Broad Axe and is fully Berserk already. On his six dice he rolls 4,4,4,4,2. The amazing luck in getting five fours means he rolls five more dice to add to that, and gets 5,5,2,2,2. The double and the triple both means he can roll two and three more dice respectively, and take whichever turns out best. The three come up 6,3,1 and the two come up 3,3. The two would allow another reroll, which he can try; it comes up 6,3. So the total here is 22+16+6+9 (discounting the 10 on the triples) for a total of 53 points, plus Wulfspitter's combat adds (and 3 for the axe).
- Once you are already Berserk, you always get at least two Berserk dice, even if you roll no doubles initially. This is done by taking the second lowest die in your first roll only and setting it equal to your lowest die, so you have one set of doubles to reroll. (E.g. 6,5,4,2 becomes 6,5,2,2, plus two more dice.)
- If you go Berserk by method 1 above, and you have your own shield in hand to chew on while getting revved up, you get an additional 5 adds to your first combat roll while enraged.
- Once a Berserker has killed all the opposition, he will turn on his own party and fight them until his rage has ended.
- There are three ways to end an episode of Berserker rage:
 1. Collapsing from Fatigue, as per the Fatigue rules.
 2. Knocking the Berserker out from behind, weakening him with subdual combat, or casting a magical spell to put him to sleep and the like are all good options.
 3. A Charisma SR from someone who is not behaving violently towards the Berserker has a chance of calming him down. The SR is 1st level if the pair are very close or bound in some way (not likely with Berserkers at all), 2nd level normally, and 3rd level if the Berserker has some dislike for the person who's trying to calm him. There's only one chance at this per combat round.
- Berserkers often have a short life expectancy, or else their friends do. As with Paladins, it may be useful to get some sort of group consensus before allowing a Berserker into the party. Ω



Tale of an Egg

adventure for *Stormbringer* and other games by Baz Blatt

You really do not want to mess with Dragon Turtles. They are huge and have a habit of surfacing right under the keel of galleys and then spraying everyone holding onto the wreckage with their boiling breath. Fortunately they are rarely seen, sticking almost exclusively to the Boiling Sea, striking out into the warm currents off the coast of Oin and Yu and the Dragon Sea just often enough to scare the living daylights out of sailors of all nations.

Hagar the Skeletal, the Beggar Mage, has a proposal. The Dragon Turtles come to land just once every 317 years to lay their eggs and Hagar knows where and that the spawning will be soon. He does not want to bother the Dragon Turtles, but does want at least eight pieces of eggshell, maybe a foot by a foot and a half, for something sorcerous he'd rather not discuss. The pay, he promises, is good – he begs from elemental lords and demon princes these days, not pennywise burghers and their pinch-faced wives – a hundred Melnibonean silver dragons for each adventurer, plus any reasonable expenses. The nest site is on the coast of Yu, and a bit of fighting might be required to keep the cretinous Stone Age inhabitants of that benighted land at

bay on the way there and back, but overall nothing too strenuous. Hagar will not accompany the party unless the GM feels that they are too weak in sorcery to face the challenges to come. If Hagar comes, some of the party will be nondescript 'men at arms' to make the total number of adventurers eight, a number with good omens in Hagar's opinion. In *Stormbringer*, Hagar is a level two sorcerer with a lesser demon or two at his command. In *D&D* he is sixth level. Men at arms will be average warriors from any nation save Melnibone, Pan Tang, Myrrhn, Oin, Yu or Org, with -10% to all skills, or else level 3 Warriors.

Getting there: No Captain in his right mind sails to the coast of Yu directly. The seas off Oin and Yu do not boil, but as you go southwest from Lormyr the warmth causes frequent windstorms and the sea monsters get larger and more frequent. Have the PCs fight off a giant estuarine crocodile or two on the way, and maybe run aground where scuzzy forest Oin can get at them in dugouts. To get PCs in the mood for turtles, let them meet a Dragon Turtle, or at least witness it mangle a nearby vessel. Dragon Turtles do not swim fast, but once roused they are persistent – a galley crew must row full speed all day to outrun them. They like to surface under a boat's keel, sinking small vessels and holing larger ones. They are often accompanied by a shoal of 2d6 sharks, waiting to pounce on whatever poor sailors the dragon turtle tips overboard.

Dragon Turtle

STR	30+6D6	51
CON	4D6	14
SIZ	30+6D6	51
INT	1	1
POW	10+2D6	17
DEX	2D6	7
HP	53	

Armour 12

Bite Attack 50% Damage 2D6+4D6

Breath Attack 70% Damage High temperature steam, POW up to 5m, halved up to 10m, quarter up to 20m, halved if target dodges

Ram DEX x 2% Damage – holes ship.

Or else: HD 12, DC 0, Attack Claw 2d6/Claw 2d6/Bite 4d8 or Breath as per Dragon.

Doz-Kham: Treat Doz-Kham as the Young Kingdoms' equivalent of Mogadishu, with a bit of Kabul, south London, and Casablanca thrown in for good measure. The city is made up of small to medium-sized walled compounds defended by armed clansmen, with narrow alleys and unpaved marketplaces serving as (much-disputed) neutral territory. Here and there burnt out ruins of such compounds littered with bones serve as reminders of what happens when a clan lets its guard down. There are a few grotesque stone statues and grimy basalt altars to the chaos gods littered throughout the city, remnants of an ancient attempt at colonisation by some now lost race.

The Captain point blank refuses to go any further south-west along the coast, and the PCs and their employer will find all their gear dumped on the quayside, with numerous Oinish louts eyeing up their chances of a petty theft when noone's looking. A High Lord of the Seas, a short, shifty-looking type with a grubby white kilt, a crudely cast bronze pectoral hung amongst his abundant chest hair, and two dozen friends, will eventually accost them. Characters with a modicum of knowledge about Oin and Yu will realise that there is no King of Oin, just a collection of clan chiefs deploying ruffians to commit armed robbery. The High Lord and his cronies will be more than willing to leave the party alone if given a sufficient bribe, and will keep the more opportunistic and less well organised thieves at bay until they have got as much out of the party as they think they can. The High Lord will even offer his 'palace' as a suitable lodging – he has a couple dozen more thugs lurking there to help him rob PCs who accept this offer after he stages a banquet with drugged food and wine and dancing girls with stilettos. If the party avoid these goons, they will then meet the Mayor of Doz, another hairy bandit with a similar line in extortion, toadying and treachery. PCs may even meet both gangs at once; if so they will have little trouble setting them against each other.

The docks are on the north bank of the River Ar; the party needs to get to the south bank. This involves dealing with

yet another bunch of cheating low-lives, the ferry men, who specialise in faking an imminent capsizing unless immediate cash sacrifices are made to the idols of the crocodile god Vhargh. Wooden effigies of Vhargh with a coin slot like a piggy bank may be found in the stern of each boat. On close examination the many crocodiles floating on the Ar turn out to be made of wood, and have small boys hidden underneath to make them go.

Waiting on the ramshackle wharves on the south side of the river is, of course, the Mayor of Kham and his body-guard, waiting to exact an entry fee to their half of the city.

One peculiarity of Doz-Kham is that the women of the city all wear wooden or leather demon masks when outside their clan homes. However, on one side the river they are all prostitutes to one degree or another, and fornication on the street is not unusual, while in the other half of the city if a man even thinks you are looking at a woman of his clan in a suggestive fashion he will challenge you to single combat and remove your sexual organs as a prize. Neither the PCs nor anyone they encounter can recall which side is which with any absolute precision, however. Women who do not wear masks are pelted with stones and ordure on either side of the river, and men without beards or moustaches are regarded as deeply suspect and probably in league with the damned Melniboneans.

Fortunately, all inhabitants of Oin and Yu are terrified of any display of real magic, and anything suitably showy will have them scampering back their hovels in no time.

Typical Doz-Kham thug

STR 14 CON 14 SIZ 14 INT 7 POW 7 DEX 9 CHA 7
HP 15

Machete Attack 35% Parry 10% Dam 1d8+1d6

Shield Parry 35%

Armour Helmet 1d3-1

Add 1d10% for leader types.

Or else: DC 8, HD 1, Attack: Machete 1d6

GMs should keep close track of the party's food and drink consumption. Drinking any water in Doz-Kham is a dodgy prospect. Water from a water-seller has only a 5% chance of exposing the character to diarrhea, from the river a 75% chance, and any other source 25% chance. Food in Doz-Kham is very hot and spicy, as most if it is halfway to going off by the time it is consumed. In the first week there is a 100% chance of eating something that may give you stomach problems, reducing by 20% per week thereafter, to a minimum of 5%. If exposed roll CON x 5% or below to resist the disease. Diarrhea can last (2D8+6 – CON) days (minimum 1), affected characters lose 1 CON and STR per day, or double that if they do not get plenty of water (but note the chance of further exposure). It is possible to die when CON reaches zero, or be too weak to move when STR reaches zero. At the end of the first bout, roll vs maximum CON x 6% or get a second 2D8+6-CON days worth, then CON x7% and so

d6	Doz-Kham Encounter Table
1	Pickpocket – As above with Cut Purse and Conceal skill 30-60%, DEX 15; 50% chance of gang of 2-4 who use deception of one kind or another to improve chance of a theft.
2	Gang of kids – 3d10 children who follow at a safe distance, looking for a handout/chance to steal/opportunity to chuck a rock etc.
3	1d6 masked women going to/from market. Outcome depends of which side of the river you are on.
4	Beggar. One at first, but any philanthropy results in 2d6 congregating in a matter of seconds, plus 1d3 pickpockets and 3d10 kids. 20% chance he has elephantiasis and is thus considered blessed by the chaos gods, 20% chance insane or simple minded, 60% roll 1d3 times on Nadsokor beggars chart.
5	Peddler. 50% selling water (5LB/5GP for a days ration), 10% hallucinogenic drugs/herbs, 30% badly made local crafts, 9% local food, 1% average quality items. Usually in range of 1d6 members of his own clan should difficulties arise with customers.
6	Local gang. 75% chance 2d6 thugs, who will probably confine themselves to being surly or offering their ‘protection’ for money, 15% a shaman following some minor chaotic or lawful spirit collecting ‘alms’ accompanied by 1d6 acolytes blessed with various diseases, mutations and mental health issues, 10% chance a local notable with a retinue of 2d6+8 thugs demanding taxes on some trumped-up pretext.

on until the player dies or recovers. Once a character recovers he regains 1d6 CON per day.

Wearing armour all the time in Oin and Yu’s oppressive heat is not a good idea. There is a 5% cumulative chance per day of doing this of acquiring a fungal infection, lice and/or a tick and a nasty variety of lyme disease. These will reduce STR, DEX or CHA by 1 per day of persistent armour wearing, recovered at a rate of 1d3 per week wearing nothing or only light clothes.

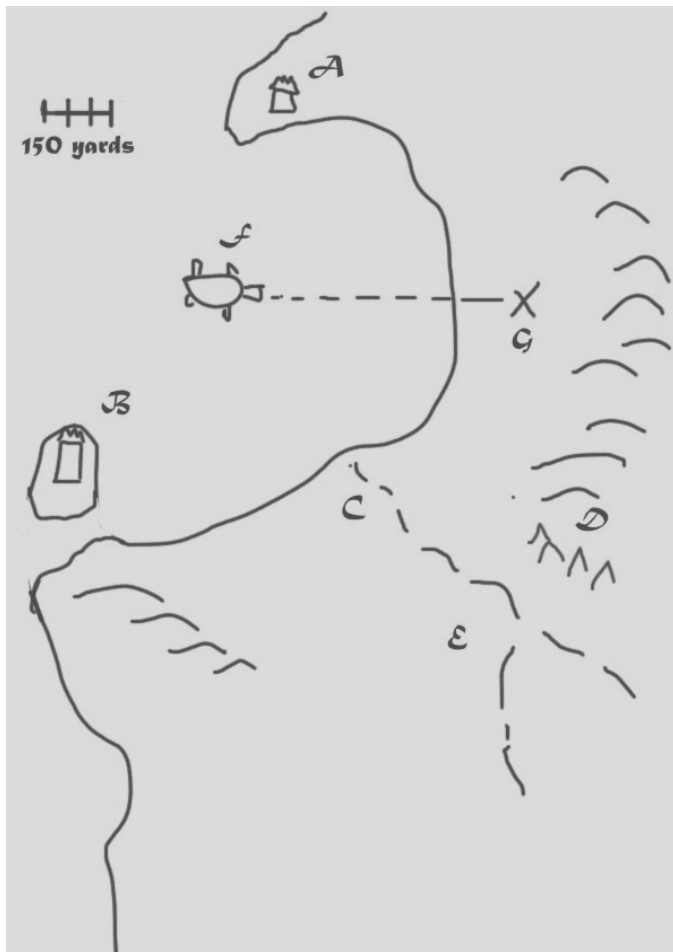
Probably the best way of dealing with these people is to overawe them. Rather than relying on some dodgy ‘innkeeper’, PCs would do well to kick someone’s door in, declare themselves lords of the manor, beat the living daylight out of anyone who objects, and treat the rest as slaves for the duration of their stay, possibly publicly executing a couple for petty offences by way of encouraging the others. This is, after all, how the Oin and Yu clans behave amongst themselves given half a chance. If the PCs do manage to ingratiate/dominate the locals they will get to hear rumours about some bunch of ‘black-bearded bastards’ roaming the lands to the south, leading monsters from the deep deserts in raids on the innocent tribesmen of Yu. Successfully inquiring of a Knowledge demon will reveal that they have rivals in their search for Dragon Turtle eggs – a band of Pan Tangians.

The Trek: The land southeast of Doz-Kham changes quickly from thin patchy forest to scrub to semi-desert. Villages where scrawny peasants till wilting vegetables give way to temporary campsites of nomadic herders tending bony goats. Dust storms, sandflies and venomous snakes abound. It is two hundred and ten miles to the breeding grounds, ten or eleven days travel – longer if the party do not acquire adequate bearers or pack beasts in Doz-Kham.

d10	Overland Encounter Table (once/day)
1	Watering hole. 90% occupied by a village or nomad band who will bitterly resent and may violently oppose anyone taking their water, 5% brackish and unpotable, 5% ambush by predators (lion, hyaenas or giant baboons). 25% chance of diarrhea exposure.
2	Sandflies. 75% Normal sized flies and mosquitoes make progress uncomfortable with a 75% chance per person of exposure to a minor disease removing one point from a random stat. 20% chance of 2d20 Giant Flies a foot long, spreading disgusting digestive juices on anything they land on, roll 5 x CON % or lose 1d3 HP, plus a chance of ruining much needed supplies; 5% 1d8 Giant Botflies which lay eggs under the skin which hatch into flesh burrowing maggots in 1d6 days time, doing 1 hp damage/turn until they are removed or the host is dead. Flies have 1d3 HP, no armour and 75% Dodge skill or 1 hp, DC 2.
3	Dust storm. Half normal progress.
4	Viper. Randomly bites one person or pack beast, save vs poison or take 2d10 damage.
5	A miraculous day free of trouble and strife. Pack animal or native bearer stumbles on ants’ nest and breaks leg.
6	A miraculous day free of trouble and strife. Attacked by band of 2D6+6 tribesmen or Giant Baboons during the night.
7	Predators. 50% hyaenas, 25% lions, 25% Baboons
8	Herd of 10+2d10 hardy grazing animals seen in the distance, 75% mammals similar to an antelope or camel, 25% some peculiar reptile. 1 in 10 has some deformity, disease or chaos feature.
9	Vultures and pterodactyls circle ahead. Investigating reveals a burnt-out campsite with the severed limbs and entrails of brutally murdered Yuite tribesmen, women, children, dogs, goats and even the odd squished sandfly, arranged in the form of some blasphemous chaos rune or a smiley face (50/50).
10	Wandering nomads following a drug-crazed shaman. They are moving in the same direction as the party and talk of ‘a great pilgrimage’ to meet the gods of the sea. They have only the vaguest idea of what they seek. The shaman gibbers incoherently, attempting to convert the party, accusing them of blasphemy and panhandling for drugs and supplies.

The Place of the Great Turtle: Finally the party reaches the site where Hagar says the Turtle is due to come ashore, with a day or two to spare. Unfortunately, far from being a cosmic secret known only to canny sorcerers, half of Yu seems to have turned up for the party. The sand here is a banded mix of grey and black volcanic ash and pure white crushed seashell, swirling up to the sand dunes behind.

A. At the northern end of the small sandy bay is a low bluff surmounted by a small black tower made of closely fitted basalt stones cut in a peculiarly irregular style. It has three floors, the bottom with an open doorway, the second and third with four arrow slits each and access to a flat roof with nine square boulders arranged round the edge. Access is via simple circular holes in the middle of each floor/ceiling, an arrangement which also serves as a chimney as shown by the ash-caked hearthstone on the bottom floor. At the GM's whim it may be unoccupied when the party arrive, or it may already house Hozbarn and his troops, or Hozbarn may turn up if the party stays there. Examining the hearthstone and clearing off the sand and accumulated ash reveals a rune in High Melnibonean. Anyone of Melnibonean blood speaking the rune activates it, which allows anyone standing on the stone to levitate to whichever floor they wish. Non-Melniboneans have only a POWx5% chance of making it activate (30 +5% per level of magic user for D&D), and have a 5% chance that it will suddenly stop working while someone is in midair.



Desert Yuites: The desert breed of Yuite are taller and scrawnier than the city dwellers, with paler yellowish skins but far more profuse hair, heavier brow ridges, and undershot chins. They wear tatty goatskin cloaks and loincloths and often have bones through their noses. They are also more belligerent, and have only a 75% chance of fleeing when faced by magic, with a 25% chance of becoming enraged and fanatical with hatred instead, with x1.5 chance to hit and half to parry (+2 to hit, -1 AC). Females will carry a few mouthfuls of water in ostrich egg containers, and few scraps of jerky in a net bag.

STR 12 CON 15 SIZ 14 INT 8 POW 7 DEX 12 CHA 7
HP 16

Spear Attack 35% Parry 30% Dam 1d6+1d6

Thrown Spear Attack 40% Dam 1d8+2+1d3

Stone Axe Attack 30% Parry 10% Dam 1d6+2+1d6

Skills: Move Quietly 40%, Hide 40%, Ambush 15%

Or else: DC9, HD 1+1, Attack Spear 1d6, Stone Axe 1d6, Javelin 1d6

Giant Baboons: The black furred baboons of the Yu plains are fast-moving, savage, and nearly as smart as the humans. They make net bags and carry water in ostrich eggs just as the Yuites do, but their weapons are their teeth and claws and heavy flint handaxes or crude wooden cudgels. It is possible to get the baboons on friendly terms if very cautious methods are used by a person of high enough Charisma and Power. They are seemingly unimpressed by magic except that pertaining to fire elementals, which they regard as miraculous.

STR 18 CON 11 SIZ 12 INT 6 POW 7 DEX 7

HP 11 Armour 1

Bite Attack 35% Dam 1d8+2+1d6

Claw Attack 40% Dam 1d6+2+1d6

Handax Attack 40% Dam 1d8+1d6

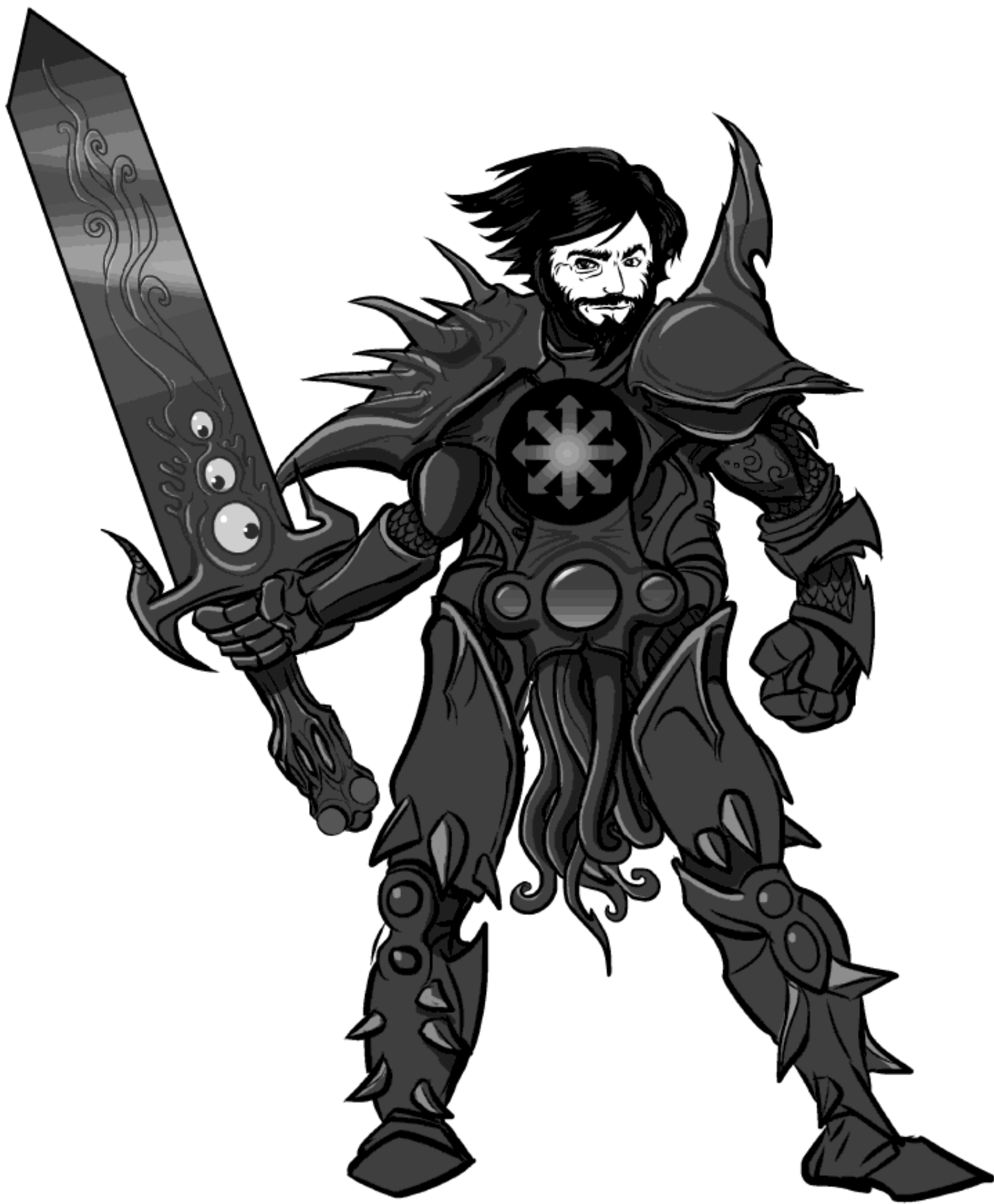
Club Attack 30% Dam 1d8+1d6 Parry 30%

Skills: Move Quietly 25%, Hide 25%, Ambush 15%, Climb 70%, Track 30%, Scent 30%

Or else: DC 6, HD 2+2, Attack x 2 Claw 1d6 Bite 1d6 Axe or Club 1d6

B. At the south end of the cove the smooth bichromatic sand gives way to black volcanic rock and a small islet accessible only by clambering over seaweed-encrusted boulders. The island has signs of a long-ruined structure: steps going down into the sea, shards of white marble tile, and the stumps of pillars mark a processional way winding round the rock. There is a small cave at the centre of this, with the wreck of an ornate ironwork gate welded to the rock by rust over its mouth. Inside, the cave is lit by a crack in the ceiling and peculiar blue flames that flicker between stained white marble paving slabs. There is a white marble throne equipped with rusted manacles sitting in the centre of the cave. This cave is permeated by a hallucinogenic gas. If the PCs stay here for more than a minute or so roll CON vs 25 on the resistance table (or a Save vs Poison, +1 per CON over 12) or drop off to sleep.





Hozbarn of Twengresim

Pan Tang Warrior, follower of Pyaray

STR 18 CON 17 SIZ 15 INT 17 POW 13 DEX 13 CHA 18
Elan 35 HP 20

Greatsword Attack 70 Parry 59 Damage 2D8+1D6

Scimitar Attack 57 Parry 49 Damage 1D8+1+1D6

Target Shield Attack 47 Parry 39 Damage 1D6

Dagger Attack 37 Parry 29 Damage 1D4+2+1D6

Armour: Full Plate, no helm 1d10-1

Skills: Ride 44, R/W Mabden 22, Oratory 48, Persuade 58,
Dodge 25, Navigate 69, Torture 75

Or else: 7th Level Warrior, STR 18/25 CON 17 INT 17

WIS 13 DEX 13 CHA 18; HP 53; +2 to hit/+3 damage

from STR; Plate mail DC 3, Greatsword +2, Scimitar,

Shield, Dagger, Box of Five Winds, Potion of Healing,

Ysthax's ring and pendant.

Hozbarn's Magical Artifacts

Grey Blade of the Juggernaut: Demon Greatsword, STR 10 CON 50 SIZ 3 INT 1 POW 14 DEX 20 CHA 1, +1d6 damage, +5% to hit, allied to Ariocho – roll under Elan devoted to Pyaray to get it to work, hostile to followers of Law. Blade is dull, grey and curiously pitted, as if a metallic octopus tentacle had been crudely beaten flat with it. Unless the demon is rendered cooperative it will weigh three times as much as a regular greatsword, requiring a STR of 20+ to wield, but will not sink into any sea or lake unless Pyaray wills it.

Box of Five Winds: an apparently empty glass puzzle box containing a 5x strength air elemental. Roll INT or less on d100 to solve it and open it, INT or less again to close it and recall the sylph. Hozbarn knows the method and can do either in 1 round. On each use roll 2d6, if the score is 5 or less (+1 per other air elemental bound) the user has attracted the wrath of Lassa, the Lady of the Air. Ysthax, Hozbarn's master, has made appropriate negotiations to avoid this fate for his servant.

Ysthax's Golden Ring: Unique ring containing a Gate Demon. When the code word is spoken a gate appears linking to Ysthax's Temple of Pyaray on Pan Tang.

Ysthax's Pendant: contains a demon of possession with POW 40, can only be used to possess the great dragon turtle as per Ysthax's command unless bound by a sorcerer with appropriate skills and high enough POW.

Hozbarn is a Templar of Pyaray, a bloody-handed pirate of the worst stripe who has sent hundreds of sailors to Pyaray's betentacled sea hell, who can put on such a good turn as a bluff, hearty, rum-swigging sea captain that most folk can't help but like him. He has been sent by the high sorcerer-priest of his temple, Ysthax the Unboiled, to try and fly onto the Dragon Turtle's back using the Box of Five Winds, possess it using a powerful binding demon, and then ride it all the way across the Boiling Sea to Ashaneloon. Once there he is to activate the gate ring, whereupon a horde of bloodthirsty Pan Tangian pirates

will descend on the magical city and conquer it. Sadly, Ysthax himself cannot take part in the expedition, as he is three quarters of the way into transforming into a demonic lobster and cannot leave his tank of icy water in Pan Tang. As he trusts his underpriests about as far as he can throw them, he has sent good old Hozbarn, suitably equipped from the temple armoury.

Hozbarn will always try to charm people before he gets the ironmongery out, partly because betrayal is much more fun than straightforward murder and partly because he knows he has limited resources at his disposal and can't afford to waste his men wily-nilly. He has perpetrated a few satisfying massacres on his way across the desert, but a bit more bloodletting would suit him fine. Like all Pan Tangians he is paranoid, and the sight of another party of adventurers will raise his suspicions that they are there to stop him. He took a circuitous land route rather going by ship to avoid attracting even the suspicion of Father Straasha, but now some bunch of creeps, possibly backed by a rival Pan Tangian Temple, or even those white faced Melnibonean bastards, are here to interfere...

