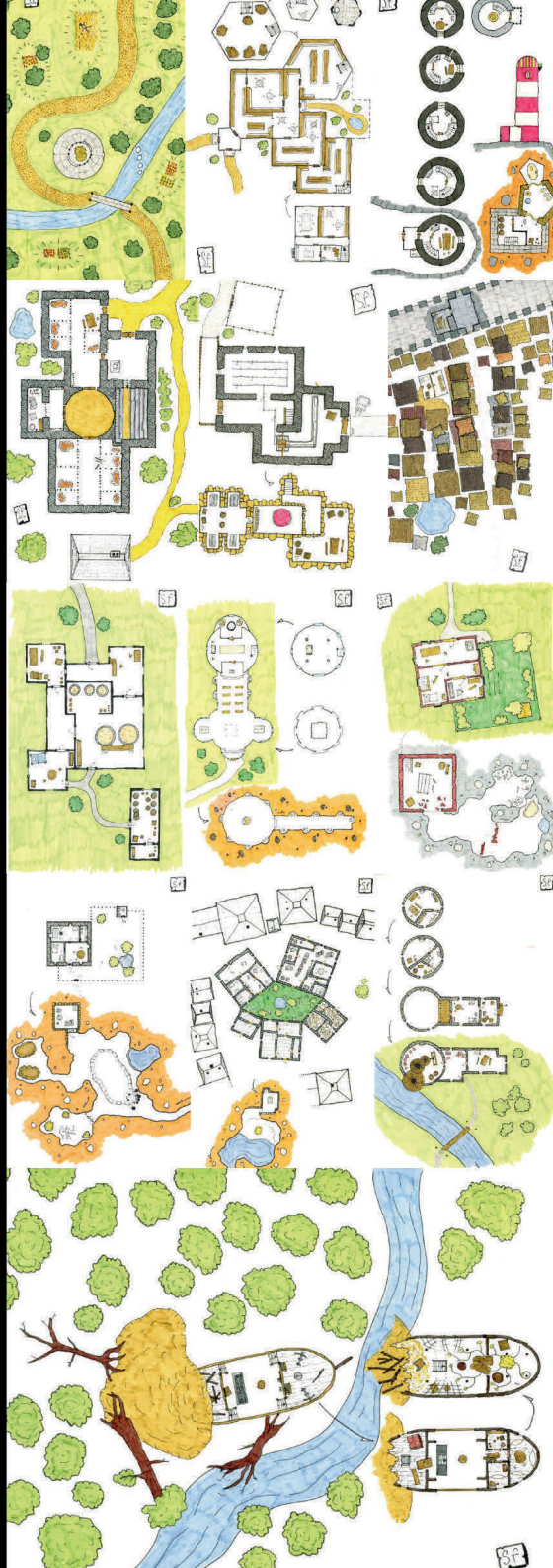


BoL Vol. 2

by Simon Forster

The Book of Lairs: Urban Encounters



ACKS

COMPATIBLE

S.f.



The Book of Lairs: Urban Encounters is the second in the ongoing series. Like its predecessor, it contains lairs of monsters from A to Z, including full colour maps. These lairs use monsters from the core *Adventure, Conqueror, King System (ACKS)*, *Sword & Wizardry Monstrosities*, the *Tome of Horrors Complete*, *Teratic Tome* (by **Rafael Chandler**), and all use the ACKS mechanics. You don't necessarily need those to use this book, as it can easily be converted to another system and the details are largely system-neutral. Each lair is set in an urban environment, and most can be slotted into an existing urban settlement with ease.

This volume also includes two new monsters, both ACKS-compatible, both illustrated by the brilliant artist **Gennifer Bone**.



Book of Lairs: Urban Encounters

This is my second **Book of Lairs**, subtitled *Urban Encounters*. It is another collection of lairs for a variety of monsters, text and maps for each; 25 this time, one again for each letter of the alphabet with Y & Z combined together.

This time, I have used several sources for the monsters, including those in the core rulebook of the *Adventurer, Conqueror, King System (ACKS)*; the statistics still use that set of rules, since that's the one I use the most and it suits my purposes. It is of course easy to convert to another similar system.

Only two new monsters this time, both illustrated by the very talented **Gennifer Bone**. There was going to be a city map too, that mapped all the lairs to it, but I decided that it was not needed after all, and that the lairs would be better served as free-standing.

These lairs are more like encounters this time, all set in or around urban settings; the idea being that these can be slotted into existing cities or towns when you find yourself in need of a quick lair or encounter.

This would not exist without the continued support of my Patrons (<https://www.patreon.com/theskyfullofdust>), who have stuck with me through the last book and this one, and who I am deeply grateful to. Their generosity has been great and hugely appreciated.

I hope that you find this new **Book of Lairs** (*Urban Encounters*) useful and if you use them in your games, let me know. It's always nice to hear.

Thanks and happy gaming.

Simon Forster.

July 2016

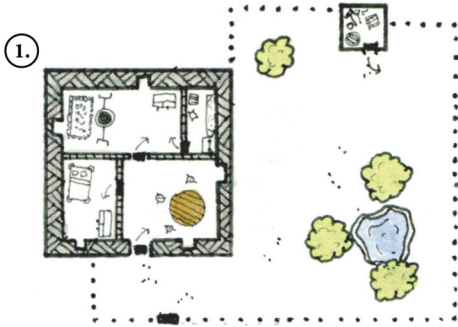
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Quiet Town House

Acronical

A quiet town house holds a secret: beneath the ground lies the lair of a pair of Acronical hunters, who drag adulterers here to fight to the death. The old couple living in the house protect the creatures secret, and have come to worship them as gods of justice.

1. Quiet Town House

An old married couple live here, tending to their garden, keeping to themselves.

Old Couple (2): AC 0, Mv 90' (30'), HD 1d4, hps 2, 3, #Ats none, Sv F0, Ml +2, Al L, XP 5.

Both are dedicated to the Acronicals' cause, and will do whatever they can to keep the lair a secret. They have modest belongings and nothing of any real value, just 64 cp hidden under the bed.

2. Cellar

A ladder leads into a cold cellar, where a barrel of ale, a keg of vinegar, and crates of preserved food are kept. The walls are panelled in cheap, damp wood. One panel comes loose, revealing a secret door. Any noise in this room has a 2-in-6 chance of alerting the hunters beyond.

3. Arena

The centre of this damp cavern is a 8' deep pit, in which adulterers are thrown together to fight to the death. The floor is blood-stained, and rocks and loose pieces of chitin are to the north, where a tunnel leads off to the woods beyond the town: this is where

the arconicals come and go.

4. Nest

Two beds of crushed bones, chewed wood and moist earth serve as the lair of the hunters. There is a 2-in-6 chance that the **arconicals** are out hunting, otherwise they are here, and due to arrange the next fight to the death (in 1d4 turns). Their nests are littered with treasure taken from past victims: 59 sp, 5 ep, 14 gp, a *wooden flute* (worth 15 gp), a *baby's rattle edged in silver* (worth 75 gp), a **Potion of Heroism**, and a **Brooch of Shielding**.

5. Cage

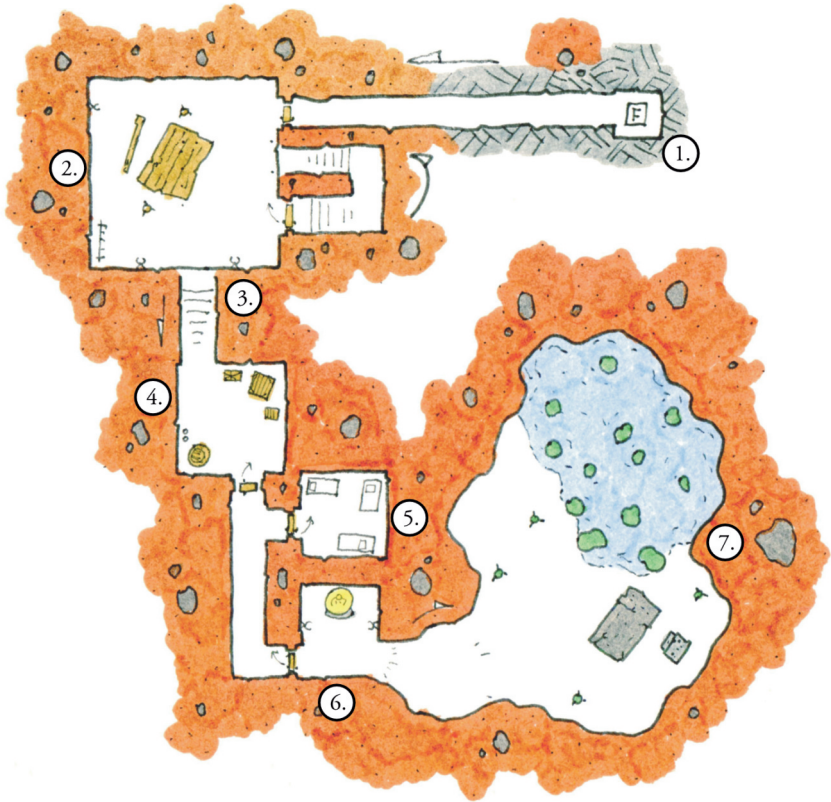
In this bone-littered cage are two adulterers awaiting their battle to the death. One is the wife of a local baker, the other a merchant who passes through the town once a week. Their affair has been going on for six months, and the friends that knew have all been hunted down and killed; save for the baker, who has posted a reward for the safe return of his wife (10 gp).

Adulterers (2): AC 0, Mv 120' (40'), HD 1, hps 4, 5, #Ats 1 by weapon, Sv F0, Ml -1, Al N, XP 10.

Acronical (2): AC 8 (exoskeleton), Mv 150' (50'), HD 5, hps 30, 32, #Ats 2 claws (2d4+2), Sv F5, Ml +2, Al N, XP 350; very intelligent; with each hit victim must *save vs poison* or lose a point from a random attribute (roll 1d6), these lost points are restored upon the creature's death.

Teratic Tome page 5.

S.f.



Under the Bridge

Bandits

Below one of the bridges is a secret lair used by a small gang of bandits that worship a deity of chaotic nature.

1. A concealed door on the underside of the bridge leads to a sloping passage that passes through the interior of the stonework, then descends deeper underground. The trapdoor is rigged with an alarm: triggering makes bells ring below, alerting the gang; a *disarm traps* throw stops the alarm.

2. This large chamber is the main room of the gang, where plans are made, loot distributed, and meals dined upon. 1d6 of the **bandits** will be present, engaged in merriment and stories. A rack in the corner holds the bandits' weapons when they are not at work. One of the pegs that holds the weapons turns 90° clockwise; this disarms the trap on the stairs (#3).

3. Stairs turn and turn as they descend, reaching a steep staircase that is trapped: unless disarmed, the trap is triggered halfway down, rotating the steps so that it becomes a steep slope; all on it must *save vs paralyse* or slide all the way to the bottom, taking 1d6 damage as they tumble to a stop.

4. The bandits' stores are kept here, a mixture of dry rations, ale and brandy, as well as the two **Top Dogs** of the band counting out 1,000

silver pieces recently looted.

5. This room holds three bunks, and serves as the dormitory of the bandits. The bandits' have a few personal objects: roll 1d6 per bunk.

1d6 Possessions

1	1 bag of loose tea (75 gp)
2	1 set of engraved teeth (80 gp)
3	1 vial of rare perfume (50 gp)
4	1 bundle of furs (15 gp)
5	1 bloodstone (50 gp)
6	Roll twice

6. This torch-lit alcove holds a bronze statue of a slender woman with a magpie's head, dressed in a robe of gem-studded silks. The stone is expertly carved and painted, but the gemstones that are her eyes are real: a pair of *onyx* (worth 50 gp each).

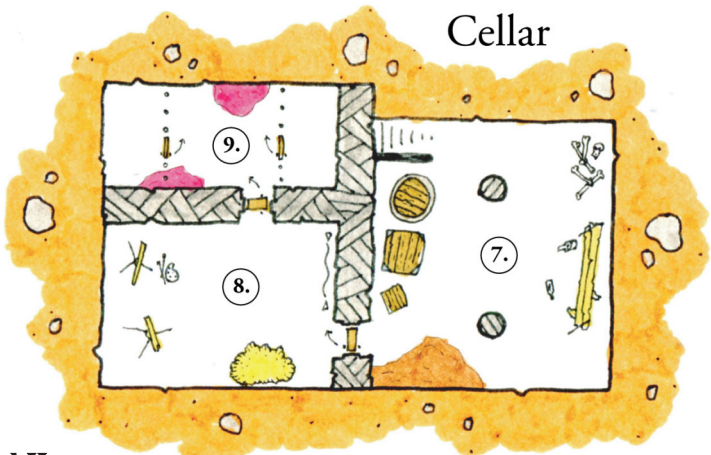
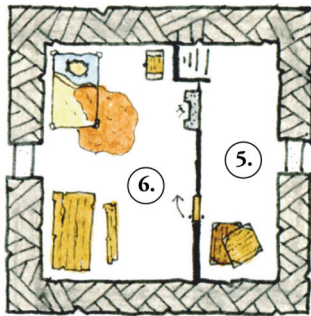
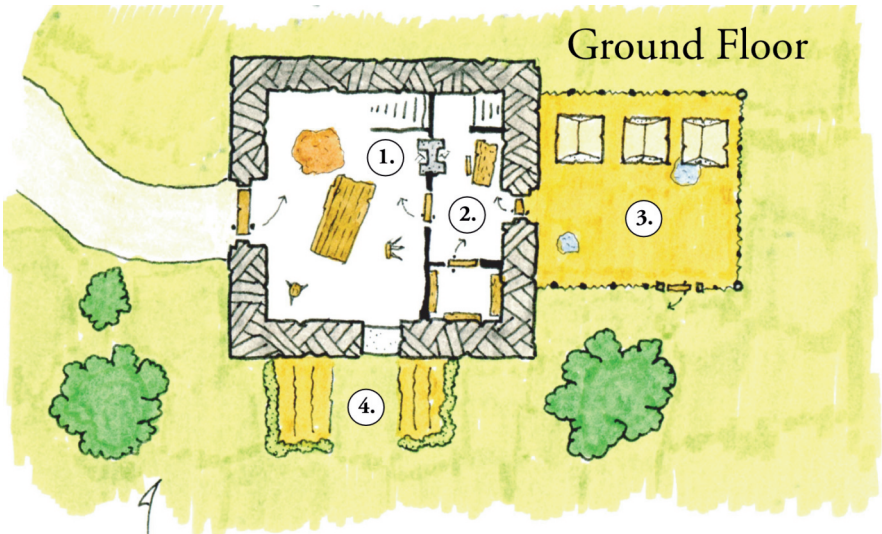
7. This damp cave boasts a pool of mineral-rich water, as well as a sacrificial stone altar and table, stained with blood. The bandits' **leader** is most often found here, dressed in dark robes covering his plate mail, offering a prayer to his goddess. He carries a **Potion of Hill Giant** control and a **Scroll of Ward Against Undead** on his person.

Bandits (6): AC 3 (leather, shield), Mv 120' (40'), HD 1, hps 3, 2, 5, 7, 3, 4, #Ats 1 sword or bow (1d6), Sv F1, MI 0, AI N, XP 10.

Top Dogs (2, 2nd level Fighters): AC 5 (chain, shield), HD 2, hps 12, 9, 1d6+1 damage, XP 20.

Leader (1, 4th level Fighter): AC 7 (plate, shield), HD 4, hps 27, 1d6+2 damage, XP 80.

ACKs page 183 (Brigand variant)



S.f.

Abandoned House

Curhadac

An abandoned house at the edge of town, its occupant turned into art by a Curhadac that has made its lair in the cellar.

Ground Floor

1. The main living room of this small abode. The owner keeps chickens and has a herb garden, the contents of which he sells are market. The room shows signs of a struggle and there is dried blood pooled on the floor.

2. A modest kitchen and pantry, with a rotting chicken carcass half-plucked on the table, flies buzzing around.

3. The two dozen chickens are roaming the yard, pecking at anything edible and squawking loudly.

4. A decent herb garden that is starting to look a little wilted. Amongst the herbs are medicinal herbs of *goldenrod*, *birthwort*, and *comfrey* (1d4 each, 10 gp value apiece).

Upper Floor

5. A couple of crates hold old women's clothes and baby swaddling blankets, as well as the dismantled pieces of a crib that saw little use. Amongst the clothes is a magical *silver baby rattle of slumber* (when shaken the rattle causes all within 30' to feel sleepy, as per a *sleep* spell, adults *save vs spells* at +2 to avoid) worth 25 gp, and a small coffer holding 434 *copper pieces*.

6. A bloodstained bed draws the eye, and a locked chest (key is hidden on a ledge in the fireplace) holds clothes, 406 *silver pieces* and 670 *electrum pieces*, and a stack of love letters tied with old string.

