

# The Dungeon Dozen

by Jason Sholtis



Random Tables for Fantasy RPGs

# THE DUNGEON DOZEN

VOLUME ONE

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*Dedicated to my much better half, Christine.*

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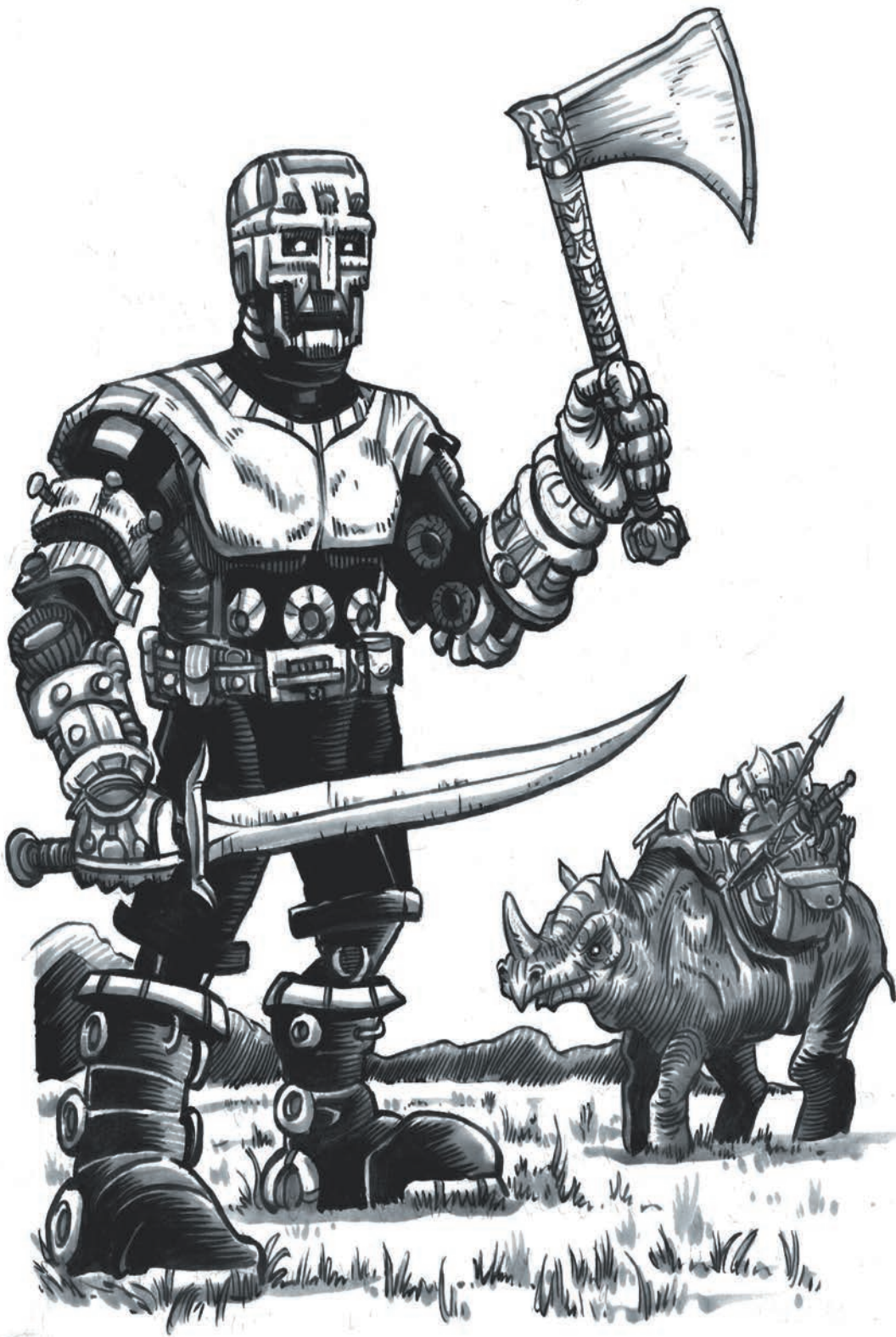
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d12

*Additional Nuisances in the Frozen Wastes*

1

Militaristic society of ice fairies hatching scheme to purify region by magically depopulating it

2

Ancient army of a forgotten culture frozen in its tracks while on the march (trajectory points to ruined city)

3

Hunting grounds of the wooly tyrannosaur (prey: the ferocious land walrus who in turn feed upon ice lemmings)

4

Elevated outpost of the imperial war-tobogganeers

5

Frost giants rounding up mammoth calves to train

6

Crevasse entrance to the Forbidden Pleasure Dome of the Snow Gods

7

Towering snow colony of the giant white magpies (collectors of bright and shiny objects)

8

Lost City of the Glacierites: blue-skinned denizens devolved remnant of an advanced pre-human civilization

9

Recently escaped fire giants flee pursuing Glacierites captors while slowly perishing of exposure

10

Ice labyrinth of the deranged cryomancer

11

Volcanic steam garden: populated by savage wooly neanderthals

12

Ghost pack of the Wolf King who once ruled these lands

A

d12	<i>Apocalyptic Visions in the Crystal Ball</i>
1	Nightmare scene of fantasy world completely overrun by proliferation of slimes, oozes and jellies
2	Images of sudden-onset ice age, flash-frozen men and beasts, ships embedded in solid waves, ice-spirits howling w/bitter laughter
3	Idyllic pastoral scene shattered by revelation that herdsmen = vampires, flocks = debased human population
4	Video broadcast from Mars rover w/incomprehensible voice-over
5	Scene of moon teeming with terror monsters hurling selves earthward via cosmic trebuchets
6	Mind-bending loop of footage from Leni Riefenstahl's <i>Triumph of the Will</i>
7	Behind-the-scenes at the trans-pantheon parliament of the gods: earthly life pitilessly divided up and squandered like chattel by beings previously thought to be benevolent
8	Worlds upon worlds swim by, each stranger than the last, a galactic empire that pits far-flung humankind against itself while utterly alien overlords grow ever richer and more powerful
9	Promotional clips of reality TV show shot during biblical end times
10	Humanity enslaved by race of giants w/proto-Egyptian cultural features, set to perpetual pyramid-building
11	Towering gods stride the earth locked in battle, sweeping away entire human armies with single gestures, shattering mountains with errant blows, boiling oceans away with misfired rays of destruction
12	Sorcerer's mad researches set off arcane chain reaction resulting in world sundered in two, separated by coruscating ethereal gulf





d12

***Almost Indestructible: Villain Death Requirements***

- |    |   |
|----|---|
| 1  | Must be immersed in sanctified wine for not less than 10 minutes  |
| 2  | Head must be laterally bisected, each half encased in molten lead and shipped off to far corners of the world |
| 3  | Disembodied animus may escape to further vex humanity unless its mouth is sewn shut before death              |
| 4  | Can only perish on a full moon, and then only by a moon-copper blade  |
| 5  | Vulnerable to physical attack only when consumed by lust for a mortal   |
| 6  | Must be struck with simultaneous blows from a virgin, a priest, a halfling and a thief                        |
| 7  | Can only be killed yesterday  |
| 8  | Will only die by its own hand   |
| 9  | Only vulnerable to weapons crafted of angel bones   |
| 10 | Must willingly drink hemlock  |
| 11 | Must be staked though each of its three hearts  |
| 12 | Can only be scared to death   |

A

d12	<i>Also in Residence at the Inn</i>
1	Imperial courier w/message for gone-missing noble, now afraid to report back to dark masters
2	Petty noble and retainers taking a few days off from lengthy sojourn, reserved entire wing of the establishment, planning extensive revelry
3	Impressively outfitted knight and single squire patiently await sign from the gods before making next move
4	Foreign sage and indentured crew of grad students embarking upon expedition to excavate site of lost temple
5	Sculptor flush with cash from major commision seeking rare minerals to complete pièce de résistance
6	Cult priest travelling w/squad of deadly acolytes, mummified heart and brain of ancient prophet
7	Ancient wizard, having mainlined the last of his potions of longevity to no effect, lies in deathbed slowly snuffing it
8	Temporarily rich thief living large while laying low, sloppy w/drunken braggadocio
9	Silverware salesman who the proprietor suspects may secretly be an imperial inn inspector
10	Permanent resident: venerable retired explorer and cartographer, happy to discuss and show off (but never ever sell) the fruits of his labors
11	Gentleman awaits arrival of distant rival to settle long-delayed matter of honor
12	Idle aristocrats slumming it: participants in an evening of fancy-dress games





d12

***Antediluvian Relics***

- |    |   |
|----|---|
| 1  | Golden bat ears: self-adhere to sides of head for sensory enhancement   |
| 2  | Spool of smart wire: slithers off to fulfill verbal work orders   |
| 3  | Headband of enslavement: available in many fashionable styles and colors  |
| 4  | Dagger of slicing: cuts stone, steel, tin cans and tomatoes without ever losing its edge, ignores armor   |
| 5  | Omniscient sphere: palm sized orb w/ ranging sensor array, answers yes/no questions, 75% accuracy for duration of charge  |
| 6  | Depilatory ray gun: no save!  |
| 7  | Ornately pronged helmet with huge crystalline third eye: enables two-way telepathy, long distance mental intrusions, command sub-intellectual creatures like most arthropods, insects, reptiles |
| 8  | Stun hammer: deafens and/or stuns those w/unprotected ears in 40' radius when struck  |
| 9  | Automatic chow dispenser unit: self-sustaining bacterial colony continuously produces fully nutritive human food nuggets for one (1 in 6 chance of anaphylactic shock on first usage)           |
| 10 | Industrial prosthetic harness: needles penetrate wearer's spine, twin mechanical arms respond to mental commands after short learning curve (1 in 6 chance of going berserk and attacking user) |
| 11 | Psychiatric gun: launches med-grenades that involuntarily pacify, stabilize, trigger tear-soaked breakthroughs, may induce psychosis in some subjects   |
| 12 | Disintegrator/reintegrator cannon: huge wheeled device stores dematerialized creatures and objects for later deployment (or permanent deletion)   |

**A**

d12	<i>At the Bottom of the Pit</i>
1	Insect-size Oracle of the Pit answers queries on any subject, demands payment in fresh nectar
2	Elaborate headdress w/magic feather of levitation among detritus
3	Swamp of slow digestive enzymes seeping from walls
4	Heap of crumbling bones provides chance of falling damage reduction, airborne cloud of decomposing flesh provides chance of lethal infection upon impact
5	Useless but friendly ghost of previous pit victim
6	Fist-size tunnel to bustling City State of the Rats
7	Hibernating saber tooth badger clogs tunnel to surface
8	Living victim of trap: wizard with broken legs, half-nuts, currently eating pages from spell book
9	Mystical gate to random campaign world
10	Soul-eating astral predator bides time while humming pleasant little tune
11	Victim-eating ant colony commanded by quite chatty psychic queen
12	Extensive adventuring notes carved into wall, final act of mortally wounded rogue

d12	<i>Atypical Items Found in Desk</i>
1	Drawers filled with the bones of small animals
2	A golden false eye
3	A silver hand-sized harp
4	Poison ink in clearly marked bottle
5	Ladies undergarments (giantess size)
6	Receipts from demon for services rendered
7	A seven-fingered glove
8	Very active stinging ant colony
9	Metal box filled with unidentified white powder
10	Paper with designs for unknown flag or device
11	Tiny handcuffs and leg irons (one gross)
12	Dessicated hand wearing cursed ring

# Automatic Weird Dragons

A

Assumptions: all dragons have bat-like wings (often vestigial/merely decorative), scintillant scales, elongated necks and tails

d12	<i>Table One: Head</i>
1	Smilodon
2	Swan
3	Caiman
4	Eagle
5	Snail
6	T-rex
7	Hippopotamus
8	Lemur
9	Toad
10	Pit bull
11	Housefly
12	Human

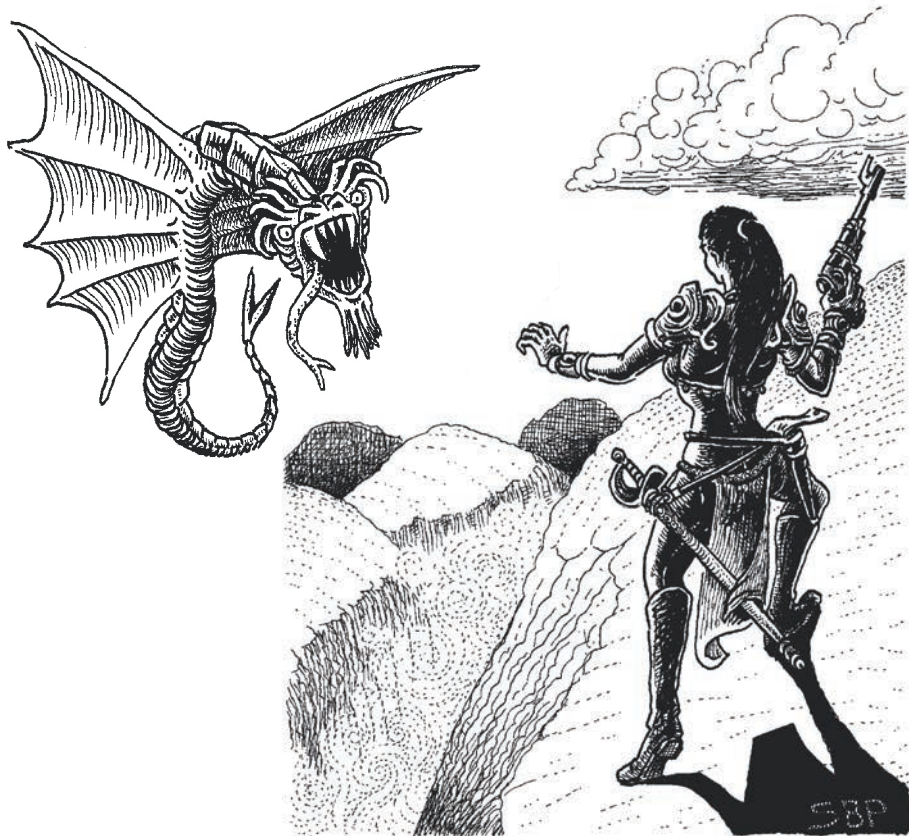


d12	<i>Table Two: Body plan</i>
1	Serpent
2	Centipede
3	Rooster
4	Mantis
5	Quadrupedal anthropoid
6	Hyena
7	Polar bear
8	Peacock
9	Apatosaurus
10	Pangolin
11	Gecko
12	Land whale



A

d12	<i>Available Means of Interplanetary Travel</i>
1	Woven into the fur of the colossal Aether Bat
2	Temporary encystment in the mass of a migratory space ooze
3	Comet comes by highest mountain peak once daily, grappling hooks recommended
4	Surmount 7 miles of scaffolding, embark in solar dirigible
5	Series of timed teleports combined with globes of invulnerability: 50% chance of catastrophic error
6	Ride the lightning beam from atop the sorcerer's observatory: horseshoes forged of solid mercury required
7	Launched within padded projectile from trans-cosmic trebuchet
8	Demon-wing transplant: increases caloric requirements one hundred fold
9	Whisked off via yeti ascetics' polyhedron power
10	Disintegrated, broadcast upon arcane wave, reintegrated at destination via exceedingly costly sorcery
11	Carried by willing vampires
12	Fall upon the legendary blazing Sword of the Star Sojourner




**d12** *Before First Level: Clerics*

- |    |   |
|----|---|
| 1  | Indulged in habitual heresy and blasphemy until sudden divine visitation inspired terrified vows of fealty  |
| 2  | Sold to local temple by destitute parents, granted entrance to order following lengthy period of servitude  |
| 3  | Orphaned at tender age, sought shelter among esoteric brotherhood, fell under sway  |
| 4  | Found (this particular) god at the bottom of continuously drained and replenished mug of grog   |
| 5  | Harrowing psychedelic incident after consumption of moldy bread leads to cosmic revelation and subsequent total dedication to grooviest deity in pantheon                 |
| 6  | Healed by kindly cleric after near-fatal childhood injury   |
| 7  | Took up with the holy ones to spite rationalist humanist parents  |
| 8  | Sudden apoplexy while consulting temple scrolls, awoke to awed veneration of clergy: used by divinity to issue several important new revelations while comatose           |
| 9  | Flirted with several deities and indulged in secular philosophy until sudden realization made lifelong service to Thor seem irrefutably imperative                        |
| 10 | You see, there was this vestal virgin...  |
| 11 | Fate sealed at age 6 by ritual gift exchange on the high holy day: received toy mace and holy symbol, spent rest of holiday attempting to turn siblings and that was that |
| 12 | Above average wisdom score: in a world where the capricious influence of the gods is beyond debate or reasonable doubt, joining them is pure pragmatism                   |

d12	<i>Before First Level: Dwarves</i>
1	Served mandatory 20 yrs. repairing/refining subterranean vaults w/dwarvish conservation corps
2	Dropped out of jewelry-making school in white-hot rage after public rebuke of works
3	Has finally gathered enough gems to buy family heirloom war axe from father
4	Fascinated by study of humans and their folkways, considers them amusing weirdos, cannot wait to join forces
5	Threw off yoke of cultural dourness while exhausting entertainment value of wine and song, wasted too much time to get rich by the standard means
6	Painstakingly hand crafted own tomb in the Hall of Fathers, performed ritual auto-funeral, ready for adventure
7	Spent youth in traditional crafting of personal tool kit (including arms and armor) for lifetime use in all endeavors, now fully fledged adult and ready for action
8	Driven by adolescent gold-lust, committed the unforgivable offense of hoard-theft to outfit self for adventure: caught, beaten, shaved of beard, permanently exiled
9	Retired from several careers, now looking for thrills, resume includes: militia, stone cutting, masonry, metal fabrication, food and hospitality service
10	First dwarf to attempt to popularize notion of collective bargaining for workers, barely escaped series of assassination attempts, has had it w/his kind
11	Impoverished petty noble w/dwarvish enemies galore, 17th in line for throne, didn't like chances in high society
12	Content to grow beard and hammer rocks until afflicted w/permanent viral infection, manifests as low grade fever and severe wanderlust





**d12** *Before First Level: Elves*

- |    |  |
|----|--|
| 1  | Prolonged dreamy-eyed adolescence thinking cosmic thoughts, laughing and singing in the enchanted forest, then came boredom followed by ennui        |
| 2  | Spent a century or so afflicted by a hereditary curse, now temporarily held at bay by dark sorcery   |
| 3  | Bitter struggle for survival in harried enclave in contested territory: gaunt, humorless, talks like Christian Bale as Batman                        |
| 4  | Morally outraged by elfin politics-as-usual, abandoned elf-life for self-imposed exile among the lesser folk   |
| 5  | Literary study in the library citadel grew wearisome after a couple of hundred years   |
| 6  | As close to suicide as an elf gets before epiphany: discovered inner avarice, suppressed blood lust  |
| 7  | Left homeland in disgust after failing to gain admittance to exclusive social order, self-esteem buoyed by hanging out with human riff-raff          |
| 8  | Adventuring career just the latest in series of light-hearted larks  |
| 9  | Emotionally unstable (for an elf), more at ease among the easily rattled humans and halflings  |
| 10 | Protracted secret indoctrination, now embarked upon clandestine mission for elf supremacists   |
| 11 | Accrued massive gambling debts during extended period of heavy partying  |
| 12 | Shamed and humiliated by ruinous love triangle, seething with pent-up rage, spoiling for displaced vengeance and thirsting for riches and a new life |

d12	<i>Before First Level: Fighters</i>
1	Local militia offered little but the occasional drill, scampered off w/gear to go freelance
2	Born into war clan, scattered following rout against occupying forces, now incognito
3	Farmer turned to banditry at height of famine, found calling
4	Freed from domestic slavery in noble house after heroic acts in defense of city-state
5	Slipped mickey by army recruiters, survived campaign to wipe out otherwise irrepressible tribe for local lord
6	From tender age always erecting practice dummies and fashioning weapons from found materials
7	One of those jerks forever getting into fights for no reason, decided to make career of it
8	Stint as galley slave really built up the old arms, not to mention the total disregard for the sanctity of life
9	Brutality of early life in wilderness settlement mandated expertise in the hacking and slashing
10	Prodigy: slayin' came easy and early as bereaved parents of childhood acquaintances can attest
11	Deserted from imperial army after seeing too much: will never again fight for a cause, only money
12	Thrown out of family trade, barred from arcane academy, cast out of seminary, apprenticeship w/thieves' guild revoked, lute lessons went nowhere, disqualified from athletic training, humiliated after failed bid for local election, sacked from local guard, bought a sword





d12	<i>Before First Level: Magic Users</i>
1	Thrown out of several reputable academies, killed last headmaster to cross path and made off with spellbook
2	Woke up to find self fully vested member of arcane secret society after lengthy black lotus bender
3	Snuck into sorcerer's tower, captured and imprisoned in library until mastered first spell: took ten years
4	Well-connected parents employed graft and bribery to gain admission into exclusive training facility
5	Tormented in dreams from childhood by terrible outer being who trades nocturnal peace for pursuit of the mystic arts
6	Unquenchable lust for power from early age, long list of enemies to one day blast to smithereens
7	Turned wholeheartedly to sorcery after late-childhood revelation of secret lineage: witch-doctors, magi, necromancers, psychics, diabolists and even a vampire thrown in for good measure
8	Kidnapped and trained by hermit-mage after handily winning math competition at village fete
9	After witnessing injustices of the world, hates the gods and will devote researches to finding the magic bullet needed to dispense with them once and for all
10	Strong innate sense of the fullness of reality combined with major social inhibitions, threw self into studies and never came out
11	Vision following blow to head partially revealed cosmic mysteries, triggered lifelong pursuit of knowledge
12	Sole survivor of barbarian village destroyed by snake cult but far too congenitally feeble to even entertain revenge by the sword

**B**

d12	<i>Before First Level: Thieves</i>
1	Enthralled by the seedy underbelly of human life, enjoys vice of every kind, considers honest folk suckers
2	Kleptomaniac rich kid w/defiant streak a mile wide
3	Fell in with the wrong crowd, must steal to support habit
4	It started with stealing pies as child, rapidly became addicted to thrill, has since branched out
5	Trained by expert thief father: frequently chained to various objects and commanded to escape, sent to market w/long list and no cash, abandoned at bottom of sheer cliffs, etc.
6	Magpie-like affinity for shiny objects, obsession managed (poorly) by heavy drinking
7	Schooled in the evils of private property at heavily tattooed grandmother's knee
8	Found native culture stultifying and oppressive, turned to life of crime for kicks
9	Figured it was the only way a poor kid could retire before age thirty
10	Sincerely enjoys being sneaky
11	Comes from a long line of straight-up sociopaths
12	Mistakenly stolen by thieves as baby, reared by trio of doting yet dastardly "uncles"



d12	<i>Benevolent Parasites of the Underworld</i>
1	Cerebral worm: increases intellect, enhances cowardice
2	Detox Tick: palm-sized chigger secretes ichor that nullifies pathogens and poisons
3	Digester ooze: enters stomach, enables host to extract nutrients from most matter
4	Spine dweller: eel-like amphibian incises back, nestles along vertebrae, electrical discharge enhances host's agility
5	Blood swarm: tiny flying arthropods feed upon all gory remnants of melee, cleaning arms and armor
6	Interpreter mite: introduced into ear canal, instantly translates most languages
7	Giant heart fluke: burrows into chest, settles around the heart, produces surges of adrenalin to protect host
8	Pit fleas: saliva blocks pain receptors
9	Love Fungus: grows internally, releases pheromones to attract mates for host, increases personal charm
10	Alien virus: alters host's DNA to produce functional wings, increases caloric requirements ten fold
11	Lung spores: allows respiration in hostile atmospheres/underwater
12	Rockhide: bacterial infection causes skin to harden into armor plates

d12	<i>Beyond the Cosmic Portal</i>
1	Translucent bubble adrift on the tides of space
2	Surface of a strange planet bathed in caustic super-heated gasses
3	The Moon Library (librarians: inverted rugose cones on shocks of hair-like tendrils w/ reading monocles for single eye spot)
4	A small rocky island in the Acid Sea kingdom of the Siliconians
5	Mind-bending trans-planar vortex
6	Wind swept plateau with dome: private spell component greenhouse
7	Box seats for the pre-creation God War
8	Cushy habitarium in the menagerie of the Colossal Spacemen
9	The demi-plane of Pure Effect
10	The offices of Hell's quartermaster general
11	Storage closet in Sorcerer's Guild subterranean laboratory complex
12	Pleistocene Island



**B**

<b>d12</b>	<b><i>Those Blood-curdling Screams off in the Distance are Actually...</i></b>
<i>1</i>	Shriek-bats in a feeding frenzy
<i>2</i>	Courtship hollers of feral halflings
<i>3</i>	Freshly-hatched cockatrice chicks exercising their lungs
<i>4</i>	Rehearsal for sub-humanoid choir at ramshackle temple to their obscene deity
<i>5</i>	Mimic-apes having a laugh
<i>6</i>	Bored and drunk vampires amusing themselves
<i>7</i>	The sounds of an arcane gateway opening up to a hellish nightmare realm
<i>8</i>	Echoes of metal-on-metal from a giant filing the blade on mammoth axe to a slightly-less-dull edge
<i>9</i>	Agonized yelps of new recruits being “branded in” to bandit organization
<i>10</i>	Ogres enjoying a game of Thumbscrew Challenge
<i>11</i>	Capricious wind-spirit that moves continuously further off trail
<i>12</i>	Genuine final vocalizations of doomed monster-attack victims: sure, you could run off to save them but you’d be far, far too late

<b>d12</b>	<b><i>Building Projects of the Stone Giants</i></b>
<i>1</i>	The Great Henge Wall
<i>2</i>	Colossal anti-adventurer deadfalls
<i>3</i>	Titanic bowling alley
<i>4</i>	Network of impressive stone watchtowers
<i>5</i>	Giant’s mountain concourse w/connecting bridges and staircases cut from living rock
<i>6</i>	Great mountain top reservoir w/aqueduct network
<i>7</i>	Automatic avalanche traps
<i>8</i>	Blocking off strategic mountain pass w/world’s biggest heap of boulders
<i>9</i>	Huge stone effigy of stone god astride two peaks
<i>10</i>	Dragon-smasher, the ultimate trebuchet
<i>11</i>	Skyscraper-size mausoleum
<i>12</i>	“That’s no mountain, it’s a fortress!”



<b>d12 Campaign Paradigm Shifters</b>	
1	Solar eclipse lasts until moon god's lust for blood is satiated
2	Long prophesied messiah of the underclass manifests, sets plans in motion for world-wide peasant revolt
3	Hyper-evolved being arrives from future to teach humanity the arts of space travel
4	Imperial sorcerers announce breakthrough that promises to revolutionize transportation by harnessing the Tenser wave
5	Dinosaurs make another play at a comeback, this time aided by unknown race of nautiloids
6	Thor (or equivalent) smashes incoming asteroid in upper atmosphere: fragments rain down willy-nilly, cities must make saving throws
7	Demon prince reveals self and peers as interdimensional psychephagi ready to begin occupying surface territories and reducing humankind to the herd-beasts they were always meant to be
8	Ill-advised geomantic activities trigger sudden shift in tectonic plates, rearranging map: new mountain ranges crop up, great sundering rifts between formerly contiguous lands, coastal cities devastated by flood, etc.
9	Recent batches of human newborns show disturbing and rather abrupt new trends in evolutionary development: distended frontal lobes and protruding pineal glands among the most noticeable
10	Moldy grain sets off great monotheistic awakening, huge percentage of the population tripping out to the same hallucinations, heading speedily towards officially "Holy" evil empire
11	Nearest volcano erupts constant streams of fire monsters
12	Hurricane blows in, halts over capital city, razes it to ground and remains as permanent storm zone

# Campaign Pitch-Elevating Amalgamator

Roll once on each table and forcefully mash results together to establish campaign vibe

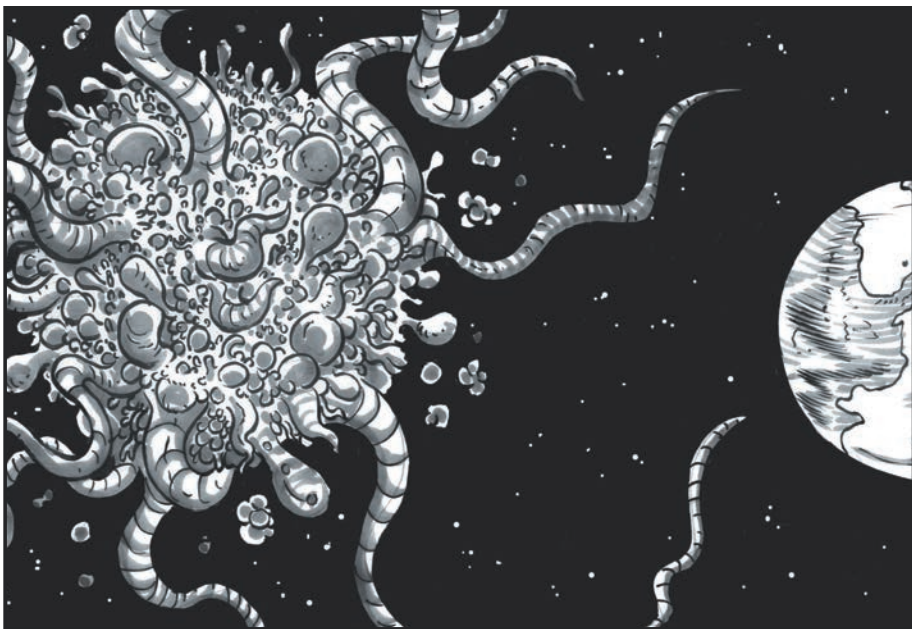
d12	<i>Table A: Appendix N</i>
1	Robert E. Howard's Kull stories: serpent men intrigue, campaign-ending catastrophe imminent
2	Tolkien's LOTR: sprawling epic, dark lord, orcs everywhere, spontaneous recitations of poetry/musical numbers
3	Poul Anderson's The High Crusade: knights & UFOs
4	Abraham Merritt's The Ship of Ishtar: active deities, genders at odds, swashbucklery
5	Leigh Brackett's The Sword of Rhiannon: Mars, science & sorcery, demi-god possession, exit future for adventure in the past
6	E.R. Burroughs' Pellucidar series: recently discovered underworld filled w/ cavemen and their dino-rulers
7	H. P. Lovecraft's The Shadow Out of Time: Mind-projecting aliens, flying polyps, time-hopping
8	Jack Vance's Planet of Adventure series: powerful aliens in charge, humans reduced to pathetic state, must find or create means to get off planet ASAP
9	Michael Moorcock's Elric saga: doomy as hell, chaos horror, pain in the ass gods, bitter ends for one and all
10	Lord Dunsany's Time and the Gods: King James-style language, pervasive mythological underpinnings
11	Fritz Leiber's Newhon series: sorcerous masters, Lords of Quarmal, lusty
12	L. Sprague de Camp & Fletcher Pratt's Harold Shea series: magic is mathematics, dweebs from 20th century earth kick ass in realms of fantasy

d12	<i>Table B: Pop Culture X Factor</i>
1	William Burroughs Naked Lunch: Interzone, disturbing creatures spewing hallucinogenic ichor
2	Christopher Hitchens: anti-crusade vs. theocracy, plenty of super-heated rhetoric
3	The Smurfs: towering evil sorcerers & their terrifying familiars, mushroom town HQ
4	Phillip K. Dick: does the dungeon exist outside of your minds? = sanity house rules required
5	Dr. Seuss: cutesy-pie nomenclature, capricious entities w/powers beyond mortal ken
6	Friedrich Nietzsche: gods are dead, class/level system ideal for tracking progress towards super-man status
7	John Carpenter's They Live: must wrasse henchmen/hirelings into submission, aliens among us

d12	<i>Table B: Pop Culture X Factor</i>
8	Herman Melville's Moby Dick: giant white monster object of obsession, but 'tis the thing behind the mask PCs chiefly hate
9	Hunter S. Thompson's Fear and Loathing in Las Vegas: original gonzo
10	Tim Burton's oeuvre: simultaneously creepy and goofy, Johnny Depp portrays most NPCs
11	King Kong (1933): Giant apes lord it over the dinosaurs/terrified human population, huge walls everywhere
12	DC Comics' The Legion of Super-Heroes: everybody gets at least one super-power, but it might be absurd



