

GREEN DEVIL FACE

#4



INTRODUCTION

By James Edward Raggi IV



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LAMENTATIONS OF THE FLAME PRINCESS

KNIGHTS OF SCIENCE

By James Edward Raggi IV

Level	XP	HD*	Title
1	0	1d8	Squire
2	2,000	2d8	Squire
3	4,000	3d8	Squire
4	8,000	4d8	Squire
5	16,000	5d8	Knight of Science
6	32,000	6d8	Knight of Science
7	64,000	7d8	Knight of Science
8	128,000	8d8	Knight of Science
9	256,000	9d8	Knight of Science
10 +	+ 128,000/lvl	+3/lvl**	Knight of Science

* d10 hit dice for advanced edition games

** Constitution modifiers no longer apply

The Knights of Science are a fanatical, separatist religious order dedicated to the eradication of chaos and evil in the world.

Knights are immune to sleep, charm, hold, or cold spells, and to all fear effects. Knights are able to hit creatures which are only able to be affected by magic or other special weapons. Knights gain a minimum of six hit points per level. Knights gain experience only from slaying their foes and burning the foes' equipment and treasure, and for this the Knight receives XP according to the value of the burned items. Knights do not use magic items.

In all ways not described here, Knights should be considered the same as Fighters.

Knights invariably travel with an entourage. A full Knight is one of level 5 or greater, and he will be accompanied by a Squire. A Squire is a Knight of level 4 or lower, and is completely subservient to his master. This group is joined

by a Cleric of no less than level 5 (although always of lower level than the Knight if the Knight is above level 5) and ten Men-At-Arms, level 0 Fighters.

The Knights wear plate mail, shields, and swords. The Cleric wears nothing but a simple robe and carries nothing but a plain staff. The Men-At-Arms wear chain mail and carry pole-arms. The Knights and Cleric are mounted, the Knight on the greatest sort of warhorse available, the Squire on a lesser warhorse, the Cleric on a riding horse meant for speed. The Men-At-Arms go on foot, carrying the supplies of the whole troupe.

All of a Knight's special powers are dependent on his unwavering belief in himself. Should he ever change his mind, on any matter no matter how trivial or important, or if he engages in sexual activity, or if he flees from combat, he loses all Knightly abilities, and new hit points must immediately be rolled. Any current

damage is subtracted from the new hit point amount.

They do not ignore new information that is obviously correct (they are allowed to change their opinion if that opinion is based on a lie told to them); they simply contort their worldview so that both their old assumption and the new truth are correct. If they can not make this reconciliation, they must assume that new information that invalidates their old viewpoint is evil and must be destroyed. That innocents are harmed by this behavior is of no consequence to them. Due to "always being right," Knights also quickly learn to be quick to judgment. Knights are quite insane.

It is for this reason that Knights very rarely meet, and if they do they do not converse, for Knights often have widely varying experiences that lead them to different conclusions, and more than one meeting of Knights has led to mortal combat over a minor issue. Knights are also quite ignorant about worldly affairs, as they do not read and do not engage in normal conversation with anyone. Knights do not seek more contradictions they must reconcile.

The Clerics that travel with the Knights are the public faces of the troupe. They speak with locals and make all arrangements so the Knights are not subjected to an opposing viewpoint by pure chance. Many believe this is why each Knight has an attached Cleric, but this is simply a secondary function. The Cleric is there to monitor the Knight, and if he falters and loses his power it is the Cleric's duty to arrange for the Knight's execution at the first available opportunity.

One does not choose to be a Knight. Young boys, no older than seven, are taken from their families and brought to the Knights' monastery, located somewhere in the East. What happens to the boys is not exactly known, but from the statements of some Knights it would appear that the boys are subjected to religious brainwashing and severe martial training.

At the age of sixteen, the boys are assigned to military duty at the monastery, and at first opportunity are assigned to a Knight's entourage as a Man-At-Arms. If he survives five years of this duty (many do not, not least because the Cleric in the troupe also monitors them for wavering beliefs), he becomes eligible to be a Squire. The potential Squire is sent out to the mountains around the monastery to live the life of a hermit, with no provisions, and no tools. If he is still alive when it is his turn after a Squire position becomes free, he is outfitted and assigned to a Knight.

When a Squire rises to fifth level, he becomes a fully ranked Knight of Science, and is assigned a Squire, Cleric, and Men-At-Arms of his own, free to incidentally terrorize the world as he quests to save it. It is a system which has survived beyond memory, from the time that the Order of the Knights of Science was first established to combat the Duvan'Ku.

Few stand up to the Knights, preferring to cower and watch by as they burn and slaughter in hopes that they quickly move on, for fear of a Crusade being called. The only ones quicker to shudder at the name of the Knights than commoners and petty nobles are those forces demonic and otherworldly, who know that the Knights represent a foe they can never corrupt.

THE TOWER

By James Edward Raggi IV

Some easy money, or perhaps a deathtrap masquerading as an adventure, for those who suffer the delusion that all adventure locations are meant to be solved. For first or second level characters.

The Environs

The tower is located in the middle of the woods, about a day's journey from any sort of civilization. Around the tower is a clearing; the woods suddenly break into an idyllic, tranquil field. Somehow it always seems to be breathtaking here, either with strong sunlit rays breaking through dark clouds, scanning the ground like celestial spotlights, or there is a soft rain through gentle sunlight, forming rainbows. Butterflies flutter everywhere, and on the opposite side of the clearing from where the characters approach, deer and fluffy bunnies leap away as the intruders near.

Around the base of the tower are dense, thornless rose bushes, with thousands of bright red roses in full bloom at all times.

The tower itself is a massive structure, fully fifty feet wide, with impressively thick walls. They'd better be impressively thick – they look to be in utter shambles, with large chunks having fallen to the ground over the centuries and vines growing all over the structure. The tower is made of some sort of rock that no one will be able to identify – it is vaguely bluish-grey with speckles of reflective crystals that make the entire structure shimmer in the sunlight. In fact, until it is approached, the thing might not look like a solid physical construct at all. The tower has a conical, closed roof and

the only real breaks in the wall are the door at ground level, and a solitary window near the top.

Guarding the door of the tower is a great misshapen *thing*. It is roughly human-shaped, approximately ten feet tall, with gigantic talons and a giant sharp-toothed maw. However, it is an ancient creature which is quite weary of its duty, broken in body and spirit, and completely ineffectual in a fight. It will engage any intruder, but will not pursue beyond the clearing.

Guardian: Unarmored, Move 1.25 times the speed of an unencumbered man, HD 10, HP 54, #AT 1 claw, D 1d4, immune to normal missiles, if killed will rise again at sunset the next day, the sarcophagus on level four must be blessed to prevent this.

The tower has five levels, with the window being on the fifth level.

The Door

The tower's door appears to be made of very heavy, sturdy warped wood. With rusty iron banding. There is a very ornate lock on the door. It is actually a strange shape-shifting creature which mimics the appearance of a door. It will attack, with pseudopods, anyone who touches the door, unless the *Key of Love* is placed in the lock, in which case it will remain as a door. The creature has been charmed to behave this way, and if this charm is dispelled for some reason, it will attack even if the key is used.

Door: Armor as leather, HD 7, HP 31, #AT 1 attack, D 3d4, whatever touches it sticks to it like glue.

First Level

The first thing that anyone entering the tower will notice is that rats are crawling everywhere along the walls. The cracks in the walls are large enough to allow rats free access, and this will be constant throughout the tower.

The first floor room is bare except for four statues, each in the shape of a vaguely fairy-like princess figure in various dance poses. The statues have a greater amount of crystal flakes in their composition than the walls so they will particularly shine when exposed to light. The statues form something of a perimeter around a central point, and they all face that point. In the center of the statues is a carved circle. If someone stands in the circle, then the statues will speak, through magic mouths, in succession:

Statue One: "Those who would have a kingdom must be pure in heart, trusting and peaceful."

Statue Two: "One must throw away the weapons of war and don the garments of love!"

Statue Three: "Only the pure and the worthy may break the seal and awaken the princess."

Statue Four: "To the princess' groom will pass the right to rule over the Kingdom of Duvan'Ku and possess its treasures."

There is a ladder leading to a trap door to level two. The trap door is slightly stuck and will take one round to push open, and it will automatically swing shut (and become stuck again) once it is closed.

Second Level

This room is filled with many racks, which are about half-filled with rotted, torn white robes of unknown composition that have woven patterns all over them.

Carved into the walls is a bas-relief of a courting ceremony, with a succession of carvings showing a great general surrounded by soldiers discarding his armor and weapons and putting on ceremonial robes with distinct markings (which matches the pattern of the robes on the racks). He then walks by two guardians, alone, kneels at the foot of a great stone box where he drops several flowers, opens the box, embracing a beautiful woman, and finally is crowned while surrounded by gold and jewels.

There is a bin here that has all sorts of armor and weapons dumped in, all useless in various stages of decay, some to the point where touching them will cause them to crumble.

There is a ladder that leads to a trap door to level three. The trap door is slightly stuck and will take one round to push open, and it will automatically swing shut (and become stuck again) once it is closed.

Third Level

This room is empty except for the trapdoor down, the stairs up, the guardians of the stairs, and some ancient remains of those who attempted to pass without following the rules.

Two skeletons in ratty, torn chain mail, swords (of a strange and heretofore unknown style), shields, and slung bows and (bone!!) arrows stand guard by the stairs. They stand motionless, and if a character is alone and dressed in the correct manner, they will allow him to pass.

If more than one character approaches, or if an approaching character has visible arms or

armor (the robes are tattered enough that armor and all but the smallest of weapons will be visible), they will stand and fight anyone who approaches. They will not pursue anyone who flees, and they will not abandon their post.

The guardians are not undead, but rather constructs, similar to what could be considered a bone golem. If destroyed, they will reform at the next sunset unless the sarcophagus on level four is blessed.

Guardians: Armor as plate, Move half as fast as an unarmored man, HD 5, HP 23, #AT 1 sword or 1 bow, D 1d8 or 1d6, immune to spells as if undead, unable to be turned, non-magic weapons do half damage.

If the guardians kill anyone, they will wait until the next sunset, and then take the body and any equipment upstairs and dump it all behind the curtain.

Oh yeah, one more thing... they will attack anyone coming down the stairs.

Fourth Level

This room is the resting place of the princess. On the opposite side of the room from the entry stairs is a stone sarcophagus on a raised platform (the platform and sarcophagus are actually one large carved piece, and part of the floor as well), with carvings depicting wizards putting a woman to sleep and placing her in... the sarcophagus. The detail of the carving is so great that one can see the carvings on the sarcophagus in the carving, and elves can see that repeat four or five times. If looking at it with magical sight, a character can see that this actually goes on *forever* (anyone who sees this must make a save versus spells or become mentally disoriented, suffering a two point penalty to attack rolls, armor class, and saves for 2d6 rounds, and spellcasting will be impossible – but characters will not know they are thus affected until they enter combat or attempt

to cast a spell). Behind the sarcophagus is a curtain made up of a heavy cloth of unknown origin. Behind this curtain is a very large pile of bones, and if one digs through the bones one will find badly decayed, and finally powdered bones at the bottom of the pile.

Surrounding this platform is (what appears to be) a thaumaturgic circle, with many glyphs and sigils along its border, carved into the floor. The indentation of the carvings is completely lined with the reflective crystals so it will seem to glow to anyone entering the room with a light source. This is actually decoration and has no magical power at all.

Hanging from the ceiling is the remains of a crystal chandelier, broken some ages ago. Crushed glass covers the floor (a lot more than the chandelier would account for, if anyone were to know how big the chandelier actually was). When the door to this level is opened, the glass on the other side of the door will crinkle loudly, and characters must intentionally be stealthy or else the glass beneath their feet will snap and pop.

The amount of reflective crystals in the stonework in this room is massive, so anyone coming up here with a light source will cause the entire room to become a shimmering spectacle.

In the sarcophagus is the princess, but unfortunately for any suitors, it is an undead *thing* (Armor as chain, HD 4+3, HP 27, 1 attack, 1d4 damage + level drain, immune to non-magical or non-silver weapons). And it never sleeps. And if there was any noise made in approaching the sarcophagus, it will know they are there, and will achieve automatic surprise if the character lifting the lid of the sarcophagus does not declare any caution. it will attack anyone opening the sarcophagus. It really doesn't care about the ritual, as the entire legend is a complete fabrication, and the woman was in life a streetwalker who was kidnapped, mur-

dered, and corrupted into this form specifically as bait to lure greedy people to their deaths. The souls (or spirits) of those killed by her, because they were doomed by greed (the want of an underserved kingdom) or lust (the hand of a woman they have never met) are delivered to some foul god to be tortured for eternity. If “killed,” the undead creature will reanimate at the next sunset unless the sarcophagus is blessed.

The round after killing someone, the princess places the body behind the curtain (it will not rise) and replaces the sarcophagus lid and returns to rest. Rats, which have climbed through the cracks in the structure of the tower, will eat away at the body until it is just bones, and they will carry small items and valuables (especially the *Key of Love* if present), into a deep subterranean lair where their mythic rat lord masters, worshippers of the death gods of Duvan’Ku, will collect them. These masters will then see to it that the (entirely invented) legend is spread in the new area, and then introduce the *Key* again so new victims will travel to the tower, thus repeating a cycle that has gone on for millennia.

Fifth Level

This room does not connect to the rest of the tower. Inside the room is magical darkness, which engulfs the entire room and ends just at the window.

The room is empty except for the floor which is absolutely covered with all sorts of spikes, broken blades, caltrops, splintered bones, and other sharp items. It is impossible to step anywhere without stepping on something; the floor is covered several layers deep.

Anyone stepping inside the window with their full weight takes d3 damage and must make a paralyzation save or fall down, taking a further d6+1 points of damage. Once a character has fallen, he must make a petrify save (with

wisdom bonus applied!) to remember which way the window is, and failing this save means he takes d3 damage as he shuffles through the sharp stuff. This save may be attempted every round until successful or the character is dead.

Anyone who dies here will have rats crawl into the room and gnaw their body and possessions into manageable bits, which too will be carried away...

How It Happens

Here is one possible way of getting a party to the tower:

Sir Fondleroy Addleton and his three retainers show up somewhere one stormy night when the characters are present. Maybe it’s at a roadside camp, maybe it’s at an inn.

Addleton will inform the characters that he is looking for some hired help for an expedition into the forest. Addleton will request a meeting away from where the retainers can interrupt. He will offer each of the PCs 250gp to simply act as bodyguards and escort him to a location in the forest. That’s all. There is no mission to accomplish, no expected danger. Just get him to his destination. “Will you do it?”

Of course PCs aren’t going to say yes without more information... will they? If so, then alter the chain of events offered below. If they say no, then that’s the end of this adventure. If they say no and then follow the guy, have Addleton recruit some other riffraff and improvise based on the information below.

If the PCs want to know about his relationship with his retainers, he will confide that he doesn’t know them so well, having hired them in the last city he passed through because he considers it unwise to travel through the countryside alone. He has overheard them talking amongst themselves and he is worried that they are brutal thugs. He doesn’t want to anger them

or cause trouble by firing them, as being tough guys is what he hired them for, but he doesn't trust being alone with them on such a, ahem, sensitive mission.

If they want to know the full story, he will tell them. He was traveling in the southlands when he began hearing about the legend of a lost ancient city called Duvan'Ku. It was ruled by a goodly King Porgotna. He had a beautiful daughter, a kind and gentle soul named Princess Turuvna. When she came of age she began accepting suitors. But every time she chose someone to marry, they ended up committing a horrible crime. It was a scandal throughout the kingdom. Finally the Princess' last suitor was a great general in the army, who after gaining the heart of the Princess led a savage massacre against helpless peasants. The King became incensed, and seeing his daughter fall to pieces yet again, decided that enough was enough. He had his daughter put into a magical sleep so that her misery would no longer trouble her, and declared that only a man of great intellect and conviction, with a honorable and peaceful spirit, could break the spell and claim his daughter. He sent his daughter away to his most remote and secret outpost and had her laid to rest at the top of its tower, and charged his two most trustworthy guardsmen to make sure no harm came to her. He then had his court wizards fashion a key to that tower that would only work for a man worthy of his daughter's love and then had it hidden. He declared that the man to break his daughter's spell would be able to rightfully claim her in marriage and inherit the kingdom and all its treasures. The evil general sought to find the Princess himself, but in his lust and greed was transformed into a wicked caricature of his old humanity. Apparently he found where the Princess was, but being unable to enter the tower, his hate sustains him and he acts as an obstacle to any that would enter the tower. The King, so overcome by guilt over what his daughter had suffered and what he had done to end that suffering, died soon after and

Duvan'Ku began a swift descent into the obscurity of ancient history.

Addleton can provide a series of parchment fragments that confirm various parts of the story, including one that gives compelling evidence that the spell the Princess was under would sustain her for all time, until it is broken. Away from anyone else's sight, he produces a heart-shaped key made of unknown metal (the *Key of Love*). He says he was a henchman of an adventuring expedition that went to reclaim an old church that had been overrun by undead. He found the key in the church's vaults, and spent tens of thousands of gold pieces consulting sages and finally learning the location of the tower where the Princess is kept. He decided that was too dangerous to keep written down, so he's memorized it. He says he just needs the PCs to get him into the tower. That's the goal.

During the trip to the tower, Addleton will tell of all he has heard about Duvan'Ku, saying the legends tell of riches beyond compare and crafted magic that is as commonplace as woodwork is in the current lands. He says that even if the legends have been exaggerated ten times over the truth, they should all be very wealthy men. If the PCs are predominantly male, he will talk about all the beautiful women he's bedded, and hypothesizes how the princess will compare. He jokes about giving all the PCs appointments in his royal court if the legends turn out to be accurate.

When reaching the clearing, Addleton will direct the party to engage the guardian creature and draw it away from the door so he may enter the tower, with his retainers supplying supporting missile fire and guarding the horses in case goblins are attracted by the sounds of combat. Because he doesn't want to screw up the prophecy, he directs the adventurers to not enter, and that he will call for them after he has achieved his goal, or when he needs them. He

assumes that the princess' chamber is in the top of the tower, where the window is.

If the PCs do what he says, the creature will move to engage intruders and move away from the door. A round after the battle is joined, Addleton will go to the door, use the key to open it, take the key while leaving the door open, and go inside. If there is battle, the PCs will not hear the statues' speech. Assume it will take Addleton one round to listen to the statues, one round to enter each new floor of the tower, and two rounds to change clothes on the second level. He shouldn't last long once he reaches the fourth level, as he will be so eager to gain his prize that he will throw all caution to the wind and he will be surprised.

The round after Addleton enters the tower, the PCs will hear a commotion by the horses – the retainers know of the gems that Addleton was carrying and two of the retainers have decided that now would be a wonderful time to grab them and run. One of the men is honest and tries to stop them. If nobody interferes, the two thieves will kill the honest one and then ride off with the treasure.

If any PC enters the tower, it is imperative that the referee communicate with this player in secret. It is to be made clear that the player(s) in question can not give other players any information about the inside of the tower until their characters reunite! They will of course find Addleton's armor and weapons in the bin on the second level, but likely there will be no trace of him once they reach the fourth level – unless they look behind the curtain. The key will already be gone if his body is there.

Sir Fondleroy Addleton

(Chain mail and shield, Fighter 3, HP 23, 1 attack, 1d8 (longsword) or 1d6 (bow) damage). Important equipment of note includes his medium warhorse, chain mail, shield, longsword, longbow, and twenty arrows. He keeps 3d20 gold and 2d20 silver on him at all times.

In his saddlebags are his rations and supplies, as well as a pouch with 10 pearls worth 250gp each. These pearls are what Addleton was going to pay the PCs with, and what the retainers attempt to steal. He of course has the parchments with the legend fragments and the *Key of Love* on him at all times.

The Retainers

(Leather armor, Lvl 0, HP 5 each, 1 attack, 1d8 (longsword) or 1d6 (bow) damage). Important equipment of note includes their light riding horses, leather armor, longsword, short bow, and twenty arrows each. Each has 3d6gp on his person.

Other Possibilities

The above adventure assumes that a referee really doesn't want to goad the PCs into entering the tower themselves. Of course they will do so on their own anyway, but that's the point – this is intended to be a horror adventure, a *Weird Tale* if you will, and not an example of high adventure and derring-do.

The referee must set this up correctly. The *Key of Love*, and the legend, must pass into the players' hands somehow, whether as an enticement to go to the tower, or in the hands of another that let it be known where they are going and why.

The key points:

There is no legend of treasure or magic to be had. The prize is the princess, and specific steps to free her must be taken. It must be stressed that if more than one person enters that tower, they are not going to be able to awaken and rescue the princess. The idea is that whoever goes up that tower dies. It is not intended to be solved or defeated, and there is no reward for doing so.