Cellar

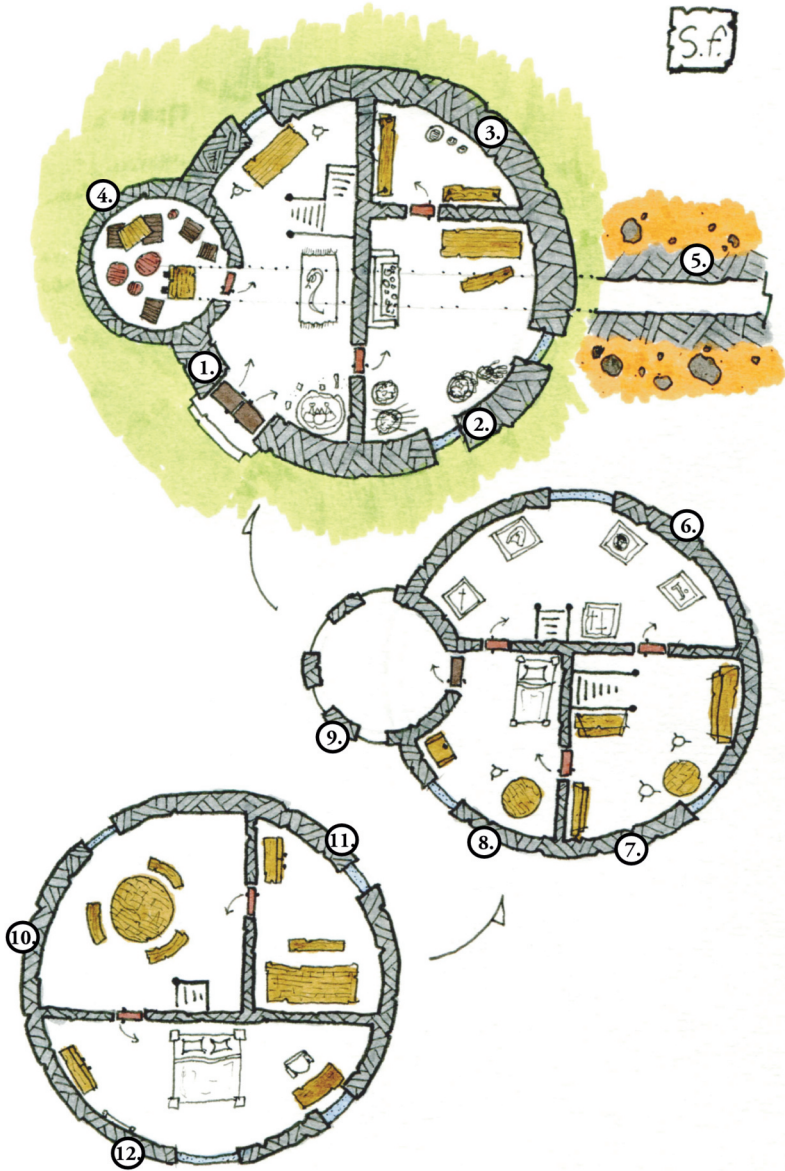
7. Broken bottles and bones litter the floor, with dry blood on the wall and spreading across the floor. Crates hold tools and nails for repairing the chicken sheds, and a barrel of ale remains potable.

8. A couple of skin-canvases stand before the **curhadac**, who has recently painted a portrait of one of the victims in the cells (worth 875 gp to the right person). This is impressive art, hanging on the wall, next to the bedding used by the creature. An easel of bone, palette of colours from bodily fluids and bone & hair brushes stand ready to use.

9. Six remaining victims are trapped in these two blood-splattered cells, the keys hanging around the curhadac's neck. They are all farmers taken from nearby fields over the last few days. There are three to a cell and all are 0-level humans (1d4 *hps* each), terrified and wallowing in their own filth.

Curhadac (1): AC 10, Mv 80' (240'), HD 9+3, hps 40, #Ats 2 claws (2d4+4 each), Sv F9, MI +2, AI L, XP 1,900; immune to sleep & charm; **scream** inflicts 1d8 damage in 1st round, 2d8 in 2nd, and so on up to 5d8, *save vs blast* for half, refreshes with new victim.

Teratic Tome, page 22.



Fortified Tower

Demon Boar

A mated pair of demonic lycanthropes have made their lair in a fortified tower, where they pose as respectable art collectors' albeit collectors with a taste for human flesh.

1. **Entrance Hall:** the entry hall has a *marble statue* that is a work-in-progress and is of an overweight, elegantly dressed man (the male demon boar); it is currently worth 280 gp, or 800 gp when it is finished in 3 days time.

2. **Kitchen:** a well-stocked kitchen, with includes a *bag of loose tea*, (75gp, 5 St). The demons cook their own meals.

3. **Pantry:** a well-provisioned pantry, with pots of honey and jam, freshly cut meat hanging from hooks, and a stack of 32 *bottles of fine wine*, worth 5gp each (6 St).

4. **Store Room:** this packed room holds a *crate of terra-cotta pottery* (100gp, 5 St), two *crates of glassware* (200gp, stone each), two *crates of monster parts* (300gp, 5 St), three *barrels of fine spirits* worth 200gp each (16 St), and a *crate of armour and weapons*, worth 225gp (10 St). There is also a trapdoor leading to the tunnel that runs under the tower.

5. **Escape Tunnel:** this narrow brick tunnel leads under the streets of the city and comes out in a wooded glade beyond the walls, beneath a thorny bush.

6. **Art Room:** there are five glass display cabinets here, each holding a valuable object or piece of art: (1) a *diamond-studded kobold skull* (worth 2,400 gp); (2) an *ornate helmet shaped like a dragon's head* and covered in silver and gold foil scales (worth 1,200 gp); (3) a *dagger of elven steel* with a silver hilt topped by a ruby (worth 900 gp, +1 to hit); (4) a *pair of duelling daggers* made with silver wire around the hilt, the blades shaped like dancers (worth 190 gp each, or 500 gp for the pair); (5) and a set of *dressed dolls of orcs* wearing ballgowns and smart suits (150 gp for the set).

7. **Library:** a well-appointed library with several dozen books on history, woodland crafts, cooking, and the arcane arts. In all, the books are worth 2,000 gp).

8. **Artist's Bedroom:** a charmed and resident artist lives with the demons, mainly on sculpture and paintings. He is currently working on the statue in the hall below.

Artist (o-level): AC 0, Mv 120' (40'), HD 1d6, hps 3, #Ats 1 by weapon, Sv F0, MI +2, AI N, XP 5; skilled artist.

9. **Balcony:** this balcony is often used by the demons for outdoor dining, or to sit for paintings.

10. **Meeting Room:** a carved table taht shows scenes of torture and demons feasting on human flesh.

11. **Artist's Workshop:** amongst the tools and resources are three *jars of dyes and pigments*, (50gp, 5 St each), and four *jars of lamp oil*, (20gp, 6 St per jar).

12. **Master Bedroom:** the paired demon boars sleep here in a lavish bedroom. In a locked chest hidden under the bed are 2,000 ep, 2,000 sp, a *Potion of Clairaudience*, and a pair of *Crossbow Bolts +1*.

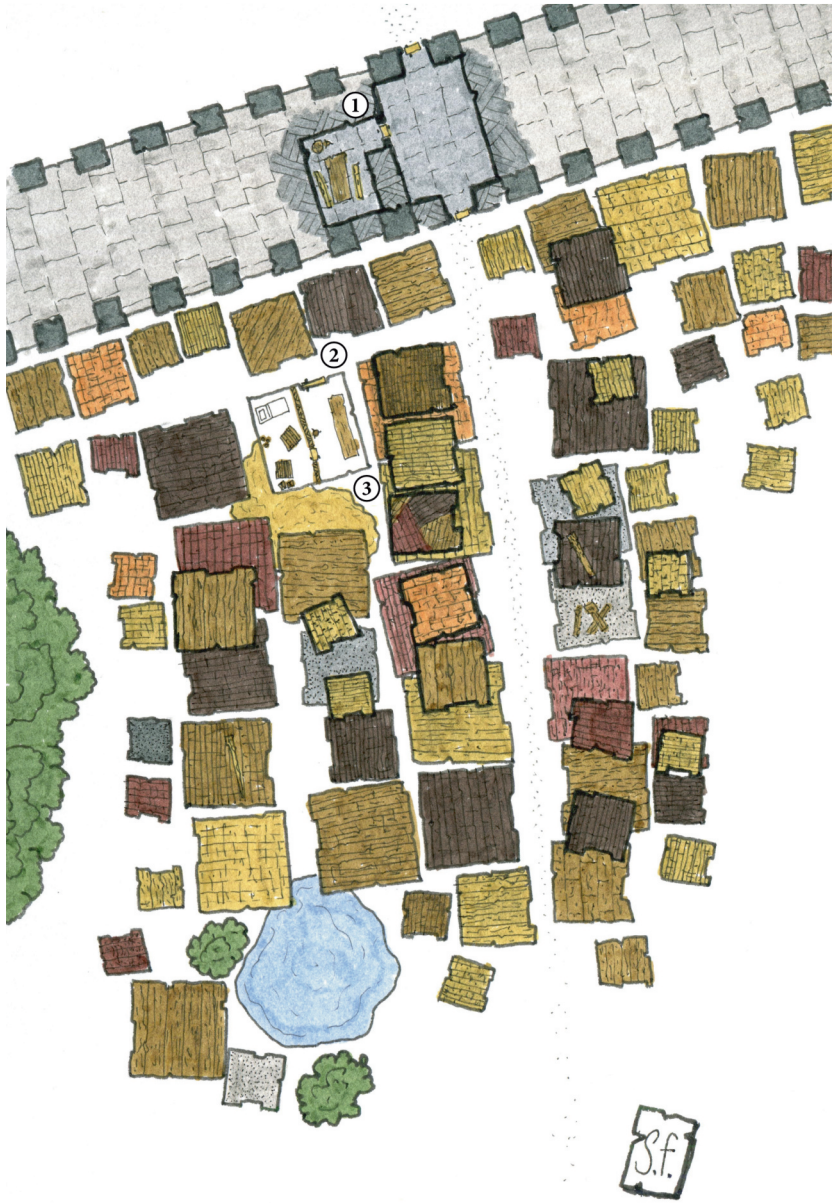
Demon Boar & Artist Location

Roll 1d6 to determine where they are when the tower is entered:

1d6	Demon Boars	Artist
1-2	#2, Cooking	#8, sleeping
3-4	#7, reading	#11, working
5	#9 posing for art	#9, painting
6	#12, asleep	#1, working

Demon Boar (2): AC 6 (0), Mv 120' (40') or 180' (60') as boar, HD 9, hps 41, 39, #Ats 1 gore or sword (2d6 or 1d8), Sv F9, MI +2, AI C, XP 2,000; only harmed by silver or magic weapons, innate ability to *Charm* others (3/day, -2 to save), lycanthrope diseases, transform into a boar (AC 0, Mv 180' (60'), gore attack).

ACKS, page 160.



Shanty Town

Ersatz

In a pile of mud behind a old shack lies a sentient wad of clay-like mud, eager to claim a life for itself by attaching itself to an unsuspecting victim. It is aided by one of its kin, an Ersatz that has already taken on the form and life of a fence that lives/lived in this collection of shacks and huts. This fence keeps an eye on the pool and guides potential victims in its direction.

Nestled behind one of the outer walls of the city is a growing 'town' of shacks and huts, cobbled together from old timber, slates and stone stolen from elsewhere. The people who live here are either poor or desperate criminals, sometimes both. The city watch periodically raids the place, driving out any serious criminals, but for the most part the inhabitants are left alone to rot.

1. Guard Post: a trio of guards are stationed here, usually those who have drawn the short straw or have annoyed their commander. They keep the outer door shut and locks, and only tend to cries of alarm or shouts of help if they are followed by the offer of a reward.

Guards (3): AC 3 (leather, shield), Mv 90' (30'), HD 1d6, hps 1, 2, 6, #Ats 1 sword or spear (1d6), Sv F0, MI 0, AI N, XP 5.

2. Fence's Shack: a lowlife fence by the name of Starkey abide here, selling stolen goods or buying the same. He has a small stock for sale, and a purse of 120 gp (in assorted coins) with which to buy goods. He is also a former Ersatz, having successfully taken over the life of the originally Starkey. He now lives here, keeping an eye on the pool of sentient mud, doing what he can to help the current 'child'

Ersatz (1): AC 3, Mv 60' (20'), HD 2+1, hps 13, #Ats 1 fist or rocks (1d6+1 or 1d4), Sv F3, MI +1, AI N, XP 47; impersonate template, which is decided by whoever first takes the offered gemstone from its hand; often offers gems when spoken to by template, worth 1-10 gp.

attach itself to a template.

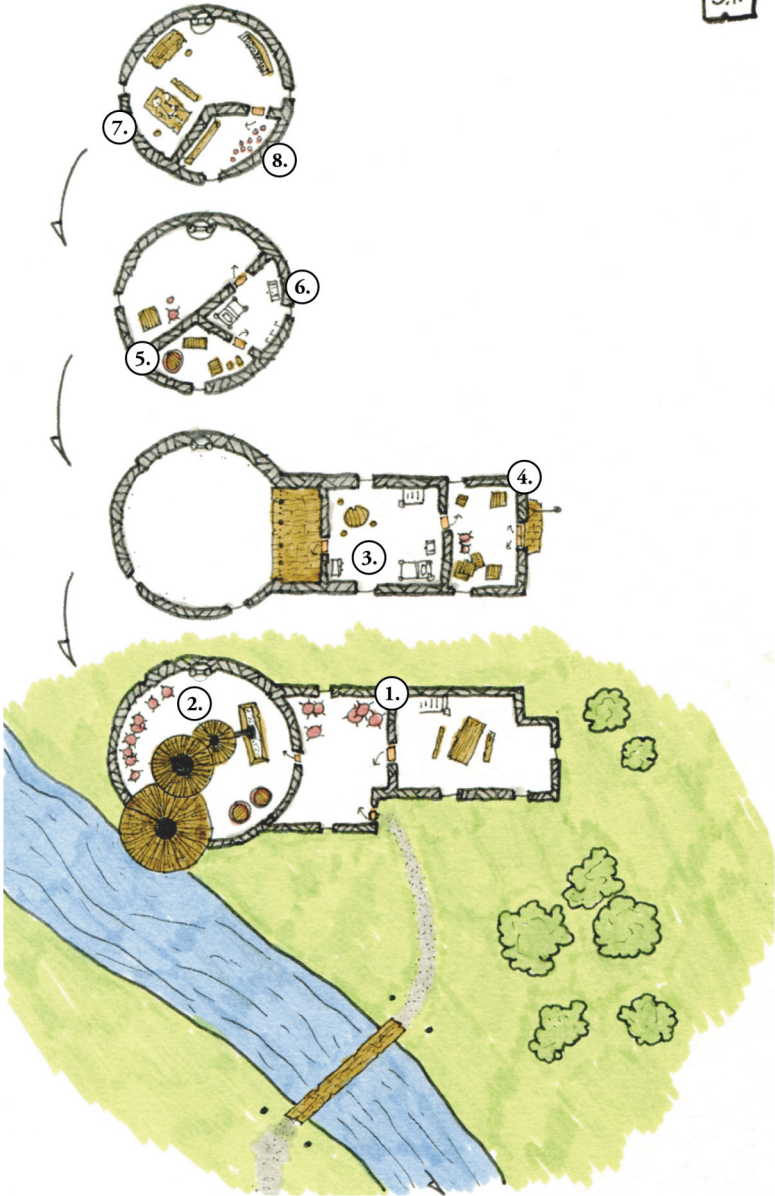
Starkey: AC 2, Mv 120' (40'), HD 3, hps 15, #Ats 1 sword (1d6+1), Sv F3, MI +1, XP 50.

Goods (2d4, roll on the table below):

1	Dagger (blunt, -1 to hit)
2	Sword (rusty, -1 damage)
3	Coil of 50' rope
4	Lantern (dented)
5	2d6 flasks of lamp oil
6	Leather armour (stained)
7	Shield (cracked, last 2 combats)
8	Spear (blunt, -1 to hit)
9	Thieves Tools (used)
10	2d4 Iron Spikes
11	Holy Symbol of local deity
12	Suit of chain mail (stained)

3. Mud Pool: this thick pool of clay-like mud houses a newly formed Ersatz (*hps* 13), which stands and offers a gemstone to the first person who talks to it: that person becomes the creature's template, and from then on it attaches itself to them, following and mimicking them until it has adopted the form of the template and flies into a murderous rage to kill and take their place.

The locals known to avoid the muddy pool, having seen corpses dragged out of the mud before.



Fly, Giant Carnivorous

The local flour mill has recently become home to a nest of giant flies, that have driven the miller and his family from their home. The miller has posted a notice for a reward if the flies are killed or driven out: 10 gp per fly. He is desperate, as he also is a bit of an alchemist and has a laboratory on the top floor that he is worried may get damaged.

1. Hall: these adjoining rooms are the entry hall and collection point for the flour the miller sells to the local tradesmen. Six sacks of flour are waiting to be collected: a single **giant fly** (*hps* 8) is here, gnawing at a sack.

2. Mill: the grinding stones churn away here, pulverising the remaining grain. Sacks of grain await grinding, and a couple of barrels of water stand nearby. There are two **giant flies** here (*hps* 15, 14), clinging to the walls above, hiding amongst the shadows.

3. Bedroom: the miller and his wife occupy this room, or at least they would if they hadn't been driven out. A cupboard holds clothing, and a locked chest holds the following: 2 *vials of rare perfume* (each worth 75 gp), an *Aquamarine* gemstone (worth 500 gp), and an *Opal* (worth 750 gp).

4. Storeroom: this upper room holds crates and boxes of spare parts, preserved meats and vegetables, and a sack of fresh apples. The fourth and final **giant fly** (*hps* 6) is here, munching on the apples.

5. Disused Playroom: a former playroom, with boxes stuffed full of old toys and board games.

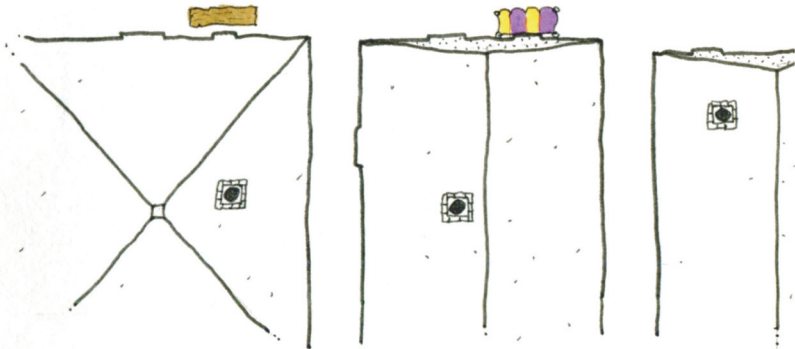
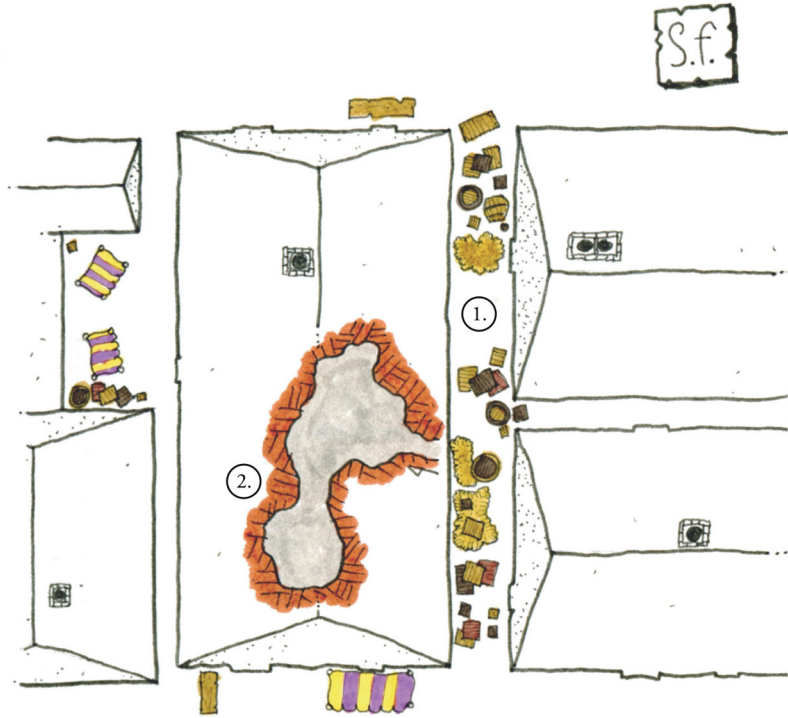
6. Son's Bedroom: the miller's on, a young man who has recently joined the local guild of torch-bearers still lives here. A chest hold clothes, a couple of torches, and a pouch of his most recent wages that holds 50 gp in loose *coins of silver, gold and copper*, and a *citrine* gemstone (worth 50 gp).