He has with him one Pan Tangian Templar per two surviving members of the PC party, plus 2d6 local tribesmen he has initiated into the mysteries of Pyaray by injecting them with the hallucinogenic black ink of a certain chaos-tainted squid. Each has what looks like an irregular black tattoo or bruise on his face, which will writhe and move and ultimately bleed from their eyes and noses if they are slain, and then attempt to crawl back into the jar in Hozbarn's backpack.

Pan Tangian Templars

STR 15 CON 13 SIZ 17 INT 14 POW 10 DEX 13 CHA 6
Elan 2 HP 18

Sea Axe Att 65 Parry 60 Damage 2d6+2+1d6

Scimitar Att 50 Parry 50 Damage 1d8+1+1d6

Self Bow Att 55 Dam 1d8+1d10 from Sea Urchin poison

Armour: Breastplate 1d8-3

Or else: 5th level Warriors, HP 27, DC 5, +1 to hit from STR, Great Axe, Scimitar, Shortbow, arrows save vs poison or take 1d6 extra damage



(continued from page 72) Sleep lasts until the character is removed from the gas or the gas is removed from the chamber (e.g. by an air elemental or Gust of Wind).

All sleepers will dream. Roll POWx5 or less (or 10% + 10% per level of mage) to have any of it make sense, and a critical success (1/20 of needed percentage) will result in a prophecy revealing the coming of the Dragon Turtle, Hozbarn's assault on it, and the red ruin that will come to Ashaneloon. It will also reveal that if the marble slabs are prised up a deep shaft will be revealed leading to a complex of caves full of toxic sulphurous gases and a hidden magma chamber under the centre of the bay. The whole area is the mouth of an old and long-buried volcano. Setting the volcano off is possible if some way is found to pour enough sea water at once into the magma chamber to set off a Krakatoa-style steam explosion.

C. A stream of sorts pours into the sea at this point. It is boiling hot and stinks of sulphur. The stream runs a few feet under the surface of the sand, to emerge as an area of stinking bubbles ten yards or so offshore. It is, however, the only source of fresh-ish water for miles in any direction, and the inhabitants of the two camps at **D** and **E** try and dig pits in the shifting, steaming sand to retrieve water from it. The water tastes awful, but does no great harm.

D. A line of white and black sand dunes rises a few feet out of the ground here, held together by tussocks of spiny brown grasses and tough thornbushes. Interspersed amongst them are multicoloured volcanic slime pools which occasionally belch forth bubble of noxious gases. 10% per round of meeting one, roll 1d6: 1-2 Yellow – smells like rotten eggs, nasty but more or less harmless; 3 Green – acidic, does 1 damage to all who breathe it in, 1d3 round coughing fit; 4 Blue – Hallucinogenic, as at **B** above but exposure only lasts a minute or so and the dreams are too brief to impart information; 5 Red – Flammable, spreads an awful stench over the surrounding area until it meets a naked flame whereupon it explodes doing 1d6 damage to all around it; 6 Purple – smells of Lavender, but hangs around like a mist reducing visibility to few feet, and causes dizziness reducing DEX by 1d6.

At the southern end of these dunes is a large camp of Yuite Nomads, one thousand strong, of whom 300 are warriors and 20 shamen and wise women. There is bedlam within the camp, with theft and casual violence kept barely under control by the more devout nomads. The wise ones sit in a circle around a bonfire onto which fragrant incense and goat turds are dumped indiscriminately. They wail and chant in the fug, drink the freshly leeches blood of goats, inhale the fumes from bowls of blue slime, and are generally having a whale of a time. Every hour or so another band of 3d6 nomads wanders out of the desert to join the camp, whereupon their goats are immediately seized by the large gangs of warriors and bled out to feed

the shamen before their bodies are torn apart and spread rather unevenly around the camp.

The warriors are on the lookout for sacrificial victims who will be required for some mysterious ritual that will take place in a few days' time. They have captured a few baboons from **E**, but the gods prefer the souls of humans and the PCs may have to do some fast talking as to why they shouldn't be called upon to provide them. There seem to be a lot of mutants here: 1 in 20 of the population have a deformity and a few chaotic features. Many are doomed to be sacrifices on the great day. The ritual seems to involve staking out live victims in the path of the Great Sea Mother and rejoicing when they are crushed by her magnificent bulk. The foul baboons always try and steal her eggs and the devout must protect them until they hatch. There is a shortage of water and food and there are frequent raids by the baboons.

E. Around 800 baboons camp closer to the stream, sleeping in shallow pits dug out of the sand. Their camp is in equal parts squalid and noisy, but they keep a good watch and anyone approaching can expect 10+2d10 to attack them within 1d3 rounds of being spotted. The baboons are also looking for captives, but not for sacrifice as such – they believe that by eating the brains of living men they will become more intelligent themselves. The well-gnawed bones of captured nomads decorate poles all over the camp, and every skull has had the top sliced off with a flint knife.

If they can be approached in a friendly manner – offering them a live nomad to eat would do nicely – they will reveal in guttural sign language what they are here for. They have come to eat the magic eggs of the sea demons, and one amongst them will climb upon the mother demon's back and sail off to the holy lands beyond the sea to plead with the monkey god Areeekkk to rid their land of these upstart humans. They say there is usually a fight of some kind with the stupid humans, but the baboons usually win.

F. There is only one turtle. The document Hagar found never mentioned it, but the PCs might have picked up from the nomads and baboons that only one is expected, and that turtle is huge. The great beasts of the Boiling Sea are big, a good 10 meters long, but they are just the hatchlings. Their mother is 150 meters long and her domed shell is 30 meters high at it highest point. She is like a moving athletics stadium. The first indication the PCs get that the great day has arrived comes in the very early morning. The faintest glow of dawn lights the horizon, and a faint swooshing sound can be heard. The assembled tribesmen and monkeys scream and shout and run down to the shore to engage in a bloody no-holds-barred battle as the sun rises. GMs may want to switch to mass combat rules to resolve this in the event that PCs get involved.

The turtle approaches the bloody shore like a moving island, awesome to behold and utterly oblivious to the

shouted prayers and ecstatic dancing of whichever faction has won the battle. It squishes the victims laid out by the nomads as it ploughs its way up the shore. It then turns, digs a pit the size of a quarry, and deposits its truck-sized eggs. This process takes all day, after which the Dragon Turtle Mother heads off into the ocean as the sun sets.

Observers with a high enough vantage point will see that she has ruined buildings on her back, enough to constitute a small fortress. It is to these that Hozbarn will fly using his air elemental as soon as the turtle gets to shore, and he will go alone, leaving everyone else impotent on the shore below. Unleashing the Demon of Possession unleashes a paroxysm of fury in the turtle and it will blast an area 200 meters around it with superheated steam so hot it turns the sand to fused glass and beat its vast flippers into the sand. If it wins, and it probably will, the turtle calms and slides out to sea again.

The Dragon Turtle Mother

STR 1250 CON 18 SIZ 1500 INT 1 POW 35 DEX 1
HP 1506

Armour 30+3d10 flippers, 50+5d10 shell

Breath Attack 100% Dam 8D6

Flipper Attack 25% Dam 8D6

Or else: HD 20-150, DC -10 shell, 0 elsewhere, Dmg 8d6

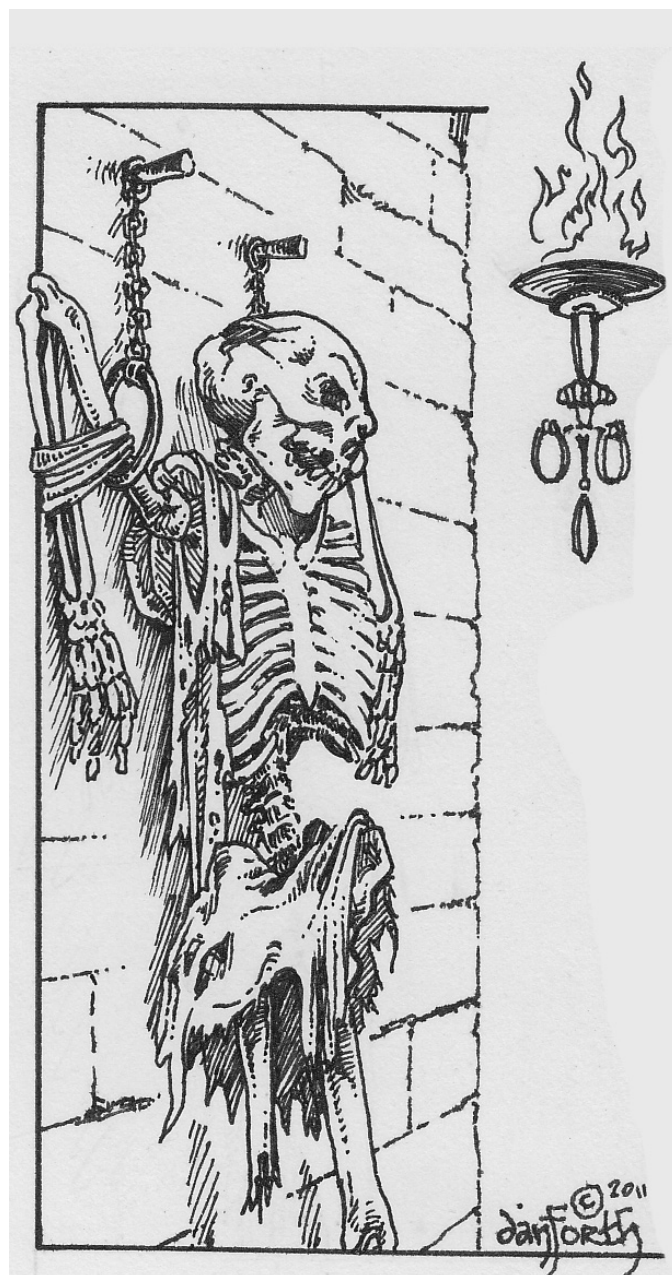
The turtle does not even notice an attack that does not penetrate its armour (or only does a few hp damage), but if it does register that someone is trying to harm it it will fight back, very slowly. Its breath attack has a range of 200 meters, doing half damage beyond 100 meters and ignoring armour and shields. Rolling a dodge or DEX or below on d100 means you have managed to throw yourself to the floor and take half damage again. The flippers are huge but don't move very fast; double dodge chances. If it takes more than 200 damage the turtle will retreat into the sea and return in a week or so to lay its eggs.

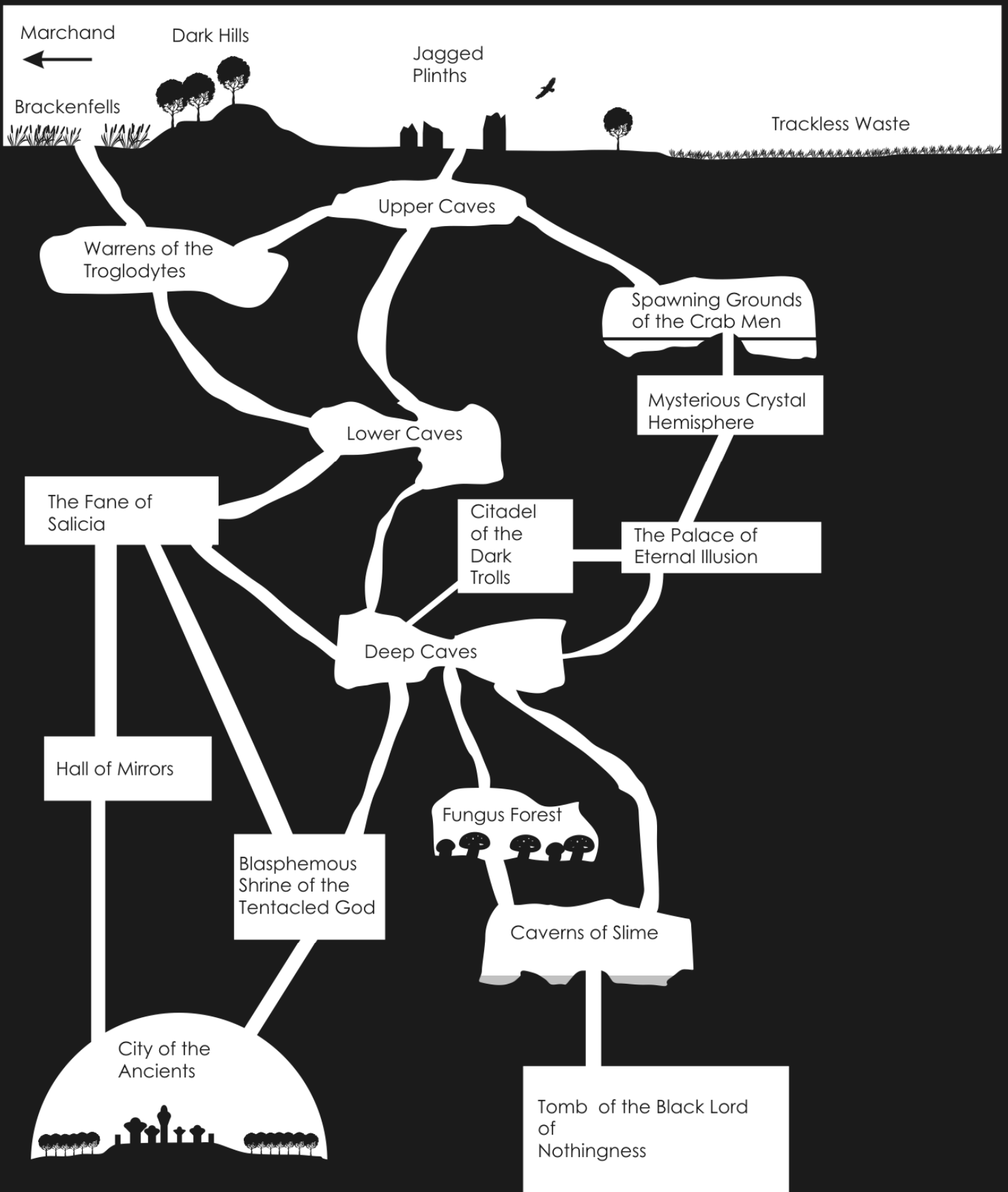
G. The egg pit will be some 15 meters deep and 30 meters wide and will contain 4+2D6 eggs of SIZ 40. The mother will fill it in before she goes, and excavating the eggs back out is a far from trivial task. Any surviving nomad fanatics will do their damndest to stop any interference, and digging that deeply into the sand will probably require knowledge of engineering or mining and a lot of slaves with shovels. The baboons have the trick of it, though: they bring pots of multicoloured slime down from the dunes at **D** and plaster the walls of their deepening pit with it so that it congeals into a hard crust. When they reach an egg they bash in the shell and lower buckets in to get the yolk out, drinking it raw, then send in big baboons with hand axes to dismember the embryo. There is enough food here to feed hundreds of baboons for months. Anyone eating the flesh with them in the prescribed ritual fashion will gain 1 POW. The baboons do collect the shell and grind it up to brew a highly invigorating aphrodisiac soup, but they will not begrudge the PCs a kilo or two if

they have assisted them in some way with the battle on the shore or digging up the eggs.

If left alone, the eggs will hatch in just two weeks; the embryos are already well-developed when the eggs leave the mother. Use stats as for Dragon Turtles noted above (or in your rulebook), but SIZ and STR are 30+1d10. They will hatch and leave within a few hours of each other, leaving the eggshells behind. These little turtles will instinctively head straight for the sea, but will notice any human sized gobbets of food along the way; the nomad fanatics regard it as good form to sacrifice oneself to a hatchling by standing in front of it, believing that the soul of the warrior enters the body of the turtle.

And what does Hagar want the shells for? Honestly, you don't want to know... Ω





THE DARKNESS BENEATH

Level 11:

Fungus Forest and Mold Falls

megadungeon installment by Makofan

Accessed from the Lower Caves, but rarely visited even by the fierce dark trolls, is the vast expanse of the fungus forest. Closely grown mushrooms tower to heights of over one hundred feet, fed by veins of radioactive ore and enabled by the height of the gigantic cavern that houses them. Strange insects, inimitable intelligent denizens, and the odd aberration co-exist in a nightmarish world of silence permeated with hallucinogenic spores. The party may find incredible riches or gruesome death, but not necessarily in equal parts! There are hidden sanctuaries for the clever to find, and not every threat must be fought.

If used as part of *The Darkness Beneath*, this level connects via a trip over the spectacular Mold Falls to the Slime Pits (level 13). The players may discover powerful technology, or even a new sentient species – so put on your Hat of Paranoia and let's go!

A. The Fungus Forest. The bulk of the map is taken up by the Fungus Forest proper, and most travel will be made in generic terrain where the Referee must improvise the details. This section gives the general character of the forest, along with helpful tables to generate conflicts, events, color and ideas. Various parts of the map are labeled with their own letter, and will be discussed in a separate section specific to the location. These include the fungal gardens of the dark trolls, the caterpillar lair, the fungemoth of the fountain, the sanctuary of the dysfunctional druid, the mold falls, the guarded grove, the enchanted circle, the enclave of the fungents, the lake of voices, the radiation rift, the demesne of the fungeyes, the plateau of the mantis folk, the sparkling spring, the slime wyrm's waterfall, techno caves, and the canopy.

The fungus forest grows in a huge natural cavern that averages 150 feet in height and in some instances surpasses 200. The lightly-soiled ground is uneven, with common gradients often descending or ascending five to ten feet. In the far west is the large plateau of the mantis men perched on a 100 foot cliff, and in the north-east corner is a small platform where the dark trolls grow their fungi. Scattered shallow streams meander sluggishly through constricted limestone passages worn from slow erosion, hiding the occasional treacherous sinkhole. The temperature is always warm and humid, reminiscent of a muggy summer afternoon before a thunderstorm. Very slow breezes

occasionally swirl, generated by humid air meeting various bodies of water and the cold emanating from the techno caves. Millions of invisible spores get caught up in these breezes, and occasionally waft their particular inflictions on unsuspecting parties. The air is slightly obscuring due to the millions of particles, and vision is limited to about 60' even with full illumination.

The walls and cliffs of the cavern are covered with a variety of lichens, moss and mold. Most are fluorescent, providing a light that will not penetrate more than two or three feet, but which can be seen from a far distance. Many bare patches can be seen, evidence of feeding insects. Any time the party is in sight of a wall, the referee should place 1-6 giant insects, such as beetles, ants, moths, flies, locusts, feeding on the bounty, and one or two lichens, mosses, or molds. These insects are most likely not aggressive, but any disturbance of their routine will surely generate a reaction. Of course, only experimentation will reveal the property of the lichen covering.

The main mushrooms of the fungus forest are the giants that average 5 to 10 feet in diameter and 60 to 70 feet of stalk before branching into inverted trumpets that form an interlocking canopy. Most of these club fungi are some variation of purple, with mulberry being the standard base from which they deviate. Lime-green spots that drip a milky ichor generously cover the stalks, the ichor emitting an odor akin to rotting meat that attracts giant insects. The club fungi are inedible to most mammals, including humans, but will cause sickness at worst to those ingesting. Many are encircled by parasitical shelf fungi of different sorts and colors whose characteristics must be decided by the Referee. Some shelf fungi are wide enough, thick enough and extensive enough to provide a spiral passageway leading up to the canopy.

Moths with a wingspan of twelve to fifteen feet circle over the top canopy, spiraling down to feed on the fungus sap that pools in the trumpet hollows. Hunting arachnids the size of large dogs prepare to pounce on the unwary moths, while, waiting in inhuman stillness and silence on their cliffs, are the mantis men, ready to eat any moth that flutters too close. At regular intervals the mantis men organize brief hunting sorties, and occasionally the spectacle of a soaring mating flight punctuates the usually quiet forest.

A profusion of lesser fungi, rising perhaps to ten or twenty feet, chokes the gaps between the trunk-stalks. Crammed beneath them are still more fungi that reach waist height. Travel through this undergrowth is painfully slow, perhaps 120'/turn at best. These fungi come in all shapes and colors, from the well-known umbrella or toadstool mushrooms to giant jack-o-lanterns, ten-foot diameter puffballs that erupt deadly toxins, spiny hedgehog mushrooms, and prized giant truffles. It is suggested that the Referee make most varieties poisonous or inedible, but occasionally spice things up with a fungus of singular flavor or effect.

The party may stumble upon winding paths through the forest, which allow rapid movement, but beware, because the trails must be there for a reason! Encounters will be much more likely on a trail. There are six detailed shelf fungi paths that look promising to a traveler wishing to reach the forest canopy. The Referee should feel free to add more to taste. A careful party can typically follow these to the canopy in about half an hour, while a skillful thief could probably make it in five minutes.

A1. Shelf Fungus Spiral – The Flies. This spiraling shelf is 1-2' thick, averages 7' in width, and starts at ground level. It is umber colored with carmine streaks. The fungus trunk has more spots than most, and drips copious amounts of smelly, viscous fluid. This in turn attracts giant carnivorous flies, which are only too eager to feast on fresh meat (the party!) instead. Each turn spent on the shelf has a 30% chance of discovering/attracting 2-8 of these giant (3' long) flies, who will immediately attack the party. These flies bite, then hold on and suck blood every round thereafter until they have sucked as many hit points from their victim as the fly's original hit points. Characters attacking flies that are attached (to themselves or others) suffer a -4 penalty to hit. Furthermore, any character who has a fly attached must roll a d6 each round. On a 1 they stumble over the edge and fall to the cavern floor, taking 1d6 damage for every 10' they fall, and on a 2 they are off balance and fall down. The flies will normally stay attached until they are under 5 hit points, or full, but any energy attack (fire/lightning/cold), even a torch, will make them immediately disengage.

Giant Carnivorous Flies AL:N, MV: 180' (60'), DC 6, HD 3, #AT 1, DG 1d6, ML 8, Special: successful hit causes fly to latch on and suck 1d6 hit points per turn until full or driven off.

A2. Shelf Fungus Spiral – The Break. This aquamarine shelf fungus is only 5' wide and about a foot thick, tapering to 6". Characters should hug the trunk – if walking two wide, the outside character should make a routine dexterity/agility roll or fall off the shelf, plummeting to the cavern floor. About 70' up, the shelf fungi has been broken away. The party must turn back, unless they can somehow make the next turning about 30' above them.

A3. Shelf Fungus Spiral - The Spider Ramp. This shelf has the same characteristics as **A1** – umber colored, 7' in width, 1-2' thick. This ramp is a favored means of access to the forest floor for the canopy-top spiders. Depending on the speed of the party, the GM should roll 1d6 for an encounter 2 or 3 times: on a 1 they encounter 1-6 Giant Wolf Spiders, on a 2 1d3 of same eating giant fly corpses.

Giant Wolf Spiders AL:N, MV: 150' (50'), DC 6, HD 4, #AT 1, DG 1d6, ML 8, Special: Save vs poison or die, Surprise on a 1-4.

A4. Shelf Fungus Spiral – The Slippery Shelf. This maroon shelf fungus is extremely slippery. There will be no encounters on this spiral shelf, but movement is at half speed, and every character must make a Dexterity roll each round or fall down, with a 2 in 6 chance of then falling off the ledge, unless secured in some way.

A5. Shelf Fungus Spiral – The Caterpillar Highway. This shelf is close to the giant caterpillar nest, and occasionally one of the giant caterpillar horrors controlled by *cordyceps lloydii* will get the urge to climb to the canopy top by means of this shelf, then explode at the canopy top, scattering itself and parasitic fungi spores in a wide radius. There is a small chance (1 in 6) that a climbing horror will overtake the party, and attack.

Caterpillar Horror AL:N, MV: 120' (40'), DC 3, HD 8, #AT 1, DG 2d6 bite, ML 12, Special: Save vs poison or disease, turn into undead zombie in 2 days.

A6. Shelf Fungus Spiral – The Safe Shelf. The party has luckily hit on a seldom-used spiral. The party will have no encounters while travelling this wide purple shelf.

Color List for Mushrooms

For an emphasis on the unnatural colors in the fungus forest, try using some of these hues instead of just saying "a brown mushroom." See page 84 for shape suggestions.

Brown: bole (reddish brown/terra rosa), umber (light clay brown), chocolate (rich, dark brown), tan (pale leather – buckskin), chestnut (Indian red), ochre (light yellow-brown), sepia (dark grey-brown)

Blue: azure (sky-blue), ceil (pale blue with some violet), cyan (bright aqua blue), glaucous (waxy grayish-blue), zaffre (deep royal blue), indigo (dark purplish-blue), iris (light purple-blue), periwinkle (lavender blue)

Yellow: amber (orange-yellow), buff (pale yellow brown), beige (pale yellowish-cream), saffron (golden yellow), citrine (dark golden-yellow), fulvous (reddish butterscotch), gamboge (resinous dark mustard), icterine (jaundice yellow), mustard (slightly brownish yellow)

Red: crimson (strong deep red with a hint of blue), amaranth (reddish rose color), carmine (deep ruby red), coquelicot (bright poppy red), vermillion (orangish red), maroon (dark red with hints of brown), rust (reddish-brown)

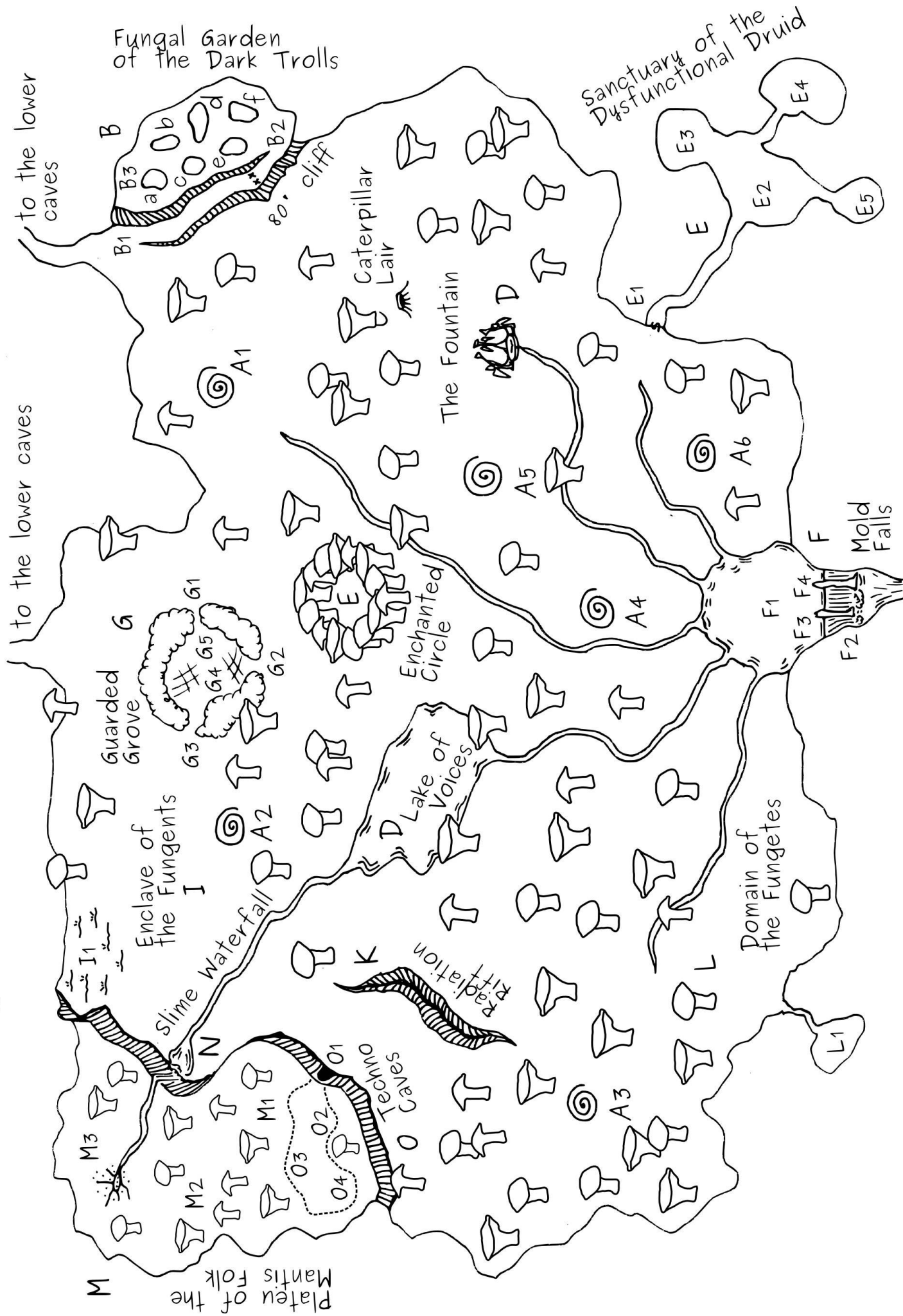
Orange: apricot (pastel orange/sandstone), coral (light orange with a touch of pink), persimmon (medium orange-red), salmon (pale pinkish orange), jonquil (orange with a bit of cream)

Purple: violet (medium bluish-purple), mulberry (pinkish reddish purple), orchid (light purple with touch of grey), magenta (strong, bright but light purple), fuchsia (same color as magenta), aubergine (dark purple with black overtones)

Black: jet, ebony, obsidian

White: ecru (pale grayish-yellow white), cream (yellowish white), isabelline (grayish yellow-white), ivory (gray-white), pearl

The Fungus Forest and the Mold Falls



Extended stays in the forest are likely to bring encounters with the denizens. Each turn, the referee should roll a d6 – on a 6, there is an encounter. If on a trail, encounters occur on a 5 or 6. The fungus forest can be divided into four quadrants (North East, North West, South East and South West); the referee should roll 2d6 and consult the appropriate table.