And really, anyone who puts on rotting clothing to satisfy some skeletal guardians in order

to marry a woman they've never heard of until the day before... come on. They deserve what they get.

The example scenario gives a nominal reward so it's not a complete waste of time for the PCs (and the reward is gained by those who don't get greedy!), but there is nothing stopping a referee from being especially cruel (as opposed to the regular level of cruelty needed to run the

adventure in the first place) and foregoing even that kindness, but most players would like to be rewarded for smart play. And not going in the place is definitely smart play.

It is recommended that the PCs have very little, if any, magic items when they undertake this adventure. Horror doesn't work if the protagonists can muscle their way through.

THE DREAD SORCERIES OF DUVAN'KU

By James Edward Raggi IV

Duvan'Ku was a magical place, and its inhabitants created many a bizarre and transgressive spell. This knowledge of Duvan'Ku is spread throughout the world, in ancient spellbooks held captive in dragon hoards, lich's libraries, and the like. However, some also survive on scrolls, and the mischief that the Dead King seeks to perform from beyond time allows some of these to reach the world in much easier manners...

All of these spells are Magic-User spells, as the gods would never directly grant powers to anything borne of Duvan'Ku.

Animate Dead II

Level 6

Range: 10'

Duration: Permanent

Area of Effect: See Below

Casting this spell on a corpse causes it to rise as a ghoul under the control of the caster. One ghoul per two levels of the caster may be raised, provided there are enough intact corpses at the site of the casting of course.

Animate Dead III

Level: 7

Range: 10'

Duration: Permanent

Casting this spell on a corpse causes it to rise as a wight (if it is an intact corpse) or a wraith (if it is not) under the control of the caster. One undead per two levels of the caster may be raised, provided there are enough corpses at the site of the casting of course.

Animate Dead IV

Level: 8

Range: 10'

Duration: Permanent

Casting this spell on a corpse (or the site of a death if the body was destroyed) causes its spirit to rise as a spectre under the control of the caster. One undead per four levels of the caster may be raised, provided there are enough bodies (or spirits) at the site of the casting of course. Note that a spectre is completely aware of its status as an undead creature, and although it will be compelled to obey the caster, it will not be happy about it... at all.

Animate Dead V

Level: 9

Range: 10'

Duration: Permanent

Casting this spell on a corpse (or the site of a death if the body was destroyed) causes its spirit to rise as a ghost under the control of the caster. Only one undead per ten levels of the caster may be raised, provided there are enough bodies (or spirits) at the site of the casting of course. Note that a ghost is completely aware of its status as an undead creature, and although it will be compelled to obey the caster, it will not be happy about it... at all.

Army of One

Level: 3

Range: 10'/level

Duration: 1 round/level

The recipient of this spell is able to make one melee attack for every opponent directly engaging him for the duration of the spell. Each attack must be against a different opponent,

Aura of Good

Level: 1

Range: Touch

Duration: 1 hour/level

The target of this spell will radiate a good (or lawful, or both, as appropriate) aura when the subject of detection devices or spells. At *best*, a scrying party will detect that there is a magical aura present but nothing short of a dispel magic will cause a detection spell to detect anything other than good.

Black Blood

Level: 3

Range: 30' + 10'/level

Duration: See Below

This spell causes the target's blood to become a thick and expanding gel, causing intense pressure and pain. This will cause 1d4 points of damage every round until the pressure is relieved. While in great pain, the character can act normally and suffers no penalty aside from the hit point loss. Relieving the pressure is done by either the target being hit by a piercing or slashing weapon by an enemy for damage, or someone intentionally slicing the character open to bleed him (can be done for no initial damage).

Once this happens, the character becomes unable to take any action and merely convulses for three full rounds as a disgusting, viscous black ichor spews from his wounds, covering the entire area. At the end of the third round, the character takes 1d6 damage and then may act normally.

Blood Oath

Level: 3

Range: Special

Duration: Special

Blood oath solidifies an agreement between two parties, ensuring by magical means that both parties keep to the agreement. For the oath spell to take effect, all parties must be in full control of their mental capacities (no oathing under charm, for example) and be aware that

the spell will be binding them. The terms must be explicitly laid out, and the important thing is the letter, not intent, of the agreement. The spell will remain in effect as long as it takes to see that the agreement is honored, and can include as many people as are willing to take the oath. If any party breaks the oath, the will immediate lose one level/hit die.

Bloodless

Level: 3

Range: 10'/level

Duration: 1 round/level

The target of this spell takes half damage from all attacks for the duration.

Dangerous Toys

Level: 1

Range: Touch

Duration: Permanent

This spell causes a minor demon to inhabit a very small inanimate object. The demon wakes up, animating the object, when it is touched by a child. At that point the object will attempt to slay any living thing it comes across. The object then has AC as leather, MV 120', HD 1, #AT 1, D d6.

Death Breath

Level: 3

Range: 0

Duration: Instantaneous

The character spews forth a toxic cloud of green-black gas from his mouth, doing 1d4 points of damage for every level of the caster, with a saving throw for half damage applicable. Note that there are no components needed, and because it is a gas most forms of gags will not stop the spell from working.

God Oath

Level: 5

Range: Special

Duration: Special

Blood oath solidifies an agreement between two parties, ensuring by magical means that both parties keep to the agreement. For the oath

spell to take effect, all parties must be in full control of their mental capacities (no oathing under charm, for example) and be aware that the spell will be binding them. The terms must be explicitly laid out, and the important thing is the letter, not intent, of the agreement. The spell will remain in effect as long as it takes to see that the agreement is honored, and can include as many people as are willing to take the oath. If any party breaks the oath, the will immediately die, with no possibility of raising, resurrection, or reincarnation.

Infanticide

Level: 1

Range: 10⁷/level

Duration: Permanent

This spell slays any creature with one hit point (maximum, not current) without any mark or a scratch on it – it just stops breathing.

Longevity

Level: 2

Range: 0

Duration: 1 Year

Casting this spell erases the previous year in terms of aging effects. The caster must bathe in the blood of a number of virgins equal to the actual age of the caster at the time of casting. This blood must be fresh and the act of collecting it must kill the virgins, and the one hour casting time is the amount of time the caster must spend soaking in the blood.

New Mind

Level: 9

Range: Touch

Duration: Permanent

This spell completely erases the mind of one creature and replaces it with whatever the caster wishes. When the spell is complete, the creature should re-roll intelligence, wisdom, and charisma from scratch, and a new alignment should be randomly determined. All of the creature's memories will be wiped out as well, and the caster will be able to create an entirely new set of memories as he pleases. The

character will begin again at level one in a random class, although retaining its original hit points and saving throw numbers until it gains a level greater than its original.

Oath

Level: 1

Range: Special

Duration: Special

Oath solidifies an agreement between two parties, ensuring by magical means that both parties keep to the agreement. For the oath spell to take effect, all parties must be in full control of their mental capacities (no oathing under charm, for example) and be aware that the spell will be binding them. The terms must be explicitly laid out, and the important thing is the letter, not intent, of the agreement. The spell will remain in effect as long as it takes to see that the agreement is honored, and can include as many people as are willing to take the oath. If any party breaks the oath, the will suffer a one point permanent loss from a random ability score.

Protection from Living Creatures

Level: 2

Range: Touch

Duration: 3 rounds/level

This spell creates a living barrier around the target which repels living creatures. Any living creature attacking the target suffers a -2 penalty to hit, and the target receives a +2 saving throw on any effect caused by a living creature. Living creatures which physically strike with a body part (claw, fist, bite, etc) may not attack at all. Note that extra-planar creatures, undead, constructs, magically-imbued beings, etc, are not considered "living" creatures for the purposes of this spell. This protection moves with the target.

Protection from Living Creatures 10' Radius

Level: 4

Range: None

Duration: 1 turn/level

This spell creates a living barrier around the target area (centered around the caster) which repels living creatures. Any living creature attacking into the target area suffers a -2 penalty to hit, and the target receives a +2 saving throw on any effect caused by a living creature. Living creatures which physically strike with a body part (claw, fist, bite, etc) may not attack at all. Note that extra-planar creatures, undead, constructs, magically-imbued beings, etc, are not considered "living" creatures for the purposes of this spell. The material component is dirt from a grave, which must be sprinkled around the spell area as it is cast. This circle of protection does not move.

Steal Spell I

Level: 4

Range: 10'/level

Duration: Permanent

One random spell (of level 1 – 3) is erased from the memory of the target and the caster of this spell gains the ability to cast it as if he had memorized it. The gained spell must be cast, and can not be transcribed or stored in any way.

Steal Spell II

Level: 5

Range: 10'/level

Duration: Permanent

One random spell (of level 1 – 4) is erased from the memory of the target and the caster of this spell gains the ability to cast it as if he had memorized it. The gained spell must be cast, and can not be transcribed or stored in any way.

Steal Spell III

Level: 6

Range: 10'/level

Duration: Permanent

One random spell (of level 2 – 5) is erased from the memory of the target and the caster of this spell gains the ability to cast it as if he had

memorized it. The gained spell must be cast, and can not be transcribed or stored in any way.

Steal Spell IV

Level: 7

Range: 10'/level

Duration: Permanent

One random spell (of level 3 – 6) is erased from the memory of the target and the caster of this spell gains the ability to cast it as if he had memorized it. The gained spell must be cast, and can not be transcribed or stored in any way.

Steal Spell V

Level: 8

Range: 10'/level

Duration: Permanent

One random spell (of level 4 – 7) is erased from the memory of the target and the caster of this spell gains the ability to cast it as if he had memorized it. The gained spell must be cast, and can not be transcribed or stored in any way.

Steal Spell VI

Level: 9

Range: 10'/level

Duration: Permanent

One random spell (of level 5 – 8) is erased from the memory of the target and the caster of this spell gains the ability to cast it as if he had memorized it. The gained spell must be cast, and can not be transcribed or stored in any way.

Storm of Fertility

Level: 9

Range: 1 mile/level

Duration: Permanent

This spell impregnates every female of the same race as the caster in a large area. Before casting the spell, the caster must trap an extra-planar being in a containment circle. Casting this spell kills this creature, and this being is the father of the children it spawns. The spell affects an area one mile in diameter for every hit die of the trapped creature, with each female getting a saving throw to avoid its effects. The children will look like the mother's race,

mature at the rate of the mother's race, but have the temperament, alignment, and abilities of the father.

To Challenge the Gods

Level: 9

Range: Line of Sight

Duration: 6 turns

This spell strips any one extra-planar being of all supernatural powers and abilities. No items or affiliations are affected.

Torture

Level: 3

Range: 30'

Duration: 1 hour

This spell, which only works on bound or otherwise helpless targets, allows the caster to ask one question per level, and the target must answer truthfully or take 1d6 points of damage per lie told. If the target lies, the effect is obvious to any onlooker.

Vomit

Level: 1

Range: 10'/level

Duration: See Below

The target of this spell begins to vomit a thick, disgusting black chunky liquid and is unable to take any other action. The effect continues, every round, until the target makes a saving throw.

Vomit Guts

Level: 4

Range: 10'/level

Duration: See Below

The target of this spell begins to vomit up their insides, with the target being unable to move and taking 1d10 damage every round until they make a saving throw.

FELL MAGICK ITEMS OF DUVAN'KU

By James Edward Raggi IV

Bag of Spirit Holding

This functions as a bag of holding of the largest size. There is a 1% chance whenever it is opened (to take something out or put something in) that a spectre that has been trapped within the bag will escape to attack the owner of the bag.

Basket of Bountiful Harvest

This basket is always full of fresh fruit, vegetables, bread, and sweet meats when opened. Any who eat from the basket must save versus death magic (referee should make a secret saving throw) or begin to lose 1hp per day, permanently (the character's maximum hit points decrease!), beginning 6d6 days after eating. An exorcism or remove curse is necessary to stop this effect but does not restore lost hit points.

Book of Faust

By reading this book, a character may make a pact with a devil and increase one ability score to 18 in exchange for one service to be rendered one year from the time of the ability score gain. At the one year mark, an Arch-Devil will appear in person to take that person to hell, and the character can not be raised or resurrected, and a wish to bring the character back will result in a crippled stump of a body, no limbs, blind, and dumb, being spewed forth from the Arch-Devil that had required service.

Book of Sacrifice

By reading this unholy text of exorcism, any curse (or possession, or any undesirable state), any whatsoever, is lifted from the target of the exorcism. The curse passes to the reader, and at that point can not be removed by any means

short of a wish. Any reader attempting to remove his own curse instead makes the curse irrevocably permanent, and no means whatsoever can ever remove the curse.

Book of Unspeakable Shame

This text lists the crimes of Duvan'Ku against nature, the cosmos, the gods, and all of greater creation. The entire text takes two months to read, and after it is complete the reader must save versus spells or be feebleminded. If this happens, the reader gains no benefits from the book and if healed must read the book again to attempt to gain the benefits. If the saving throw succeeds, the reader becomes immune from all mental attacks such as fear, charm, etc, forevermore. The reader also gains a 25 Wisdom. The book does detail literally unspeakable shame – the reader will never be able to articulate exactly what it is he has seen in the book to any other, and any reading his mind must make a saving throw versus spells or become feebleminded. 2d4 weeks after completing the book (and if the benefits are gained), 2d6 demons will appear to destroy the reader, as no mortal may have this knowledge. They will all be Type I demons, led by a demon of a type indicated by the greatest number shown on the dice. For example, if the 2d6 roll was a 4 and a 3, then it would be seven demons total, one of which would be a Type IV.

Candle of Ill Lumination

This small candle illuminates as dim or as bright as the possessor wishes, even to the point of being as bright as daylight. Undead in this light are invisible, even while attacking, and immune to any effects of this light.

Casket of Duvan’Ku

Undead creatures in the casket are always awake and aware of everything outside the casket. Vampires suffer no restrictions the day after resting in the casket. Living things that lie in the casket lose one level – shutting the casket means instant death, with a save versus death needed to prevent rising as a wight at midnight.

Chalice of Great Health

If a good creature is ritually sacrificed and its blood immediately collected in this cup, the drinker will be cured of any curses and diseases, magical or mundane.

Chimes of Entrance

This acts as a normal chime of opening, but any dead bodies within range of the chime’s sound rise as skeletons or zombies, as appropriate.

Cloak of Many Fashions

This cloak transforms into whatever clothing the wearer desires, whether it be a fine ball gown, sleep wear, thick fur clothing for arctic exploring, or even any sort of (non-magical) armor (but not including a shield). When someone wearing this cloak comes within 50’ of an undead creature than can see him, it turns into an entangling death shroud, completely immobilizing the character and leaving him unable to act or defend himself.

Cloak of Soul Displacement

This acts as a normal displacement cloak, but it has a +3 bonus. Every attack that misses because of this cloak (any first strike, or subsequent strike that misses by three or less) gives a 1% cumulative chance that the character will turn into a wraith or spectre (whichever is closest in hit dice to the character’s level) who will seek nothing else but to drain all living things.

Crown of Duvan’Ku

Each former ruler of Duvan’Ku wore his own crown, and each crown has become corrupted and evil due to the utter depravity that they have been present for. This is but one such crown.

Wearers of the crown may use the following minor powers: Speak with Dead (all spell effects are as if the wearer is a thirtieth level caster), once per week. They are immune to any sleep or hold spells (or any spells that commonly affect undead), and may Animate Dead once a week. The wearer also enjoys a two point bonus to his armor class.

There are also these major powers: Twice a day, the wearer may Dispel Magic, and once per day may cast Heal. The wearer continuously causes Fear with his gaze whether he intends to or not.

The crown’s primary power is Trap the Soul, which the wearer may cast once per month.

There is a price for this power. All holy water closer than 10’ from the crown will instantly spoil and become normal water. The wearer’s touch kills green plants instantly (or inflicts d10 damage if combating a sentient example), and every month the wearer loses 5d6 pounds until he collapses into nothingness.

Using any major or using the prime power ages the user 3d10 years.

If the wearer dies from either aging or weight loss, his soul departs for Duvan’Ku to serve the dead King who once wore this crown, never to be recalled again.

Dead Sign

The Dead Sign is an evil sigil that may be inscribed on (or sewn into!) any object. Those wearing the Sign are immune to curses, unnatural diseases, hold, charm, or any other mind-influencing spells. However, the wearer is also

able to be turned as undead of their level, and any holy water with 10' of the sign becomes spoiled. The sign must also be openly displayed – any hidden Sign causes one point of damage, per round, to anyone carrying it, if they are aware they are carrying it. If someone who has knowingly carried the Sign (if someone discards the Sign immediately upon discovering they possess it, they may with no ill effects) then discards it, then they take one point of damage, per turn, until they are dead.

Dead Sign, Greater

This Sign has all of the powers and drawbacks of the normal Dead Sign, but anyone who sees the sign will die of spontaneous fright the next time they are alone for longer than 2d20 minutes. However, if a second person sees the Sign before the first one is dead, neither onlooker dies, but the bearer of the Sign dies and the Sign itself disintegrates.

Elixir of Fleeting Love

This potion causes the drinker to fall in love with a specific person. Hair, fingernails, or some other personal issue must be mixed in the potion and the drinker will then fall in love with that person. The drinker will be unquestionably devoted and completely in love, with a saving throw only allowed if there is blatant abuse. The drinker will also age at twelve times the normal rate – one year for every month that passes.

Flute of Undead Pacification

The sound of this flute makes all undead docile and they will take no offensive action while the flute is being played and all else is quiet (and no other combat is happening!). The player must be still to play properly, and the undead will gather around the player... but when the playing stops (or something breaks the undead's concentration, or Silence is cast over the player), the undead will become vicious as usual. Bards playing the flute will be so skillful as to heal 1d6 points of damage to any undead hearing it, every round.

Gauntlets of Undead Power

These gauntlets drain 1d4 levels per hit when used in unarmed combat against a living creature. These levels are not transferred to the wearer of the gauntlets. If the gauntlets completely drain a creature, the wearer loses a level immediately. If the gauntlets are ever used against an undead creature, the undead is unaffected and instead the wearer loses 1d4 levels.

Gem of Lifeforce Sight

This gem acts as a gem of seeing, but when looking through the gem all living beings will be seen as slowly rotting and dying, and the viewer will be able to tell the how long the creature will naturally live. This insults the soul of the viewed, and any creature that will naturally die (of age or disease) within a month will rise as a wight or wraith to hunt the viewer. Anyone else viewed with the gem that dies within 24 hours will also rise as a wight or wraith and hunt the viewer, feeling the violation contributed to its death.

Gemstones of Duvan'Ku

These priceless gems are under an irrevocable curse – any who spy upon them becomes overcome by extreme violent greed. A save against spells is applicable, but a successful save means that the character wants to separate himself completely from the gems – he will not handle them. Characters who have taken an extreme and uncompromising vow of poverty may handle the gems without succumbing to the curse, but of course would not do anything with them. Those affected by the gem will first attempt to buy it, offering all the money and property they have in the world if possible (which usually won't amount to much, and the gems affect beggars the same way as they affect kings). Of course the possessor of the gems would never part with them, and if the gems can't be bought, there will be an attempt to steal them, and failing that, an attempt to violently take them.

Girdle of Fertility

If worn during intercourse (by either party), pregnancy will occur – even cross-species or if one party or the other is infertile. The child gestates as normal, but is a wight, and giving birth will kill the mother. In ancient times, the priest of Duvan’Ku would then carefully secure the baby in a floating cradle and place it in a stream, with the idea that some passerby would seek to aid the baby, which would then kill them.

Grimoire of Walking Flesh

This text allows the creation of a flesh golem. It requires the parts of 10d4 fresh bodies, takes two weeks time as the parts are assembled, and then requires a strong electrical charge (a lightning bolt will do) to activate the body. There is no monetary cost to making the golem with this book, and an unlimited amount may be made. When the golem activates, the mutilated remains of the bodies used for parts will rise and seek to destroy the creator of the golem. The golem will not fight these undead. The risen dead will be zombies 50% of the time, ghouls 40% of the time, and wights 10% of the time (check each creature individually). If the bodies have been utterly destroyed, then the creatures will be wraiths (75%) or spectres (25%).

Holy Symbol of the Church of Duvan’Ku

A cleric using this holy symbol automatically commands (not turns or destroys) any undead it is used against. When commanded undead kill as many creatures as the commanding cleric has levels, or drains a like number of levels, the cleric’s soul immediately becomes corrupted and he begins transforming into an undead type the same hit dice as the cleric’s level. Alignment change happens immediately and the cleric gains the special abilities of the undead immediately, and the character will slowly die and rot and fully become that undead form within 2d6 days.