C



d12	<i>Campaign World-Threatening Emergencies</i>
1	Inexorable approach of titanic blind idiot space god
2	Sorcery gone haywire releases rapidly spreading cloud of madness
3	Rotation of the planet magically halted by misguided vampires desirous of a dark side
4	Secret star chamber of the gods convenes, judges reality in need of a reboot to be carried out in stages, starting with extensive pruning
5	Fire god wins war against earthly enemies in far off region, celebrates with a 21 volcano salute
6	Turns out arcane spells are somehow fueled by solar fusion, the next magic missile could trigger super-nova
7	Following stupendous seismic tumult, great rift canyon opens up, allowing advent onto the surface of formerly imprisoned subterranean terrors of unsurpassed destructive power
8	Previously unknown race of intelligent cephalopods has been biding time, building their amphibious war-machines in preparation for surprise extermination of surface
9	Bodies of dead gods keep turning up
10	Dead rise from their graves: without pausing to eat the brains of the living march off to muster in isolated region
11	Capricious god grants trolls the capacity to breed like rabbits
12	Vegetable messiah arrives, announces universal plant solidarity and declares war against humanity

<b>d12</b>		<b><i>Cheap Dungeon Gross-outs</i></b>	
1			The rotting pantry of the deceased hoarder-gourmet
2			Orc lavatory (as in battle, they frequently miss)
3			The Vampire Lady's champagne fountain of blood
4			The bulimic otyugh
5			Count Sadisto's skin collection showroom
6			Blood-vomiting devil children
7			The compulsory banquet of heads
8			Offal that walks like a man
9			The Inside-outers
10			Colossal turd w/ human bones in
11			Cursed folk whose organs explode forth upon the slightest touch
12	Pit trap filled with...	<b>d12</b>	<b><i>Subtable: Pit Trap Contents</i></b>
		1-2	...decomposing bodies
		3-4	...bacterial soup
		5-6	...leeches
		7-8	...raw sewage
		9-10	...hungry ticks
		11-12	...semi-coagulated monster blood



C

d12	<i>Contents of the Giant's Lunchbox</i>
1	Gnome-salad sandwich
2	Black pudding roll-ups
3	Marinated shriekers
4	A sack of toasted heads
5	Lower half of a dwarf, upper half of an elf
6	A disturbingly large sausage
7	Baked bones (for roughage)
8	Assorted shrubberies
9	Boneless halfling nuggets
10	A barrel of lard with unidentifiable meat chunks
11	Sashimi (actually just a big dead fish)
12	A huge stitched bladder filled with river water

note: roll several times for a well-balanced meal

d12	<i>Corpses in the Dungeon</i>
1	Dead thief collapsed half-way through a secret door
2	Eleven dead man-apes covered with sucker marks
3	Three dessicated husks of the dwarfish persuasion
4	Human-type creature blasted to tiny bits
5	The head of a hill giant with a message in his teeth
6	Area filled with reeking/disintegrating horror of ichor and tentacles
7	Five bandits and their leader fallen upon own swords
8	Three ornately armored warriors crushed almost flat
9	Two green halfling bodies still clutching their throats
10	Beheaded dragon (loot free)
11	Spear-impaled berserker with sword thrust through face of adjacent berserk
12	Wizard with smoking neck-stump

d12	<i>Corpses in the Wilderness</i>
1	Hill giants in a heap w/drained vessels in their hands (they drank the Kool-Aid)
2	Numerous normal bats scattered about full of tiny black arrows
3	Circle of dead scavengers (hyenas, jackals, vultures, etc.) who failed their saves after sampling the decomposing abomination
4	Smashed sailing vessel w/full compliment of dead sailors: far from water, as if dropped from a great height
5	Adventuring party w/hirelings encased in some kind of hardened goo: seemingly frozen in mid-stride
6	Barbarian hunting party: skeletons & clothing intact, flesh melted clean away
7	Bat-winged dwarfs drop dead from out of the sky
8	Large number of small humanoids seem to have exploded individually
9	Several adventurers hang from (inanimate) tree, branches clenched around their necks
10	Hidden one-by-one under neatly piled leaves: perfectly intact naked human bodies painted w/elaborate mystic sigils
11	Warrior in shining armor marches on silently despite being stone dead
12	100 ft. diameter death zone: withered trees & plants, fallen birds, deceased forest creatures, expired insects, even the microbes snuffed it within

d12	<i>Cult Imperatives of the City Folk</i>
1	Daily blood tithes: collected by sub-sect of holy phlebotomists
2	Wear very tall shoes, everything on stilts, anything that touches earth: unclean
3	Only permissible nourishment: thrice-blessed health porridge
4	Vow of loquaciousness
5	Customary after-dinner holy hallucinogen
6	Daily recitation of litanies against hope, contentment and peace
7	Seduce infidels as much as possible
8	Secretly commit petty evil daily
9	Honor the hours of public nudity
10	Mass pilgrimage to underworld holy site: city guard excluded
11	Be kind to infidels, beat the crap out of sinners
12	Weekly ablutions in the bile of the swamp lord



d12

## *Current Favorite Items in the Dragon's Hoard*

1

Dragon-size, talon-friendly scroll featuring transcriptions of various acknowledged classics of forbidden literature

2

Bejewelled sarcophagus from unknown civilization: intact but inert super-mummy within

3

Masterfully crafted miniature replica of fabled golden dragon temple

4

Nearly complete set of (singed) royal arms and armor from extinct clan displayed on dwarf mannequins in realistic action poses

5

Uncut ruby of astonishing size: likes to play with ideas for possible workings but can't commit

6

Thousands of gold pieces fused by dragon fire into single mass of dubious aesthetic value

7

Gold-dipped skull & tusks of mammoth suspended from the ceiling

8

Giant-king's platinum necklace of office (frequently worn by dragon)

9

Huge crimson diamond: imprisoned demon prince visible within

10

Zeus' false teeth on ornate obsidian stand

11

Hovering opalescent sphere of unknown origin: emits hypnotic white noise

12

Hyper-prism: impossible to count facets due to extra-dimensional nature, under sunlight projects searing heat ray, under moonlight produces cone of reanimation



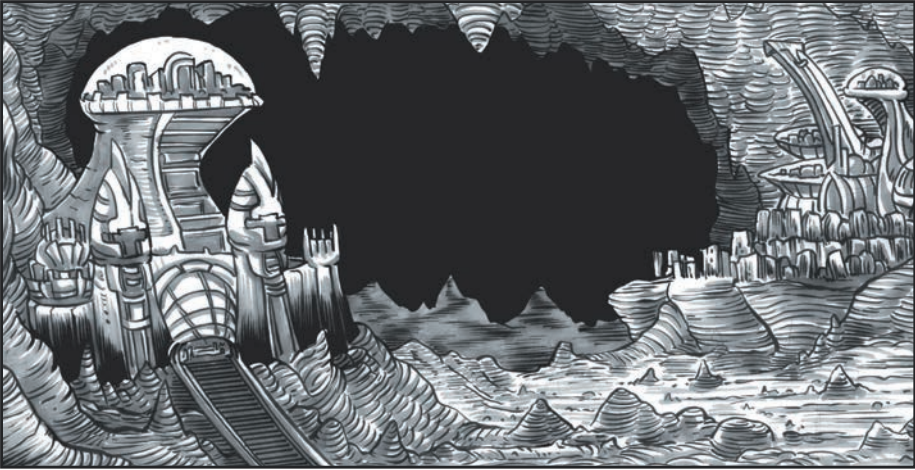


d12	<i><b>Demons and Devils, Other</b></i>
1	Mustachioed demon: suave, ivory-skinned human shape in natty attire w/ outrageous facial tentacles, a smooth-talker of chaos and evil
2	Philosopher devil: refutes good with seemingly indisputable logic, a heap of obscuring robes w/bird feet, piercing avian voice
3	Ocular demon: human size eyeball and dangling optic nerve, congregate in flocks, levitate freely about, delight in invading the most private of moments, feed on soul via prolonged eye contact
4	Hilariatrix: astonishingly beautiful human female w/impala antlers issues hideous mocking laughter, insult comic-type jabs, points up hidden foibles and enhances embarrassment whenever possible
5	Aesthete devil: admirers of crafty obscenities, clever abominations, expertly staged horrors, burst into spontaneous ovations when delighted
6	Demon soul farmer: create strange and terrible new parodies of life from recycled soul-stuff and other unlikely raw materials (examples: living sewage, animate offal, metal insects)
7	Songbirds from Hell: exceedingly noisy minor nuisances who plague adventurers by ruining stealth and making a good night's sleep impossible
8	Bureaucrat devil: wretched go-betweens especially skilled at weaseling out of responsibility and throwing one another under the bus, also fond of bogging down adventurers in piles of red tape while waiting for muscle to arrive
9	Carnal demons: too wrapped up in seeing to their gluttonous needs to pose much of a threat, lewd and lascivious, they ogle and sexually harass mortals
10	Parasite demons: tiny winged bloodsuckers infest the unwashed crevices of their larger brethren, aggressively seek any available host should the original come to harm
11	Grandpa devil: gets its kicks by scanning the memories of victim, taking on the physical form of a cherished ancestor, reminiscing about the good old days while telling lies about family history and its inescapable legacy of evil
12	Nightmare-eater demon: a mosquito-like abomination, induces nocturnal terrors in its chosen subject and syphons off the resulting distress via ears, nose and mouth w/its revolting multi-pronged proboscis

## D

d12	<i>Details for the Otherwise Empty Dungeon Room</i>
1	Hundreds and hundreds of mouse-size holes of indeterminate depth
2	Walls composed of stone with dimly luminous veins of an unknown compound
3	Scything blade trap just inside the doorway, rusted in sprung position
4	Intricate mosaic spells out obscenities in ancient script
5	Blood trail leading to middle of wall (no secret door)
6	Gummy substance on top, bottom and sides of door: hermetically seals room when closed
7	Some settling has occurred: unusual pitch of floor, walls and ceiling creates optical illusion, seeming downgrade actually gentle incline
8	Sizable swarm of dungeon gnats forms into patterns that appear to be a repeating series of runes
9	Heap of funerary ashes w/unidentifiable bone fragments
10	Packet of extremely old hard tack: now really quite hard indeed
11	Mirrored ceiling, clean(er) spots where furniture used to be
12	All-out insect war in progress: huge colonies chewed into opposite walls, floor strewn with countless tiny casualties, sophisticated troop formations attempting to outflank one another





d12	<i>Disastrous/Abandoned Projects of the Gods</i>
1	Cosmic stairway: construction terminated somewhere in the ionosphere due to budgetary constraints, now used as draconic nesting site
2	Pyramid shaped world: proposed resting place for immortal souls until discovery that properties of attendant black star instantly rendered spirits irretrievably insane and evil
3	The Sky Forest: soil cloud too unstable, taken over by airborne fungi, now giant lumpy mass acrawl with terrifying symbiotes
4	Sapient dinosaurs: upon release into creation exposed themselves as potential threat to divine authority, extinction event carried out preemptively
5	Experimental two-element pocket universe: Teardrop World suspended in a sphere of air
6	The Cavern of Alternative Physical Laws
7	The Lost Republic of Sentient Vegetables: left to own devices by the gods due to lack of interest, now reduced to tiny deep jungle enclave, inadvertently passed on the gift/curse of intellect to several deep jungle herbivore species
8	United Pantheons grand meeting hall: desecrated and destroyed by members of intentionally excluded pantheon, now inhabited by their monstrous offspring
9	Multidimensional observatory: ruined and flooded during inter-pantheon cold war, recently raised in suspect seismic event
10	Maximum Security Penitentiary of the Gods
11	Orbiting Pleasure Dome: crashed to earth following particularly massive bacchanal
12	Trans-planar God-Ark: decommissioned and scuttled following the discovery of the more-nearly omniscient Trans-gods

## D

d12	<i>Distinguishing Characteristics of the Demigod</i>
1	Walks an inch off the ground
2	Surrounded by scintillant halo effect
3	Reflection (in mirror, pool etc.) reveals only the divine portion
4	Eyes fluctuate in appearance: human, reptilian, multifaceted bug eyes, etc.
5	Turf smolders slightly under feet
6	Attracts swarms of insects, birds, assorted fauna
7	Voice has peculiar quality of subtle auto-tune effect
8	Sketchy movement, as if on film with random frames edited out
9	Exhales smoke
10	Appearances generally accompanied by thunderclap/atmospheric effect
11	Hair waves about as if tossed by wind, omnipresent glamour lighting
12	Open disdain for mortal inferiors

d12	<i>Domestics on Duty at the Sorcerer's Tower</i>
1	Trans-dimensional consultant: the ghost of extinct sentient beetle
2	All services performed by host of rejected golem-brides
3	The homonculibrarian
4	Sorcerer's re-animated parents see to daily care and feeding
5	On-staff sycophants rotate shifts to provide 24/7 ego bolstering
6	Pack of highly-trained hench-dogs: total obedience and unconditional love
7	Major Domo: Thoroughly pacified type Q demon in custom butler attire, uses clairvoyance to anticipate needs, teleports to expedite service
8	War Master: retired fighting man under heavy ensorcellment sees to training and deployment of sub-human forces, drunk 75% of waking hours
9	Chief of Treasury shackled to desk and awaiting execution should he not find some way to balance the books
10	Kitchen staff: mind of culinary genius transferred to extremely dexterous body of land kraken
11	Maintenance dept.: disgruntled crew of semi-competent ogres, recently unionized and eager to exercise collective bargaining
12	Scullery shoggoth



d12	<i>Down the World Dragon's Gullet</i>
1	Enzyme attack! Vessel hull breach in 2d12 minutes
2	Whirlpool: forcefully excretes anything caught within into random world
3	Aggressive phagocytes: attack as giant black puddings
4	Age-withered questing hero and party in iron clad vessel: lost to madness
5	Series of ducts lead to...(see subtable below)
6	Levitating parasitic worm-oracle dispensing trans-planar wisdom
7	Wizard and homonculi crew piloting experimental bathysphere
8	Hygiene cells studded with indigestible treasures
9	Cyst-shrine of the dragon cult
10	Corpse-strewn and blasted battlefield: site of ancient autoimmune malfunction
11	Ruined keep atop crystalline outcropping (devoured centuries ago)
12	Skeletons and other partially digested remains of gods, demi-gods, and heroes

d12	<i>Subtable: Duct Destination</i>
1-2	Heart: violently propelled to next destination (roll again)
3-4	Spleen: exposure to fluids amplifies rage and hate
5-6	Phlegm pits: trapped forever
7-8	Lungs: filled with explosive gasses and gale force winds
9-11	Brain: induces apoplexy in World Dragon w/potentially catastrophic results
12	Colon (Hades-like zone of the mournful dead)

d12

***DM's Emergency Dodecahedron Outcomes Oracle****For use whenever the mad schemes of the players demand speedy resolution but lie beyond the scope of easily remembered/referenced rules...*

1	Abysmal and utter failure beyond all reasonable expectations
2	Unpredictably bad outcome (there will be blood)
3	What the players imagined to be the worst case scenario
4	Still pretty bad but losses acceptable (dead hirelings, wasted resources)
5	Certain failure but with minimal loss
6	Even Steven: no loss, no gain
7	Partial success, but at some cost
8	Successful but only just, or partially favorable outcome
9	Laws of physics/psychology bend in favor of the players
10	Only agencies beyond the player's ken can explain their total success
11	A stunning success beyond all reasonable hope
12	DM's instinct prevails as long as its amusing for all (win or lose)

***Die Modifiers***

+1 if plan seems sound or if obscured by cloud of cool-sounding BS

+2 if the gods might favor such a plan

+3 if the plan seems really amusing

-1 if the plan seems completely absurd

-2 if the plan inadvertently ruins something super cool

-3 if there never really was a chance for success anyway



d12

*The Dragon's Formerly Secret Weakness*

- |    |   |
|----|---|
| 1  | Due to upper respiratory fungal infection breath weapon subject to 50% failure  |
| 2  | Such a megalomaniacal ass all henchmen and servitors actively plotting coup d'etat  |
| 3  | Heavy opiate habit after accidentally eating heavily-laden dealer: intense lassitude, skewed priorities   |
| 4  | Inflamed intestinal blockage from hastily devoured iron-clad warrior: constitutionally compromised  |
| 5  | Anger management issue: easily provoked into blind rage featuring total loss of reason  |
| 6  | Quite insane, unpredictable but somewhat suggestible  |
| 7  | Allergic to fresh cut grasses: exposure induces convulsive sneezes, reduces vision  |
| 8  | Devoted to fine brandy by the cask, commissioned giant snifter, frequently loaded   |
| 9  | Actually quite fond of humans: a scholarly authority on the subject eager to test pet theories, readily charmed   |
| 10 | Severely infected fang: claw, claw, no bite   |
| 11 | Arrow shaft barely protruding from difficult-to-reach spot on back: an inch away from spine   |
| 12 | A terror back in the day, now frail with immeasurable age, flames diminished, passions forgotten, stiff w/arthritis, scales dropping off, a shadow of former self |





d12	<i><b>The Dragon's Gourmet Night: The Guest List</b></i>
1	Dune giant sultan, body guards, travel-size harem toting barrels of exceedingly rare spirits
2	Gaggle of big city idle rich thrill seekers going for the gusto w/their most outlandish binge ever
3	Sphinx w/mummy retainers: launches into ranging monologue, dragon can't get a word in edgewise
4	Dragon's black lotus connection & shabby entourage
5	Fire giant lord and lady: he's a physical disaster after too many years of conquest, she's a ferocious wrecking machine despite demure bearing
6	Swarm of telepathic giant bats: dining on the ceiling
7	Impatient demon w/places to go humoring dragon for political expediency
8	Vassal ogre king and most of his extended family
9	Cabal of once-human sorcerers embracing their twisted natures
10	Pair of juvenile dragons from neighboring mountain range claiming to seek mentorship, actually casing the joint
11	Rival ancient dragon: after lifetime of territorial disputes w/host, celebrating anniversary of détente with verbal contest of wits
12	Last minute cancellations w/barely plausible excuses: a bitter dinner for one, looking for excuse to unleash pent-up frenzy of destruction

Notes: roll 1d4 times (ignoring other results if you roll a 12), guests wouldn't dream of popping in w/out suitable gifts

d12	<i>The Dragon's Gourmet Night: The Menu</i>
1	Man-chowder w/bone meal toast points
2	Catoblepas surprise: kobold tribe baked inside
3	Gently killed warriors, lightly seared: served in their armor in various attack poses
4	Virgin pie
5	Flailsnails braised in pork fat w/bile reduction
6	Team of roast oxen yoked to wagon full of kraken ceviche
7	Soft boiled roc egg over man-hash
8	Unicorn medallions presented uncooked w/individual salt lick
9	Humanoid melange in exotic spices
10	Rustic ape stew
11	Megalodon & giant bivalve paella
12	Exceedingly fresh (live) giant beetle larvae tossed w/garlic in a light vinaigrette

d12	<i>The Dragon's Other Prisoners</i>
1	Three former chiefs-of-staff serving life sentences for insolence and poor service
2	The local lord: not previously known to be missing
3	Bound halfling suspended upside-down from ceiling
4	A lawful wizard encased in a life-sustaining plasm
5	Hog-tied hill giant chief in extra-large cell block
6	A still-smoldering fighting man in claw-rent armor
7	The ogre guard captain who got overly ambitious: still retains loyalty of the guard, fomenting insurrection
8	Malevolent mist-being in glass bio-dome: mutters about plans to depopulate the continent
9	The heir of the griffin king awaiting delivery of ransom
10	Sentient beetle-man from the distant past: claims to know a good deal about the future as well
11	A six-dimensional fungus hovering in containment dome
12	Ball-gagged bard weeping (silently) over the shattered remains of lute



d12	<i>The Dragon's State of Mind</i>
1	Deep ennui mitigated only by the momentary twinkle of baubles, gewgaws and trinkets (amassed hoard comprised largely of shiny junk)
2	Bestial: if famished eats anything that moves; if sated chiefly concerned with defending territory, 1% chance of being concerned with reproduction
3	Egomaniacal but rather charming: intolerant of any more charming than itself
4	False modesty hides mean streak: likes to play with food, takes prisoners for personal amusement
5	Laconic detachment: Dragon With No Name, minimal dialogue, lots of disdainful grunting, shoots first
6	Ironic bemusement: reflects view that life is just a joke and one should at least try to see the humor in it
7	Scarred, bitter, resents the very cosmos that spawned it
8	Quite upset (see <i>Something has Upset the Ancient Dragon</i> - pg. 140)
9	Dispassionate, clinical yet curious: thinks of life as a science experiment, human data particularly interesting
10	Ablaze with generalized hostility, raging full-on
11	Unflappable: the 007 of dragons
12	Has convinced self of cool, collected condition, but just under the surface pent-up frustrations stand by to explode with volcanic force at the slightest provocation

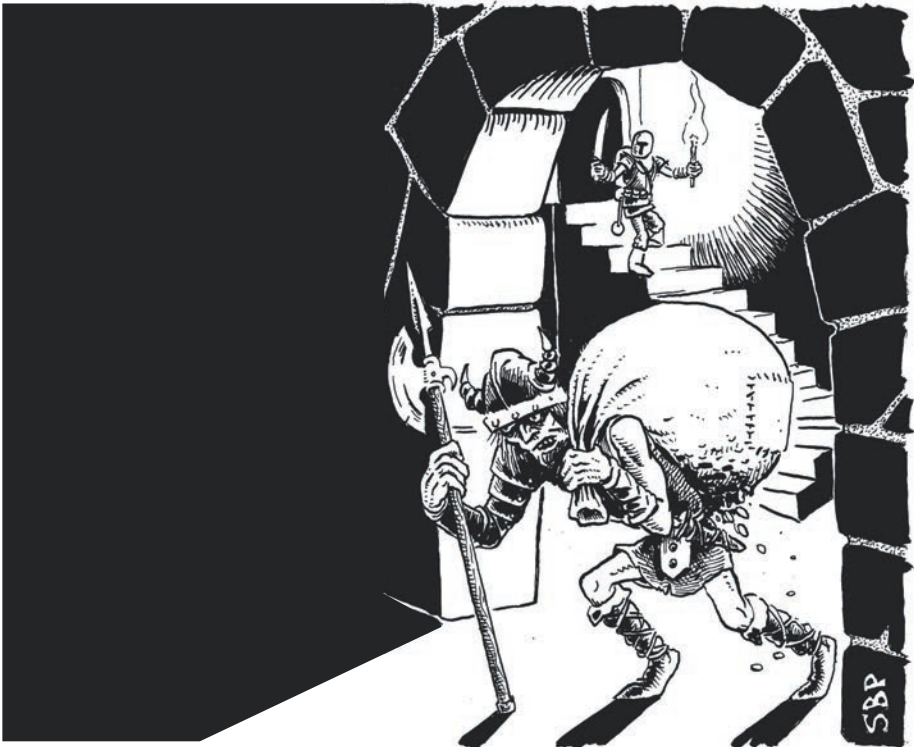
<b>d12</b>	<b><i>Dungeon Aesthetic</i></b>
<i>1</i>	Designed to accommodate alien/giant body plan
<i>2</i>	Meticulously-crafted, smooth stonework, unadorned, impeccably clean
<i>3</i>	Vertical design around central crevasse w/shafts, landings, platforms for ancient public levitation system no longer in service
<i>4</i>	Architect: H. R. Giger on an acid-fueled bender with unlimited budget and massive slave labor force of highly skilled artisans
<i>5</i>	Dark whimsy: a Disneyland of fear and death
<i>6</i>	Slopped together w/minimal outlay and effort, functionality compromised, doors barely work
<i>7</i>	Natural beauty of cavern system preserved and subtly enhanced, chambers linked by faux-natural causeways
<i>8</i>	Mind-bending baroque design: countless sculptures, tapestries, bas reliefs, mosaics depict events of terror and bloodshed
<i>9</i>	Interconnected system of cones, spheres and cylinders, cold and clinical, origin unknown
<i>10</i>	Original masonry eroded and dotted with fossilized coral from long-ago period of flooding
<i>11</i>	Jarring tilts and trapezoidal chambers, angled ceilings and floors, a mad-house
<i>12</i>	Rough-hewn functionality dangerously askew after major earthquake, strong chances of collapse, inter-level breakthroughs

<b>d12</b>	<b><i>Dungeon Audio</i></b>
<i>1</i>	Ambient grinding of tectonic plates
<i>2</i>	Distant crowd roars in approbation
<i>3</i>	Colossal footfalls draw inexorably nearer
<i>4</i>	Just beyond sight, a chitinous skittering
<i>5</i>	From below: a thunderous collapse
<i>6</i>	A series of staccato reports
<i>7</i>	Echoing voice screams out praise to unknown gods
<i>8</i>	Ahead: the distinctively insane piping of the cube jelly
<i>9</i>	Human-like choir of the highest order
<i>10</i>	Pathetic puppy-like whimper (mating call of the tomb worm)
<i>11</i>	Impossibly, the sound of heavy rain and thunder
<i>12</i>	Unseen orchestra performs selections by Basil Poledouris

d12

*Dungeon Conspiracy Theories*

- |    |  |
|----|--|
| 1  | Dragons beholden to unknown being from another sphere: hoards just not the same anymore                            |
| 2  | So-called “adventurers” actually death squads of underworld junta  |
| 3  | The coming apocalypse will destroy the surface world only sending underworld real estate through the roof          |
| 4  | Strings pulled by cabal of mind-eaters who now know everything   |
| 5  | The one true god lives at the center of the earth: the path to wisdom runs deep                                    |
| 6  | Humans created in vats of ancient underworld sorcerer to usher in age of terror                                    |
| 7  | Cube jelly: the secretly sentient masters of the dungeon   |
| 8  | The surface world is actually hell: adventurers = demons   |
| 9  | Our small gods war amongst themselves to win approval of the unknown gods above them: after that all bets are off  |
| 10 | Undead eyes transmit information to secret overlords from an adjacent plane  |
| 11 | The sky god judges the surface-worlders but cannot see underground   |
| 12 | All the seemingly mindless monsters of the dungeon actually controlled by a subtle intelligence keen for amusement |



d12	<i>Dungeon Delusions</i> <i>Subject believes...</i>
1	...Trapped in simulacrum body, real body somewhere near
2	... Anybody who looks lawful must be chaotic and vice versa
3	... Inheritor of deceased god's former flock/powers
4	... Pixies control other party members
5	... Foes can only be stopped by special song
6	... Rations = poison
7	... All will soon be killed by crushing air pressure in the deeps
8	... Human blood = life-sustaining elixir
9	... Only by betraying allies can one escape the wrath of the gods
10	... Must escape dungeon, the only way out is down
11	... Exposing self will aid others spiritually
12	...Suffers from Hysterical...



d12	<i>Subtable: Disability</i>
1-2	...Blindness
3-4	...Deafness
5-6	...Loss of touch
7-8	...Olfactory disability
9-10	...Loss of taste
11-12	All five

## D

d12	<i>Dungeon Friendlies</i>
1	Masterless dungeon hound: highly skilled, fond of dwarfs
2	Unguent salesman w/ hulking half-giant bodyguard
3	Extremely charismatic mercenary recruiter w/ sergeant and recent hires
4	Humorless missionaries from the Temple of Neutrality
5	Overfull ogre, picking adventurers from teeth, drunk on stolen wine and quite jolly
6	Escaped chain gang from subterranean dwarf work camp
7	Young nobles in tattered finery, recently vampirized and released to own devices
8	Contingent of arms dealers transporting stock of cheap weapons and reconditioned armor, eager to buy and sell
9	Fungus-man monks: unbelievably serene, supremely self-actualized, totally non-violent and practically unkillable
10	Insufferably pompous paladin and his equally zealous all-sidekick crew
11	A good-natured talking giant snake asking politely for sightings of nearby vermin
12	Dungeon pimp and his foxy stable



**d12** *This Dungeon Has Weird Floors*

- |    |   |
|----|---|
| 1  | Translucent material with swirling phantasms beneath                    |
| 2  | Stretched reptile hide  |
| 3  | Cushy fungi carpet  |
| 4  | Covered in thick layer of a very fine white powder (instantly airborne) |
| 5  | Hot to the touch, protective footwear required                          |
| 6  | Slightly bouncy: enhances jumps once mastered                           |
| 7  | Complex mosaic filled w/ancient coded messages                          |
| 8  | Acid-polished to near-frictionless condition                            |
| 9  | Deep semi-circular groove worn down center                              |
| 10 | Undulates rhythmically  |
| 11 | Cunning tile arrangement produces optical illusion of tilt              |
| 12 | Randomly semi-permeable   |

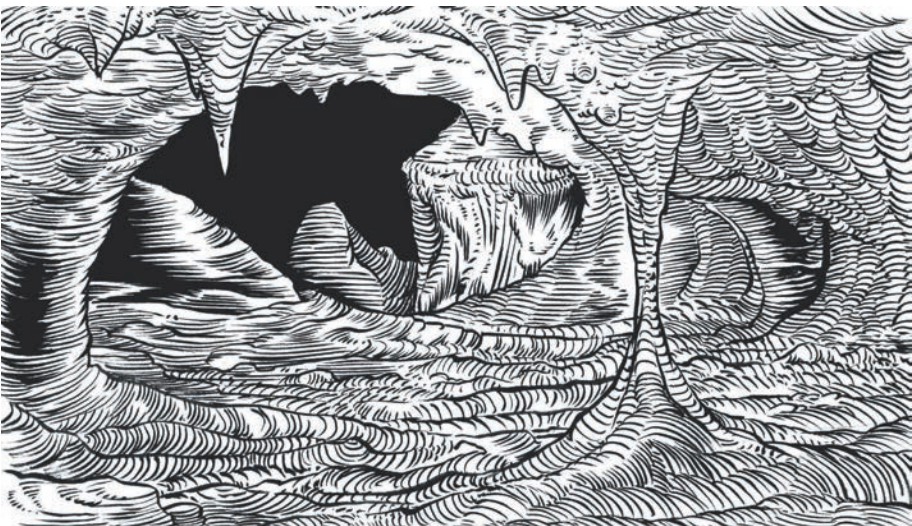

**d12** *Dungeon Infestations*

- |    |  |
|----|--|
| 1  | Alchemy mites: eat gold, excrete lead  |
| 2  | Scintillating mold: hypnotic effect when viewed, trolls watch it for hours   |
| 3  | Rock eating bacteria: excavation bio-tool gone feral, undermines walls, floors etc.  |
| 4  | Stone slime: as green slime but perfectly camouflaged  |
| 5  | Black widow super colony   |
| 6  | Cadaver ants: dissect corpses to bring into huge nest, store gold in deep chambers   |
| 7  | Primordial fleas (thumb sized): inert until activated by body heat   |
| 8  | Whimpering toadstools: like shriekers, only merely annoying  |
| 9  | Necrophagic fungus: consumes soft tissues, adheres to skeleton for locomotion, keeps adding new skeletons to it's mass until it becomes a vast centipede-like horror |
| 10 | Blink lice: short range teleportation  |
| 11 | Highly aggressive intestinal worms (rope sized), any host will do  |
| 12 | Microscopic arcanaphagic flora: enter lungs, eat spells  |