7. Laboratory: the miller's simple alchemy workshop, able to produce basic potions of 1st-level magic. There are several books on alchemy and arcane magic on a bookshelf (overall value 4,000 gp). Amongst the glassware are a set of *engraved teeth* (worth 50 gp), and 4 *sticks of rare incense* (each worth 14 gp).

8. Storeroom: on a shelf stand various spare parts and basic ingredients for the miller's alchemy, while on the floor stand a dozen or so empty glass bottles waiting to be filled.

Fly, Giant Carnivorous (4): AC 3, Mv 90' (30') or fly 180' (60'), HD 2, *hps* 8, 15, 14, 6, #Ats 1 bite (1d8), Sv F1, MI 0, AI N, XP 20; skulk in shadows, -2 to opponents' surprise; can leap 30' into combat.

ACKS, page 169.



Alleyway

Ghast, Cicatrix

Beneath an old warehouse, surrounded by alleyways catering to the night markets of the city, a ghastly beast hunts killers.

1. Cluttered Alleyway

This alley is full of crates, barrels, boxes and discarded waste. It has become a dumping ground for unwanted goods; it has also become a favourite haunt of muggers, thieves and backstabbers: until recently, that is. Over the past couple of weeks people have been going missing, albeit people that few would miss: murderers, killers, all vanishing in or around the alleyway. The locals avoid it now, keeping to their night market stalls or squatting in the warehouses that surround the alley.

A good search of the alley's contents may turn up something useful or valuable (roll below):

1d6	Found Object
1.	Barrel of ale (worth 10 gp)
2.	Jar of lamp oil (20 gp)
3.	Crate of wolf skulls (300 gp)
4.	Jar of spices (800 gp)
5.	Fur cape (100 gp value)
6.	Random potion
7.	3d6 ingots of iron (1 gp each)
8.	1d6 bottles of wine (5 gp each)
9.	Crate of swords (1d20, 10 gp each)
10.	Rusty plate armour (60 gp, -1 AC)
11.	Dented shield (10 gp)
12.	1d6 vials of holy water (25 gp each)

2. Lair of the Killers' Killer

Beneath a disused warehouse, now used by squatters and beggars, is a dug-out cave lair that is now home to a **cicatrix ghast** (*hps* 24) who has been following killers and disposing of them when confronted. Her lair is rough stone, stained with blood, with a few scattered items and bones from past victims.

Amongst these can be found:

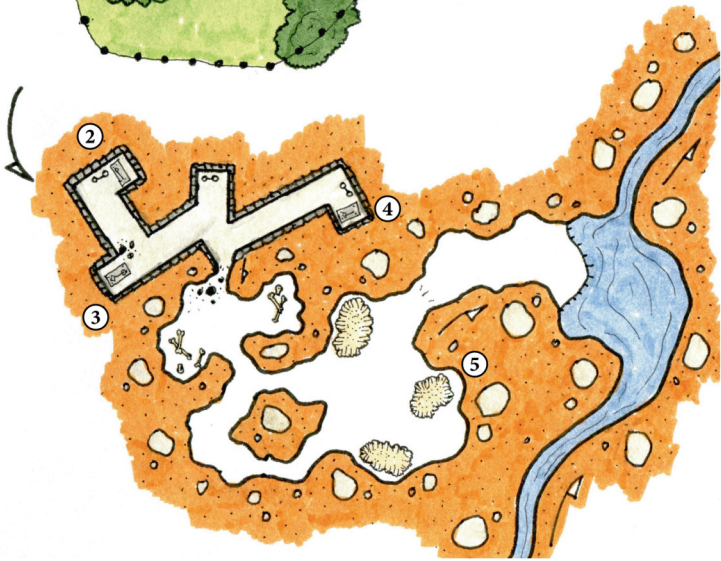
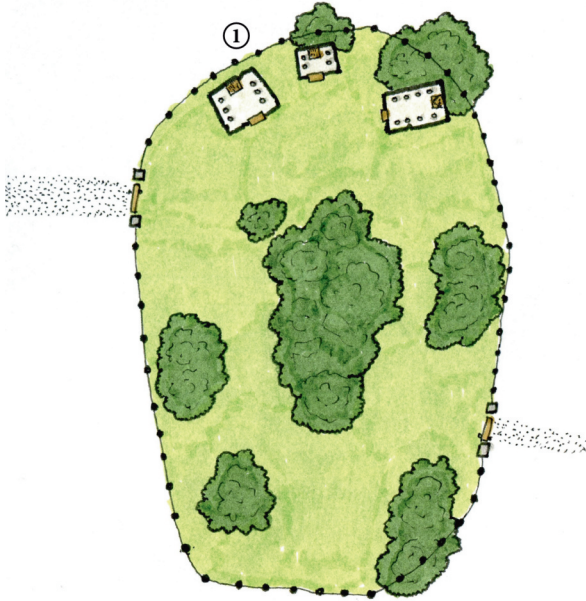
- 75 silver coins
- 29 gold pieces
- 32 platinum pieces
- 1 garnet (250 gp)
- 1 **Rattlebox** (new magic item):

A worn oak box, 1' by 2' with rusty iron hinges, carved with symbols of skulls and teeth. The wood is old, splintering at the edges. Once per day, if a skull is placed inside, three questions can be asked of the skull and it will answer truthfully, so long as it knows the answer to the posed question. If used more than once a day, 1d6 skeletons will squeeze out of the box and attack all living beings in the immediate area.

Ghast, Cicatrix (1): AC 5, Mv 120' (40'), HD 5+1, *hps* 24, #Ats 1 bite, 2 claws (2d6 each), Sv F6, Ml +4, Al C, XP 860; *invisible* and *inaudible* to non-killers, appear as victim to killers, 3/day breath fetid gas 50' by 30' (*save vs breath* or suffer penalty of 1-3 to all saving throws, effects cumulative), immune to charm, hold and sleep magic.

Teratic Tome, page 55.

S.E.



Private Tombs

Hell Hound

In a fenced off private garden are three private tombs, where the ashes of recent dead have been placed. Below them is a small catacomb, where their ancestors are buried. Recently, a wizard summoned a pack of hell hounds, which escaped, and made their home in the cave below the tombs, and have fed upon the bones of those once buried there. Every night the hounds go out hunting, dragging the bodies of their victims back to their cave.

1. Private Tombs & Garden: this overgrown, tree-studded garden is surrounded by a tall fence with a locked gate. Blood stains coat one section, the bars bent and charred. Inside are three tombs, the middle one with a door that stands ajar. None are disturbed inside and have ladders leading below. The middle tomb has a trail of blood leading below.

2. Tomb: the remains of Lord Teddington lie here, the bones blackened and cracked, their once fine robes and wrappings around the body little more than charred rags. Bloody paw prints lead deeper into the catacomb.

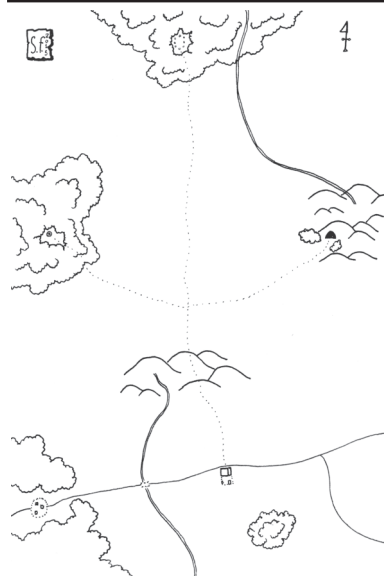
3. Tomb: the charred lid of the sarcophagus lies open on the tomb, the inside of which is bloodied from the chunks of meat that are being kept here. Amongst the meat are scraps of clothes, a *necklace of baby teeth engraved with arcane symbols etched in gold and silver* (worth 16 gp), and a bent dagger.

4. Tomb: this is the resting place of Lady Momo, her remains so far untouched. At her feet is a lock-box holding 1,000 gp, and a beautifully sculptured **statuette** of the lady herself

lies to her side (expert craftsmanship, worth 1,000 gp). The head of the statuette unscrews, and inside is a rolled scroll that is a treasure map to a small vault where the Lady's wealth was hidden.

5. Cave: this cavern is where the trio of **hell hounds** lair (*hps* 19, 10, 10), leaving their bones and gristle from victims by the entrance to the cave. The brickwork there has been torn apart, the edges bloody and coated in ash.

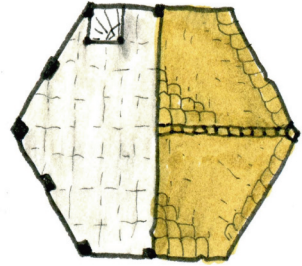
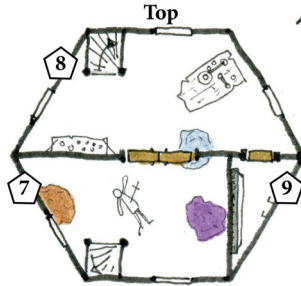
Treasure Map



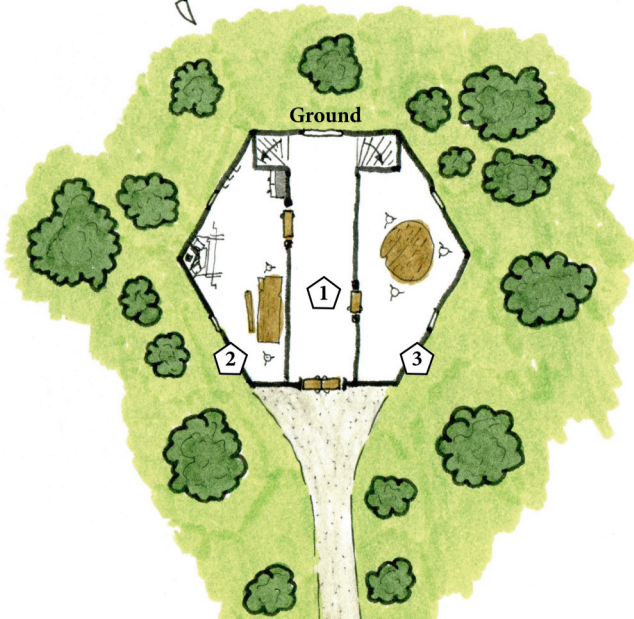
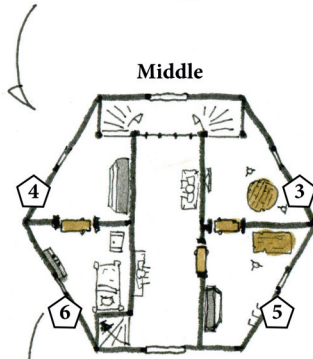
Hell Hound, lesser (3): AC 5, Mv 120' (40'), HD 3, hps 19, 10, 10, #Ats 1 bite, or breath (1d6 or 3d6 fire breath), Sv F3, MI +1, AI C, XP 65; *detect invisible* 60' at 75%, breath fire, 1 target, *save vs breath* for half-damage.

ACKS, page 176.

S.f.



Roof



Wizard's Tower

Inkling

On the edge of town is a wizard's tower, an old alchemist who loves to experiment with potions and scrolls. A failed experiment has resulted in the unwitting creation of Inklings, which have accidentally killed the wizard.

1. Hall: a long hallway with a stained glass window at the end, depicting the rising sun.

2. Kitchen: the fire is lit and a cauldron of stew is almost bubbling dry. There is a plate and cutlery all set up on the table along with a *fine glass goblet* (worth 160 gp) of red wine. The cauldron itself is of very fine quality, made of polished *wrought copper* (130 gp value).

3. Visitors' Rooms: these waiting rooms were used by guests and customers, who were waiting to see the wizard.

4. Guest Library: not much of a library, with but a single bookshelf holding a few texts on alchemy and potion brewing (worth 400 gp to a fellow alchemist or mage). There are signs that there were more books here, but the wizard had to sell them as he was down on his luck.

5. Study: an old desk with quills, inks and parchment. Another bookshelf holds the wizard's spell books (thick leather tomes, three in all, with padlocks and all *Wizard Locked*, at 9th level) that hold random spells for a 9th level wizard. Again, there are signs that there were more books here. The doors to this room are both *Wizard Locked*.

6. Bedroom: the wizard's bedroom with unmade bed, cupboard of spare *robes* and *fancy hats* (worth about 50 gp), and a *Wizard Locked* chest that holds 1,000 sp, 1,000 ep and 800 gp as well as spare bedsheets and a *brass ear trumpet* (worth 30 gp).

7. Upper Hall: this normally empty room is the scene of the wizard's death. He was smothered to death by three **Inklings** (HD 1, 3

and 5, spells: *Magic Missile*, *Fly*, and *Conjure Elemental*). Two are in this room (the *Magic Missile* spell is purple, the golden brown is *Fly*), while the third is partially leaking under the double doors (light blue). The wizard's face is burned by acid, and he wears a *wrought silver ornate medallion* (worth 700 gp) with a central *topaz* piece (500 gp) and has a **magic dagger** tucked into his boot (see below).

8. Workshop: the wizard's laboratory (worth 4,000 gp at present) shows signs of a failed experiment: broken glass, spilled liquids, odd fumes, and scorch marks along the floor. The third **Inkling** (5 HD, *Conjure Elemental*) is mostly in this room, leaking (crawling) under the door. Amongst the items on the shelves and table are 10 *glass prisms*, *lens* and *receptacles* (worth 30 gp each), a chunk of *amber* (100 gp) with a mutant fly trapped inside, and a set of *bone garden shears* (worth 19 gp).

9. Store Room: amongst general bric-a-brac, this room also conceals a **Potion of diminution**, an **Oil of Sharpness**, and a magic **leather apron** that acts as leather armour +1 (AC 3).

The Wizard's Magic Dagger: a +1 dagger with a silver blade as hard as steel. It has the ability to store a single spell that can then be released when the dagger successfully strikes an opponent. On a natural 20, if the spell is used, the effects are doubled. However, on a roll of a natural 1 the spell backfires and targets the user.

Inklings (3): AC 2, 3 and 5, Mv 60' (20'), HD 1, 3 and 5, hps 1, 10, 24, #Ats 1 smother (1d2, 1d6 or 1d10), Sv M1, M2, and M3, MI 0 or +4, Al C, XP 19, 95 and 650; berserk vs magic-users, +2 to hit and fearless; when slain spell 'explodes' on slayer.

New Monster, see page 19-20.

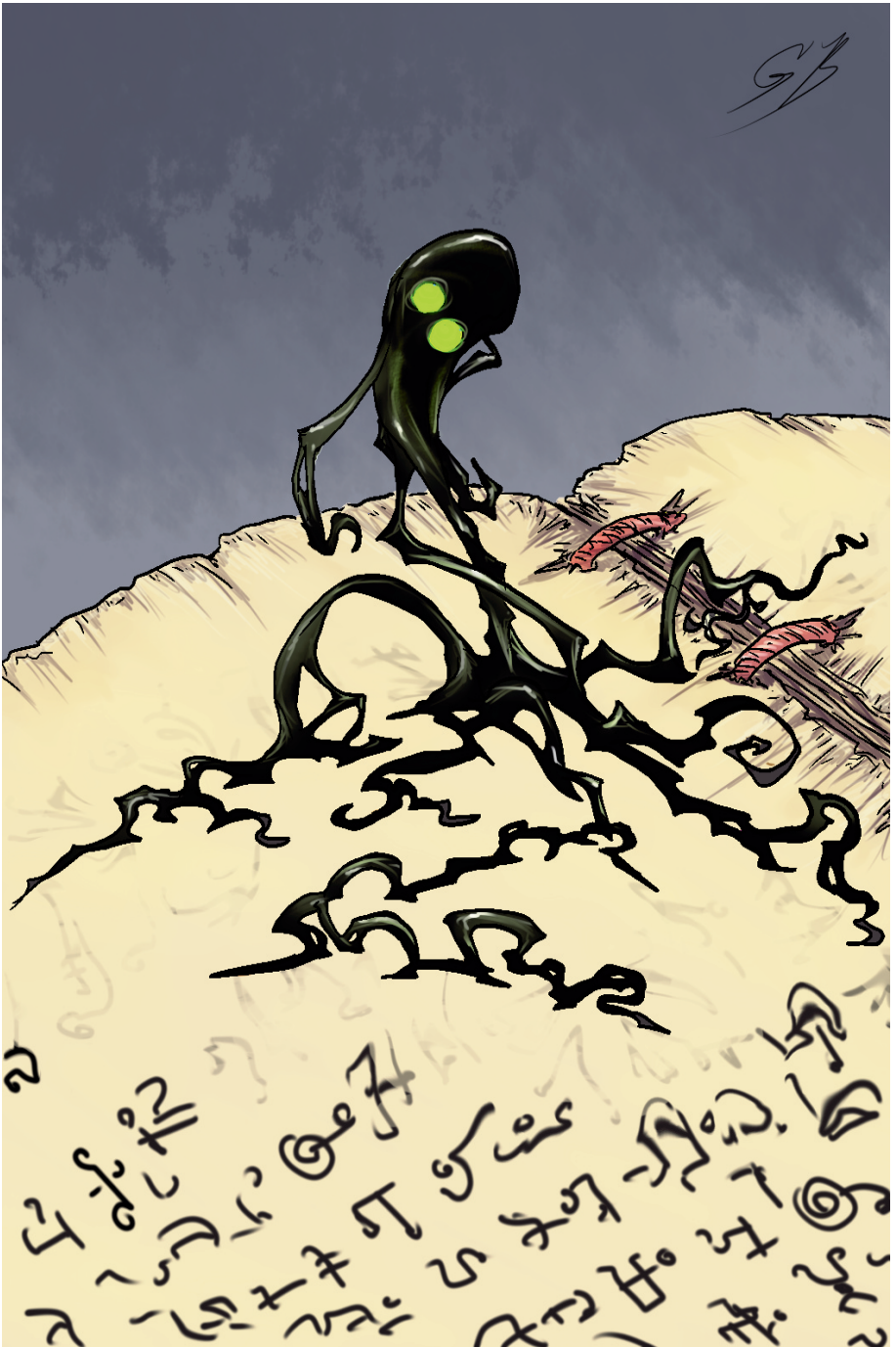


Illustration by **Gennifer Bone**
<https://www.patreon.com/ladyredfingers>

Inkling

Tiny Enchanted Ooze

% in Lair: 35%
Dungeon Enc: Solitary (1)/Pot (1d4)
Wilderness Enc: Pot (1d4)/Well(2d4)
Alignment: Chaotic
Movement: 60' (20')
Armour Class: 2 to 6 (see below)
Hit Dice: 1 to 6*** (see below)
Attacks: 1 smother or spell
Damage: 1d2 to 1d12 (see below),
 or by spell
Save: M1 to M3
Morale: 0 or +4
Treasure Type: None
XP: 19/47/95/245/650/1,070

Inklings are a type of ooze created from the ink from the pages of spell books or scrolls, which have been abandoned and left in areas where magical energies seep into them, giving them a form of life. These blobs of ink crawl off the page, often eating the other pages and feeding off the inks, and go in search of other other special inks to consume. They are almost always arcane in nature, but there are reports of divine inklings being discovered in old, forgotten temple libraries out in the wilderness.