North East Quadrant Random Encounters

- 2 – 1 Fungent
- 3 – 1 Mycedryad
- 4 – The Dysfunctional Druid
- 5 – EVENT: Spore Cloud
- 6 – 4-8 Dark Trolls on Blood Thumps
- 7 – 2-4 Caterpillar Horrors
- 8 – TRAP: Roll on Trap Table
- 9 – 4-6 Fairies
- 10 – NOISE: Squeal of a Wild Boar
- 11 – 1 Mutated Spider
- 12 – The Fungemoth

North West Quadrant Random Encounters

- 2 – Slime Wyrn
- 3 – 1-6 Giant Wasps
- 4 – 1-3 Fungents
- 5 – EVENT: Spore Cloud
- 6 – 1-3 Wisps
- 7 – 7-12 Faeries
- 8 – TRAP: Roll on Trap Table
- 9 – 1-4 Mutated Spiders
- 10 – NOISE: Faerie Laughter
- 11 – 2-20 Creeping Molds
- 12 – 4-8 Dark Trolls on Blood Thumps

South East Quadrant Random Encounters

- 2 – 1 Fungeye
- 3 – 2-12 Moon Moths
- 4 – 1-6 Tricerabeetles
- 5 – EVENT: Spore Cloud
- 6 – The Dysfunctional Druid
- 7 – 2-4 Caterpillar Horrors
- 8 – TRAP: Roll on Trap Table
- 9 – 2-6 Wild Boars
- 10 – NOISE: Over the Falls
- 11 – The Fungemoth
- 12 – 1 Giant Purplepede

Streams: The streams that meander through the forest are an inch or two deep at most, and flow at less than walking pace. There is a 1 in 20 chance when crossing a stream of a sinkhole 5-10' deep that will swallow characters. If this occurs, mark it on the map for future remembrance.

South West Quadrant Random Encounters

- 2 – 1-2 Mutated Spiders
- 3 – 2-4 Caterpillar Horrors
- 4 – 2-6 Wild Boars
- 5 – EVENT: Spore Cloud
- 6 – The Dysfunctional Druid
- 7 – 1-3 Fungeyes with 2-12 Blast Spores
- 8 – TRAP: Roll on Trap Table
- 9 – 2-20 Blast Spores
- 10 – NOISE: Over the Falls
- 11 – 1-6 Fungents
- 12 – 3-6 Faeries

Event: Spore Cloud

The breezes sweep a dense cloud of billions of spores over the party. Roll 1d6 for effect – each member must save vs poison or suffer the effect rolled:

- 1- Sleep (slumber lasting 1d6 turns)
- 2- Poison (save at +2 or asphyxiate)
- 3- Hallucinations (DM's choice, but characters should be delusional and paranoid, unable to function properly)
- 4- Disease (if not cured within 2 days becomes zombies)
- 5- Rage (save vs spells or attack nearest being until it is slain – will even attack friends)
- 6- Levitation (character becomes lighter than air and will slowly drift in a random direction 20' per turn, 10 feet off the ground. Effect lasts 1d6 turns)

Trap Table

- 1 – 6'-10' deep sinkhole filled with Moon Slime
- 2 – trailing party member gets attacked by Moose Fungi
- 3 – random large fungi shoots out a penetrating tube; attacks as 8 HD monster, does 1d6 damage/round character is impaled
- 4 – erupting Giant Puffball
- 5 – a Giant Stinkhorn emerges
- 6 – Psionic Mold

Common Mushroom Shapes

Umbrella: Common mushroom shape (toadstools, button mushrooms)

Club: Small dense head

Trumpet: Inverted umbrella cap.

Puffballs: round mushrooms

Shelf: wide, flat and thick

Phallales: phallus-shaped

B. The Fungal Gardens of the Dark Trolls. There are two reasons that the Dark Trolls visit this forest – to tend their fungal gardens and to seek out new beneficial species of fungus. This is their gardens, a cleared area on a large plateau in the North-East corner of the cavern.

B1. The Ramp. There is a wide, limestone ramp leading up in a curve towards what looks like a plateau. The ramp is 20' wide, wet and slippery. A sheer cliff looms up on the left, and a sheer drop falls away on the right. This passage climbs 80' vertically in only 150' length, so its steep gradient and treacherous footing demand caution. A view from the ramp will show nothing but looming mushroom trunks as far as illumination permits. There is a 5% chance (1 in 20) of meeting a dark troll caravan consisting of four dinosaur riders, a shaman, and two pack dinosaurs laden with edible and medicinal fungi coming from the garden above. This caravan will be haughty and hostile, demanding that the party surrender or die. The trolls will gladly accept surrender, disarming and binding the party. Any lengthy hesitation in reply will result in combat.

Dark Troll Caravan

4 Dark Trolls: AL: L , MV: 120' (40'), DC 4, HD 6+3, #AT: 1, DG: 1d6+2 , ML: 9, Special: Regenerate 3 hp/round

4 Blood Thumps: AL: N, MV: 120' (40'), DC 4, HD 10, #AT:1 , DG: 2d6, ML: 7, Special: Trample charge

1 Shaman: AL: L , MV: 120' (40'), DC 4, HD 6+3, #AT: 1, DG: 1d6+2 , ML: 9, Special: Regenerate 3 hp/round, spells *Darkness*, *Cause Fear*, *Detect Charm*, *Speak with Animals*, *Cure Disease*, *Tongues*

Treasure: 50 pounds of each of the six fungus types from the fungal gardens (**B3**), general foodstuffs, 5000 gold pieces of toll collected along the way

B2. The Boar Barrier. About 30' from the top of the ramp is an 8' high prickly fence with wooden stakes jutting out, placed there mainly to deter wild boars from invading the gardens and eating the mushrooms and truffles found there. There are two heavy ropes leading from the barrier to the top of the ramp. By means of this arrangement, the barrier can be hauled up when a caravan arrives. Manning the barrier are two bored dark trolls, armed with giant boar spears. Their blood thump mounts lie placidly behind them. They will challenge any approaching party. They are content to fight from behind the wall with their boar spears, staying out of melee reach of the party, but if the party has too much ranged magic, they will mount their blood thumps, pull aside the barrier, and charge down side by side, sweeping the party over the edge.

2 Dark Trolls: AL: L , MV: 120' (40'), DC 4, HD 6+3, #AT: 1, DG: 1d6+2 , ML: 9, Special: Regenerate 3 hp/round

2 Blood Thumps: AL: N, MV: 120' (40'), DC 4, HD 10, #AT:1 , DG: 2d6, ML: 7, Special: Trample charge

The blood thumps are adapted to their environment, but PCs will be at a disadvantage fighting downhill on a slippery slope. Each round the players should make a check to see if they slip and fall, losing their chance to take an action that turn.

Characteristic Checks: Some game systems do not have a mechanism for ability checks. Below are some suggested ways to handle checks:

- 1) **The d6 Check:** check succeeds on a 1 or a 2 on a d6, with a +1 or -1 for a high or low attribute
- 2) **The d20 check:** roll attribute or lower on a d20
- 3) **The bell curve check:** roll attribute or lower with 3d6 (or 4d6 for more difficult situations)

As Referee it is up to you to provide a workable system for the players.

B3. The Fungal Gardens. The fungal gardens occupy the entirety of the approximately 100' x 150' plateau. The gardens consist of massive amounts of dinosaur fertilizer seeded with different mushroom species. These fungi are known only to the dark trolls, and their effects can only be discovered by experimental ingestion (see page 90 for a table). There are six patches labelled 'a' through 'f'.

a – indigo morels with glowing coral-covered spots. These are edible fungi, and are a staple food for the dark trolls.

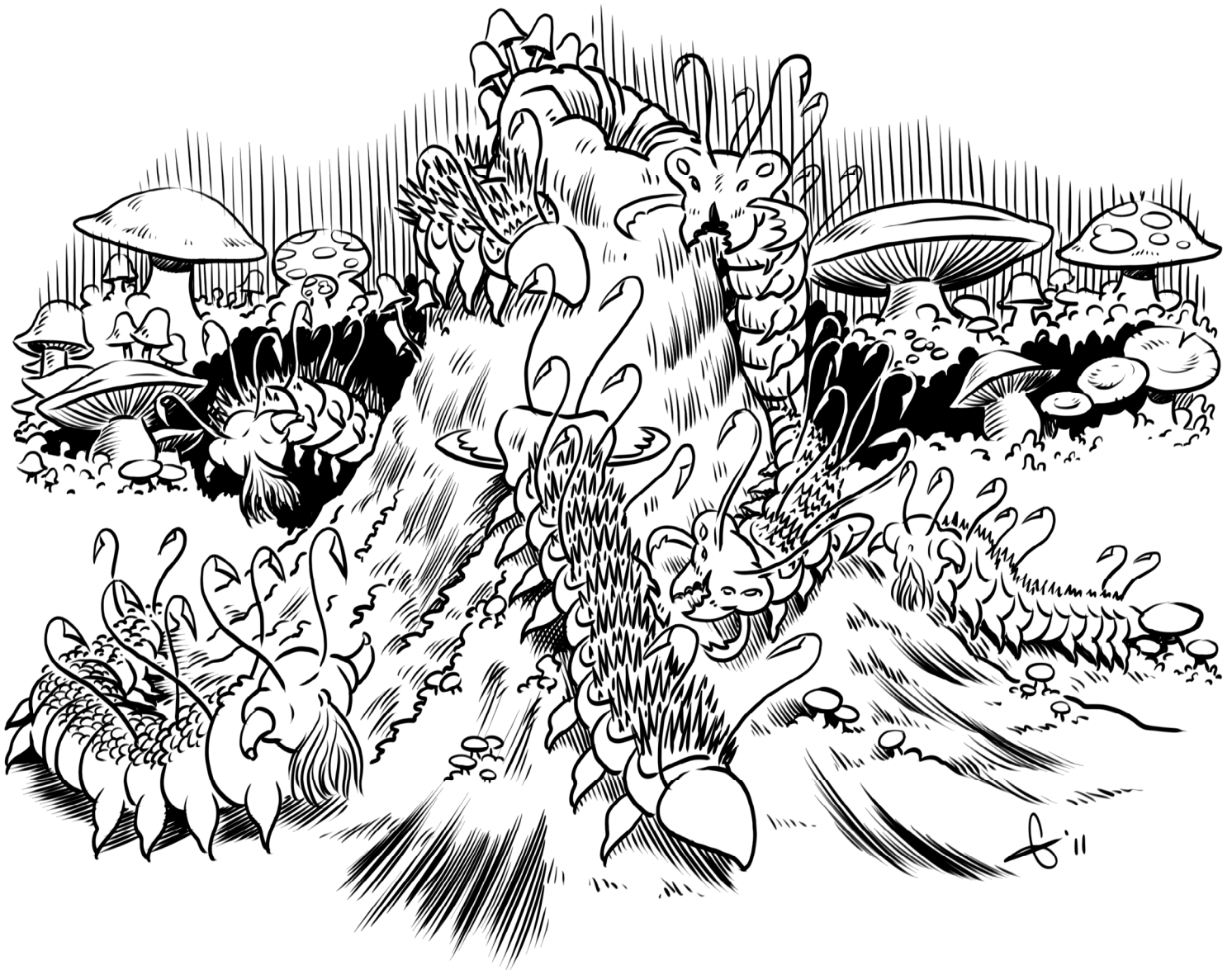
b – citrine stalks with coquelicot caps. These mushrooms are hallucinogenic. The character has one sense (Referee's choice) impaired or twisted for 1d6 hours. In the right frame of mind this could be pleasurable. In combat or exploration it could be fatal.

c – fulvous puffball. These mushrooms cause blindness if eaten, but cure blindness if a paste made from alcohol and the puffball is plastered on the eyes.

d – lime and fuschia-striped toadstools. These mushrooms are a delicacy, and can be sold to any chef (or the Halfway Inn on Level 5) for 100 gold pieces per pound.

e – flat shelf fungi of a mulberry color edged with indigo. These mushrooms are tasty and addictive. A few meals of these mushrooms will render humans and dwarves sterile. Any who eat these mushrooms will insist on taking along as many as they can carry, and partaking of them at every meal.

f – ultramarine umbrella mushrooms with zaffre-colored underside. The juice of these mushrooms creates a powerful ultramarine dye that is water insoluble.



C. The Caterpillar Lair. The Caterpillar Hill is home to a colony of Caterpillar Horrors. Long ago, giant ants harvested a mutated species of *cordyceps lloydii* as food. The ants were all killed off by the fungi, but now there is a new victim – caterpillar horrors. They inhabit the deserted ant lair. This violet- and apricot-colored club fungus poisoned the caterpillars, then infested their bodies and animated them. Now the mind-controlled zombie caterpillars roam the forest looking for new hosts. Any player injured by a caterpillar horror must make a saving throw or turn into a mind-controlled zombie in two days.

C1. The Clearing. In a small cleared patch in the forest rises a 12' high hill made of piled up soil and small rocks. There is a 2-in-6 chance that 1-6 Caterpillar Horrors will be roaming in the vicinity, scavenging, guarding or pruning the forest. These horrors will attack the characters as soon as they are aware of them. If combat ensues, the mind fungus will send out a telepathic call for help. Each round, there will be a 2-in-6 chance of another 1-6 horrors

arriving. After 40 horrors have been encountered, no more will arrive. If the party decides to flee, any horrors currently on the scene will chase the party implacably.

C2. The Entrance. The conical hill is fairly stable, packed down by the tread of countless trips. The party should have no trouble climbing it. At the entrance, and every turn spent in the tunnels thereafter, there is a 1-in-6 chance of encountering a horror. If the party does meet a horror while on the hill, they must roll a check to see if they fall while trying to fight on the sloping hill. The entrance itself is a 6' wide hole that slopes down into darkness at a 70° angle. The party will have to be lowered by a rope or have some special climbing, clinging, or levitating ability if they wish to enter. The horizontal rooms leading off to the sides of the shaft usually have 10' ceilings. After 30' or so, all the tunnels are dug out of limestone rock, the result of years of ceaseless labor from the previous ant inhabitants.

C3. Guard Rooms. These rooms are occupied by two horrors. These, and all other encountered horrors, will telepathically call for help as outlined in **C1**.

C4. Empty Rooms. Currently bare and unoccupied.

C5. Food Rooms. These rooms are lined with the mutated *cordyceps lloydii*. Any contact with these deadly fungi has a chance of causing zombie disease (as outlined in the introduction to the lair). There is a 50% chance of 1d6 horrors being present.

C6. Sleeping Quarters. Sleeping Quarters are occupied by 6-30 horrors, half in the chrysalid stage.

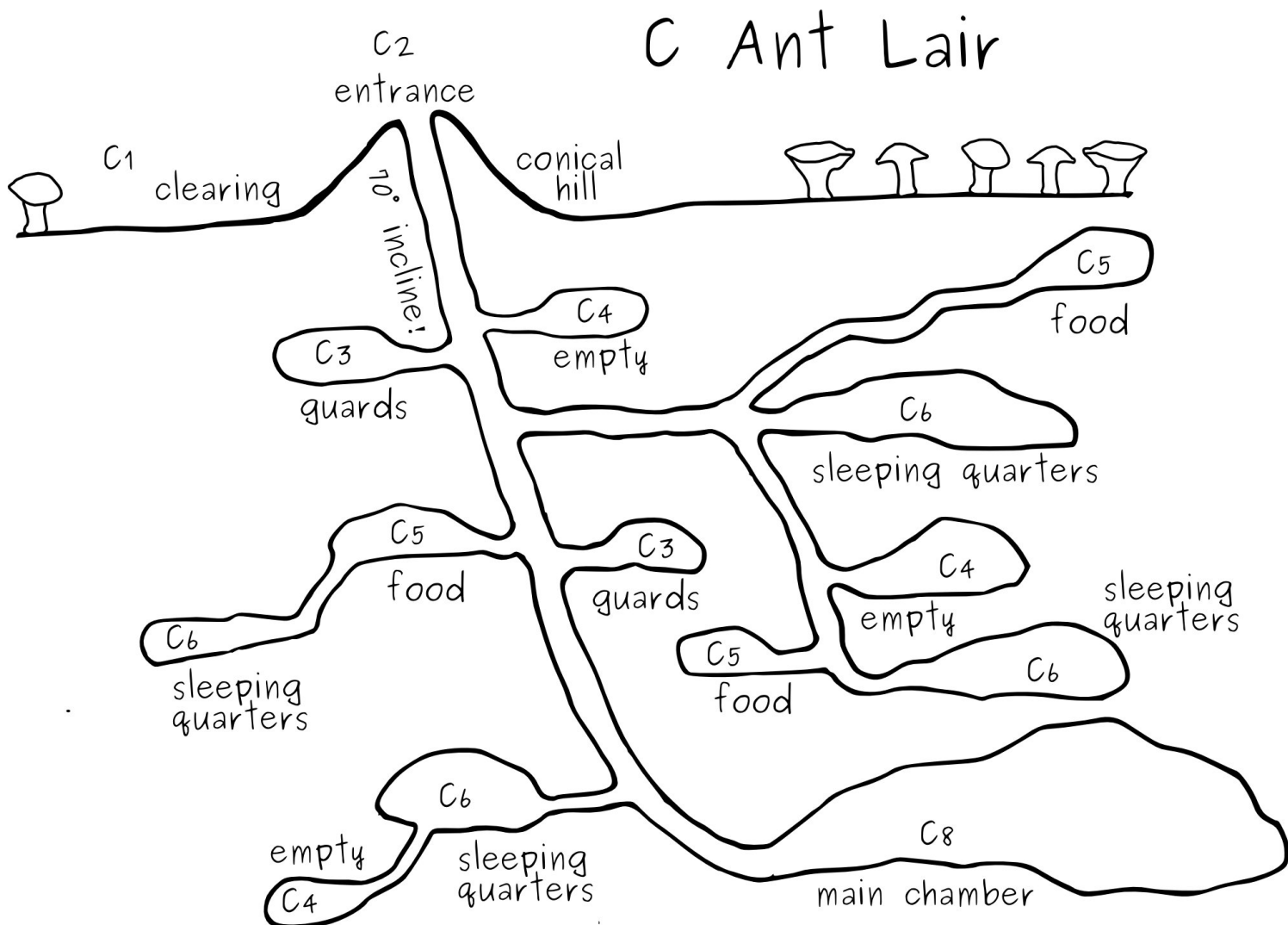
C7. Dead Adventurer's Room. The mold-covered remains of an adventurer who journeyed with the Dysfunctional Druid (see **E**) lies here. Among the bones lies a horde of magic items and armor:

- 1 Dwarven Chain Mail of Invulnerability
- 1 Shield -2 of Missile Attraction

- 1 War Hammer +3, Returning
- 1 Ring of Weakness
- 20164 gold pieces
- 3384 silver pieces
- 36 gems averaging 200 gold/gem
- 12 pieces of jewellery totaling 11400 gold

The dwarven chain mail protects the wearer from all weapon attacks unless a natural 19 or 20 is rolled and hits – then the wearer takes triple damage from the critical nature of the hit.

C8. The Main Chamber. This large lair is filled with *cordyceps militaris*, 20 – 30 horrors, and two tons of fist-sized chunks of mithril-silver ore.



D. The Fungemoth Fountain. This spectacular fountain lies in a 50' circular clearing. It is made from polished rose granite, picturing three 30' tall angels with trumpets angled upwards, from which jet clear streams of water which fall and are collected in the pristine 40' round basin. Nothing can pollute these waters, and fungus spores will not settle in the catch basin. One draught of this fountain cures 6-21 damage, a second clears any diseases, and a third draught in one day acts as a potion of growth. After its effect wears off, any character who grew from it has a 10% chance to grow one inch in height permanently overnight. The fountain's water loses potency outside the clearing. The clearing is guarded by the fungemoth. Any character who enters the clearing will draw its ire. The fungemoth will not be noticed as it is the same height and color as the fungus forest 'trees' that make up the bulk of the vegetation. The fungemoth is animal cunning and implacable. Standing 100' high, it uses its two 6d6 area effect stomps to attack the characters (all in 10' square attacked roll separately for each character to see if they are hit). Those that avoid the stomp are placed in an adjacent square and must make a save vs Wands or fall to the ground, stunned for 1-4 rounds. Fleeing characters will attract 2-12 homing death spores each (1d6 damage and save vs poison or gain disease that turns you into a fungus in two days). The fungemoth has 32 HD, is DC -2 due to the density of its construction, attacks two squares per turn with area-effect 6d6 stomp, and can fire 2-12 homing death spores each at up to eight creatures. The fungemoth only takes half damage from weapons, and gets a saving throw even against spells that do not allow one. The fungemoth may be too deadly for characters to take in combat, but a clever or/desperate party may be able to find ways around it, like luring the giant ants to the clearing to fight it, or forming an alliance with another group, for example. The druid from **E** may have ways of dealing with the fungemoth.



E. Sanctuary of the Dysfunctional Druid. In the south-east corner of the forest, behind a hidden aperture in the cavern wall, is the sanctuary of Woebegone Kernoble, a druid stranded ten years ago by the demise of his adventuring party. Unstable, and addicted to the mushrooms which give him the power to survive this harsh environment, he can be a great friend or a deadly foe. No outside creatures will ever enter the sanctuary – it is a safe resting place as long as you do not anger the druid.

E1. Cave Entrance. This 10' high crack in the base of the cavern wall is choked by lichen and will not be noticed except by determined and deliberate searching. The crack itself is two feet wide, and curves 15' before emerging into an underground cave complex. There is a 5% chance that the party will encounter Woebegone if they pass within 30' of the entrance. If not encountered, and the party finds and enters the cave, there is a 50% chance that Woebegone is at home. There is a very simple trap here that Woebegone easily circumvents with his druid powers. Across the cave corridor is a 80' deep chasm, 5' wide. It is hidden by a moss-covered blanket. Any reasonably cautious character will spot the oddity in the flooring.

E2. Main Cavern. The main cavern is long and irregular. Various technological relics in non-working order are scattered about the room. Woebegone spends a lot of his time tinkering with these devices, seeking to find a way to restore their function. As yet he has not been successful except with one small crystal ball which randomly displays one of 6 short holographic dramas when touched. Besides the entrance from outside, there are three other exits from this cavern. They lead to the wild boar den, the mushroom larder, and Woebegone's chambers (**E3**, **E4**, and **E5**). Any entrance into this chamber, unless silent, will bring the three aggressive wild boars from the den to investigate.

E3. Wild Boar Den. This small, roughly circular room is home to 3 wild boars, pets of Woebegone. They will attack any characters not accompanied by the druid. The interior of the room is covered with 6-8 inches of mud. It is very smelly. There is no treasure here.

Wild Boars: AL:N, MV: 180' (60'), AC: 5, HD 5, #AT: 1, DG: 2d6, ML 10, Special: will fight one round after reduced to 0 hit points

E4. Mushroom Larder. This mushroom larder contains live patches of each of the five psionic mushrooms Woebegone is addicted to, plus edible mushrooms for food. See Woebegone's stats for the five types of psionics. Ingestion of five or six mushrooms is enough to bestow the psionic power on the individual, and these powers will be available for one hour. It takes time to build up tolerance for these powers, so any mixing of the mushrooms requires a save vs poison to avoid being rendered helpless with retching. In this case, no powers are gained, the character needs an entire day of bed rest, and one Consti-

Wobegone Kernoble

Level 11 Druid, AL:N

S:8 I:12 W:18 C:11 D:10 CH:15

DC: 7 HP: 54 Save: as Priest lvl 11

Abilities: +4 save vs elements, cannot be charmed by faery creatures, can pass through undergrowth/mushrooms with no move penalty, identify mushrooms/plants and safe water

Spells: Animal Friendship, Detect Pits and Snares, Locate Animals, Purify Water, Speak with Animals, Charm Person, Locate Plants, Create Water, Produce Flame, Cure Light Wounds, Cure Disease, Neutralize Poison, Water Breathing, Plant Door, Speak with Plants, Repel Insects, Insect Plague, Wall of Fire, Transport via Plants

Psionics: Once per round, at will:

Telekinesis – move 200 lbs at a speed of 20'/round

Precognition – can see likely futures 1-2 weeks ahead, but only once per day

Telepathy – can project own thoughts/ideas into the mind of any magic-using being as a means of communication

Domination – target save vs spells or obeys simple commands from target for next 1d6 turns

Empathy – with concentration can sense other feelings unless target saves vs spells.

Weapon: Sword of Light (ignores all armor (roll to hit AC9), 3d6 damage, slices off a random limb on a roll of 18+, no strength bonus for damage)

Description: Wobegone is an older adventurer, in his late 50's with a whitening beard. He wears nondescript homespun robes and looks harmless, but he didn't stay alive this long without being crafty and deadly. He is inclined to be friendly to the party if they give him the chance. He is addicted to the mushrooms that give him his powers, and will not leave the fungus forest.

tution point is permanently lost. If a player successfully makes his or her save, then that mix of powers works for them and they will not have to make it again in future.

E5. Wobegone's Chambers. These chambers hold Wobegone's comfortable moss bed, a sturdy treasure chest, and a work bench and distilling apparatus. He is trying to dry mushrooms, and distill into potions, but with limited success so far. His treasure chest is trapped with a poison needle in the lock (he holds the only key). This poison is so virulent the player must save vs poison at -4 or die. Inside the chest is his treasure: 3643 gold coins, 484 platinum coins, and a handful of gems worth approximately 7000 gold.