***Dungeon Level One: Highlights***

<i>1</i>	Wicked master of mind control accumulates riches by sending his ensorceled hoard of berserkers on raids of nearby settlements, trade routes and wealthy dungeon neighbors
<i>2</i>	Chain gang of escapees from the Mad Jailer on level two, unwilling to explain the unoccupied set of bloodstained manacles
<i>3</i>	Dead end stair leading down, terminates in illusion-concealed pit filled with green slime
<i>4</i>	Berserker crew assigned to rid the level of giant spider infestation: employ predictably straight-forward approach, heavy casualties
<i>5</i>	Network of passageways and rooms impassably webbed: filled with loot-bearing victims and rather large black widows
<i>6</i>	Conspiracy of neophyte thieves practicing moving silently from shadow to shadow, picking no fights but on the watch for opportunities to improve backstabbing skills
<i>7</i>	Subhumans driven toward the surface by forces below cling ferociously to their lightless culture and meager territory while simultaneously being exploited by said forces
<i>8</i>	Vast and ancient chamber originally accessible only from below: cruder more recent renovations broke through from level one, access to level two, haunted by spirits of extinct prehumans
<i>9</i>	No man's land between subhuman and berserker areas w/improvised barricades, shallow trenches, arrows shooting back and forth: littered with bodies, home to single opportunistic ghoul
<i>10</i>	Skeleton-manned arms production facility, overseen by subhuman thugs
<i>11</i>	Chamber of automatic will annihilation and secret control booth
<i>12</i>	Ogre formerly employed on level 2 walking out in disgust, muttering about back pay





d12	<i>Dungeon Level Two: The Cool Parts</i>
1	Necromancer's HQ w/secret stair access to surface: uses subhumans as buffer against forces from below, serves as their occasional arcane savior
2	Seemingly bottomless and literally howling chasm separates factions, subhumans have built up shrine on their side, offer sacrifices to the presumed howling deity below, access to levels three and four, mountaineering required
3	Warlock and squad of bloodthirsty henchmen make full study of prehuman ruins, have amassed significant hoard of relics
4	Dripping wet and humid natural caverns descend gradually to the lake on level four, subhumans haul shipments of arms this way, simultaneously disposing of their dead (and the necromancer's failed experiments) to appease predatory cave monsters
5	Incredibly elaborate series of frescoes in vast hall depict in some detail the extra-terrestrial origin of humankind
6	Partially looted royal catacombs of the extinct prehumans, signs of necromantic tampering, access denied by massed skeleton warriors
7	Neutral slug folk protected by small private force of ogre mercenaries (disgruntled): losses incurred in trade war prevent the slug folk from making their payroll
8	Roving miasma of living gasses: stupefies upon inhalation, pursued by subhuman addicts
9	A giant snake with eight insect-like legs roams the corridors, exhaling choking black smoke
10	Herd of elusive dungeon deer on perpetual feeding migration through environs to scattered moss and lichen beds, led by intelligent stag
11	Defensible and out-of-the-way room: automatic party ejector, one-way elevator to surface
12	Gaming halls of slug folk: open to all and sundry, must buy at least 100gp worth of tokens at well-guarded gates



d12	<i>Dungeon Level Three: Memorable Features</i>
1	Grand promenade of the prehuman city: cave tenements, former domain of the subhumans, now housing for cult fanatics awaiting the arrival of their terrible deity
2	Ambient whirring from below as of a great engine pushed to its maximum exertion
3	Anti-subhuman traps around perimeter: tripwire activated catapults loaded w/ nails and glass
4	Forum of the prehumans now used by cultists' for public execution of heretics, captured enemies (especially numerous: albino mermen)
5	Deep dwarfs under contract to excavate new vaulted chamber to house cult deity, will disallow any attempt to observe their work in progress
6	Scientific installation of the prehumans, refitted for sorcery by the cult high priests: perpetual contact with deity established via huge half-magic communication device
7	Howling chasm houses large hive of chaos flies, rapidly multiplying and growing more bold in their choice of prey
8	Witch subset of cult finds current leadership sub par, schemes dubious: planning assassinations, looking to hire
9	Foulflow River enters several sections of level, currently alive with aggressive giant phagocytes, harvested as protein source by subhumans, cultists, and several species of subterranean monster
10	Natural caverns gradually descend to level four, former game preserve of the prehuman civilization, still haunted by myriad horrors from the unguessed past
11	Giant river monster like a fetal bird that projects beams of terror from its unopened eyes
12	Deep dwarfs carving out new underworld byway breach gas filled chamber, releasing from stasis horde of headless naked man-creatures with two-handed swords and little regard for their own safety



D



d12	<i>Dungeon Level Four: The Vital Bits</i>
1	Vast self-luminous lake of clear green water in incredibly huge cavern, partially flooding numerous smaller caves: home to amphibious spiral shelled kraken and their albino merman allies
2	Party of subhumans led by necromancer's chief associate w/shipment of arms and secret communique for the merman theocrat
3	Giant jellyfish that hunt orca-style, beaching themselves to take terrestrial prey
4	Deep dwarfs nearing completion of centuries-long project to divert subterranean river, massive pumping station ready to go online, will instantly alter ecosystem, guarded by ogre and troll mercenaries
5	Half-flooded prehuman undercity, amphibious kraken oversee archaeological study by cult hierophants
6	Waterspouts that seem to target and relentlessly pursue individuals until giving a damn good thrashing or somehow dispersed
7	Mermen training in preparation for amphibious assault on deep dwarf river project
8	Slug folk traders await shipment of subtlest liquors brewed by the mermen, a chatty bunch
9	Domesticated lake monsters provide merman mass transit
10	Merman concierge station administers water breathing potions to underworld traders and dispenses valuable hints on merman etiquette
11	Many-spired city of the mermen and their terrible secret: as a result of curse females savage and terrifying flesh-eaters that must be kept imprisoned in sub-lake breeding dome
12	Wandering deity: towering ebon figure hand fishes with mystically baited line (catch and release), moving slowly about the lake and environs surrounded by fawning merman fanatics incessantly pleading for removal of curse

d12	<i>Dungeon Kickstarters</i>
1	Squad of freelance ogre mercenaries looking to go upscale: need custom armor and equipment of highest quality, gigs already lined up, a sure thing
2	Evil high priest seeks aid to establish unholy gambling operation: security paramount, offers up to 5% of net in perpetuity for major backers
3	Vampire archaeologist, having obtained and translated ancient bas relief map, needs to hire contractors and obtain large slave force to excavate buried vault laden with treasures, shares available
4	Hopeful entrepreneur and fully qualified troll chef have found perfect location on level four for monster saloon/eatery, under capitalized and looking for partners
5	Ambitious clan of kobolds looking to set up currency exchange/loan establishment: offer females and children as collateral for start-up loans
6	Sorcerer and master assassin associate need coin for spell research/components to make their magic-assisted murder scheme really pay off
7	Deep dwarf team has laid diplomatic groundwork for construction of dungeon water and sewer system, a sound long-term investment opportunity
8	Bribe money needed to gain access to contested area of ruined subterranean city: newly discovered sub-section expected to yield copious golden treasures
9	Cure for dungeon plague discovered by consortium of sorcerers eager to blackmail disparate factions, need funds to produce samples, delivery system
10	Dungeon escort service w/sterling reputation in temporary cash-flow situation: small amount to tide them over shall be repaid three-fold
11	Talented evil armorer looking to establish shop: offers gratis enchanted arms and armor to investors
12	Mad but brilliant wizard anxious to publish and distribute grimoire of astonishing new spells, but will not unless aesthetic requirements are met: gold inlays, exotic inks, intricately embossed man-leather covers, etc.



## Dungeon Love Connections

Love is both blind and not particularly bright. But its power to make things weird, even in the darkest subterranean pits, can never be entirely snuffed out. Alas! Roll once on each table below for traditional one-on-one romance, with additional rolls for love triangles or more complex entanglements.

d12	<i>Table One</i>
1	Blind old troll with walker made of bones
2	Poverty-stricken Dragon needing sugar-parent
3	Doppelganger that got in too deep
4	Exceptionally intelligent subhuman poet
5	Dinosaur man: fugitive from menagerie
6	Melancholy Templar of Chaos
7	Exceedingly amorous intelligent ooze
8	Sorcerer's ghost: post-auto-disintegration
9	Half giant with heart of gold
10	The cutest kobold on record
11	Young surface aristocrat looking for thrills
12	Insomniac vampire: bored and clingy

d12	<i>Table Two</i>
1	Disembodied wizard head
2	Otherwise 100% belligerent physical fitness-obsessed ogre (attacks with barbells)
3	Age-withered high priest of chaos unable to contain urges
4	Evil warrior with tragic B.O.
5	Religious zealot slipping away from values
6	Saber tooth dungeon hound
7	Axe-wielding homicidal maniac w/mostly hidden soft side
8	Cyclops w/monocle and delusional social ambitions putting on airs
9	Agent of Law distracted from mission of assassination
10	Polyamorous dwarf: loves deeply and sincerely but needs to spread it around
11	Psychic for whom love remains a major blind spot
12	Wandering dungeon sage with the hormones of a 16 year old

d12	<i>Love Condition Table</i>
1-2	Exciting and new
3-4	All-consuming passion
5-6	Hit the doldrums: comfortable like an old shoe
7-8	Spats of increasing intensity, jealousy, recriminations
9-10	On the skids: ugly break up imminent
11-12	Unrequited





## *Dungeon Plagues (in three easy rolls)*

d12	<i>Table One: Pathogen</i>
1	Rot pox: too hideous a fate to describe
2	Exploding fever: temperature spikes then keeps on cooking until extremely unpleasant eruption
3	Zombie itch: turns host into mindless self-scratching machine
4	Brain virus: before roasting the brain w/high fever inverts personality/skews cognition
5	Face-eating bacteria: it ain't pretty
6	Suicide chills: eventually lethal but more frequently ended by victim
7	Death shakes: tremors come on almost instantly after exposure, escalate to grotesque parody of ecstatic dance, followed swiftly by death
8	Wraith germ: attacks point of contact between spirit and body, creating ghost (death)
9	Dysentery of Abject Misery: immobilizes and kills by dehydration/humiliation
10	Blue anguish: subject turns blue and writhes in agony for 1-6 days until deceased
11	Bone Melter: turns skeleton into so much jelly followed by suffocation
12	Shriveling wastes: victim becomes more hideous than the most ancient lich, then snuffs it unceremoniously

d12	<i>Table Two: Vector</i>
1	Dungeon ooze
2	Anything handled by filthy kobolds
3	Vampire blood
4	Kraken excrement
5	Sewer monsters
6	Bat vomit
7	Monster latrine
8	Subterranean pools
9	Bugbear lice
10	Ancient gold coins leftover from plague-eradicated civilization
11	Draconic cerebrospinal fluid
12	Troll mucus

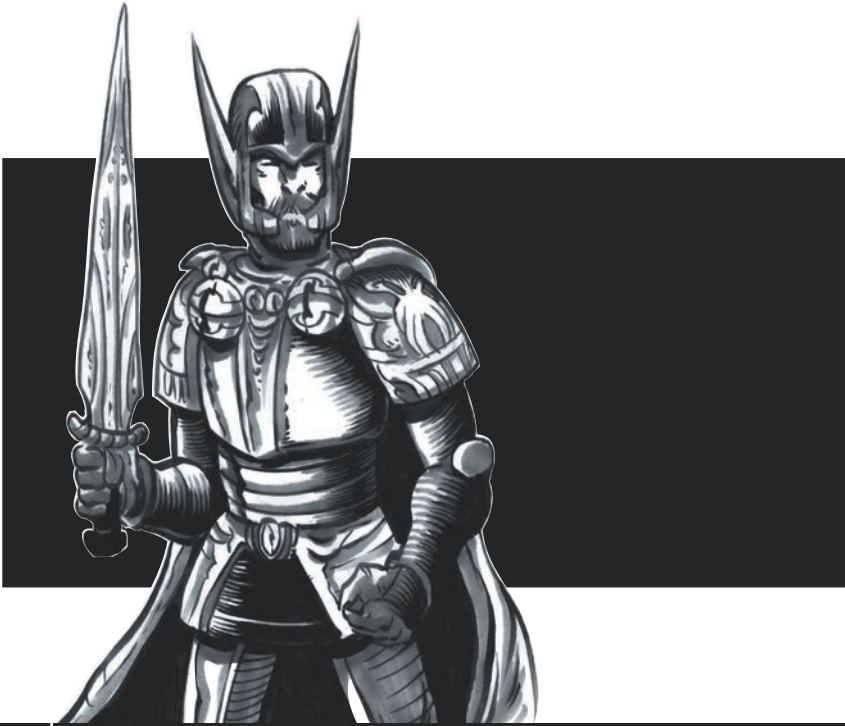


d12	<i>Table Three: Cures (other than Cure Disease spell)</i>
1-2	Huge monetary sacrifice to the god of the wretched
3-4	24-hour ritual involving free-form dance and large amounts of chicken blood
5-6	Victim must be bled to within inch of life
7-8	Cup of hot poison (50% chance of instant death anyway)
9-10	Subject must be roasted over open flame until half-dead
11-12	Incurable!



d12	<i>Dungeon Relocations</i>
1	Medusa secretly flees befouled relationship with duplicitous demigod, bringing only what she could cram in her overnight bag
2	Vampire couple and coterie of half-vampire minions hauling wagon w/coffins, pots of native soil
3	Horde of subhumans displaced by spike in subterranean dinosaur population: roll hideous stone idols on greased logs
4	Dragon's real estate agent scouts for luxury lair-away-from-home
5	Brood of recently-hatched giant spiders: egg-sack mates or no, cannibalize one another as they seek lairs of their own
6	Necromancer w/train of zombies overburdened by eldritch collectibles
7	Troupe of ogre musicians skipping out on the rent
8	Company of evil mercenaries w/new customer: taking sweet time, 50% chance of drunken bivouac
9	Witch followed by magically animated worldly possessions
10	Caravan of slug-men and team of headless lizards (under psychic control) transport vats of vital ichors, carefully packed crates of slug-man eggs
11	Forlorn god-like abomination leads remaining flock of cultists, equally downcast, after losing out to wildly popular new deity in former locale
12	Unlikely mix of dungeon creatures evacuate en mass as from Warner Bros. Tasmanian Devil™

Note: Due to frayed nerves, suppressed anxiety and stressors inherent in relocating, reactions to adventurers skew heavily toward hostility



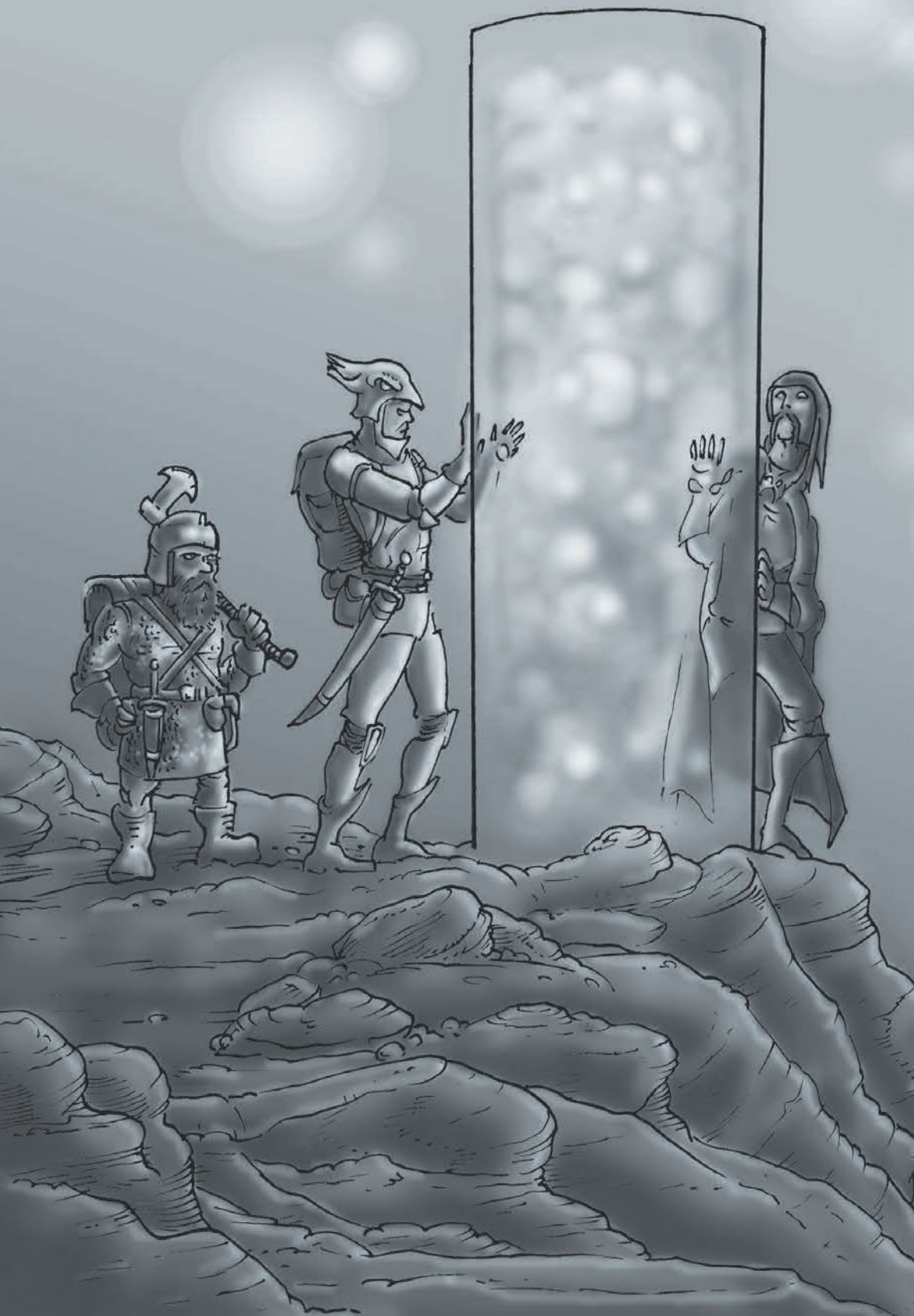
d12	<i>Dungeon Statuary (Inanimate)</i>
1	Smashed fragments of classical-type statues wired together into startling aggregation of body parts
2	Three-dimensional representation of multi-dimensional entity: staring at shadow causes debilitating sensory bewilderment
3	Megalodon-sized stone jaws of A'chth the All-consuming: heaped with freshly sacrificed comestibles
4	Huge ancient earthenware bowl of unknown provenance set on grand pedestal (recent work): filled with green flames that utterly destroy anything placed inside
5	Colossal fertility idols of the extinct giants
6	Totem pole-like column of unknown creatures topped with a human form: yields disturbing evolutionary facts
7	Incomprehensibly abstract design: magic-enhanced study reveals 3D map of dungeon
8	Ancient king in primitive garb: facial features dead ringer for one of the PCs
9	Bas relief hewn into dungeon wall portrays titanic god-monster emerging from underground and smashing surface civilizations Godzilla-like
10	Stone-carved coin of the realm on pedestal, 12 feet in diameter
11	Henge-sized stone slab inscribed with entire history of extinct people in tiny letters
12	Polished granite dodecahedron surrounded by tiny figures bent in supplication

d12

*Dwellers in the Lightless Pits*

- |    |  |
|----|--|
| 1  | Land-bats  |
| 2  | Sonar men: unsightly echolocation sensilla replace eyes  |
| 3  | Feelers: badger-like solitary hunters covered with thin extensible tentacles in place of fur                     |
| 4  | Giant naked mole-rats: aggressively territorial, commanded by psychic queen                                      |
| 5  | Behemoth snail: broadcasts fear-inducing stimuli from radar dish-like protuberance on shell                      |
| 6  | Stinkmen: communicate via pheromones, perpetual state of warfare with the Sonar men                              |
| 7  | Terrestrial angler fish  |
| 8  | The Light Eater: sentient demi-material shadow form, sustains self by consuming photons (or phantasy equivalent) |
| 9  | Bioluminescent flying prawns attracted to heat   |
| 10 | Huge blobs of edible anaerobic bacteria  |
| 11 | Barnacle fungi: spread themselves by adhering to passersby with strong bio-glue, accumulate rapidly              |
| 12 | Oh hey, the floor is moving- no, wait, it's just one zillion bugs  |







d12	<i>Enchanted Conveniences of the Rich and Sorcerous</i>
1	Ever-full goblet of the finest hooch
2	Mind-controlled servants, lobotomized and reprogrammed for maximum efficiency
3	Eight-armed deep tissue massage therapist
4	Magic mouth w/wizard eye feature: automatic scroll & tome reader
5	Hovercouch
6	World's Most Fabulous Lavatory
7	Potion of rock-hard abs
8	Concubine teleportation system
9	Expert mani-pedi homunculi
10	Bottled water elemental health beverage
11	Perfectly-behaved, highly affectionate lap-demon
12	Ensorcelled hair-dos



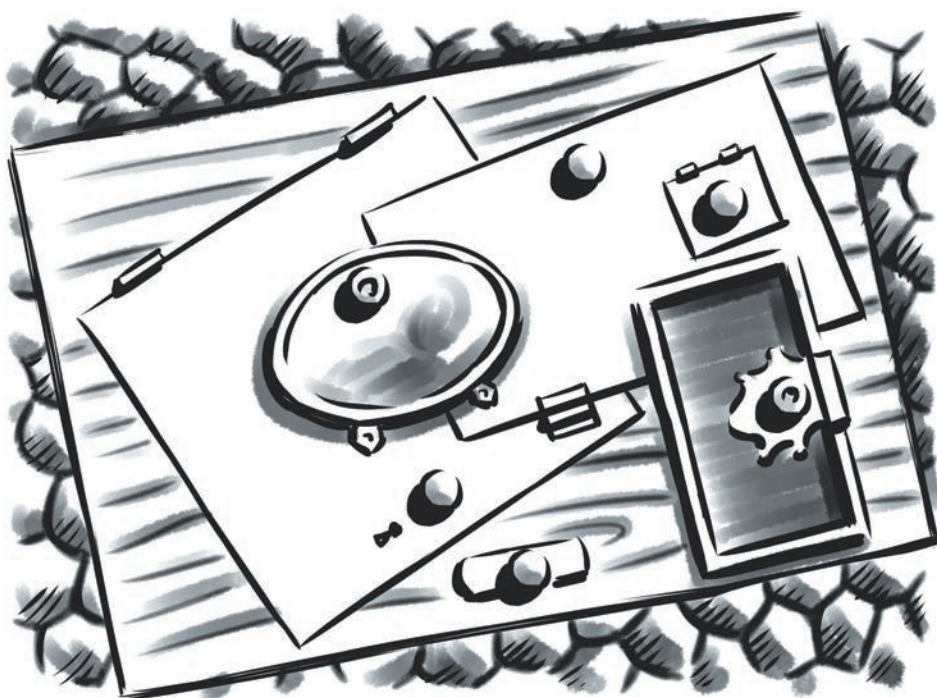
d12 | *Enchanted Missile Weapons  
of Renown*

- |    |   |
|----|---|
| 1  | Arrow of Availability: once bonded w/owner, reappears in quiver within a minute of being removed for any reason |
| 2  | Throwing knives, artery-seekers: target must save or begin to bleed out if struck                               |
| 3  | Smart boomerang: hits up to 3 enemies/use and returns   |
| 4  | Ricochet-shot sling bullet (hits up to four targets)  |
| 5  | Rocket-propelled javelin: single use, accurate up to five times normal range                                    |
| 6  | Atlatl of Caveman Strength  |
| 7  | Throwing axe of appendage severing: random bits go flying on critical hit                                       |
| 8  | Crossbow Bolt of Chaos: delivers random mutation on successful hit  |
| 9  | The crag giant earl's lucky magic boulder of smashing   |
| 10 | Catapult-load of sleep-inducing pixie dust (made from real ground pixies)                                       |
| 11 | Screaming demon ballista bolt of intimidation   |
| 12 | Holy hurling stone of accuracy: palm sized, smooth, a terrific rock indeed                                      |

d12	<i>Enemies of the City-state Currently at Large</i>
1	Seditious army commander: escaped execution in hail of fireballs and lightning, believed harbored by sketchiest cabal of sorcerers near city
2	Plutocrats displaced by tyrannical usurper: gaining traction among those who yearn for the ol' time oppression they were used to, raising secret armies for planned insurrection
3	Charlatan suicide cult guru: rises in popularity as local economic hardship mounts, spellbinding oratory argues for sacrifice of earthly goods (to be disposed of by temple), public displays of self-annihilation
4	Remnants of not-quite-wiped-out indigenous peoples, driven by fatalistic mores, defiantly throw their lives away in acts of senseless destruction
5	Authorities suspect former court vizier (disappeared after failed coup attempt) hidden by retired member of adventuring party, four of whom maintain residences in the city-state
6	Presumed madman dubbed "The Midnight Dentist" harvests teeth of the noblesse for an unknown arcane purpose
7	Visiting woolly neanderthal dignitary killed aristocrat over insult, now roams the streets in berserk frenzy, a host of guardsmen unable to bring him in
8	Barely perceptible demi-material monstrosity from another sphere breaks out of royal menagerie in bloodbath, linked to certain scrolls now missing from royal library
9	Beloved monarch revealed as animate mummy of pre-cataclysmic age: brought down entire wing of palace upon self and accusers, body never recovered
10	Redmask, populist agitator and author of absurd treatises re: "The Rights of Man", eludes capture, may in fact be several individuals
11	Ambassador from formerly secret subterranean kingdom: walked out of talks with human leadership in disgust, publicly declared human surface hegemony officially at an end, disappeared into newly formed sinkhole, populace descending into paranoid freak-out
12	Roll again but this time assume the result is a totally fictitious red herring designed to keep the people in fear and ready to swallow any nonsense their betters wish to foist upon them while simultaneously occupying any wandering armed miscreants in the area with wild goose chases.







d12	<i>Even the Doors are Weird</i>
1	Made of semi-permeable tissue: only organic material may pass through
2	Enchanted talking door w/ service-oriented attitude, only knows about things a door would care about
3	Composed of a living aggregate of insects clinging to one another: strict entrance policy
4	Fashioned of cast iron and set in solid stone with 3 giant deadbolts on the outside
5	Randomly opens and closes w/ damaging force
6	Unauthorized tampering activates hysterical magic mouth alarm: "They're touching me! They're trying to open me!"
7	Door made entirely of doorknobs: must turn correct knobs in succession for entry
8	Carved in shape of ogre face with gaping maw: must be fed for entry
9	Coin slot above handle: 10 gold pieces to unlock (each way)
10	Surface of door has 5 hand-shaped indentations: opens when all are occupied simultaneously
11	Several life-like eyeballs set into door closely scrutinize those in proximity
12	Surface of door inscribed with huge letters reading "You are weak.": combined strength of 4 men required to turn huge knob

d12		<i>Events in the All-Humanoid Olympiad</i> “Glaahh! Ashrakh got best seats available! You NO complain!”	
1		Giant slug clean and jerk: extra challenging on account of all the writhing	
2		Marathon wrestling: no holds barred, match lasts until one or both contestants drop dead	
3		Artificial cave-in survival: a test of luck above all, a quality valued by most humanoids	
4		Pain tolerance: contestants strapped to automatic agony inducers	
5		Cockatrice round-up	
6		One-legged race (stringent entrance requirements)	
7		Speed regeneration: trolls only	
8		Spider-bite endurance test	
9		Competitive piercing	
10		Synchronized beheading: more of an aesthetic thing really, somehow grandfathered in	
11		Speed execution: a true athletic challenge, judged on number and quality of slayings w/in time limit	
12		One-ton battle royale: unregulated combat to the death between forces of any composition within weight requirement (ex. 4 500lb. ogres vs. 40 50lb. goblins)	

For additional events currently under consideration for entry see *Underworld Sporting Events* (pg. 161)



# Experimental Trope Collider

Instructions: Roll once on each table, re-rolling until satisfied, insert ampersand, proceed with retroclone project.

d12	<i>Table One</i>
1	Deathtraps
2	Demigods
3	Dwarfs
4	Demonlords
5	Doppelgangers
6	Duels
7	Destroyers
8	Dryads
9	Daggers
10	Dinosaurs
11	Deicide
12	Dastards



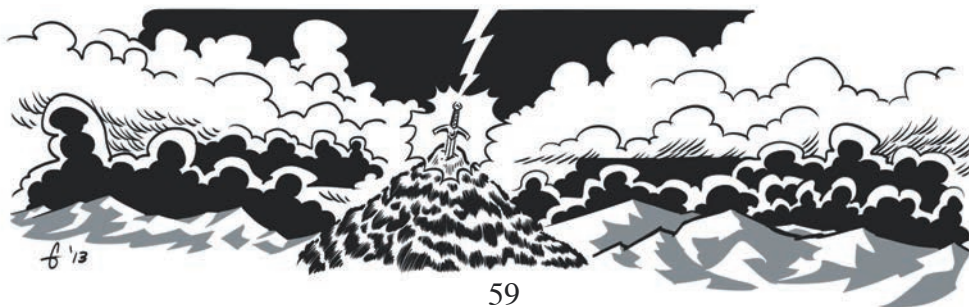
d12	<i>Table Two</i>
1	Degenerates
2	Decadence
3	Dirigibles
4	Debauchery
5	Diabolists
6	Desecrators
7	Derangement
8	Damnation
9	Disintegrators
10	Dystopias
11	Doomsday
12	Deep Space





**d12** *Famous Swords and Current Whereabouts*

- |    |   |
|----|---|
| 1  | Hronar's Holy Brand: non-lethally embedded in demon lord                    |
| 2  | Chimera's Bane: at bottom of subterranean lake                              |
| 3  | Axmeek's Silver Avenger: lost in the Entropy Pits                           |
| 4  | Weirdblade: presumed eaten by serpent-dragon                                |
| 5  | Hrotha's Toothpick: favorite piece of loot in Frost Giant Treasury          |
| 6  | The Crimson Khopesh of Aantroch: enshrined in distant temple                |
| 7  | Urgontha, the Hammer of Chaos: in explosive caldera                         |
| 8  | Arbiter, Lawbringer of the Balance: beneath base of pyramid                 |
| 9  | The Great Divider: stuck in mountain's peak, constantly struck by lightning |
| 10 | Cleaver of Lies: entombed w/ revered ancient king                           |
| 11 | The Hairsplitter: on mantle at big city lawyer's club                       |
| 12 | The Sword of Form and Essence: in the Philosopher's Cave                    |



d12	<i>Features of the Eccentric Plutocrat's Mansion</i>
1	Torture chamber w/discretely curtained observation lounge, master torturer's quarters adjacent
2	Private art gallery w/half-devil curator: works carefully selected to slide poisoned blade between the ribs of the human spirit
3	Hall of taxidermy: highlights include several specimens whose gaze might still turn you to stone
4	Elaborately appointed summoning chamber and reception area for dignitaries from Hell
5	Surgical suite for extracting adrenal glands and other essential bodily fluids for artificially prolonging life
6	Secret cemetery where victims of the plutocrat's various eccentricities are respectfully interred (once stripped of usable parts)
7	Hedging bets: multiple shrines and mini-temples (some with hired clerical staff) honoring incongruous gaggle of gods, demons and cosmic entities throughout manse and grounds
8	Row of guest rooms designed to accommodate startlingly alien requirements
9	Secret costume room w/variety of outfits designed for impersonating prominent public figures
10	Grand ball room w/elevated stage currently occupied by inhuman troupe of travelling performers preparing for the bloodiest and most realistic Grand Guignol production yet attempted
11	Fenced enclosure housing captive population of debased halflings
12	Secure area (including deluxe quarters) where multi-disciplinary think tank pits dark intelligence against the plutocrat's entirely petty personal concerns, employing a private force of assassins (also luxuriously housed) as needed