Each inkling is a manifestation of a particular spell. This spell is determined randomly (roll 1d6 for the spell level), and determines the creature's **Hit Dice**, **Armour Class**, **Damage**, and **Saves**, by spell level (as below):

Spell Level	HD	AC	Dmg	Save As
1	1	2	1d2	M1
2	2	3	1d4	M1
3	3	3	1d6	M2
4	4	4	1d8	M2
5	5	5	1d10	M3
6	6	6	1d12	M3

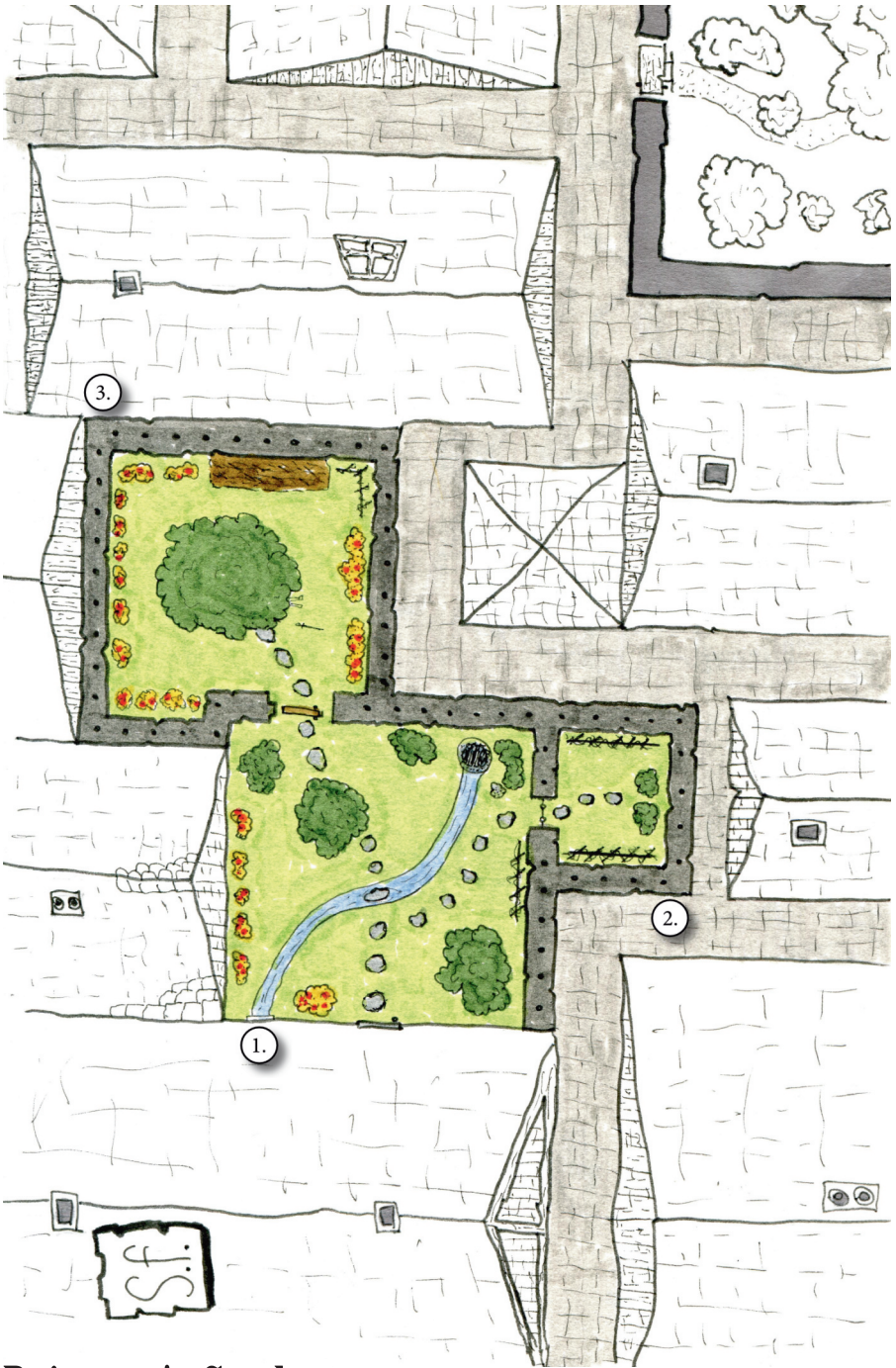
Inklings attack by leaping at their target, trying to push their way into the mouth, nose or even the eyes, their inks burning like acid. They are driven berserk around magic-users or anyone carrying magic scrolls, and attack them fearlessly (+2 to hit, immune to fear, Morale +4). They are also immune to *Charm Person*, *Hold Person* and *Sleep* magic, but are susceptible to *Protection from Evil* and *Dispel Evil*.

When an inkling is killed, it explodes with the power of the spell it was born from. This spell is centred on its slayer, and may be beneficial, depending on the spell.

Inklings are found wherever ancient tomes or hoards of scrolls can be discovered, usually nearby some magical site (even a **Sinkhole of Evil**), or abandoned laboratories and workshops where experiments have left residual energies. They can be found near the corpses of mages who have died in arcane duels or magical traps, feeding off the mage's spell book before hunger drives them in search of further nourishment.

There are rumors of greater inklings, created from ritual scrolls and ancient tomes containing such spells, but these are unsubstantiated.

Inklings can be used to scribe scrolls or mix potions, worth their XP in gold, and granting a bonus +1 to magic research throws.



Poisoner's Gardens

Jaculi

In the secret garden of an infamous poisoner vengeance has taken place. The mother of one of the assassin's victims smuggled in a nest of Jaculi, which have slain the poisoner and taken up residence in the old oak tree that watches over deadly plants.

1. The poisoner's house backs on to the gardens. A stream runs through the first walled garden, and trees, flowers and vines carrying ripening fruit brighten the grey stone walls.

2. Through a wrought iron gate are vines of poison ivy and a couple of shrubs of deadly nightshade (belladonna).

3. In the centre of this walled garden is a large oak tree, that is now the lair of a nest of three **Jaculi** (hps 2, 6, 4) that hide amongst the leaves (surprise on a 5-in-6), and drop out to attack anyone foolish enough to pass under the tree. Poking out from beneath the tree is the swollen, partially eaten corpse of the former assassin.

There is also more poison ivy, deadly nightshade, wolfsbane, and foxglove plants.

The dead assassin was strangled, and still wears his black-dyed leather armour, carries a pair of balanced

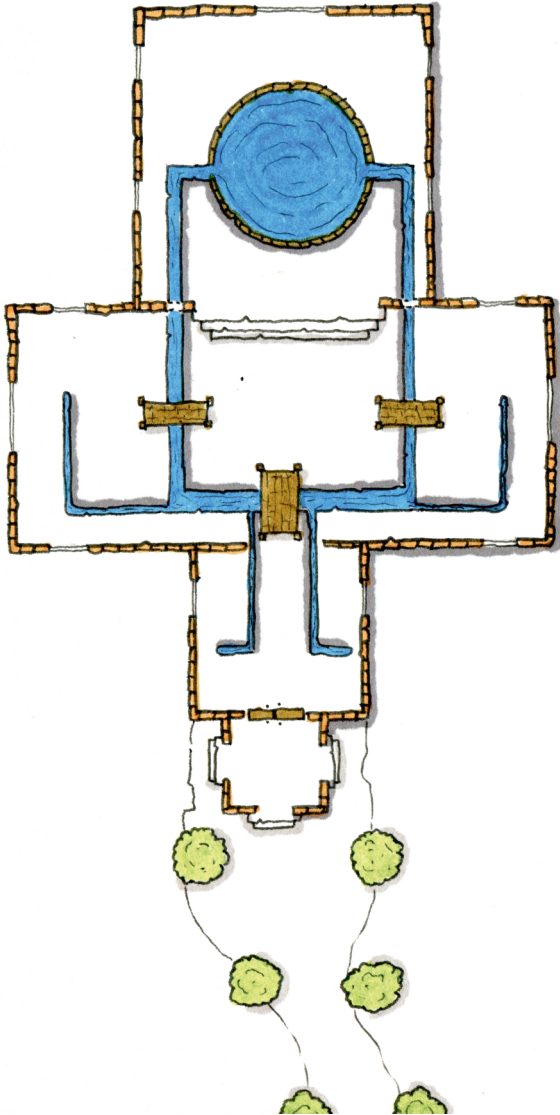
throwing knives, and has a belt with small pouches that hold toxins from the various plants in his gardens (3 each of: *belladonna*, *foxglove*, *wolfsbane*, *hemlock*, and a dollop of *henbane*; see *ACKs page 249*).

By his feet lies his **magic sword**, half out of its scabbard: *Silent Step*, a +1 sword that grants its wielder the ability to *Move Silently* as a thief of their level.

Jaculi (3): AC 4, Mv 120' (40'), HD 1, hps 2, 6, 4, #Ats 1 bite (1d6), Sv F1, MI 0, AI N, XP 13; surprise on a 5-in-6.

The Tomb of Horrors Complete, see page 338.

S.F.



Old Temple

Keeper of the Well

The old temple dedicated to the mythical Rain God has long been abandoned, and now wealthy merchants have bought the plot of land and the old building, and are intent on tearing it down to build a new guild hall. However, the guardian that dwells in the waterways of the temple has other ideas.

This simple stone temple sits on a slight rise with a tree-lined path leading up to it. A porch leads to a pair of old wooden doors, locked, that open into a spacious interior well-lit due to the numerous glass windows.

The main features of the temple are the sacred well at the rear and the brass troughs that lead off from it, allowing water to run off all over the temple. These troughs are a few inches off the stone floor, crossed by old wooden bridges, and feed back to the pool thanks to some clever and hidden plumbing beneath the flagstones.

Steps leads to the sanctum of the temple, where the deep well resides, the chamber open to the sky above to allow rain to fall and fill the sacred pool.

At the bottom of the 6' deep well, attached by brass rivets, is a ***Bowl of Commanding Water Elementals***, which is activated by rain water falling into it. It is a shallow, ceramic bowl decorated with fish and underwater

flora, painted in beautiful and bright colours, capturing the fish and plants perfectly. The bowl is tied to the **Keeper of the Well**, an elemental dedicated to protecting the temple from all enemies.

The Keeper, despite the abandonment of the temple, still protects it and opposes anyone trying to destroy and desecrate the temple, or contaminate the well. It travels instantly to any part of the temple the water flows, and even if it is destroyed, it will return the next time it rains thanks to the bowl in the sacred well. It can only be permanently killed if the bowl itself is either destroyed or removed from the temple.

Keeper of the Well (1): AC 7, Mv 0' (special), HD 9, hps 39, #Ats 1 'fist' (2d8), Sv F9, MI +2, Al L, XP 1,900; immune to fire, magic resistance 15+, teleport anywhere within connected water flow.

Monstrosities, page 273.



S.f.

Library

Lammasu

A pride of Lammasu have their lair in a library secluded amongst the maze of houses, whose inhabitants are unaware of the benevolent creatures living nearby. The Lammasu are sought by scholars and mages seeking their expert knowledge or use of their extensive library of obscure and occult tomes. One particular mage, of ill-repute, wants to get his hands on the books secured in the library's private rooms and is willing to pay handsomely for them.

Key

1. Public Library
2. Public Reading Room
3. Quiet Reading Room
4. Private Library:
History & Geography
5. Private Library:
Fairy Tales, Legends and Myths
6. Private Library:
Atlases, Travel Journals,
Captain's Logs
7. Lammasu Living Quarters
8. Lammasu Study &
Rooftop Viewing Platform
9. Library Vault:
Rare, Valuable and Dangerous
Manuscripts
10. Meeting Room
11. Kitchen & Stores

Six **lammasu** scholars run this library, rarely venturing outside, content to read and catalogue and answer questions posed to them by seekers of the truth. They live in the tower that rises above the library's main rooms, and have a set of private rooms that hold the utilities of the library as well as a

quiet meeting/reading room they rent out. There is also a private library vault of rare and valuable manuscripts: amongst these are books considered dangerous or too powerful for mortal hands, and it is really only the fact that no one knows what lies here that keeps these books from falling into the wrong hands: well, that and the six lammasu that dwell here.

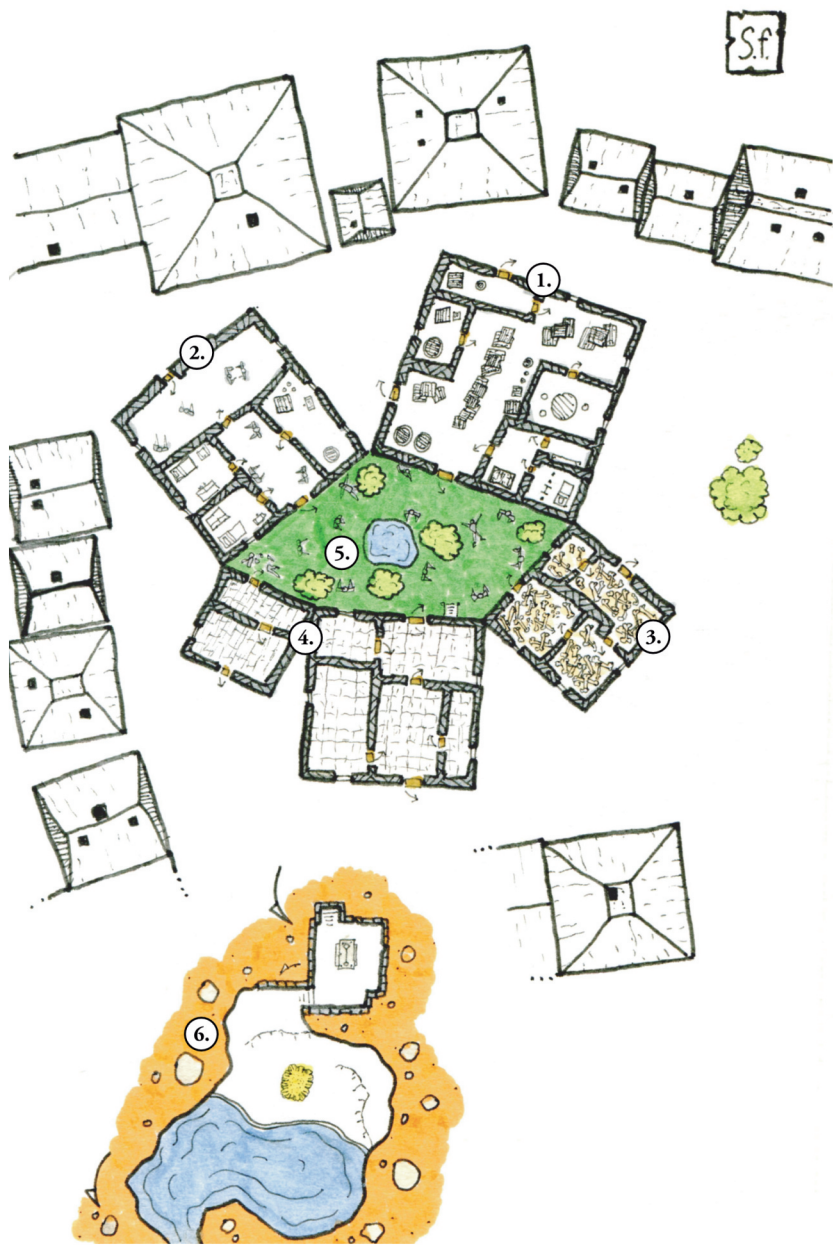
The library is worth 60,890 gp in total, and amongst the treasures in the vault are several **scrolls of divine spells** (1d6 scrolls, each contains 2d6 random spells, levels 1-6), two **Wards Against Elementals**, and a **Ward Against Lycanthropes**.

The lammasu also have a **Crystal Ball with ESP** in their tower study, which they can use on behalf of others if a sufficient donation to the library is made.

During the day three are 2d6 visitors to the library, but only 1d4-1 at night, hiring out the private or quiet rooms.

Lammasu (6): AC 4, Mv 120' (40') & fly 240' (80'), HD 7+7, hps 42, 41, 44, 35, 41, 44, #Ats 2 claws (1d6/1d6), Sv F7, Ml +1, Al L, XP 1,900; cast spells as 7th level cleric (cure spells heal double), magic resistance 7+, radiate *Sustained Protection from Evil* 20' radius.