F. The Mold Falls. The mold falls are a spectacular and garish sight. Five shallow, meandering streams gather in a confluence that raises the water level slightly, then drips a thin sheet of water over the lip of a limestone cliff that falls 160 feet before draining into a distant tunnel

F1. The Top of the Falls. The streams that lead to the falls join in a wide, shallow sheet of water not more than ankle-deep, but 200 feet wide at the lip of the falls. Players taking basic care wading through water can walk right to the edge of the falls themselves, as the current is not strong at all. The only real danger is the green and moon slimes that float along the top of the water before plunging over the falls. The slime has built up so that the lip of the falls is completely covered in slime across its entirety. There is a 10% chance per person per turn that a slime (50/50 chance of green or moon slime) brushes against a wading character, and a 100% chance at the lip of the falls.

Moon Slime: AL:N, MV: 0', AC:9, HD:1, #AT: touch
DG: 1d6, ML:12, Special: causes 1d6 damage per round, plus eats away one piece of equipment per round. Can be scraped off in 1d3 rounds (destroying scraper) or burned in 1 round, causing 1d6 fire damage to victim.

Green Slime: AL:N, MV: 0', AC:8, HD:2, #AT: touch
DG: 1d6, ML:12, Special: turns flesh into green slime. Armor protects for one turn. Can only be burned off.

F2. The Falls. The falls are a huge, sheer limestone cliff. The water barely seeps over the edge, taking its time to splash, drip and fall 160 feet to a shallow meandering river. On either side of the falls, the walls of the cavern reach up to a vault 200 feet above the falls. The falls fill the entire width of the chasm, and there is no way around the falls. The cliff is uneven, with rocks and spurs jutting through the sheets of water. The rocks are covered with yellow, brown, purple and red mold, all of which have dangerous properties to human bodies. Spore clouds rise up half the height of the falls. The only way down would be to climb down one of the few moldy spurs that leads to the bottom. A thief would only have half his normal chance to climb, due to the exceeding slipperiness of the rocks. All traversing the bottom half must make a roll on the Spore Cloud table (next page) each round they breathe in the cloud.

Yellow Mold: AL:N, MV:0', DC:9, HD:2, #AT:1, DG:1d6 plus spores, ML:12, Special: acidic, eats away wood and leather, does 1d6 to bare skin, 50% chance of releasing 10' spore cloud, save vs poison or choke to death in 6 rounds. Can only be damaged by fire.

Brown Mold: AL:N, MV:0', DC:9, HD:2, #AT: spec, DG:special, ML:12, Special: Drains heat (4d6 hp) each round from any character within 5'; only damaged by cold; heat attacks make it quadruple in size and hp

Red Mold: AL:N, MV:0', DC:9, HD:2, #AT:1, DG:3d6, ML:12, Special: Contact causes 3d6 damage electrical sparks within 5'; save for half damage; impervious to fire, cold and spells

Spore Cloud Table: Roll 1d6 for effect – each PC must save vs poison or suffer the effect rolled:

- 1.Sleep (slumber lasting 1d6 turns)
- 2.Poison (save at +2 or asphyxiate)
- 3.Hallucinations (DM's choice, but characters should be delusional and paranoid, unable to function properly)
- 4.Disease (if not cured within 2 days becomes zombies)
- 5.Rage (save vs spells or attack nearest being until it is slain – will even attack friends)
- 6.Levitation (character becomes lighter than air and will slowly drift in a random direction 20' per turn, 10 feet off the ground. Effect lasts 1d6 turns)

F3. Spur A (40' from the chasm wall on the east). This spur averages two-three feet wide, and is gently rounded. Here is a description of every 10' section of the spur from top (0') to bottom (160').

0': 70° slope, slick, wet, half-covered with harmless green lichen
10'-30': 90° slope, damp, bare
40': slight overhang, covered in brown mold
50': gap – no spur
60': 70° slope, slick, wet, covered with moon slime
70'-120': 80° slope, slick, wet
130'-160': 60° slope, inhabited by red mold

At the bottom of the spur there are some jumbled boulders covered in yellow mold. These boulders can be used as stepping-stones to the eastern shore.

F4. Spur B (just west of the center of the falls). This spur is a straight-down 90° knife-edge of slick limestone. While climbing down, there is a 2-in-6 chance of being splashed with water from above. 50% of the time, this dousing will bring green slime with it, with all the catastrophes that befall from that. The bottom of the spur ends in the pool at the bottom of the falls; characters will have to wade through the pool to reach the relative safety of the shore.

F5. The Bottom of the Falls. At the bottom of the Falls is a 6' deep pool that quickly narrows to a river of similar depth that slowly meanders towards a tunnel that leads to the slime pits (level 13 of *The Darkness Beneath* if you are playing the full megadungeon, or whatever underground area you choose if you have plugged this in to your own campaign). The river has worn a channel in the underlying rock, such that there is a narrow path on each side of the river. These paths end at the point that the river flows into a tunnel. The river itself is liberally sprinkled with pieces of green slime, moon slime, and washed away bits of the various harmful molds.

G. The Guarded Grove. The guarded grove is an area of the fungus forest that has been claimed by a nest of 8 intelligent mutated giant spiders. They have slowly been encroaching on the area inhabited by the faeries of the enchanted circle. (Sucking out faerie essence out helps bolster the spiders' abilities...) The spiders avoid the fungents wherever possible, as their poison does not work on them. The perimeter is entirely enclosed with their almost invisible webs (1 in 6 chance to notice or become entrapped), save for three exits/entrances. The interior of the grove is blanketed with an impenetrable magical darkness, and crisscrossed with numerous webs. Due to this darkness, party members will automatically be entangled in webs every 10' section. Enough fire and flame should slowly be able to burn a 10' section of web.

G1. East Entrance. This entrance is guarded by one spider, who will not attack until party members have penetrated far enough in to become entangled in the webs. Every round of combat after the second round, there is a 1 in 6 chance of another spider arriving with surprise.

Mutated Spider: AL:N, MV: 150' (50'), DC 2, HD 10, #AT: 1, DG: 2d6+poison, ML 8, Special: Poison, web

G2. South Entrance. This is the favored route for the spiders to sortie out and attack the faeries of the enchanted circle. There are two giant spiders guarding this webbed entrance, and they will aggressively attack the party if they get to within 10' of the entrance. The spiders will pursue the party if it runs, unless they are below half hit points.

2 Mutated Spiders: AL:N, MV: 150' (50'), DC 2, HD 10, #AT: 1, DG: 2d6+poison, ML 8, Poison, web

G3. West Entrance. This entrance is almost never used, as the fungents are patrolling most of the area to the west of the guarded grove. As in G1, this entrance is guarded by one spider, who will not attack until party members have penetrated far enough in to become entangled in the webs. Every round of combat after the second round, there is a 1 in 6 chance of another spider arriving with surprise.

Mutated Spider: AL:N, MV: 150' (50'), DC 2, HD 10, #AT: 1, DG: 2d6+poison, ML 8, Special: Poison, web

G4. Faerie Death Ring. This ghastly circle of death displays rotted rags of faerie cloths entangled in webs spanning large fungi trunks in a 20' diameter circle. On the ground beneath each bundle of cloths is a small pile of slightly glowing dust, all that is left of the faerie essence that has been sucked out by the spiders. There will always be at least one comatose but alive faerie hanging here, waiting for the spiders to feast on him. There is only a 5% chance that there will be a spider in this area. The faeries from the enchanted circle will reward the party for rescuing the victim here.

G5. Treasure Trove. This spot in the forest was where three adventuring companions of Woebegone Kernoble lost their lives. Their treasure lies underneath their rotted bones. Any spiders unaccounted for will be found here (usually 4). The loot includes 3569 gold pieces, 16000 gp worth of gems, a Ring of Spirits, a Sword of the Thief, and a Staff of Power. (Writeups for the first two items may be found in *Fight On!* #2.)

4 Mutated Spiders: AL:N, MV: 150' (50'), DC 2, HD 10, #AT: 1, DG: 2d6+poison, ML 8, Poison, web

H. Enchanted Faerie Circle. This small region of the forest is devoid of the type of huge mushroom found almost everywhere else. Instead there is a 100' diameter circle of 30'-high toadstool mushrooms, glowing indigo with orange caps, spotted with fluorescent lime blotches. Inside the circle, the area is lightly carpeted with soft moss and edible and medicinal fungi. There is an enchantment on the area that keeps out all non-intelligent beings. Unfortunately for the 30 faeries that live here, the mutated giant spiders have gained intelligence, and are no longer repelled by the enchantment barrier.

The faeries have lost fully half their number to the spiders' encroachment, and are getting desperate. Any party finding themselves within 60' of the area will be approached by a group of 6 faeries, who will plead with the party to eradicate the spiders for them. The faeries have little to offer the party. They will reward the party by offering their circle as a safe spot to rest, and will provide them with any food or healing they need through their magical mushrooms. They will even offer the service of two of their number as invisible scouts, after the spiders have been dealt with. Finally, they will give each member of the party a necklace of crystallized faerie tears. These necklaces have no known magical properties, but are priceless. The GM should assign a value of approximately 10,000 gp per necklace, if forced to do so. If the party declines the request, the entire faerie group will use their *Charm Person* abilities to try to force the group to kill the spiders anyway.

30 Fairies: AL: C, MV: 180' (60'), AC 7, HD 2, #AT:1, DG: 1, ML: 8, Special: Invisibility, Flight, Magic

Fairies are fun-loving tricksters, beings of magic and nature. These fairies are a bit more hard-bitten than normal, having lost half their number to the Dark Spiders [q.v.] that live near them. They are naturally invisible, and can see invisible creatures, but can reveal themselves if they like, or can be detected by Detect Invisible. They fly at high speed and gain +1 to initiative. They can use any of their magic powers 3 times/day. These consist of the magic spells *Sleep*, *Charm Person* and *Magic Missile*.

I. Enclave of the Fungents. The fungents patrol this part of the forest, and there is a 5% chance per turn of encountering one. Since fungents look like 20-30' tall cap mushrooms, they will almost always surprise the party (5 chances in 6). A lone fungent, if given surprise, will automatically attack the party unless it is accompanied by faeries or the druid Woebegone. Fungents can sense faerie invisibility and pierce unnatural spider darkness. If a fungent feels in grave danger in combat, it will send out a telepathic call to its colleagues, who will begin straggling in 1-4 turns after the alert has been called. It will also direct nearby fungi against the party. It is up to the GM to determine how much and what type of aid this will comprise.

10 Fungents: AL:N, MV 60' (20'), DC 4, HD 8, #AT 1, DG: 4d6, ML: 6, Special: animate fungi. Fungents are 20-30' tall cap mushrooms with basic sentience. They stalk through the forest, protecting inanimate fungi from harm. Their attack comes in the form of a giant compression followed by an uncoiling of their main stalk, which launches them up to 30' towards their victim. This powerful attack does 4d6 damage and causes knockdown. Fungents can animate local fungi at will and send them to attack or entangle nearby foes. Fungents are scared of fire and of being cooked in garlic.

Despite their initial hostility, if the party can keep their cool or otherwise engage the fungents in dialogue, the fungents may be sympathetic to the party and leave them alone, although one fungent will shadow the party to make sure they do not damage the forest. Unfortunately, fungents can only communicate telepathically, so unless the party finds some telepathic mushrooms, or has some magical means, this is not likely to happen. If communication is established, the fungents will be happy to give information about the spiders from the guarded grove and the faeries' problems, the danger (and their hatred) of the fungeyes, and the existence of the techno caves. There are ten fungents that live in the forest, and there will always be five fungents at the heart of their domain.

II. The Heart of the Enclave. This area of the forest is swampy and the undergrowth fungus is almost impassable. A party that forces its way in here will encounter five grumpy fungents, woken from a dormant state. The party will win initiative if they decide to commence hostilities.

5 Fungents: AL:N, MV 60' (20'), AC 4, HD 8, #AT 1, DG: 4d6, ML: 6, Special: animate fungi

There is no normal treasure here for the party to plunder. There is, however, a profusion of bizarre fungi encountered in no other area of the forest. The GM is encouraged to roll on the Random Mushroom Effects table to find the properties of any mushrooms tested, or to make up your own bizarre properties.

Random Mushroom Effects Table

- 1 – Edible and nutritious
- 2 – Deadly poison
- 3 – Medicinal (cure disease/poison)
- 4 – Poisonous (boiled in red wine, then distilled, will create Potion of Darkvision)
- 5 – Hallucinogenic (affects one sense for 1d6 hours)
- 6 – Delicacy (will fetch 50-100 gp/pound)
- 7 – Cause blindness (cures blindness if alcohol and mushroom paste is laid on eyes)
- 8 – Psychic (limited precognition)
- 9 – Foul taste, vile smell (no harm done)
- 10 – Releases spores (1 in 6 chance. All within 10' save or be infested with parasite and in two days be turned into a zombie mushroom)
- 11 – Powerful dye (could be permanent)
- 12 – Tasty and addictive (causes sterility)
- 13 – Psionic (brief telekinesis)
- 14 – Luminiscent (provides light equivalent to a candle)
- 15 – Acidic (burns tongue, causing muteness)
- 16 – Adrenal booster (character acts twice as fast, and does an extra dice damage for the next 10 minutes, but must save vs stone or be aged one year)
- 17 – Levitation (character slowly drifts upwards 10'/round, no limit to height. Wears off after 10 minutes)
- 18 – Character breaks out in spots that last three days
- 19 – Strong painkilling effect that puts a character to sleep for 1d6 hours
- 20 – One random limb doubles in size permanently

J. Lake of Voices. The Lake of Voices is a surprisingly large pool of water, ringed with giant mushroom trees. It takes in the stream from the dragon's waterfall and provides the plurality of the water that eventually meanders its way to the mold falls. The lake is black and murky, and its bottom, 30' deep at its deepest, can not be seen. This enchanted lake has trapped the voices of all who have died in it. These souls are tormented without cease, and cry out at random intervals in anguish, trying to warn others away. These voices can be heard once a party gets within 120' of the lake. There is no known way to destroy the enchantment of the lake, although the GM is free to devise one.

The lake is the home of three wisps, who *lure* adventurers to their death in its waters. Those who resist the *lure* of the wisps will find themselves attacked by 6 shambling mounds, who are used to eating the wisps' leftovers. Those drowned in the lake will add their voices to the chorus.

3 Wisps: AL:C, MV: 180' (60'), DC: -2, HD: 9, #AT: 1, DG: 2d6 electric bolt, ML:10, Special: *Luring*(save vs spells or follow wisp to your doom)

6 Shambling Mounds: AL:N, MV: 60' (20'), AC:0, HD: 9, #AT: 2, DG: 2d6 ea, ML:10, Special: suffocation, weapon resistance, elemental resistance

Scattered along the bottom of the lake is the treasure of all who have drowned there. Players dredging the lake have a 1% chance per turn of finding some treasure: roll on the following table. Rolls 4-6 can only happen once each/

Lake Treasure Table

- 1 – 1d100 gold pieces
- 2 – 1d6 gems (100 gp avg value)
- 3 – 1 piece of jewellery (1000 gp avg value)
- 4 – Shield of Spellcatching (from *Fight On!* #5)
- 5 – Axe of Wounding (+3, inflicts x2 damage on 18-20)
- 6 – Crown of Command: can be used 1/day like a potion of human control

K. Radiation Rift. The Radiation Rift is a deep gash in the cavern floor, up to 20' wide at the top but narrowing as it descends. The cleft extends down 200'-250', although the last 100' are so tight it is doubtful a human could pass. The rift is 10 degrees warmer than the rest of the cavern, and quickly increases in temperature with depth, reaching 150° by 100' down. This heat is generated by radiation, as this rift has exposed an extensive vein of plutonium on its west side. The rift itself has a series of steps/shelves and other jagged outcroppings that make it possible to descend without a rope. A thief would not even have to roll, but armored figures should probably make the occasional dex check to avoid plummeting 20'-120', taking appropriate falling damage. For each full hour that a character spends in the rift, they must save vs Poison or suffer radioactive poisoning. Failed saves are cumulative. 1d6 days later, the character's hair will start falling out, they will lose 1 point of Str and Con per failed save, and 1d6 damage per failed save. The Str and Con will return at the rate of 1 point per week. There are at least two reasons PCs may be interested in descending. All the mushrooms that Woebegone uses for his psionic powers are grown here, and from 100' – 200' there is an amethyst vein that can be seen embedded in the east wall. Although mining actions are outside the scope of this module, the GM should be willing to listen to any reasonable plans that ambitious players make to return and commence mining operations, with all the attendant dangers and problems that would cause. For a list of the psionic mushrooms and their powers, see **E**. Only Woebegone knows the powers of these mushrooms. The GM should create their descriptions, but also create some other mushrooms that are poisonous and/or inedible that the players will need to sort through. Woebegone, if with the party, will try to steer the party away from the rift, warning them of the danger, and will by no means let slip that his powers come from the mushrooms growing there.

L. Domain of the Fungeyes. The entire south-west quadrant is the domain of the fungeyes, mortal enemies of the fungents, and the wandering monster table reflects this. Other than this, this is an unremarkable area. There are only six fungeyes left, but numerous blast spores, which the fungeyes use as decoys or guards.

L1. Fungeye Lair. While the fungeyes usually roam the area looking for food, there are always three fungeyes here. The outside of this cave is guarded by ten blast spores, and any spore explosion will draw the fungeyes to investigate.

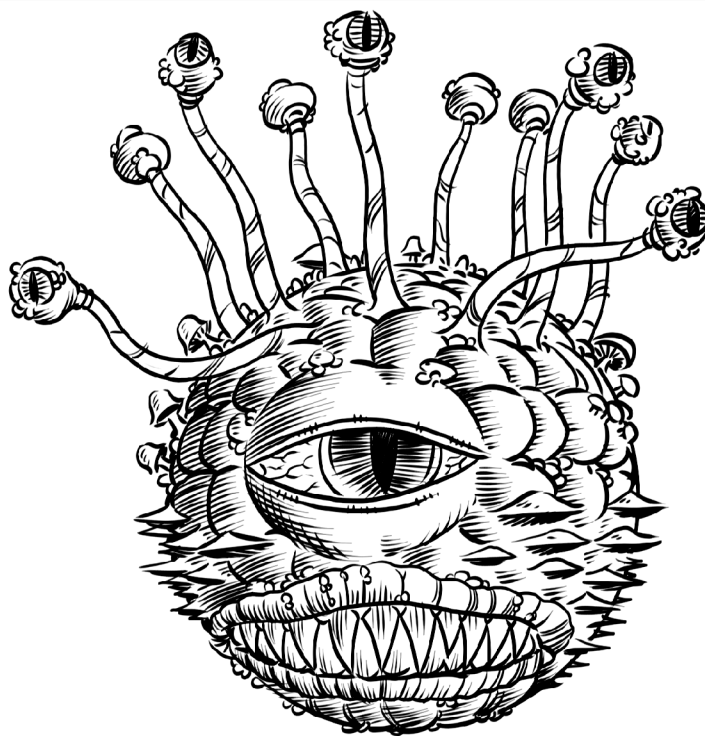
10 Blast Spores: AL:N , MV: 60' (20') , DC 8, HD 1 hit point, #AT:1, DG:0 , ML: 9, Special: explode for 5d6 damage if punctured. Blast spores look very similar to fungeyes (q.v.). However, this is just protective camouflage as they are harmless. If killed, however, they will explode in a 5d6 fireball with a 15' radius. If other blast spores are in this radius, a rather dangerous chain reaction can occur.

Fungeyes: AL:C, MV: 90' (30'), AC 0, HD: 8, #at: 1, DG: 2d4, ML:11, Special: Anti-Magic, spore attacks. These tough, floating, violet-and-tangerine colored 5' spherical puffballs have a giant eye that projects an anti-magic shield around them. Intelligent, they subdue their prey with sporicals before digesting their corpses. A fungeye can shoot one missile shaped spore per foe each round, up to a maximum of 10 foes. It can not be surprised. Roll a d10 and consult the following chart for spore effect if it hits (as well as taking 1d6 from the spore itself). All effects allow a save vs spells.

- 1 – Charmed; controlled by fungeye
- 2 – Paralyzed for 1d6 turns
- 3 – Slept for 1d6 turns
- 4 – Run away in panic for 1d6 turns
- 5 – Slowed to half speed for 1d6 turns
- 6 – Turned to Stone
- 7 – Disintegrated
- 8 – Quadruple damage
- 9 – Permanently Blinded
- 10 – Diseased; turn into zombie in 2 days

They are implacable foes of fungents, who are immune to their sporacles.

The fungeyes, after emerging, will try to mingle with the blast spores, then attack the party with surprise from three different directions. If half the party is killed, the fungeyes will let the rest retreat as long as they leave behind all their treasure, items and dead companions. The fungeyes have learned many languages over the half-millennium they have lived, and should be able to converse in most languages. The fungeyes have amassed a great treasure, taken from dead adventurers, dark trolls, and whatever else they've encountered over the last five hundred years. Inside the cave can be found the following treasure: 6549 gold coins, 1154 platinum pieces, 34 gems of all sorts



totaling 12000 gp, 10 pieces of jewellery worth 16000 gp, a mage scroll with Ice Storm, Lightning Bolt, and Passwall, Oil of Venom (when applied to a weapon, the next five creatures damaged by it must save vs. poison or die), and Tlozcap's Ring of Arcanocogitation (from FO! #3, allows mages to memorize spells of level $n+1$ in either their n or $n+1$ level slots, though it does not allow said mages access to spell levels they cannot actually cast (i.e. the highest level slots must still be used for the mage's highest level spells, although some GMs allow lower level spells to be memorized in higher level slots regardless)).



M. Plateau of the Mantis Folk. The plateau of the mantis folk is sparsely populated with 10'-20' tall mushrooms. 40 mantis folk share this plateau, but rarely interact unless it is the mating season. Giant beetles roam the plateau, raised and herded by the mantis folk for meat. Moon moths fly overhead and occasionally get snagged by the mantids. A party exploring this plateau will draw the co-ordinated wrath of the mantis-folk, unless some means of communication is managed.

M1. Cliff Perimeter. The cliff perimeter is ringed with solitary mantids, every 30', waiting, watching and guarding. The mantids prey on the moon moths that stray too near the edge, or on any living thing that scales the cliffs. Mantids rely primarily on their sight, and the cavern is only dimly lit, so if a waiting mantis is taken out quickly and quietly, a party myt be able to penetrate into the interior without raising an alarm

Mantis Folk: AL:N MV: 60' (20') (double if flying) DC:3 HD:10 #AT:1 D:2d6 ML:10 Special: Surprise, Speed, Decapitation. Mantis folk are basically 12' tall praying mantises with human intelligence. They communicate with chirp-like sounds. Aggressive and carnivorous, they will attack anything up to twice their size. Although solitary by nature, they will organize a defense if threatened in detail. Mantises have three formidable attributes. They have a camouflage ability, and thus surprise 4 times out of 6. Their superior speed automatically wins initiative, and if their natural attack is a 19 or 20 their foe is immediately decapitated unless the victim makes a save vs Death.

M2. Tricerabeetle Range. The south half of the plateau is home to tricerabeetles that the mantis folk feed on if hunting is poor along the cliff edge. Each turn in this area, an encounter will occur on a 1 in 6 chance. If so, roll on the following encounter table

Plateau Wandering Monster Table	
1-2	1d3 Tricerabeetles
3	Roll on Trap Table
4-5	1 Mantis Folk
6	1 Moon Moth

Tricerabeetles: AL:N, MV: 150' (50'), DC: 2, HD 6, #AT: 1, DG: 3d6, ML 11

Trap Table	
1	– 6'-10' deep sinkhole filled with Moon Slime
2	– trailing party member gets attacked by Noose Fungi
3	– random large fungi shoots out a penetrating tube; attacks as 8 HD monster, does 1d6 damage/round character is impaled
4	– erupting Giant Puffball
5	– a Giant Stinkhorn emerges
6	– Psionic Mold

Moon Moths: AL: N, MV: 120' (40'), DC: 4, HD: 4, #AT: 1, DG: 1d6, ML: 6, Special: *Sleep* cloud

M3. The Sparkling Spring. The sparkling spring lies in the middle of the north half of the plateau. This area is left alone, as the ground between the fungal growth is completely covered with green slime, 6 to 12 inches deep, out to a 120' radius from the spring. The spring is in a bit of a basin, so all the slime creeps gradually towards it and the stream leading from it. While the bubbling centre of the spring is clear from slime, the edges of it, and the river leading from it, tend to collect green slime that floats on top of the water-course. This fountain of pure, clear water creates the stream that leads to the waterfall and eventually flows into the Lake of Voices. The water is naturally carbonated, and rich with minerals. If tightly contained and tightly sealed, the effervescence will last for weeks, making the refreshing beverage a lucrative source of income for whomever can find a way to bottle and market it. Jake Longspear at the Halfway Inn might be interested in a business venture of this sort. Most animals/insects do not like the carbonation and would avoid the pool and spring even if the green slime did not hinder them.

N. The Slime Waterfall. The clear but slime-covered stream that leads from the Sparkling Spring tumbles and splashes over the mantis plateau cliff to create a spectacular green and white waterfall that splashes into a 20' deep pool, before forming the stream that leads into the Lake of Voices. The slime wyrm that lives here swallows most of the slime that falls into the pool, but is always hungry for food of a different kind.

Slime Wym: AL: C, MV: 60' (20'), DC: -4, HD: 16, #AT: 1, DG: 4d10, ML:10, Special: Swallow attack, damage reduction. The slime wyrm is like a thick, undulating sea monster with an enormous head with foot-long spiked teeth. It is more at home in the water (double its movement rate). The slime wyrm is aggressive to any creature it can swallow (creatures about the size of a rhinoceros or smaller). When a slime worm attacks, if it rolls a 16 or higher it automatically swallows its foe, regardless of foe's armor class. As well as taking the 4d10 bite damage, the wyrm's digestive system is made of green slime which will turn an unarmored swallowed person into green slime in one round. Those in armor get an extra round as it will get dissolved first. Being made partially of slime, it absorbs damage like a sponge, thus all attacks, including magic, only cause half damage.

The bottom of the pool is coated with hundreds of uncut diamonds, which if somehow retrieved could end up being worth hundreds of thousands of gold coins.

O. Techno Caves. The techno caves are a series of limestone caverns that hold advanced technology from an ancient civilization. The air inside is fresh and cold, approximately 40 degrees, and there is no dust on any apparatus. The cavern walls have somehow been reinforced such that no excavation can be used to dig through to the cavern.

O1. Prismatic Entrance. The 8' wide, round, entrance to the caves is blocked by a permanent *Prismatic Wall*. From the outside it looks like a shimmering, ruby-red wall. In actuality, there are seven layers that need to be penetrated before the cave can be entered – only the first layer can be seen from the outside. The walls of light are each one foot thick, and can be penetrated easily enough just by walking through them. This does not dispel the walls, and the person penetrating will suffer consequences. The different colors can be brought down in order with the right spell. What follows are the colors of the walls of light, the spell that can negate them, and the damage inflicted if someone walks through:

1. Red – negated by *Ice Storm* – causes 12 damage
2. Orange – negated by *Lightning Bolt* – causes 24 damage
3. Yellow – negated by *Magic Missile* – causes 48 points of damage
4. Green – negated by *Passwall* – save vs Poison or die
5. Blue – negated by *Disintegrate* – save vs Turn to Stone or be petrified
6. Indigo – negated by *Dispel Magic* – save vs Wands(cold) or frozen; body irrecoverable
7. Violet – negated by *Continual Light* – save vs spells or permanently insane

O2. The Golden Figures. At this section of the cavern, a row of six golden man-sized statues of androgynous form stare blankly into space. These are six deactivated protocol droids whose energy ran down over the years. There are now no energy sources left that can re-power them.