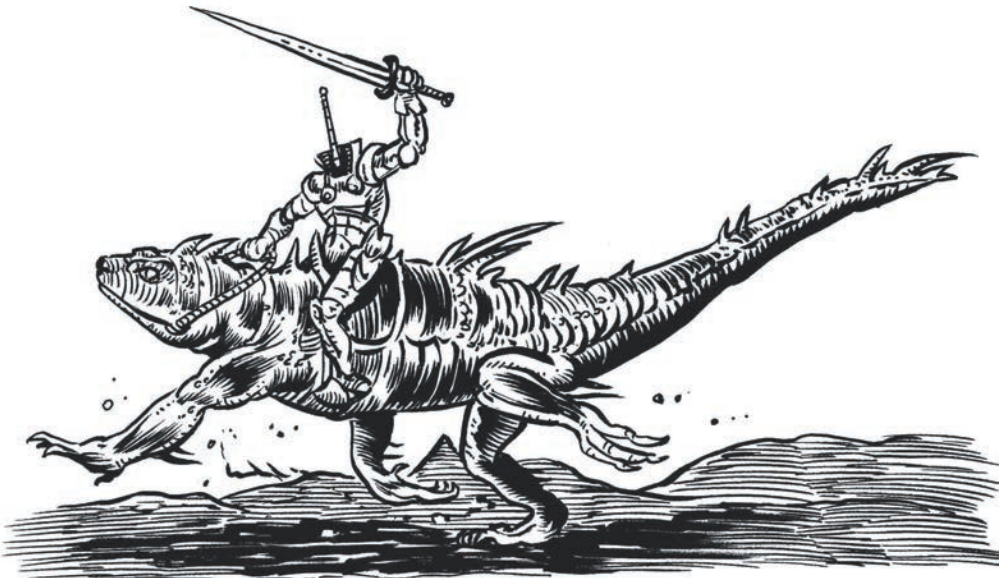
<b>d12</b>	<b><i>Features of the Pleistocene Island</i></b>
1	Titanothere-driven city on colossal stone wheels
2	Smilodon-riding sub-goblins
3	The mountain of 10,000 terraces
4	The invulnerable caveman who walks through the air
5	Benevolent wandering reptile-man missionaries of the Old Religion
6	War between the wooly rhino matriarchy and the host of the mammoth lord
7	Flightless bird-riding proto-kobolds
8	Giant cave halflings
9	Levitating pyramid: yeti holy site reachable only by esoteric transcendental discipline
10	A viking-style longship converted into lodging for neanderthal clan equipped with rusty viking-style gear
11	Hovering platform of the sky gods: plainly visible in good weather, UFOs come and go routinely
12	Abandoned terrestrial bio-lab of the sky gods from which all manner of strange and terrible creatures stagger forth to menace the world

<b>d12</b>	<b><i>Fighting-men: Why We Fight</i></b>
1	For honor and nation: personality nullified by grim nationalistic fervor, demands of rigorous ethical code and extreme stoicism
2	Gear fetish: because wicked swords and cruel axes are super bad ass
3	Thought it would help chances with the opposite sex: now haunted by shade of accidentally slain sweetheart
4	Given the choice, opted out of family pig shit hauling business
5	Religion requires tally of dead foes for preferred afterlife status
6	Comes from long line of proud occupants of early graves, now ready to seek own glorious end
7	Not much good at anything else, really
8	Highly competitive personality + thrill-seeking adrenalin addiction
9	Was the bloodthirstiest young aristocrat anybody had seen in some time
10	On account of the abundance of faces that are just begging for a damn good stabbing
11	Easy gold. Don't mind killin'.
12	Frequent exorcism of reptilian killer instincts in gore-soaked melee required for maintenance of otherwise considerable personal charm

d12

*Fleeing the Dungeon*

- |    |  |
|----|--|
| 1  | Exhausted swordsman w/multiple arrows in back drags unconscious wizard, bleeding profusely and moaning piteously           |
| 2  | Cyclops clutching superficially wounded eye, doesn't yet realize he's not blind  |
| 3  | Gaggle of diminutive humanoids evacuating in a big hurry with whatever personal effects they could grab or stuff in a sack |
| 4  | Duo of warriors in mad sprint, currently on fire   |
| 5  | Thief, barely able to contain glee, with sack full of gems and magical trinkets  |
| 6  | Vampire in wolf form, cursing venomously   |
| 7  | Dragon w/one horribly mangled wing in state of shock   |
| 8  | Pale, sweaty, and trembling fledgling wizard with bag of gold in one hand, blood dripping dagger in the other              |
| 9  | Stampeding herd of torch bearers and men-at-arms, report former employers dead or captured                                 |
| 10 | Large cube jelly making off with dead giant whose head is embedded within after fortuitous critical hit                    |
| 11 | Necromancer disguised as escaped prisoner following coup d'état by underlings  |
| 12 | All the rats as if from a sinking ship   |



d12	<i>Fluids in the Dungeon Well</i>
1	Single tear of a titan shed in cosmic anguish
2	Clear lubricant 100 times more slippery than oil
3	Dwarf water: magically condensed, one small vial/day to maintain peak hydration
4	Enough deadly virus-laden slough to infect a city or two
5	Black water: potable but temporarily renders skin as pitch
6	Digestive juices of the well-shaped beast
7	Repulsive soup of decomposition
8	Industrial-strength solvent
9	Liquid nitrogen
10	Protoplasmic stew burgeoning with Cambrian explosion-like panoply of novel life forms
11	Nutritionally complete monster fuel
12	Liquid evil

d12	<i>Found Dead in a Ditch</i>
1	Merchant, dagger in chest through defiant note refusing ransom
2	Hairless naked body covered in fresh tattoos with no visible cause of death
3	Halfling, still warm, skull perfectly stripped of soft tissue
4	Two goblins, backs filled with goblin-size black arrows
5	Peasant couple with empty flask, both w/freshly stitched incisions just above the hairline
6	Once-mighty fighting man: stabbed, hacked, speared, seared by magical fire, shot with arrows and bashed with blunt instruments over and over until finally dead
7	Giant snake slit open from the inside, must've been something it ate
8	Nearly the entire roster of the Eleven Fingers crime syndicate
9	Completely intact troll, no sign of injury but to all appearances stone dead
10	Tear-streaked elf in funerary raiment: succumbed to overwhelming despair
11	Several notable aristocrats in line for the throne: Oh, look! Here comes the city guard!
12	The local bishop: No, wait, he's just wasted on brandy again



F



d12	<i>Found Mixed Among the Desirable Scrolls &amp; Tomes</i>
1	Cursed Scroll of Gibberish: reader must save or lose power of speech but for random lunatic jabber, receptive language skills remain intact
2	Libram of Efficacious Debasement: new methods for utilizing/dispensing with conquered enemies
3	Instructions on acquisition and maintenance of servitors/hirelings: signed by author, a sorcerer of some repute, study grants bonus to quantity and quality of retainers
4	Doctrines of the Ascetics vol. 4, Self-flagellation: A Double-edged Sword?
5	Unspeakable Recipes
6	Demon Worship Among the Dawn Peoples: 100% baseless speculation
7	Unabridged History of the Slug Folk: 1000% more proper names than The Silmarillion, abundant w/tedious, highly repetitive minutiae of utterly pedestrian slug folk lives
8	Full transcripts from the Imperial Investigative Commission's findings on the nebulous menace of Neutrality
9	Cursed Scroll of Illiteracy: reader must save or lose the ability to read and write, must be re-educated from scratch, manifests temporary child-like innocence
10	Bring them Down: The Knee-Jerk Blasphemer's Guide to Anti-Theism
11	Encyclopedia of Dungeon Brain Teasers, completely scribbled over and solved
12	Collected Fragments of Folk Wisdom & Philosophy from the First Stone Age: turns out they didn't know anything worth a damn

d12	<i>Found Strapped to the Paladin's Warhorse</i>
1	Golf bag full of swords favored for various circumstances, numbered in red paint
2	Bundle of detoxifying herbs for cleansing tea-fast
3	The Bedroll of Righteousness: enchanted to halve rest requirement and double healing rate
4	Incredibly detailed personal journal of impure thoughts w/equally belabored screeds of repentance
5	Precisely enough gold to cover projected expenses of current crusade
6	Decomposing head of former villain for return to patron lord
7	Page-worn and tattered Manual of Personal Conduct volumes I-VI
8	Satchel of nuts, berries, the hardest conceivable tack, w/ skins of fresh rainwater
9	The Helm of Self-Justification: replaces pesky inner debate with bolstering certitude, increases morale of followers
10	Perfumed ribbon from headdress of evil queen/king
11	Unholy relic in lead box earmarked for speedy destruction
12	Library loan (with 7 days remaining): illuminated scroll containing abridgement of Ahknatar the Inscrutable's classic Lethal Pitfalls of Situational Ethics







d12	<i>The Gastric Obstruction that Killed the Colossal Worm</i>
1	Several ingots of alien metal of unknown provenance
2	Compressed mass of an ocean-going vessel
3	Complete set of mining equipment for small work crew
4	Magical glaive embedded in duodenum
5	A jewel-studded throne
6	Heavily pitted and corroded enchanted shield
7	Weird fluke-like parasite (fluent in several languages) swollen to gross immensity
8	Half-digested but still actively aggressive demon
9	Anaphylactic shock induced by previously unknown dwarf allergy
10	A tangled pair of war-chariots laden with various implements of violence
11	A magically protected wardrobe filled with pointy hats and robes
12	Shouldn't have eaten the guy in the ornately spiked field plate

*Gentle and Kindly Abominations*

1	Jolly old shoggoth: produces human-like head to put bipeds at ease, remarkable sense of humor, a real raconteur with anecdotes and sly references for any occasion
2	Giant mantis, toxic: exudes clouds of noxious pheromones, feeds exclusively upon the heads of evil men and monsters
3	Sentient man-size sea urchins have nothing but the best of intentions
4	Chaos-tainted giant razorback with great scything tusks and eight spider legs: allows abandoned pups to suckle at its zillion teats
5	Hill giant w/beetle head composes sonnets, observes and records the habits of birds
6	Giant subterranean worm enjoys cooperating with miners, personality and intellect of a faithful hound
7	Death yak: wouldn't hurt a fly (on purpose) despite venom-dripping recurved horns, gouts of flame from nostrils and stampeding hoofs, somewhat easily rattled
8	Perfectly reasonable, if continuously famished, disembodied giant maw
9	Indescribably eldritch trans-dimensional tentacular horror: spouts out life-affirming parables and screeds of wisdom to any who might listen
10	Saint Kong: fascinated by/protective of humans, likes helping construct monumental architecture, refined aesthetic sensibility
11	Piranha-faced anthropoids shrouded in black robes: pacifists, eat only creatures dead of natural causes
12	The hideous vampire Gandhi (accepts blood donations)





G

**d12** *Giant Worms of the Underworld*

1	Earthquakers: colossal entities, probably immortal, tamper with tectonic plates for inscrutable purposes
2	Magma worms: black plated, incredibly dense, believe selves to be first terrestrial intelligence, gently condescending to newer sentients on the scene
3	Dwarf-eaters: bred by ancient sorcerer w/anti-dwarf bias, prey upon any humanoid but go out of their way for dwarf-flesh, heads like hammerhead sharks bristling w/waving sensillae
4	Worm folk: roughly man-sized when reared up on caterpillar-like sets of hind legs, frail and fragile, mentally enslave more dexterous creatures to do their dirty work
5	Emperor worm: singular being venerated by all thinking worms, who are subject to its mental orders at whim
6	Wind-vomiting worms: quasi-divine leviathans provide the Underworld w/its peculiar weather phenomena
7	Artworms: creators of mad, surreal, non-representational sculpture, sojourn through the solid earth in search of great caverns in need of mind-bending decoration
8	Gold-eaters: miners follow them to mother lodes, thieves follow them to unprotected treasuries, will only stop eating if slain
9	Army worms: appreciable communal intellect, telepathic, martial society bent on conquest for its own sake
10	Servitor worms: bred by dwarfs for mining, ore processing, generally well-behaved, occasionally go rogue at the behest of the Emperor worm
11	Lore-keeper worms: observers of the Underworld, encode their findings in great bas reliefs in their vast library caves
12	Arrow worms: bred by subterraneans as missile weapons that start eating targets upon impact

d12	<i><b>Gigantic Monsters</b></i>
1	Marmodon: incredibly huge marmoset, dines exclusively on human heads
2	Blue Terror: gigantic aerial cousin to Portuguese man-of-war
3	Thrazenor: enormous stone-like anthropoid, seizes lightning from the sky
4	The Cloud: malevolent living vapor, snuffs out entire villages leaving dessicated corpses in wake
5	Sky serpent: mammoth polychromatic flying snake, only certain gods know origin, hunting aerial creatures to extinction
6	Mountain snail: more the size of a large hill, really; "shell" composed of boulders cemented together by snail mortar
7	Earth Strider: titanic daddy longlegs, re-animated, hollowed out and used as mobile dungeon lair by lich
8	The Great Unspeakable: single tapering tentacle rises high above base of four stout ambulation tentacles, roams randomly, seeks other gigantic monsters to wrestle
9	Death Sage: giant hideous human-like head with spider legs, spews aphorisms and historical data while smashing through city walls
10	Titanoclops: towering bipedal fungus w/single complex eye that projects destructive energy wave
11	The Forest Eater: fifty foot tall man-shape w/locust head spews corrosive black ichor to aid in digesting old growth forests
12	The Colossal Ghost of Old Laser Breath

d12	<i><b>Gonzo Bio-weaponry</b></i>
1	Radiates death energies from empty eye sockets
2	Expels caustic phlegm from mystic third nostril
3	Effects hypno-strobe from translucent skin
4	Lashes out with extensible razor-tongue
5	Releases gale-force winds from iris-like orifice
6	Emits super-heated gas from funnel-shaped protuberance
7	Fires explosive projectiles from blunderbuss-like protrusion
8	Projects disintegration ray from single horn
9	Launches guided missiles from dorsal spines
10	Spews digestive juices from abdominal fissure
11	Flings hails of barbed poisonous quills from scalp
12	Casts waves of mind-destroying black energy from exposed brain



d12	<i>Gonzo Class/Race Generator I</i>
1	Badgermen: the anti-hobbit, vicious and relentless fighters, must be dragged from combat
2	Peltast: expert hurlers of weaponry, 2 javelin attacks/round at level one
3	Ray fusilier: trained in all forms of ray-gun combat, melee weapons limited to stiletto
4	Gentleman/Lady: persons of refinement, education, sophistication, start game with 3d6 x 1000gp
5	Half-troll: slow regeneration, rubbery hide, claw attacks, unmentionable dietary requirements but otherwise alright
6	Impostor: jack-of-all-trades, chooses class each day as OD&D elf, but can only do magic via scrolls or spellbooks
7	Yeti ascetic: levitates in lotus position at first level, additional mental powers with experience
8	Strongman: fights unarmed or w/club, feats of strength, must continuously pump iron to maintain abilities
9	Woolly Neanderthal: furry hominids of average intellect and above average strength, druid-like powers at mid-to-high levels
10	Lunatic: beset by fantasy madness, enter berserk state as barbarian, immune to mind control
11	Intelligent hound: heightened senses, communicates like Lassie, faithful to and protective of PC or NPC at low levels
12	Were-pixie: change triggered by factor such as lunar phase, sunspot activity, equinox, etc., gains spells as MU when in pixie form



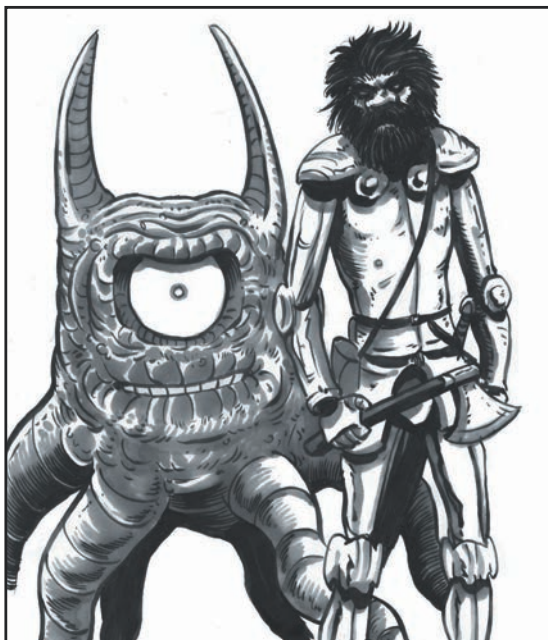
d12	<i>Gonzo Class/Race Options II</i>
1	Repo man: sent by trans-cosmic order to secure artifacts for return to alternate dimensions, teleport at first level, comes with bag of holding and sidearm
2	Living vapor: damaged by magic, fire, must shelter from strong winds, etc., but otherwise invulnerable to standard physical attack, spell-like powers as MU, must interact w/physical objects by proxy, inscrutable
3	Reincarnate: deceased high level sorcerer takes over body of young ancestor, unable to memorize spells, but can cast from spell books/scrolls w/experience
4	Moon man: luminous eyes as light spell at first level, additional moon powers w/experience, equipped with moon-metal weapons: maximum damage vs. lycanthropes, undead, moon creatures
5	Harpooner: nautical monster-hunter/big game specialist, expert at improvised anti-monster contraptions, Queequeg w/ broader experience
6	Half-ape: strength/agility bonus, intellectually negligible, 50% chance to forget about weapons in combat, easily rattled, frequent alcohol abuse
7	Transhuman: hyper-evolved, tall and bald w/extended fore brains, psychic, totally non-violent (not above instigating indirect violence, naturally)
8	Star explorer: marooned on D&D-type worlds, kit includes non-rechargeable ray gun, laser knife, food pellets, seeks means of interstellar travel/communication
9	Corruption: former high level MU/scientist reduced to level one abomination by experiment gone awry as in <i>The Fly</i>
10	Feral human: expert at survival, improvised traps, sneak attacks, stealth, receptive language skills only, flees at the drop of a hat
11	Agent of Law: magic resistance starting at level one, charged by Prime Mover to hunt chaos, destroy the arcane, vulnerable to loss of sanity
12	Ooze man: native to distant star, pliable sack of protoplasm able to form body into useful shapes (keys, bludgeon, crowbar, etc.), very fond of humans who remind them of nano-cephalic hominoid servitors native to homeworld

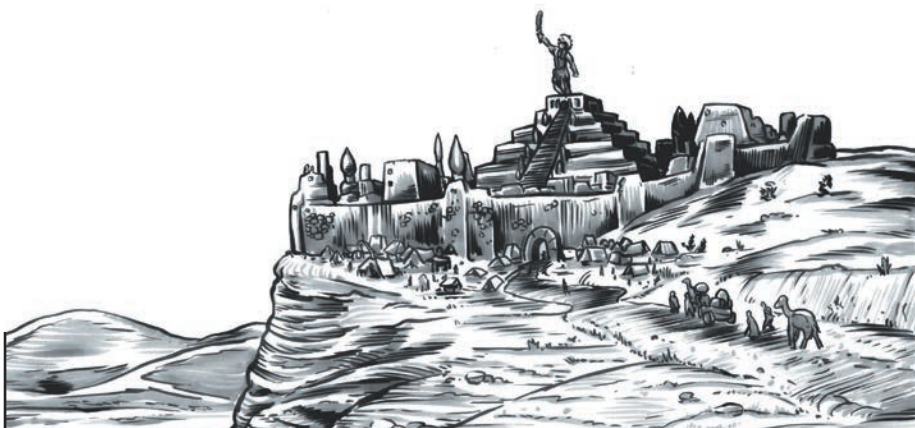




d12	<i>Gonzo Class/Race, Additional</i>
1	Disembodied brain: spell-like abilities, must be toted in ichor-filled jar by servitor/ally at low levels, crafts increasingly awesome golem-like housings w/experience
2	Sun-dweller: covetous and capricious man-shaped flames, grows in brightness, size and power until able to sustain itself for journey to nearest star to complete reproductive cycle
3	Black otter: swift, sleek and deadly man-sized intelligent weasels, able to learn use of human weapons w/experience
4	Looter: expert smash and grab artists, unmatched ability to flee the scene, XP for acquiring loot w/out bloodshed
5	Smilopithecene: saber-toothed hominid, ferocious, poor impulse control
6	Hireling: XP granted for torches carried and treasure hauled, unerring trap detection w/advancement
7	Underworld Ranger: skilled in underground/preternatural environment survival, tracking, tactics
8	Ghost: incorporeal remnant of fallen character, fear power (as spell) at level one, XP for scaring the hell out of things
9	Half-shoggoth: sustains man-shape most times, shoggs out when rattled
10	Anthropomorphic bluejay: vicious and fearless, eternal enmity w/ anthropomorphic ducks and penguins
11	Slug folk: occasionally deranged slug folk join adventures, an excretion for any occasion
12	Dungeon philosopher: must defend thesis for advancement, see In the Philosopher's Spell Book

d12	<i>Gonzo Footwear</i>
1	Boots of automatic fleeing: sense precariousness of wearer's life energies, force involuntary retreat at need
2	Shock socks: walking for one hour in these outlandish woolen garments grants a single lethal static discharge
3	Sandals of recklessness: magically induces feelings of invulnerability
4	Slippers of panache: impeccable leather shoes instantly grant considerable charisma bonus
5	Mukluks of Imperviousness: protective guardian spirits woven right in to elaborate design
6	Galarund's Galoshes: wearer able to safely walk on (w/out sinking) any type of mire, sludge, slough, mud, muck or morass
7	Crystal boots: besides looking awesome they repel spells of evil intent and enhance helpful magics
8	Radiant moccasins of non-conformity: provide magical light and bolster personal idiosyncrasies of wearer
9	Combat cleats: allows for attack bonus due to sure-footed stability and raking kick attacks
10	Hip-waders of protection: remain dry and comfortable even in a deluge of biblical proportion
11	Shoes of Hades: Bat-winged patent-leather loafers allow entrance into the realm of the dead
12	Laser-pumps





d12	<i>Hard Times for the City Folk</i>
1	Extortion by coven of powerful witches: sudden virgin depletion
2	City foundations undermined by unknown giant worm species
3	Virulent new strain of bread mold: mass psychedelic freak out
4	Currently inert titan slowly awakening beneath capitol dome
5	Giants handily defeat city guard, set up shabby encampment w/in walls, working on new city charter
6	Workers uprising: garbage piling up, mass shortages, city guard refusing to carry out heinous new measures
7	Recent slave mutiny put down by draconian measures: former duties undertaken by city guard, now also near revolt
8	Poor attack strategy by city guard = black pudding infestation, population has grown used to it
9	Preeminent local temple goes all Spanish Inquisition
10	The stars are right: significant % of population now openly evil cultists, mad bacchanalia ensues
11	Ancient king returns from perpetual underworld quest, fulfilling prophecy, but reincarnated in the body of otyugh
12	Ruling class (and known associates thereof) summarily executed: chaos reigns, new beggar king crowned

d12	<i>Haunting the Skies</i>
1	Unidentified flying discs: actually bioluminescent aero-mollusks
2	Majestic mega-condor: soars at dizzying heights, domesticated for troop transport by the mountain lords
3	Cloud striders: like daddy-longlegs on a titanic scale
4	Eclipsers: swarms of bat-like spirits ready, willing and able to create artificial eclipses when the mood strikes them
5	Colossal aero-virus: patrols territory, spewing its foul seed on passing flocks of birds, aerial creatures
6	The stratopus: octopoid creature of tremendous size, suspended aloft by inflated gas-bag head, genius intellect, excellent camouflage
7	Ghost cloud: aggregate of disgruntled spirits joined together for maximum mayhem
8	Storm seeders: flying reptiles, capriciously issue loads of silver iodide bile into cloud banks
9	Sentient satellite: larger than average asteroid in low orbit, composition rich in living metal, overwhelming multiple personality issues
10	Cirrocumulus formation of flying skulls, hallmark of the death god ascendant
11	Vicious falcon-man pterodactyl wranglers
12	Sky barge drawn by one million individually tethered hummingbirds in a perpetual nectar-mist

d12	<i>Hell's Lesser Inhabitants</i>
1	Anguish eaters amble clumsily about daddy longlegs-like
2	Imps of Frivolity screw around and crack wise about the terrible conditions
3	Evil bacteria fly around in thick swarms looking for fresh wounds
4	Colossal bloated couch riders of sloth: incapable of taking any action
5	Disturbingly beautiful flora of vanity blossom in between perpetual reappings
6	Stirges: it's their Heaven
7	Diabolical souls who never follow through on anything scheme pointlessly
8	Venial spirits in crow-shape fight eachother over shiny objects
9	No longer idle, hordes of disembodied hands do devil's incomprehensible work
10	Satan's lap dogs: harvest bones at will, issue mocking laughter
11	Huge growths of vaguely human-shaped fungi wail piteously on horrific steaming turd plain
12	Beetles w/agonized human faces scuttle to & fro gnashing teeth & vomiting alot

d12	<i>How the Gang got Together</i>
1	Inflicted upon one another by multidisciplinary team of deities w/unknown agenda
2	Sudden trans-dimensional breach deposits all on campaign world of referee's choice
3	Met in queue for adventuring permits
4	Brought in separately by constabulary for variety of petty charges
5	At prominent aristocrat's ball: some as guests, others as the help and/or for larcenous purposes
6	Felicitous meeting after surviving (super-) natural disaster
7	Newly instituted draft by local regent requiring mandatory registration of all able bodied adults, leaving future party members sequestered w/other "suspicious persons"
8	Rounded up together in raid of den of ill-repute
9	Party arranged by cabal of power hungry sorcerers looking to acquire specific antiquities
10	Various misfortunes land nascent adventurers in stint as galley slaves
11	In the belly of titanic monster on inter-planar binge-and-purge bender
12	Collectively signed up for valueless adventuring class given by crew of doddering "old masters" as scheme to shore up dwindling retirement funds

d12	<i>Human Frailties</i>
1	Over-inflated sense of self importance skews perception of most events
2	Extremely literal minded: always missing the subtleties
3	Chock full of bigotries as suited to social status
4	Wandering mind: thoughts drift about unreliably
5	Little regard for personal hygiene
6	Bad teeth: frequently "edgy"
7	Short-term memory shot, long term fairly patchy as well
8	Supremely self-confident w/out regard to personal deficits
9	Habitual use of mood elevators, mellowing agents
10	Gluttonous over-indulgence in most earthly pleasures
11	Big mouth: rattles on endlessly, lacks proper "indoor voice"
12	Irrepressibly evangelical re: personal biases

d12

*The Humanoids Seem a Bit Weird Today*

- 1 Just been handed the pink slip: numbed and inattentive as they contemplate their next move
- 2 Experimental new humanoid chow turns out to have unanticipated psychotropic properties: urge to kill muted, beginning to think about settling down, perhaps taking up a craft or developing hobbies (of evil)
- 3 Just had a huge meal: bloated, drunk and sluggish
- 4 Wages slashed: howling with rage and thirsty for blood
- 5 Frenzy of grief and anomie following a firm “request denied” by their cruel deity
- 6 Wounded, divided and demoralized after rather violent internal squabble
- 7 Receipt of shocking news from spawning grounds leaves them confused, off their game
- 8 Virus going around that causes temporary insanity in most human-like species
- 9 Heavily ensorcelled to ensure robotic obedience
- 10 Scrawny, shagged out and partially stupefied by unreasonably long shifts and shoddy feed
- 11 Jumpy, paranoid, terror-stricken over dark master’s newly promised and very specific penalties for failure
- 12 In stitches due to dead-on and highly satirical portrayal of dark master by a particularly talented member of the crew





d12

*I Tell You I Saw It Near the Steam Vents!*

1

A crew of grey dwarfs installing unknown metal device with pipes running into the earth

2

Giant viruses ambulating about spider-like

3

Huge balloon-like creatures bearing platoons of strange pale warriors in their claws

4

Towering columns of molds and lichens tended by shell-less land mollusks

5

Fire giants taking a steam, served cocktails by stone boys

6

Mating rituals of chthonic worms

7

Hatchery of the stone boys and their indescribable queen

8

Heavily armed carapace men astride war trilobites

9

Men with hideously convoluted skin (like Chinese Shar Peis) chanting and dancing in a frenzy

10

Innumerable white lizards crawling forth in waves, devouring everything in path

11

Gigantic crystalline structures visibly growing, attracting attention from undesirables

12

A colossal man-form made of scintillating vapors, glowering menacingly toward the city