ACKS, page 179.



Courtyard

Medusa

A cluster of stone warehouses surround a courtyard that is the lair of a family of four Medusa, who operate a low-key thieves' guild that specialise in jewellery theft and fencing.

1. Main Warehouse

The majority of the medusas wealth can be found here, behind locked doors. They also use it as their guild headquarters, and have a cell for potential prisoners. One of the medusa (Crylor, male, *hps* 18) sleeps here.

The accumulated wealth consists of:

- 1 crates of *monster parts*, worth 300 gp each (5 stone each);
- 2 bundles of *fur pelts*, worth 15 gp each (3 stone each);
- 4 crates of *armor and weapons*, worth 225gp each (10 stone each);
- 3 sets of *engraved teeth*, each worth 60 gp;
- 25 bottles of *fine wine*, worth 5 gp each (1 stone per 5 bottles).

2. Living Quarters

Two of the medusa, the youngest, live here (Felna, female, *hps* 10; Gren, male, *hps* 11) as well as several statues of past victims, all defaced. Amongst the trappings are the following items of value:

- 1,000 *Electrum* and 1,000 *Silver* coins.

3. Bones

These rooms behind locked doors hold the bones of numerous victims, dozens of those the guild has murdered.

4. Empty Warehouses

These adjoining warehouses are empty and used to hold meetings with prospective clients.

5. Courtyard

A well-manicured garden and ornamental pool, with numerous statues in poses of fear and rage. The fourth and oldest medusa (Brielo, female, *hps* 17) can often be found here, tending to the plants and flowers. She is the leader of the guild, but often delegates to the youngests, as part of their training.

The statues have the following items on their person, but which are all turned to stone:

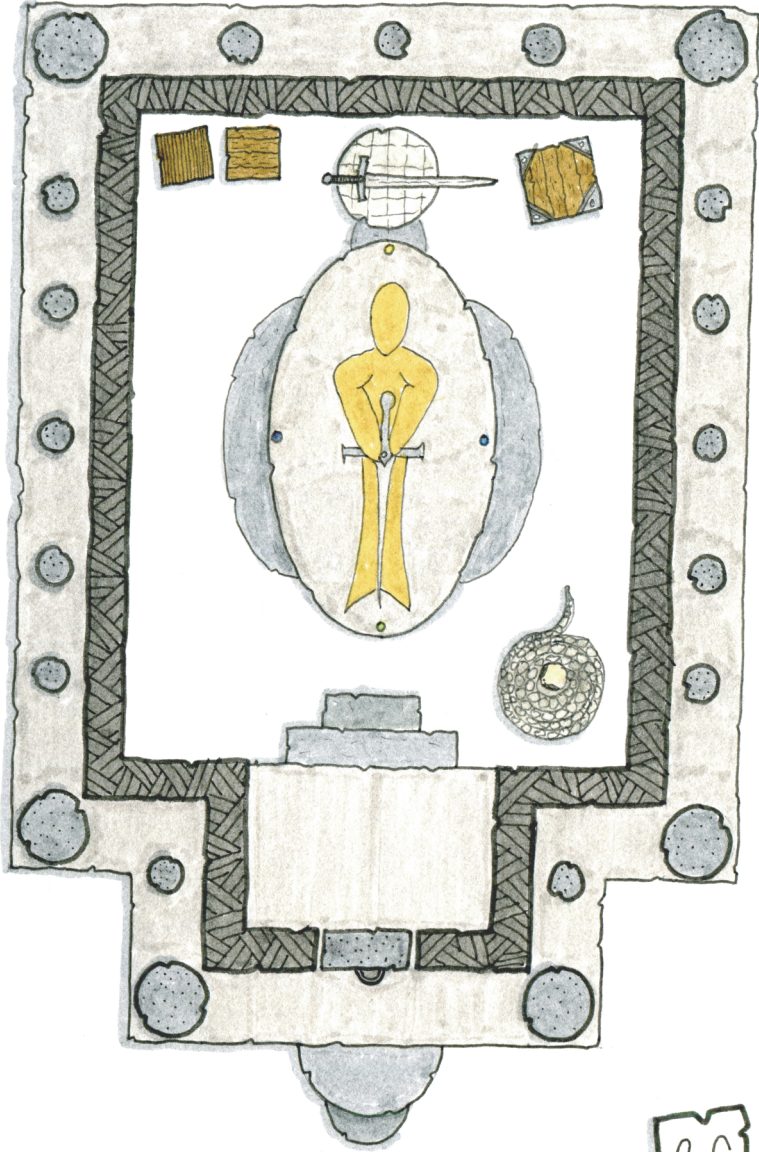
- 1 *chalcedony* (75 gp);
- 1 *citrine* (50 gp);
- 1 *shell trinket* (60 gp);
- 1 *tourmaline* (100 gp);
- **Potion of Healing**;
- **Scroll of Arcane Spells** (in Draconic): *Read Languages* (1st), *Lightning Bolt* (3rd).

6. Tomb

Below the courtyard is an old tomb (of a knight, his skeleton still wearing chain mail and holding a sword) and a nesting bed for Brielo, who prefers to sleep here by the underground pool.

Medusa (4): AC 1, Mv 90' (30'), HD 4, #Ats 1 snakebite (1d6 plus poison), Sv F7, MI 0, AI C, XP 245; snakebite poison is lethal (*save vs poison* or die) and *petrifying gaze*: save vs paralysis or turned to stone if medusa's gaze is met.

ACKS, page 182.



S.f.

Mausoleum

Necrophidius

In an ancient mausoleum rests the skeletal remains of a mythical hero; entombed, so it is said, with her legendary blade. There are people who would pay a great deal of money for the blade but the tomb is warded and guarded, and none have yet managed to enter and steal away the weapon of legend.

The mausoleum's entrance is warded and can only be opened by the blood of a descendent of the hero entombed. A few drops of blood is all that is needed, and must be dripped into the stone bowl protruding from the door. The door and walls are all stone laced with iron and glyphs to prevent any sort of teleportation or magical access (*Passwall*, for example) and is pretty solid.

Thankfully, a distant relative of the hero lives in town: a wool merchant down on his luck, trying to make ends meet and pay back a loan shark that is looking to make an example of him. The merchant would willingly help, if the loan shark or his debt was taken care of.

Inside the tomb is an oval sarcophagus with steps up to the heavy stone lid that bears a golden sculpture of the hero clutching her sword. Here skeleton lies inside, on a bed of ancient silk and dessicated flowers. Two copper coins cover her eye sockets.

Three crates, holding items belonging to the hero when she

was alive, sit at the back. One holds 1,000 ep; the second holds *glassware* (200 gp, 5 stone); while the third holds assorted valuables: 13 sticks of *rare incense* (19 gp each), 8 *bone fetishes and figurines* (each 12 gp), and an iron strongbox that holds a piece of *coral* (100 gp), a *fine wooden flute* (600 gp), a *black glass goblet* (170 gp), an *imperial topaz* gemstone (750 gp), an *onyx egg* (50 gp), and a *turquoise stone* (25 gp).

On the stone pedestal at the head of the sarcophagus lies the legendary blade itself, a seemingly ordinary looking greatsword. This is the legendary blade, "**Dreyrugr**".

Guarding the tomb is a necrophidius, curled up in the corner near the entrance. It will attack anyone not blood-related to the dead hero, but will not leave the tomb.

"Dreyrugr": Greatsword +2: when an enemy is slain, user heals 1 hit point for every level or Hit Dice that the victim had.

Necrophidius (1): AC 7, Mv 90' (30'), HD 2, hps 11, #Ats 1 bite (1d8 plus paralysis), Sv F2, MI n/a, AI N, XP 38; initiates combat with a *Dance of the Dead*, 30' range, *save vs spells* or entanced for 2d4 rounds; bite causes paralysis for 6d6 rounds if save fails; immune to disease, gas, poison, charm, sleep or hold magic.

Dwimmermount, page 360.



Abandoned Sewers

Otyugh

Over a decade ago the city planners decided to try and build sewers beneath the streets, but the engineers they hired were useless and the sewers collapsed before they had gone too far. Over the years these have fallen in, but one small portion exists, accessed by the local dumping ground known as **The Stink**. This is where the city dumps its waste, and a pair of mated otyughs have been let loose to deal with the waste that piles up every week. Recently, a pair of enterprising thieves have taken up residence in the old sewer, using it as a hideout knowing that no one would be foolish enough to come exploring.

1. Waste Pile: a huge mound of human, animal and food waste slopes down 30' into a cavern. The stink is overwhelming, and anyone entering it without some sort of protection must *save vs breath* or be sick and shaken, -2 to all throws whilst in the cavern.

Hidden amongst the waste is the smaller of the two **otyugh** (*hps* 13), gorging itself on the recent dumping.

2. Nest: the pair of **otyughs** lair here, the larger of which (*hps* 22) sits on a pile of rotting waste and offal, surrounded by treasure it has dragged here from items accidentally dumped into the pit:

- 234 *sp*, 45 *cp*;
- Silver-edged sword;
- Locked strongbox with 35 *gp*, a *bloodstone* gem (worth 50 *gp*), and an unlabelled **Potion of Healing**

3. Sewers: these old and partially collapsed tunnels are bone dry, cracked and crumbling and are not going to last much longer. Broken bottles, old pots and jars, sharp rubble and dry offal litter the floor, making an effective alarm if anyone comes this way (-2 to surprise rolls and *move silently* throws).

4. Thieves' Den: a pair of thieves, **Abney** and **Teal**, lurk here, surrounded by a few of their ill-gotten goods. They are splattered with filth, have lost all sense of smell, and are overconfident thieves with delusions of grandeur.

Their den holds blankets, a couple of torches and a lantern, plus a few sacks of firewood and kindling, that they use to make camp fires to cook on and to keep warm when it gets cold at night.

Abney (Hood): AC 2, HD 2d4, *hps* 6, #Ats 1 sword or bow (1d6), Sv T2, Al N, XP 29; thief skills, *2 backstab.

Armed with a sword, bow with 12 arrows, and wears a suit of old leather armour.

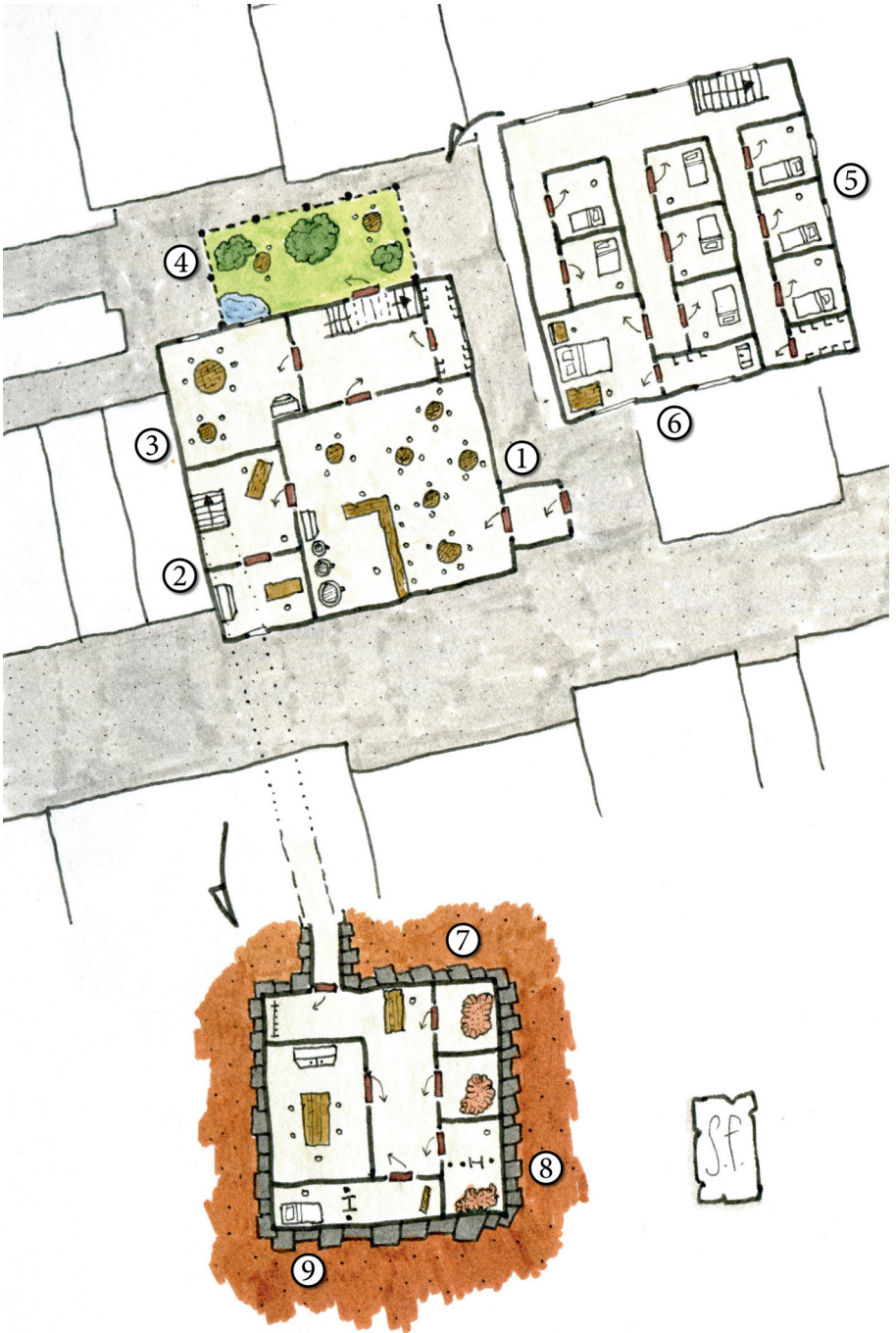
Teal (Robber): AC 3, HD 3d4, *hps* 7, #Ats 1 sword or dagger (1d6+1 or 1d4+1), Sv T3, Al N, XP 65; strong, +1 to hit and damage, thief skills, *2 backstab.

Carries two daggers and a sword, and wears an ill-fitting suit of leather armour, and a small round shield.

Ill-Gotten Gains: 2 fine fur-lined cloaks (worth 75 *gp* each), 17 bottles of fine wine (5 *gp* each), and a single lapis lazuli (worth 25 *gp*).

Otyugh (2): AC 6, Mv 60' (20'), HD 6, 8, *hps* 13, 22, #Ats 2 tentacles, 1 bite (1d8/1d8, 1d4+1), Sv F6/8, Ml +2, Al N, XP 570/1,100; bite carries *rotting disease*, *save vs poison* or take 1d3 damage per day until dead or cured.

Monstrosities, page 367.



Pleasure House

Pudding, Blood

A local brothel has been targeted by a vengeful spurned lover, who has released a deadly Blood Pudding inside.

1. Gentlemen's Club: the first room is an opulent bar, for men-folk only, where drinks are served, food is eaten, women dance for you and discuss terms... it is currently empty and shows signs of being hastily abandoned: spilled drinks, untouched food, even a few coins are scattered about (2d6 gp, 3d6 sp, 4d6 cp). A sticky slime trail leads from the front door to the door leading to the stairs.

2. Private Offices: these rooms are used for taking money off those looking for more exotic pleasure, and the office of the Madam that runs the place. The Madam is cowering beneath the desk, clutching a dagger, and is smeared with blood. In the adjoining room is a bloodless corpse, face twisted in horror, and the stairs to a tunnel beneath the street to a secret cellar.

3. Ladies Parlour: the house also caters to women, and this room is set aside from them. Currently the **Blood Pudding** (*hps* 27) is here, moments away from attacking a prostitute who is trying to shield her frequent lover from harm.

4. Gardens: normally peaceful, half-a-dozen gentlemen are hiding here, a couple trying to scale the high spiked fence to escape the deadly pudding.

5. Pleasure Rooms: eight rooms used to pleasure guests, with cloakrooms for said guests to store their goods. Three of the girls, and two of the lads are currently hiding up here, listening to the screams from below and wondering what the hell is going on this time.

6. Madam's Rooms: an elegant and tasteful master bedroom with adjoining cloakroom. Inside that room is a locked chest, that holds the *House Takings* (currently 1,562 gp, 567 sp, and 23 cp) as well as her own personal wealth (*jewellery* worth 2,500 gp, silver strongbox of 345 pp, 400 gp, 345 sp).

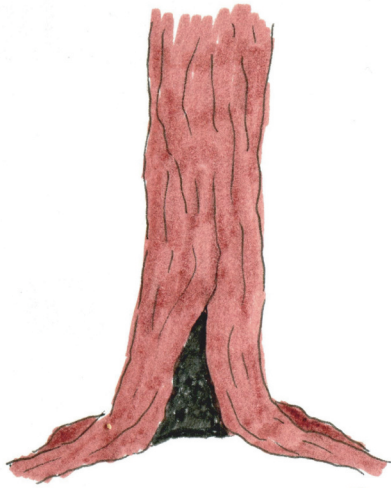
7. Exotic Pleasures: this cellar is where men and women requiring a special form of entertainment come to have their fun. A pair of well-armed men are always on duty, both currently thinking that the House is under attack; a wizened old man serves as caretaker. Two rooms, cells really, hold subdued beastmen (orc, goblin, varies every month) that are used and abused for pleasure. Another room serves as a private meeting room, often used by gangs who need a bit more privacy or wealthy merchants holding a party.

8. Tortured Troll: a frail female troll is caged here, sold to those who like to inflict pain and torture. The troll regenerates any physical damage, but is almost catatonic due to the pain and abuse she has endured.