Holy Symbol of the Church of Duvan’Ku

A cleric using this holy symbol automatically commands (not turns or destroys) any undead it is used against. However, after this power is used, the cleric’s healing spells will cause harm instead of heal. The cleric must be exorcised for the spells to be righted once more.

Holy Symbol of the Church of Duvan’Ku

This holy symbol doubles the cleric’s effective level in terms of the number and level of spells that can be prepared, as well as spell effects determined by level. After using this power, if a cleric is ever in front of any altar and does anything (prays, blesses, defiles, etc), or casts a commune spell or makes any contact with an extraplanar source, or is in the presence of a gate, or says the name of any demon, then an entity (the demon named, a chief servant of the god the altar is dedicated to or contacted with the commune, or a random powerful creature from where the gate leads) will appear to destroy the wearer of the dread symbol of Duvan’Ku.

Holy Symbol of the Church of Duvan’Ku

When using this holy symbol, a cleric is considered to be five levels higher than his regular level for purposes of turning undead (although undead will never be destroyed by a cleric wearing this symbol). However, the wearer is also able to be turned as if undead of five fewer hit dice than his current level.

Horn of Battle

Blowing this horn summons undead (see chart below for what type) out of the ground and walls to fight for the possessor of the horn. Once that battle is over, the undead will turn on the blower of the horn and attempt to kill him. These undead may not be turned until the blower of the horn is dead.

Roll Undead Summoned

01 – 75	4d10 Skeletons
76 – 80	2d10 Zombies
81 – 85	1d10 Ghouls
86 – 90	1d6 Wights
91 – 95	1 Spectre
96 – 100	1 Vampire

Necklace of Undead Immunity

The wearer of this necklace is immune to any touch-based special abilities possessed by undead (a ghoul's paralysis, a wight's energy drain, etc). However, the next person that the wearer touches after such an attack (even if the necklace is removed!) suffers the most powerful effect that the necklace has protected against, and every further touch passes on another effect until all avoided effects have been passed on.

Periapt of Poison Immunity

This gives its possessor one hundred percent immunity from poison – saves are never necessary to survive. However, the referee should make a secret saving throw, and a failure means the next person the periapt's possessor touches must make his poison saving throw or suffer the effects the possessor originally avoided.

Ring of Cannibalism

This ring functions as a +2 ring of protection, but after it is first put on, the character wearing it will only seek sustenance from the flesh of his own race. Similar (for example, demi-humans for a human) races may be used for nourishment if none of the wearer's own race is available.

Ring of Dark Protection

This functions as a ring of protection +d6 (some are very powerful indeed!). The wearer takes 1d6 damage per round in sunlight and can only heal through natural means – magic will not help. Against undead, the ring makes armor class worse instead of better.

Ring of Death Dealing

This ring allows the wearer to cast a death spell, once a round, with no charges or limitations of any kind. Anyone or anything killed by this ring rises as a wraith or a spectre (50% chance of each) and will then hunt the wearer of the ring. They can not be turned while in sight of the wearer.

Ring of Desires

Functions as a ring of wishes. The wearer gets his wish, uncorrupted and exactly as he wants, but there will be unintended disastrous consequences unconnected with the wish. A fellow party member will suddenly die with no explanation, the most powerful magic item the character possesses will lose its enchantment, the character's home city will be overrun by its enemies in a surprise attack, whatever would devastate the character most.

Ring of Murderous Intent

This ring functions as a +1 protection ring, but it also always causes the wearer to be seen in the most negative light possible when scrying or detection spells are used on him. For example, anyone using ESP on the wearer will believe the wearer intends to kill him, anyone attempting to detect alignment will always detect the most opposed alignment to his own, etc. If there is a result that will cause a violent or other extremely negative response, that's the result the ring will cause people to get.

Ring of Scavenging Sustenance

The wearer of this ring may heal d8 damage by drinking the blood of a dead enemy, per enemy. The enemy must have been a living creature with blood (no golems, slimes, etc) that has very recently (say, in a combat the wearer was involved in) died. After the first time this is done, the wearer is forevermore unable to regain hit points any other way (rest, healing magic, etc, no longer works).

Ring of Essence Control

With this ring, a character may Charm any human or humanoid being as per the spell, with no saving throw allowed. When the charm ends (by any means), the victim also loses one level as if energy drained. The victim will know they have been bewitched, will remember everything that happened during that time, and will be aware of why they have lost a level.

A character completely drained by the ring, or who died while charmed, will rise as an undead, as per the chart below. Roll d%, adding 10% for every level the character originally was in life, and add 25% if the victim died (by any means) while charmed.

Roll Undead Type

01 – 50 Zombies

51 – 90 Ghoul

91 – 125 Wight

126+ Vampire

Ring of Vanishing

This ring works as a normal ring of invisibility, with the following exceptions: It doesn't work against undead, and if the wearer is adventuring in an area where undead are found on the wandering monsters chart, then all checks for wandering monsters result in an encounter with undead in addition to the normal chances for encountering another random creature.

Sacrificial Dagger

This dagger's hilt is carved out of pure ruby, with a skeleton design. It functions in all ways as a +5 dagger, but whenever it hits, the wielder takes the same damage as the victim.

Scroll of Personal Protection from Undead

This scroll is indistinguishable from a normal Protection from Undead scroll. It works identically, except there is no area of effect; only the reader of the scroll is protected!

Soul Jar

A character may place his life essence into this magic receptacle. While the jar holds the life essence, the character can not be brought below one hit point or die by any means whatsoever. However, the character may be turned as an undead creature of an equivalent level, and the character can not participate in "living" behavior such as eating, drinking, or having sex. When the character retrieves his soul, he will find that the receptacle leaks, and he will lose one level as if energy drained.

Staff of Life Transference

The wielder of the staff may heal another character 1hp for every 2hp the wielder allows to be drained from himself. There is a percent chance equal to the amount drained from the wielder that the amount drained is subtracted from both characters!

Sword of Glory

This sword is +1 to hit and damage, +3 to undead. When the attacker's to-hit roll is a natural 20 (or any hit whatsoever upon undead, the damage done is added to the attacker's hit points (up to his normal maximum, of course) as well as subtracted from the victim's hit points. Once the wielder of the sword has gained a total number of hit points in this manner (over time, not in one go) to equal his regular maximum hit point total, he immediately loses one level as if energy drained. If he continues to use the sword and he again over time draws enough hit points from the sword to match his maximum hit points (which should be easier since he's got less hit points now, right?), he loses two levels, and the next time three levels, etc. If the wielder is completely drained of levels, he becomes undead (of a type that is the same hit dice as the wielder's original level) and may no longer touch the sword.

RANDOM INN GENERATOR

By James Edward Raggi IV

The concept of “home base” is a common one in classic fantasy role-playing games. All too often, it’s merely reduced to a place to heal up and sell off treasure; a mere speed bump on the way to going back into the dungeon. But it doesn’t have to be that way. Take the common inn out in the middle of nowhere, for starters. It services people who travel on the edge of civilization (or else it wouldn’t be the convenient home base for a dungeon expedition!). By its very nature it will have a revolving cast of interesting, and perhaps seedy, characters, and some of those might prove beneficial or troublesome for our party... and the rest will just actively be in the way.

This article is designed to help the referee develop just that aspect, giving details of an inn, including a day-to-day schedule of new arrivals and departures. Because PCs may be at the inn for quite some time, perhaps months of game time, it is recommended that the referee generate visitors ahead of time; perhaps a month’s worth if the inn is “home base” for an expedition to a dungeon of impressive size. Not only will this provide a living environment within the game without needing to roll dice and check tables with players waiting, but additional plots and adventure hooks will start screaming out from the page as visitors are filled in. These “guest stars” will be a perfect overlap to the existing adventure material, giving PCs additional factors to consider in their plans, and giving players a real sense that the world their characters inhabit goes on without them. Instances when the inn is over-booked or other resources are stretched can cause minor inconveniences. Adventuring isn’t just risking death out in the field, it’s dealing

with the normal people just trying to live their lives in the regular world!

The Inn’s Name

Roll percentile dice for each category and put them together to come up with the inn’s name. Assume the name begins with “The...” and ends with “...Inn.” Feel free to ignore any result that seems too cheesy, vulgar, or unwieldy.

d% Roll	Verb	Adjective	Noun
1	Arising	Amorous	Bandit
2	Begging	Bawdy	Basilisk
3	Betting	Beautiful	Bear
4	Biting	Black	Berserker
5	Bleeding	Blue	Boar
6	Breaking	Brazen	Brigand
7	Breeding	Carrion	Buccaneer
8	Burning	Cheap	Bugbear
9	Bursting	Cloudy	Caveman
10	Casting	Crazy	Centaur
11	Creeping	Dirty	Chimera
12	Crying	Dizzy	Cockatrice
13	Cutting	Drunken	Courtesan
14	Digging	Easy	Crawler
15	Dreaming	Fat	Cube
16	Drinking	Fierce	Cyclops
17	Dwelling	Fiery	Dervish
18	Dying	Fighting	Djinn
19	Eating	Final	Doppelganger
20	Ending	First	Doxy
21	Falling	Foul	Dragon
22	Fighting	Frost	Druid
23	First	Furious	Dryad
24	Fleeing	Gelatinous	Dwarf
25	Flying	Giant	Efreet
26	Forbidding	Golden	Elemental
27	Freezing	Great	Elf
28	Gambling	Green	Fighter
29	Grinding	Grey	Gargoyle
30	Grinning	Handsome	Ghost

31	Growing	Haughty	Ghoul	87	(none)	(none)	Troll
32	Hanging	Heavy	Giant	88	(none)	(none)	Trollop
33	Hiding	Hellish	Gnoll	89	(none)	(none)	Trull
34	Hitting	Hill	Gnome	90	(none)	(none)	Unicorn
35	Kissing	Horrible	Goblin	91	(none)	(none)	Vampire
36	Kneeling	Invisible	Golem	92	(none)	(none)	Wench
37	Last	Jolly	Gorgon	93	(none)	(none)	Wight
38	Leading	Large	Griffon	94	(none)	(none)	Wizard
39	Living	Lewd	Harlot	95	(none)	(none)	Wolf
40	Loving	Living	Harpy	96	(none)	(none)	Woman
41	Melting	Lizard	Hippogriff	97	(none)	(none)	Worm
42	Prancing	Lusty	Hobgoblin	98	(none)	(none)	Wraith
43	Riding	Magnificent	Horse	99	(none)	(none)	Wyvern
44	Ringling	Mighty	Hound	100	(none)	(none)	Zombie
45	Rising	Mischievous	Hydra				
46	Running	Nasty	Insect				
47	Seeking	Naughty	Jelly				
48	Shaving	Ochre	Juggernaut				
49	Shining	Orange	Kobold				
50	Shooting	Precious	Lich				
51	Shrinking	Purple	Madame				
52	Shutting	Quaint	Man				
53	Singing	Quiet	Manticora				
54	Sleeping	Rabid	Medusa				
55	Slinging	Random	Merman				
56	Smiling	Randy	Minotaur				
57	Spinning	Red	Mold				
58	Spitting	Ribald	Monster				
59	Splitting	Rich	Mule				
60	Spreading	Robust	Mummy				
61	Stabbing	Rust	Nomad				
62	Standing	Saucy	Ogre				
63	Stealing	Sea	Ooze				
64	Stinging	Silver	Orc				
65	Stinking	Slovenly	Paladin				
66	Striking	Sly	Pegasus				
67	Swallowing	Small	Pirate				
68	Swearing	Spotted	Pixie				
69	Sweating	Stone	Pony				
70	Swimming	Storm	Priest				
71	Swinging	Striped	Pudding				
72	Talking	Tricky	Roc				
73	Throwing	Ugly	Salamander				
74	Thrusting	Vast	Skeleton				
75	Waiting	Vicious	Slime				
76	Waking	Wanton	Spectre				
77	Weeping	Wayward	Stalker				
78	Winding	Wealthy	Statue				
79	Winning	Welcome	Stirge				
80	(none)	Were-	Strumpet				
81	(none)	White	Tart				
82	(none)	Wicked	Thief				
83	(none)	Wonderful	Tiger				
84	(none)	Yellow	Titan				
85	(none)	(none)	Treant				
86	(none)	(none)	Triton				

The Inn

The Inn itself will have a tavern/common room. It will also have a common sleeping room with 8d4 beds, 2d10 “single” rooms (which may have two beds in them), and 1d4 “master” rooms that can sleep four people comfortably. There will also be a stable for travelers’ horses, and inns of the larger sizes (and especially inns far from villages) will have craftsmen (blacksmiths, etc) living there with their own workshops. If the area is dangerous, it may well have a wall around all the buildings. There will be a master bedroom for the owner (and possibly wife), another bedroom for children, and one more room for every 2 staff members.

Prices for lodging and food will be at 2d20 + 80% of the campaign norm.

The Inn Staff

The inn will have a number of permanent staff. When the PCs first come into contact with any of the staff members, be sure to make reaction rolls for each of the staff members. The point of this entire exercise is to increase the amount of role-playing in a campaign, and to take the focus off of the dungeon or quest and put it to more mundane matters, without losing interesting qualities.

In my games of the past, “I hit on the serving wench,” or more explicit versions thereof, have

been a common action. Usually I just hand-waive it, “Oh yeah, fine, she goes up to your room that night.” I mean, who cares, right? But if the “home base” is going to be used as a role-playing focus, that hand-waiving can’t happen. Every NPC at the inn, including both staff and visitors, need wisdom and charisma scores generated. In general, members of the opposite sex that have lower wisdom scores than the charisma of another character will be very attracted to that character (influenced by reaction rolls of course!), and will react accordingly. Remember, the PCs are going to be seen as extremely interesting people who live on the edge. People working at an inn, or having other mundane lives, will want to be close to that and perhaps will want to “run away” from their curreny life into a new and exciting one. Creating tension this way (especially when one NPC takes a liking to a PC, and then starts really taking a liking to random visitors to the inn afterwards) can result in some interesting situations that cause suspenseful play without the threat of bodily harm (unless someone gets challenged to a duel!), and an anchor to make all these characters seem more real.

The Owner

The owner will be a d20 – 10 level fighter (minimum 0). He will be an older fellow, and has a 50% chance of being married, and 25% chance of being widowed. If the owner has a negative reaction to the party, prices at the inn will be increased d10 + 5%. If the owner’s wife has a negative reaction to the party, prices will increase d4 + 1%, but if she reacts well to them, there will be a d10 + 10% discount. Note it is possible to have both the owner’s penalty and the wife’s discount together!

If the owner is married or widowed, he will have d6-1 children, each age d20 years.

The Servers/Cleaners

For every ten rooms, there will be one woman (age d20 + 15 years) who serves as a serving girl during busy times in the tavern area and

helps clean the empty rooms and keeps the area tidy.

Other Staff

The owners’ children, if any, can serve in other capacities if they are at least 10 years of age, otherwise there will need to be a stable boy, perhaps a regular handyman if there are no other craftsmen about, and so on. Keep in mind that anyone that lives at the inn (and most will – room and board will be an important part of the wages, as in a remote location, where else is there to live, and in the city, housing is expensive!) will need living space within the allotted rooms.

Regular Visitors

There are a certain amount of folks that reliably visit the inn on a regular, predictable basis. These are mainly the folk that keep the Inn stocked with standard supplies as well as some that are involved with the Inn’s personnel. Farmers will arrive every 2d4 days with new foodstuffs, other craftsmen will arrive every 2d10 days to take care of any needs that inn employees can not.

Temple Representative

Once a week, the temple representatives come to provide for the employees of the inn. They exchange news and views, and that week’s donations from the shrine. There will be two representatives on horseback, and they will both stay in one private room for one night.

Random Visitors

To determine each day’s visitors, make a percentile roll on the Random Visitor’s Table. Keep rolling as long as the dice come up an even number. The exact stats for these visitors must be determined by the referee.

Your specific game system should have guidelines or charts for determining the alignment and general personalities of NPCs. The game world is filled with all sorts of people, and many of them will not see eye to eye with the

PCs! Do keep in mind that evil does not mean violent and good does not mean they will team up with or aid the heroes in matters completely unimportant in their own lives. Using these random rolls to determine NPC personality lets the world breathe and, once again, lets the players know that even though the PCs are the center of the game, the game world does not revolve around them! However, if a specific roll inspires a particular idea, the referee should develop his idea instead of relying on the dice. They are only there for when the referee needs a little boost.

In many cases “he” is specifically used when talking about the random travelers. While the individual referee can give his game world any social qualities he likes, this adventure assumes that the game world is not so progressive. “Important” figures are most likely men, women are almost never in charge, and certainly never walk the wilderness alone. Note that absolutely none of this applies to “special” visitors such as adventuring parties, elves, magic-users, or such. Still, these types will still skew predominantly male, with maybe only 1 in 4 or even 1 in 5 being female.

Also, the region is assumed to be fairly homogenous. The inn should seem as “real” and “logical” as possible as a contrast to the more fantastic elements that the PCs will encounter later. Almost everybody visiting the Inn should be a normal human, with a non-humans being present in visiting groups maybe one time in twenty.

Roll	Result
01 – 02	Bandits
03 – 12	Craftsman
13 – 22	Duelist
23	Dwarves
24	Elves
25 – 26	Entertainer
27	Gambler
28 – 29	Gentleman
30	Gnomes
31	Collaborators
32	Gypsy Train
33	Halflings
34 – 35	Hearse
36 – 45	Laborers
46	Magic-User
47 – 48	Mercenaries
49 – 58	Merchant Caravan
59 – 68	Messengers
69	Minstrel Show
70 – 81	No Visitor
82	Officials
83 – 84	Religious Troupe
85 – 90	Random Travelers
91 – 92	Spies of the Nobles
93 – 94	Thief
95 - 98	Wedding Party
99 – 100	Roll on Special Visitors Table

Special Visitors Table	
Roll	Result
1 – 20	Adventuring Party
21 – 23	Doppelganger
24 – 40	Knight of Righteousness
41 – 75	Military Patrol
76 – 90	Noble
91 – 99	Vampire
100	Monster Raid

Details

Adventuring Party

Your game manuals should have rules for randomly generating adventuring parties. There will be d4+2 adventurers with an average level of 1d4, with the appropriate

henchmen, pack animals, and equipment. The inn will treat these folk the same as the PCs (unless the PCs have performed some great service, of course), so these people may end up being competitors for the challenges of the area. Depending on the alignment of the parties involved and appropriate reaction checks, these adventurers may be direct allies or perhaps even enemies of the PCs. They will want private rooms for each of them, perhaps a suite, and will stay as long as there is adventure and possibility of profit to be had.

Bandits

After raiding caravans and farmhouses and poor old women, bandits like to blow their money and live it up hard. These guys will not cause any real (violent) trouble if their excesses (unsocial and rude as they are) are tolerated. However, with so many different people around and all of the alcohol flowing, anything may happen. Note that they will be terribly obnoxious towards *any* females in the place, but of course the young and pretty ones most of all. For an interesting twist (especially if a PC has taken a shine on one of the inn's staff), make appropriate reaction rolls for the women to see if any of them end up in a bandit's bed that night. There will be 3d4 bandits plus their leader, they will stay in the common room, and they will stay here at the inn until they are all out of money (2d4 days). Certain bandits may be willing to become hirelings or henchmen.

Collaborators

The monsters aren't threats to road traffic on their own. While some keep quiet for various reasons, there are humans who actively aid them in their highway robbery. Collaborators spend time in cities finding out about merchant caravans that are preparing to head out and inform monsters about them ahead of time. When they move to inform their masters, their pattern is the same. Go to the inn, stay a night in a suite (or two private rooms), ride out the next day, return, stay one more night, and leave. Only PCs who specifically follow these

men, or who just happen to be along their path to witness their traveling to and contacting the monsters, would know something is up with them. The most disturbing part is that in order to contact the monsters and prove their "peaceful" intentions there, they must sacrifice one member of their own race at the meeting. So they will have a "new member of the gang" with them whenever they appear, and he will be killed upon contact with the monsters. There are d4+2 men in this gang and it will always be the same men that appear when this option comes up at any particular inn. If they are dealt with, then any further "Collaborators" results should be read as "no visitor." The men will generally never socialize as a group to keep as few people as possible from noticing that, as a group, they always show up with a new guy but never leave with him. Whenever the collaborators show up, then a merchant caravan of the largest size will automatically be set to arrive fully laden with goods at the Inn in 1d6+4 days. Whether the monsters will hit it before it arrives at the Inn or after it departs is for the referee to decide.

Craftsman

Before one can settle down in one's very own workshop, there is a period of wandering to gain experience in the field working for a variety of employers. Journeyman in the most literal sense! The referee will have to determine exactly what kind of work he does, and it should ideally be randomly determined. The craftsman will stay in the common room and stay 1d4 days, unless he finds work locally, in which case he'll stay as long as he has work.