O3. Detritus. In this are lies the detritus of a lost civilization – spent holocubes, tasteless iron rations, flashlights, empty power packs, and other assorted daily personal items. The Referee is encouraged to make the exploration of these wondrous, and occasionally delightful, like finding and figuring out a pen flashlight, for example

O4. The Landspeeder. Here at the back of the cavern is the grand prize – a fully functional landspeeder with enough power left to cover another 250 miles. It can be treated as a 6-person flying carpet that travels two feet off the ground. It can obtain speeds of 60 mph and has a turning circle of 30 feet. Passengers in it are protected to a degree – treat the 'speeder as DC 5. The speeder has a profusion of buttons and controls. Nothing will happen until the characters accidentally touch the starter button. Then, it will roar into life, giving off a high-pitched turbine sound, and the dials will light up. While the characters are

unlikely to damage themselves, there is a 1 in 4 chance while they investigate that they will accidentally throttle it up to full speed, smashing the landspeeder into the walls, destroying it, and throwing passengers out and into the walls for 3d6 damage. The Referee can make it as easy or hard to figure out the speeder's functions as he deems fit.

P. The Canopy. The canopy needs no map, as it is just the top of the forest, and all the landmarks have the same relative spots. The canopy itself is dangerous to traverse, as it consists of interlocked trumpet fungi with concave tops, inhabited by roaming giant wolf spiders, hungry moon moths, hunting mantis folk, giant carnivorous flies, and the occasional Mushroom Fly Trap. The canopy itself could be a means for the characters to reach the plateau of the mantis folk from the vantage point of height. The referee should check every turn, and on a 1 on a d6 should then refer to the encounter table:

Canopy Wandering Monster Table

1. 1-6 Giant Wolf Spiders
2. 1-2 Moon Moths
3. 1 Mantis Folk
4. 3-6 Giant Carnivorous Flies
5. Mushroom Fly Trap
6. 1 Caterpillar Horror

Giant Wolf Spiders AL:N, MV: 150' (50'), DC 6, HD 4, #AT 1, DG 1d6, ML 8, Special: Save vs poison or die, Surprise 1-4.

Moon Moths: AL: N, MV: 120' (40'), DC: 4, HD: 4, #AT: 1, DG: 1d6, ML: 6, Special: *Sleep* cloud

Mantis Folk: AL:N MV: 60' (20') (x2 if flying) DC:3 HD:10 #AT:1 D:2d6 ML:10, Surprise, speed,

Giant Carnivorous Flies AL:N, MV: 180' (60'), DC 6, HD 3, #AT 1, DG 1d6, ML 8, Special: successful hit causes fly to latch on and suck 1d6 hit points per turn until full or driven off

Caterpillar Horror AL:N, MV: 120' (40'), DC 3, HD 8, #AT 1, DG 2d6 bite, ML 12, Special: Save vs poison or disease, turn into undead zombie in 2 days. These horrors will explode, showering the entire party with the deadly cordyceps spores.

Mushroom Fly Trap: AL:N MV: 0' (0') AC:6 HD:8 #AT:1 D:2d6 ML:12 Special: entrapment, digestion



Monsters

Blast Spores: AL:N , MV: 60' (20') , DC 8, HD 1 hit point, #AT:1, DG:0 , ML: 9, Special: explode for 5d6 damage if punctured. Blast spores look very similar to fungeyes (q.v.). However, this is just protective camouflage as they are harmless. If killed, however, they will explode in a 5d6 fireball with a 15' radius. If other blast spores are in this radius, a rather dangerous chain reaction can occur.

Blood Thumps: AL: N, MV: 120' (40'), DC 4, HD 10, #AT:1 , DG: 2d6, ML: 7, Special: Trample charge. Blood Thumps are 10' long (20 with tail), 7' tall, and weigh about 1,500 lbs. They are covered in dark brown feathers with massive jaws, long tails and bird-like feet topped by a single massive curved hind-claw. Blood Thumps are trained to bite rather than use their formidable dagger-like claws, so as to not unsaddle their riders. These huge dinosaurs can trample opponents if able to charge into melee, causing 2d6 to all in a 5' wide by 20' long path, plus a save vs paralysis to avoid being bowled over and spending one round gaining footing.

Caterpillar Horrors: AL:N, MV: 120' (40'), DC 3, HD 8, #AT 1, DG 2d6 bite, ML 12, Special: Save vs poison or disease, turn into undead zombie in 2 days. These 9' long caterpillars have a grotesque violet and apricot colored stalk sticking 1-2' up from their skull. They have been overcome by a parasitic fungus *cordyceps lloydii* and now have become mindless zombies. Any damage inflicted by these horrors causes the victim to save vs poison or contract a disease that kills the host, then animates it as a zombie that wishes to infect more hosts. A *cure disease* spell within 48 hours will kill the infection. The player will not know he has been infected until the second day, when he becomes debilitated, nauseous and bed-ridden. These are the larval form of moon moths (q.v.).

Creeping Mold: AL:N, MV: 60' (20'), DC 9, HD 3, #AT 1, DG: 1d10, ML:10, Special: immune to weapon damage; slain by fire, damaged by other elements. Creeping molds are ~5' patches of greenish-purple mold that roam environments looking for food. They are as likely to travel on walls and ceilings as floors. Their touch is corrosive, doing 1-10 damage, and they are immune to weapon damage. Fire attacks do full damage and slay the molds instantly if a save is not made. Other elemental attacks do half damage.

Dark Trolls: AL: L , MV: 120' (40'), DC 4, HD 6+3, #AT: 1, DG: 1d6+2 , ML: 9, Special: Regenerate 3 hp/round. Dark Trolls consider themselves the undisputed masters of the Underdark. They are arrogant, aggressive, and disciplined. They are likely to accept a party's surrender, and are susceptible to large bribes. Unless damaged by fire, they regenerate any damage taken at a rate of 3 points per round. They commonly ride their Blood Thump mounts (q.v.).

Fairies: AL: C, MV: 180' (60'), DC 7, HD 2, #AT:1, DG: 1, ML: 8, Special: Invisibility, Flight, Magic. Fairies are fun-loving nature tricksters, beings of magic and nature. They are naturally invisible, and can see invisible creatures, but can reveal themselves if they like, or can be detected by Detect Invisible. They fly at high speed, and gain +1 to initiative. They can use any of their magic powers 3 times/day. These consist of the magic spells *Sleep*, *Charm Person* and *Magic Missile*.

Fungemoth: AL:N, MV: 180' (60'), DC -2, HD: 32, #AT: 2 stomps @6d6 each area attack, ML:12, Special: Immunities, spores. The fungemoth is possessed of animal cunning and implacable. Standing 100' high, it uses its two 6d6 area effect stomps to attack the characters (all in 10' square attacked roll separately for each character to see if they are hit). Those that avoid the stomp are placed in an adjacent square and must make a save vs Wands or fall to the ground, stunned for 1-4 rounds. Fleeing characters will attract 2-12 homing death spores each (1d6 damage and save vs poison or gain disease that turns you into a fungus in two days). The fungemoth only takes half damage from weapons, and gets a saving throw even against spells that do not allow one.

Fungents: AL:N, MV 60' (20'), DC 4, HD 8, #AT 1, DG: 4d6, ML: 6, Special: animate fungi. Fungents are 20-30' tall cap mushrooms with basic sentience. They stalk through the forest, protecting inanimate fungi from harm. Their attack comes in the form of a giant compression then an uncoiling of their main stalk, which launches them up to 30' towards their victim. This powerful attack does 4d6 damage and causes knockdown. Fungents can animate local fungi at will and send them to attack or entangle nearby foes. Fungents are scared of fire and being cooked in garlic. They are implacable foes of the fungeyes, and are immune to their sporacles.

Fungeyes: AL:C, MV: 90' (30'), DC 0, HD: 8, #at: 1, DG: 2d4, ML:11, Special: Anti-Magic, spore attacks. These tough, floating, violet-and-tangerine colored 5' spherical puffballs have a giant eye that projects an anti-magic shield around them. Intelligent, they subdue their prey with sporicals before digesting their corpses. A fungeye can shoot one missile shaped spore per foe each round, up to a maximum of 10 foes. It can not be surprised. Roll a d10 and consult the following chart for spore effect if it hits (as

well as taking 1d6 from the spore itself). All effects allow a save vs spells.

- 1 – Charmed; controlled by fungeye
- 2 – Paralyzed for 1d6 turns
- 3 – Slept for 1d6 turns
- 4 – Run away in panic for 1d6 turns
- 5 – Slowed to half speed for 1d6 turns
- 6 – Turned to Stone
- 7 – Disintegrated
- 8 – Quadruple damage
- 9 – Permanently Blinded
- 10 – Diseased; turn into zombie in 2 days

They are implacable foes of fungents, who are immune to their sporacles.

Giant Carnivorous Flies: AL:N, MV: 180' (60'), DC 6, HD 3, #AT 1, DG 1d6, ML 8, Special: successful hit causes fly to latch on and suck 1d6 hit points per turn until full or driven off. These giant (3' long) flies look like huge bluebottle flies. They are incredibly aggressive, usually attacking on site. These flies bite, then hold on and suck blood every round thereafter until they have sucked as many hit points from their victim as the fly's original hit points. Characters attacking flies that are attached (to themselves or others) suffer a -4 penalty to attack (due to the difficulty of fighting while being latched on to by a 3' long killer insect, or due to fear of hitting a friend who is so attached). The flies will normally stay attached until they are under 5 hit points, or full, but any energy attack (fire/lightning/cold), even a torch, will make them immediately disengage.

Giant Puffball: AL: N, MV: 0' (0'), DC: 7, HD: 12, #AT: 1 spore cloud DG: special ML:12, Special: There is a 1-in-6 chance that the puffball will erupt and all in a 20' radius must save vs spells against effect. Puffballs come in all colors or sizes, but the giant variety are at least 8' around. Most puffballs look a bit pebbly like an egg or a boulder. Occasionally (1 in 6) a puffball will erupt and all in range must save or be affected by the spore cloud. Roll 1d6 to see what type of spores the puffball has

- 1-Sleep (slumber lasting 1d6 turns)
- 2-Poison (save at +2 or asphyxiate)
- 3-Hallucinations (DM's choice, but characters should be delusional and paranoid, unable to function properly)
- 4-Disease (if not cured within 2 days becomes zombies)
- 5-Rage (save vs spells or attack nearest being until it is slain – will even attack friends)
- 6-Levitation (character becomes lighter than air and will slowly drift in a random direction 20' per turn, 10 feet off the ground. Effect lasts 1d6 turns)

Giant Stinkhorn: AL: N, MV: 0' (0'), DC: 6, HD: 6, #AT: 0 DG:0, ML:12, Special: odor. Stinkhorn mushrooms lie dormant beneath the soil until suddenly erupting for no particular reason. A stinkhorn emits such a stench that all must save vs poison or suffer a -2 penalty on all actions.

This effect lasts 30 minutes. Insects love stinkhorns. There is a 2-in-6 chance that indigenous giant insects of the referee's choice will appear in 1-10 minutes. They will be hungry and aggressive.

Giant Wasps: AL:N, MV: 180' (60'), DC: 4, HD 4, #AT 2, DG 1-8 (bite) 1-6 + paralysis (sting), ML 8, Special: Save vs Paralyze or sting paralyzes. In 2 days larvae will hatch and kill the victim unless a *Cure Disease* is cast. These yellow-and-black wasps are 6' long and highly aggressive. They will land on a character and bite and sting simultaneously, then leave to attack the next creature until all are paralyzed or run away.

Giant Wolf Spiders: AL:N, MV: 150' (50'), DC 6, HD 4, #AT 1, DG 1d6, ML 8, Special: Save vs poison or die, Surprise on a 1-4. Giant wolf spiders are flattish, aggressive, 6' long spiders with huge strong legs that can jump 40' to attack. They are silent movers, and have exceptional eyesight and touch, and will sense prey long before it gets within ambush range, thus its high chance to surprise. A wolf spider will usually pounce on the trailer in any pack of animals (or PC parties). Its bite is poisonous.

Green Slime: AL:N, MV: 0', DC:8, HD:2, #AT: touch DG: 1d6, ML:12, Special: turns flesh into green slime. Armor protects for one turn. Can only be burned off. Green slime is sickly green slime that can sense movement and will drop on targets passing beneath it. Its touch is so deadly as to turn a person into green slime in one round, with no saving throw. Armor will take an extra round to eat through. It can only be killed with fire. Characters who have the slime burned off them take full fire damage.

Mantis Folk: AL:N MV: 60' (20') (double if flying) DC:3 HD:10 #AT:1 D:2d6 ML:10 Special: Surprise, Speed, Decapitation. Mantis folk are basically 12' tall praying mantises with human intelligence. They communicate with chirp-like sounds. Aggressive and carnivorous, they will attack anything up to twice their size. Although solitary by nature, they will organize a defense if threatened in detail. Mantises have three formidable attributes. They have a camouflage ability, and thus surprise 4 times out of 6. Their superior speed automatically wins initiative, and if their natural attack is a 19 or 20 their foe is immediately decapitated unless the victim makes a save vs Death.

Moon Moths: AL: N, MV: 120' (40'), DC: 4, HD: 4, #AT: 1, DG: 1d6, ML: 6, Special: *Sleep* cloud. Moon moths are giant purple moths with a 12'-15' wingspan. They are final form of the Caterpillar Horrors (q.v.) Moths will seek to disengage at all times. If attacked, they spurt a cloud of Sleep mist behind them as they fly away. Characters must save vs poison or fall asleep for 1d6 turns.

Molds

Yellow Mold: AL:N, MV:0', DC:9, HD:2, #AT:1, DG: 1d6 plus spores , ML:12, Special: acidic, eats away wood

and leather, does 1d6 damage to bare skin, 50% chance of releasing 10' spore cloud, save vs poison or choke to death in 6 rounds. Can only be damaged by fire. Yellow mold is a bright saffron color, and highly corrosive. It eats away wood and leather in 1d3 rounds, and causes 1d6 damage to exposed flesh. When roughly contacted, there is a 50% chance it will release a spore cloud in a 10' area. All within must save vs poison or choke to death within six rounds. Yellow mold is especially tough and magic resistant, only taking damage from fire and fire attacks.

Brown Mold: AL:N, MV:0', DC:9, HD:2, #AT: special DG: special , ML:12, Special: Drains heat (4d6 hp) each round from any character within 5'; only damaged by cold; heat attacks make it quadruple in size and hp. Brown mold is a chocolate-colored fungal growth that sucks the heat out of all warm-blooded creatures. It also soaks up ambient air temperature, so that the air within 5' of a brown mold is always chilly. Unfortunately, any warm-blooded creatures within 5' get heat drained for 4d6 damage, so the cold warning does not do much good. On the bright side, those who survive this hypothermic attack will not be subject to the heat/hit point drain for another hour as the body warms up again. This brown mold is impervious to weapons. Cold causes damage to it, but heat makes it quadruple in size and hit points, and the new size may bring it into range of more victims.

Red Mold: AL:N, MV:0', DC:9, HD:2 , #AT:1, DG:3d6, ML:12, Special: Contact causes 3d6 damage electrical sparks within 5'; save for half; impervious to fire, cold and spells. Red mold is maroon in color. It is easily damaged by sharp weapons, but impervious to all energy or elemental attacks. Rough contact with red mold causes a discharge of electrical sparks that do 3d6 damage to all within 5'. A saving throw vs spells will cut the damage in half.

Moon Slime: AL:N, MV: 0', DC:9, HD:1, #AT: touch DG: 1d6, ML:12, Special: causes 1d6 damage per round, plus eats away one piece of equipment per round. Can be scraped off in 1d3 rounds (destroying scraper) or burned in 1 round, causing 1d6 fire damage to victim. Moon slime is a pale, lime-tinted slime with a faint luminescence. It falls on creatures it detects beneath it.

Mushroom Fly Trap: AL:N MV: 0' (0') DC:6 HD:8 #AT:1 D:2d6 ML:12 Special: entrapment, digestion. The Mushroom Fly Trap inhabits the concave cup of the large trumpet fungi in the forest, molding its shape to that of the cap. The inside of its cone is sticky – characters must save vs Wands or become stuck. They are then automatically hit by a fungal whip that wraps around them and sucks out 2-12 hit points per round. If the character avoids being stuck, the fly trap must roll to hit.

Mutated Spider: AL:N, MV: 150' (50'), DC 2 , HD 10, #AT: 1, DG: 2d6+poison , ML 8 , Special: Poison, web. These giant, armored mutated spiders are trappers, web

spinners, with a body circumference of 10'. They are intelligent, and co-operative within their species. They usually live in covens of 5-10 spiders, and work to slowly and systematically expand their territory. Their webs are all but invisible (1 in 6 chance to notice), and not only do they ensnare like a double-strength *Web* spell (no save), but if the character fails a Save vs Spells he is also struck blind, as these spiders ooze darkness. Any penetration of their webs into their territory leads into magical darkness that does not affect the spiders. Their poison kills outright, and is so potent that characters have a -2 penalty to save. These spiders can see invisible and into other planes.

Mycedryad: AL:N, MV: 120' (40'), DC: 5, HD 2, #AT: Spores, DG: special, ML 6, Special: Emits sporemones - save vs spells or become a mind controlled zombie. Mycedryads are mushroom spirits tied to their giant mushroom. If their mushroom is ever destroyed, they die. Normally mycedryads are shy, but they are whimsical, and there is a 1 in 6 chance they will attempt to mind-control passing strangers for their amusement. They release spore clouds called sporemones, and all within a 10' ball of spores must save vs spells or be mind controlled by the mycedryad. They will protect the mycedryad to the death.

Noose Fungi: AL:N, MV: 0' (0'), DC: 5, HD 8, #AT: 1s, DG: 2d6 strangulation, ML 12, Special: paralysis. Noose fungi are indistinguishable from many other 10'-20' high club fungi. When a prey brushes against its stalk, it erupts multiple fungi tendrils that cumulatively strangle its foe for 2-12 damage, as well as injecting a paralyzing agent into its victim. Once the victim ceases to struggle, it slowly dissolves the body over a few days.

Psionic Mold: AL: N, MV: 3' (1'), AC: 9, HD: 6, #AT: 1, DG: Special, ML:12, Special: Mind Blade. Psionic mold is a colony of puce-colored mold that grows on large fungi. It can slowly migrate, always searching for fresh prey. The sight of a mold colony on the move is enough to induce *Fear* in all intelligent creatures under 4 HD, and uneasiness in all others. When prey comes within 20', the mold blasts out a Mind Blade. The colony can blast once per round, using cumulative effects to kill its prey. Characters must roll *higher than* their Intelligence score or suffer the following effects: Feeblemind, then Insanity, then Coma.

Purplepedes: AL:N, MV: 90' (30'), DC: 6, HD 15, #AT: 1, DG: 5d6, ML 10. The purplepede is nothing but a big, dumb, hungry caterpillar. Rumor has them approaching 60 feet in length, and being 10 feet high.

Shambling Mounds: AL:N, MV: 60' (20'), DC:0, HD: 9, #AT: 2, DG: 2d6 ea, ML:10, Special: suffocation, weapon resistance, elemental resistance. Shambling Mounds are 12' tall rotting heaps of vegetation, slime, molds, lichens, moss and so on. They feast on meat if they can get it, and on fungus when meat is unavailable. Mounds will not usually

surprise a party, as their rotting odor can be smelled up to 20' away. They attack with two club-like arms that do 2d6 damage each. If both hit, the character is drawn into the body of the mound, where they are immobile and will smother to death in 6 rounds unless rescued. Mounds are immune to blunt weapons and fire, take half damage from cold and edged weapons, and lightning attacks cause the mounds to grow in size, absorbing the lightning damage as new hit points.

Slime Wurm: AL: C, MV: 60' (20'), DC: -4, HD: 16, #AT: 1, DG: 4d10, ML:10, Special: Swallow attack, damage reduction. The slime wurm is like a thick, undulating sea monster with an enormous head with foot-long spiked teeth. It is more at home in the water (double its movement rate). The slime wurm is aggressive to any creature it can swallow (creatures about the size of a rhinoceros or smaller). When a slime worm attacks, if it rolls a 16 or higher it automatically swallows its foe, regardless of foe's armor class. As well as taking the 4d10 bite damage, the wurm's digestive system is made of green slime which will turn an unarmored swallowed person into green slime in one round. Those in armor get an extra round as it will get dissolved first. Being made partially of slime, it absorbs damage like a sponge, thus all attacks, including magic, only cause half damage.

Tricerabeetles: AL:N, MV: 150' (50'), DC: 2, HD 6, #AT: 1, DG: 3d6, ML 11. Tricerabeetles are 9' long beetles with slightly luminescent tangerine carapaces. They have three mandibles instead of two, and a bite/gore uses all three to inflict gaping wounds on any who annoy it. There is only a 1-in-6 chance that a particular beetle will attack, so most creatures give it a wide berth and leave it alone.

Wild Boars: AL:N, MV: 180' (60'), DC: 5, HD 5, #AT: 1, DG: 2d6, ML 10, Special: will fight one round after reduced to 0 hit points. These wild boars, about the size of a lion, roam the forest looking for truffles. They are territorial and will attack any that get within 60' of them. So ferocious are they in combat that even after being killed, they will still make one more attack.

Wisps: AL:C, MV: 180' (60'), AC: -2, HD: 9, #AT: 1, DG: 2d6 electric bolt, ML:10, Special: *Luring*. Wisps are a rare and strange creature, able to turn invisible, or manifest themselves as a light source ranging in size and brightness from a lamp to a 2', dazzling blue-white ball. Any sentient being who sees a wisp must make a save vs Spells or be *lured* towards the wisp, ignoring all danger from foes or terrain (such as pits or water). Once lured, the only escape for the person lured is for the luring wisp to be killed or forced to flee from visual range. If a wisp needs to defend itself, it will shoot a blast of electrical energy at its foe, once per round. Wisps usually live in areas of geographic dangers (marshes, lakes, swamps) and feed on the psychic anguish of their dying victims Ω

Champions of ZED

reinvisioned roleplaying by Daniel Boggs

(Part of an ongoing series, continued from FO! #12 – Ignatius.)

CHARACTER TYPES: In the game, players choose a type or “race” of creature for their character to be. Any race or species of intelligent being can be used by players when it is appropriate to the setting of the campaign world of the game being played. However, a few “standard” races are presented below; being those which are commonly found on many fantasy worlds and these same were used by players in some of the very first fantasy RPG games.

For other character races, one of those presented below can serve as a model or entirely new descriptions can be generated. One source for possible character races are the monsters used in the game. Monsters, as described, are mature, and may often be considered to be of the Heroic tier (see EXPERIENCE). If players choose to play a known monster type, the Referee should reduce the normal Hit Dice of the monster to 1 to reflect the character’s status as a youthful 1st level novice. For those monsters that have special or fantastical abilities, care must also be taken to remove or reduce the powers the monster has at low Life Levels. The character will acquire such abilities gradually, either as they gain Life Levels or as they age. Age will usually be the deciding factor as to when most fantastic abilities develop, but some powers may be better suited to increase with Life Levels, and the Referee will have to decide what will be most appropriate for their campaign. Armor Class and other statistics will usually remain unchanged from the standard description. See the balarauk player character race for an example of how to handle more complex creatures.

For more mundane races, Dwarves and Orcs for example, the type may have some areas in which they naturally excel – dark sight, tracking, sense of smell, etc, - but each race, particularly if they have a number of such inherent skills, should have some restrictions that make them no more or less attractive to play than humans. For example, Dwarves simply aren’t disciplined enough to ever advance beyond level 6 as fighters, and Orcs don’t have the stuff it takes to master spells. Of course, the races available to the player may not be completely unlimited, but will likely be restricted to some degree by the nature of the campaign world being developed for play and the creature types found therein. For instance, a campaign set on a desert world is not going to be well suited to a merman player character, or worse an intelligent whale!

Dwarf: Dwarves look like short, stout humans with unusually large eyes, noses, and ears and pasty white skin. They are deep-chested, stand three to four feet tall and have red or black hair when young. All dwarves are beard-

ed. They make their homes deep underground in mines, fortresses and complexes of their own creation. Dwarves are very industrious, being especially skilled in metal working, carving, cutting gems, weaving and tailoring clothes. Dwarven clothing itself is a wonder of both utility and finesse and is invariably brightly colored. Dwarves disdain the use of magic and are not known to put much faith in the gods, but they naturally excel as Fighters, progressing normally until reaching a maximum of sixth level. However they have a high resistance to all forms of magic, and consequently will make saving throws against magical effects at 4 levels above their actual level. Dwarves can see in the dark to a distance of 60 feet (Dark Sight), being quite at home underground. They have a highly reliable (90% accurate) sense of direction in mines and caverns and can detect subtle changes in slope and angle in them, being able to do so on a roll of 1-2 on a d6 when they encounter such changes, or on a roll of 1-4 on a d6 when they are actively looking. Dwarves are also very good at fighting creatures much larger than themselves and will only suffer half damage against attacks from giants, ogres, and creatures of similar size. Dwarves are both unusually loyal and fearless (some say foolish) receiving a +2 bonus to any Loyalty or Morale Throws, except in cases involving undead, for which they have a healthy respect. Dwarves speak Dwarvish, and the languages of other underground denizens such as Goblin, Kobold, and Orc. Dwarves move normally at 6” per Move.

Elf: Elves are the most human-like of fairy creatures, almost equaling humans in average height but tending to be thinner and more willowy with delicate features and large pointed ears. Their skin color tends to vary from an almost human shade of brown to yellow, grey, and greenish blue. Of all the races, Elves are the greatest masters of nature and technology. They are well famed for innovative and bold works of engineering and art and for architecture of great beauty. As such, they are very perceptive at detecting secret doors and similar disguised constructs, being able to do so on a roll of 1-2 on a d6 when they are within 10 feet of them and on a roll of 1-4 on a d6 when they are actively looking. In character, elves are somewhat mysterious, often seeming aloof and haughty in the presence of other races. The typical elf keeps to the forests and caves where their settlements are built emerging only in times of war, which they seem to treat as a sport. Elven society has very unusual notions of morals and morality, particularly regarding loose, open and equal relations between the sexes. Elves have been known to mate freely with other races, yet are typically embarrassed by any offspring that may result. It is very rare to find any such children being raised in elvish society. Although groups and kingdoms of elves seem to have as much variety among them as human groups, two broad divisions are known – High Elves and Wild Elves. The difference is one of philosophy, rather than substance in that high elves

are more technologically minded and more likely to interact with other races, whereas groups of wild elves keep apart even from other elves and live a reclusive hunter-gatherer existence in the wilderness. Elves can see 60 feet in the dark (Dark Sight) and they move extremely quietly. They are not paralyzed by the touch of ghouls and similar undead. Likewise an elf can remove undead paralysis from others by touching them. In addition to Elvish and the Common tongue, most elves have learned the languages of orcs, hobgoblins and similar creatures they may come into contact with. Elves are magical beings and are thus able to be Magic-users and Fighters at the same time. Like Fighters they can use any weapon and wear any armor, and like Magic-users they can also cast any magic spells and use magic items freely, subject to the normal restrictions on wearing armor while casting spells. However, players must decide before an adventure begins, into which class any experience points earned will be placed. Thus, Elves only earn experience points toward one class at a time, but otherwise act as a Fighter and a Magic-user simultaneously. They may advance to level 4 (hero) as Fighters and level 8 as Magic-users. When an advance in level is earned, whether in the Fighter or Magic-user class the elf gains only one-half the hit Hit Dice points indicated in the tables. There are, of course, no elven Clerics, although special elven gods are known to them. Also due to their magical nature, elves using a magical weapon can add +1 to all damage dealt with that weapon in addition to any bonus the weapon may provide. Elves move normally at 15".