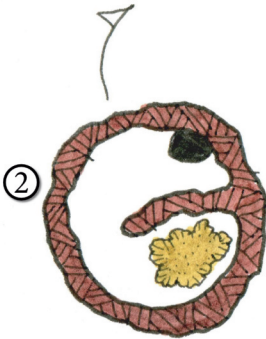
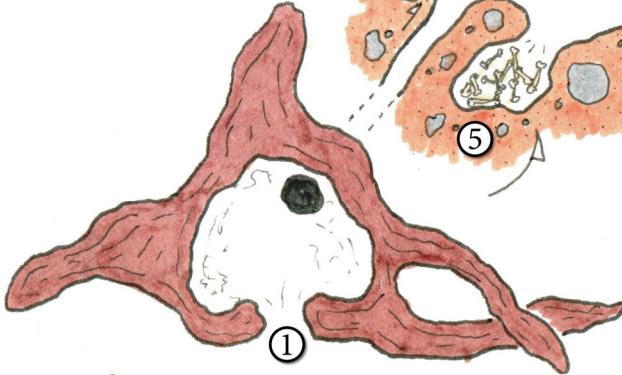
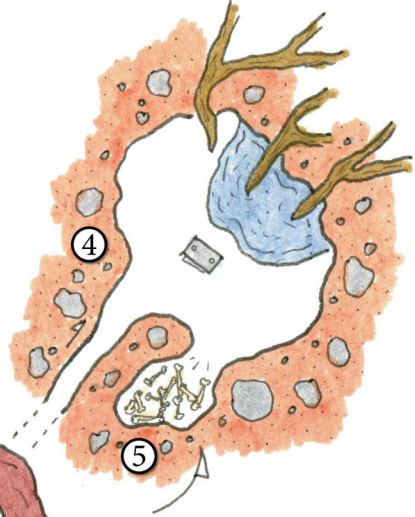
9. The Elf Queen: this cage is a well-appointed room, and the young elven woman who is kept here is actually a kidnapped princess. She attracts only those with enough gold to afford her, and while she is a slave to others pleasures, she is well-treated and anyone who lifts a finger against her finds themselves wearing a second smile. The elf longs to be free.

Pudding, Blood (1): AC 1, Mv 60' (20'), HD 5, hps 27, #Ats 1 slam (2d4), Sv F3, Ml +2, Al N, XP 350; on a successful hit attempts to infuse with victim, *save vs paralysis* or on next round disgorges blood from victim for 3d6 damage; immune to blunt weapons, *charm*, *hold* and *sleep* magic.

The Complete Tomb of Horror, page 437.



S.f.



Tree/Tower/Shrine

Quantum

An ancient redwood tree stands tall on the edge of town, and has a large hole that leads into a hollow inside. A tunnel leads below to a shrine, where cultists worship an agent of chaos.

1. Hollow Trunk: leaves litter the floor, a mulch that reeks of earthy decay. A shaft leads up into more hollowed chambers, and a sloping tunnel leads to an underground cavern below. The drip-drip-drip of water can be heard from below.

2. Lair: a bed of twigs, leaves, splintered logs and decaying fruit serves as the 'nest' for a lone **quantum** that inhabits this tree and is worshipped as a divine agent by cultists. There is a 2-in-6 chance that the quantum appears here while the chamber is being explored.

3. Offerings: the quantum has piled up all of the offerings that the cult has 'sacrificed' to it. Amongst the jumble of goods are:

Pile of *loose coins*: 1,203 ep, 1,023 sp.

Four crates: 2 of pottery (100 gp, 5 stone), 1 of monster parts (300 gp, 5 stone), and 1 of armour and weapons (225 gp, 10 stone).

Two barrels: beer (10 gp, 8 stone), spirits (200 gp, 16 stone).

An amphora of 10 doses of *Potion of Gaseous Form*.

Six *urns of various dyes* (50 gp, 5 stone each).

Four *rolls of cloth*, rainbow colours (10 gp, 4 stone each).

Two *rolls of red silk* (400 gp, 4 stone each).

A warhammer with gold and silver trim (150 gp).

A sword with a baroque pearl in its pommel (worth 2,000 gp).

A shield dented and battered, once belonging to the local prince (reward for its return, 500 gp).

A locked *chest*: 1,301 ep, 983 sp, 345 cp.

Quantum (1): AC 8, Mv 120' (40') flying, HD 11, hps 43, #Ats 4 quantum tentacles (2d6+3), Sv F11, MI +4, Al C, XP 3,400; immune to non-magical weapons, *sleep*, *hold* and *charm* magic; 3/day *disintegrate* by tentacle strike, *Dimension Door* and *Mirror Image* at-will.

The Complete Tomb of Horror, page 443.

A strongbox holding ceramic *scroll cases* (4):

1. Scroll of *Arcane Spells* (in Common, 2nd level): *ESP*, *Detect Invisible*.

2. Scroll of *Ward against Lycanthropes*.

3. Scroll of *Ward Against Undead*.

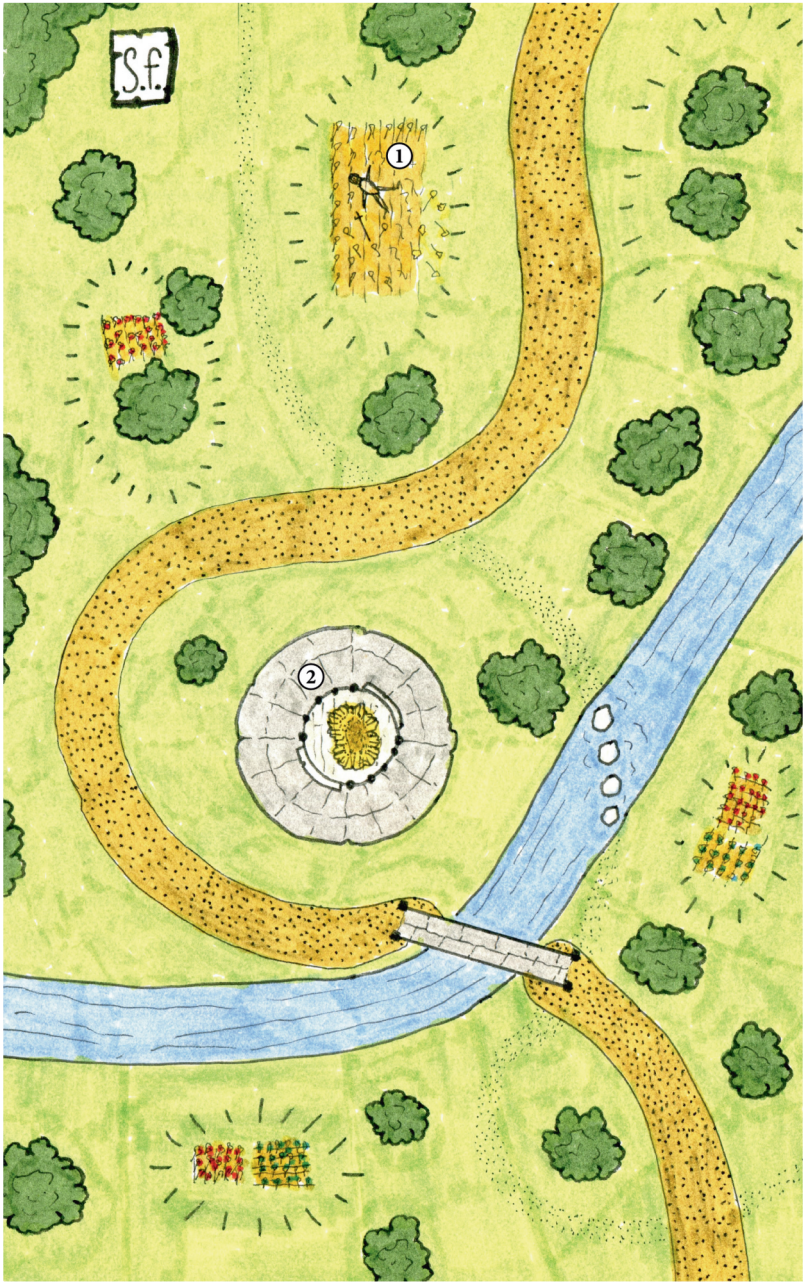
4. Scroll of *Divine Spells* (in Elvish, 2nd level): *Bless*.

4. Shrine: a cave with roots of nearby trees breaking through the rock, water pooling from drips off the ceiling, and a stone altar before them, carved with random sigils and symbols of chaos, freedom, and randomness. There is a 2-in-6 chance that the **quantum** is here, and a further 2-in-6 chance that 2d4 **cultists** are praying to it (all 0-level thugs).

5. Broken Bones: a pile of broken bones, the marrow sucked out, etched with dozens of tiny cuts and grooves. Hidden amongst the bones are two magic items missed by the cultists:

1. *Boots of Speed*.

2. *Ring of Telekinesis*.



Gardens

Raggoth

A terrible beast has taken up residence in the nearby gardens, killing the guard sent to investigate and scaring everyone else away. A call has gone out to brave adventurers to put a stop to the beast, by whatever means necessary.

At the heart of the gardens is a bandstand by the stream that cuts through the grass lawns and trees. Flowers atop mounds dot the lawn, blossoming bright colours. In the middle of the bandstand a **Raggoth** (*hps* 48) has made its home, out of branches, leaves and flowers from the gardens. It howls whenever anyone comes near, and those that do not retreat are sized up, then attacked as they draw closer.

1. Dead Adventurer: lying amidst a bed of red roses is the corpse of Barnaby Widnes, a now dead warrior of some small renown. His sword lies just out of reach of his hand, and his armour is torn and bloodied across his chest. Amongst his belongings are a pouch of *coins* (234 gp, 457 sp, 43 coppers), a pair of daggers, his torn chain mail, and a magical **Ring of Protection +1**; his sword is also magic, and is the famous blade "**Slicer**":

a **+2 sword** that, on a natural 20, cuts the tendons of an arm or leg (1d4: 1 left arm, 2 right arm, 3 left leg, 4 right leg) rendering it useless until healed.

Raggoth (1): AC 7, Mv 90' (30'), HD 10, *hps* 48, #Ats 4 claws, 1 bite (1d6+2 per claw, 1d8+2), Sv F5, MI +3, AI C, XP 2,250; if two claws hit, rake for additional 2d4+2 damage; every 1d4 rounds piercing howl, all within 60' are shaken and are at -2 to hit and to save until the beast is dead.

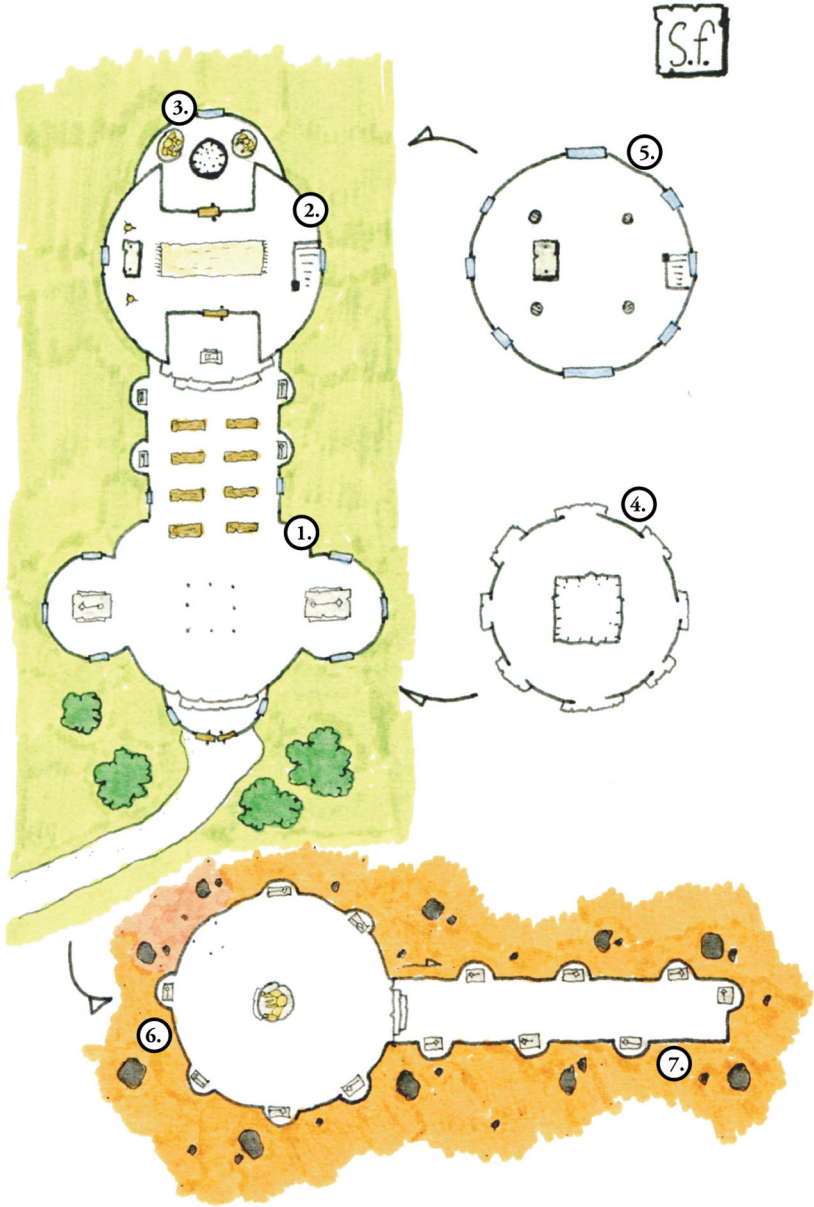
Tomb of Horrors Complete, page 449.

2. Bandstand: the **raggoth** is here, in its bed of plants and flowers. It has dragged Barnaby's backpack with it, which contains a thick coil of hemp rope (50'), a lantern and a flask of lamp oil, a tinderbox with flint/steel, and a small silvered mirror.

The raggoth also has a young pup, which it is protecting and feeding. The pup is not yet able to hunt by itself, although its bite and claws are already sharp (1d4 damage each, treat as a 1 HD creature, *hps* 1). If captured, it could be trained and raised as a guard dog or animal companion.

Summary of Training/Value of Pup

- Requires Animal Training proficiency
- Takes 4 months to train
- Worth 1,525 gp if sold



Temple

Shadow

A temple to the First Warrior, god of fallen warriors and heroes, that has been tainted by a botched ritual to raise the dead, resulting in a trio of Shadows breaking through and slaughtering the priests.

1. Temple

The main part of the temple has pews facing an altar, caskets of the most faithful of the priests' servants, and a pair of tombs holding the skeletal remains of the temple's founders. This chamber is in darkness, the candles and torches spent. The body of a priest lays partially frozen on the floor, on the verge of death (in a turn he dies and becomes a *Shadow*). Lurking in the darkness around the pews is a lone **Shadow** (*hps* 10) waiting for new victims.

2. Private Shrine

A tapestry of religious scenes lies on the floor like a carpet, leading up to an altar that the priests used as their private place of worship. The room is empty, still, a chill in the air.

3. The Watchers

Two statues of the Fallen One watch over the pit that leads down to the tombs. The body of a priest, neck broken, lies against one statue. He wears simple robes and a wooden holy symbol around his neck.

4. Gallery

Open arches let in air and light, and a hole opens on to the temple floor below. A rope and big bronze bell occupy the room.

5. Sanctum

This altar is used only for the most holy of rituals, and is where the Shadows were accidently brought forth. One **Shadow** (*hps* 15) remains here, hovering over the body of a recently killed priest, from which the Shadow was born.

6. Tombs of the Fallen

A statue of the god looks out over six ornate wooden caskets that hold the remains of fallen warriors who died in battle.

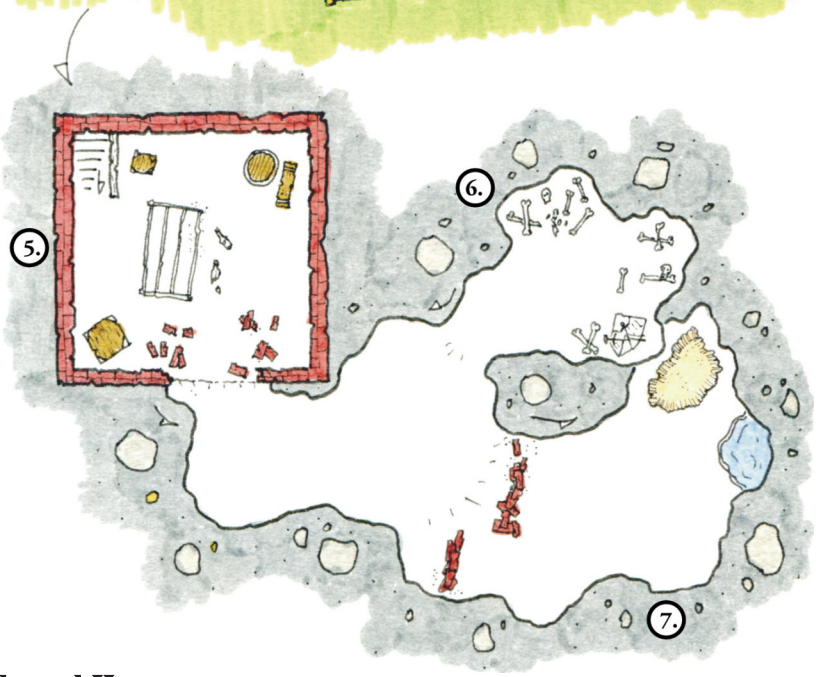
7. Tombs of the Lesser Heroes

These seven wooden coffins holds the brittle skeletons of lesser known heroes, as well as the third **Shadow** (*hps* 12), standing over the frozen corpse of its victim, an elderly priest.

Shadow (3): AC 2, Mv 90' (30'), HD 2+2, *hps* 10, 15, 12, #Ats 1 touch (1d4 plus Strength drain), Sv F2, Ml +4, Al C, XP 59; immune to poison, unaffected by charm, hold or sleep spells, only struck by magic weapons, not undead; -3 to opponents surprise rolls, drain Strength by touch (lasts 8 turns).

ACKS, page 192.

S.f.



Abandoned House

Thrallborn

An abandoned house, boarded-up windows and padlocked doors, with a garden growing wild, was occupied by squatters until the black tendrils of insanity-made-flesh infiltrated the house and torn the squatters apart. These Thrallborn now lurk in the cavern below, waiting to pounce on those sleeping above.

1. Living Room

This mostly empty room shows signs of a struggle, with a toppled stool and flecks of blood across the table. The firepit has cold ashes, amongst which are several finger bones and a decaying big toe.

2. Bedroom

More signs of a struggle, with overturned furniture. Blood stains lead downstairs. The cupboard is empty, but the locked chest (the key is missing) holds old clothes and a collection of eight *glass eyes* (worth 30 gp each).

3. Kitchen

Untouched by the disturbance, this room holds a couple of stale loafs of bread riddled with mould, as well as sacks of oats and apples.