Doppelganger

Creatures that depend on humanity for their sustenance will always find their way to out of the way inns sooner or later. The introduction of a doppelganger to the environment may or may not cause a great deal of havoc, depending on who the creature chooses to duplicate. The day the doppelganger arrives, every single person at the Inn has an equal chance to be

selected as the first victim. If the victim is just passing through, no one at the inn need ever know what happened. Until a body is discovered, anyway. A PC chosen as a victim will cause immediate conflict, of course, but an inn employee being killed and replaced by a doppelganger gives rise to a much more insidious, ongoing threat...

Duelist

Duelists travel the countryside earning their living through provoking fights, or better yet getting paid from just threatening to fight. They do this with the aid of an accomplice who will arrive at the inn the same day as the duelist but not appear to be associated with him. In fact, they will take great pains to act unfamiliar with each other. They will find a mark, usually a non-warrior looking type (no armor, battle scars, or large muscles) who looks at least fairly wealthy, and move in. The duelist will behave as a gentleman, being very proper, as bait for the trap. He will interact with his mark and then feign offense at some perceived slight and offer to resolve the matter with a duel to be scheduled the next day or two. In the meantime, the accomplice will approach the challenged and offer to broker a cash deal (where the duelist would be the one to get paid!) to prevent any embarrassment or untoward violence. Duels will be fought unarmored, with the weapon choice up to the challenged. Referees should detail which weapons a duelist is proficient in before executing the challenge to keep things fair. Duels will typically be to first blood only, although if a real offense causes the duel, and the duelist is of a cranky disposition (and someone has made a very bad reaction roll) and evil alignment, it can get nasty. After winning a duel, a duelist will pilfer a valuable from the defeated as compensation for his bother. Duelists will be a 1d6+2 level fighter, stay in a private room (as will their accomplice), and stay for 1d4 days.

Dwarves

“Dour and taciturn” is the cliché, and boy does it fit these fellows. Dwarves seldom have reason to wander in the realms of men, and when they do they just want to conclude their business and go home. The world of men has *too much sky*... 3d4 dwarves will stay one night at the Inn, in a private room if there is just a few of them, and in the common room if there is a whole bunch. Each dwarf has a 25% chance to be a classed individual, and they will engage in heavy drinking at the tavern on the day they are there.

Elves

Literature paints a different picture of elves than the usual adventuring party. While elves out in the world of men often seem like fine and normal fellows, most elves prefer to stay with their own kind and they really do form an alien society. Occasionally they must leave their sanctuaries to conduct various business in the world, and when they do they leave perplexed and whispering people in their wake. Elven visitors to the Inn will be 2d6 in number, with any specific elf a classed individual 25% of the time. There will be roughly equal amounts of male and female elves, they will not mingle much with other visitors of the inn, and they will stay one night in a suite.

Entertainer

Individual (or partner) bards make their living by playing taverns and festivals, so they will be passing through lonely road with some regularity. There will only be one or two of them, and they will play in the main tavern hoping for tips. They will sleep in whatever accommodations they can afford (usually the stables!). As usual with the “wandering lifestyle” types, they will be very rambunctious when let loose with the alcohol. They will stay at the Inn for 1d10 days.

Gambler

A professional gamesman travels the taverns of the realm and makes his living by winning

games of chance. He will set up on a table at the Inn and try to coax people into playing cards (or dice, or whatever) with him. The gambler is going to be either very good or very good at cheating, and any character that doesn't have gambling as a secondary skill should be at a severe disadvantage when facing this guy. He'll stay as long as he can keep making money (although likely it will be simply against visitors and not the staff after a couple days), using a private room. If cheating ways are uncovered, he just might be run out of the place!

Gentleman

Gentlemen are people of decidedly refined tastes, who comport themselves with utmost respectability and expect everyone around them to do the same in the name of a civilized society. Despite their delusions of being natural men of the world, they are so very unsuited to life around the frontier and so will spend most of their time here being quite offended. The barmaids are all tramps associating too much with men, so unlike proper ladies, the men do not dress properly for socializing and don't even use the correct spoon for their soup. They of course will be absolutely horrified at the prospect of violence (nevermind violence against *them*). For added fun, sometimes (25% chance) they will bring their wife along, who is twice as refined and three times as sensitive. Then they might (25% chance) bring along 1d4 children who will then have to be shielded from all sorts of bad influence. A gentleman may (25% chance) have a couple of retainers to do his "dirty work." Gentlemen will want a private room if traveling alone or just with his wife, or a suite if with more people. They'll plan to stay 2d6 days for exposure to the robust country air, but will often leave in a huff after 2d4 days.

Gnomes

Gnomes are perhaps the rarest (or least-seen, anyway) of the demi-human races, and therefore any encounter with them should seem

special. They are simple folk, as pragmatic as dwarves yet with the love of leisure as Halflings. PCs should be surprised by such a demeanor! There is a 10% chance that a gnome is a classed individual. There will be 2d4 of them, they will stay in private rooms, and they will stay for 1d4 days.

Gypsy Train

An extended gypsy family traveling through the area is always sure to stop at the Inn. There will be 4d4 gypsies, half of them women and one quarter of them children, with one wagon for every three gypsies. They will typically all be one big extended family. They will camp within a short distance of the inn and not stay in the rooms, but they will use all of the facilities available at the inn and generally be very visible. They will provide all sorts of entertainment, anything from dancing to juggling to fire-breathing and sword swallowing. Generally they would only bring in money on audience donations and will not be seen as a big deal by the locals. Depending on how stereotypical (some would say racist) you want to get with the gypsies, more possibilities open up. There could be some sort of theft subplot happening at the inn complex, or one of the old women of the gypsies could be a genuine seer and able to tell the PCs' future. The gypsies will stay for 1d8 days.

Halflings

Halflings traveling in packs away from their homelands are rare, but the affable folk are always welcome in civilized lands. Halflings will tend to want to keep out of trouble, and while they will be social, they will typically be tight-lipped about what exactly their business might be. There will be 2d4 of the folk, always wanting private rooms (they'll sleep four to a room though) and staying for 1d4 days. There is only a 10% chance that they are classed individuals.

Hearse

People of means usually want to be buried where their families are, or at least close to where they were born. There is a fair trade in transporting bodies between larger communities. This will usually just be one or two laborers with a horse, cart or wagon, and their cargo in a coffin. The body will often have a minor amount of jewelry on it which will make it of interest to petty thieves, but 1% of these will have an impressive piece of jewelry worthy of any sick enough to disturb the dead. The laborers will prefer to sleep in the common room, and the coffin will stay in the stables (making it quite unpleasant for anyone there that night!) They will only stay for one night.

Knight of Righteousness

A Knight (roll 1d6+4 to determine level) and his entourage (cleric, scribe, and 1d6 men-at-arms) arrive at the Inn. The Knight will demand a use of a suite for himself, and private rooms for everyone in his group. He will demand all of these for free, and he will demand that the rooms all be adjacent and anyone in rooms that he needs be tossed out immediately. The Knight will demand that no alcohol be served while he is in the area, that the barmaids cover up any exposed flesh, shutting down any entertainment, and generally be a complete nuisance. He won't even do anything about the dungeon or current adventure plot if informed about them because he is on his way to a "much more important quest." The inn staff will suffer the Knight's shenanigans because they don't want the trouble of resisting him, and they'll encourage anyone else to keep their mouths shut too. In fact, the only way the Knight will show himself to be anything other than a completely self-righteous snob is if blatant criminal activity or a monster attack happens while he is here. The Knight will stay at the inn for 1d3 days.

Laborers

Work is hard to come by for many, and when freemen can not find gainful employment where they are, they will travel looking for work. There will be 2d6 laborers in the group, and they will be staying in the stables. They will stay 1d4 days, generally harassing travelers to hire them for just about any sort of work. Including the PCs...

Magic-User

Who knows what motivates the men who manipulate magic? They travel from place to place, sometimes on mundane business, and sometimes in search of things far more esoteric. Use 1d4+2 to determine what level the magic-user is. He will likely have a familiar, a 0 level companion or hireling, and a 5th or 6th level magic-user might have a 1st level apprentice. The magic-user will stay in a private room, although the others might stay in the common room. They will stay 1d4 days. The magic-user is not very likely to go adventuring with the PCs, but might agree for a suitable portion of treasure if he has an enthusiastically friendly reaction to them. Note that if he is of a greater level than any of the PCs, a "suitable portion" might be 50% or more just for himself, and he may think of himself as the party leader and the PCs his mere henchmen!

Mercenaries

Standing armies in the middle ages were uncommon, and it could be assumed that RPG kingdoms loosely based on that time period might have the same situation. This results in a professional soldier class that has no loyalty to a specific kingdom travels the land searching for nobles in need of warriors. Because their livelihood is based on killing and dying, they take their off-time *very* seriously and will be the most enthusiastic revelers to be found at the tavern when they show up. They aren't the most popular customers the inn has, as they tend to be pretty rude, grabby, and they are poor tippers! The exact type of mercenary is subject to referee decision (and some games

give options for such expert hirelings). There will be 3d8 of them, and they will likely as not decide on making camp nearby. If they do stay at the inn, they would stay in the common room, with maybe their commander having a private room. They will stay 1d4 days. Mercenaries, of course, make wonderful henchmen and general combat support hirelings as long as alignments and reaction rolls allow.

Merchant Caravan

Business is business, and business through risky areas offers a high return for the investment. There is no shortage of people making shrewd, or completely foolish, decisions and bringing caravans out this way. A typical merchant caravan will consist of a head merchant, 1d4 assistants, 2d4 guards, and 2d6 support laborers. There will be one wagon for every four individuals. Sometimes a merchant will have his family with him, which adds a spouse and d6 – 1 children. The referee should determine exactly what goods the merchant deals in. Any merchant has a flat 20% chance to be interested in any valuable or odd goods the PCs want to sell, although the amount the merchant gives them for the goods will depend on reaction rolls, anywhere from 25% for a hostile reaction to 75% for an extremely favorable reaction. The merchant will want a suite for himself and his family, the common room for his guards and assistants, and the stables for his laborers. They will just stay one night.

Military Patrol

This is a large group from a neighboring area, on patrol along the road. They will not leave the road to engage under any circumstances (their orders are to be seen, defend anyone traveling on the road, but do not go out of the way to engage). The Inn is a good stop off for them, and the soldiers will party *hard*. There will be 10d4 0 level men-at-arms, and for every ten men there will be a first level fighter squad leader, and if there are thirty or more men there will be a second level fighter sergeant. They will make their own camp a short distance

away from the inn so they will take up no rooms, but they will be all over the tavern and many of the other buildings of the inn compound continuously. They'll pretty much act like the bandits when all is said and done. They will only stay one night unless they arrive for a weekend, in which case they will leave on Monday.

Minstrel Show

If the inn is remotely located, the owner knows that the employees often get bored or longing for a larger community, so he brings in entertainment shows every so often. There will be 3d4 musicians, actors, and miscellaneous entertainers (acting as their own crew!) who will take over an area close to the inn and set up a makeshift stage. They generally have a few wagons which also serve as their sleeping areas, although they will also have a private room in the inn just in case someone needs a bit more privacy. When the minstrel troupe is in the area, service tends to suffer as the staff is focused on the entertainment. Of course if the minstrels are only performing for the employees, they will not stay so long. Figure about 1d4+1 days average, or as long as they have a paying audience. Lock up the women and children when these guys are around! Make an extra roll on the Random Visitors table for every day the minstrels are here, as people time their trips to be able to see this sort of thing.

Monster Raid!

This result means there will be a monster raid happening on this day, in addition to whatever else is happening around the Inn. Usually it will be a rather unintelligent monster, as most intelligent creatures know to stay away from the inn and all its various denizens. This could be a good opportunity for PCs to see exactly who their hosts are as they will defend their loved ones and the property (in that order!) to the best of their ability. Depending on the menace, it might also be a good test to see if the PCs know when to put their heads down

and stay out of the way. Roll on the following table to determine what attacks (a bandit raid will not be with a same crew of bandits that would stay here):

Roll	Result
1	Anhkheg
2	Bulette
3	Ettin (1d6)
4	Hill Giant (1d4)
5 – 11	Human Bandit Raid!
12 – 16	Humanoid Raid!
17	Hydra
18	Manticore
19	Troll (2d4)
20	Wyvern

Noble

A noble and his entourage is an impressive thing. The noble himself will always have 2d4 bodyguards, 3d4 assistants of various types, plus enough carriages (and drivers and horses) to transport them all and their luggage. Referees may decide the noble is bringing his family along, in which case add a spouse and 1d6 children, plus another 2d4 bodyguards and 2d4 assistants. Nobles will demand the run of the place, earning a bit of enmity from the locals (even though the generous amount of money a noble's entourage brings in will soften that blow a bit), and probably even more from the PCs. They should never be allowed to forget that they are in the presence of power in the realm, and their behavior while the noble is here can have far-reaching implications for the campaign. Nobles will stay in a suite, and if there is not a suite available then somebody is going to have to get kicked out so the noble can stay. The entourage will all stay in private rooms (the "important" ones) or the common room (the "unimportant" ones). They will stay for 1d6 days and be the center of attention the entire time.

Officials

Bureaucrats are a constant menace in any society. They also tend to be very non-threat-

ening, unless they see something they don't like, in which case they will do nothing about it themselves and just report the problem to the next link in the chain. These officials (government, religious, mercantile) have no actual function that PCs can determine, but they conduct themselves as very important people and demand respect as a matter of course. There will be 2d6 of these leeches traveling, likely by carriage (you think they'd walk all this way or learn to ride a horse themselves?), with one assistant for every four of them present. The officials will themselves stay in suites or private rooms, while the assistants will get the common room or the stable.

Religious Troupe

A traveling religious troupe is either a group of pilgrims traveling to a holy site, or a low-ranking group of monks or priests doing the same. Very rarely should this mean a cleric-classed character. The referee should determine exactly what god the troupe worships, and what the relationship of that god is with the prevalent god at the inn compound. In all, the troupe will be 3d4 individuals staying in the stables or the common room for 1d2 days. Clerics (of the same god!) should be able to find hirelings or henchmen in such a group.

Random Travelers

Sometimes, people don't have any sort of reason for being anywhere in particular. Independently wealthy (or simply landless wanderers) out to see the world, fugitives from far-off authority, or people merely on the way from one place to another, these are all "random traveler" types. It will be one person with equal chances of staying in the stables, common room, private room, or suite, and staying for 1d6 days. Random travelers staying in the common room or stables are ripe for the picking as hirelings or henchmen.

Spies of the Nobles

These people are on the lookout for evidence that the innkeeper is openly defying the law of the land (the referee can determine details as appropriate for his campaign) as well as tax-evading treasure collectors! These spies will always be here under other auspices (roll again on the table to see who they are pretending to be), and they will be quite nosy and obtrusive into people's business. Mistreating these men is a bad idea as that will bring noble troops to teach the offenders how to properly treat their "betters"; and if the men go missing it will certainly bring troops to investigate and intimidate... PCs getting involved in the political intrigue around the inn may be in for more than they bargained. Keep in mind that Lawful characters would tend to favor the side of the nobles...

Thief

The temporary nature of inn residences makes them a frequent target of thieves who can take advantage of the situation. 1d4 thieves of 1d6 level each will stay at the inn for 1d6 days in either the common room or a private room. They will spend their time around the common areas of the compound casing out guests (never anyone that lives there unless they can find an easily accessible and excessive treasure!) to determine who has something worth stealing. Then they will strike, grabbing all they can while attracting no attention to themselves and immediately leaving.

Vampire

Vampires like lodging too! This will comprise of a couple or three strongmen on a carriage (with one or two horses) carrying a rather large crate. They will want either a private room or

a suite and will carry their tremendously heavy (700+ pound) cargo to the room. They will accept no assistance, and will be very obvious in their wish to be left alone. Of course their cargo is a vampire resting in its coffin, and at night the vampire may awaken and disguise itself as one of its followers and enjoy a night in the tavern. Of course someone examining all of this closely will find many suspicious things about the group. It is recommended that the vampire and his follower(s) not deliberately cause trouble for their hosts, but anyone getting too curious about this mysterious band of travelers is in for a *nasty* surprise. They will stay just the one night.

Wedding Party

For some reason, the inn the PCs are staying at has become a popular wedding site. So a couple of times a year, a wedding party will descend on the inn, spreading merriment and warm feelings to everyone! Weddings make everyone feel more romantic so any passes made at the barmaids will all have a +10% bonus to reaction rolls, +20% if the effort really does seem romantic and there have been no previous crude attempts made by the character on one of the staff. There will be the bride and groom and 10d6 family and friends. The bride and groom will each have a private room until the wedding, after which they will have a suite together. The family and friends will have as many private rooms as are available, the rest will stay in the common room. They will arrive by private coaches (one coach per six people), and those coach drivers will stay in the common room. The entire party will be there for 1d6 days before the wedding, everyone will leave the day after except the married couple who will remain for d10+6 days afterwards.

WAND OF THE WEIRD

By James Edward Raggi IV

This item resembles a rather thick gnarled stick. It will be identifiable as a magic wand by anyone who touches it. Any creature able to hold it and speak may use the wand. It has 5d20 charges when found, and may not be recharged.

To be used, the wand must be pointed by its user at a living creature (the “subject”). The user may point the wand at himself. Using the wand on a non-living creature or empty space simply wastes a charge. The wand’s range is 60’. The wand has a random effect as determined by the following table (all results are permanent):

1. User and subject’s minds switch bodies. Class, level, and magical abilities remain with the original bodies.
2. User and subject swap genitalia.
3. Subject dies and becomes a random type of undead creature with the original hit dice of the subject.
4. One random ability score of the subject increases/decreases (50% chance of each) by d10.
5. Subject gains the ability to cast one random Magic-User spell of a random level... once.
6. d8 points of a random ability score transfers from subject to user or user to subject (50% chance of each).
7. Subject gains the ability to cast one random Cleric spell of a random level... once.
8. Subject becomes sexually obsessed with the user.
9. User becomes sexually obsessed with the subject.
10. Subject turns to dry powder. When water is added to the powder, the subject will reconstitute in the same condition as before.
11. Subject grows wings out of eye sockets; may fly but is now blind.
12. Subject’s teeth fall out and are replaced with hollow crystal teeth, each of which contains one dose of a different random magical potion.
13. Subject’s fingers turn to gold. They still function, but are worth 1,000gp each if they are severed.
14. Subject’s weight (but not size) increases/decreases (50% of each) by d1000%.
15. Subject is filled with magical energy. Every time they are damaged in combat, there is a 1% cumulative chance that they will explode (fatal), doing d10 damage for every hit die they possess to everyone within 30’.
16. Subject becomes able to detect magic by sight continually.
17. Subject becomes magic dead. No spell effect will ever work on him, good or bad, and no magical effect of any item or area will work for him.
18. Subject functions as a bag of holding. An object placed in an orifice (hopefully the mouth...) still harm the subject as normal going in and out, but an unlimited amount of items may be discretely stored in any orifice without additional harm.
19. The subject’s anus completely closes up. Every 24 hours the subject must save versus poison or take d6 damage. Carving a new