Halfling: Halflings are a subspecies of humans who developed in isolation and appear to have bred with Fairy kind in some distant past. They are shorter than most human groups averaging only about 4'11" for males and 4'9" for females. A very distinctive feature of Halflings is their disdain of shoes. Their feet have especially tough soles capable of sufficiently protecting the feet as well as leather. Like elves, halflings can naturally move silently and they also have a remarkable knack for blending into heavily vegetated or crowded surroundings, becoming effectively invisible. They have a sharp eye and are naturally gifted with the use of missile weapons, receiving +4 to hit chances. They are likewise deadly accurate with thrown stones, hitting any target exactly where they aim, up to 150 feet away with 95% accuracy (1-3 points of damage). They are also famously adept at gardening and cooking. Halflings make saving throws in all categories as if they were 4 levels above their actual level. Halflings move normally at 9" per Move.

Human: these quirky and varied creatures may play any class. Humans move normally at 12" per Move.

Orc: About the same size as elves, but much stockier, Orcs have grey green skin, small eyes, large jutting jaws with huge canines and pointed incisors. Orcs may only be Fighters. They are tribal, very hierarchical and nocturnal, being able to see in the dark as well as elves and dwarves. They are of average intelligence but tend to be volatile and very militaristic. While martial skill and strategic savvy is



highly valued by orcs, fidelity and responsibility are not. There are, of course, exceptions. Tribes of orcs are usually found in isolated places, most often in mountain caverns and thick forests, due to the orcs' dislike of sunlight. Orcs suffer a -1 penalty when fighting in bright light, but are remarkably tough and disease resistant. They receive a +1 to their Constitution Trait and a +4 to any Saving Throws involving disease. They are also remarkably good trackers, being able to notice Sign from passersby on a roll of 1-2 on a d6 when within 10 feet of their path, or on a roll of 1-4 on a d6 when they are actively looking. Orcs move normally at 9" per Move. For a more detailed look at the Orc, and an alternative character class, see Nicolas Dessaux's *The Orc*, by Frightful Hobgoblin™.

Balarauk: Balarauks are winged creatures of the dragon family. They are not however, capable of true flight and have a much more humanoid form. They age as dragons do. Only very young Balarauk may be veteran Tier Player Characters and will advance normally in their chosen class. Characters who begin play at later ages will be of whatever Life Level is indicated by their starting Hit Dice. For example, an Adult Balarauk would begin at Level 8. Very Young Balarauk are about the same size as humans, but perhaps a few inches taller, averaging around 6'2". They have a heavy tail, short thick legs, thick arms and bat like wings. Movement rate is 60"/Fly 150". Due to the high quantity of hot iron in their makeup, they are highly resistant to spells. See the description in the monster section for further details.

ALIGNMENT: All intelligent beings are aligned with one of three sides involved in a timeless war. The champions of ZED are soldiers – or perhaps one should say privateers – in this struggle. It is possible to design game worlds where different alignments (or no alignments at all) are at work, but the default *modus operandi* of Champions of ZED creates motivation and adventure justification based on the notion that Lawful characters are engaged in their adventures to root out and destroy servants of Chaos. Chaotics likewise reject and revile Lawfuls, and both sides will vary between tolerating and destroying Neutrals, depending. Choosing character alignment is therefore very important in Champions of ZED, not so much as a statement of personal philosophy or guide to behavior; but a choice of which side you are on. Chaotics and Lawfuls are at war. It is a great struggle, begun ages ago with no end in sight. Individuals aligned with either side may privately not be "lawful" or "chaotic" in their personal beliefs and/or behavior, but have chosen a side for any number of reasons – ideology, personal advancement, avoiding conflict with their neighbors, etc.

Chaotic (Barbarism, Free Agency): Chaotics are wild and free at heart. They reject the notion that they must conform to structure, rules, and formal organization. They do not believe that natural systems are real except as aggre-

gates of individual actions, in continual flux due to random and often unexpected factors. Individual actions and events may appear organized as "systems" but these are in no way stable, proper, or inevitable, and certainly not monolithic orders that must be preserved at all costs. Ideas and ideals are of far more importance than supposed natural orders. Any structures that exist are always just the sum of their parts and have no reality beyond them. Monsters, barbarians, pirates and the like are typical Chaotics

Neutral: These individuals see value in the ideals of both the Chaotic and Lawful sides. They tend to stay out of the war and are often advocates of live and let live. Neutrals can be found in every group.

Lawful (Structuralism, Civilization): Lawfuls take a 'top down' approach, perceiving the world to be made up of discrete, definable, and somehow natural and/or divinely mandated systems. Things are the way they are because that is how they are meant to be and everything happens for a purposeful reason. Life is organized, ordered and subject to natural law. Systems function normally just as they are supposed to and are meaningful and need to be preserved for life to prosper. The disruption of natural and traditional systems is destructive and usually should be avoided. It may be necessary to destroy or modify some systems to preserve the most important ones. However some argue that no matter what, divine order will always prevail. The king is in his palace, the bankers in their banks, the gods are in their heaven and all is right with the world. The structure is always greater than the sum of its parts. These people believe in the primacy of order and self sacrifice for the good of all, and will readily support others of the same Alignment. Lawfuls typically are vested members in civilizations and institutions.

CLASS

Fighter

Prime Requisite: Strength

Most adventurers fall into the Fighter class. These are tough individuals who don't shirk from a challenge. While the nature and skills of individual Fighters vary widely, from rough-and-tumble pirates and street thieves to the elite knights of the emperor, they all have in common the fact that they must rely on martial and physical skills instead of magic when they get into a scrape. Fighters can use some magical items, provided they do not require knowledge of magic to make them "work," but Fighters can never cast spells or use wands or staves. Neither can Fighters use spell scrolls, except for protection spells, which work for (and on) whoever fully opens them. Likewise, anyone can make use of a potion. Fighters can freely use any magical weapon or armor but have a maximum 85% chance of using a ring, cloak or other magical device. This chance decreases by 5% per point of Intelligence under 9. Although limited in their ability to use magic, Fighters face no other constraints and are able to

choose any kind of weapons, armor, and accoutrements that suit them.

Cleric

Prime Requisite: Wisdom

Clerics are either Lawful or Chaotic devotees of the gods who call upon them for divine magic. They may be priest, prophets, shaman or holy warriors, but whatever their role in the service of their faith, they all seek to master the mysteries of divine magic. Thus, not all Clerics are “priests” strictly speaking, nor are all priests Clerics. Once every 24 hours, the Cleric may pray for the spells they have previously studied and wish to have available that day. Knowledge of the spell must be taught or come from a divine book, or scroll but Clerics do not need to have the written spell with them as long as they have learned it previously. Cleric spells are written in whatever language the Clerics choose, but being able to read that language does not in any way allow casting of the spell. That ability must come from a divine source. 1st level Clerics receive a spell if their Wisdom is 15 or higher, Clerics with less are unable to cast spells until second level. Clerics receive +1 on Morale, but they cannot employ sharp projectiles or edged weapons, magic or otherwise. They face no other equipment restrictions. Clerics of Law are diametrically opposed to Clerics of Chaos, and vice versa. Therefore, even the hint of behavior like that of the “other side” can have serious consequences for a Cleric, including loss of abilities and switch of Alignment. Clerics of Law and Chaos have somewhat differing capabilities. Clerics of Chaos are able to cast the reverse of certain spells (those marked with an asterisk in the lists), and this Lawful Clerics cannot do. On the other hand, Lawful clerics have a unique ability to affect the Morale of undead, causing them to turn and flee or possibly disintegrate. This power is not absolute however, particularly for lower level Clerics, and a special Saving Throw table exists for the chance that different kinds of undead have to resist being turned. This table can be found in the section on Saving Throws. Chaotic Clerics have no powers to banish or destroy undead save through magic spells and items.

Magic-user

Prime Requisite: Intelligence

Patterns shaped into vibrant active forces lie behind what is commonly known as magic. Unlike Clerics, who receive spells through divine means, Magic-users employ a special literary method of harnessing spells. Spells of similar power level are written down in books or scrolls using the mysterious language of the Magi. Different level spells may not be mixed in the same book or scroll. When a Magic-user wishes to employ a certain spell, it is first activated by careful reading. The spell will then remain active in the mind of the Magic-user until released using the proper command words and gestures. Certain devices or components may also be employed in certain cases. Once released from the mind, the spell is no longer

present and must be reread to become active and be cast again. Spells will remain active in the mind of the Magic-user for a period of 24 hours before losing their efficacy. To take in a spell, the Magic-user must, of course, have a copy of it to read, and a few quiet, undisturbed moments to read it properly. There is a mystical relationship between iron and magic that few understand. When carried upon the person, iron tends to interfere with spell casting, therefore, Magic-users do not wear or carry any iron objects larger than a knife, and will often prefer even their knives to be made of bronze or some other, non ferrous substance. Further, during the process of spell casting, the entire body of the caster becomes charged with the spell just prior to its release. Tight fitting clothing or worse, armor of any sort, can create an insulating effect that reflects back some of the spell energy creating a hazard for the caster. Because of this, Magic-users typically dress only in sandals and loose fitting robes and will not wear any type of armor or helmets. When times permit, Magic-users will often prefer to wear nothing at all! Small iron objects will cause a 10% chance of failure for each spell casting. Larger iron objects, such as a shirt of chain mail or a helmet cause a 75% chance of failure (or a miscasting) and loss of the spell. In addition the caster may take heat damage at the discretion of the Referee. Even greater amounts of iron on the person, such as a plate mail suit, guarantee a 100% chance of spell failure. As mentioned in their description, Elves and some fantastical creatures such as Dragons draw on magic differently than do other creatures and may cast spells while wearing iron without suffering the chances of spell failure indicated above. They would, however, still be subject to the effects of heat damage if the magic is strong enough. As they progress in levels of ability, Magic-users are able to hold more spells and spells of greater power within their mind.

Class Specialists: While most characters will remain broadly defined, some may wish to become specialists in a particular aspect of their class. The nature and variety of Specialists is as unbounded as imagination allows. Referees should consider what sorts of specialist might be hallmarks of their campaign world and decide what advantages, disadvantages and differences might be associated with each particular specialization. For example, perhaps in your campaign world there is a cult of Pyrologists (Magic-users), or a guild of Assassins (Fighters), or ninja spies (Fighters again). Players can, of course, have characters adopt more than one specialty, being affected by the advantages and penalties of each. While much of the specialist character is simply a matter of role playing, some particulars need rules.

Magic-user Specialists: Usually, Magic-user specialists are distinguished only by their spells. Thus an Elementalist is a Magic-user who concentrates on spells having to do with the four Elements, The Witch may have a wider variety of potions and spells that master nature, and so



forth. Some Specialists may come with Alignment restriction or other penalties.

Cleric Specialists: Like Magic-users, there may be Clerics of some cultures or religions that have unique spells, or that concentrate on specific types of spells like healing, for example. Clerics who dedicate themselves to particular causes or particular forms of discipline are known as Monks. Monks may gain particular abilities, such as the ability to commune with the dead, or engage in extreme physical disciplines like walking on hot coals or holding their breath for hours, in place of additional spells or as a reduction or elimination of their ability to turn undead.

Fighter Specialists: Fighter Specialists require perhaps a little more care so as to ensure their advantages are balanced by their penalties. Factors most likely to be affected are Fighting Capability, and Experience Points. For example, perhaps a character wishes to be an Archery specialist. That will mean the character had to spend more time shooting and less time practicing at arms, so for every 1 factor gain in Fighting Capability for Archery, the character would lose 1 factor of FC in melee combat. Three of the most common Fighter specialists are detailed below:

Warrior – warriors are members of the Fighter Class who live by the sword. They are soldiers, sell-swords, the classic tough hombres from the badlands. Warriors must have a minimum Strength Trait of 11. Warriors gain additional attacks when they have dropped an enemy of 1 Hit Dice or less. This is the rule: when a Warrior has caused damage to an opponent of equal or lesser Level (as determined by Hit Dice for monsters) such that they are reduced to 0 or less Hit Points, the Warrior may immediately attack with the same weapon any other opponent within their Melee Distance (30 feet), provided that it is within the Warriors' movement allowance to do so and the Warrior is not already engaged with some other opponent and there are no obstacles or special conditions to prevent the attack. They may continue to attack new opponents of 1 HD or less as long as a kill results. This benefit applies in addition to any other attacks the Warrior may have due to Fighting Capability.

Elite Warrior – these are knights, samurai, huscarls. They must have received intensive weapons and warfare training from an early age or have engaged in a long period of training with weapons masters, precluding all other activity. Elite Warriors also must have a minimum Strength Trait of 13 and a minimum Dexterity Trait of 14. As a result of the rigors of an Elite Warrior's training, they are able to maneuver through fights against lesser opponents with speed, confidence, and deadly effect. Although Warriors gain additional attacks within Melee Distance when they have dropped an enemy of 1 Hit Die or less, Elite Warriors do so with any opponent

of a Level equal to or less than their own. Additionally, Elite Warriors use a d8 when rolling for damage.

Paladin – Paladins are Elite Warriors who swear an oath of fealty to a Clerical institution (church, temple, etc.) or to a Theocracy, for which they must be willing to give their life. They must also have a minimum unmodified Charisma score of 17. In exchange for their service, they are awarded the ability to cast one first level Cleric spell per day per Tier, and are protected against disease. At Level 8 and higher, Paladins may also cast second level Cleric spells. Possession of a Holy Sword will grant an automatic +2 bonus to Paladins making a Type VI saving throw.

BASIC TRAITS: The Character Traits represent core characteristics that every character possesses which can be used to influence the game in various ways during play. This is largely a matter of creative application in specific situations, but the Traits also have certain mechanical functions as detailed in their description.

Three of the six Traits are also of particular importance to the members of the three classes. These Traits are called Prime Requisites and give a bonus to experience points earned for those who have a high score in their class' Prime Requisite. These are Strength for Fighters, Intelligence for Magic-users, and Wisdom for Clerics. More details can be found in the section covering Experience Points. To determine Character Traits for player characters, roll two six-sided dice six times and add 6 to the result of each roll. Once you have done this, re-roll the highest and lowest number rolled, taking whatever result comes the second time. These six numbers should be assigned to the following six Basic Traits:

Strength determines the ability to perform difficult physical tasks such as opening stuck doors and carrying lots of treasure (See Encumbrance). Strength is the Prime Requisite of the fighting class. Fighters with a Strength of 15 or greater get +1 hit point per level.

Intelligence indicates a character's ability to solve problems and acquire knowledge through education and life experience. Intelligence is the Prime Requisite of the Magic Using class. Magic-users with 15 or greater Intelligence get 1 additional first level spell. Intelligence also affects the number of languages a character will know according to the following table:

Languages Known by Intelligence

9>	1 language
10-12	3 languages
13-14	5 languages
15-16	7 languages
17-18	8 languages

Wisdom is a measure of perception and intuition, an ability to grasp the best reaction to the situation at hand. Wisdom is the Prime Requisite of the Cleric class. Clerics with 15 or greater Wisdom get a first level spell at level 1.

Constitution includes stamina, love of life, toughness, fortitude, endurance, resistance to disease and so forth. The Constitution score will modify Hit Points as shown in the table below:

Hit Point Modifier by Constitution	
Score	Add to Hit Points Per Level*
3-6	-2
7-8	-1
9-12	0
13-14	+1
15-18	+2
* minimum score of 1 on any die	

At the discretion of the Referee, any Constitution bonus or penalty can be applied to any Saving Throw involving a severe shock to bodily health, such as being resurrected, poisoned, crushed etc.

Dexterity includes both physical quickness and coordination. Dexterity often determines who strikes the first blow, shoots the first arrow, throws the first spell and so forth. It also applies to delicate and tricky situations requiring precision and a steady hand.

Missile Fire Bonus by Dexterity	
13-18	Fire any missile at +1
9-12	no bonus
8>	Fire any missile at -1

Charisma refers to a character’s “social value” – attractiveness, charm, personality, and so forth. Charisma affects the chances of success a character will have in negotiating with various monsters and other characters, maintaining hirelings, and the overall morale of any followers the character may have. When defeated in combat, a charismatic male or female may be subdued or revived by an enemy who finds them desirable, instead of being left for dead. The table below shows some of the uses the Charisma Trait may be applied to in the game. The loyalty modifier refers to the adjustment made to the Loyalty Trait of hirelings, heirs and other companions. The Loyalty Base may also be used to modify Morale throws. The Reaction Modifier applies to the Reaction Table used in situations in which the Character attempts to convince an NPC to some understanding, such as “We’re friendly”. or “How about half price?”, etc. For any Charisma-related roll, Referees may wish to add a bonus for tier (perhaps a +1) or for other factors of fame and status.

Loyalty and Reaction by Charisma		
Score	Loyalty Base	Reaction Modifier
3-4	-2	-1
5-6	-1	-1
7-9	0	-
10-12	0	-
13-15	+1	-
16-17	+2	+1
18	+4	+1

Languages: Language are easy to overlook, yet when handled well they can make all the difference in capturing the imagination and creating the atmosphere of a campaign world. In a typical adventure campaign there may be assumed to be a *Lingua Franca* referred to as “common” or “the common tongue” which will be understood and spoken, to some degree, by 20 – 50% of intelligent creatures encountered. Most such creatures will also have their own language, or more than one. Many will also know an Alignment language, but not everyone learns this secret code. Each Alignment has developed a kind of battle language of signs, words and code phrases in order to communicate with one another without such communication being understood by those of other Alignments. Magic-users must also learn the ancient and mystical language of Magi. This language is used in the preparation of all magic user scrolls and in many spells. Although all Magic-users become familiar with this language for use in spells, few learn it well enough to use it as a means of communication. There is a 50% chance, increasing (and decreasing) by 5% per factor of Intelligence that Magic-users having an Intelligence of 10 or more are able to effectively communicate in the Magi language.

CLERIC SPELLS: The table below lists the known Cleric spells by level. The level of the spell represents its “power” and is not related to the experience level of the caster, except in that low level casters are unable to master higher level spells. To acquire new spells, Clerics must find scrolls, spellbooks, or a knowledgeable teacher.

Cleric Spells by Level			
	Spell Level		
	1	2	3
1	Detect Evil*	Bless*	Animate
2	Detect Magic	Chant	Continuous Light*
3	Heal Light Wounds*	Hold!	Heal Curse*
4	Light	Locate Traps	Heal Disease*
5	Protect from Evil*	Talk to Animals	Locate Object
6	Purify Food & Drink*	Tranquilize	Pray

	4	5
1	Create Water	Commune
2	Heal Poison*	Create Food
3	Heal Serious Wounds*	Dispel Evil*
4	Protect from Evil, 20' Diameter*	Heal Death*
5	Talk to Plants	Plague of Locusts
6	Turn Sticks to Snakes	Quest

Reversible Spells: Spells marked with an asterisk have a reversed version. The reverse spells are all Chaotic in nature and can only be cast by a Chaotic Cleric. A Lawful Cleric may not even attempt to cast the reverse spell without immediately changing Alignment to Chaotic.

Cleric's Total Spells					
Cleric's Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	1	-	-
7	3	2	1	-	-
8	3	2	2	1	-
9	3	3	2	2	-
10	3	3	2	2	1
11	4	3	3	2	2
12	4	4	3	3	2
13	4	4	4	3	2
14	4	4	4	4	3
15	4	4	4	4	4
16	5	4	4	4	4
17	5	5	4	4	4
18	5	5	5	4	4
19	6	5	5	4	4
20	6	6	5	4	4

MAGIC-USER SPELLS: The table on the next page lists the known spells by level. As with Cleric spells, the level of the spell represents its “power” and is not related to the experience Level of the caster, except in that low Level casters are unable to master higher level spells. Also as with Cleric spells, reversible spells are indicated with an asterisk. Unlike Cleric spells, reversed Magic-user spells are generally not Chaotic and can be cast by characters of any Alignment. To acquire new spells, Magic-users must find scrolls, spellbooks, or create them through research. To an even greater extent than Cleric spells, the number and level of spell a Magic-user is able to master at a given Life Level is tied very closely to the nature of the campaign world in

Magic-User Spells by Level			
	Spell Level		
	1	2	3
1	Charm Person	Continuous Light*	Ball of Fire
2	Conjure Floating Surface	Conjure Webs	Bolt of Lightning
3	Conjure Mist	Create Illusion	Breathe Water
4	Detect Magic	Detect Evil*	Clairsentience
5	Enchanted Slumber	Detect Invisibility	Dark Sight
6	Featherlight	ESP	Dispel Magic
7	Hold Portal	Invisibility	Fly
8	Light*	Levitate	Hasten*
9	Magic Bolt	Locate Object	Hold!
10	Magic Shield	Magic Lock	Invisibility, 20' Diameter
11	Protect from Evil*	Open Sesame	Protect from Evil, 20' Diameter*
12	Read Scripts	Pyrotechnics	Projectile Shield

	4	5	6
1	Charm Monster	Animate	Conjure Anti-Magic Shell
2	Confuse	Conjure Poison Cloud	Call Weather
3	Conjure Invisible Floating Eye	Conjure Elemental	Die!
4	Create Illusory Terrain	Contact Outer Plane	Disintegrate Anything
5	Create Mass Illusory Disguise	Create Soul Jar	Turn Flesh to Stone*
6	Dimensional Hop	Enfeeble Mind	Geas*
7	Grow Plants*	Grow Animal*	Conjure Invisible Stalker
8	Heal Curse*	Pass Wall	Lower Water
9	Polymorph Others	Telekinesis	Move Terrain
10	Polymorph Self	Teleport	Part Water
11	Redirect Edged Weapons	Transform to Mud	Project Image
12	Wall of Fire/Wall of Ice	Wall of Stone/Wall of Iron	Reincarnate

which the character is being played. In worlds with a low amount of magic, spells may be rare and difficult; in a world where magic is as common as dirty laundry, spells may be easy to acquire. There may also be worlds where

some individuals, perhaps of some special heritage, find magic much easier than others and thus might use a different spells per level table. The following table strikes a middle ground approach, representing an average individual in a fairly typical fantasy world. Adjust the spells per level shown as needed to fit your campaign.

Magic-User's Level	1	2	3	4	5	6
1	2	-	-	-	-	-
2	2	1	-	-	-	-
3	2	1	1	-	-	-
4	2	2	1	-	-	-
5	2	2	2	-	-	-
6	2	2	2	1	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	1	-
11	4	3	3	3	2	1
12	4	4	4	3	2	1
13	4	4	4	3	2	2
14	4	4	4	4	3	3
15	4	4	4	4	4	4
16	5	4	4	4	4	4
17	5	5	4	4	4	4
18	5	5	5	4	4	4
19	6	5	5	4	4	4
20	6	6	5	4	4	4



LIFE ENERGY LEVELS AND EXPERIENCE

POINTS: A player character's rise above the norm is measured in Life Energy Levels. Life Energy Levels, (very often written as simply Levels) indicate many things that distinguish the character beyond their normal natural Character Traits, including a gain of inner strength and confidence, and an overall improved chance of success achieved through gaining experience. Such experience is measured in the game using a system of points, which are awarded differently depending on Character class (see the section below for details). As Characters accumulate Experience Points they will gain Life Energy Levels. Upon gaining a Level, players gain more Hit Points as indicated in the Level Tables. Few characters ever reach Life Energy Levels over 10 or 12 but the Tables are carried to level 20 for those rare individuals who rival even the gods. While some Referees may prefer to place no limit on how high a character may progress in Life Level, it is both traditional and highly recommended that active advancement be halted at Level 20, for there can not be much for a character to gain beyond this, and the amount of Experience Points needed becomes astronomical.

Life Energy Levels and Tiers: Characters advance in Life Energy Level throughout their careers. As they do so they can achieve special stages or tiers that mark them as particularly outstanding, as Heroes and Superheroes and even legendary Lords of battle and adventure. These tiers of advancement differ for the three classes as shown in the table below:

	Veteran Levels	Hero Levels	Superhero Levels	Lord Levels
Fighters	1-3	4-7	8-12	13+
Clerics	1-4	5-8	9-13	14+
Magic-users	1-5	6-10	11-15	16+

Becoming a Hero, Superhero, or Lord can have all sorts of social implications in the campaign, but that will depend on the circumstance and flavour of the game. There are also game benefits as detailed below.

Hero Bonus:

- **Simultaneous Hits:** Unless a Hero is hit 4 or more times in the same Round, deduct 1 point from all damage totals rolled against them. The hero who is hit 4 or more times in the same Round suffers normal damage.
- **Reputation:** The reputation of the hero reflects what other characters think or believe the hero is capable of. When characters, hirelings, encountered creatures, etc., of less than Heroic status are aware of the reputation of the Hero and accompany the Hero in a fight, they receive a +1 to the totals of all dice rolled.



Superhero Bonus:

- **Simultaneous Hits:** Unless the Superhero is hit 8 or more times in the same Round, deduct 2 points from all damage totals rolled against them. A Superhero hit 8 or more times the same Round suffers normal damage.
- **Reputation:** When characters, hirelings, encountered creatures, etc., of less than Heroic status confront a Superhero in combat, provided they are reasonably aware of it, they must immediately make a Morale Throw at -1. Note: The heroic Reputation bonus also continues to apply to Superheroes.

Lord: While becoming a Lord does not give new mechanical bonuses (beyond those in the Saving Throws table) as Hero and Superhero do, achieving this tier means the

character will be a well known master of their craft, continually attract many voluntary, would-be followers, including some of higher levels, be acknowledged by important titles such as baron, patriarch and so forth as is appropriate to the setting and character, receive positions of leadership in any organizations they are in or choose to create, and will be likely to establish strongholds, towers, castles, cathedrals and so forth, if they have not done so already.

Awarding Experience: Experience points are given in ways both specific to each class and general to all. There are three general areas where any character may earn experience. First, and usually foremost in points awarded, is the acquisition of magic items. Experience for Magic items recovered is as follows for all classes:

Magical Swords	1000 per "+" rating + 100 per magic ability
Magical Weapons	100 per "+" rating
Potions	250 to 500 points
Miscellaneous Magic	100 to 5000 points maximum
Scrolls, spells Level 1-5	500 XP
Scrolls, Level 6 and Wands	600 XP
Rings	700 XP
Staves	800 XP



Experience Points can only be awarded once for magic items, meaning that if a magic item is sold, the character does not get additional XP for the GP received. All player characters who participate in an adventure will equally receive the total amount of Experience Points indicated above, regardless of what is done with the item when the treasures are divided.

Second is through the treasure characters acquire as a result of their adventure: money, gems, jewelry and non-magical items of value: 1 XP per 10 GP of value to all classes – that is 10% of the total value in treasure is awarded as experience points. All player characters who participate in the adventure will receive an amount of Experience points equal to 10% of the treasure total.

The third method of gaining Experience Points is through use of the class Prime Requisite while adventuring. When the Fighter raises a portcullis (Strength), the Magic-user interprets a cryptic map (Intelligence), or the Cleric prevents an offense against the gods that would surely bring destruction (Wisdom), the Referee should make a note of it and award Experience Points in keeping with the amounts given for treasure and magic items. Obviously some judgment will need to be exercised by the Referee and every effort should be made to be fair and consistent when making Prime Requisite Experience Point awards. Further Experience Points are awarded on a class by class basis, as detailed below.