4. Garden

There are a few vegetables growing in this wild garden, and a shed that holds gardening tools.

5. Cellar

The cellar is a mess, with winerack overturned and lying on broken bottles, a

hole in the wall, blood stains leading through it. A crate of *terr-cotta pottery* (worth 100 gp) sits in the corner, and a barrel of bad ale stands opposite. A smaller crate holds *loose tea* (worth 75 gp), while a long, thin chest (locked) holds a *silver ceremonial rod topped with a wolf's head* (worth 700 gp).

6. Bones

This side cave is littered with bones and rotting meat. A battered shield, and a pair of swords lies on top of rags.

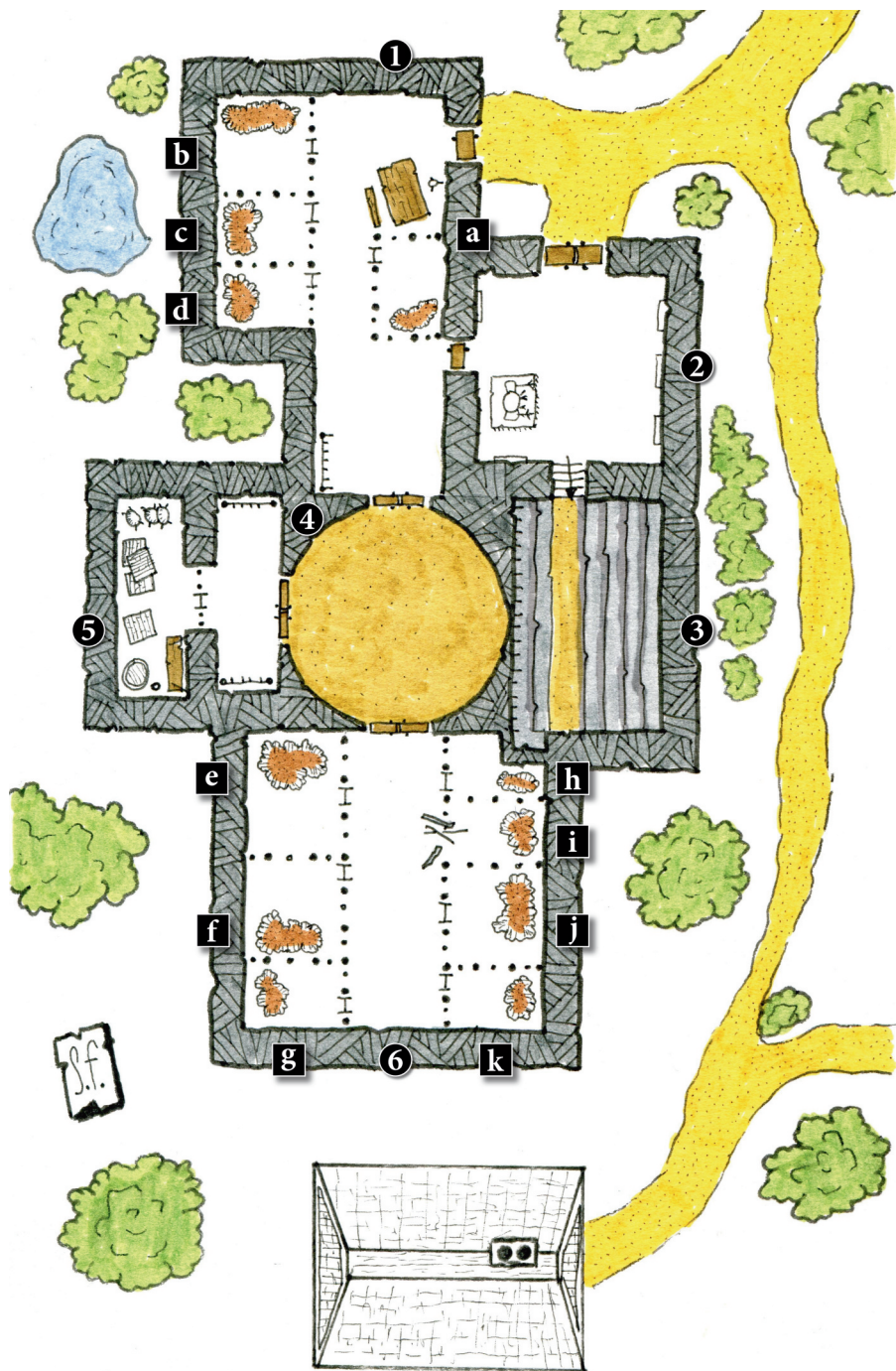
One of the **Thrallborn** is here (*hps* 9), cracking bones and cackling to itself as the splinters fly across the floor.

7. Lair

A barricade of bricks from the broken cellar wall stand at the entrance of a cave, where a nest has been build of pieces of furniture, bones and broken glass. A pair of **Thrallborn** are found here, whispering to each other in nonsense rhymes (*hps* 15, 13).

Thrallborn (3): AC 4, Mv 120' (40'), HD 2+2, hps 9, 15, 13, #Ats 1 tentacle (1d8), Sv F3, MI +1, Al C, XP 35.

Teratic Tome, page 104.



Unicorn

Tyler Duan is a hunter and collector of exotic animals, and has his own private zoo in a stone building next to his modest cottage. Here he shows his collection off to wealthy clients, and occasionally hosts arena-styled games where animals are pitted against each other. His most recent acquisition is an unicorn that has just managed to break free from its cage and kill the zoo-keeper guarding the cages. Tyler has evacuated the building and needs someone to go in and put the beast back into its cage.

1. Public Zoo: this part of the zoo is often open to the public, and holds more mundane animals. The door to the pit is barred on this side.

2. Welcome Hall: visitors and punters come to watch a fight enter here. A stuffed owlbear stands in the corner (worth 1,000 gp to a collector), and paintings adorn the walls, each depicting a hunt of some exotic animal or monster (each is worth only 10 gp, as they are poor works of art painted by Tyler himself).

3. Seats look down upon the arena, 10' above the sandy floor.

4. Arena: the sandy pit is where the escaped **unicorn** (*hps* 22) currently is. It is wearing a cold iron collar that prevents it from using its magic, as well as causing it pain. It is hurting, scared and angry (-2 to reaction checks).

5. Store Rooms: racks of nets and spears sit in alcoves before a barred gate where sacks of animal feed are stored. There is also a barrel of fresh spring water, and crates of straw for bedding. There are also six *pouches of saffron* (15 gp each) that Tyler uses to season the feed.

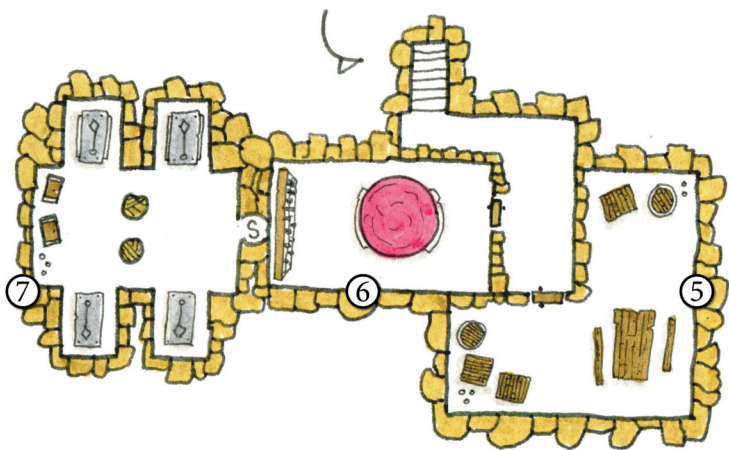
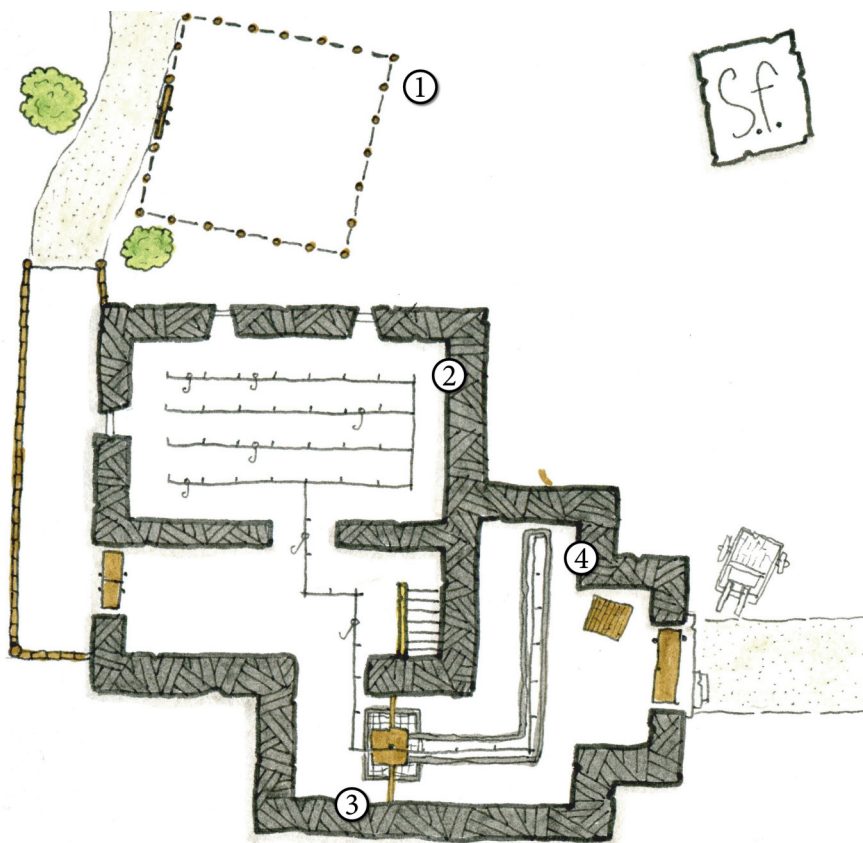
6. Private Zoo: these cages hold the more exotic animals of the collection. The unicorn was caged here, but forced the bars open. The dead guard lies trampled on the floor, a stab wound to the heart. In his pocket he carries several gems: an *agate* (25 gp), a *lapis lazuli* (25 gp), an *onyx egg* (50 gp) and a piece of *quartz* (10 gp).

The Collection

Cage	Animal	ACKS page
a	Pair of Hunting Dogs	161
b	Lion	158
c	Black Bear	155
d	Boar	157
e	Giant Crab Spider	194
f	Giant Scorpion	191
g	Giant Tiger Beetle	156
h	Giant Ferret	201
i	Unicorn (escaped)	200
j	White Ape	154
k	Giant Ant	154

Unicorn (1): AC 7, Mv 240' (80'), HD 4, *hps* 22, #Ats 2 hooves, 1 horn (1d8/1d8/1d8), Sv F8, MI -1, AI L, XP 135; *Cure Light Wounds* 3/day, *Dimension Door* 1/day.

ACKS, page 200.



Slaughterhouse

Vampire

A low-key slaughterhouse that sells meat to dubious merchants, acts as a cover for a coven of vampires who use the blood from slaughtered cattle to sustain themselves, in the hope that they will not attract attention. However, one of their number has fallen from grace and is once more hunting and preying upon the townsfolk.

1. Cattle Pen: this fenced off piece of land holds 1d6 cattle waiting to be slaughtered. A close inspection of one reveals needle-like marks on its neck, from where a hungry vampire had a nibble.

2. Meat Hooks: the meat from slaughtered cattle is hung here until it is to be delivered. There are 2d4 carcasses hanging from the hooks. During the night one of the vampires is on watch here.

3. Killing Block: this stained block and drain is where the cattle are killed. The blood drains away through a rusty iron grill, to the pool below. A vampire looks after the slaughter during the day, keeping out of the sunlight.

4. Delivery Gate: this is where meat waits to be carted away once it is dried and cured. A crate of freshly cured meat awaits delivery to a local market. The gate here is barred from the inside.

5. Office: this underground room acts as both a store room and as the office of the traders; two of the vampires can be found here, going over the accounts and discussing a new trade agreement. One of them is the hunter, lying to his companion.

6. Cellar: a shallow pool collects the blood from the slain cattle and is used by the vampires as a 'tap'. Some of the blood is bottled and rests on the wine-rack along with a dozen *fine wines* (15 gp each).

Vampire (4): AC 7, Mv 240' (80'), HD 7, 7, 8 and 9, #Ats 1 touch (1d10 and drain 2 levels), Sv F7-9, MI +3, AI C, XP 1,840^{7HD}, 2,600^{8HD} and 3,100^{9HD}; immune to poison, *charm*, *hold* and *sleep* magic, and normal weapons, half-damage from cold and electricity; regenerate 3 hps/round; assume *gaseous form* and *shapechange* (into dire wolf or giant bat) at-will; summon 1d10 bat or rat swarms underground or 3d6 wolves or 2d4 dire wolves above ground, arrive in 2d6 rounds; charming gaze (as *Charm Person*), save vs spells at -2 to resist; see monster description for other details.

ACKS, page 200.

7. Catacomb: this secret chamber is where the vampires sleep. Four coffins sit in alcoves, and a pair of locked chests sit next to three clay urns sealed with peeling wax:

Chest 1 contains: 1,000 gp; *carved jade flute* (1,100 gp); *glass figurine of a dog* (150 gp), and an *opal brooch with dragon carvings* (3,000 gp).

Chest 2 contains: a rich fur cape (800 gp); six ivory chess pieces Pawns, 13 gp each); and a **Scroll of Divine Spells** (Written in Orc): *Protection from Evil* (1st), *Augury* (2nd).

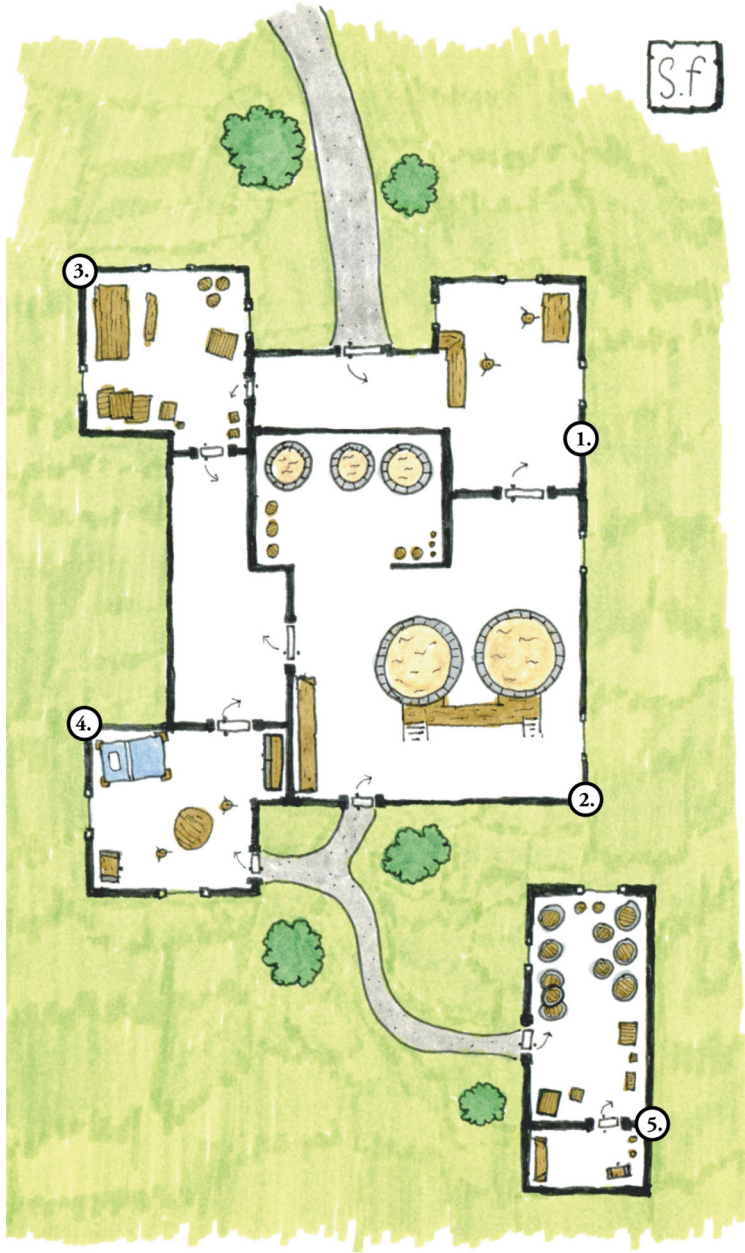
The three urns are double-doses of the following potions:

1. *ESP*
2. *Growth*.
3. *Giant Control*.

Each coffin is lined with a bed of grave-soil, and one is occupied by the head vampire.

The Vampires

1. (7^{HD}): on duty at night in room 2; otherwise keeping out of the sun while killing cattle (room 3).
2. (7^{HD}): in room 5.
3. (8^{HD}): the hunter, in room 5.
4. (9^{HD}): their leader, in room 7.



Brewery

Wererat

The old brewery is under new management, producing wonderful ales. It is owned by a family of wererats who are infecting the ale with their own lycanthropy, intent on increasing their family by spreading their disease.

1. Reception

A pair of **wererats** (*hps* 11, 18) look after the administration of the brewery, selling ale to local taverns. They have a loaded crossbow under the counter, and each has a dagger and a sword within reach.

2. Brewing Room

The brewing takes place here. The largest vats contain the beer that has not yet been contaminated, the smaller ones have had wererat blood added to them: anyone drinking beer from those vats has a cumulative 1% chance of contracting lycanthropy: the contamination fades after a night's sleep, so the % resets the next day.

1-4 **wererats** (*hps* 7, 9, 20, 13) are always present, tending to the brewing. Each is armed with a dagger and swords sit on the bench in case of trouble.

3. Storage and Waiting Room

A lone **wererat** (*hps* 18) sits here counting their recent takings: 1,075 *sp* are piled in stacks on the table. There are also crates containing 2 *bags of loose tea* (75 gp each), 9 *bundles of black bear furs* (15 gp each), as well as the strongbox for the silver.

Wererats (10): AC 2 or 0 (hybrid & rat form, or, human form), Mv 120' (40'), HD 3, #Ats 1 bite or weapon (1d4 or 1d6), Sv F3, Ml 0, Al C, XP 65; immune to mundane weapons in animal (giant rat) or hybrid form, speak to rats, summon 1d2 giant rats (arrive in 1d4 rounds), bite may infect victim.