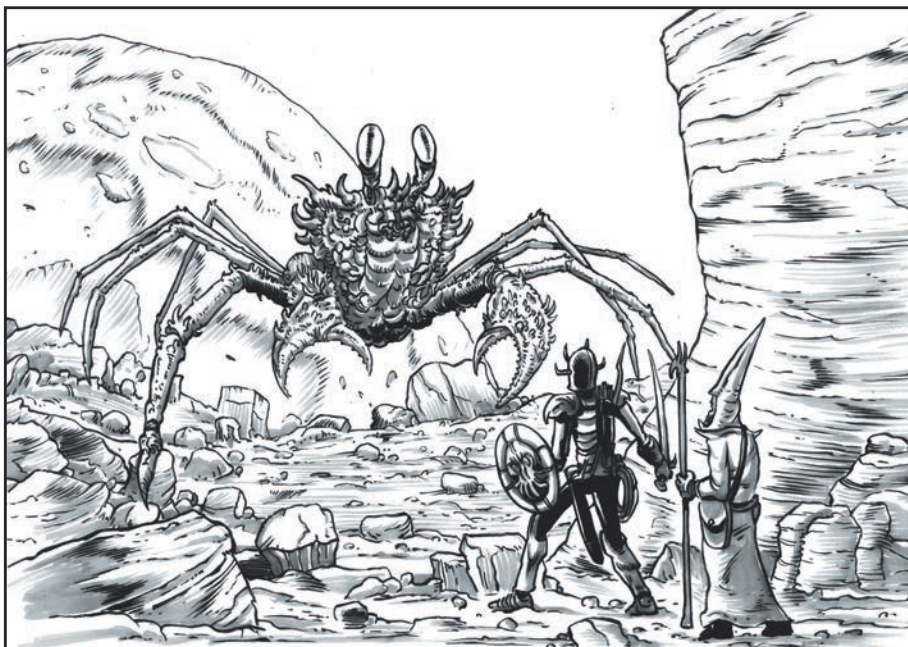
d12	<i>Ill-advised Magical Researches</i>
1	Sky Chariot (engines burn sacrifices to wind gods)
2	The Mana-rod (installed in brain)
3	Alchemy toward malleable solid demon-fire
4	Project: The sword that can split the atom
5	Hybrid: chimerolepas
6	Mind-meld with dormant volcano god
7	Force field dome sans air supply
8	Spell: Ray of Treachery
9	Potion of Permanent Enslavement
10	Giant beacon to the star gods
11	Spell: Dispel Avarice
12	Project: Terraform Hell

d12	<i>Ill-tidings from the Cleric's Patron Deity</i>
1	Disapproves of recent activities: tithe doubled until further notice
2	Enlightenment enhancement required: fasting, meditation, self flagellation recommended
3	Order to meditate on particularly mind-bending paradox, issue report on findings
4	Bad connection: 1d4 extra hours of meditation required to restore powers
5	Message delivered by proxy: deity not available at this time, restores low level spells only
6	Dogma redaction: error discovered, new dogma to follow
7	New covenant: sea change on divine level triggers total reexamination of cult requirements
8	Brace for hostile takeover attempt from unknown pantheon
9	Automatic writing assignment, addendum to scriptures required for new converts, deadline: tomorrow
10	Adjustment to proselytizing requirement: now thrice daily
11	New arch-enemy revealed, holy war immanent
12	Total loss of contact: god missing and feared destroyed

d12

## *In the Blasted Lands of the Fallen Moon*

- |    |   |
|----|---|
| 1  | Anaerobicites: photon eating plankton of the moon   |
| 2  | Ruined outpost of the observer aliens   |
| 3  | Molten pool of space gold   |
| 4  | Astral moon-folk, downcast and forlorn, gather the fossilized remains of their bodies                                       |
| 5  | Demesne of the currently inert moon god   |
| 6  | Crater-dwelling moon crabs: huge, well-armored, extremely hardy, notably sluggish in atmosphere                             |
| 7  | Sub-surface steam rooms of sea urchin-like star beings, highly intelligent, involuntarily murderous                         |
| 8  | The Dark Siders: agency responsible for the moon-fall, strike from hidden sphere astride land lobsters                      |
| 9  | Huge claw protruding from surface may reveal location of pre-moon-fall dragon's lair  |
| 10 | Spontaneous emissions of moon radiation: promotes lunacy, triggers latent lycanthropy, increased risk of lethal moon fevers |
| 11 | Ruins of pyramids revealed as laboratories for the creation and transmission to earth of terror monsters                    |
| 12 | Small breeding population of Light Siders in stasis, protected by death-dealing automatons                                  |



d12	<i>In the Philosopher's Spell Book</i>
1	Alter Opinion: instantly harmonizes disparate views or insinuates disagreement
2	Dispel Argument: renders opposing assertion null and void
3	Arinunio's Inconspicuous Non Sequitur: success allows the user to sneak one by opposition
4	Bolt of Enlightenment: save or stagger off to reexamine life
5	Huunenaur's Stinging Refutation: no saving throw
6	Inescapable Web of Absurdity: save or suffer debilitating mental entanglement
7	Hargovv's Hair-splitter: Stupefies opponent with barrage of meaningless objections
8	Exploding Straw Man: save for half damage
9	Glamocles' Expeditious Reductio ad Absurdum: success induces shame, humiliation and the derision of one's peers
10	Defang Ideology: deactivates critical faculties in subjects, primes them to swallow bill of goods
11	Mass Consensus: gallon of wine per subject required as material component
12	Create Truth: adds single new aspect to reality, fundamentally changing the universe for good or ill, rarely successfully cast, miscast erases all trace of the philosopher from the space-time continuum

d12	<i>In the Sorcerer's Overnight Bag</i>
1	Vellum document w/official ransom information in several languages
2	Earthenware sphere containing weaponized virus powder in padded box
3	Ogre-musk eau de toilette: predatory monster repellent
4	Mini-scroll and crystal magnifying lens: select High Atlantean readings in microscopic print
5	Sealed glass jar: living tissue specimen in preservative ichor for cloning project
6	Travel-sized surgical kit
7	Pillbox with fast-acting suicide capsules
8	Small bag of bones: illusion conceals emergency gem cache
9	Disassembled death ray pistol: one shot remaining in battery
10	Silk bag w/ fake protection charms: distributes to "allies" for cheap laughs
11	Spare set of outlandish undergarments
12	Small skin-bound volume w/pen and ink: personal log of evil written in invented language



d12	<i>In the Witch's Workshop</i>
1	Hansel and Gretel: stuffed, trussed and aging in a closet
2	Rather large talking frog in a slough-filled tub: has memorized the entire Encyclopædia Britannica (1901 edition)
3	Potpourri burner filled with demon bile over a low flame: indescribably offensive odor but somehow invigorating (temporarily enhances constitution) if exposure lasts 10 minutes
4	Full suit of skin from a farmer's daughter w/a selection of authentic yet beguiling outfits
5	Bat winged cloak (non-magical but awesome)
6	Magical shoes that allow the wearer to surmount and run along moon beams
7	Twenty foot long python w/black fur and the head of a cat curled up in front of the hearth
8	Dead triffid drying upside down from ceiling: being cured for smoking purposes
9	Binoculars with large vat-grown eyes instead of lenses: press against forehead to use
10	Elaborately woven bed crafted of briars and brush covered with wicked thorns
11	A variety of living brains in ichor-filled ceramic vessels hooked up to Rube Goldberg machine that automatically awakens the witch at sundown and prepares an unmentionable breakfast
12	Gads the headless valet, stitched back together and reanimated after some unfortunate incident, serves refreshments and tidies up

d12	<i>Inside the Giant's Curio Cabinet</i>
1	Interesting selection of (dented) human-sized helmets arranged in order of perceived awesomeness
2	Bag filled with fist-sized pills: headache remedy crafted by ogre witchdoctor
3	Fancy spell book: sub-literate scrawlings throughout, he doodled all over the spell inscriptions
4	Tear-stained ancient ceramic urn containing ashes of giant ancestors
5	Necklace of giant baby teeth strung on cord (gift from mother)
6	Stolen sculpture collection: 100% naked ladies
7	Charmingly naive charcoal self-portraits on stretched skins: concealed within cave bear fur portfolio
8	Cork-stoppered bottle of giant's cologne: indescribably offensive
9	An enchanted buckler (appealingly shiny and reflective) on a crude display stand
10	Giant's emergency dental kit: over sized hammer and vicious-looking pliers rolled in skins
11	Shabbily folded stack of spare large sacks
12	Huge rough-hewn stone dice (dodecahedrons, as it happens)





d12	<i>The Intelligent Dragon's Current Obsession</i>
1	Development of draconic haute cuisine: has filed talons into precision food prep implements
2	Composition of epic poem celebrating self and accomplishments while minimizing those of rivals, scribes on staff to take dictations
3	Negotiating complex treaties w/two-bit human lords and then gleefully pulling the rug out from under them
4	Dungeon extortion racket: legwork carried out by deputized hench-monsters, doesn't really pay off but provides amusing bedevilment
5	Health and wellness: meditation, (human) juice fast, brutal exercise regimen w/ charismatic personal trainer/guru in residence
6	Interior cave design: multi-tiered water features, sculpted and enhanced columns, stalactites and stalagmites, attractive fungi arrangements, etc.
7	Exotic creature husbandry: extensive menagerie maintained by staff of expert monster wranglers
8	Researching theoretical means of draconic space travel, intends to capture moon for dragon-kind
9	Trying hand at designing self-aggrandizing monumental architecture: still hatching schemes to acquire requisite host of slave laborers
10	Amassing preeminent library of esoteric knowledge, several demon librarians on staff, hiring buyers/thieves
11	LARPing w/bored vampire guests and lich acquaintance: likes to play halflings
12	Recently sworn off frivolous obsessions: right back to default treasure hoarding/virgin eating

d12

## *The Isolated Village has a Dark Secret*

- 1 Built upon ancient halfling burial ground
- 2 Barley fields must be soaked in sacrificial blood: every crime or misdemeanor carries death penalty
- 3 Dark lineage dating back to antediluvian civilization, secretly keep traditions alive, hatch schemes to depopulate region, stockpile poisons
- 4 Ubiquitous witchery: hexes and charms fly about willy nilly
- 5 Rampant perversity after nightfall, outsiders welcome
- 6 New generation of children preternaturally intelligent and fully in charge
- 7 Universally shared mutation: second mouth in chest concealed by tunic, mutter to each other in unknown language
- 8 Lycanthropy = STD
- 9 Celebrate monthly festival of murder
- 10 Militia drills by moonlight, seems to practice human wave tactics, visiting commanding officers of dubious aspect
- 11 Population descended from crashed starship crew, deranged captain kept artificially alive in forbidden hall
- 12 Whole village front for criminal enterprise: import/export contraband to subterranean enemies of humankind via entrance to underworld beneath grand mead hall



d12	<i>It Luxuriates in the Great Caldera</i>
1	Gestating giant sun-dweller egg
2	Ice titan on holiday loosens up strained muscles, sips drinks
3	Anaerobic bacterium the size of a house
4	Smoldering coal-cranes hunt flame-tongued cinder frogs
5	Blossoming garden of silicon-based vegetation including several black trees full of cherry-bombs
6	Team of lava dogs harnessed to sledge await the return of their master
7	Huge flaming ape
8	Antediluvian sorcerer-king in stasis, suspended in semi-permanent globe of invulnerability
9	Sentient vapor: uses caldera as base of operations for terrorizing surface dwellers
10	Super-colony of adamant wasps
11	Colossal manta ray-like thermophage prevents massive eruption by constant feeding, defends self with jets of volcanic gases via dorsal vents, extrudes raw gems
12	Giant fire god dying of old age: immobilized by the ravages of eons, willing to whisper secrets to the reverent

d12	<i>It's on the Ceiling!</i>
1	d100 Swords of Damocles
2	City of the Intellectual Bats
3	Manhole-like trap door to maintenance level
4	Tapestry of webs depicting events in spider history
5	Stalactite pueblo dwellers: evil dungeon fairies
6	Adventurers impaled on barbed spikes
7	The furniture: nailed up by prankster
8	Alarming amount of dripping water and muddy seepage
9	Pulsating illumination from strange glass tubes in metal fixtures
10	Shriekers!
11	Eyes (d1000)
12	Hand-chiseled diagram of dungeon level



d12	<i>Items Hidden in the Evil Priest's Vestments</i>
1	Emergency back-up holy symbols representing alternate faiths
2	Stolen documents from rival sect detailing planned acts of terrorism
3	Ritual tattooing kit designed for maximum mortification of the flesh, excruciating discomfort
4	Medallion w/secret sub-cult insignia for ID purposes
5	Hastily scrawled notations in mini-commonplace book re: recent troubling dreams, waking visions, possible interpretations
6	Miniature censer and dried herbs for sacramental inhalations
7	Disguise kit for escaping otherwise hopeless situations: robe reversible w/smart seersucker interior, finely crafted false nose, extravagant fake mustache
8	In small pouch around neck: ash and tiny bone fragments retrieved from sacrificial incineration of former allies/family members
9	Rune-inscribed razor and empty vials in small leather case for ritual phlebotomy
10	Wooden tally stick w/hash marks for each soul successfully delivered to wicked deity
11	Keys to sub-temple level: armory, treasury, secret library, stockpiled provisions for prolonged siege, demi-living guardian zealots
12	Packet of enchanted incendiary pellets for emergency self-immolation, mint condition (one tends to save this option for unimaginably dire circumstances)





**d12** *Items of Moderate Interest in the Ogre-King's Hoard*

- |    |  |
|----|--|
| 1  | Accumulation of scalps: tacked to wooden pole in stand   |
| 2  | Bronzed baby teeth of forgotten aristocrat and several shiny coat buttons in half-crushed box  |
| 3  | Crude portrait of infamous ogre lord of the distant past on stretched skin of some kind and wrapped in furs                            |
| 4  | Small cubes of dehydrated hero blood in ceramic vessel marked with an X, prescribed by witch doctor for flagging virility              |
| 5  | Braid from frost giant's beard taken in anger  |
| 6  | Exquisitely rendered stone sculpture depicting seductive ogress in repose  |
| 7  | Taxidermy collection of deceased pets: 2-headed hell hound, favorite slave ape, goblin body guard, all in ferocious poses              |
| 8  | Rare yet essentially worthless collectible stone-carved miniature knights and castles, roughly handled, paint chipped, fair+ condition |
| 9  | Junior-sized training cudgel: blood-stained, dotted with skull fragments, cracked down the middle                                      |
| 10 | One set of ogre-size formal wear: dress loin clout, fine fur shoulder wrap, huge leather boots, thick black girdle with shiny buckle   |
| 11 | Cask of aged fungus liquor: subtle, loamy aroma, intriguing flavor profile, lethal to humans   |
| 12 | Sold to the king as The Coprolites of the Gods, probably just a box of roughly cylindrical rocks                                       |

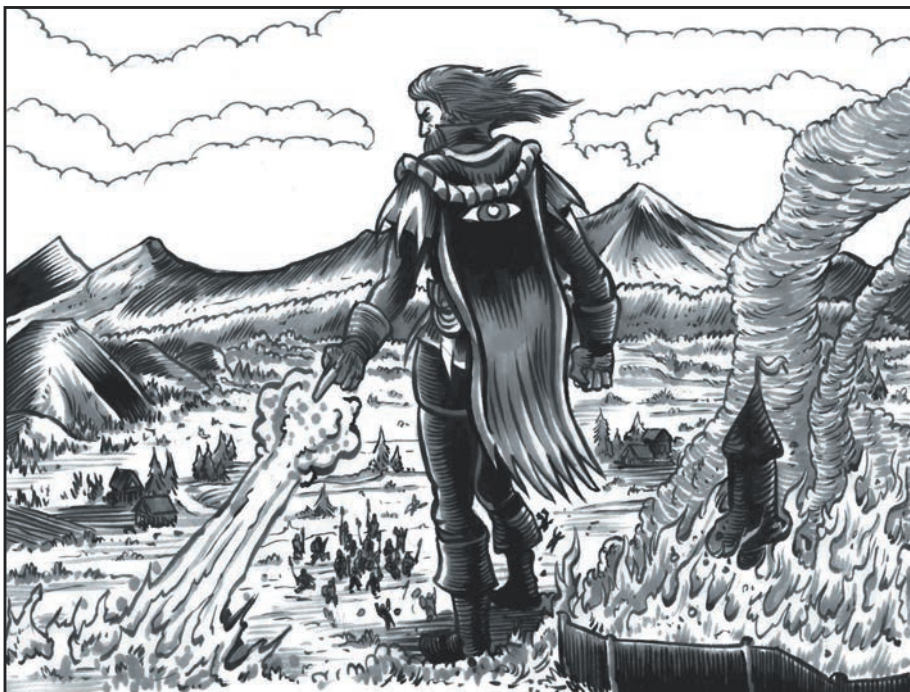


d12	<i>Just Getting in the Dungeon is Brutal</i>
1	Must drain chalice of hot poison for magical entry, saving throw required
2	Via the Queen's magic mirror which leads to the dragon's magic mirror, wherever he's keeping it these days
3	Teleported in by anointing head with the blood of the Ogre Czar
4	Pass through permanent dimension door at the top of a 1000 meter tree
5	Locate dungeon door only in dream state induced by exceedingly rare cave fungus that grows on hell hound droppings
6	Leap through the top floor window in the Spider-lich's spire
7	Mega-swarm of moon moths provide lift to cloud door if first charmed by series of elaborate rituals w/plenty of dancing and blood sacrifice
8	Navigate reeking sewer-maze beneath the city of extinct titans
9	Only known entrance at the base of inverted pyramid on the moon
10	An arch-devil must agree to show you the way
11	Unlocked door in the wall of cavern thousands of feet beneath the ocean surface, ancestral burial ground of the intelligent cephalopods
12	Monumental excavation effort requiring huge labor force toiling night and day for months, all the while terror-mummies claw their way up from the deep sands



d12	<i>Knights Best Avoided</i>
1	Sir Blagdor the Irrepressible: hyper-alert for anything remotely resembling a challenge, likes to strip off armor for bare-knuckle brawling, Greco-Roman wrestling, wears bejewelled championship girdle of ogre power
2	The Knight of Green Malaise, cursed to constantly exude verdant mist of somnolence, emerges from preternatural lassitude whenever PC warriors begin to come into their strength and need knocking down a peg or two, returns to mystic lair for a good fortnight's slumber
3	Sir Chandox, clandestine relationship with shipping guild and several other commercial enterprises, pursues quests as suggested by board of trustees to maximize war profiteering opportunities
4	Sir Orostu, the elephant-riding knight: serves the Lords of the Savannah and honors them by challenging all comers to exceedingly lopsided jousts, Guanto the elephant wields massive flail w/trunk
5	Ignossus of the Waxing Moon: very tall, slender, hairless and gray w/pale yellow armor, claims to act on behalf of lunar monarchy to defeat and demoralize earth men, spouts off about coming invasion and makes elegant arguments for humankind to just throw in the towel
6	Sir Farsifal the Lecherous: clumsy practitioner of courtly love, instantly smitten by undying devotion again and again, ruthlessly terminates perceived rivals, enemies everywhere
7	Sir Nosar the hill giant knight: created by highly irresponsible monarch just to increase regional mayhem, clad in fabulously huge custom plate, jousts unmounted, notches in ebon club indicate unmatched duelling record
8	The Knight Impostor: unknown champion of chaos w/illusionist ally, huge collection of helmets, shows up in guise of famous knights (or PC warriors) to sow confusion and sully reputations
9	Sir Hedrick the Clueless: incredible self-confidence matched only by intellectual limitations, seldom comprehends current situation but always pretends to, famously gullible, hapless patsy in many outrages engineered by the wicked, speech consists entirely of catchphrases picked up over the years
10	Sir Thronodos, Champion of the Accused: misguided sense of justice, demands trial by arms to prove innocence of even the demonstrably evil, really quite good at most types of fighting
11	Sir Haknoth the Insufferable: humility snuffed out by unbroken string of victories, you know he's boasting wildly if his lips are moving, trolling for duels 24/7, colossal mace, bad breath
12	The Dead Knight: seemingly animated by pure devotion to duty, continues to serve crown and country despite having fallen in battle long, long ago, martial skill unaffected by advanced state of decomposition





d12	<i>Last Known Appearance of the Rogue Sorcerer</i>
1	Levitated straight up into the stratosphere
2	Snapped bonds with superhuman strength and smashed the skulls of guards en route to public execution, escape obscured by sudden profusion of stinging mist
3	Stood atop racing smilodon, tossed guards aside, surged through city gates
4	Fled into the night w/many scrolls tucked beneath arms while Royal Library burned
5	Plunged gracefully into gaping maw of colossal worm while laughing maniacally
6	Shouted insults from battlement of private tower before the whole thing disappeared in maelstrom of blue luminance
7	Issued incoherent screed in public square, exploded in fiery flash after brief Q & A w/witnesses, coalesced into vast vaporous form over city, dissipated
8	Stabbed baron in back with poisoned blade at ceremony, vaulted city wall in single bound
9	Naked and muttering, staggered off into the wilderness
10	Body dangled limply while carried off on devil wings suddenly erupted from back
11	Over the course of days slowly became invisible and inaudible
12	Swelled to over fifty feet in height, issued contemptuous farewell, strode off toward the mountains

d12

*Less Popular Magic Items*

- 1 Brazier of Infinite Imps: new imp arises every 10 minutes
- 2 Helm of Obscuration: proof against psychic attacks, temporarily blinds/deafens
- 3 Wand of Filth, Dust and Cobwebs
- 4 Potion of Levitation, effect permanent
- 5 Flask of Instant Intoxication: lasts entire game session
- 6 Magic Shield w/ mouth motif: screams out "RED ALERT!" when monsters near
- 7 Boots of Silence and Severe Blistering
- 8 Helm of Foreknowledge: imparts suicidal ideations
- 9 The Pot of Porridge Inexhaustible
- 10 The Panic Blade (save or flee)
- 11 Circlet of Inconsolable Weeping
- 12 Resplendent Pantaloons of Flamboyance





d12	<i>Lesser Known Pocket Universes</i>
1	The Seventeen Swamps of Serenity: voted down repeatedly for incorporation into the Seven Heavens, afterlife reward zone for all good sentient amphibians, reptiles, jellies
2	The realm of chrome and steel: shiny, highly polished 1980's airbrush-world w/ liquid steel flora and fauna
3	The Hell of Bitterest Regret: the whiniest, mopiestic most depressing zone imaginable filled with totally self-absorbed spirits all trying to out-suffer each other
4	Sorcerer/scientist's control group universe: proving ground for new and improved technologies and magics, introduced populations of clones of various species, starting to develop independent cultures (driven by inter-species warfare)
5	Epidermia: rolling plains of flesh under blood-red skies, happy grazing grounds for all manner of intelligent mites, ticks, chiggers and other parasites
6	Sphere of lucid dreams: terrain, events and denizens shaped by whatever minds might enter
7	Halloween world: populated entirely by goblins, witches, villains, movie monsters and horror hosts, every house is haunted, every cauldron bubbles over with evil
8	Mischievia: a spiritual realm whose impish occupants speak nothing but jokes, plot nothing but pranks
9	The Cosmic Hive: an insect heaven of perpetual blissful buzzing
10	Sphere of internment: a truly maximum security facility housing troublemakers from a million universes, can be entered by powerful sorceries but no one has left yet
11	Domain of the First Cause: infinite thrumming being of white light in repose, due to singular nature will immediately annihilate the current reality to set off big bang if somehow awakened
12	The Dungeon-verse: near infinite network of doors, corridors, rooms, tricks, traps, monsters, and treasures without intelligible purpose, the sub-creation of a capricious god since assassinated by his peers



d12	<i>The Lich's Current Love Interest</i>
1	Rosy-cheeked young offspring of yeoman farmer, embodies all the qualities long since sloughed off by the lich
2	Spouse of prominent regional leader
3	Dragon w/human mind trapped within
4	Irrational fixation on particularly ravishing subhuman, causing shame, guilt and abundant inner conflict
5	Extremely charming and evil halfling
6	Heretical obsession with arch bishop of Church of Law
7	Memory of long-deceased heir to antediluvian monarchy, soul unavailable for reincarnation
8	Saves up love to lavish upon animate mummified cats
9	Devoted to incredibly decrepit senior citizen of astonishing longevity
10	Love-struck at first sight by the most charismatic PC (in the event of a tie, the lich just can't decide which one to love more)
11	Ghost of a pre-human scientist
12	Anything that moves

d12	<i>The Lich's Downtime Activities</i>
1	Research and development: new and improved phylacteries
2	Psychologically tormenting inferior underlings
3	Reincarnating ancient high priest for consultation re: superior unholy rituals
4	Inhaling the poisonous vapors of N'kash
5	Heated psychic teleconference with highly opinionated demon prince
6	Restoring tissues in soothing protoplasmic bath
7	Reorganizing collection of skulls for optimum necromantic feng shui
8	Self-installation of fresh eyeballs and optic nerves
9	Fondling personal heap of golden riches while laughing maniacally
10	Job interviews with exceptionally evil chief of staff candidates
11	Impatiently awaiting delivery of eldritch artifact via homunculus package service
12	Contemplating suicidal end to futile existence...but only for a moment! Roll again

d12	<i>The Lich's Guest List</i>
1	The Queen of the Sewer and her revolting hangers-on
2	Count Hluhlu: incomprehensible outer being posing as aristocrat
3	The pre-human ghost cabal
4	The Dastardly Gourmet and his menu of mind-control
5	Field Marshall Vlok the hill giant genius and his mixed-giant entourage
6	The godfather of organized banditry (incognito)
7	Vilizatra, The Perilous Grand Dame (she-mummy using cosmetic illusions)
8	The Face Stealer: identity thief of highest ambition
9	The Think Tank: 12 linked wizard heads in anti-necrotic soup
10	Autocrat X, the unknown lord (rules additional kingdom as The Lord in the Mask)
11	Mighty Kukrakka, the cephalopod king's ambassador
12	The astral form of Adolf Hitler

note: roll several times and assume they all hate each other equally

d12	<i>The Lich's Secret Identity</i>
1	Filthy street urchin w/unsettling stare
2	Continuously drunken petty noble w/penchant for provoking peers
3	Kindly hedge wizard, always offering to aid and advise fledgling adventurers
4	Travelling minstrel who ruthlessly satirizes the powers-that-be
5	The mysterious "druid" seen stalking the king's forest
6	Mild-mannered yeoman farmer who recently inherited ancient farmhouse
7	Court torturer: famous throughout the land for extracting secrets w/100% accuracy
8	Perpetually masked guild master of assassins
9	Foppish dandy said to be extraordinarily successful philanderer
10	Extremely helpful librarian at the Royal Scroll & Tome Repository
11	Preternaturally attractive young aristocrat looking for marital prospects
12	Foreign dignitary representing largely unknown empire from somewhere beyond the edge of the campaign map





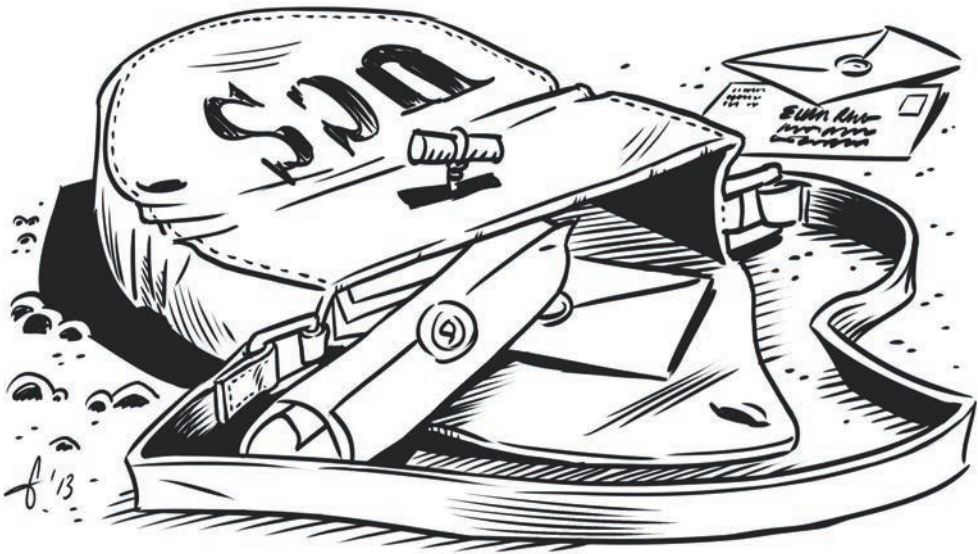
d12	<i><b>Magic Sword Awesomizer</b></i>
1	Blade vibrates like electric knife, negates armor bonus of opponent
2	So wickedly awesome to view when drawn (accompanied by extra-loud Hollywood TSHIIING!) weaker foes must check morale or reconsider engagement
3	Mighty chop can sunder any single object in twain (up to the size of a house or small bridge): success destroys the weapon
4	Emits gale-force winds against enemy missile fire once per day
5	Chaotic component of blade breaks bonds of iron molecules, speedily corroding arms and armor of enemies
6	Shrieks obscenities in ancient language, timed to disrupt concentration of attackers
7	Spell-cleaving: once per day may chop an active spell out of existence (examples: extinguishing a fireball in mid-flight, hacking off lightning bolt)
8	May be hurled once per day with deadly accuracy and significant damage bonus
9	Dazzlingly shiny and selectively reflective, opponents cannot look directly at wielder
10	Can be commanded to self-destruct, will begin counting backwards from 100, explodes with extremely destructive force upon reaching zero
11	Ghost blade made for trans-planar warfare, only gives mortals the chills, works beautifully against the incorporeal
12	Reality hack: arcane energies may be permanently spent for emergency hack through substance of material plane, allowing for escape/travel into the aether

d12

*Manifestations of the Sorcerer's Derangement*

1	Broad mugging and overacting of a silent movie villain plus ear-piercing shrieks and stream of consciousness rants at top of lungs, sweaty, bug-eyed
2	Overwhelming obsession with sub-atomic matters, scrawls equations everywhere, wears microscopic eyepiece 24/7
3	Hell-bent on mission to improve sensory awareness: currently preparing for self-surgical installation of giant multifaceted bug eyes
4	So steeped in the esoteric has lost ability to even comprehend mundane matters anymore, forgetting to eat/sleep/bathe
5	Manic pursuit of bigger and better explosions leaves hideout a smoking ruin, plans to soon blow up something really big, issues near continuous crazed laughter
6	Megalomaniacal devotion to remaking the world in his/her image starting with mountain-sized statues (scale models fill laboratory)
7	Unfortunate loss of basic bodily function control, walks around with big streaks on gown while dictating wild new theorems to amused homunculus scribes
8	Successful research expanded list of arcane power words considerably, now indiscriminately peppers his sentences with them, surviving staff walked out weeks ago
9	Intruding alien personality constantly interrupts normal speech w/scathing criticism, alternate opinions, mockery
10	Receiving direct transmissions from the future w/instructions on which current political figures must be assassinated, summoning beings from the dimension of hate to carry out hits
11	Involuntary high speed spewing forth of esoterica and erudition in a highly educational, well organized screed
12	Swallowed by black hole of paranoia, has killed retainers, is planning on launching preemptive strike on closest allies




**d12** *Messages Intercepted from the Underworld Courier Service*

- |    |  |
|----|--|
| 1  | Note from kidnapper with instructions for delivery of ransom   |
| 2  | Order for resupply of foodstuffs for underworld catering service   |
| 3  | Receipt for powerful magical artifact signed by vampire curator of museum of antiquities                             |
| 4  | Plea for clemency to particularly vicious underworld bigwig  |
| 5  | Advertising circular for Captain Ossbagh's Freelance Dungeon Muscle service  |
| 6  | Demand for return of territories improperly seized by troll brotherhood  |
| 7  | Totally defiant and obscenity-laced response to extortion attempt  |
| 8  | Request to domestic service for new valet with apologies for former servant's ghastly fate                           |
| 9  | Tear-soaked missive from spurned lover of high-born giantess   |
| 10 | Tally of losses incurred due to escaped horror and heated request for remuneration                                   |
| 11 | Long letter from sorcerer to fellow black arts practitioner detailing necromantic experiments                        |
| 12 | Simple directions to the City of Uttermost Darkness with instructions for avoiding the mind-bending hazards en route |

d12

*This Monster's Got a Charming Side*

- |    |   |
|----|---|
| 1  | Anomalous yet beautiful singing voice   |
| 2  | Has overlarge, plaintive child-like eyes  |
| 3  | Inordinately protective of underlings/henchmonsters   |
| 4  | Extremely polite and respectful, conducts itself w/the utmost honor before and after devouring adventurers                                |
| 5  | Lovingly raising brood of monsterlings  |
| 6  | Has somehow amassed a rather impressive fine art collection   |
| 7  | Cuddly, affectionate, dog-like relationship w/dark master   |
| 8  | Has taken the time to carefully decorate lair according to its incomprehensible tastes  |
| 9  | A certain indefinable je ne sais quoi   |
| 10 | Exhibits gentle curiosity toward small animals, halflings   |
| 11 | Has a pet that it cherishes (see <i>Unusual Dungeon Pets</i> - pg. 170)   |
| 12 | Accepts nothing short of unconditional surrender but will listen thoughtfully and appear to entertain terms before rejecting them utterly |



d12

*Mountaintop Wonders and Perils*

1

Incomprehensible discourse of the mountain gods continuously echoes about: causes bewilderment, psychosis

2

Giantess colony: immortal daughters of forgotten gods, keeping alive ancient arts of monumental sculpture and man-hunting

3

Ancient temple to the space gods, constant stream of sorcerers make pilgrimage while attempting to assassinate one another

4

Surface team of deep dwarfs, tectonic engineering division: using explosives to sheer off vast chunks of mountain side

5

The Golf Course of the Gods

6

Yeti ascetics hovering about in lotus position

7

Wind Czars locked in eternal warfare with the Emirs of Stone

8

Sorcerer oversees undead minions construction of iron structure housing giant lenses: hopes to soon destroy moon for a purpose only he understands