Fighter Experience: Monsters of the Fighter's Level or higher score 100 XP per Level of the monster. If the monster is lower in level than the Fighter, divide this same 100 XP/Monster Level amount by the Fighter's Level to determine the actual award. For example, a 3rd Level Fighter who defeats a higher "Level" 4 HD ogre would get 400 Experience Points, but if the same 3rd Level Fighter defeated four 1 HD kobolds they would be awarded a 1/3 fraction (kobold Level over Fighter Level) for a total of 133 Experience Points. Level for monsters is equal to their Hit Dice, but when a bonus is added to the dice, it bumps the Level rating up to the next highest, so a 2+1 HD monster is considered 3rd Level. For the purpose of computing experience only, any special or fantastical abilities also add to the Level determination on a one for one basis. Ghouls (HD 3) for example, have the potent ability to paralyze by touch, so they add one to their HD for Level determination and so are considered Level 4 creatures. Dragons, who can both cast spells and breathe fire, would add two levels to their HD, and a defeated Balarauk (HD 10) who can immolate on touch, cast spells, and is resistant to magic, adds three levels, and is considered a level 13 creature when computing experience points earned by the victors. Exact figures will in some cases rest on the Referee's best judgement using the examples above as a guide.

Often a monster will be killed by several persons, not just a single Fighter. When mixed Life Levels are involved, the

average Level (round up) of combatants, living or dead, on the victorious side is used to calculate experience. For example, in a fight where 2 1st Level and 2 3rd Level characters defeat a group of monsters, the average Level - 2nd - is used to calculate whether the group is awarded full or partial experience points for the battle. Once the average Level is determined, the total experience is divided by the number of battling characters and each participant involved is awarded the same amount equally. So, using the previous Kobold example, suppose that our 3rd Level Fighter was accompanied by a 3rd Level Magic-user and a 1st Level Fighter. This group's average level is 2nd ($7/3 = 2\frac{1}{3}$ rounds down to 2), so the four Kobolds would provide 200 XP total to the group. The Magic-user would receive none of these (as he simply poked at the Kobolds with his dagger – see below) while the two fighters would receive 67 XP each ($1/3$ of the total). While the 1st Level Fighter's player might feel it is unfair that he receive 50 XP per Kobold rather than 100, the player should remember that his or her character benefited from the protection and expertise of the higher Level Fighters. Conversely, higher Level characters can gain more experience against lower HD opponents than they normally might when they are allied with a large number of lower Level companions, reflecting the fact that they are leading the less experienced in battle. Each episode of combat should be calculated separately, and it is usually best to do this immediately after the combat is over with the assistance of the players.

Magic-user and Cleric Experience: Each of these Classes gain 100 XP per Level of spell for each spell cast, divided by the Level of the caster (round up). Thus, a third level Magic-user, casting a 1st Level spell, gets 1/3 the Experience; 33 points, a tenth level Magic user casting the same 1st level spell would only get 10 XP. If any spell cast aids in the destruction of a monster, then the Magic-user or Cleric is included in the calculation of combat Experience Points with any Fighters for that battle only, as above, in addition to the normal XP they get for simply casting the spell. Other stressful spell casting situations might, at the discretion of the Referee, also gain additional Experience Points for spell casters, but probably never more than a 50% raise over the base award here described. Spells cast from scrolls count towards Experience Points and the amount of points given is calculated the same, but even if the Spell's level is greater than that of the Magic-user or Cleric the award will never exceed 100 XP per spell Level. Spells cast from magic items do not grant this sort of experience, but if they are used during combat to help defeat a foe the Magic-user or Cleric may claim a share of battle experience at least. Neither Magic-users nor Clerics receive any Experience Points for monsters they participate in killing by using melee weapons or any other non-magical means. Experience Points for killing monsters can only be awarded to Magic-users or Clerics who employ some type of magic to aid in the victory.

Experience Point Bonuses: The following table details the bonus available to characters having high Trait scores in their Prime Requisite:

Prime Requisite XP Bonus Table	
Score	Experience Adjustment
3-6	-20%
7-8	-10%
9-12	0
13-14	+5%
15-18	+10%

LEVELS OF EXPERIENCE

Fighter Progression Table

Level	Hit Point Gain	Experience Points
1	1d6+1	0
2	1d6	1000
3	1d6	2500
4	1d6	7000
5	1d6+1	14000
6	1d6	28,000
7	1d6+1	42,000
8	1d6+1	126,000
9	1d6+1	252,000
10	1d6+1	378,000
11	+2	504,000
12	1d6+1	630,000
13	1d6	750,000
14	1d6	870,000
15	1d6	990,000
16	1d6+1	1,110,000
17	1d6	1,230,000
18	1d6+1	1,350,000
19	1d6+1	1,470,000
20	+2	1,590,000

ELVES: As magical creatures of nature, elves are special in that they can choose to progress as Fighters or Magic-users or both, regardless of whatever their Character Trait scores may be. Elves only earn experience points toward one class at a time, but otherwise act as a Fighter and a Magic-user simultaneously. The drawback Elves suffer for this natural ability to be both Fighter and Magic-user at once is that they only receive half the gain in Hit Points per level compared to the other races, meaning whatever Hit Points they might normally gain as a Fighter or Magic-user when going up a level are divided by two. For purposes of progressing in experience, elves beginning their adventures must choose to devote their experience points to either Fighter or Magic-user Life Levels. With

Cleric Progression Table

Level	Hit Point Gain	Experience Points
1	1d6	0
2	1d6	750
3	1d6	3000
4	1d6	4500
5	+1	17000
6	1d6	34000
7	1d6	68000
8	1d6	136,000
9	+1	236,000
10	+1	336,000
11	1d6+1	436,000
12	+1	536,000
13	+1	636,000
14	1d6	800,000
15	+1	900,000
16	+1	1,000,000
17	1d6+1	1,100,000
18	+1	1,200,000
19	+1	1,300,000
20	1d6+1	1,400,000

Magic-User Progression Table

Level	Hit Point Gain	Experience Points
1	1d6	0
2	+1	2000
3	1d6	5000
4	+1	10000
5	1d6	15000
6	+1	25000
7	1d6	50,000
8	1d6	100,000
9	+1	150,000
10	1d6	200,000
11	+1	250,000
12	1d6+1	400,000
13	+1	500,000
14	+1	600,000
15	1d6+1	700,000
16	+1	850,000
17	+1	950,000
18	1d6+1	1,000,000
19	+1	1,100,000
20	+1	1,200,000

each new adventure, the player can freely switch the class to which they devote the experience points gained if they wish to, but they cannot change the class to which they allocate XP again until the next adventure.

Dual Class Characters: In order for characters other than elves to become Fighter/Clerics or Fighter/Magic-users, they should have a minimum score of 16 in the Prime Requisite of the class they wish to add. A Magic-user having a strength score of 15, while quite high for most Magic-users, would still not be able to add the Fighter class. Adding a second class places the character under the restrictions of both the new class and the old except that they retain any learned abilities (like reading magic) that they possessed formerly. It is thus recommended that the Referee require all saving throws to be made as the original class or to the class of the lowest Level, whichever may be better. Experience points earned, as with elves, may be devoted to whichever class they choose, from adventure to adventure, but not during the course of a single game. Unlike elves, they may also split their points between classes to advance simultaneously. A Magic-user who

chooses to become a Cleric, or vice-versa, must give up the old ways of their previous class and all its special abilities completely. Characters can never be Magic-users and Clerics at the same time. Such persons are also likely to be the objects of much suspicion and prejudice.

0 Level Characters: Everyday normal folk of the common humanoid races, including humans, are 0 level, and will always be so, no matter how skilled they may be at a particular craft or industry. For humans, this means they are 1 Hit Die creatures with an FC of 1. Depending on the background of the character, they may be competent in the use of 0-5 weapons, but will suffer a -3 penalty for use of any weapon with which they are not familiar. If the 0 level character is a Cleric or a Magic-user, or aspires to be one, they are subject to the weapon restrictions of those classes but receive none of the class benefits. 0 level characters do not get Saving Throws or any bonuses to any die rolls, but they can make as much use of magic items as Fighters do. 0 level characters should always check Morale both before and after combat. It takes 500 experience points to become a first level character. Ω



In the Shadow of the Catskills: Historical Horror in the Hudson Valley

by Michael Curtis

Every lonely road has its tale of tragedy, and every mountain pass its story of encounter with wild beast or savage Indian; every lake has its legend, and every stream its store of border incident.

— Philip H. Smith, Legends of the Shawangunk

While fantasy roleplaying games might be the most popular type in the hobby, they are most assuredly not the only option available to roleplaying enthusiasts. Many eschew the thrills of sword & sorcery for the wonders of interstellar space, the intrigues of espionage, or the gun smoke and rawhide of the Wild West. Another – and some might say, peculiar – subsection of the hobby prefers to escape to a world steeped in terror, gore, and the desperate struggle against Things That Should Not Be.

Horror roleplaying games have been around since the early days of the hobby and continue to be a popular choice for gamers. And while many horror titles focus on the modern era, macabre encounters set in other historical eras have their own devotees, who enjoy the challenge of confronting eldritch evils without steel-jacketed rounds and high explosives. Whether it is matching wits with Jack the Ripper on the gas-lit, fog-shrouded streets of London, confronting *loup-garou* with flintlocks and silver musket balls in Colonial forests, or battling cosmic horrors in Prohibition-era New York City, historical horror can be a fun and terrifying break from mainstream fantasy.

This article is the first in a series that details one possible setting for fans of historical horror looking for new grounds to explore. New York State's Hudson Valley has a long history of unusual happenings and spine-chilling folktales. Everything from headless horsemen to Bigfoot to UFOS have been encountered along the wide, slow waters of the Hudson River. The nearby Catskill Mountains possess their own dark secrets, and H.P. Lovecraft himself set stories amongst those tree-clad peaks. This series seeks to add to the Hudson Valley's mystique by introducing a new stomping (or perhaps slinking) ground for horrific monsters and sinister cabals: Wildwyck County.

Wildwyck County (often called “the ‘Wyck” by residents) is a fictional area located roughly halfway between the

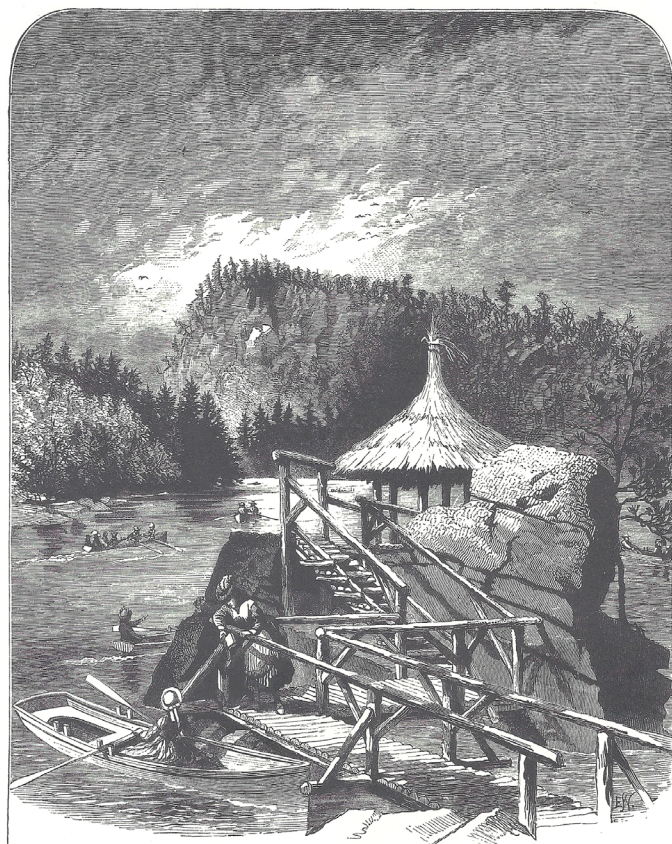
teeming streets of New York City and the historical buildings of Albany. Situated between the Hudson River to the east and the Catskill Mountains to the west, Wildwyck is flanked by Ulster County to the south and Greene County to the north. It is one of the oldest settled areas in New York State, and has a rich and often unseemly history extending back to before the Dutch first set buckle shoe-clad foot on its soil. Players seeking monsters to confront and mysteries to unearth will find no dearth of either in Wildwyck County. You may peruse a map of Wildwyck county on the back cover of this magazine.

This series presents a Wildwyck set in the 1920s, a popular era for historical horror roleplaying. For the same reason, when needed, game mechanics are given using Goblinoid Games' GORE™ roleplaying system, making it compatible with the oldest horror roleplaying title on the market. Despite these assumptions, with a little work on the part of the game master, Wildwyck County can be adapted to most any time period or roleplaying game. Truly ambitious referees can even turn the area into a setting for the fantasy or science fiction genres by introducing fantastical monsters or aliens and adjusting the history to fit settlers from a far-flung Earth or mystic lands.

Like any good mystery, this series presents Wildwyck County in layers, with each article revealing more secrets and unknown information until the entire dark history and strange goings-on are exposed to the reader. This first article gives a general overview of the area and its known history; further entries in the series will cover Wildwyck folklore, its towns and villages, and unusual points of interest and inhabitants.

Getting to Wildwyck County: The easiest, cheapest, and most convenient method for reaching Wildwyck County is via one of the major railways that pass through the region. Those coming from the western United States are serviced by the New York, Ontario, and Western Line or the New York & Pennsylvania Rail Road. From New York City, the Hudson River Railroad is most accessible and train fare from Manhattan to Newgrave is \$2.20. Those coming from Boston should procure tickets on the Boston-Albany Railroad, transferring at Albany to the West Shore Railroad and on to the county seat of Ashton. Rail fare from Albany to Ashton is \$2.25.

Those arriving by motorcar will undoubtedly find themselves on either the Ulsterwyck Pike (running north-south along the west bank of the Hudson), the Hudson Turnpike (on the eastern bank of the river) or along the Killwyck Pike (running roughly east-west out from Ashton). Organized long-distance bus lines do not yet exist in the Wildwyck of this time. Instead, “jitneys,” privately owned and operated cars and buses provide overland travel for paying customers. Fare on one of these jitneys averages \$0.05 per miles, with trips from Albany costing \$3.25 one-way and travel from New York City an even \$3.00.



For those who have Romantic hearts beating in their chests, river travel remains an option. Passage on a steamboat is available in New York City, Albany, and other ports along the Hudson and the New York State Barge Canal. Travel by ship from either Albany or New York City typically costs \$3.25.

The Natural Environment: Wildwyck Country covers diverse terrain: craggy mountains, placid river valleys, forest-covered highlands, dismal swamps, and pristine lakes are all found within its boundaries. Early morning mists are common in the low valleys, turning the landscape into a dream landscape of foggy seas pierced by rocky peaks dressed in forest green. By late morning, the mist burns away to reveal the farmlands, broad creeks, and quaint villages that dot the countryside.

Temperatures in Wildwyck County are comfortable, with the average annual temperature ranging from 55 F (12.8 C) to 40 F (4.4 C). Summers are typically warm, averaging from the upper 70s to low 80s (24-29 C). During high summer, humid conditions sometimes settle in the lowland valleys to produce temperatures in the 90s (32 C). Temperatures tend to be cooler in the mountains overlooking the river valleys. On the average, Wildwyck County experiences two to three inches of rainfall each month. Droughts are rare, but always a concern for farmers.

Winters in the area have average temperatures near 26 F (-3.3 C) and the Wyck sees around 50 inches of snowfall each season. Most snowfall occurs between mid-December and mid-March, but accumulation both before and after

this period is not unknown. During the occasional blizzard, some smaller villages become isolated from their neighbors for weeks until the roads are either cleared or temperatures rise. More severe weather (tornadoes, tropical storms, and hurricanes) are thankfully rare, but windstorms and thunderstorms are a regular occurrences, blowing down from the mountains with terrible force.

Wildwyck thrives with animal life, mostly small game mammals. Deer exist in numbers great enough to be considered pests by local farmers and the autumn months bring hunters in droves from around the state. Black bears roam the mountains. Wolverines, elk, and moose once walked the fields and forests, but were wiped out in the last century, as was the mountain lion. Wolves are officially considered extirpated by the New York State Fisheries, Game and Forest Commission, but old-timers maintain that at least one or two incredibly crafty packs still roam the mountains. Harmless serpents are common, but hikers and campers should take caution: copperheads and timber rattlesnakes also make their home here. Mourning doves are unusually prevalent in the woods and fields of Wildwyck and their plaintive *wooo-OO-oo-oo-oo* call echoes in the morning and twilight hours. Their large numbers support the red-tailed hawks that are a common sight drifting on the thermals above the mountains.

A History of Wildwyck County: Crackpot theories aside (more on these later), the Kettahwohnucks were the first American Indians to dwell in the region now known as Wildwyck County. A band of the Munsee, the Kettahwohnucks were Lenape Indians, organized in matrilineal clans who hunted, fished, and grew squash, maize, and beans along the Kikkerkill River and Mannatonskit Creek. Two Indian trails terminated in the area, and archeologists still find artifacts in Wildwyck that originated in the Carolinas, the Great Plains region, Canada, and Maine.

In 1652, the first European settlers arrived at the mouth of the Kikkerkill River. A mixture of Dutch, English, French, German, and Norwegian, these colonists had first settled in Rensselaerwyck outside Fort Orange (present day Albany). They swiftly found the near-feudal structure of the Rensselaer holdings restrictive and departed to find a stretch of primeval wilderness to call their own. Drawn by tales of a broad river valley where arable land was plentiful, they found an agreeable stretch of wooded plains where the Kikkerkill met the Hudson River. This original settlement would grow to become the town of Ashton.

Although the initial dealings between the “Svannekers” (as the Kettahwohnucks called the predominantly Dutch arrivals) and the natives were amicable, relations soured swiftly. In May of 1658, skirmishes began between the Kettahwohnucks and the Europeans. History records the cause of this conflict as an argument over brandy, but in certain eclectic circles dedicated to the study of hidden history, it is believed that Kettahwohnucks took exception

to certain practices performed by a small portion of the Swanekers and put the offending settlers' homes to the brand. This led to none other than Governor Stuyvesant arriving at the settlement with fifty soldiers in tow to end hostilities. Stuyvesant was able to negotiate a peace between the Kettahwohnucks and the settlers.

As a condition of that peace, the settlers took down their scattered homestead along the river and reorganized behind a large wooden palisade on high ground overlooking the two rivers. The fort is long gone, but traces of it remain in Ashton: one still finds Palisade Avenue running along where the fortress once stood, and the neighborhood beyond retains the name of "Redoubt."

The palisade walls and Stuyvesant's promise to return with more troops should hostilities resume kept the peace for a few more years. During that time, a close-knit group of settlers departed Ashton to establish a new community deeper in the wilds. Some historians insist that this decision was not one of their own choosing, but rather a forcible ostracism by their neighbors due to their "unrighteous ways and evil means." This group, led by Bastiaan Van Der Aart, settled Nieu Dorp ("New Village") several miles west of Ashton along the banks of the Keykout Creek. It would be the ember that lit the blaze.

From the forests beyond the village boundaries, the Kettahwohnucks observed strange rites being practiced in Nieu Dorp, the very same ones which had started the troubles years before. The religion they saw was unnatural and evil – even to their wild, pagan eyes. The Swanekers could no longer be allowed to remain in the Kettahwohnuck lands. On June 21st, 1663, both Nieu Dorp and Ashton were attacked by the natives. Fifteen men, four women, and two children were killed. Thirteen woman, thirty children, and ten men were taken prisoner. Twelve homes were burned to the ground in Ashton and the entire village of Nieu Dorp was reduced to cinders. The Kettahwohnucks and their prisoners fled into the swampy lands to the southwest before the Dutch could react.

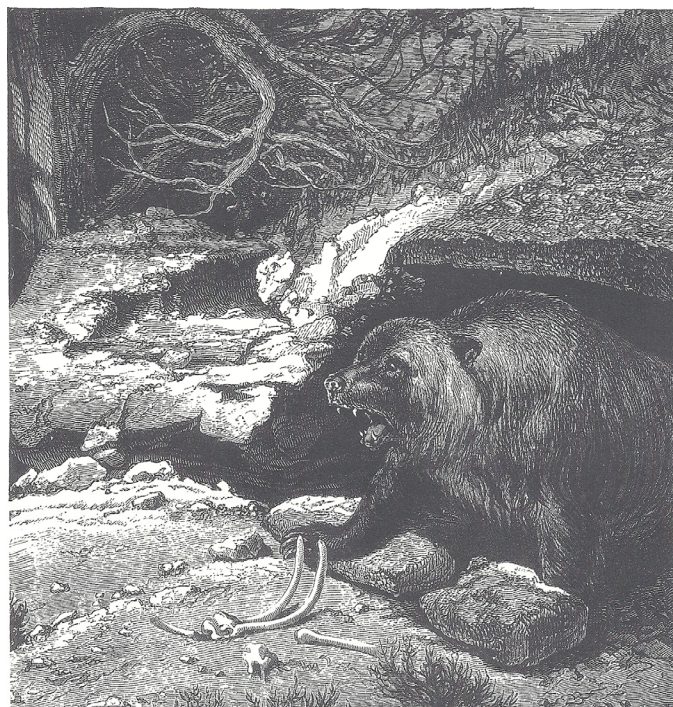
Due to difficulties elsewhere, almost two months passed before Governor Stuyvesant could organize a rescue force to go into the wild country in search of the prisoners. There are old legends still spoken about what the troops encountered on their journey and why the force lost some of its ranks long before they reached the Kettahwohnuck village that housed many of the prisoners.

Once they arrived, the battle was swift and decisive. The Dutch fell upon the stockade in the morning, catching the natives unaware as they tilled their fields outside the fort. Fifteen Kettahwohnuck braves, including their chief sachem, were slain, as were four women and three children. Twenty-three prisoners were liberated that day, and the troops departed the site with thirteen of their own captives taken from amongst the Kettahwohnucks.

Surviving records from this period tell that most of the native captives were shipped off to Dutch holdings in the Caribbean and sold into slavery on the island of Curaçao. Three of these slaves would return to the Wildwyck later on, bringing with them odd customs learned from their fellow captives under the tropical sun. Several lesser Kettahwohnuck sachems emerged from the forests to sue for peace, bringing with them captured settlers that had been held at other settlements. According to folklore, two of the Swaneker women took Indian braves as husbands during their captivity and later gave birth to mixed-blood children.

Following these events, a period of peace settled on Wildwyck County. The arrival of the English and the subsequent surrender of Dutch holdings into their hands passed with little more than muted grumblings. Having been a mixed settlement since its inception, the increased English presence was accepted and life continued along the Kikkerkill. New settlements began to spring up along the rivers and the rebuilt village of Nieu Dorp was christened Lazarus by the new English occupants. The seeds of Ravencliff, Creeksmill, Rotskill, Danskamer, and Slate Hill were sown during this time as settlers cleared new parcels of freshly-granted lands away from Ashton. Further south down the great river, the Dutch settlement of Nieu Grave, named after the settlers' home town in Holland, began to flourish with English arrivals.

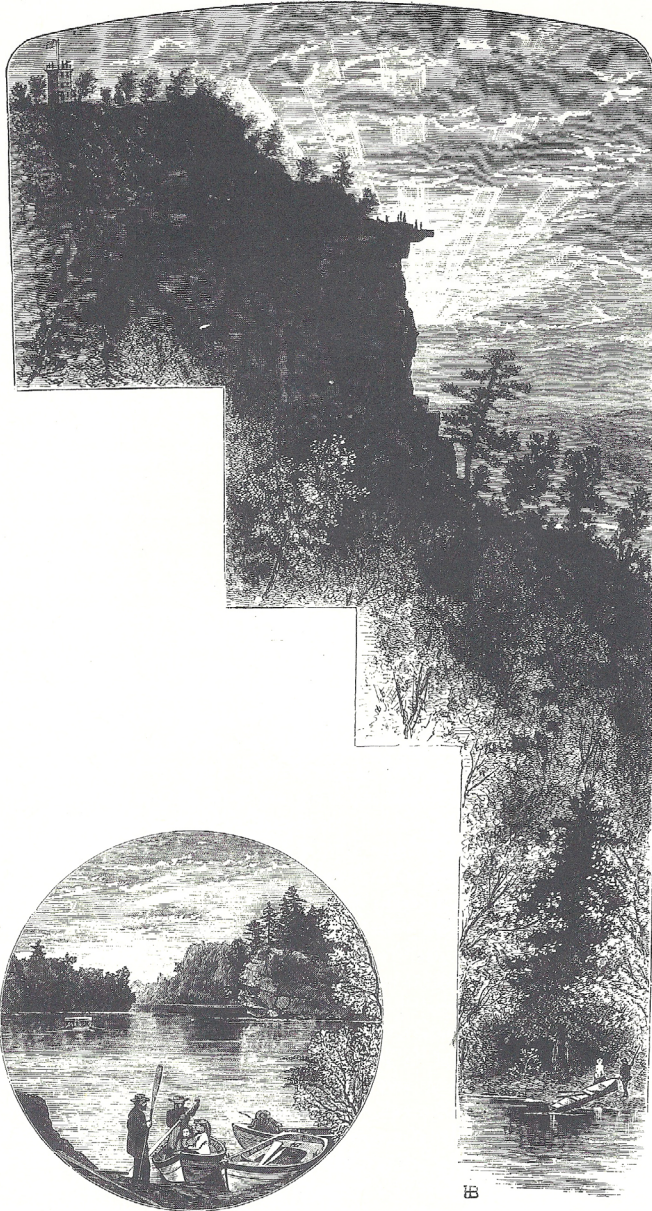
The 18th century saw violence return to the Wildwyck. Although the Kettahwohnucks remained peaceful, other Delaware tribes did not and more than a few settlers' cabins burned, their inhabitants slain along the edge of the frontier. During the French-Indian War, scalping parties of French-allied native tribes ventured into the area to attack outlying settlements, a practice that the British themselves would encourage during the War of Independence. Tales



of horrible atrocities committed on unlucky farmers are still told in the Wildwyck around campfires and hearths.

It was not solely the Red Man that was feared either. All along the frontier, brigands preyed upon their neighbors, robbing travelers and murdering homesteaders for their paltry wealth. Many of these villains obscured their crimes by making them appear to be the work of hostile natives. These criminals would retreat to their mountain hideouts, sheltering in the caves and beneath rocky overhangs to count their booty. Legends persist to this day in the county of lost bandit riches waiting to be discovered in the mountains of Wildwyck.

Although Wildwyck saw no battles between armies during the Revolution, it did not escape unscathed. Following the British defeat at the Battle of Saratoga, English and Hessian soldiers marched upon Ashton, declaring the town "a nursery for base villainy in the country." Over two hundred homes, barns, and other structures were burned.



Only the older stone buildings survived the blaze, and many of these were gutted. Loyalist and revolutionary alike were driven from the town for more than three weeks before the occupying forces were called away and the citizens could return. Still mourned by scholars and historians was the destruction of the Athenaeum, the principal depository of books and records in the county at that time. Although small in size by modern standards, the Athenaeum housed the sole copies of several Dutch texts, including the esoteric treatise, *Het Boek van Gefluisterde Kennis* ("The Book of Whispered Knowledge"), and the information these books contained was irreplaceable.