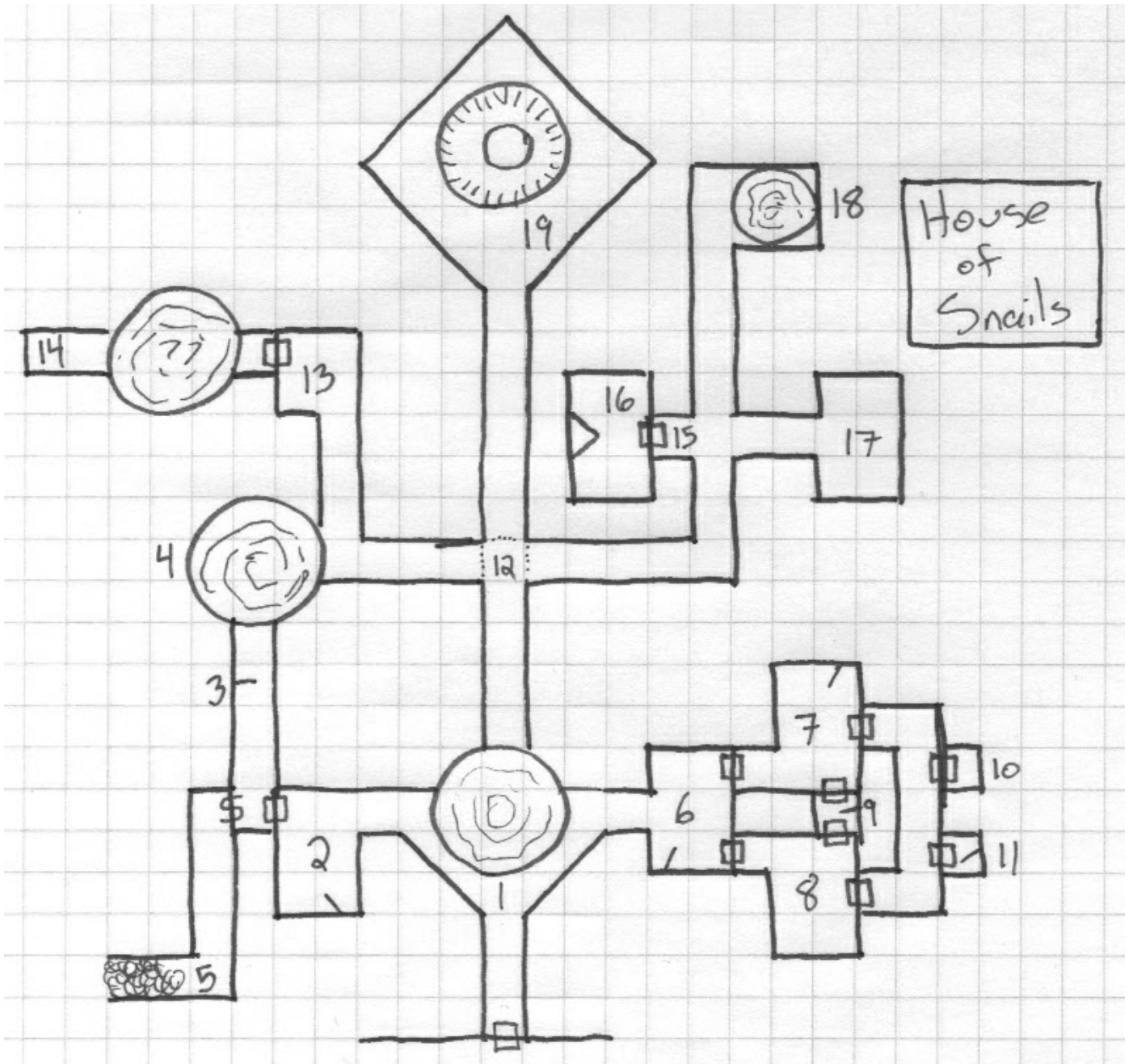
- anus will cause d8 damage, but this stops the daily damage.
20. The subject grows d6 large boils on random parts of his body. These boils make wearing armor (and other actions) impossible. Cutting a boil off do d4 damage, but the boil's contents may then be used as a flask of oil.
 21. The subject's eyes turn into gems worth 5,000gp each. The eyes function as normal as long as they remain in the subject's head.
 22. Subject becomes pregnant with user's child.
 23. Subject's internal organs transform to clockwork machinery. The subject must drink one flask of oil per day in addition to other food requirements.
 24. Subject becomes physically unable to sleep. The subject does not lose the need to sleep, however, and will suffer all due penalties for lack of sleep.
 25. Any woman who makes eye contact with the subject must save versus magic or become pregnant.
 26. Every time the subject visits a new populated area for the first time, someone there will have proof that the subject owes them d% gold pieces.
 27. Subject will automatically kill the next enemy he hits in combat.
 28. Subject will automatically be killed by the next enemy that hits him in combat.
 29. Subject loses the ability to recognize traps.
 30. The subject loses all ability to measure time.
 31. The user and subject must engage in mortal combat – the winner permanently gains 1/10th of the other's maximum hit points.
 32. The ceiling caves in on the subject. If there is no ceiling, a 100' sinkhole opens up below him.
 33. 10d6 fireball hits the subject. Watch out for that area effect!
 34. Subject's current hit points are increased tenfold. Excess hit points above the subject's normal maximum can not be healed or restored once lost.
 35. Subject becomes hypersensitive to poison and will never make a successful poison save.
 36. Subject becomes tasty to animals – any hostile beast will attack that subject before all others.
 37. Every lover the subject ever has in the future will be caring, respectful, doting, and chronically and outrageously unfaithful.
 38. Character's apparent age doubles (no effect on health or stats).
 39. Life Force! Forevermore, when the subject rolls a natural 20 in combat, they gain one permanent hit point. When they roll a 1, they lose a permanent hit point.
 40. All subject's magic items become disenchanting.
 41. Subject's nipples are replaced with mouths which mumble incoherently at all times.
 42. Subject is deemed a hostile troublemaker by all authority figures and law enforcement he encounters.
 43. Subject grows (non-damaging) horns.
 44. Subject becomes incontinent and will soil himself every time he sleeps.
 45. Subject gains the ability to speak with insects.
 46. Subject gains the ability to breathe water.
 47. Subject gains the ability to withstand the heat of molten lava, but is not otherwise immune to heat.
 48. Subject takes 50% more or less (50% chance of each) damage from missile/melee (50% of each) attacks.
 49. Subject grows painful corns on his feet, reducing movement by 25%. If the character rides in a vehicle or on an animal, he develops awful hemorrhoids and must rest enough to reduce overall travel time by 25%. If the subject is willing to suffer d4 damage that day, he may move as normal.
 50. Subject becomes regenerative; all healing, magical or natural, restores 2 more points than usual.
 51. Subject's rear end glows like a firefly's.

52. Subject's nose and mouth move to the ankles.
53. Subject's head moves from atop the shoulders to the groin.
54. Subject's hair becomes prehensile.
55. 1 in 1000 chance that any NPC the subject meets will think him the Dark Messiah and attempt to sacrifice children to him.
56. Subject grows a tail that is 10d12 inches long. The tail is dead weight.
57. Subject's face becomes ordinary; only a 50% chance that an NPC will ever recognize him after meeting him.
58. Subject's earlobes swell to grapefruit size and fill with blood. Subject loses d6 hit points, but drinking the blood from each earlobe heals the drinker of that amount.
59. Subject's stomach acid becomes superdigestive – anything may be used for food, but any magic potion used causes a miscibility table check.
60. Subject becomes repellent to fish and will never be attacked by one, and will never catch one.
61. Subject grows an impressive amount of thick back hair.
62. The wand transfers to the subject's hand.
63. The subject goes cock-eyed, and will never hit with a ranged attack again.
64. Subject gains the ability to polymorph into a covered wagon at will.
65. Subject becomes lucky – can declare once per session that any one failed roll actually succeeded.
66. Subject becomes unlucky – Referee can declare once per session that any one successful roll actually failed.
67. Subject becomes a lucky charm – can declare once per session that any one failed roll made by someone else actually succeeded.
68. Subject gains the ability to communicate with yaks.
69. Subject suffers from communicable tone-deafness; no musical performance will ever sound good to anyone when the subject is present.
70. Subject chews own lips off.
71. Subject must save versus magic to avoid the temptation of cutting any rope encountered.
72. Soles of subject's feet constantly bleed slightly, leaving an obvious trail.
73. Subject gains the ability to create moving impressionistic works of art, but is unable to draw a straight line – the character can no longer map.
74. A very large ferocious bear arrives and will protect the subject from all threats – “threats” being defined as any living creature within 100’.
75. A nasty large dragon happens by and accuses the subject of stealing a gem worth 25,000gp. Pay up, or else!
76. The cavalry arrives! 3d10 armed men come upon the scene and demand to know what is happening. There are even chances that the group will be friendly or hostile to the subject.
77. The user's arms fall off.
78. Subject turns into a pinecone.
79. Flash flood! Huge amount of water rushes through the area clearing everybody and everything out.
80. Subject's face becomes tattooed. If the face is skinned, the tattoos may be used as a scroll of a random 9th level spell.
81. Subject is teleported d100 miles away in a random direction.
82. The subject splits into d6 duplicates, all with the same stats and equipment as the original.
83. Subject momentarily transforms into Death. One random character or creature within 100’ (not the subject) dies instantly and is dragged to hell (with all their equipment).
84. Subject's skin becomes as steel, permanently improving their AC by 5 points.
85. Subject offends the God of the Dead! Any enemy killed by the subject immediately raises as a zombie and attempts to kill the subject again!

86. Subject becomes abhorrent to horses and can never ride one.
87. Subject gains +5 to hit and +2 to damage with any attack – against the user only.
88. Subject gains spastic reflexes. The character can decide on a bonus and a penalty to initiative and to-hit rolls on any particular round, and the total must add up to 0, but the individual bonus and penalty may not be 0.
89. A Greater Demon is summoned and attempts to slay everyone in sight.
90. A giant centipede appears inside the subject's armor and clothing and attacks!
91. The user's life force is trapped in a glass bauble which appears in the subject's hand. The subject can force the user into three conditions to spare his life, and the user must abide by the conditions or instantly die.
92. Subject grows an eye in the center of his back.
93. Subject's hair turns prehensile and is hostile to the subject – will attempt to gouge eyes, plug and tear ears, strangle, etc.
94. Steroid fiend: Subject gains +3 to hit and damage due to great strength, but connecting muscle tissue weakens and subject takes 1hp damage when using this strength.
95. Subject grows 35 extra toes on each foot. Is unable to wear footwear unless custom-made, which will cost 100gp. Per foot.
96. Nothing happens and the wand loses all remaining charges.
97. Roll three times on this table. Subject must choose two results.
98. Roll three times on this table. Subject must choose one of the results.
99. Roll two times on this table; all results happen!
100. Roll three times on this table; all results happen!

HOUSE OF SNAILS

By James Edward Raggi IV



Random Encounter Table, 1 in 6 chance every other turn.

1. D6 Baby Snails: Armor as leather + shield, Move at $\frac{1}{4}$ speed of unencumbered human, HD 1, 6hp, #AT 1, D d4
2. Adult Snail: Armor as plate, Move at $\frac{1}{4}$ speed of unencumbered human, HD 3, 14hp, #AT 1, D d6
3. Cultists: 0 level human, 4hp, armed with short swords.
4. Slime: Armor as chain, Move at speed of unencumbered human, HD 2, 10hp, #AT 1, D d6, random immunity:
 1. Fire Attacks
 2. Cold Attacks
 3. Physical Attacks
 4. Electrical Attacks

1. The pool of water here (5' deep) has six baby snails in it, waiting to attack anyone who attempts to cross the water.

Baby Snails: Armor as leather + shield, Move at $\frac{1}{4}$ speed of unencumbered human, HD 1, 6hp, #AT 1, D d4

2. The lever in this room closes the rightmost portcullis in location #12.
3. The lever here raises the leftmost portcullis in location #12.
4. An adult snail lairs in the water here (5' deep), waiting to attack anyone who attempts to cross the water.

Adult Snails: Armor as plate, Move at $\frac{1}{4}$ speed of unencumbered human, HD 3, 14hp, #AT 1, D d6

5. Buried in the collapsed tunnel is a skeleton wearing a gold ring (250gp value). It takes 2 turns of digging to find the skeleton.

6. The lever in this room closes the uppermost portcullis in location #12.

7. There will be an automatic random encounter here.

The lever in this room lowers the leftmost portcullis in location #12.

8. There will be an automatic random encounter here.

9. The lever here raises the uppermost portcullis in location #12.

10. In this room is a trapped chest (poison needle) containing a pile of pearls worth 1,000gp.

11. The lever in this room raises the rightmost portcullis in location #12.

12. This intersection has portcullises in the passageways leading left, right, and forward (if looking at the map head-on). When the adventure starts, all of these portcullises are down.

13. There is an automatic random encounter in this room.

14. The 5' deep pool of water houses an adult snail which will attack any who enter the pool.

There is a gem fastened into the end of the passage worth 500gp. If it is removed, a chunk of the ceiling will fall, doing 2d6 damage to anyone here who fails a save versus breath weapon.

Adult Snail: Armor as plate, Move at $\frac{1}{4}$ speed of unencumbered human, HD 3, 14hp, #AT 1, D d6

15. This door is trapped; any who attempt to open it without the proper key is zapped for d6 damage and must make a save versus paralysis to actually open the door.

16. Against the wall here is a carving of a giant conch shell. Inside the shell is a gem worth 500gp, but it is enclosed in a glass case which is connected to the shell. To see this, one must crawl inside and go around the coiling interior of the shell.

The glass case twists off of the shell. If twisted counterclockwise, it is easily removed. If twisted clockwise, pores in the stone of the giant carving emit a glue which fastens everything to the stone for 48 hours. The only way to free a trapped character is to destroy the stone carving which will destroy the glass, the gem, and do d8 damage to the character.

17. This room contains a pedestal with an obvious pressure plate on it. There is nothing currently placed on it.

If anything 5 pounds or heavier is placed on it, the ceiling opens and thirty baby snails roll down into the room ready to feed.

Baby Snails: Armor as leather + shield, Move at $\frac{1}{4}$ speed of unencumbered human, HD 1, 6hp, #AT 1, D d4

18. Two adult snails lair in this 5' pool, ready to feed on any who intrude.

Adult Snail: Armor as plate, Move at $\frac{1}{4}$ speed of unencumbered human, HD 3, 14hp, #AT 1, D d6

19. Here is a large mound, atop rests a large snail with a shell made of mother-of-pearl. The shell, if undamaged, is worth 10,000gp. Each attack made against it that misses still chips it a bit, lowering its value by 100gp. A successful attack lowers its value by 1,000gp. The snail will not move from the mound but will attack any who approach.

Four cultists are also here and they will be hostile.

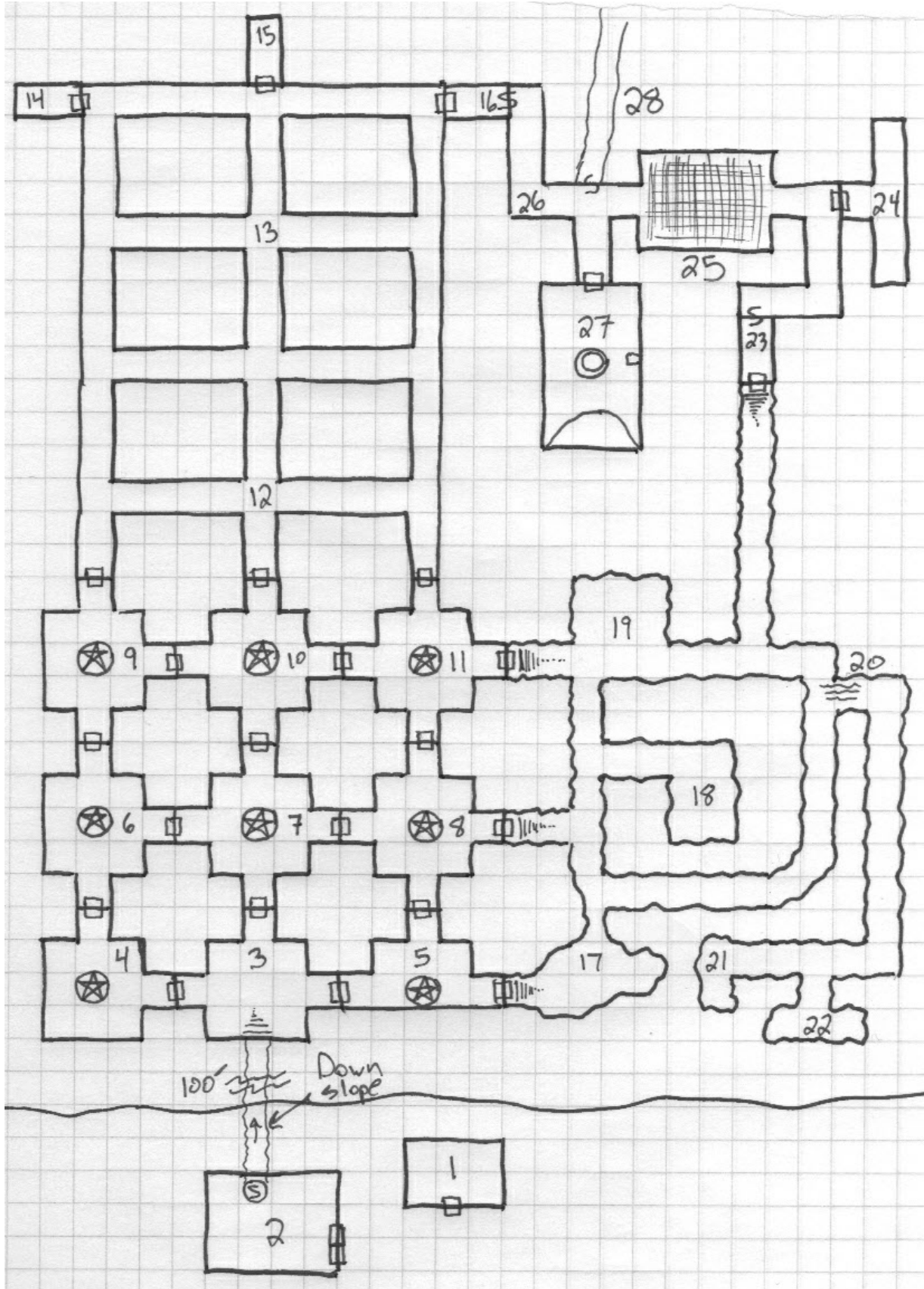
In front of the mound are four levers. These work the three portcullises at location #12 as well as a locking mechanism for the entrance door of the dungeon.

Cultists: 0 level human, 4hp, armed with short swords.

Large Snail: Armor as plate + shield + 2, Move at $\frac{1}{4}$ speed of unencumbered human, HD 5, 27hp, #AT 1, D d8

THE FROG CULT

By James Edward Raggi IV



This was a quick adventure I whipped up one afternoon. The idea is that a village has had some young people disappear lately, and are looking for someone to investigate. A few miles from the village is an old ruined church on the south shore of a lake.

1. This old church lies in ruins, its walls barely holding up. The altar has been broken.

2. This is an old barn. Fresh hay is scattered about. Two ghouls are in the hay and will attack when anyone walks within reach unless they wear the robes of the frog cult. A trapdoor leading into the dungeon (by way of a tunnel leading under the lake) is hidden under the hay..

Ghouls: Armor as chain, Move as unencumbered man, HD 2, 10hp, #AT 3, D d3/d3/d6 + paralysis, has usual undead immunities.

Random Dungeon Encounters

1 in 6 chance every 3 turns

1. d8 cultists – unarmored men, 0 level, 3hp, armed with daggers

2. d4 giant frogs - Giant Frogs: Armor as shield only, Move as unencumbered man, HD 2, 9hp, #AT 1, D d6. Can hop up to 40' to attack.

3. Green Slime

4. Giant Rats - Unarmored, move half again as fast as unarmored man, HD ½, 2hp, #AT 1, D d4

5. The Stalking Man – Armor as leather + shield, Move as unarmored man, HD 5, 30hp, #AT 1, D d8. Made of shadows, surprises 4 in 6, magic weapons needed to hit

6. Vipers – Unarmored, move half as fast as unarmored man, HD ½, 2hp, #AT 1, D Poison

3. This room's ceiling sags, dripping. Drip. Drip. Drip.

Every door in the dungeon has a little “froggy” pet door. Halflings may crawl through them if they first shed their equipment, but no others can. All wandering monsters except the cultists use the froggy doors when moving about.

4. The room contains a 6' granite frog statue. It has topaz eyes (25gp each).

5. The room contains a 6' granite frog statue. It has glass eyes, which explode for d6 damage to all within 10' (save versus breath weapon for half damage) if there is an attempt to remove them.

6. The room contains a 6' granite frog statue. There are no eyes in the statue's sockets, and if eyes are put in, the character putting the eyes there gains a permanent +1 to a random ability score.

7. The room contains a 6' granite frog statue. The frog's head is able to be twisted off. Inside the statue is a sack with 4000gp in it.

8. The room contains a 6' granite frog statue. The mouth is closed but has obvious hinges. If the mouth is opened, a Clerical scroll with two first level spells and one second level spell can be found.

There are also three giant frogs that inhabit the room.

Giant Frogs: Armor as shield only, Move as unencumbered man, HD 2, 9hp, #AT 1, D d6. Can hop up to 40' to attack.

9. The room contains a 6' granite frog statue. The frog's head is able to be twisted off. Inside the statue is a colony of BEES! If the head is taken off, the bees will flood the room, stinging all within it. Anyone in the area must save versus breath weapon or suffer a -1 Dexterity modifier (AC, missile attacks, initiative). Those that fail this saving throw must also

make a save against poison or take d6 damage (if the roll is a natural 1, d8).

10. The room contains a 6' granite frog statue. There are no eyes in the statue's sockets, and if eyes are put in, lasers shoot out of the new eyes. Anyone looking in that direction must save versus paralyzation or become blind for d6 days.