9

Avalanche-surfing ice devils

10

Aurora Lethalis: sentient and indiscriminately malevolent

11

Hidden Dionysian society of mountain vintners and their brews: healing, enlightening and intoxicating

12

Prospectors from space have struck rich veins of desirable elements, preparing to signal mothership







SBP 2011



d12

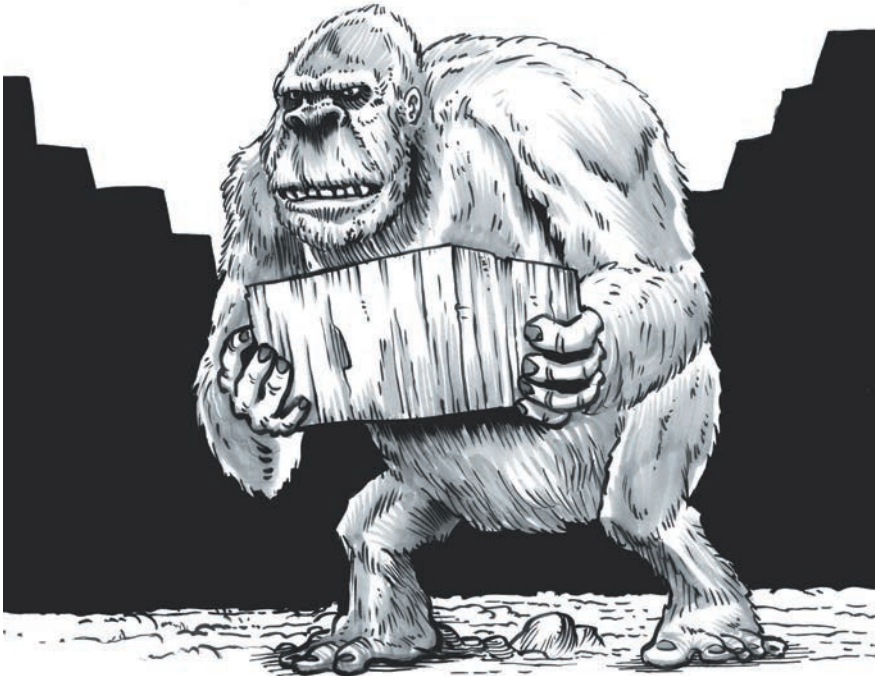
*Nature Goes Haywire*

- |    |   |
|----|---|
| 1  | Unexplained lightning plague: near-continuous strikes on even cloudless days, woe unto the armored warrior on a treeless hilltop  |
| 2  | Chaos-demon strikes down the god of physics: gravity gets weird, among other effects  |
| 3  | Unpredictable gusts of wind capable of tossing full grown men about like leaves, sky gods unresponsive to campaign of blood sacrifice   |
| 4  | Quirk of evolution leads to advent of extremely prolific laser-mice   |
| 5  | Oceanic waters gradually congeal, translucent membrane develops as does a singular intelligence   |
| 6  | Sudden release of subterranean gas triggers extinction event: domesticated animals  |
| 7  | Colossal fungal puffball swells to gross immensity then explodes, scattering millions of spores into the atmosphere, growths already taking over planted plots, covering rooftops, etc. |
| 8  | Meteors ridden by thrill-seeking demon cowboys zoom crazily about leaving panic and mayhem in their wake  |
| 9  | Sky turns purple, clouds appear as glowering faces, strange thunders boom as never before, 1/3 of the population goes crazy and dies  |
| 10 | Glacier w/conspicuous ice ramparts and battlements cruises at speed into temperate zone toward imperial capital   |
| 11 | Everyone wakes up one morning to find thousands of weird eggs everywhere  |
| 12 | A fire of unknown origin takes babies away  |

d12

*Newly-bred HENCHMONSTERS and UTILITY BEASTS*

- |    |  |
|----|--|
| 1  | Distillery beast: consumes mass quantities of fruits & grains, excretes brandy, liquor   |
| 2  | Restraintopus: land cephalopod trained to act as living manacles   |
| 3  | Giant shipping/receiving mantis  |
| 4  | Pyramid-building apes: huge, incredibly strong and unnaturally agreeable   |
| 5  | Aggressively territorial honey bees w/strong sleep-inducing sting venom  |
| 6  | Butterfly w/20ft. wingspan: adheres to host for single glorious flight then dies   |
| 7  | Siege giant: even more dim-witted than usual, employs thick curling horns on head for living battering ram effect  |
| 8  | Hydra sphinx: repositories of knowledge w/1d12 heads, each the master of single discipline/area of expertise   |
| 9  | Messenger stirges: can only digest blood-based nutritive formula, fly patterns from one feeding station to the next w/messages stapled to their rubbery appendages |
| 10 | Wound-sucking leeches: anesthetizes, disinfected, extracts poisons if applied expeditiously  |
| 11 | Lap-beast: living balls of fur and teeth, snugly, lovable and ferociously protective of loved one  |
| 12 | Major domo, reanimated: flesh golem-like but fine-tuned to exemplify quality of service, impeccable taste, quiet dignity, the feudal spirit                        |



d12	<i>Non-combatants of the Underworld</i>
1	The Deep Surveyors: subterranean cult on never-ending mission to accurately map entirety of underworld for an incomprehensible purpose
2	The philosophers of stone: serene and immovable
3	Mathematically inclined sessile mollusk men, the living calculators of the deeps, in constant consultation with sorcerers, engineers and contractors
4	Bioluminescent stench farmers: inscrutable artistes of odor
5	Mentally-deficient and extremely cowardly scavenger men who flee before any foe, regardless of perceived strength
6	Body builders of the deeps: so busy continuously flexing, lifting giant stones, bending steel, and admiring each other they remain oblivious to most everything
7	Fur devils: so cute and cuddly even hungry predators leave them alone, totally non-violent but entirely evil
8	Recorder beasts: masses of goggling eyeballs scuttling around on spider legs, do nothing but take in information, excrete crystalline matrices of encoded data, easily slain
9	Halfling-sized bug men: master builders of underground cities, will not fight, but hire excellent security forces
10	Gorgeous ones: demi-human race of uncanny dark beauty that primps and preens to the exclusion of all other activities
11	Giant floating angel fish of the gas-pocket caverns
12	Self-flagellating Death God worshippers locked in bitter struggle for enlightenment via protracted auto-annihilation



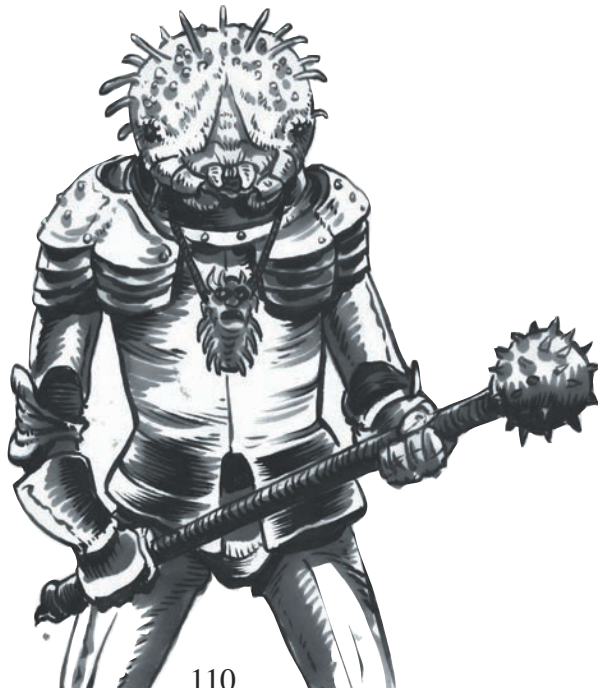
d12	<i>Now Occupying the Recently Depopulated Dungeon Area</i>
1	Giant tarantula has the place completely enveloped in webs, deposited egg sack and scampered off before the cannibalistic little buggers hatch
2	Massive bioluminescent fungal bloom of every hue speeds decomposition of deceased former denizens, continuously launching a noxious miasma of spores
3	Cube jelly has oozed through the wall, now making a clean sweep of things
4	Battered bandit leader and remaining body guards in retreat from superior forces, looking to hole up and lick their wounds
5	Hiding under whatever debris/corpses might be available, an escaped prisoner/ hostage
6	Owlbear meticulously grooming itself after run-in with acid pudding (absorbed in its work and easily surprised), telegraphed by strong stench of partially digested fur
7	Flock of land vultures doing what they do best
8	A pack of humanoid deserters in hiding from their dark masters and not averse to temporary alliances
9	Frustrated lesser vampire displaced from lair, seeking the perfect spot for a crypt-away-from-home
10	Swarm of hideous dungeon fairies busily constructing a new hive out of chewed bones and saliva
11	Party of adventurers taking a break, busting out rations, draining wineskins, arguing over map, cleric removing spear from dwarf, barbarian loudly expressing his trust issues re: the wizard
12	Thousands upon thousands of flies





d12	<i>Obstacles and Hazards Indicated on the Treasure Map</i>
1	The Exploding Fen
2	Tombland: landscape dominated by towering cairns of an extinct sentient species
3	Ferociously defended grazing lands of the bison men
4	The Great Mother Pudding
5	Head-hunter infested banks of Shark River
6	Blighted plain: a blasted moonscape teeming with ghosts
7	Semi-impassable Razor Cliff and the Poison Jungle beyond
8	Fog bank of bewilderment
9	Barrier rift featuring vertical ecology (alpha predator: giant dragonflies)
10	Savages whose stock-in-trade is man-leather
11	Plateau of extreme elevation, passable by strapping oneself to specially adapted snow beasts
12	Steaming lava plain: mating grounds of the fire elementals

1	Bat-winged dwarfs stream out at night fall to forage for raw materials, scrap heap of ship's walls, superstructure forms on the slopes below, they've got some kind of weird project going on
2	Sorcerer's bio-lab: on board technologies retrofitted into Frankensteinian operation, results of experiments teleported to surface for eco-trials
3	Colossal spacemen inert upon their jump couches, may be revived by lightning bolt defibrillation
4	Haunted by ghosts of space-weary sojourners, delighted to impart cryptic knowledge
5	Warring deities from competing pantheons hoping to gain neo-Olympus-style HQ
6	Hopeful sky pirates and hired arcane talent work to gain control of ship's functions: planning careers as bungee raiders
7	Taken over by necromancer and his all-skeleton crew who hopes to drag Earth into the sun
8	Craft filled with water, set up to sustain aquatic life, original crew dead but their native bacteria fared better, have made bold evolutionary moves
9	Countless broomsticks hover nearby: site of the First Annual World Witchcraft Convention, by clandestine invite only
10	Interior filled with alien atmosphere: dire environmental consequences if released
11	Ship's anchor line enveloped in spider silk, every exterior nook and cranny acrawl w/giant arachnids drawn by a mysterious intelligence within
12	Occupants unknown due to ship's defenses automatically disintegrating anything that gets close



d12	<i>Oddities of the Swamp</i>
1	Cursed clan of amphibious dwarfs and their ruined city
2	Giant ceolacanth-like lungfish
3	Pocket-sized black puddings everywhere
4	Giant water beetle transportation and their fen-halfing masters
5	Saber-toothed fen rats
6	Flightless giant mosquitoes (feed upon swamp rhinos)
7	Tubers from giant cattail: increases vitality
8	All-knowing marsh pixie lives in mouth of colossal catfish
9	Semi-divine Wisetoad atop giant lily pad
10	Perpetually collapsing Underswamp
11	House-barge of the swamp-hag sister wives and their unholy brood
12	The Croc Rider, merciless masked avenger of the bog

d12	<i>On or Around the Mighty Warrior's Carcass</i>
1	Unbelievable number of concealed daggers
2	Packet of herbal virility enhancer
3	Pot of analgesic body balm
4	Several pounds of high protein tusky behemoth jerky
5	Bottle half-filled with caustic war draught: enhances strength, endurance, ferocity
6	War log featuring crude drawings of various weird creatures followed by tally marks
7	Fancy shaving kit w/trimmers, fine whale bone comb, mustache wax
8	Sealed tube containing professionally scribed document w/elaborate funerary instructions
9	Stoppered vial of cauterizing agent: staunches blood when applied to wounds
10	Tincture of spider venom: builds immunity when sipped daily
11	Escape razor stashed in wrist wrappings
12	Mummified ogre ear on leather cord around neck: memento of early victory





d12	<i>On Devil Prince's Escape-proof Isle...</i>
1	Surrounding waters filled to bursting w/host of giant jellyfish in perpetual feeding frenzy
2	Three-hundred foot vertical stone cliffs on all sides w/single heavily guarded cave harbor, surface accessible via many-leveled subterranean complex
3	Surface 100% defoliated: frequent applications made by undead anti-gardeners
4	Herds of scantily fed giant man-eating swine patrol the barren open grounds
5	Maximum security cell block directly beneath keep w/garrison of 150 trained sub-human warriors and command group of half-giants
6	Huge enclosure where prisoners construct colossal ebon step pyramid for an unknown purpose
7	Current warden: ancient vampire sorcerer with impressive resume of atrocities
8	Slave drivers/guards: swine-mounted trolls with wickedly barbed tridents that they hurl with deadly accuracy and surprising range
9	Perimeter scanned 24/7 by elite squad of sorcerers specializing in spells of observation, vigilance and detection, from series of watch towers equipped w/ pre-charged fireball launchers, lightning guns, cloudkill grenades, etc.
10	When the mood strikes, the devil prince strolls the grounds, pausing for a bit of sadism here and there
11	Perpetually anchored storm cloud casts gloom and erupts into showers of punishing hail and lightning upon command from the warden
12	Aquatic security chief: dragon turtle

d12

*The Oracle has Bad News*

- 1 Despite your 10 ft. pole, you shall perish alone in a pit
- 2 In the blackest abyss you will understand that man cannot eat gold
- 3 Mark well your lover, who secretly hungers for the blood of the living
- 4 Your end comes slowly in the belly of a hungry god
- 5 Just after your greatest triumph you shall be blasted to tiny bits
- 6 A short scrawny man, naked but for loincloth and dagger, will totally hand you your ass
- 7 Those jewels are glass
- 8 An indescribable horror will be your only companion
- 9 You shall writhe in perpetual torment in a personal hell of your own choosing
- 10 You must kill your friends before something worse happens
- 11 Your own arms and armor shall betray you
- 12 The oracle has determined you are fated to trigger the apocalypse, pretends the future is too cloudy to read, notifies team of assassins as soon as you leave the premises





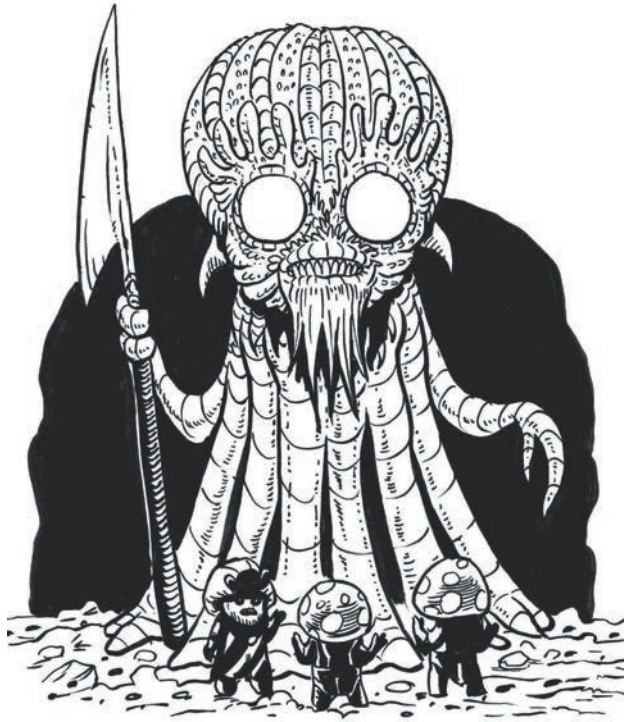
d12	<i>Other Travelers in the Wilderness Caravan</i>
1	Grim one-eyed aristocrat in cardinal-feather cape w/ enchanted long sword: answering emergency summons of former ally, a possibly insane sorcerer
2	Iron-clad cleric and retinue of acolytes embarking on important dungeon-bash for religious reasons
3	Marriage party of ravishing and technically still-eligible personage en route to politically expedient nuptials in neutral citadel
4	Brew-master, bodyguards, and several casks of experimental new beverage promising to revolutionize boozing forever: believes assassins hired by rival on his tail
5	Lipps the dungeon dog breeder and his kennel wagon
6	Exhausted, wounded and profoundly psychologically rattled surviving members of research team returning from archaeological expedition w/unanticipated results
7	Destitute zealots attempting to locate newly founded mystery cult headquarters in wilderness
8	Squad of plain-clothes assassins relieved after successful mission try to maintain cover while dying to spend some of their ill-gotten riches
9	Off-duty caravan security team of rangers awaiting new assignment
10	Formidable warrior-priestess of the woolly neanderthals on wisdom quest among the hairless ones
11	Extremely nervous courier trying to look inconspicuous: delivering shipment from high end jeweler, strapped under clothes
12	Team of surveyors and engineers in the employ of would-be lord currently depopulating swath of wilderness

d12

## *Outrageous Attire of the City Folk*

- 1 Clothing decorated with delicately nurtured molds and fungi
- 2 Full body make-up + loincloth
- 3 Citizens festoon selves with bunko talismans of every description
- 4 Ridiculously baroque codpieces
- 5 A monocle for every occasion
- 6 Grotesque false noses
- 7 Peacock-like tail feather arrays
- 8 Mummified giant spider hats
- 9 Heavy bondage vibe: black leather, straps, buckles, spikes, dog collars, etc.
- 10 Men, women and children girded for battle 24/7
- 11 The measure of a man: mustachio size
- 12 Lowest caste in hierarchy: the pantsless ones





d12	<i>Over-the-Counter Dungeon Unguents</i>
1	Dragon balm: temporarily (like 10 minutes) reduces damage from heat/flame
2	Giant bug repellent: 75% effective against giant beetles, centipedes, and spiders
3	Gill wax: stuffed in nostrils, temporarily allows water breathing
4	Oil of command: temporarily improves charisma and smells awesome
5	Ol' Fashioned exercise ointment : loosens muscles for temporary dexterity bonus, reeks offensively, burns like hell
6	Bite lather: rubbed into poisoned wounds, arrests progress of most toxins
7	War wax: applied to full body, hardens on skin temporarily reducing combat damage
8	Barbarian's balm: temporarily reduces damage from cold/ice
9	Oil of invincibility: increases morale for all allies within smelling distance of the anointed
10	Skull wax: applied to freshly shaved head, offers short-term protection from psycho-spiritual attack
11	Salve of silence: often applied to shoes, noisy armor
12	Berserk's butter: slathered on before combat, acts as analgesic, allowing subject to fight 3 rounds after "death"

Note: These items range in price from the merely costly to the extremely exorbitant. Availability limited by random die roll.



d12	<i>Pain in the Ass Treasures</i>
1	Fully loaded treasure chest magnetically adhered to distant ceiling
2	Pot of gold magically suspended over yawning chasm
3	Platinum meteorite beckons from bottom of monster-infested subterranean lake
4	Famous magic spear sticking out of understandably irritated tyrannosaur
5	Bejewelled statue stored at bottom of deep spiked pit
6	Diamond-studded earring adorning ear of giant ape monarch
7	Fancy jewelled collar on attack-trained wyvern
8	Adamant statue brandishing powerful artifact in unshakable grip
9	Huge diamond on rocky outcropping in center of vast lava pool
10	Fire giant lord w/platinum dental grill
11	Tirelessly animate solid gold cheetah running loose
12	Jewels scattered over beach patrolled by amphibious orca

d12	<i>Partially Obscured Entries in the Stolen Spellbook</i>
1	Vostaak's Personality Nullifier
2	Involuntary Appetites of the Zombie
3	Sapheles' Spectral Stiletto
4	Gaze of Oblivion
5	Ixlbane's Incessant Annoyance
6	Fleeting Temporal Pause
7	Unightly Propagation of Flesh
8	Undetectable Thought Intruder
9	Incantation of Arcane Reversal
10	Gholo's Corrosive Vomit
11	Chuloo's Cascading Shards
12	Explosive Geyser of Contagions

d12	<i>Peculiar Laws and Customs of the City Folk</i>
1	Compulsory singing of national anthem/fight song thrice daily
2	Incomprehensibly byzantine dietary restrictions based on astrology
3	Elaborate hand-jive accompanies all social interactions
4	Laughter forbidden: citizens strike themselves instead
5	Spectacle-addled society addicted to staged giant monster combats
6	All laws subject to debate when invoked, crowd adjudicates
7	First bite of food chewed and spat out to honor fallen homies
8	Greeting: slap in the face
9	Everyone wears see-through sarongs, PDA omnipresent
10	Unspeakable personal hygiene hallmark of high society
11	Mandatory meditation upon sounding of colossal gong
12	Gods venerated before, during and after every conversation


**d12** *Phantasmal Irritants*

- |    |   |
|----|---|
| 1  | A swarm of ghost bees   |
| 2  | The extremely polite haunt who just wants to talk for hours and hours   |
| 3  | The phantom mime: fortunately appears trapped in invisible cube of some kind  |
| 4  | Spirit sage who dispenses unsound advice dressed up for maximum plausibility  |
| 5  | Gloomy shades of viking-types who cannot locate Valhalla and would like precise directions  |
| 6  | Continuously baying pack of friendly spectral hounds  |
| 7  | The pacifist poltergeist obsessed with making attacks go astray   |
| 8  | Mournful spirits of philosophers debate cosmic minutia while seemingly unable to comprehend their own deaths                            |
| 9  | Pack of disembodied accountants follows adventurers constantly measuring cash flow, inventory (rations, torches, healing potions, etc.) |
| 10 | Trickster spirit promises to lead to treasure but delivers only the most extreme dangers  |
| 11 | The undead critic: follows party pointing out foibles, missteps and screw-ups which it finds terribly amusing                           |
| 12 | Apparition of bard nearly done with epic poem, looking for feedback   |



d12

*Pithy Dying Utterances: The Fighter*

1

“My labors are at an end now. Farewell! Oh, by the way, I buried a good deal of treasure near the...UURRK.”

2

“Alas, I am killed! But I now swear by the dark gods of uttermost night, my shade shall harry our foes forever.”

3

“Patron deity/celestial realm, I am coming!”

4

“Behold, it is my end. But do me one final service. Take my most awesome weapon and cast it into the body of water/lava where it shall never be dishonored.”

5

“And so! It is bitter. Never again shall I slay and plunder...”

6

“I die. But why? Why was it not irritating party member?”

7

“My only regret is that I have but one life to give for my party.”

8

“It is a fitting end for such as I. Live by sword, die by the whatever killed him”

9

“I am finished. Only time now for one final war-shriek of defiance...  
GLLAIIIIIEEEEE!!!”

10

“No, not now! Not when there is so much more gold to hoard, so many wineskins to drain, so many dark halls to plunder, so many . . .”

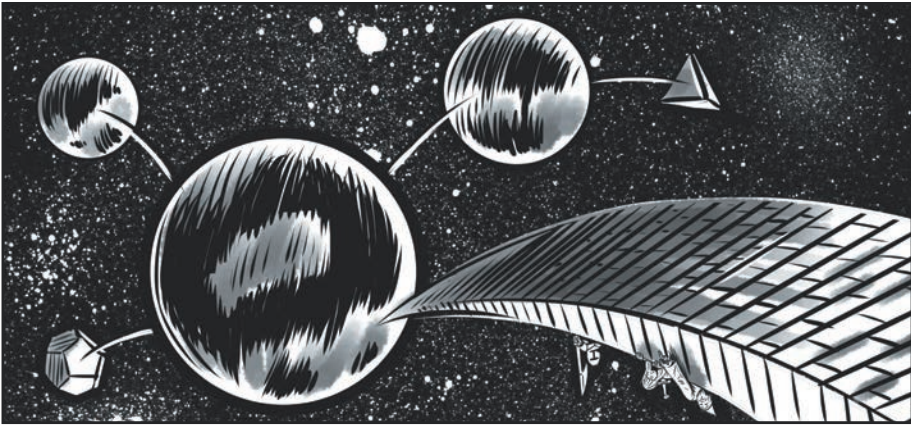
11

“Which one of you devils was supposed to pack the extra healing potion? Ha ha \*choke\*”

12

“It was my honor to storm the gates of hell with you lot. Well, except for irritating party member, who is a complete bastard.”





d12	<i>Planets in the Vicinity of the Campaign World</i>
1	Planet of gold: plague of element-eating space worms devouring it rapidly
2	World of ruins: once a D&D-like world with shining cities, etc. until the monsters won, currently in Monster Manual-derived analog to Earth's Age of Reptiles, human survivors reduced to cave dwelling
3	Planet made up of towering spiny protuberances with deep seething bio-valleys between: cliff-dwelling aerial creatures predominate
4	Monad's world: single super-powerful god jealously maintains illusionary monotheism for sheep-like population, hosts of terrifying winged servitors enforce commandments, root out interlopers
5	Perfect duplicate of the current campaign world, complete w/PC doubles driven by uncontrollable urge to destroy the originals
6	Fortress world: leftover death star from some ancient space war, now occupied by devolved descendants of original crew, still practice the art of blowing up planets only now as a holy day ritual
7	Flaming sphere: spawning grounds for the sun-dwellers, titanic salamanders, home of the socialist utopia of the lava men
8	Gas giant w/solid islands, ramjet propelled space crustaceans, inscrutable gas bag beings
9	Planet of milk and honey: fresh and new, savagely protected by young feral gods, current population: 2, garden contains plant species with miracle properties that need stealing
10	Automatonica: irresponsible god creates artificial intelligence then abandons experiment on this silicon-rich planet, weird mechanical replica of planetary ecosystem results, still coming online, may soon decide that the universe would be cleaner without all the biological units scampering around
11	The (wide) world of sports: highly competitive population of sentients work hard, play harder, fields, tracks and arenas everywhere in the capitol megalopolis, Championship City
12	Spheres of desolation: wiped clean of life by vengeful gods and left in their orbits as a testimony to their power and authority

d12	<i>Pricey Merchandise at the Wilderness Outfitters</i>
1	Owlbear taxidermy (one available): awesome pose, a bit of mange
2	Tinted smoke powder for long-distance signalling: 1d4 colors available
3	Troll call: flugelhorn-like instrument guaranteed to attract/distract bull trolls, rather a steep learning curve
4	Bottled hill giant urine: repels many animals/monsters
5	Mountaineering boots w/toe-activated retractable claw mechanism
6	Gold-sniffing weasel: will make bee-line for nearest concentration of gold when released
7	Giant spider silk rope: adheres to most surfaces, oil-treated gloves included
8	Torches infused w/a variety of fragrant essences
9	Dehydrated homonculi: release form required for purchase
10	Master trained monster-detecting falcon: 1 in 6 chance of betraying new owners (flying off, leading in predators, etc.)
11	Lantern filled w/bioluminescent fluid harvested from living giant glow worm, shake to activate, lasts 2d4 hours
12	Domesticated pork-fed troll fatback: a perpetual food source if byzantine directions followed to the letter, saving throw required on initial consumption

d12	<i>Psychoactive Gems</i>
1	Increases intellect but erodes judgement
2	Induces hypnotic state of suggestibility
3	Bestows the gift of intense paranoia
4	Nullifies emotions
5	Compels owner to seek deepest recesses of the earth
6	Instills unquenchable gem-fever
7	Fans the flames of hatred and bigotry
8	Heightens mood to euphoria and beyond
9	Suppressed urges spectacularly released
10	Eradicates all sense of purpose
11	Imparts (additional) delusions of grandeur
12	Focuses consciousness entirely upon inevitable doom

**d12** *Puzzling Evidence in the Corridor*

- |    |   |
|----|---|
| 1  | Shallow hole in wall with debris and broken pick lying nearby                 |
| 2  | An unidentifiable green stain on the floor, smells a bit                      |
| 3  | A still-smoldering torch  |
| 4  | Heaps of recently deceased rats: not a mark on them                           |
| 5  | Loose flagstones in floor leading nowhere                                     |
| 6  | Large "X" carved in wall  |
| 7  | A half-melted sword   |
| 8  | Abandoned nests of dungeon swallow colony                                     |
| 9  | Very large fragments of purple eggshell                                       |
| 10 | Clean bones of small animals arranged into incomprehensible patterns on floor |
| 11 | Claw-rent and useless steel chest plate                                       |
| 12 | A huge earthenware dish half filled with dirty water                          |

**d12** *Puzzling Documents Found Amongst Personal Effects*

- |    |  |
|----|--|
| 1  | Diagrams for E-Z pyramid construction: secrets revealed!                           |
| 2  | Ancient vampire's obsessive listing of 1000's of victims (with ratings)            |
| 3  | Schematic for trans-planar vehicle (pasted together from torn shreds)              |
| 4  | Receipt for delivery of slaves signed by dragon's proxy                            |
| 5  | Forlorn love letters from known lich in locked and trapped coffer                  |
| 6  | Stacks of paper money from unknown civilization                                    |
| 7  | Ancient treatise on the distillation of hard liquor in a demonic script            |
| 8  | Ledger indicating large payouts to local mercenary leaders                         |
| 9  | Map of walled city with notations on weaknesses, points of entry                   |
| 10 | The 400 page diary of a conspiracy theory-crazed graphomaniac                      |
| 11 | A book of recipes for Mastodons and other Pleistocene-type mammals                 |
| 12 | Log book of arcane experiments (subject: enhancing magical potency of fruit flies) |





<b>d12 Quick Cultural Quirks: The Barbarian</b>	
1	Cycle of moon dictates bathing schedule
2	Strong oral tradition = a monotonous chant for every occasion
3	Ritual smoking of the pipe before, during or after just about every activity (special equipment: pipe holster)
4	Belief that monies are essentially unsavory, must be spent as quickly as gained
5	Will only fight to the death, easily insulted to boot
6	Blood-bond ritual mandatory for all true comrades-at-arms
7	Minor self-mutilation as penance for surviving defeat
8	Once a blade is drawn, it is dishonored by returning to sheath unbloodied
9	Shades of fallen foes haunt the victor forever: attributes all misfortune to shade interference
10	Only a fortnightly naked moon dance lasting several hours can control bad juju build-up
11	Driven to continually challenge others to athletic competitions
12	Native tongue composed of animalistic hoots and hollers (battle-cry: chimp-like shrieking)

d12	<i>Quick Cultural Quirks: Deep Forest People</i>
1	The prairie is terrifying: deep-seated horizon-phobia
2	Likes to sleep in high places: will go to great lengths to improvise off-ground accommodations
3	Subject to psychosomatic infirmities when underground for extended periods
4	Will talk reassuringly to trees
5	Waste not, want not: sees the potential for future use in objects of little discernible value
6	Instinctive guerrilla fighter: seeks cover/concealment, shoots and retreats, etc.
7	Heavy animist thinking: constant awareness of the spirits that inhabit everything
8	Minimal oral communication, esp. on duty but plenty of eyebrow signalling (extremely garrulous when intoxicated)
9	No institution of marriage: all about the free love
10	Males: good hunters, frequently drunk, Females: can make anything out of deer guts and plant fibers, also frequently drunk
11	Treats everyone not formally initiated into tribe as children
12	Distrusts the capricious spirits of metals and must appease them often: will not carry anything bigger than a good spear point, prefers arms/armor of wood, leather, and sinew





d12	<i>Quick Cultural Quirks: Sophisticated Urbanites of Swords &amp; Sorcery</i>
1	Considers self to be unflappable having seen it all in the big city
2	Applauds the feudal spirit: actually quite fond of the help
3	Sensation seeker by habit if not inclination, unapologetic epicurean tastes
4	Prejudices against the unwashed masses too numerous to list, total ignorance of agriculture and most means of production
5	Honors the gods as required by social mores but with little enthusiasm, heavy sprinkling of moral relativism
6	Settles matters of honor with dagger duels or other mostly ceremonial means: elaborate rules minimize lethality, its all about showing up (w/awesome entourage decked out to the nines)
7	Master of all manner of parlor amusements: games of skill/chance, song, verse
8	Weds traditionally w/ much pomp but generally for social engineering purposes, adultery discrete but frequent
9	Leisurely luncheon considered a vital restorative and will halt most activities (including dungeon exploration) for mid-day repast
10	Prone to bitter complaints when exposed to the elements, doesn't know a tent from a hole in the ground
11	Strong percentage chance of successfully faking way through conversation on wide range of topics
12	Honors the hour at which it is customary for a gentleman/lady to partake of a stiff one







d12	<i>Raise Dead: Weird Side Effects</i>
1	Stress-induced catatonia: saving throw each combat/traumatic situation
2	Speaks 1d6 random new languages, forgets 1d4 previously known
3	Daily temporary random limb paralysis (1d4, 1: l. arm 2: r. arm 3 l. leg 4 r. leg)
4	Hears whispers from the spirit realm
5	Believes self to be reincarnated as a duck (or something equally absurd), despite all evidence to the contrary
6	Heavy conversion experience to deity represented by presiding cleric, featuring full-on zealotry, unsurpassed fanaticism
7	Food requirement doubled, no longer requires sleep
8	Ability to detach spirit from corporeal form at will
9	Detects spirit-world disturbances, undead at range
10	Super-heroic courage of the fatalistic self-sacrificing variety
11	Molts: must slough off and regenerate soft tissues one weekend/month
12	Stench of the dead: attracts flies, vermin

