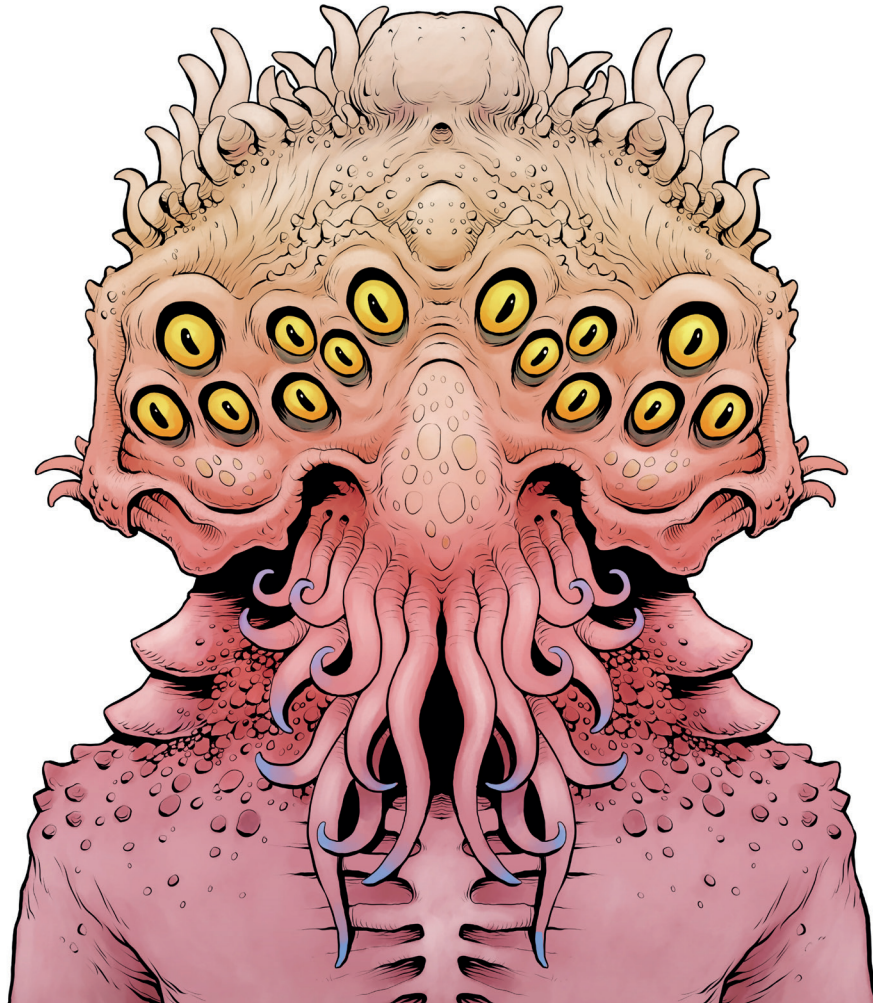


A pact with the d^ovil



What does the d^ovil want in exchange for help? (d666)

- | | | |
|------------------|----------------|--------------------|
| 1. Fealty from | 1. a blind | 1. friend of yours |
| 2. The life of | 2. a forgotten | 2. jewel trader |
| 3. Mercy for | 3. a rich | 3. viceroy |
| 4. The help of | 4. a fallen | 4. archmagister |
| 5. The blood of | 5. an impostor | 5. birdsong master |
| 6. The riches of | 6. a destitute | 6. titan lady |

What would the d^ovil do for free? (d666)

- | | | |
|---------------------------|-----------------|---------------------------|
| 1. Save or abduct | 1. an untainted | 1. friend, ally, or lover |
| 2. Find or return | 2. a cursed | 2. enemy or rival |
| 3. Kill or disable | 3. a lost | 3. monster or abomination |
| 4. Hide or make disappear | 4. a willing | 4. adventurer or rascal |
| 5. Curse or uncurse | 5. an evil | 5. godling or petty power |
| 6. Convince or corrupt | 6. a betrayed | 6. possession or treasure |

by Eric Nieudan. Art: Tim Molloy

Who does the d^ovil actually serve? Roll d6: 1. A demon of Law
2. A god of Chaos - 3. A cabal of angels - 4. None but itself
5. A future version of yourself - 6. Unyielding Fate

An
Old
School
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Knock!

#2



Knock!

An Adventure Gaming Bric-a-brac

Being A Compendium of Miscellanea for Use with Old School Role Playing Games

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