11. The room contains a 6' granite frog statue. The mouth is closed but has obvious hinges. If the mouth is opened, a poison needle will shoot out (save versus poison or die).

12. A small pile of bones (which look partially melted about the edges) and clumps of random metal can be found here. Valuable metals add up to 28gp, 49sp, 32gp, and a gem worth 50gp.

13. A gelatinous cube is here in the intersection. Because the entire dungeon is damp and slimy, there is a 4 in 6 chance that characters will not notice the cube until literally walking into it.

Gelatinous Cube: Armor as chain, Move at half the speed on an unencumbered man, HD 4, 20hp, #AT 1, D 2d4 + paralysis.

14. At the end of the room is a relief sculpture of an open-mouthed frog's head which takes up the entire wall. If the eyes are pressed, green slime will shoot out the mouth onto anyone in front of the carving.

15. At the end of the room is a relief sculpture of an open-mouthed frog's head which takes up the entire wall. In the mouth is a gemstone. If the gem is pulled out of its socket, the mouth will snap shut doing d6 damage if any body part is inside. The "gem" is actually made of glass and is worth 1gp.

16. At the end of the room is a relief sculpture of an open-mouthed frog's head which takes

up the entire wall. If the eyes are pressed, the secret door will open.

17. This is a frog den. Hundreds of normal frogs infest the area, and ten giant frogs lair here and will be hostile to intruders.

Giant Frogs: Armor as shield only, Move as unencumbered man, HD 2, 9hp, #AT 1, D d6. Can hop up to 40' to attack.

18. A creature made up of a mass of tentacles, with eyes on them where the suckers should be, dwells under the water and will attack all entering this area.

Tentacle Eye Creature: Armor as leather + shield, Move as unencumbered man (swimming only), HD 4, 26hp. #AT 3, D d4/d4/d4.

19. Odd flowers poke out from the water here. If the flowers are sniffed, the sniffer needs to roll on the following table. If the flowers are violently handled, then the pollen puffs through the room and everyone in the area needs to save versus poison or suffer a random fate from the table.

1. Poison – death!

2. +1 to random attribute

3. -1 to random attribute

4. Joints swell; -50% movement rate for next 24 hours

5. Great stink, eyes water. Character will be able to surprise no-one, and no human or demi-human will be willing to be near them for 24 hours.

6. Bleeds from eyes, ears, nose, and mouth.

20. Mudslide! Characters attempting this incline must save versus paralysis or slide back down to the west. Failing to save causes d6 damage as sharp rocks under the water inflict harm.

21. This room is a giant dung pile, with a giant dung beetle lairing here. Buried in the dung is a small gold ingot worth 250gp.

Giant Dung Beetle: Armor as chain, Move half as fast as unencumbered man, HD 2, 12hp, #AT 1, D d6. When the beetle is killed it will explode with a methane blast – d6 damage to all within 20', save versus breath weapon for half damage.

22. Two giant oysters are found here. Each oyster has a pearl worth 250gp within it.

Giant Oysters: Armor as plate, no movement, HD 3, 20hp, #AT 1, d6 damage

23. At the end of the room is a relief sculpture of an open-mouthed frog's head which takes up the entire wall. If meat of any sort is put in the mouth, the secret door will open.

24. The gated door is locked. In this room are eighteen prisoners. (0 level, 1hp each)

25. The entire room is basically a 10' deep pit. At floor level of the corridors leading to the room is a rope mesh which is fastened to hooks around the edges of the room. Hundreds of poisonous snakes slither down on the floor.

The "rope" is actually strangleweed which will attempt to kill anyone who travels upon it more than 10' away from the entry corridors. If the strangleweed is killed, it collapses and anyone on it drops into the snakes.

Strangleweed: As unarmored man, HD 6, 36hp, #AT 1, D d6/round

26. In the ceiling is a shaft going up about 30' to a dead end. Anyone spending a minute to look up this shaft will get hit by falling green slime.

27. This room is where the toad cult worships. The chanting can be heard from beyond the door.

A giant toad statue dominates the south part of the room. Torches mounted on the wall on either side of the toad provides light. In this room are Talor Chaney, the cult leader, Brute Grimm, his enforcer, and four cultists. They will take any intrusion ungraciously, but will prefer to capture and enslave (prisoners will be taken to location #24) rather than kill.

The pit has a great metal plug upon it, with a chain running from the top of it to the ceiling and further to a giant crank against the east wall. It takes 3 rounds to open (or close) the plug. If the plug is opened, 4 rounds later the Thing from the Pit will crawl out and attempt to kill everyone it encounters. If things are looking bad, Grimm will drop everything else and attempt to open the pit.

Cultists: 0 level men, hp 3 each, unarmored and armed with daggers.

They wear simple hooded robes.

Brute Grimm: Fighter level 3, 20hp, Chain mail, sword, short bow.

Grimm is a giant, imposing figure (Str 17) and wears a full-face mask to cover the horrible wounds he once suffered (a morning star completely destroyed his face). He is not able to speak and is fanatically devoted to Chaney as Chaney is the only person (that acts as if) not disgusted by his face..

Talor Chaney: Cleric level 3, unarmored, armed with a mace.

He wears simple hooded robes. He wears two rings: One is Ring of Plant Hardening, which paralyzes plants. He uses this to allow passage across location #25. The other ring has a small ruby in it and is worth 500gp.

The Thing in the Pit: Armor as chain and **28**. This tunnel leads to the opposite side of the shield, Movement half as fast as unencumbered lake and is a way out.
man, HD 8, 49hp, #AT 3, D d8/d8/d10
This looks like a giant man-frog.

THE ROOM OF FOUR PITS

By Ramsey Dow

Four ten-foot wide passages converge on this thirty-foot square chamber. Each passage enters through an archway decorated with carvings and reliefs of monsters, both strange and sinister. The ceilings of the passages are ten feet high, while the arches are seven feet high. Other than the carvings, the arches are nondescript. A single step down serves as the threshold of the chamber from any of the passages.

The chamber is plain, having the same roughly hewn stone walls and ceiling as the passages that preclude it. Notably, there are four open-faced pits, one to each corner. Ten feet to a side, the pits appear to be identical. Looking over the edge into any one the pits will reveal that it is thirty-feet deep and inhabited by horrible creatures of some sort. Precisely how much can be gleaned will depend upon the quality and position of the party's light sources.

At the center of the chamber is a twenty-foot square pressure plate. Indistinguishable from the floor, the plate will be activated as soon as one hundred pounds of weight is placed upon it. Once activated, iron portcullises will drop, simultaneously barring escape through any of the chamber's four archways. The sound of stone grating upon stone will be heard as the floor of the chamber begins to sink, slowly and inexorably, to the floor-level of the pits. It will reach bottom in three rounds. A Magic Mouth, its breath spewing phantasmal fog, will appear at the center of the ceiling and intone:

*My step is slow / the snow's my breath
I give the ground / a grinding death
My marching / makes an end of me*

Slain by sun / or drowned in sea.

What am I?

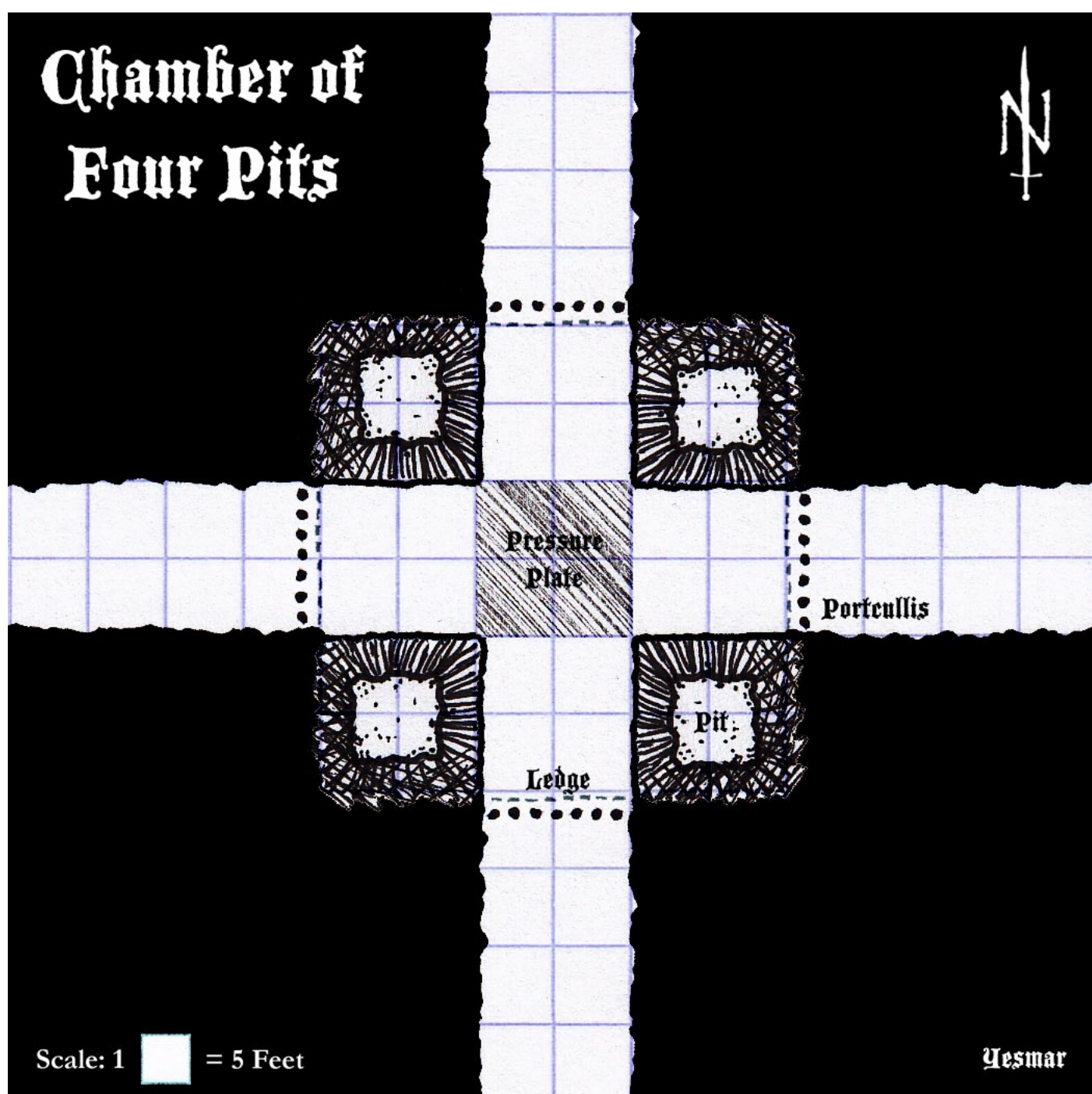
The correct answer is "a glacier." If the riddle is not answered correctly before three rounds have elapsed, the elevator floor will reach bottom and the creatures from the pits will spill forth and attack. If the riddle is answered, the elevator floor will cease its descent and begin to slowly rise. The portcullises will raise once the floor has returned to its original position, allowing the player characters to continue onward. It should be noted that this trap will not reset itself if the monsters are released from the pits. In such a case, the sprung trap will serve as a new obstacle in the dungeon.

Player characters may seek to hang on to one of the lowered portcullises as the floor sinks. This is inadvisable for any number of reasons. The ledges between the bars and the sinking floor are narrow and provide little in the way of footing. Moreover, clinging to the bars will prove uncomfortable. It will be difficult for player character to do much of anything in this position. All the while, ravenous monsters will be eyeballing perched characters, seeking ways to reach and kill them. Falling to the floor, thirty feet below, will cause 3d6 points of damage, and if the fall does not kill them, then the monsters surely will.

It is possible to circumnavigate the pressure plate by leaping across the corner of one of the four pits. The crumbling and otherwise dangerous nature of this place dictates that a successful dexterity check be made to avoid falling into the pit. Such an accident will cause 3d6

points of falling damage to be inflicted. Furthermore, exposure to the creatures within will almost certainly be fatal.

The nature of the creatures within the pits is left to the imagination of the Game Master. Giant tarantulas were used in this chamber's original incarnation. The players successfully answered the riddle and avoided an unseemly death. Will your players be so lucky?



THE SNEAKY BOOK ROOM

By James Brian Murphy

This room is a simple 50' x 50' room with the corners cut at 40-degree angles to make it octagonal. There's a door in each of the non-cardinal walls. Each cardinal wall has an ornate, voluptuous holder of orichalcum projecting from the wall that cradles a sphere of liquid that emits a cool, silvery glow. Each is brighter than the full moon, emits enough light to see 30' by and does not disrupt infravision. The combined light of any two is enough to read by. The liquid will continue to glow for 12 hours after being removed from the room.

In the center of the room is an orichalcum reading podium, shaped like skulls trapped in a blooming rose bush. Chained to the stand and open atop it is a thin folio volume. The outer cover is of battered serpent's hide, the pages faded and dog-eared with time.

Anyone perusing the book idly or skimming its contents must save vs. spells (Wisdom adjusts) at each page or find themselves irresistibly compelled to read that page. (Obviously, no roll is required for someone who is reading it.) The effects of reading a page should be randomly determined as follows, with no results duplicated:

1. Reader affected as if by a curse spell.
2. All of a character's coins that are not silver pieces turn into silver pieces.
3. Reading character goes through a painful transformation that has a pair of spiral ram's horns sprout from the skull. Lose 2 hit points but is treated as if wearing always wearing a helm. A remove curse will undo this transformation.
4. 1d4 red slaadi are summoned into the room. They immediately attack the party, but each vanishes if it manages to imbed its egg-pellets into a victim.
5. Character goes through a painful process that transforms their head into that of a bat. They acquire the power to "see" through echolocation (range up to 60'), lose 1d4 hit points and permanently lose a point of Charisma. This can be undone by a Dispel Magic against level 16 or a Bless spell from a Lawful cleric of 12th level or higher.
6. An exact copy of the reader leaps from the book and attacks the reader. Any attacks unleashed by allies at either version of the character deal damage to the original if the damage die roll is odd and to the copy of the damage die rolls even, no matter who they were attacking or how careful they are to not hurt the original. If the original dies, the copy explodes, dealing 3d6 damage to all in the room. If the copy dies, it begins to rot immediately, causing a horrible stench that results in a -1 to all die rolls while the PCs remain in the room. In either case, the bodies of the slain will have all the reader's mundane equipment, but all magic items will have vanished.
7. Through a painful process, the reader permanently loses one hit point. However, one dagger or knife in their possession gains a permanent +1 enchantment. (If it was already magical, it's bonus to hit and damage increases by one.)
8. The reader's hair turns to bright, green leaves. Every hour the character spends with their leafy hair exposed to the sun heals them one hit point, up to their usual maximum. In autumn, the leaves will turn

a brilliant, blood red, then brown. In winter, they will all fall out and the PC will lose the extra healing ability. In spring, their hair will grow back as before, but with a forest-green streak in it.

Add more as needed. If the book is closed, the pages randomly reshuffle and reset; closing the book and then reading it again is the only way have a result happen more than once. The book only works so long as it is attached by the chain to the pedestal.

There should be one page per level of the dungeon. As each page is turned, the room rises

or sinks imperceptibly by teleportation to the next lower level (or higher if the pages are turned left-to-right). If the book is closed, the room's doors will open out onto your setting's version of the land of the dead (or perhaps the banks of the river Styx if you're using the classic Wheel). If the book is removed from its chain, the room will be teleported to whatever punishment awaits thieves after death (or a random level of the Abyss). Replacing the book and casting Bless on it or sprinkling holy water across the cover is the only way to return the room to its original plane.

THE CHILD

By [Zak Sabbath](#)

The child is just a lone child, 6 – 9 years old, ordinary in nearly every way. S/he will be encountered alone deep within a dungeon, or in some other place far from civilization. The child will act as though it's essentially amnesiac, though otherwise it will appear healthy. He or she will not remember how s/he got there. S/he may have a few obscure phobias triggered by local wildlife or monsters and may or may not remember one or two cryptic images.

The trouble comes from the fact that the PCs know they are playing a fantasy RPG, and so the child is automatically suspicious. If the child is ignored, it will follow the PCs (perhaps at a distance). No matter how far the PCs travel, it will pop up again. It will do nothing offensive.

If the PCs adopt the child, it will at all times appear entirely, and eerily, innocent, polite, and ordinary. The PCs will probably want to keep an eye on it while they're resting, but it sleeps just like any other child. It will do its best to defend itself or hide during combat.

If the PCs reach civilization and try to pawn it off on a relative or friendly NPC, they will

soon find the child following them again a few days later. There is nothing supernatural about this (it seems), the child is just terribly stubborn, and likes the PCs.

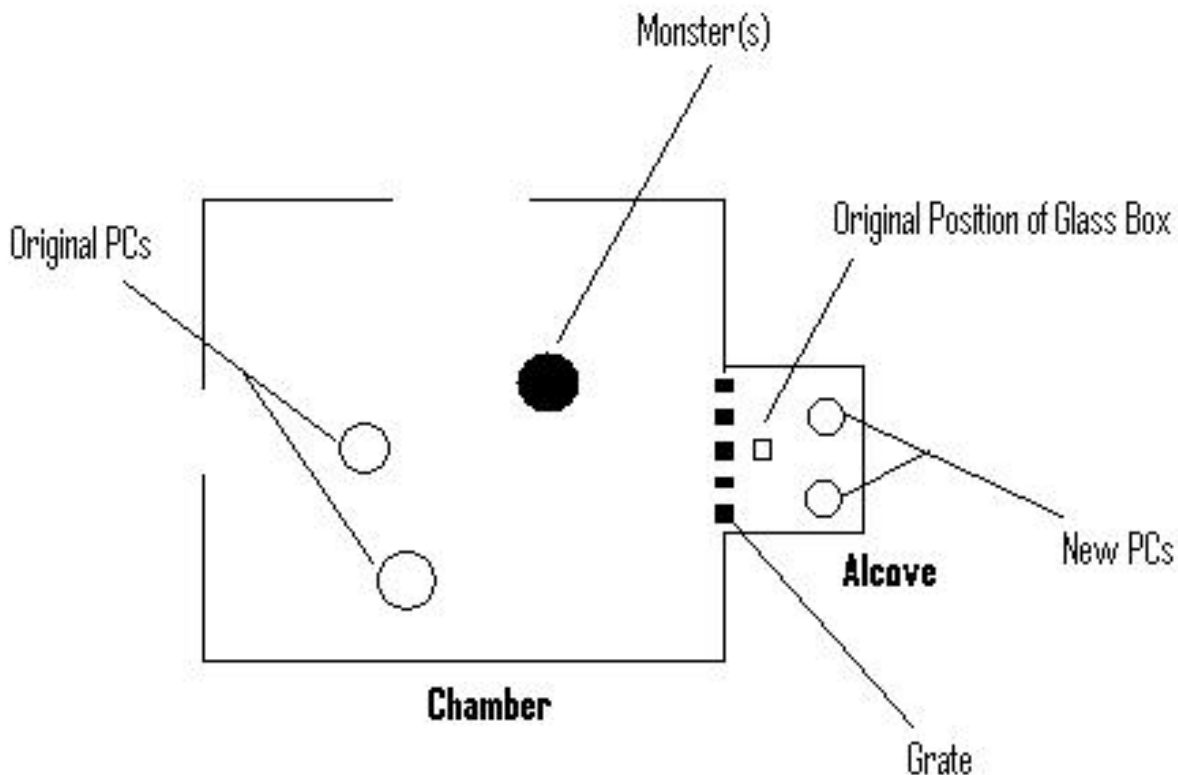
If the child is slain, however, a terrible transformation will occur. The precise nature of this change is entirely at the Referee's discretion. The child will return as a vengeful, grey-eyed revenant bent on throttling the PCs in their sleep, an incubating abomination will emerge from the child's body, a demon trapped in the child will be set loose, etc.

Defeating whatever the child transforms into will cause the thing to die, and then, a few weeks later, turn into a new child (different in appearance, but likewise amnesiac) and the process begins all over again.

If the PCs can keep the child alive for a very long time (Referee's discretion--for a game-year, for a real-time year, for 5 levels, whatever) the child reveals itself to be a disguised god of some sort, bent on testing them, and will reward them.

THE CHAMBER AND THE GLASS BOX

By Zak Sabbath



The precise purpose of this item is unknown.

*(Actually, the purpose of this item is to quickly introduce new people to the game--in the sense of both "quickly introduce new players to the way the game works" and "quickly introduce those players' new characters in the middle of a dungeon at the beginning of a session where the **original** PCs are about to get into a fight with something they ran into at the cliffhanger ending of the last session".)*

The cube-shaped (or oblong, or whatever) box is made of glass--2 inches tall on each side--

and has gems set into five of the sides. The gems, set one to a side, are black, red, green, white, and blue. Inside the box is a scale model of an existing chamber somewhere in Maleketh's dungeon.