# R

d12	<i>Random Ooze</i>
1	Crimson: transdermally desanguinates, urban predator that likes to hide under beds, in walls of inns
2	Ultraviolet: invisible to humans, levitates
3	Amber: 1d20 attack psuedopods, highly nutritious if processed by dwarf-methods
4	Golden: only affected by magic weapons & spells, becomes treasure when killed
5	Silver: as golden ooze, but less valuable
6	Polymorphic: transforms into crude likenesses of creatures, objects
7	Azure: crackles with electricity, moves at thrice normal rate
8	Verdurous: incredibly enormous, photosynthetic, sage-like wisdom
9	White: able to roll up into ball and bounce impressively
10	Flaming: belches gouts of fire, perishes instantly if somehow extinguished
11	Translucent: swallows prey whole, violently expels bones of previous victims
12	Prismatic: strobing colors produces hypno-effect, also used for ooze-to-ooze communication

d12	<i>Re-animation Projects of the Chaotic Necromancer</i>
1	Zombie army of giant ants set to demolishing annoying/undesirable cities
2	Select occupants of the imperial catacombs beneath the city-state including famous conquerors, former heads of state, important philosophers (of evil)
3	Sorcerer/scientist assassinated just before completing work that reveals fraudulence of the gods
4	Fully operational skeleton town, just for model railroad-like kicks
5	Towering aggregate zombie, sent to destroy wilderness tower of notable wizard
6	A pre-human god, secretly killed and interred by founding deities of current pantheon
7	Squad of legendary assassins, current aristocracy extremely nervous
8	Breeding population of antediluvian proto-human stock, superior in most regards w/ambition to match
9	Martyred religious figure: triggers massive cult revival
10	Captive think-tank of genius consultants from history, have already out-flanked the necromancer with plans of their own
11	Arcane architect, designer of otherwise impenetrable deep levels of mega-dungeon: prepping for incursion
12	Recently dispatched party of adventurers, don't remember the TPK that got them and (at least at first) look upon necromancer as kindly benefactor

<b>d12</b>	<b><i>Recent Edicts from the Usurper King</i></b>
<i>1</i>	Harvest festival cancelled due to mandatory training for unexpected launch of industrial revolution
<i>2</i>	Based on horrifying reports, construction to begin on new giant anti-monster walls w/huge extensible spikes, press gangs dispatched to round up workers
<i>3</i>	Exorbitant new adventurer tax to be levied on ne'er-do-wells entering city gates
<i>4</i>	Sunday shall henceforth be known as Gambling Day, observances at all local temples
<i>5</i>	Thieves' Guild officially disbanded, mass executions scheduled
<i>6</i>	Merrymaking now enforced by law
<i>7</i>	Strange and terrible new patron deity named, non-affiliated temples to burn
<i>8</i>	Commemorative statues of U.K. to be erected throughout city, summary execution of all vandals
<i>9</i>	Now hiring: thugs and cutthroats sought for band of elite enforcers
<i>10</i>	Highly-trained security ogres assigned to every corner to ensure public safety
<i>11</i>	Switch to silver standard announced, gold must be turned in to nearest collection station
<i>12</i>	Miss Usurper pageant to be held, entrants chosen by public beauty inspectors, up to 100 winners will be selected for compulsory harem duty

<b>d12</b>	<b><i>Reports Following Return from Negative Hit Points</i></b>
<i>1</i>	Meet and greet w/ incarnations of selves past and future
<i>2</i>	Found self waiting in seemingly infinite celestial queue
<i>3</i>	Soundless black pit of oblivion
<i>4</i>	Embodied in form of primitive sub-aqueous jelly
<i>5</i>	Just about to crack the Riddle of Steel
<i>6</i>	Having seen reality for the dream it is, one can never be the same
<i>7</i>	Arrived outside the door to cyclopean mead hall: access denied
<i>8</i>	Almost finished spelling out "Help!" on somebody's Ouija Board
<i>9</i>	Descended esophagus of the Earth Serpent before regurgitated
<i>10</i>	Assailed momentarily by the taunts and jeers of Elysian satyrs
<i>11</i>	Endured meaningless dialogue w/ mournful spirits in dreary cavern
<i>12</i>	Full tour of the planes of existence: Gygax was right!

d12	<i>Results of Successfully Listening at Door to Empty Room</i>
1	Peal of a distant church bell
2	Gnawing, crunching sounds from within the door itself
3	Gentle patter like soft rain
4	Barely audible voice whispers "Come in"
5	Sound of your mother's increasingly hysterical voice calling your name
6	Sort of think you heard something, but probably not
7	Noises from entirely different but nearby room vibrating through dungeon walls
8	Chirping of birds, rustling of dry leaves
9	Echo of the party's most recent conversation
10	Ringling of sword against sword in a pitched melee
11	Implausibly slow and deep drawing of breath, followed by equally outsize exhalation
12	All you hear is the blood pounding in your ears and you wonder if this dungeon is giving you a heart attack

d12	<i>Rustic Folkways of the Subsistence Farmers</i>
1	The measure of a man: beard length and fullness, mustachio optional, bachelor farmers rock wicked muttonchops
2	Active distrust for city-folk, organizations and institutions
3	War and fighting viewed as ways of slacking off
4	Witchcraft and magic use publicly regarded as unclean (unless, if secretly employed, it might help the harvest)
5	If it don't scare the herd-beasts...
6	Primogeniture rigidly enforced, younger siblings considered expendable
7	Leery of monetary exchange as too theoretical, prefer barter
8	Characteristically chew vast plugs of mildly psychoactive herb, much expectoration, jolliness
9	Stoical temperance widespread and rigidly socially reinforced, much glowering, seriousness
10	Strict seasonal lifestyle: intense periods of labor alternate w/weeks of full-time revelry
11	Ecstatic religiosity, intense piety, temple worship rarely shirked lest the harvest suffer
12	Devoted to pie



d12	<i>Secret Societies in the Big City</i>
1	Fraternity of Cosmic Indifference
2	Aristocrats for a Stratified Society
3	Graft Guild
4	Brotherhood of Cutthroats
5	League of Debauchery
6	Arcane Supremacists
7	Green Panthers
8	Parent's Committee Concerned about Sorcery
9	Sea Dogs and Piratical Ship Workers Local
10	Anti-Riff-Raff League
11	Academy of Good Taste
12	Supra Geniuses For Chaos

d12	<i>Secreted on the Master Thief's Person</i>
1	Spool of stout wire in heel of boot
2	Razor blades stitched into lining of undergarment
3	Extensible poisoned needle in fingertip of glove
4	500gp gem strapped to nether regions
5	False mustache/beard in seam of cloak
6	'Twixt lip and gum: glass capsule that releases drug that simulates death for 3 minutes when crushed
7	Stiletto strapped to inner thigh
8	Lead sling bullets on inside of leather girdle, removable laces cunningly disguised precision sling
9	Pull ring on glove activates retractable garrote
10	In fitted leather case on small of back: variety of documents, credentials, symbols both holy and unholy for range of possible identities
11	Crystal that when crushed teleports one person to thief's awesome hideout in major city
12	Tiny phrase book in multiple languages with useful bits such as: "My guild will pay 1000gp ransom for my safe return."



d12

*Security Measures at the Sorcerer's Tower*

- 1 Selectively permeable mobile defensive wall of aero-plankton
- 2 Security chief: totally nude, deaf, blind and ancient master of unarmed combat enshrouded in magical darkness and silence
- 3 Underground brain controls extensible tentacle array, variously armed, network of tubes provides access to all points
- 4 Trained bull rhinos w/above average tactical cunning patrol grounds 24/7
- 5 Encircling garden of giant hypno-flowers tended by giant dragonflies
- 6 Hundreds of evil pixie knights astride vicious war-chihuahuas flinging bombs of bewilderment
- 7 Identity check point w/bio-engineered olfactory sensor creature checking aroma profiles
- 8 Perimeter wall of animate zombie flesh
- 9 Field of death spore fungi land mines
- 10 Moat of liquid nitrogen
- 11 Magnetic field projector capable of wrenching armor from the bodies of aggressors
- 12 Wall of lightning provided by captive wizard locked in time loop







d12	<i>Sentient Liquids, Gases and Vapors</i>
1	Black mist: hovers near burial grounds, primarily a scavenger, sucks remaining life-force from the recently dead, drains power from the living in self-defense, flees from clergy
2	Miasmoids: swamp dwelling spirits barely tethered to the material plane, craft incredible fen-dirges in hundred-part harmony, innate ability to command reptiles/amphibians
3	Vermilion seepage: animate blood created by arcane misadventure, attracted to sugar, very shy
4	Gust devils: capricious beings from the wind plane, infest dungeons and delight in extinguishing torches, slamming doors
5	Cosmic gas being: native to interstellar space, claim to be the first living sentience, occasionally impersonate deities while on planet-safari, find terrestrial life hilarious
6	Grease dogs: hound-shaped masses of oil set to guard treasures, etc, overwhelm and suffocate foes, easy to ignite but will create much mayhem
7	Radiant stream: far below ground, glowing waters trickle in self-feeding circle of eroded passageways, converses via disembodied voice, values quietude, tranquility, enlightenment
8	Time cloud: unstuck in the continuum, encourage fellow beings to pass through them into a null-time zone where they will be treated to continuous monologue
9	Levitating Protoplasmic Sphere: found in the deepest dungeons, wise beyond mortal ken, communicates via telepathy, engaging in lengthy conversation may improve wizardly abilities, teach spells
10	Mist Lords: may be encountered singly or collectively as fog-like bank, always at sea, extremely territorial, avoided by wise sailors
11	Spectral haze: demi-material intelligences that like to pretend to be ghosts
12	Giant bubbles of cleanliness: sorcerer's experiment gone feral, they live to scour dungeon corridors



## *Semi-unknown Were-things*

d12	<i>Table 1: Transforms into anthropoidal parody of...</i>
1	Rooster
2	Ape
3	Butterfly
4	Badger
5	Worm
6	Swine
7	Devil
8	Paramecium
9	Lamprey eel
10	Whale
11	Virus
12	Famous monarch

d12	<i>Table 2: ...when triggered by...</i>
1	Solstice/equinox
2	Ascending constellation
3	Toll of church bells
4	Sundown
5	Return of predictably regular comet
6	Exposure to subterranean gases
7	Hunger pangs
8	Thunderstorms
9	Sudden highly-charged emotion
10	Pain/injury
11	Victory at arms
12	At will

d12	<i>Table 3: Proclivity</i>
1	Hunger for flesh
2	Thirst for blood
3	Killing for sport
4	Self-destruction
5	War on property
6	Urge to smash the state
7	Hell-bent on undermining religion/desecrating shrines
8	Must reproduce w/human host
9	Evil oratory
10	Seeks to irritate and disrupt
11	Attention-seeking behavior
12	Looking to merely humiliate/satirize humanity

d12	<i>Table 4: Can only be destroyed by...</i>
1	Random metal (see Subtable)
2	Several thousand pounds of crushing force
3	Lightning strike
4	Withering criticism
5	Overdose of opiates
6	Severe food allergy
7	True love
8	Gluttony
9	Empathy for the innocent
10	Exposure to moon dust
11	A certain song
12	Large sums of money

d12	<i>Subtable: Random Metals</i>
1-2	copper
3-4	electrum
5-6	gold
7-8	platinum
9-10	unalloyed iron
11-12	space metal

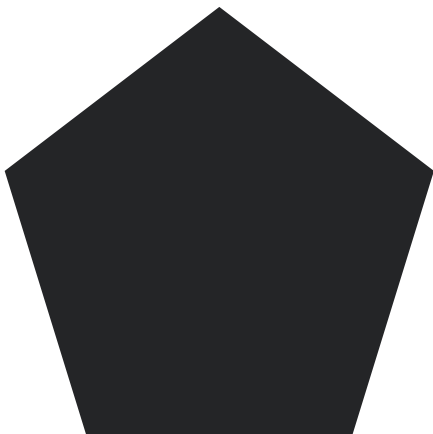


d12

*Something Has Upset the Ancient Dragon*

- |    |   |
|----|---|
| 1  | Found religion but only just heard of requisite title for his income bracket  |
| 2  | Unable to locate favored bauble, vaporized most of staff in accusatory huff, obsessively searching through hoard again and again                            |
| 3  | Injury to pride due to recent string of humiliating defeats on once-routine sorties against local settlements, still licking numerous arrow wounds          |
| 4  | Nagging health issues: arthritic joints, wing troubles, diminishing fires, explosive coughing jags  |
| 5  | Mating trouble: eligible suitors all unsatisfactory in one way or another, can't commit, expecting next contestant any minute                               |
| 6  | Preternatural dragon senses tingle with forebodings of doom, high anxiety, jumpy, trigger-happy   |
| 7  | Psychological imbalance aggravated by deficiencies in dwarf-based diet: epic irrational rages over anything and everything                                  |
| 8  | Hasn't been able to get a good fortnight's sleep in ages due to incessant howling of monster in dragon-inaccessible lair                                    |
| 9  | Bamboozled out of nice chunk of hoard by expert confidence trickster  |
| 10 | Lost huge wager over outcome of leadership change in nearby realm, new administration rumored to favor strong anti-draconic measures                        |
| 11 | Barely survived attempted coup led by demon major domo (dispatched)   |
| 12 | Disabling review of achievements in newly published history, ready to launch into obscenity-laced tirade of self-justification should anyone care to listen |





d12	<i>The Sorcerer's Latest Research Breakthrough</i>
1	Following treatment with precise ratio of disintegration and re-integration rays, now physically inhabits up to 3 planes of existence simultaneously
2	Faithful hound/troll hybrid: one hard-to-kill watchdog, eats man-kibble by the 50lb. sack
3	Iron golem spy satellite (see <i>Available Means of Interplanetary Travel</i> - pg. 8)
4	Giant toad that eats/hauls/regurgitates large amounts of treasure on command
5	Disembodied wizard-brain-powered spell cannon: theoretically sound, field testing led to collateral damage to space-time continuum
6	Synthetic opiate: instantly addictive for dragons
7	Rod of dinosaur control
8	Ray of Fecundity: useful for propagating minions
9	Colony of domesticated giant bees: regard sorcerer as queen, produce jelly of longevity
10	Bracers of blasting: fire bolts of destructive energy, charged by human sacrifice
11	New plague contagion, cure: to be auctioned separately
12	Single new spell that would solve world food supply problems forever: shelved due to lack of interest

d12	<i>So You Made Your Save Vs. Poison...</i>
1	Hands swell to gross immensity
2	Full body numbness: -2 to all physical tasks, bonus to hit points
3	Narcoleptic effect: 1 in 6 chance of involuntary napping/turn
4	Loss of mental acuity: disallows spell casting and other heavy-duty cognitive activities
5	Astonishing gastrointestinal distress: 1 in 6 chance of attack/turn
6	Overtaxed liver produces mind-bending abdominal pain
7	The shakes: -2 to everything requiring manual dexterity
8	Skin changes to random color and hurts like hell
9	Hallucino-vision: -2 to everything requiring visual accuracy, occasionally terrifying
10	Speech center compromised: drunken caveman talk
11	Copious drooling: suavity nullified
12	Brief coma followed by total emotional meltdown w/inconsolable weeping, irrational behavior, sudden freak-outs

Notes: Effects last anywhere from 1d4 hours for relatively mild toxins to 1d4 weeks for extremely potent poisons or large doses

d12	<i>Special Contents of the Smuggler's Hold</i>
1	Sealed canisters containing sentient gas beings from another sphere
2	Plague-infested corpses dipped in wax
3	Abundant gold plated idols for forbidden cult: possession = automatic death penalty
4	Delicacies for the mountain giant's annual fete: human blood sausage, catoblepas pastrami, pickled halfings, etc.
5	The Prophetic Stele of the Yeti
6	Catatonic virgins earmarked for unspeakable sorcerous ritual
7	Lead crate containing black meteorite w/ campaign-destroying powers
8	Large shipment of arms and armor for cult insurrectionists
9	Three of the four fragments of the legendary Sword of Sundering (w/ map to final piece, instructions for agents, suicide capsules)
10	Complete furnishings for vampire's lair: vampire included
11	Emperor's monthly supply of illegal male performance-enhancing elixir
12	Bodies of the actual smugglers, replaced by simulacrum directed by distant psychic intelligence

d12	<i>Stalking the City by Night</i>
1	Sewer dragon (flightless): like a giant hellbender with dagger-like fangs, expels paralysis-inducing plegm through nostrils in gouts of surprising range, astonishing treasure hoard
2	Gaggles of young aristocrats on a binge escorted by bloodthirsty and entirely competent body guards
3	Demons of revelry: seem suave, pally, affable fellows, always buying until you're drunk and helpless
4	Street slime: opportunistic predator able to flawlessly mimic cobblestone (or whatever)
5	Swarm of sub-miniature stirges: warded off by expensive caustic balm, cash reward available for extermination
6	Ravishing ogre maiden and brutish entourage seeking former suitor now in hiding
7	The Midnight Sage: dispenses all manner of esoteric knowledge, charges exorbitant fees, protected by local crimelord
8	Diminutive alley troll: adapted for ambush-and-flee urban predation, solitary, lair in carefully concealed burrows beneath out of the way alleys
9	Talent scouts/recruiting agents for newly formed Cutthroats Guild
10	The Vampire Dandy and his hench-fops: a blast to hang out with, obvious risks notwithstanding
11	The Invisible Drunkard
12	Partied-out party of adventurers finally deciding to find a safe place to stash their loot





d12	<i>Strange and Terrible Curses</i>
1	The Beard of Worms
2	Stomach rumblings of evil portent
3	The Hex of Unrelenting Ennui
4	The Implacable Urge of Self-annihilation
5	The Evil Third Eye
6	The Doom of Obscurity
7	Always followed by rats
8	Victories shall be hollow
9	The Unattainable Ambition
10	The Doom of Repeated Public Humiliations
11	The Unpredictable Apoplexy
12	The Repellent Stench Unremovable

d12	<i>Strange Doings in the Rain Forest</i>
1	Luminous mosquito-like jungle spirits: suck the spells from magic-users
2	The understandably Lost City of Myopia
3	Silken meeting hall of the giant spider collective
4	Bio-sorceress' expedition to catalog extant species: mobile laboratory tests for arcane applications of discoveries
5	The Canopy Highway: thatched, lashed and magically preserved untold centuries ago by vanished race of arboreal engineers
6	Hidden library of the Ape Scholars
7	Heavily armed imperial expedition hunts bio-sorceress (who escaped from previously scheduled public execution): now lost, starving and perishing of disease
8	Psychic monkeys: torment sensitive minds with capricious thought intrusions
9	Extremely elusive clan of humans with prehensile feet and innate arcane abilities
10	Clear cut carrion field w/ herds of wingless giant flies: tended by giant spider proletariat
11	Pharmacopia: stone age enclave of folk w/ unsurpassed knowledge of plant chemistry, among their many achievements: functional immortality
12	Giant spider forces drilling: weaponized spider knights practice charges atop domesticated mantid mounts

d12	<i>Strangeness on the Savanna</i>
1	Alpha predator: titanoswine
2	The 100 year migration of the Tortoise Riders: constantly halting for religious observances
3	The strong and noble Impala Men: sketchy on morale, not so bright, eschew weaponry for horn attacks
4	Lost and desperate viking-types searching for a sea
5	Malign clouds: looming and menacing, effects strictly psychological
6	The stampede of the semi-invisible herd beasts
7	Ancient thatched tower: shunned and thoroughly haunted
8	Pillaging grass sailors on their miraculous land schooner
9	Ascetic pilgrims toward the end of their death march, tailed by the Hyena King and his extended family
10	Full moon creates astral bridge to moon prairie
11	Lonely sentient trees: communicate via symbiotic ant colony courier service
12	Capricious brush fire spirits: 50% likely to instruct newcomers on vital savanna lore, 50% likely to encircle and incinerate

d12	<i>Stuff in a Chest</i>
1	Casks of distilled longevity potion and fancy shot glasses
2	Six sets of formal evening wear (various sizes)
3	A giant gold tooth w/ traces of fresh blood
4	Stone age cult relics, fetishes and shamanic gear
5	Disguise kit w/ wigs, false mustaches/beards, official badges/identification
6	Colony of live bats (chewed aperture in rear of chest)
7	Radioactive meteorite: danger of death/mutation
8	Collection of shrunken alien heads
9	Disorganized notes and papers re: exploration of alternate worlds via dream journeying (upon thorough study = total bunk)
10	Hundreds of keys of all shapes and sizes
11	A completely insane dungeon fairy w/food dish, water dispenser and exercise wheel
12	Beautifully carved miniature wooden representations of each party member

## Super-quick Gonzo Pulp Monster Generator

Roll on each of the three tables below and put results in the blender.  
Extrapolate swiftly, your players are waiting.

d12	<i>Table A: Descriptor</i>	d12	<i>Table B: Subject</i>
1	Abominable	1	Fungus
2	Colossal	2	Jelly
3	Scintillating	3	Corpse
4	Iron	4	Slug
5	Sundering	5	Foetus
6	Mind	6	Bishop
7	Lava	7	Lizard
8	Laser	8	Worm
9	Trans-dimensional	9	Tyrant
10	Insalubrious	10	Polyp
11	Hypno-	11	Virus
12	Chaos	12	Titan

d12	<i>Table C: Special</i>
1	Like the shrew, must eat several times own body weight daily to survive
2	Maximum fecundity: dropping eggs/buds/spores/litters/viral loads everywhere
3	Berserk at all times, but capable of taking it to a new level if pressed
4	Singular objective: depopulation
5	Genius-level intellect, telepathic, strong opinions, very convincing
6	Melancholic: hell-bent on suicide-by-adventurers
7	Reverts back to shape of missing princess when killed
8	Constantly sings/otherwise emits mind-bending music
9	Protected by chitinous armor plating
10	Exudes deadly/blinding/incapacitating/intoxicating/flammable gases
11	Self-luminous
12	Demi-material, may pass through solid matter

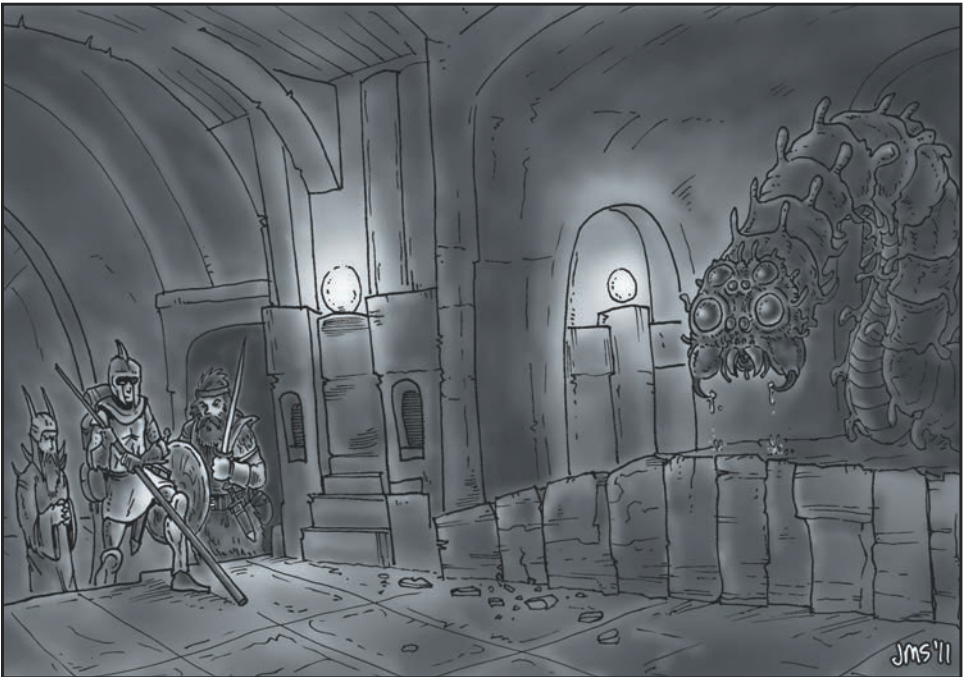
d12	<i>Surprisingly Helpful Hirelings</i>
1	Darx the fletcher: constantly making new & improved arrows out of found materials
2	Munn the torchbearer/unemployed cartographer
3	Man-at-arms Zim: trained under famous chef (killed by Zim in an unfortunate incident), capable of making rations into a memorable dining experience
4	Wahu the wary: detects traps/secret doors with latent psychic powers
5	Keen-eyed Kruun: more likely than average to spot objects of value
6	Brill the bat-whisperer
7	Switt the suddenly self-sacrificing: will fling self between master and danger
8	Moogumbo the spear carrier: generous with hand-crafted juju bags of protection
9	Frix the fleet-footed: an exceptionally fast sprinter
10	Corgo the cognizant: able to remember important detail forgotten by adventurers
11	Cosmopolitan Cruin: knows one language unknown to adventurers
12	Man-at-arms Flang: never leaves home w/out at least three doses of his mother's mystical tonic of healing

d12	<i>Symbiosis in the Dungeon</i>
1	Charlatan evil high priest delivers sacrifices of flock to hovering eye in exchange for timely use of ray powers
2	Ghouls hide in giant snake's belly until prey cornered, emerge suddenly and paralyze extra victim for snake
3	Giant beetles dispose of bodies for assassins' guild who lavish them with TLC
4	Subhumans employ giant ape to erect monoliths in exchange for fresh maidens
5	Orcs gain near-invulnerability from aggressive and disfiguring body fungi infestation
6	Dragon sustains jellies with waste/leftovers in exchange for cash horde cleansing and protection
7	Pudding lives in gut of land kraken as digestive aid
8	Ogres feed flightless cave vultures, benefit from their heightened senses and squawks of alarm
9	Manticore serves as mount of devil for protection/choice victims
10	Sorcerer feeds sphinx magic for service as research aid
11	Hydra and chimera enjoy strange multi-headed kinship and mutual protection
12	Dungeon fairies lead bamboozled prey to giant spiders in exchange for bolts of spider silk building material

d12

*Symptoms of Post-traumatic Delving Disorder*

- 1 Self-medicates with constant flow of mead/ale/black lotus
- 2 Stirge-mania: bats at shadows, constantly scans ceiling
- 3 Paralyzing door paranoia: checks for traps at inn, mother's house, etc.
- 4 Delver's Tremor (often accompanies 1, above)
- 5 Back stab shock: approach from behind triggers preemptive strike
- 6 Laughs in the face of death way too much
- 7 Torch-triggered panic/catatonia
- 8 Stalact-o-phobia
- 9 Compulsive ration hoarding
- 10 Henchman attachment disorder (accompanied by unmanly weeping)
- 11 Berserker's Regret: tortured by remembrances of friendly fire
- 12 Sleeps with 10 foot pole



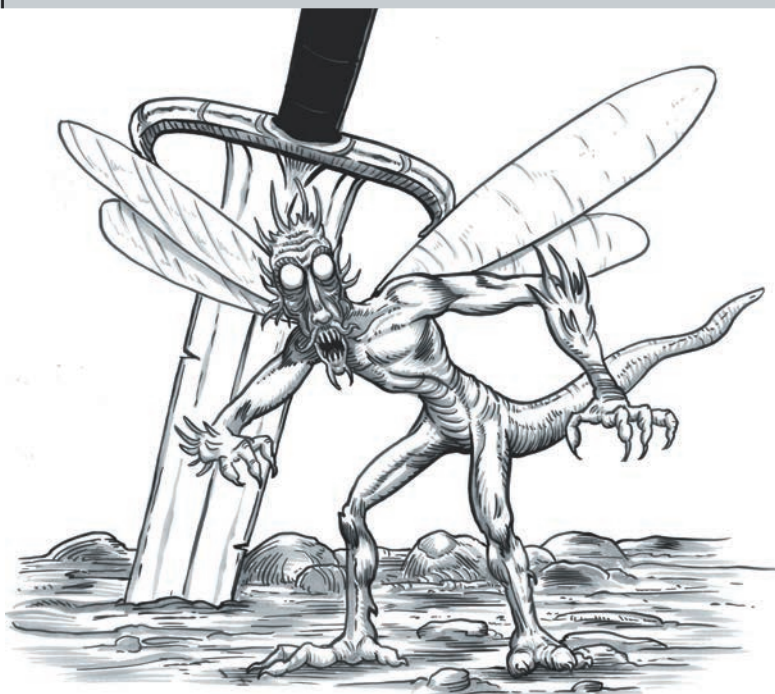

**d12 *Talents on Loan from the Gods: Divine Spells***

1	Steely Countenance of Affirmation: morale booster
2	(Involuntary) Bonds of Brotherhood
3	Momentary Cosmic Awareness: requires hours long ritual w/accompanying bells and whistles
4	Rolling Fog Bank of Purification
5	Irresistible Rebuke of the Unclean: sends enemies of patron deity packing, alive or undead
6	Dispel Rage
7	Stupefying Oratory: renders those in earshot insensible, can be kept up as long as speaker's endurance holds out
8	Geyser of Faith: high-pressure jet of blessed fluid surges from the caster's mouth
9	Serenity Ball: glowing heart-shaped bead flies from the caster's hand, detonating at range in a spherical blast of good vibrations
10	Miracle (situational): circumstances dictate effects
11	Prophetic Slumber: provides subject w/oracular dreams
12	Raise Dead, fleeting: lasts 1d6 minutes

d12	<i>Target of the Sorcerer's Contracted Assassin(s)</i>
1	Imperial Librarian who hires killers of his own to whack the sorcerer for overdue materials
2	Certain thief who made off with hereditary spell book of inordinate sentimental value
3	Former mentor for capricious lies and disinformation leading to much grief (and unpleasant mutations)
4	Former familiar gone turncoat: unnaturally large and intelligent crow with wicked ambitions of its own
5	Arcanophagus the spell-drinking demon: becomes loutish drunk after throwing back too many spells
6	High priest of Cult of Law responsible for wanton destruction of numerous intriguing arcane items
7	Current owner of the Spell Stele of the pre-Antlantians
8	Evil and intelligent feline once the property of successfully assassinated rival
9	All fools everywhere, who shall be suffered poorly in the meantime
10	The barbarian who slew everyone else in sorcerer's graduating class
11	Dragon hoarding entirety of artifacts remaining from antedivuvian mollusc civilization
12	All other sorcerers, done one at a time and using the widest possible variety of methods, gratuitous torture encouraged

d12	<i>Things Washed Up on a Subterranean Beach</i>
1	Chest full of theatrical costumes
2	Half-filled vial of water breathing potion
3	Dead twin aristocrats shackled together
4	Deranged merfolk beaching themselves
5	Multiple corked bottles with messages reading "Don't bother" and "Too late"
6	The body of a tree-man king
7	A well-sealed cake box (w/ intact cake)
8	Block of ice with frozen ancient astronaut
9	Super-colossal dead whale
10	Abandoned, ancient, yet entirely seaworthy vessel
11	Chest teeming with maggots and disease
12	The Sea God's key ring

d12	<i>Tiny Dungeon Menaces</i>
1	Immortal Queen of All Ants and her army of 1000 demi-god offspring
2	Miniature UFOs on exploratory mission: based on early findings, invasion postponed indefinitely
3	Armor-eating microorganisms: spread via contact with strangely tarnished enchanted chest plate
4	Hell's own airborne virus: outrageous perspiration and evil thoughts mark onset of infection followed swiftly by black vomit and development of demonic features
5	Ration stealing pocket-apes: non-aggressive, but bite like hell to avoid capture
6	Alarm crickets: bred by intelligent dungeon monsters to chirp loudly when approached by strangers
7	Micro-pudding: slips into boot and starts digesting foot, exudes anaesthetic ichor to mask operations
8	Stealth pixies: sneak into adventurers' packs, uncork potions, defecate on rations, chew scrolls, etc.
9	Ear canal-seeking demons of mimicry: use voices of fellow adventurers to promote paranoiac mayhem
10	Rat lords: palm size humanoids command normal rats to acquire food and treasure, ride out in force astride rodent mounts
11	Archery bugs: defend castle-like hive on dungeon wall with hails of toothpick-size projectiles
12	The Littlest Apparition