ACKS, page 181.

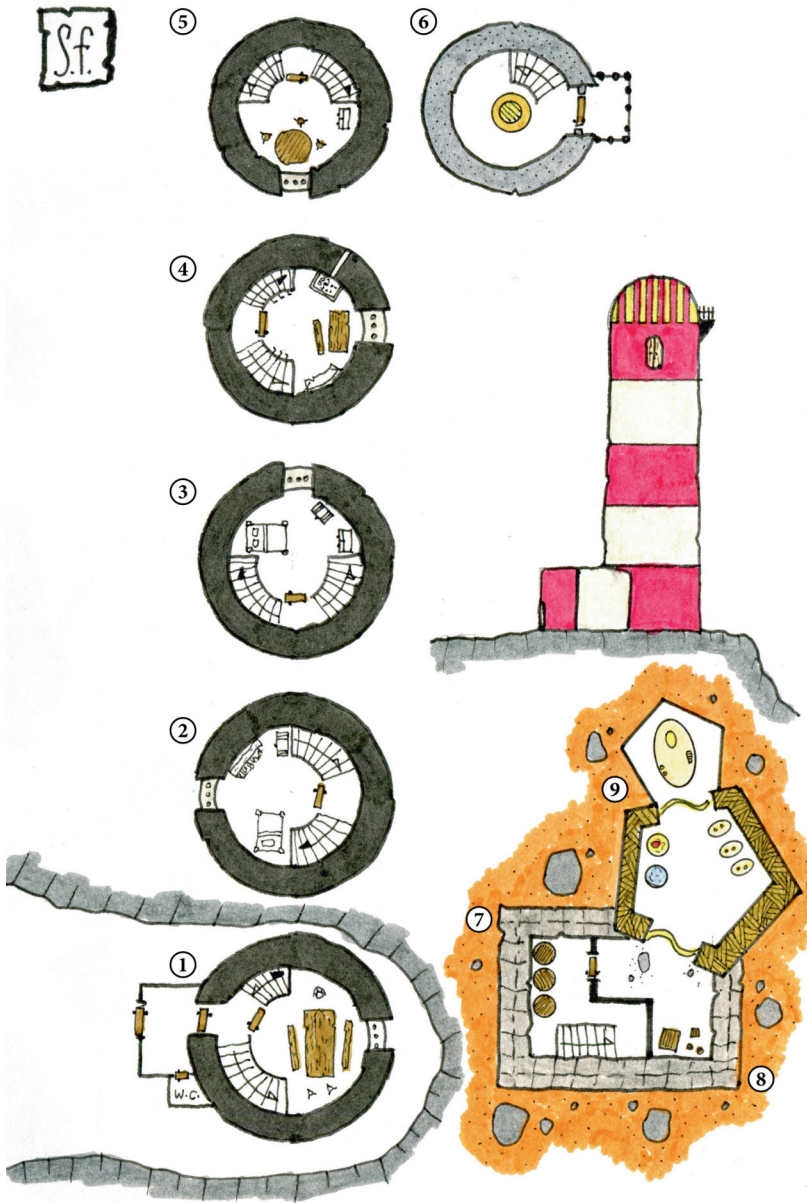
4. Chief Brewer's Room

The chief brewer and head **wererat** (*hps* 17) lives at the brewery. She is currently listening to a report from one of her **wererat** minions (*hps* 17) about the most recent cases of lycanthropy.

In the chest (locked, key with chief, poison needle trap: save or die) are clothes, a thick glass jar (a *Potion of Longevity*), and a pouch of gems: a *haematite* (10 gp), a *lapis lazuli* (25 gp), a *moonstone* and 2 *onyx* stones (50 gp each), a pair of polished *tiger eyes* (25 gp each), and a *turquoise* gem (25 gp).

5. Barn

This locked outbuilding (keys in room 1.) hold nearly a dozen contaminated barrels of ale ready to be shipped out. There are also crates of ingredients of a good brew, and another room where wererats are bled: one **wererat** lies on the bench, blood trickling into a glass jar (*hps* 5, normally 11). There are two full jars by a chest full of tools for bleeding and bandaging the wererats (silver-bladed knives).



Lighthouse

XK-47a

This vital lighthouse went dark last night, and this morning no one has seen or heard from the light-keeper, his wife or their daughter. The previous night, the sky was momentarily lit up by a falling star that seemed to fall into the sea. Now the lighthouse is silent and still, and locals are asking for help, for someone brave enough to investigate: the local watch went looking just after dawn, but the guard did not return.

1. Ground Floor: The front door has been forced open and inside the lighthouse is a dining room with half-eaten meals, cold and left-over from last night.

2. Daughter's Bedroom: The bedroom of a young woman studying history, with books covering local and ancient lore on a bookshelf. A chest holds clothes, *brass brooch with a moonstone centre piece* (worth 140 gp), and a pot on ink with a well-used quill.

3. Lightkeeper's Bedroom: The lighthouse's master bedroom, where the bed is a mess of torn sheets and blood stains. Under the bed is the empty-skulled corpse of the local watchman, his face frozen in terror. In the room is a chest of drawers full of clothing, and a locked chest that holds *1,000 sp*, and a pouch of gems: 4 *agates* (25 gp each), two *lapis lazuli* and an egg-shaped *obsidian* stone (worth 10 gp).

4. Kitchen: A modest kitchen with stove, cupboard of various food stuff, and a table that is covered in skull fragments, bits of brains and is stained dark with drying blood. Amongst the food stuff are three pouches of *wolfsbane*, each worth 10 gp.

5. Living Room: The door to this room has been forced open, bending the hinges, and putting a large crack in the door frame. Blood is splattered across the facing wall. A cupboard holds a couple of *bottles of fine wine* (5 gp apiece).

6. Lighthouse Lamp: Currently unlit, this is where the light shines on the nearby rocky coast. The oil reservoir is almost empty, and the lamp (if lit) would last only an hour before going out.

7. Cellar: Steps lead to a cellar with barrels of fresh water, ale, and salted fish. A trail of blood spots leads down the steps to the door.

8. Store Room: Part of the wall has been replaced by the crystalline hull of the crashed alien ship of **XK-47a**, an intelligent construct from a race known as Collectors. A curtain of yellow energy marks the entry to the ship: anyone other than **XK-47a** who passes through it must *save vs paralysis* or be stunned and immobile for 2d4 rounds. In the corner of the room is a crate packed with ten *bottles of fine wine* (5 gp each).

9. Alien Ship: A spaceship of some yellow-orange crystal, with no obvious controls. **XK-47a** (*hps* 23) is here, checking on the status of the bodies in the three coffin-like capsules of the main room. These hold the lighthouse keeper, his wife, and daughter, all dead, their brains pulled free from their peeled-back skulls. Two glass-vats hold brine (for preservation of samples) and one is full of organs (hearts, lungs and livers).

Behind a second curtain of energy is a much larger capsule, which the Collector uses to not only pilot the ship but also hibernate during the long journey through space. It also allows **XK-47a** to heal itself: for every hour inside, it heals 1d6 *hit points*. Non-Collectors who try it have a 25% of being healed, otherwise suffer 1d6 damage instead.

XK-47a is wearing red rags, carries a silvery *luring staff* with soothing bells, and is adorned with *jewellery of brass and bronze*, studded with *tiger eye* gems and a single *citrine* stone (total value 135 gp).

XK-47a (1, unique): AC 3, Mv 90' (30'), HD 5, *hps* 23, #Ats 2 claws or 1 staff (2d4/2d4 or special), Sv F5, Ml +2, Al N, XP 650; immune to charm, hold, or sleep spells, gas and poison; cast arcane spells 3/day (see next page); lure using staff (see next page).

New Monster (see following pages).



Illustration by **Gennifer Bone**
<https://www.patreon.com/ladyredfingers>

XK-47a (Collector)

Large Humanoid Construct (Intelligent)

% in Lair:	25%
Dungeon Enc:	1 (solitary)
Wilderness Enc:	1 (solitary)
Alignment:	Neutral
Movement:	90' (30')
Armour Class:	3
Hit Dice:	5***
Attacks:	2 claws or 1 weapon
Damage:	2d4/2d4 or special
Save:	F5
Morale:	+2
Treasure Type:	B, D
XP:	650

Collectors are a species of intelligent automata that travel around the cosmos collecting samples of flora and fauna from the worlds they visit. They have a tendency to go a little crazy, becoming obsessed with their collections and those encountered are often unhinged.

Collectors have a central stem of thickly corded mechanical muscles, from which protrude a pair of mechanical arms, legs, and a smaller pair of arms that are their manipulators; these small arms are used to extract samples. Adjoined to their arms and shoulders is a head-like tank full of preserving liquid that keeps their collected samples fresh and safe. Being constructs they are immune to charm, hold, sleep, gas and poison spells and attacks.

XK-47a is one of these crazed Collectors, and has dedicated its life to harvesting brains. It uses a techno-mystical staff to lure and subdue those creatures whose brains it seeks to harvest, then opens their skulls using its two small manipulators, digging out the brain and securing it in its preserving tank that occupies the place a

humanoid head would be. Every brain it collects is tapped for residual psychic energy, allowing HK-47a the ability to cast a random arcane spell 3/day, of levels 13.

Their awareness of how others perceive them is limited, and they often believe that by wearing robes or a few rags that they can blend into the local population.

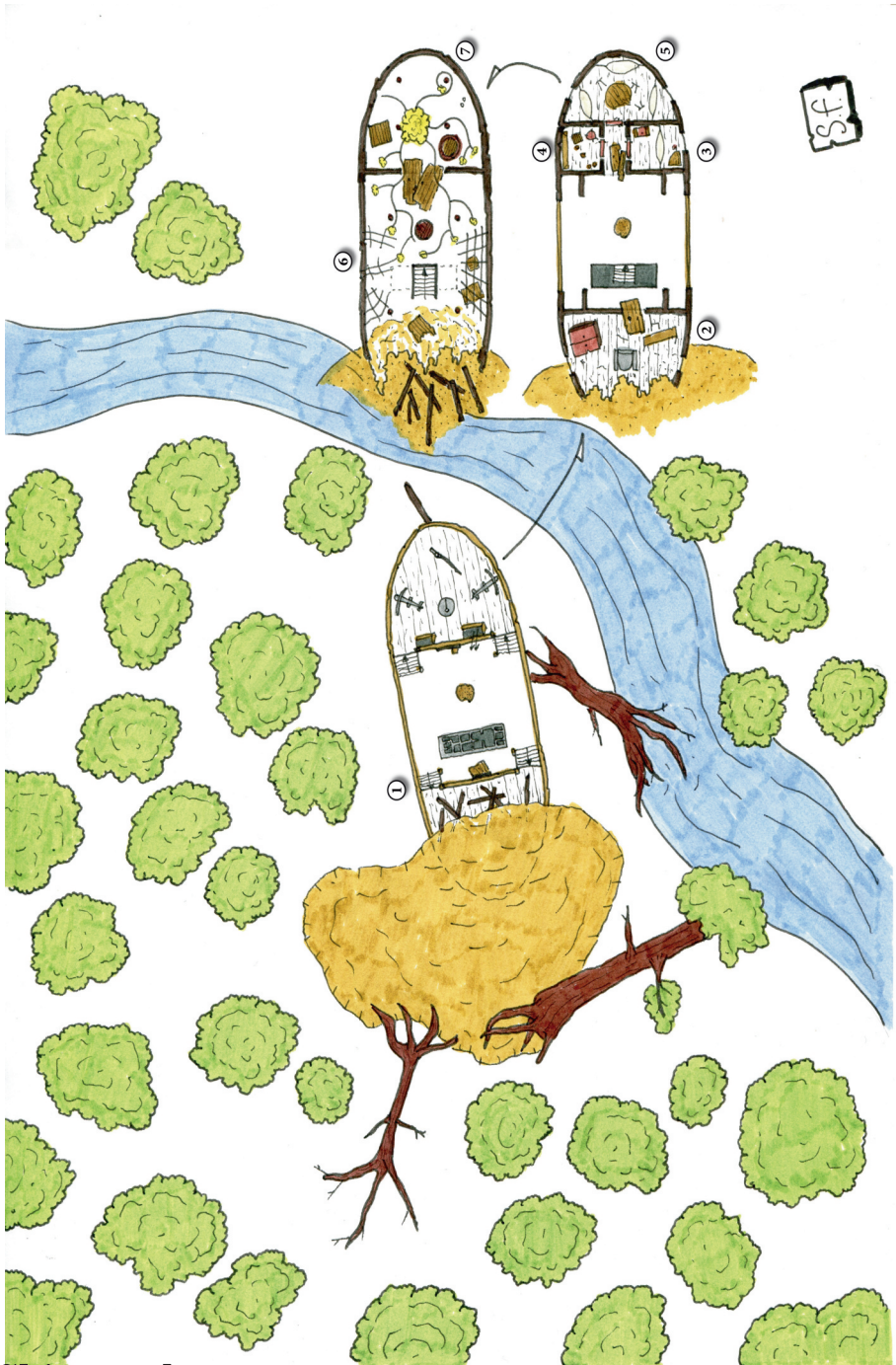
Collectors carry an object that seems magical rather than technologically advanced, which is used to aid in the collection of samples (such as white glowing staffs with bells that compel listeners to follow the sound of the bells, and lull the listener to sleep; or ray-guns that simply stun and paralyse potential sources).

Luring Staff: range 120', save vs spells or be charmed and lured to the sound of bells from the staff; within 10', save vs spells or be slept (as per a sleep spell) for 1d6 turns (regardless of level or hit dice).

Sleep Ray: range 120', save vs paralysis to avoid the beam, or be stunned and paralysed for 1d6 turns.

HK-47a has collected 10 psychic-tapped brains and knows the following spells (cast each 3/day):

1. *Protection from Normal Missiles* (3rd)
2. *Detect Magic* (1st)
3. *Fly* (3rd)
4. *Detect Invisible* (2nd)
5. *Clairvoyance* (3rd)
6. *Levitate* (2nd)
7. *Invisibility 10' radius* (3rd)
8. *Phantasmal Force* (2nd)
9. *Wizard Lock* (2nd)
10. *Locate Object* (2nd)



Shipwreck

Yellow Musk Creeper & Zombie

A shipwreck lies on the edge of town, beached by the side of the river amongst the forest. It is a ship that fell from the sky a few days ago, and the guards sent to investigate have not returned.

1. A battle-worn Spelljammer ship has crash landed, nosediving into the earth. The crew are either dead or abandoned the ship. The top decks are partially buried or damaged, but two light ballista (with two spare, intact spears) remain in working order on the aft deck. A **Planetary Locator** (used in navigation) is attached to the deck.

2. Bridge: partially smashed from its nose-first crash, the bridge holds an intact *Minor Helm* (used to fly the ship into the void) and a cupboard that holds rolls of star-charts and strange *navigation charts* that look more like astrological fortune telling and sketches of constellations (worth 500 gp to the right buyer).

Sat on the helm is the former captain and helmsman, now a corpse controlled by the creeper. This **Yellow Musk Zombie** (hps 8), when seated, can 'see' all over the ship and communicate (in a rudimentary fashion) with the other zombies and creeper. As a result the zombie is almost impossible to surprise (+3 to surprise checks). The zombie carries a dented telescope that it uses as a club.

3. Captain's Cabin: this cosy cabin has a tangled hammock, hidden in which is a silver-bladed dagger. There is also a locked chest, that contains: *Potions of Climbing, Invisibility, and Speed* in wax-sealed clay flasks; 2 statuettes of snakes (1 stone), each worth 400 gp; and a piece of opal jewellery, a carved octopus pendant on a rusty iron chain (worth 4,000 gp).

4. Stores: spoiled rations and ingredients, spices and pots and pans have been scattered. Hidden in one pan, stuffed under the spice rack, is a small wooden box that contains 5

small *diamonds* (worth 500 gp each).

5. Crew Cabin: torn hammocks and upturned stools show signs of a struggle. The table holds scattered *coins* and dice, where a gambling game was interrupted. There are 34 gp, 58 sp and 13 cp strewn across the table and underneath it.

6. Main Hold: partially splintered and buried, the main hold has cargo webbing (some torn free) that still keeps a couple of crates safe, and tendrils of the creeper reach out and entwine around the struts and boards of the deck. There is a heady smell of musk that makes it difficult to concentrate. Two **Yellow Musk Zombies** (hps 16, 13) are on guard here, ready to defend their 'master' with what now remains of their new 'lives'; both are armed with old swords.

Under the cargo webbing there are two crates, which hold:

- *Mail armour and broadswords* (225 gp, 10 stone);
- The *statuette of a coiled snake*, made of green-veined marble and adorned with gemstones (worth 700 gp)

7. Aft Hold: broken doors lead into a hold that is dominated by the fragrant and deadly **Yellow Musk Creeper**, which is responsible for the death of the ship's crew and its crash landing. The last **Yellow Musk Zombie** (hps: 18) protects the plant, wielding the sword that it carried in life.

An intact crate next to the plant holds two **jars of spices** (800 gp, 1 stone each); whilst a sealed barrel holds the ship's **grog** (200 gp, 16 stone).

Yellow Musk Creeper (1): AC 5, Mv 30' (10'), HD 3, hps 7, #Ats 2 tendrils or pollen spray (1d8/1d8 or special), Sv F3, MI +4, AI N, XP 95; immune to *charm, hold, or sleep* spells, and poison; spray pollen 30' range, *save vs poison* or entranced for 1d4 minutes and must approach the creeper; tendrils latch on entranced head and drain 1d4 Intelligence/round, at 0 victim becomes a Yellow Musk Zombie within an hour; can only be killed if the bulbous root is destroyed (AC 8, 10 hps), otherwise grows back in 2 weeks.

The Complete Tome of Horror, page 611.

Yellow Musk Zombie (4): AC 6, Mv 120' (40'), HD 3, #Ats 1 fist or by weapon (1d6 or 1d8), Sv F1, MI n/a, AI N, XP 95; immune to *charm, hold, or sleep* spells, and poison; not undead creatures; 2 months after creation 'zombie' wanders off; collapses and a new creeper grows in an hour.

The Complete Tome of Horror, page 618.



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