(Whatever chamber the original PCs and their foe/foes were about to fight in when the last session ended.)

The real chamber will have an alcove attached to it.

(The alcove is where the new PCs wake up.)

Inside the box are tiny and fully-functioning scale replicas of everyone and everything in the chamber. *(In the right hands, this can be devastating, but more importantly, it'll teach the new PCs something about how combat works.)*

(Namely, the original PCs and the monster or monsters they were about to fight)

The actions and movements inside the box correspond precisely to whatever is happening inside the chamber. *(This might keep your new PCs from dying immediately. It might also bring the monsters back from the dead if they get knocked unconscious and then somebody starts thinking "Now what does this box do...")*

*(Which will be obvious to the newly-arrived PCs because they will wake up with the box lying within reach **and** they will be able to see out of their alcove and into the replicated chamber through the gaps in a steel grate that separates the chamber from the alcove.)*

Touching the gems will cause various events to occur: *(Which might be good for a laugh.)*

Touching the green gem will open or close the grate separating the chamber and the alcove. Touching the black gem will cause a trap door in the ceiling of the alcove to open and cause an unconscious civilian to fall through.

(The new PCs will eventually figure out they have a choice about whether to get into the fight immediately.) *(So **that's** how we ended up here.)*

Touching the blue gem will move each individual in the **chamber** *(i.e., in the fight)* to the position occupied by the next individual in the chamber clockwise from him or her. *(But that's probably enough to keep them busy for the first session.)*

THE TOMB TO DIE FOR/IN

By [R. Lawrence Blake](#)

1.

The outside to this small construct is approximately 25' x 25' with a small set of steps leading to an unlocked door. The inside is a dusty bare 20' x 20' room with hairline cracks lining the walls. There is a door to the north. This is not a back door! Well, it IS a back door, so to speak, but it doesn't lead to the back of the tomb.

Once opened, it triggers a poorly designed teleportation portal, sending everything within Area 1 to a crypt buried roughly 100ft below the surface, right under the tomb. The teleportation might be a deadly one. Roll the percentile dice for EACH character as if the teleporter was not thoroughly familiar with the area.

01-80: On Target

81-90: 1d10 x 10' too high

90-00: Teleported into the ground. **K i l l e d** instantly.

The ceiling in Area 2 is 15' high, so if a character is teleported higher than 10', he will be dead.

2.

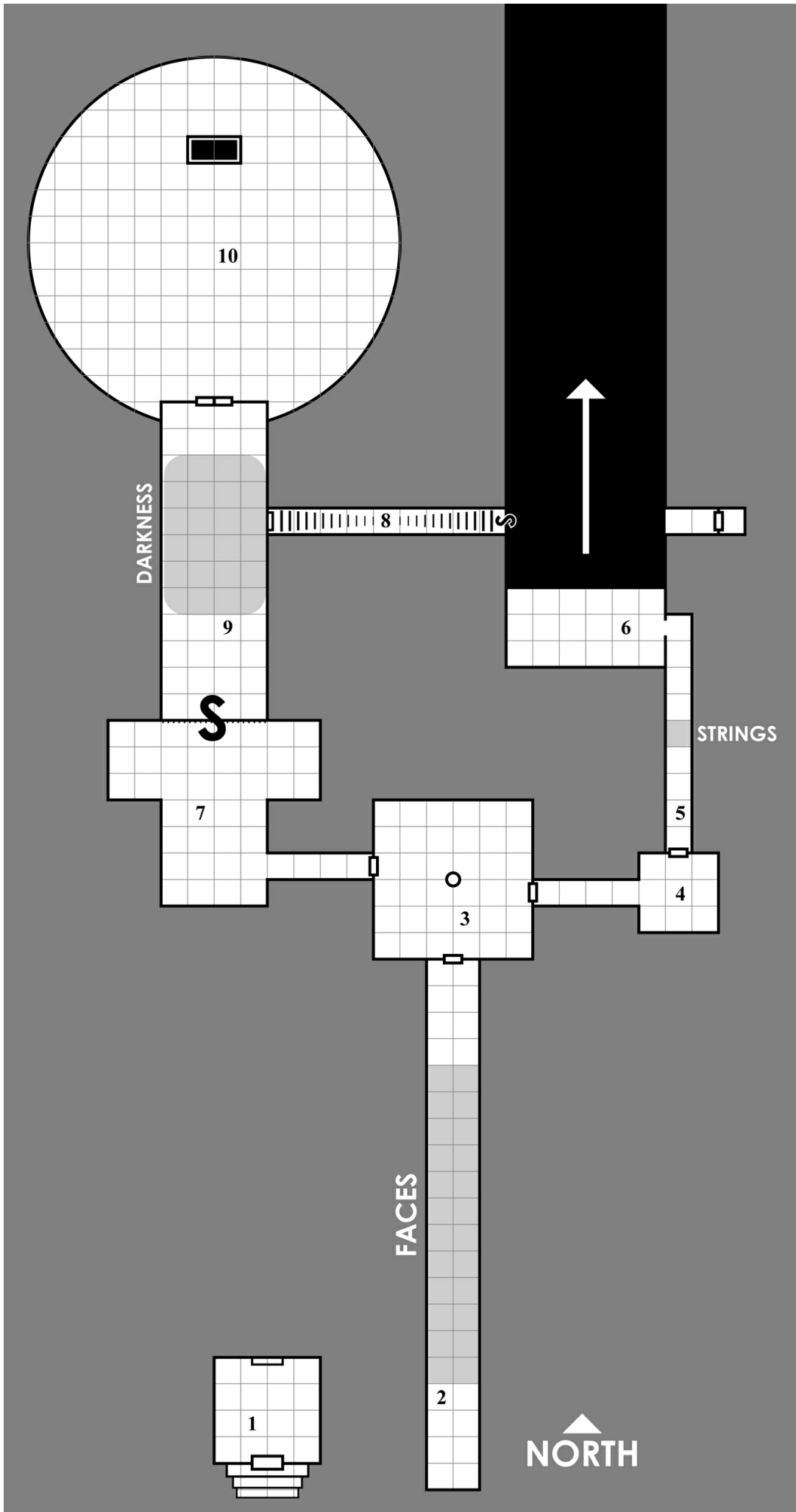
The characters find themselves within a 10' wide x 15' high smooth stone hallway. It is magically lit with a dim green glow. Going north about 20', the area leads to a hall that is covered completely – walls, ceiling, floor – with hundreds of detailed faces carved into the stone. The faces range from every creature imaginable, such as orcs, frogs, troglodytes, gnolls, dragons, mules, goblins, sharks, trolls, wolves, etc, etc, etc.

Once the characters approach within 5' of the hall o' faces, the carved faces noticeably turn their eyes toward them. Characters who attempt to walk through the hall will sustain 6d4 bites for 1d4 damage with each bite.

For every 4 bites a character receives, roll the percentile dice.

Character steps on a...

01 - 20	Normal/Non Harmful face
21 - 25	Vampire face. Drains 2 energy levels.
26 - 30	Ghoul face. Save vs. Paralyze or become paralyzed for 2d4 turns. Paralyzed characters will receive 2d4 automatic bite damage per round unless they can be moved.
31 - 35	Shadow face: Lose one point of Strength for 8 turns.
36 - 40	Giant Rat face: Disease. Save vs. Poison or die in 1d6 days. Success means character is horribly ill for 30 days, afterward has a 25% chance of death.
41 - 45	Medusa face: Additional 1d6 damage from snake hair. Save vs. Poison or die on 1 turn. Additional damage gives a 50% chance that the character will look down at the medusa face (Save vs. Petrify or turn to stone).
46 - 50	Werewolf face: Save vs. Poison/Death or become a werewolf in 2d6 days. Non humans will simply die from the disease.
51 - 60	Purple Worm face: 30% chance of swallowing leg whole causing an additional 1d6 damage per round unless can pull free with successful Strength check.
61 - 65	Kitten face: Face makes a loud, painfully sad "meow" sound, causing the character to feel bad for 2d4 turns.
66 - 70	Gorgon face: Will use breath weapon. Save vs. Petrify of turn to stone.



- 71 - 75 Rust Monster face: Any type of metal armor covering the shin and under will turn to rust (or lose a magical bonus).
- 76 - 80 Giant Rattlesnake face: Save vs. Poison or die in 1d6 turns.
- 81 - 85 Troll face: Extra hard bite for 1d10 damage.
- 86 - 90 Fire Salamander face: Additional 1d8 heat damage.
- 91 - 95 Mummy face: Character contracts mummy rot.
- 96 - 100 Cursed human face: Explodes like a mine for 5d6 damage.

Characters can step on the same type of face more than once.

Characters attempting to fly through the hall will be hit with a breath weapon from a Blue Dragon face (located on the west wall) for 45 damage (save for half). Even if none of the characters try to fly through, there is still a 50% chance that the dragon will blast a random character.

Referees are encouraged to come up with other faces with which to torture the characters. Other types of breath weapons or even psionics could be used.

The hall of faces is roughly 60ft long and ends at a 10' x 20' smooth area with a door on the north wall.

3.

This 30' x 30' room has a sparkling green fist-sized gem resting on a 4' pedestal located dead center within this area. Two human sized beings wearing plate armor are standing side by side in front of the pedestal, weapons drawn.

These two were once adventurers who were unfortunate in finding this green gem. The green gem's magic turned their plate armor into Armor Golems to stand guard over the area. Unable to break free from their own

armor, the adventurers eventually died. Now the Armor Golems still stand here as guards, ready to attack anyone who approaches.

Armor Golem stats: AC: as Plate + Shield, HD: 10, HP: 80 each, #AT: 1 (weapon), D one has +3 longsword, other has +2 war hammer.

Any character that gets within 5' of the gem could be affected by the gem's magic if they are wearing the following armor: banded, chain, plate or splint. The character's armor will become an Armor Golem (AC will go by armor type plus any possible magical bonuses, HD: 10, HP: 80). The character will be trapped within as the golem will use its most powerful weapon to attack the party. Note that the party will have no idea why their own party member is attacking them (but may assume a magical curse or such).

The Armor Golem cannot be dispelled, only destroyed. Damage dealt to the Armor Golem will be divided between it and the character inside the armor. Also, like other golems, Armor Golems aren't affected by hold, sleep, or charm spells, nor are they affected by poison or gas.

If a golem is defeated, the armor will be too damaged to be of any use.

The gem's power is sustained by the pedestal. If removed, it becomes a normal gem worth about 500gp. If the pedestal is broken off from its location it loses its power, becoming useless.

4.

A desk rests in the southeast corner of the room. A robed skeletal figure sits slumped over the desk. Dusty scrolls and books are piled on top of the desk and around the figure. Most of the scrolls are useless, but a couple contain some mid-level spells and one is cursed. A book can be found under one of the skeletal figure's hand. It is closed and appears to possibly be a spell book.

If opened, the character must save vs. magic with a -3 penalty or be struck with short-term memory loss. Spells will instantly be forgotten and cannot be relearned. Experience also cannot be gained for killing creatures while under this effect. The only thing that can cure the short-term memory is by using the Dispel Magic spell found within the cursed book!

First, a Dispel Magic or Remove Curse must be used on the book so that it may be opened safely. Once it is opened, the spell caster must read the Dispel Magic spell directly from the book to negate effects of the short-term memory.

The only other spells in the book are Light and Infravision. The robed skeletal figure is harmless.

5.

Midway into this 45'-long hall, the characters see hundreds of fine steel strings attached to the ceiling, covering a 5ft area. Each string hangs down to the floor, affixed and stretched tightly. The number of strings that stretch from ceiling to floor is 500. It appears that the characters would not be able to pass through the mass of steel strings.

The floor to where the strings are supposedly attached is actually an illusion, masking a 30' deep pit. The steel strings hang 20' into the pit, each with a sharp hook attached.

The illusion cannot be detected. In fact, the trap has a type of False Seeing magic cast on it so that if a character is to use a True Seeing spell or device, the floor will appear sturdy and the strings will vanish! Characters who might throw a stone (or whatever) to where the strings seem attached, will see the item disappear (it actually fell through the illusion).

If a character falls through the illusionary floor, he will get snagged by 10 – 200 (2d20 x 5)

hooks, causing ½ damage per hook (round up). If a character is snagged by 25 hooks or more, the character will be suspended and will lose 2d6 damage per round until he can be hoisted back up and have the hooks removed. The hooks are barbed, causing an additional ½ damage per hook when removed (round up).

If less than 25 hooks snag the character, he'll hit the pit bottom for 3d6 additional damage.

At the end of this hall is a 4ft opening on the west wall that drops characters 10' into Area 6.

6.

The characters drop down into a 30' x 15' area. At first glance this area seems to be an empty chamber, but easily discoverable grooves along the angles of the north wall show that the entire wall is a concealed sliding door. Characters may push the north wall inward rather easily. 15' in, there is a opening to the east and a secret door to the west.

The giant sliding wall is actually a trap and two things will set it off. One is if a character (only one needed) enters the opening to the east. The other is if the characters continue to push the wall inward 25'. When one of these two things happen, the wall will suddenly push back with ferocious force all the way back to the southern wall, smashing the characters for 2d6 x 10 damage. Any held items must save or shatter. The wall will then reposition itself to the 15' mark. It may be moved again in 24 hours.

Any character that jumped into the opening will now be trapped within a 10' x 5' area. There is a door to the east. Opening the door releases a gas in which a character must Save vs. Poison or go blind. After the gas is released, a Spectre will emerge from the room and attack. If the spectre kills the character, there will be just enough time for the character to turn into a new spectre before the characters are able to push the wall in for the rescue.

The secret door leads to Area 8.

7.

To the north of this T-shaped chamber, the wall is inlaid with exactly 100 green gems. They cover an area of 20' x 5' (5 rows, 20 columns of gems) in the center of the north wall.

In front of the gem-filled wall is a skeleton wearing a long coat and a weathered top hat. As if he were a ring leader in a circus, the skeleton explains to the characters that one particular gem on this wall is worth enough to send a character straight into retirement. They may gamble on winning this prize by choosing up to three gems. However, be warned that the others have magical effects to counter the reward of such a valuable gem – possible harm or even death!

The skeleton will simply act as a belligerent host. While it only has 8 hit points, it can cast a 20 HD fireball twice a day. If the characters begin choosing gems off the wall, the skeleton will mock and laugh at any harmful effects which befall them. The skeleton does not know where or how to get the prized gem.

The magical effects are random, constantly switching throughout the gems. One gem is indeed worth a ridiculous amount: 1,500,000gp, but like the others, it is never in the same place. The other gems, once their magic has been spent, are worth 100 gps.

Roll on the following tables for the gems' magical effects. Note that other than the "prize" gem, the same magical effect can happen more than once.

Table 1 (d100)

01 - 10	Continual Light is cast on the character.
11 - 20	Quest-like spell overcomes the character for the need to acquire a wild saber tooth tiger as a pet.
21 - 30	Roll on reincarnation table. Character turns to whatever is rolled.
31 - 40	Character sweat is forever equal to that of a Troglodyte causing the party (including the character) to save vs. poison once per day they are around him or suffer a -2 on attack rolls.
41 - 50	If fighting a group of 3 or more adversaries, the character must save vs. spells or become confused (like spell).
51 - 60	Character gains ability to breath under water, but has a 70% chance of attracting giant leeches, giant piranhas, or great white sharks.
61 - 70	Character is able to speak most humanoid languages (orc, goblin, knoll, kobold, etc), but everything said in these languages always seem to come out as an insult.
71 - 80	Character is colorblind.
81 - 90	Character gains permanent ability to resist fire (as spell), but will take double damage on all cold based attacks.
91 - 100	Roll on TABLE 2

TABLE 2 (d100)

01 - 20	Armor begins to shrink to doll size. First round, character takes 1d6 damage. Second round, character takes 3d6 damage. Character is crushed to death by round 3.
21 - 40	Crippling arthritis causes character to suffer -4 to hit and damage.
41 - 60	Character develops insatiable hunger for live rot grubs.
61 - 80	Any armor or weapon the character possesses with a magical bonus now becomes cursed with opposite negative numbers (ie: a +2 flail becomes a cursed -2 flail).
81 - 100	Roll on TABLE 3

TABLE 3 (d4)

1 - 3	Character explodes. All party members within 60' must save vs. petrify or take 3 - 30 debris damage (save takes half damage).
4	Prize gem worth 1,500,000gp. Kiss this party goodbye and have fun at the beach.

NOTE: If a character attempts to take more than 3 gems, see TABLE 3: 1 - 3.

If one or more characters have chosen at least one gem, and when they are finished picking (they don't have to take 3 gems, and after they take even one, they can choose to stop), the skeleton will offer to open up the northern wall for the characters to pass. The area where the gems are inlaid will open up to Area 9.

Only the skeleton knows how to open the sliding wall.

If the characters refuse to pick a gem, the skeleton will belittle them and not even mention that secret door. If the characters do not leave after a few rounds and intrude on the area by checking for secret doors or traps, it will earn them a 20 HD fireball.

8.

The secret door from Area 6 leads to a stone stairway that descends 60' to a 5' x 5' area covered in large poisonous iron spikes. Heading west is another (identical) stairway that leads up 60' to a door.

If the characters open the door, a Phantasmal Killer (illusionary horror) will appear. Characters must save vs. spells or die from fright. Those who make the save will be stricken with fear and will attempt to run at full speed down the stairs. All characters who do this must make a Dexterity check with a -4 penalty or fall down the stairs for 6d6 damage plus an additional 1d6 damage for the spikes at the bottom. Characters must save vs. poison or die.

Even if characters make the Dexterity check, they have a 75% chance of hitting a spike as they run through.

The Phantasmal Killer will disappear unless the door is shut and reopened. The door is a one-way door (not detectable from the other side) that leads to area 10, right into the continual darkness part of the area.

9.

Halfway down this enormous hall, characters notice that the area becomes unnaturally pitch black. This is a continual darkness spell. The magic that holds the darkness spell is tied to a magical bond that holds the structure of the hall together. If the darkness is dispelled, characters will hear a slight rumbling. After 10 seconds, large portions of the hallway will collapse. Characters must save vs. petrify or suffer 5d10 damage. Damage is halved by a successful save.

The fallen debris is covered in yellow mold, and such a fall will send spores throughout the entire area.

There are double doors to the north.

10.

This 30ft tall round chamber has a large 8' tall stone chest toward the north. Standing in front of the chest is a 16ft tall humanoid beast with a sword. The beast has a terrible smell and stark white eyes. This beast is an undead giant of some sort (AC: as Plate + Shield + 6, HD: 14, HP: 87) that has two attacks per round. One is its sword in which the creature has a +2 to hit and does 3d10 damage per strike. The other is a belching, gaseous breath weapon that covers a 60' radius. Characters caught in this attack must save vs. breath weapon or become violently sick for 3d4 turns. Characters under this effect cannot attack or cast spells.

The characters will have no idea that this creature is actually undead, but if they do, the

creature's weakness might be found: it turns as a 1 HD monster.

Within the giant chest (8' high, 10' long, 8' deep) is a pile of gold and silver (15,500 gp, 22,000 sp) as well as a large sword sticking up, straight out of the top of the coins. The sword is a two-handed sword +3. To pull it out a character must stand on the coins and pull hard. This releases a false bottom of the chest, dropping the character and all the treasure 60' into a giant lake (4d6 fall damage). This lake is in the middle of a large cavern. The GM may use this to continue on into a maze of catacombs, or there could simply be an opening to the outside from here. Or the lake could be made of green slime.

SHRIEKER STEW

By [Jonathan Becker](#)

In the darkness of the chamber, a warm glow can be detected from the coals of the fire pit. Upon said pit is a roiling cauldron of something that smells strangely wholesome, if a bit musky. A ladle hanging near the cauldron allows the contents to be stirred...it appears to be some sort of hearty stew, with no trace of eyeballs, hands, or other humanoid body parts.

Holding a light source close to the stew (for a closer examination, perhaps) causes the stew to emit the faintest of whining, barely detectable to characters listening attentively. This is shrieker stew, made from the fungal monster frequently found in underground caverns.

The pleasantly stewed shriekers fail to give off any but the mildest of sounds while in the pot, thanks to the special spices present in the broth. 1D4 turns after eating said stew however, all counteracting spices will be digested by a character's stomach and the partially digested stew will react fully to any light source in close proximity to the character (within 20' or so). Until the shrieker stew is fully digested (in 1D4 hours), the stomach of any character that partook of the cauldron's contents will wail as a shrieker whenever a light source greater than a candle comes within range. Only complete shrouding of a character in thick wraps of cloth will prevent the noise (this keeps light from illuminating the bloodstream and internal organs of the character, which is what sets off the shriekers' screams).