The post-Revolutionary period in Wildwyck County was a time of new life and industry, ushered in by the birth of the new nation and the prosperity that followed. The frontier was pushed further back and farms, mills, and orchards filled the river valleys. Only the mountains above remained wild, and their ferocity was being tamed by the lumber roads snaking up peaks that echoed with the sound of axes ringing in the cool mountain air. But it was the departure of the Kettahwohnucks that proclaimed that the frontier was no more. Having decreased in number in the years prior to the war, the last remaining Kettahwohnucks moved west to join the Oneidas by this time and ultimately settled on reservations in Wisconsin. The last of the Kettahwohnucks, David Wanoni, died in his rude shanty overlooking Ashton in 1830, taking the last pieces of pure native lore in the Wildwyck with him.

The 19th century brought the Industrial Age with it and changed the Wildwyck yet again. Farmers fleeing the stony fields of Connecticut arrived in great numbers, bolstered by European immigrants seeking a fresh start. Newgrave's population spiked as young people sought out employment in the city instead of remaining on family farms. The saw-mills and grist-mills along the rivers gave way to fulling mills and factories. The War of 1812 caused an explosion in military demand for leather goods, and large-scale, industrial tanneries sprung up in Wildwyck County to meet that need. Construction in New York City called for great quantities of bluestone granite, a commodity that the region had in abundance. Numerous quarries were dug or blasted into the mountain sides, and the stone blocks were shipped down the Hudson on any one of several competing steamship lines.

The first turnpikes were charted and constructed during this century to provide access to the resource-rich hinterlands of the county. Horse-drawn wagons bearing lumber, hides, and bluestone shared the roads with stagecoaches carrying mail and visitors to the region. The woods and mountains drew sportsmen in large numbers to fish, hunt, and trap, and many farmhouses doubled as inns and boarding houses to accommodate these visitors and the coach drivers that conveyed them.

Wildwyck did its part for the Union during the Civil War. Young men from the region volunteered for duty proudly,

having been raised on tales of their ancestors' heroic exploits during the War of Independence. These same men returned to the Wildwyck forever changed. A military veterans' hospital south of Dutch Plains became the permanent home to many returning soldiers, their bodies destroyed by cannon fire or the surgeon's saw.

The horrors of war would lose their grip on those who did not witness them firsthand with the wave of postwar outsiders arriving in the 'Wyck. The railroads built in the later part of the century opened up the region to newcomers. Several rail lines ran through the region by 1870, each providing fast and affordable transportation to those seeking escape from the growing grime and commotion of the big cities. The Catskills became a vacation destination, and hotels were constructed throughout the area to take advantage of the influx of tourist coin. Developers arrived in the area with dreams of timber-beam hotels that would line their pockets with easy gains. These visionaries discovered that for every mountain hamlet willing to cooperate, there were three that guarded their privacy and old, shameful secrets well and wanted no truck with city folk. Even into the 20th century, there remain reclusive villages in the mountains that do not tolerate outsiders for long.

This period saw a cultural upswing amongst the craggy peaks and former farmlands. Drawn by the natural beauty and wealthy, would-be patrons, artists and writers flooded the Catskill region, Wildwyck included. Landscape painting became popular after Thomas Cole and his imitators sparked the Hudson River School movement near the middle of the century. Their art lured writers to the region and the natural wonder of the area spawned a deluge of essays, poems, books, and novels inspired by the environment of the Catskills. These musings on natural beauty helped bring about the environmental movement that created the first forest preserves in New York State. In the Catskills and in the Adirondacks to the north, parcels of land were set aside in 1894 as part of what became known as the "forever wild" section of the state constitution—the creation of land that would remain untouched by the forester's axe. In doing so, the state inadvertently ensured that some things best remained forgotten would be.

This interest in preserving nature coincided with an increasing number of individuals and institutions looking to learn from it. The Wildwyck has been the site of several scientific studies by groups of scholars from universities, museums, and other institutions from around the northeast and Europe. In 1845, the first mastodon skeleton was discovered in bog in the Wildwyck, and several more complete and partial remains were discovered in the following decades. Who knows what other antediluvian wonders await discovery in the bogs and tamarack swamps of the Catskills? Geologists also arrived at this time to study the rock strata known as the Chemung group that makes up the Catskills. Fossils from the Middle



and Upper Devonian are abundant in this strata and provided new insights to life on Earth almost 400 million years ago. The occasional tragedy such as that which befell the Smythe-Preston Study in 1889 is an unfortunate but sometimes necessary sacrifice at the altar of Science.

The 20th Century has brought mixed blessings to the Wildwyck. The fortunes of the railroads are on the decline, their riches usurped by the burgeoning automobile industry. And as go the railroads, so go the mountain hotels, many of which were built along spur lines and off the beaten track. The tanneries and quarries have taken their toll on the local wildlife, and thus impacted the region's appeal to outdoorsmen. These setbacks have been somewhat balanced by an influx in employment opportunities in the county. Beginning in 1909, the growing need for clean water in New York City led to the creation of a major aqueduct system to supply the city. The Catskills sit atop the watershed tapped by the aqueduct and its creation has been responsible for many new jobs in the area. Not all the residents see this as an improvement, especially when it disturbs the secluded mountain life the natives are known to value so highly.

With the Great War now fading in the past and the looming spectre of the Great Depression not yet realized, the residents of Wildwyck County continue to make the best of their lot, relying on the frontier spirit that served their ancestors so well. And like their settler forefathers, those who make the Wildwyck their home know that life in the shade of the Catskills is best lived when one does not pause to examine those shadows too closely. Ω

Scramp!

Hobbit Thieves' Cant by Richard Rittenhouse

"Scramp" is a slang dialect used by the halfling criminal underworld. It is a complex combination of words and idioms taken from the hill dialect of rural halflings, the slang of human gypsies, and the cant used by urban criminals of all races (particularly pimps and pickpockets). A law-abiding halfling farmer might only know a few words of Scramp, picked up from dirty limericks or visiting relatives from the big city, while an urban pickpocket or fence might have a vocabulary of thousands of words. Scramp is a living, fluid language: New words are added to it all the time. The vocabulary below is just a sample of some of the more common terms used by urban halfling criminals. Please note that Scramp speakers seldom if ever use the words "I", "My", or "Mine", substituting "Me" for all of these instead, as in "Me was worried that those stealers might have took me horse".

B

Baby/Babies: Persons who are neither *the Stick* (law enforcement) or *normal people* (criminals). "Civilians".

Baker: A pimp.

Basement Party: A dungeon crawl.

Basket: A *baker's* "stable" of prostitutes. A *basket* can contain both *biscuits* and *muffins*.

Beard: A wizard.

Bent Witchy: Illegal magic items or spell components.

Biscuit: A female prostitute controlled by a *baker*.

Bone Farmer: A professional assassin; alternately, any very dangerous person.

Bug Hat: Insane. A person who is insane is said to be "Wearing a *bug hat*". Going insane is called "Putting on the *bug hat*". Examples: "Me don't want to do this job if Chulko is on board, he's wearing a pretty big *bug hat*." Or, "The mind flayer *cut witchy* on poor ol' Dirko and put a *bug hat* on him right there!"

Butter: Money, gold.

C

Carrying a Rock: Serving prison time for a crime committed by a superior in your gang is called *carrying their rock(s)*. The number of "rocks" mentioned when using the term is equal to the number of years served. For example, if a *norp* served three years for his *uncle* Dirko, it would be said that he "Carried three of Uncle Dirko's rocks."

Chimp: Racist term for a human.

Chimp Sucker: A halfling that is seen as being too subordinate to the *chimps*. Similar to the American slang expression "Uncle Tom."

Chum Stick: A law enforcement official who can be depended on to take bribes and look the other way.

Crumb: 1: A prostitute who is not controlled by a *baker*. 2: Any friendless unfortunate who would "Not be missed" if they were to be murdered or abducted.

Clanky: A construct.

Cub: A gnoll.

Cub Trimming: To cut off a gnoll's tail and leave it alive, a major humiliation for the victim. Alternately, a halfling who publicly humiliates or soundly defeats another (regardless of race) is said to have "*Trimmed his cub*".

Cut Witchy: To cast a spell, or to activate a magical effect. Example: "That hag *cut witchy* on Bosko and turned him to stone right then and there!"

D

Dance: An elaborate robbery or fraud involving multiple *normal persons*, a "caper".

Dee-Gee: A drug addict, or any pathetic person in debt to the gang, such as loan shark's victim or a compulsive gambler. Short for "degenerate".

Doll Artist/Doll Show: A halfling prostitute who dresses and acts like a human child for the gratification of human pedophiles is "Putting on a *doll show*". A rare few *doll artists* are so good that they can pass as a child for extended periods and put this skill to use for espionage, acting as a lookout for other criminals, or various con games. The majority of doll artists are homosexual men, and an accomplished doll artist can pass as a child of either sex.

Doppy: Fake, fraudulent, or counterfeit. Pronounced to rhyme with "Poppy". Derived from "doppelganger".

Doorknob Juice: Contact poison.

Doorknob Man: A former burglar who now uses his skills to detect and disarm traps for dungeon adventurers. A common and acceptable way for a thief to go straight but still keep some street cred.

F

Free Leather: A family member who is not a career criminal, but who can be called up for muscle in a pinch. Someone who is *free leather* is not really a *baby*, but is still not exactly a *normal person* either. Example: "Us don't really have enough *norps* for this *dance*, but if us really need some more me have a couple of nephews that are *free leather*."

Funeral Glasses: 1: Coins of very low value, called such due to the custom of laying brass coins in the corpse's eyes at a traditional halfling funeral. 2: Any cheap or worthless goods. 3: Items not worth stealing.

G

Girlfriend: Money purse. Example: "Me cut off a drunk *chimp's girlfriend* and got myself ten *monicas* and some murder *glass*!"

Glass: Gems.

Grim Hand: Someone who has committed murder is said to "wear a *grim hand*" or to be "*grim-handed*", particularly if the murder involved betrayal or heinous circumstances

such as killing children. The term can also be applied to actions as well as people, such as “*Grim-handed* treachery”.

Graveborn: A dead person who has been returned to life with magic such as *raise dead* or *resurrection*. Halfling criminals tend to be very superstitious, particularly in regard to death and the undead. A *graveborn* person is usually treated with respect, and any debts or vendettas from the days before they died are often forgiven (up to a point). However, it is considered very bad luck to associate with such persons too closely. Becoming graveborn is one of the very few ways to peacefully retire from a halfling crime family. Graveborn halflings stop celebrating their birthdays, and instead measure their age and hold droll celebrations on their “Resurrection Day”, the date that they were returned to life.

Growler: Racist term for a dwarf.

H

Haircut: To slit someone’s throat is to “give them a *haircut*”, e.g.: “Me heard a *scoof* in a *spook bat* gave your *uncle Dirko* a *haircut* in bed last night. What *grim-handed* scum!”

Hero: An adventurer. Always used as sarcastically as possible. “The *hero* gave all the baby orcs *haircuts*” or “The *chimp* girl in the village was raped by a passing *hero*”.

Honest Killing: To kill a person in such a way that *raise dead* or *resurrection* is impossible. Among *bone farmers*, an *honest killing* typically costs three to five times the amount of a standard murder-for-hire.

Hooty Bear: Owlbear

Hungry Sack: A *bag of devouring*, a popular piece of *bent witchy* among *bone farmers*. Can be very helpful in committing an *honest killing*.

J

Jack O’ Nine Peeps: An eye tyrant.

Juice: Poison.



L

Limp/Limpy: 1: Non-magical, mundane, having no magic properties. 2: A spellcaster who has used up all of his spells. Examples: "It's not a *witchy pokey-poke*, but it's a *murder limp* one" or "That *beard* is no use to us *limp*".

Limp Witchy: Fake magic items.

Little Green Brothers: General slang term for any of the "monster" races (orcs, goblins, kobolds, etc.), regardless of the creature's actual color. Not necessarily an insult. Example: "Me heard you ran into a bit of trouble with our *little green brothers* at your last *basement party*."

Lurk: A lone criminal who preys on other criminals, similar to the infamous "Stand-Over Man" of the Australian underworld. *Lurks* typically lead a nomadic existence, moving from city to city, always one step ahead of any possible discovery or revenge. *Lurks* tend to be very scary, unpleasant people, and they are universally hated by other *norps* for their cruel methods, lack of gang affiliation, and refusal to even give lip service to *The Unwritten Book*.

M

Make Pig noises/Talking in Pig: Informing on your gang, ratting out friends. Examples: "The Stick worked me over all night, but me never *made pig noises*, me swear!" or "That's the third shipment the Stick has intercepted this month. Me is beginning to think one of you *norpos* has learned how to *speak a little pig*, me is, me is."

Mash: A person's home or apartment, similar in usage to the modern slang term "Crib". Short for "Mansion".

Monica (s): Gold coin (s).

Mr. Bark Bark: A guard dog (as opposed to a pet or a riding dog).

Muffin: 1: A male prostitute controlled by a *baker*, particularly one who is underage. 2: A male who is raped in prison. 3: A weak or gullible man, a pushover. 4: A strong insult, similar to "faggot".

Murder: Really good, impressive. Example: "Me spent all me *butter* on a *murder* new jacket."

Murder with Cake: Very impressive, even better than *murder*. Example: "This new *witchy pokey-poke* me found under the dragon's *butter* is just *murder with cake*!"

N

Nail(s): Copper coin(s).

Noddy Wheato: In disguise. Bastardized "incognito".

Normal person (also **Norp** or **Norpo**): A criminal.

Novel: A set of fake I.D. papers.

Nowhere Juice: Vulgar halfling term for *sekakaju*, (goblin, lit. "happiness water") an extremely potent goblin beverage made from fermented cabbage, traditionally served in small white clay jugs. *Sekakaju* is the drink of choice among macho halfling criminals.

O

Orchard: Territory or "turf" controlled by a criminal or a gang is their *orchard*.

Owl Job: To murder someone with magical means that leave no evidence, such as the spell *phantasmal killer* or using *suggestion* to trick the victim into a dangerous action. An *owl job* is the most expensive type of contract killing.

P

Pet: A secret lover.

Pink Stick: 1: A watchman or other law enforcement official who uses his position to extort sex from prostitutes. 2: Anyone who is sexually perverse or dangerous. Example: "Molly, tell your *biscuits* to watch out for a one-eyed *chimp* in an old sailor's jacket. A couple of girls in me *basket* had a run-in with him the other night, and he's a real *pink stick*."

Poke: A knife or dagger.

Pokey-Poke: A sword, or any blade longer than a *poke*.

Poke Social: An ambush.

Priscilla/Pris: Palatinum coins(s).

Promenade: Among halfling criminals, a formal meeting with superiors in your criminal organization. The subordinates are expected to bring gifts or bribes.

R

Rock Butter: The goodwill and favors a *norp* can get by *carrying rocks* for a superior in his organization. Example: "Bosko spent all of his *rock butter* by getting his *uncle* to cancel all his brother's gambling debts."

S

The Scary: The undead. Superstitious to begin with, halfling criminals have a special horror of any undead.

Scoof: Racist term for an elf.

Shit: A freelance criminal, a *norp* who is not affiliated with a criminal family or gang. Not necessarily an insult.

Sick butter: Blood money, any property gained by betraying your gang, friends, or family.

Silverware: Breaking and entering tools.

Skin: Disposable guards or soldiers, cannon fodder: e.g. "The payroll guards aren't royal troops, just local *skin*."

Spook Hat: Invisibility. To be "*Wearing the spook hat*" means one is invisible, to "*Put on the spook hat*" is to activate a spell or item that makes one invisible.

Stealer: One who steals, a thief. For odd cultural reasons, calling someone a thief is considered an insult, while calling that same person a stealer is seen as simply stating their profession.

The Stick: Law enforcement, including bounty hunters. Used like the modern slang "the Man" or "the law". Examples: "Run! It's *the Stick*!" or "*The Stick* has really been coming down hard on pickpockets lately."

Stick Bait: "Hot" stolen goods, a wanted criminal, or any other item or person that might bring legal grief to a *norpo*.

Sun Dodger: Racist term for an orc.

Sword Whore: A professional "Adventurer". Not a term of respect.

T

Tea with Rover: Murdering someone by feeding them alive to a pet dangerous animal or monster. This is a common punishment for informers and traitors in halfling crime families, and is usually done in front of an audience to set an example. Among most halfling *uncles*, small dinosaurs are the favored choice for use as Rovers, but some in the past have used owlbears, tunnel krakens, or other dungeon monsters. Example: “Vulk thought he was so clever *making pig noises* to get a little *sick butter*, but *Uncle trimmed his cub* right good by taking him down to *Mr. Hooty Bear’s* cage for a little spot of *tea with Rover*. It was a *murder* sight, me tell you.”

Toad chaser: Racist term for a gnome, apparently an irreverent reference to the gnomish ability to speak with burrowing animals.

Toadmonger: 1) A desperate or jaded person willing to do anything for “kicks”. 2) A derogatory term for a rural halfling, similar to our modern “hick” or “redneck”. This term is apparently a reference to the alleged practice of some bored rural halfling of licking the backs of black cairn toads in an attempt to get high from the toad’s mildly hallucinogenic poison.

Tragical: Sad, tragic.

Tunnel Kraken: A gruesome dungeon monster that resembles a cross between a giant maggot and a squid. It’s tentacles have a powerful paralytic venom. Known by many other names.

U

Uncle: Term of respect for a superior in a criminal family (regardless of gender or whether you are actually biologically related).

The Unwritten Book: The unwritten, macho “Honor Code” of Halfling criminal gangs, passed orally from generation to generation and stressing absolute loyalty to your superiors, strict secrecy, respect for elders, death to traitors and snitches, and vengeance against anyone who insults the gang. *Norpos* love to cast themselves as romantic figures, noble outcasts bound together by an ancient code of honor. In truth, however, most *norps* only give lip service to *The Unwritten Book*, and, like most gangsters, pretty much will do anything if it furthers their goals and they think they can get away with it.

W

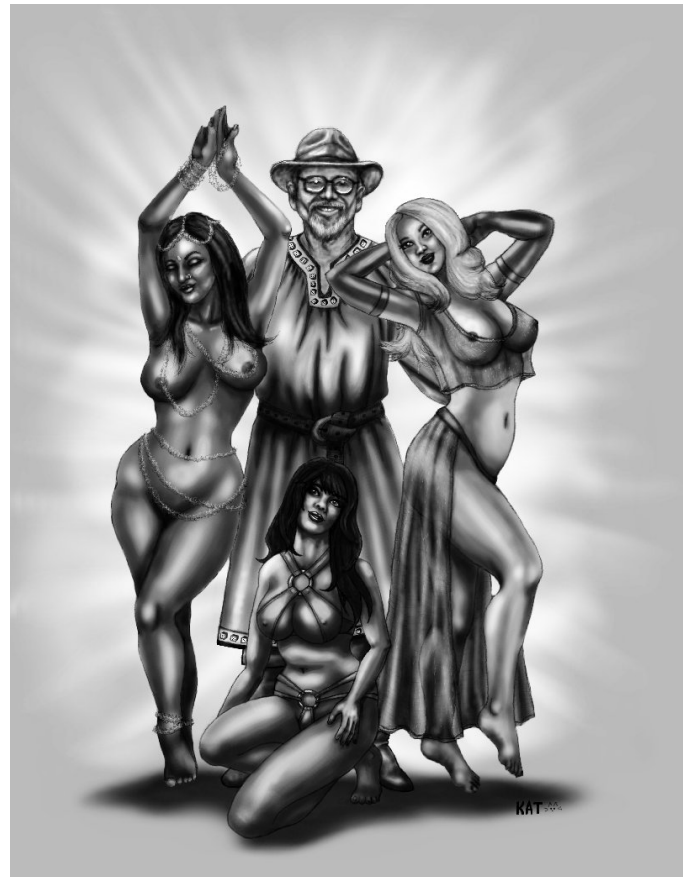
Witchy: Magical.

Witch Door/Witchy Door: Any spell or magic item that allows intangibility or teleportation. Using such things to get into a forbidden location is “*Letting yourself in through the witch door*”.

Witch Face/Witchy Face: Using magic to pass yourself off as someone else is “*Putting on your witch face*”.

Witchy Gone-Gone: Magic items or spells that allow the user to *put on the spook hat*.

Witchy Zap-Zap: Combat magic of any kind, particularly destructive spells. Ω

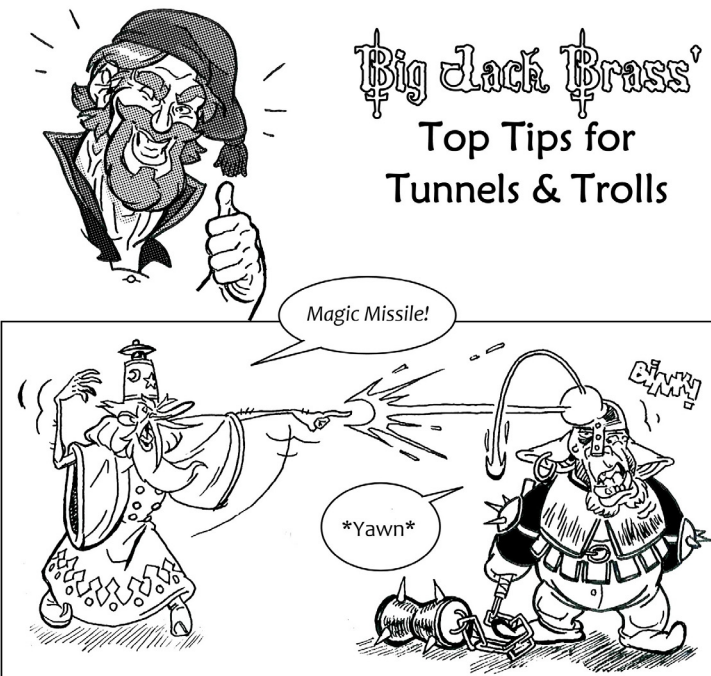


Education of a Magic-User

PART THE ELEVENTH:
DIVISION OF TREASURE.



Big Lack Brass'
Top Tips for
Tunnels & Trolls



Magic Missile!

Yawn


BOM!

DON'T LET THIS HAPPEN TO YOU!
Learn the T&T starting spell TODAY - it will take Magic Missile and go: "Pfft! Up yours!"

"9 out of 10" - *Magic-Users Monthly*

"Best attack spell ever, not least 'cause you get to say: **"Take that, you fiend!"** every time!"
- *National Warlock Association*

Big Lack Brass'
Top Tips for
Tunnels & Trolls




Remember: You start with neither clothes nor shoes, so keep that in mind when buying equipment.

Smart money is on sandals - very cost-efficient.

3 pairs, please!

Alternatively, play a dwarf.

Big Lack Brass'
Top Tips for
Tunnels & Trolls



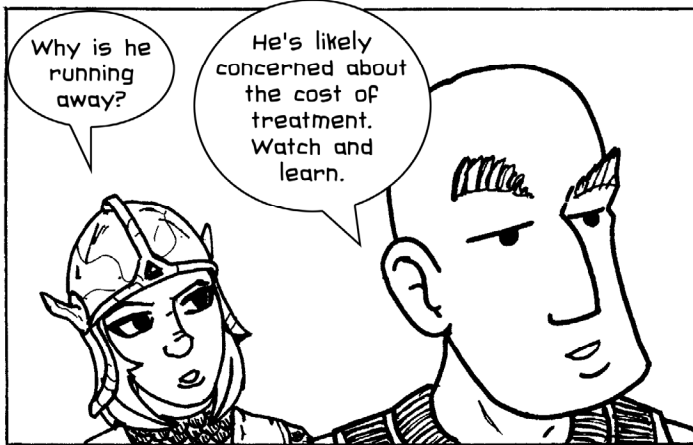
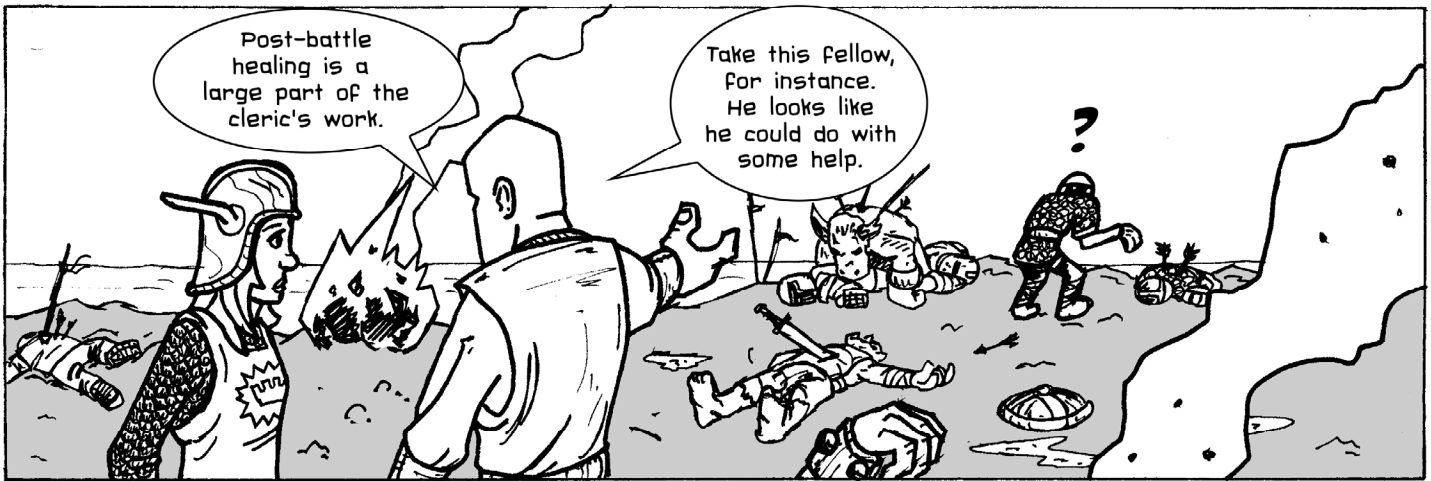
A fairy flying along using a sling is a lot like a helicopter without a rear rotor.

Be warned.



DOXY, Urgent Care Cleric

By Jonathan Linneman & Kelvin Green



FWOOOM!





THE CURTIS

1917
GENERAL
PURPOSE
MAP

WILDWYCK COUNTY

— IN THE —
HUDSON VALLEY
VICINITY

ENGRAVED AND PRINTED
FOR
THE CURTIS WILDWYCK
VISITORS' GUIDE

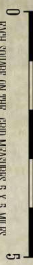
ADDRESS:
RANDOLPH CURTIS,
RAVENCLIFF, NY

PLACES OF NOTE

Further information e.g. opening and closing
times is available in the Guide.

1. Armstrong Institute
2. Blue Spring Wells
3. Canopy House Annex: Retreat
4. Center for Eclectic Studies
5. Craig Ridge Hunting Lodge
6. Curtis-Smith Airport
7. Desolation Point Weather Station
8. Forsgreen Falls
9. Fresh Apple Orchard
10. Hudson Yacht Club
11. Hunger Rock Lighthouse
12. Indian Jig
13. Logan's Menagerie
14. Magnetic Mine
15. Parnell's Needle
16. Peetersen's Mill
17. Putrock Blaststone Mine
18. Old Stone Fort
19. Outlook Cliff
20. Sherrwood Opera House
21. Snake Chasm
22. Vellano Island
23. Whispering Laurels
24. Wildwyck Mystery Spot
25. Wilkes' Rock

Distance in Miles



FOOT SQUARE ON THE GROUND MEASURES 5 X 5 MILES
THIS MAP IS ADAPTED TO THEIR MEASUREMENT
REFERENCES ARE NOT SHOWN TO SCALE