POOL OF TESTING

By Jonathan Becker

What appears to be a natural grotto has had brick and mortar added to provide a lip of wall two and one-half feet high. Inscribed in the wall is the following message: NO MORE THAN ONE MAY BATHE. The water in the pool gives off a faint, blue luminescence, clearly visible in the dark should all lights be extinguished.

Drinking from the grotto does nothing. Anyone disrobing and fully submerging himself in the pool will find himself greatly increased! Roll 1D6 once to determine which ability is affected 1-Strength, 2-Intelligence, 3-Wisdom, 4-Dexterity, 5-Constitution, 6-Charisma. The affected ability immediately and permanently increases to 18 (if the ability score rolled is already 18, roll again). After being so baptized, the grotto will have no more affect on the character.

If a second person attempts to bathe in the grotto in the same fashion, roll 1D6 as above. This time the affected ability is greatly diminished, being lowered immediately and

permanently to 3! If the reduction of the ability score would preclude the character from pursuing their chosen class, the PC may no longer advance in that class, being permanently frozen at his or her current level.

If yet another person attempts to bathe in the pool, roll 1D6 twice...two different scores will be reduced to 3! Every subsequent person to attempt the pool will have even more of his or her abilities reduced (the seventh person to bathe will have all six ability scores reduced to 3, for example). The pool will only function for each person one time, and only the first person to bathe will ever be affected in the positive. The pool's magic takes affect regardless of whether or not the person being submerged chooses to do so (i.e. a person forced naked under the water will be affected as fully as a willing participant). After seven people have been baptized in the grotto, the pool loses its magic properties.

A wish spell is required to restore a single attribute to its former score.

SHAGGY DOG

By [Jonathan Becker](#)

A large, shaggy (and truth be told, a bit mangy) dog lies at the intersection of this corridor. At your approach it raises its head, perhaps a bit sleepily, and thumps its tail in what appears to be a happy gesture.

Note: the dog's gender is always the opposite of the PCs' initial assessment.

The dog will be friendly to the adventuring party until maltreated (attacked, kicked, etc.) whereupon it will flee a few yards away, turn, and look askance at the party. If attacked a second time (say by arrow shot), the dog will flee and not return.

If treated well (offered food, petted, etc.) the dog will dutifully follow the PCs (the DM should determine which character the dog considers to be its master, changing loyalty to a different PC if that master dies). The dog will not fight (hit points: 5) and will avoid melee with monsters (who will generally avoid it as well in favor of the more dangerous PCs). The dog DOES have a keen sense of smell, and can sense both hostility and fear, allowing it to sense wandering monsters, and even creatures behind doors, long before they have a chance to surprise the party.

The dog will convey this information to its master by pawing at him and generally acting anxious. Should the dog's master actually ask, "what is it, boy/girl?" (or similar) the dog reveals yet another talent...it speaks the Common tongue and is perfectly willing to say, "I smell something bad, boss!" The dog still has only animal intelligence and is not able to carry on deep conversations with the PC, but once asked to speak, will have no qualms communicating its base desires: good smells, hunger, scary smells, etc.

RANDOM TREASURE GENERATOR

By James Edward Raggi IV

Effective Level	Gold Value	Gems	Jewelry	Magic
1	d%	25%	10%	5%
2	d% x d8	25%	10%	10%
3	d% x d10	33%	10%	15%
4	d% x d12	33%	20%	20%
5	d% x d20	50%	20%	30%
6	d1000 x d4	50%	20%	40%
7	d1000 x d6	50%	25%	50%
8	d1000 x d8	50%	25%	60%
9	d1000 x d10	50%	33%	70%
10	d1000 x d12	50%	33%	75%

The effective level is either the average hit dice of the creatures laired in the area, or the average of the average creature hit dice and the level of the dungeon, whichever is less. Trolls lairing on the second level of a dungeon are going to have less treasure than trolls on the fifth level, but goblins aren't going to acquire more treasure just because they lair deeper in a dungeon.

The God Value is the total monetary value of the treasure in various coins. d% of this treasure will actually be gold and the rest silver and copper.

The percentage listed under Gems is used to determine if there are gems present. If a gem is present, roll again (against the same percentage) to determine if a second gem is present. If a second gem is present, roll again to determine if a third is present, etc.

The same procedure is used for determining whether Jewels or Magic Items are present.

Gem Value	
3d6	Value
3	50,000
4 - 5	5,000
6 - 7	500
8 - 10	50
11 - 13	10
14 - 15	100
16 - 17	1,000
18	10,000

Jewelry	
3d10	Value
3	50,000
4	30,000
5	20,000
6	10,000
7 - 8	5,000
9 - 10	3,000
11 - 12	2,000
13 - 14	1,000
15 - 17	500
18 - 20	100
21 - 22	1,500
23 - 24	2,500
25 - 26	4,000
27	7,500
28	15,000
29	25,000
30	40,000

Magic Items	
2d6	Type
2	Ring
3	Wand, Staff, Rod
4	Miscellaneous Item
5	Missile or Device
6 - 7	Potion
8 - 9	Scroll
10	Armor or Shield
11 - 12	Weapon

Scrolls	
2d6	Spell Type
2	Map
3	Druid/Cleric
4 - 6	Cleric
7 - 9	Magic-User
10	Illusionist/Magic-User
11	Protection Scroll
12	Cursed

Spell Level		
Magic-User	Other	Spell Level
3		9
4	3	7
5 - 6	4 - 6	4
7 - 8	7 - 9	3
9 - 12	10 - 11	1
13 - 14	12 - 14	2
15 - 16	15 - 17	5
17	18	6
18		8

Armor

Armor Size

2d6	Size
2	Gnome or Halfling
3 - 5	Dwarf
6 - 10	Human
11 - 12	Elf

2d6	Armor Type
2	Plate and Shield
3 - 4	Plate
5 - 6	Shield
7 - 8	Leather
9 - 10	Chain
11 - 12	Chain and Shield

Armor Special Ability

Armor Strength		
3d6	Strength	Chance of Special Ability
3	+ 5	33%
4	+ 3	-
5 - 6	+ 2	-
7 - 10	+ 1	-
11 - 13	+ 1	25%
14	Cursed	-
15 - 16	+ 2	25%
17	+ 3	25%
18	+ 4	25%

- 2d6 Special Armor Power
- 2 Spell Absorption (d% levels)
- 3 Energy Drain 1/day
- 4 Fly 1/day
- 5 Remove Curse 1/day
- 6 Gaseous Form 1/day
- 7 Cure Light Wounds d3/day
- 8 Invisibility 1/day
- 9 Charm Person 1/day
- 10 Haste d3/day
- 11 Electricity 1/day
- 12 Ethereality 3 turns/day

Melee Weapons

- | 2d20 | Weapon |
|---------|-------------------|
| 2 | Trident |
| 3 | Lucern Hammer |
| 4 | Spetum |
| 5 | Bill-Guisarme |
| 6 | Glaive-Guisarme |
| 7 | Glaive |
| 8 | Bardiche |
| 9 | Pike |
| 10 | Quarterstaff |
| 11 | Lance |
| 12 | Flail |
| 13 | Sword, Short |
| 14 | Battle Axe |
| 15 | Hand Axe |
| 16 – 21 | Dagger |
| 22 – 27 | Sword, Long |
| 28 | Mace |
| 29 | Spear |
| 30 | Morning Star |
| 31 | Sword, Two-Handed |
| 32 | Hammer, War |
| 33 | Halberd |
| 34 | Voulge |
| 35 | Guisarme |
| 36 | Fauchard |
| 37 | Guisarme-Voulge |
| 38 | Partisan |
| 39 | Ranseur |
| 40 | Military Pick |

Missile Weapons

- | 2d6 | Weapon |
|-------|-----------------|
| 2 | Crossbow, Heavy |
| 3 | Crossbow, Light |
| 4 | Javelin |
| 5 | Sling |
| 6 | Bolt (2 - 20) |
| 7 - 8 | Arrow (2 - 20) |
| 9 | Bullet (2 - 20) |
| 10 | Dart (1 - 6) |
| 11 | Bow, Short |
| 12 | Bow, Long |

Weapon Strength

3d6	Strength	Chance of Special Ability
3	+ 5	33%
4	+ 3	–
5 - 6	+ 2	–
7 - 10	+ 1	–
11 - 13	+ 1	25%
14	Cursed	–
15 - 16	+ 2	25%
17	+ 3	25%
18	+ 4	25%

- | 2d6 | Special |
|---------|----------------------|
| 2 | Special Power |
| 3 – 4 | +4 extra vs Opponent |
| 5 – 6 | +2 extra vs Opponent |
| 7 – 9 | +1 extra vs Opponent |
| 10 – 11 | +3 extra vs Opponent |
| 12 | +5 extra vs Opponent |

d12 Opponent

- 1 Constructs
- 2 Dragons
- 3 Enchanted Monsters
- 4 Giants
- 5 Lycanthropes
- 6 Extra-Planar Creatures
- 7 Regenerating Creatures
- 8 Reptiles
- 9 Spell-Immune Creatures
- 10 Spell Users
- 11 Undead
- 12 Water-Breathing Creatures

- 19 Sharpness
- 20 Energy Drain (on natural 20)

d8 Alignment

- 1 Lawful (Good)
- 2 Lawful (Evil)
- 3 Lawful (Neutral)
- 4 Chaotic (Good)
- 5 Chaotic (Evil)
- 6 Chaotic (Neutral)
- 7 Neutral (Good)
- 8 Neutral (Evil)

Weapon Powers

2d10	INT	Powers
2	12	3 Minor + One Major + Read Magic
3	10	3 Minor
4	8	2 Minor
5 - 17	–	–
18	7	1 Minor
19	9	3 Minor
20	11	3 Minor + Read Magic

2d6 Minor Power

- 2 Roll Twice More on This Table
- 3 See Invisible
- 4 Find Secret Doors
- 5 Detect Shifting Walls and Rooms
- 6 Detect Magic
- 7 Detect Evil
- 8 Detect Gems
- 9 Detect Metal
- 10 Detect Sloping Passages
- 11 Find Traps
- 12 Roll for 1 Major Power

2d8 Major Power

- 2 Roll Thrice More on This Table
- 3 X-Ray Vision
- 4 Telepathy
- 5 Levitation
- 6 – 7 Healing
- 8 Damage Multiple
- 9 Clairvoyance
- 10 Clairaudience
- 11 ESP
- 12 Fly
- 13 Phantasmal Force
- 14 Telekinesis
- 15 Teleportation
- 16 Roll Twice More on This Table

2d10 Special Power

- 2 Wish 1 only
- 3 Missile Deflector
- 4 Fly 1/day
- 5 Hold Person 1/day
- 6 Haste 1/day
- 7 Charm Person 1/day
- 8 Find Secret Doors 3/day
- 9 Comprehend Languages 3/day
- 10 Light
- 11 Detect Magic 3/day
- 12 Cure Light Wounds 1/day
- 13 Flaming
- 14 Slow 1/day
- 15 Silence 15' Radius 1/day
- 16 Fire Extinguishing
- 17 Water Breathing 3/day
- 18 Defender

Rings

2d12	Ring
2	Regeneration
3	Protection +5
4	Wishes
5	Protection +3
6	Spell Storing
7	Weakness
8	Spell Turning
9	Delusion
10	Invisibility
11 – 12	Command Plant
13 – 14	Command Animal
15	Fire Resistance
16	Water Walking
17	Command Human
18	Protection +1
19	Telekinesis
20	Protection +2
21	Djinni Calling
22	Shooting Stars
23	Protection +4
24	X-ray Vision

Potion

2d20	Potion
2	Undead Control
3	Giant Control
4	Treasure Finding
5	Human Control
6	Flying
7	Super-heroism
8	Oil of Slipperiness
9	Poison
10	Gaseous form
11	Delusion
12	Plant Control
13	Levitation
14	Growth
15	Clairaudience
16 – 17	Sweet Water
18 – 19	Polymorph
20 – 21	Healing
22 – 23	Philter of Love
24 – 25	Speed
26	Animal Control
27	Fire Resistance
28	Invisibility

29	Clairvoyance
30	Climbing
31	Diminution
32	Heroism
33	Invulnerability
34	Extra-healing
35	Water Breathing
36	ESP
37	Longevity
38	Oil of Ethereality
39	Giant Strength
40	Dragon Control

Rod, Staff, Wand

2d20	Rods, Staves, Wands
2	Staff of the Magi
3	Rod of Resurrection
4	Staff of Withering
5	Rod of Absorption
6	Wand of Cold
7	Staff of Healing
8	Wand of Detecting Traps
9	Staff of Commanding
10	Wand of Fire
11	Wand of Magic Missiles
12	Rod of Striking
13 – 14	Wand of Paralyzation
15 – 16	Wand of Negation
17 – 18	Wand of Illusion
19 – 20	Wand of Detecting Metals
21 – 22	Wand of Detecting Enemies
23 – 24	Wand of Light
25 – 26	Wand of Detecting Magic
27	Wand of Fear
28	Wand of Lightning
29	Wand of Polymorphing
30	Wand of Lightning Bolts
31	Wand of Summoning
32	Rod of Captivation
33	Wand of Detecting Secret Doors
34	Rod of Lordly Might
35	Staff of Striking
36	Wand of Wonder
37	Staff of the Serpent
38	Rod of Rulership
39	Rod of Cancellation
40	Staff of Power

Misc. Item		
2d100	Miscellaneous Magic Item	49 – 50 Horseshoes of Speed
2	Efreeti Bottle	51 – 52 Girdle of Giant Strength
3	Tome of Understanding	53 – 54 Gem of Brightness
4	Tome of Martial Knowledge	55 – 56 Dust of Disappearance
5	Tome of Knowledge	57 – 58 Crystal Ball with ESP
6	Mattock of the Titans	59 – 60 Cloak of Arachnida
7	Book of Chaotic Wisdom	61 – 62 Boots of Levitation
8	Flying Carpet	63 – 64 Stone of Controlling Earth Elementals
9	Well of Many Worlds	65 – 66 Periapt of Proof against Poison
10	Amulet of the Planes	67 – 68 Rope of Entanglement
11	Mirror of Mental Prowess	69 – 70 Phylactery of Faithfulness
12	Manual of Gainful Exercise	71 – 72 Periapt of Health
13	Lyre of Building	73 – 74 Net of Entanglement
14	Cubic Gate	75 – 76 Medallion of thoughts
15	Bag of Holding	77 – 78 Helm of Comprehend Languages and Read Magic
16	Robe of Eyes	79 – 80 Gauntlets of Ogre Power
17	Censer of Controlling Air Elementals	81 – 82 Dust of Appearance
18	Bowl of Commanding Water Elementals	83 – 84 Crystal Ball
19	Sphere of Annihilation	85 – 86 Brooch of Shielding
20	Robe of Blending	87 – 88 Ointment of Healing
21	Eyes of the Eagle	89 – 90 Pearl of Wisdom
22	Stone of Good Luck	91 – 92 Incense of Meditation
23	Medallion of thoughts (90')	93 – 94 Feather Token
24	Golem Manual	95 – 96 Phylactery of Undead Turning
25	Cube of Force	97 – 98 Javelin of Lightning
26	Robe of Scintillating Colors	99 – 100 Talisman of the Sphere
27	Mirror of Life Trapping	101 – 102 Pearl of Power
28	Helm of Brilliance	103 – 104 Ioun Stones
29	Boots of Speed	105 – 106 Eversmoking Bottle
30	Arrow of Location	107 – 108 Figurines of Wondrous Power
31	Scarab of Death	109 – 110 Marvelous Pigments
32	Robe of Powerlessness	111 – 112 Wings of Flying
33	Necklace of Strangulation	113 – 114 Slippers of Spider Climbing
34	Jewel of Monster Attraction	115 – 116 Cloak of Protection
35	Helm of Opposite Alignment	117 – 118 Decanter of Endless Water
36	Flask of Curses	119 – 120 Elven Cloak
37	Dust of Sneezing and Choking	121 – 122 Elven Boots
38	Deck of Many Things	123 – 124 Gloves of Dexterity
39	Cloak of Poisonousness	125 – 126 Gloves of Swimming and Climbing
40	Censer of Cursed Summoning	127 – 128 Helm of Underwater Action
41 – 42	Broom of Cursed Flight	129 – 130 Necklace of Adaptation
43 – 44	Brazier of Cursed Sleep	131 – 132 Net of Snaring
45 – 46	Boots of Dancing	133 – 134 Periapt of Wound Closure
47 – 48	Bag of Devouring	135 – 136 Rope of Climbing

137 – 138	Horseshoes of a Zephyr	190	Portable Hole
139 – 140	Robe of Useful Items	191	Robe of the Archmagi
141 – 142	Pipes of the Sewers	192	Drums of Panic
143 – 144	Broom of Flying	193	Instant Fortress
145 – 146	Crystal Ball with Clairaudience	194	Apparatus of the Crab
147 – 148	Cube of Frost Resistance	195	Book of Lawful Wisdom
149 – 150	Eyes of Magnification	196	Tome of Clear Thought
151 – 152	Gem of Seeing	197	Tome of Leadership and Influence
153 – 154	Horn of Valhalla	198	Tome of Stealth
155	Amulet of Inescapable Location	199	Book of Infinite Spells
156	Bag of Transformation	200	Boat, Folding
157	Bowl of Drowning		
158	Broom of Animated Attack		
159	Broom of Cursed Flight		
160	Chime of Cannibalism		
161	Crystal Hypnosis Ball		
162	Drums of Stunning		
163	Eyes of Petrification		
164	Gauntlets of Fumbling		
165	Incense of Obsession		
166	Mirror of Opposition		
167	Periap of Foul Rotting		
168	Rope of Strangulation		
169	Stone of Weight (Loadstone)		
170	Bag of Tricks		
171	Boots of Traveling and Springing		
172	Helm of Teleportation		
173	Scarab of Protection		
174	Potion Jug		
175	Displacer Cloak		
176	Helm of Telepathy		
177	Phylactery of Youth		
178	Chime of Opening		
179	Maul of the Titans		
180	Talisman of Pure Good		
181	Talisman of Ultimate Evil		
182	Amulet of Proof against Detection and Location		
183	Brazier of Commanding Fire Elementals		
184	Eyes of Charming		
185	Amulet against Possession		
186	Bracers of Armor		
187	Horn of Blasting		
188	Manual of Bodily Health		
189	Manual of Quickness of Action		

A SPELL POINT THEORY

By James Edward Raggi IV

The traditional fantasy RPG spell system is loosely based on the system found in the Dying Earth stories by Jack Vance. If you haven't read those books, you should. If you've ever thought the "fire and forget" magic system made no sense, you need to read those books. All will be revealed.

However, that doesn't satisfy some people. They want wizards that can do what they want, when they want. Usually when this mood takes someone, they completely dismantle the magic system and port in a wholly unique system, or they get lazy and say "First level spells cost one spell point, second level spells cost two spell points, etc."

This theory of spell points retains the classic spells and level systems that we all know, so that it will remain familiar and easy to adapt.

First, spell-casters begin with one spell point at first level, and every level gain a number of spell points equal to their new level. A cleric increasing from first to second level gains two new spell points, for a total of three, for instance.

Under this system, there would be no relationship between the character level and the level of spell they are able to cast. Magic-Users may have a spell of any level in their spellbook (and therefore at their disposal). A Cleric can theoretically cast any spell from the entire Cleric spell list.

Second, casting a spell costs a number of spell points as its level, but only as a base.

Many spells have an effect based on their level,

be it a Fireball's damage, the number of missiles fired by a Magic Missile spell, ranges, durations, etc. Under this system, these spells do not operate according to the caster's level, but by the number of extra spell points put into the spell (on a one spell point = one level basis).

For example, a seventh level Magic-User (with 28 maximum spell points) casts Fireball. He wants it to do 7d6 damage (seventh level strength). It is a base 3 spell point cost for the spell, and an additional 7 points for the 7 levels of spell strength, for a total of 10 points – almost a third of the total spell point totals to cast such a powerful spell that day.

Spells with no level-based variables merely cost the same number of spell points as their level.

Under this system, therefore, any spell with a level-based variable costs at the minimum one more spell point than its level would indicate. A Magic Missile spell, because the level of the caster affects how many missiles are fired, would require a minimum of two points to cast – one for the spell's level and one for activating it at the power of a first level Magic-User.

A spell point based system will not operate the same as the default magic system, so little things like a first level Magic-User then not being able to cast Magic Missile is offset by the fact that third level spells become available to cast when spell-using characters are second level.

But any adjustment made changes the game. That's why you make these changes in the first place, right?

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