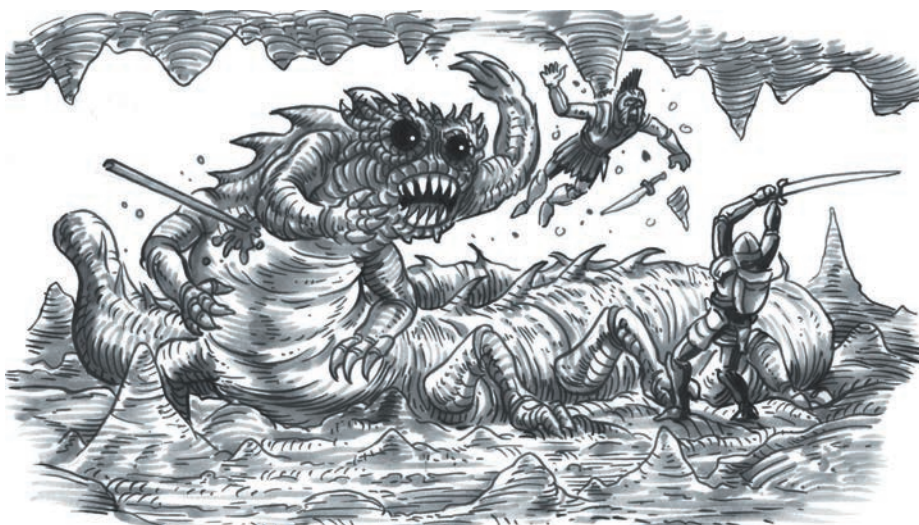
### d12 *Uncanny Effects of Blunt Force Trauma to the Head*

1	Religious experience resulting in conversion (random god/outer being/entity)
2	Total personality inversion: passionately loathes former friends, thinks enemies may have had the right idea, etc.
3	Temporary alignment shift (3d6 days): suppressed urges bubble to surface
4	Vision of the immediate future (roll for % accuracy): its never good news
5	Senses hidden dangers (4 in 6): presence of traps, etc. triggers mild seizure
6	Detects lies/treachery (4 in 6): overwhelming shivers down spine
7	Smells emotions of those in close proximity
8	Unknown telekinetic talent revealed, must lie down after use
9	Suddenly excellent at math, reduced to caveman speech
10	Loses all inhibitions, poor impulse control
11	Speaks exclusively in ancient/unknown languages, often prophetically
12	Blinded by daylight, sees perfectly in total darkness

Note: effects undone by any subsequent blunt force trauma to the head of equal or greater magnitude

## d12 *Under the Paleogean Serpentine Mound*

1	Giant mummified serpent demigod: remains inert until the stars are right
2	Emptied of original contents centuries ago, currently occupied by a witch's workshop dedicated to creating intriguing new life forms using recycled parts
3	Somewhere within the entirely earthen mass a single enchanted gem links the site to a particularly snaky dimension: luminous spirit snakes in their thousands writhe about the environs nightly
4	Entire membership of ancient vampire cult entombed within in quasi-dead condition, seals regularly re-sanctified by snake god-worshipping zealots in nearby enclave
5	Imprisoned spirits whose magically preserved bodies must be destroyed before they can rest
6	Spectacular weregild offered by an extinct people to appease the gods of the serpent men, undisturbed for 1000 years
7	Time capsule of the ancient ones: strange and incomprehensible arts, magics, and technologies stored here until scheduled opening in 499 more years, giant auto-snake throws flames, launches explosive projectiles, bombards with deadly radiance any who dare break the seal
8	Fancy mausoleum for royal houses of the serpent men: every trap sprung, thoroughly looted, now a breeding ground for slimes, oozes and jellies
9	City of the mound devils: tiny entities of unquenchable malice and irony decorate the interior with furnishings crafted exclusively from human bones
10	The ancient earthwork merely serves as a corner in a continent-spanning pentangle that will one day call down the Missing Gods from their long sojourn among the stars
11	High priestess of the serpent folk abides in stasis with several drones, mated pairs of now-extinct antediluvian species awaiting the next Swamp Age
12	Snake-shaped air/sea/spacecraft covered in naturally accumulated turf



d12	<i>Underworld Accommodations</i>
1	Web hostel of the lawful spiders
2	Otch the Opportunistic Ogre's Stone Hut Rental
3	Guest caves of the man-ape philosopher king
4	Servant's quarters in the City of the Blind
5	Temporary encystment in giant stasis flowers
6	Temple of Neutrality (shackles/leg-irons required during stay)
7	Grey Dwarfs labor camp (room/board exchanged for 12-hour shift)
8	The Inn at the Stone Lord's Sub-citadel
9	Questing knight's embattled sanctuary
10	Slime Lodge of the sympathetic slug-folk
11	Worm-man nomads: extreme hospitality
12	Drone harem of the Yeti Queen (always hiring)

d12	<i>Underworld Afflictions</i>
1	Dungeon Itch: mind-bending full body itch, spell casting impossible
2	Mail Rot: starts as obscene stench under armor, advances until tissues slough off
3	Cavern Fever: mounting compulsion to return to surface
4	Ration Starvation: depleted of vital nutrients, weakens, looks terrible
5	Medusa's Blight: skin slowly hardens, hampering movement
6	Troll Flesh: develops green seeping pustules
7	Grave foot: hobbles rapidly, untreated feet blacken and fall off
8	Hill Giant's Hiccups: irrepressible, unpredictable, very loud
9	Berserk's Bane: fever induces spontaneous battle rages + incessant sweating & crazy affect
10	Deep dysentery: explosive onset, severe dehydration, must drain every wineskin to stave off death
11	Tomb Robber's Lung: wracking cough, sensitivity to torch smoke
12	Delver's Blues: turns blue, dies (rapid onset, highly contagious, draconian measures required to halt outbreak)

d12	<i>Underworld Cash Crops</i>
1	Ghoulsbane: repels minor undead when smoked profusely, highly addictive
2	Potted Shrieker: lair security device, bred to discern strangers
3	Optic Flora: microscopic plants grow on optic nerve, grants infravision
4	Iron nettles: barbed armor, anti-monster fencing
5	Exploding pods: impact sensitive, launches hail of seed-shrapnel
6	Death spores: airborne poison harvested from giant toadstools
7	Thermolichen: produces berry-like protrusion that when crushed emits heat
8	Levitating fungi: tethered to large objects/loads for transportation
9	Breadcaps: nutritionally complete fungus, deadly poison unless processed
10	Stenchmold: repels reptiles, dinosaurs and dragons, attracts oozes
11	Retchwort: first use: neutralizes most toxins, second use: lethal
12	A rich panoply of psychoactive molds, spores and fungi, carefully bred for effects ranging from the subtlest mood elevation to the most harrowing mind bending delirium (widespread use among kobolds suspected)

d12	<i>Underworld Currency</i>
1	Lead coins bearing stamped insignia of underworld overlord
2	Shiny, tumble-polished purple rocks in three sizes
3	Dungeon fairy dust: by weight, kept in silk bags
4	Dragon scales of varying color/quality
5	Heads/skulls, by size, degree of freshness
6	Live snails, by shell color and complexity
7	Ingested globule: value encoded in RNA
8	Rare and precious gas exchange: money balloons
9	Tally bones
10	Intricately embossed tin notes: represent chunks of unrefined ores
11	Sealed ceramic pots containing various denominations of mucks, mires, bog-waters, sloughs and ichors
12	Souls trapped in crystal matrix



d12	<i>Underworld Entertainments</i>
1	Headless dance troupe under psychic control of mind-eater choreographer
2	Recitation of ghastly epic poem by obese ogre noted for exceedingly well-moderated vocal tones
3	Subterranean ape acrobats directed with roared commands by massive and unmoving bull ape: prefer to be paid in food
4	Subhuman chief's bi-annual abomination hunt: 100's of stone implement equipped contestants swarm about in frenzy, hoping to win substantial reward
5	After eleven months of dour taciturnity grey dwarfs celebrate month-long Festival of Mayhem
6	Spellbinding oratory available weekly at regional Temples of Chaos
7	Slug-man dramatists perform days-long tragedies w/elaborate SPFX provided by company wizard
8	Subhumans jam nightly on variety of stone & bone rhythm instruments while deranged on fermented ogre saliva brew
9	Vampire entrepreneur leads wagon-train zoo, charges modest fee for subterraneans to ogle such semi-unknown surface creatures as unicorns, ducks, halflings
10	Oral storytelling time w/the eons-addled dragon who never shuts up: 1 in 6 chance of uttering useful information, 1 in 20 audience members absent-mindedly devoured
11	Disembodied head chorus, witch doctor conductor: not really meant for human ears, an acquired taste
12	Spectacular public executions, jazzed up for maximum entertainment value: ex. live cave wall "action painting" using condemned prisoners and trebuchet

d12	<i>Underworld Festivals and Holy Days</i>
1	The Fortnight of Perpetual Drumming
2	Gibbetfest (The Arbiter Ghost chooses who shall hang)
3	Monster Feast: edible monster hunted and BBQed
4	The Remembrance of Silent Darkness (noise and light: highly offensive)
5	All-Brawlers Eve (followed by the annual Underworld Armistice)
6	Cannibal's Regale
7	Slave's Day of Wanton Liberty (rarely observed these days)
8	Fete of the Not-quite Dead
9	Semi-annual Outcast Purge
10	Ritual Lampooning of the Surface-folk's Gods (excellent costumes)
11	Weaklings Last Gala (followed by Warband Recruitment Day)
12	The Weekend of Unlikely Alliances

d12	<i>Underworld Hunting and Foraging Success</i>
1	2d6 delicious bats
2	2d4 plump and juicy rats
3	Large sack full of giant insect larvae
4	Bushel of nutritious lichen
5	A dozen giant lizard eggs
6	Small sack full of edible lizards
7	1d3 giant rock snails
8	2d4 cave cephalopods
9	2d20 giant spider hatchlings
10	Several days worth of life-sustaining pool algae
11	1d6 blind cave fish
12	Several handfuls of glutinous fungi

Note: assumes presence of native guide or trained *Underworld Ranger* (see pg. 73)

d12	<i>Underworld Intoxicants (Commonly Abused)</i>
1	Dried bulb of the devil's lily: taken orally eliminates need to sleep for 2d4 days
2	Cerebrospinal fluid of the mind-bat: imparts random knowledge following short pleasurable coma
3	Black mold spores: snorted for hours-long laughing jags, long term users identifiable by tell-tale nasal staining
4	Extract of dragon bile: mildly impaired users able to go without food for weeks
5	Skin secretions of the blind cave frog: diluted with brandy for an interesting buzz
6	Deep dwarf bracer: served sizzling hot, caustic black syrup heals wounds and renders the drinker even more dour and taciturn
7	Polychromatic fungi: mild hallucinogen, enables user to see in the dark
8	Hydra's tears: renders subject unconscious for 24 hours, during which they are treated to extremely enjoyable dreams
9	Gray cheese: overwhelms the pleasure centers for 10 minutes, then turns skin stone-gray and deadens emotions (cure: more gray cheese)
10	Extra virgin toadstool oil: taken sublingually, increases sensory awareness
11	War juice: tincture of white ape adrenal fluids and alcohol, induces battle frenzy/heart attack
12	Liquor of fermented ogre saliva: full blown delirium







## d12 *The Underworld's Long-term Effects of Exposure*

1	Paranoiac hyper-vigilance: reduced sleep requirement/accelerated aging process, shifty eyes, constant perspiration
2	Rapid onset full-body hair loss
3	Total color blindness: visual acuity increased by several megapixels
4	Sallow, sickly appearance, unhealthy anti-glow: reduced charisma
5	Absorption of trace airborne elements triggers coarsening of skin: as leather armor, temporarily painful w/dexterity reduction
6	Olfactory enhancement: picking up the subtleties once ignored, chance of surprise reduced, negated by exposure to fresh air
7	Cave depression: emotional responses muted, adrenalin tolerance through the roof, enhanced resistance to fear, panic
8	Ration starvation: vitamins/minerals missing from feed, weight loss, bad breath, immune system compromised (saving throw penalty)
9	Low light vision enhanced, negated by re-acclimation to full daylight
10	Dungeon pragmatism: atrophy permanently erodes empathy, compassion, regard for sanctity of life
11	Systemic fungal infection: increases strength and constitution, occludes thought process
12	Total acclimation: underground environment seems like home, surface life just an increasingly vague memory

**d12** *Underworld River Vessels*

1	Ogre-powered pole barge laden with surface loot
2	Fishing boat w/ giant water beetles trained to retrieve prey
3	Casino boat protected by treaties, neutral ground for all factions, run by extremely dangerous vampire
4	Oil rig-style facility: refines river-bottom sludge into orc chow
5	Algae harvesting skimmers crewed by carapace men
6	Floating temple to the river god: aggressively seeks contributions, filled with zealot-marines
7	Haunted trireme on eternal odyssey: morose spirits of famous heroes of the past
8	Plesiosaur-riding river knights, love to joust among themselves
9	Giant squid-propelled speed boat pirates
10	Adjustable bridge boat operated by wealthy troll clan
11	Lost and demoralized viking types searching for open sea
12	Reptile men atop giant turtle amphibious assault vessel, shell modified with battlements, arrow slits, tail ramp

Also: The Halfling's Codpiece (dinghy): abandoned

**d12** *Underworld Sporting Events*

1	Poison drinking contest
2	The Chasm Leap
3	Giant spider web escape
4	Live pin bowling
5	The Obstacle Course of Certain Death
6	Abyssal scavenger hunt
7	Ballista bolt catch
8	Nightmare-drawn chariot race
9	Ironskull, the game of withstanding head blows
10	Mad ape wrestling
11	The pudding jump
12	Purple worm rodeo



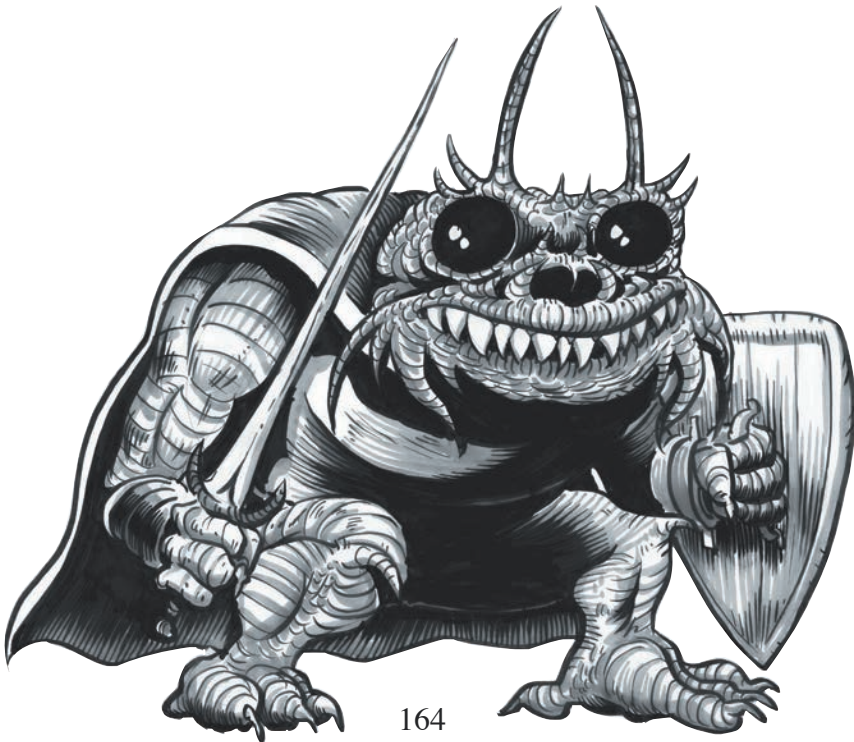
d12	<i>Underworld Transport and Hauling</i>
1	Colossal centipede: operated by sub-human* masters of arthropod husbandry, moves like clockwork between feeding stations (cargo only)
2	All-terrain beetles: up to 4 riders, operated by bio-joystick in thorax
3	Snail-driven sledges of the neutral slug-folk: cargo only, insured, reliable, extremely slow
4	The Lava Schooner
5	Paleogean network of suction tubes: 25% chance of disastrous malfunction/use
6	Flying polyp: enterprising sorcerer makes slave entity available for speedy deliveries (living cargo must submit to temporary encystment), fees exorbitant in the extreme
7	Sarcophagus-shaped transmat booths: relics of a lost civilization, touching glyphs on the inside dictates destination
8	Stone-wheeled land barge powered by pedalling galley apes
9	Ogre-driven rickshaws
10	Train of giant ants: queen deploys her forces in exchange for surface delicacies/magic
11	Underworld Excursion Vehicle (UEV): life's work of underworld-obsessed sorcerer/scientist, provides protection from attacks/elements, array of defensive weaponry (e. g. fireball turret), bio-engine fueled by concentrated food pellets
12	Were-ponies

\*Subterranean human: the hairless, chalk-white skinned men native to the underworld

d12	<i>The Underworld's Weird Locales</i>
1	The Invisible City
2	Fungus Island on the Sea of Protoplasm
3	The Halls of Tedium (devoid of both monsters and treasure)
4	Divine Singularity (The Swollen God has gone supernova and collapsed)
5	Worm land: ruled by the immortal Lord Fluke
6	Pocket solar system in 0-G spherical cavern
7	The University of Madness
8	Time-slip River: upstream = back in time and vice versa
9	Dissolute Sea: entropic demi-matter, adamant-hulled vessel required
10	Hidden Retreat of the Blind Cave Philosophers: perpetually debating the laws of chaos
11	Spirit cauldron: boiling over with spiritual remnants and fragmented files
12	Fertile chasm: seething chaos-fueled engine of creation continuously spews forth novel life forms

d12	<i>Underworld Wonders</i>
1	The Abyssal Caldera: sight of multiplanar collision and consequent reality breakdown
2	Great Migration of the Cave Worms: annual event marked by festivals and strange observances
3	Non-Euclidean complex of the multi-dimensional ones
4	Niagara-size waterfall that goes up
5	Cave-sepulchre of dead gods: super-powerful agents of divine decomposition pose chief threat
6	Sculpted halls of the art-beetles (extinct): baroque alien aesthetic mildly mind-bending
7	Mountain of bones, personal collection of the death god
8	The Grand Chasm: staggeringly vast, spanned only by the Gondola of Peril
9	Mecca of the giants: near-continual stream of giant pilgrims
10	Ruined war-demon factory and test arena: access forbidden by sentry-tribe of subhumans
11	Hanging garden of slimes, puddings, jellies and ooze
12	Life-size statue of incomprehensible god Thloo-huloo exposed by tidal cycle of the Lightless Sea

d12	<i>Unexpected Dungeon Boons</i>
1	Map indicating dungeon traps found at bottom of 20' pit filled with poisoned spikes
2	Near-mutinous guardian creatures offer bribe to adventurers to avoid unnecessary unpleasantness
3	Blood-sucking cave bats transmit benign virus that permanently enhances low-light vision
4	High-powered gold magnet dropped by hastily evacuating alchemist
5	Dungeon overlord's passkey carelessly left in lock after extended revelry
6	Pack of relatively wimpy humanoids laden with disproportionate amounts of cash, attempt to make night deposit for some successful dungeon enterprise
7	Managing to survive death ray trap triggers propagation of tissues enhancing strength and endurance upon full healing
8	Dungeon fleas that sense danger to their host, bite like hell when monsters near
9	Dragon contemplating relocation w/fiery hatred for every other dungeon inhabitant, more than happy to point out vulnerabilities
10	Adventurers injured by chaos jelly find upon healing their once-wounded tissues temporarily invulnerable to physical harm
11	Demon, swollen with pride over recent victory, happy to cheer on and indirectly aid adventurers' efforts for entertainment value
12	Dungeon armistice after vicious territorial conflict leaves denizens unprepared, inebriated or otherwise off their guard





d12	<i>The Unexpected Dungeon Guest Star</i>
1	Evil warrior and equally wicked men-at-arms on quest to destroy highly desirable magic item
2	Honored sword master from famous school seeks duel worthy of expertise
3	Expert monster wrangler on dungeon safari to bring abominations back alive for roadside attraction
4	Halfling w/gambling addiction and overwhelming debt sneaking around looking for low-hanging fruit: has leads on several possibilities and would happily sucker PCs into doing dirty work
5	Concealed by full plate and closed helm, inhuman tries to pass as the paladin he just killed
6	Humanoid sports team fresh from victory and full of booze carouses w/gaggle of fans
7	Stone giant scholar researching pre-giant history w/bag full of rare books and scrolls
8	Weeping giant butterfly w/death's head markings on black wings: has laid eggs and now laments inevitable end
9	Half-deranged sorcerer polymorphed into cloud of fruit flies seeks arcane assistance
10	Ex-paramour of wealthy old vampire eager to aid would-be plunderers
11	Socially inept warrior w/ two-handed sword just might come in handy if PCs tolerate non-stop barrage of insult comedy
12	The Singing Mummy

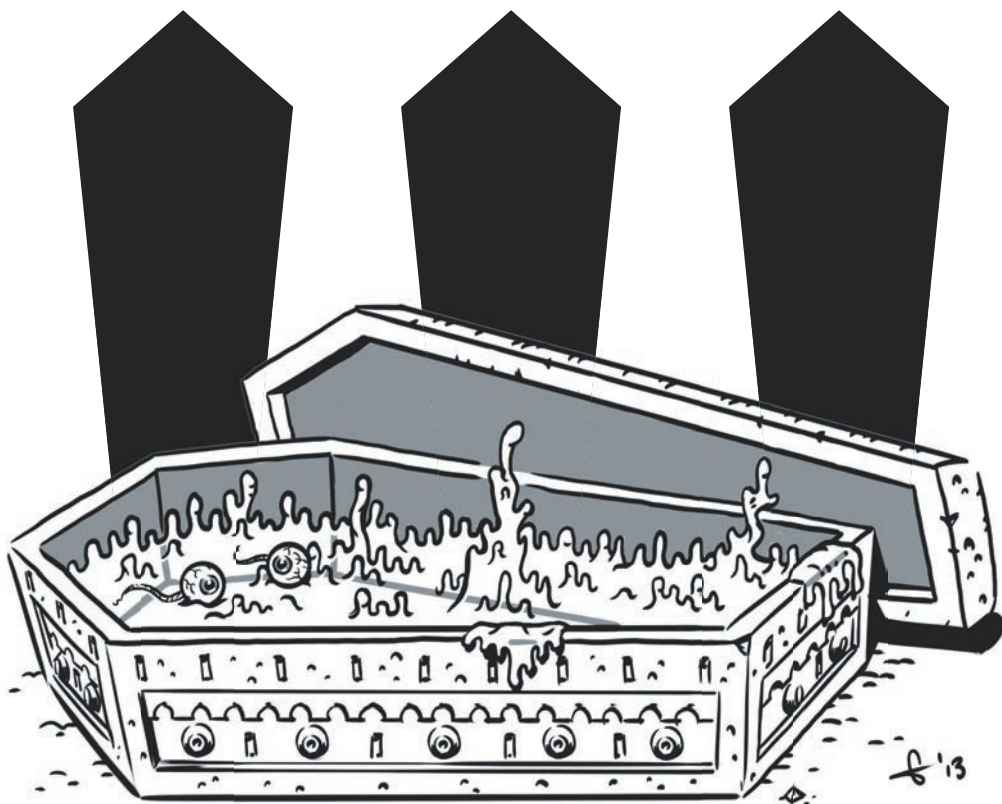
*Unexpected Intrusions into the Standard Orc Lair**"Me stole helmet fair and square."*

1	Ogre bounty hunters happily smashing their way to the chieftain's quarters to serve warrant from former employer for dereliction of duty: they will consider any bribes or interesting offers
2	Black pudding invasion: acting in concert as if directed by some remote agency, puddings choke the halls, killing and moving on w/out pause for digestion
3	Giant sub-draconic reptile has unintentionally wedged itself in a too-narrow passage, orcs contemplating the best approach, discussing recipes
4	Three infuriated stone giants concoct plans to extract kidnapped giant infant from the uncomfortably small spaces of the lair
5	Out-of-control local giant rat population has once again despoiled the entire stock of provisions and scamper about the lair w/impunity, hungry orc tempers flare
6	Chief's cousin and impoverished survivors of neighboring complex line the halls looking pathetic, granted temporary refugee status after adventurers trashed their lair, tensions rising between factions
7	High elf zealot, leader of separatist movement w/squad of kick-ass bodyguards, plots anti-elf treason w/orc chief
8	Barbarian whose dinged-up-but-still-magical helmet remains in the possession of orc warlord finds himself surrounded and half-filled with arrows, but still holding his own in an ultimately hopeless tactical position
9	Sorcerer and chiefs of staff pop in for a surprise inspection: orcs scramble to and fro in mad panic, tidying up, trying to look organized
10	Burrowing monstrosity breaches deepest area of lair, allowing access to abysmal depths and vice versa, disembodied spirits streaming in
11	Partial corporeal manifestation of minor deity, taking time out of busy schedule to address the terrified troops
12	All the orcs are dead at the hands of marauding doppelgangers, now busy amusing themselves with a bit of (legitimate) cosplay



**d12** *Unexpected Sarcophagus Contents*

- |    |   |
|----|---|
| 1  | Staked vampire spouses in necrotic embrace              |
| 2  | Six imp-sized mummies                                   |
| 3  | Fully animate mold-man                                  |
| 4  | Temporarily torpid crypt ooze                           |
| 5  | Ash and scorching indicates fire from within            |
| 6  | Ancient king's body dipped in gold                      |
| 7  | Extremely patient ghost awaiting transition             |
| 8  | Breaking seal releases centuries-old death howl         |
| 9  | A lush bed of purple night blossoms (wilts immediately) |
| 10 | Note in archaic script: "Subject 13 removed to lab"     |
| 11 | Human-type skeleton with dinosaur's skull               |
| 12 | Fully equipped adventurer in stasis                     |







d12	<i>Unfathomable Deities</i>
1	Oon the Enumerator, god of computation
2	Lashetag, the bat-god of blindness
3	Cerebrus, the god of mind
4	The Seven Lords of the Fen
5	Erronius the Sultan of Blunder
6	Lugubrus of the Many Tongues
7	The Lord of Five Fingers
8	Surrus the Wheel God of Progress
9	Grappa the Drunken Healer
10	Praganon of the Word
11	Shagor the Master of Size
12	Blobamus Prime

d12	<i>Unforeseen Financial Setbacks in the City</i>
1	New “adventurer’s rate” at shops, inns, taverns and tradesmen: +1d100% to typical prices
2	Due to recently closed economy, hard currency must be exchanged (a small surcharge applies) for paper voucher system
3	Dweomer tax on all unregistered magic items entering city
4	To cover rising repair/policing costs, revelers must apply for a carousing licence (non-refundable fee), summarily revocable by city guard
5	Must purchase and sport customary attire to do any kind of business or risk committing a grave discourtesy
6	Roving packs of street arcanists enjoy employing reverse alchemy on the purses of visitors
7	Markets use auction model, professional skills up the bids on foreign buyers
8	Must choose between conversion to local religion or pay a one-time opt out fee
9	Healing available at temples but on sliding scale for each according to their means
10	Impenetrable legal code plus bribe-happy constabulary = retaining legal aid all but imperative
11	Carrying weapons disallowed, secure storage available during stay (w/rental agreement)
12	Vast sorcerer-controlled swarms of rodents seek ill-guarded wealth in the wee hours

d12	<i>Unknown Spells</i>
1	Liquefaction of Bone
2	Phran-dahl’s Face Eraser
3	Malicious Marring of the Exquisite
4	Excellent Ray of Nudity
5	Oxfam’s Handy Head Expander
6	The Stench of Unknown Origin
7	Twelve Dancing Centipedes
8	Xix’s Automatic Nervous Breakdown
9	Phreen’s Humiliating Rictus
10	Ray of Obsequiousness
11	Fong’s Expeditious Beard Lengthener
12	Galadigrius’ Esoteric Inquiry

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d12	<i>Unpleasant Potion Side-effects</i>
1	Subject faints after use (1d6 minutes), unpredictable spells for remainder of day
2	Immobilizing gastro-intestinal distress after 3d6 minutes
3	Potion effect half-life: diminished effects linger following original duration
4	Potion “flashback”: effects suddenly return for 1d6 minutes at random moment
5	Inverse effect follows original duration for equal period
6	Skin of imbiber flushes random colors for 1d6 hours
7	Hair grows uncontrollably for 1d6 days requiring constant maintenance
8	Teeth of subject rapidly decay: breath rendered intolerably foul, reversible only by magical dentistry
9	Instant addiction: subject goes to any length to procure lifetime supply of concoction or close facsimile
10	Abdominal bloating, discomfort and weight gain due to unknown effect on metabolism
11	Subject only able to emit frog-like croaks for 1d6 hours
12	Following effect duration, subject explodes into tiny fragments

Note: Use for potions of suspect manufacture or particularly ancient provenance

d12	<i>Unusual Dungeon Pets</i>
1	Giant paramecium in tank (eats goldfish)
2	Moon cat (lives on ceiling)
3	Herd of micro-horses in scenic terrarium
4	Chimp bodyguard in custom plate armor
5	Overweight giant spider, very friendly, likes to nuzzle
6	Collection of living disembodied heads
7	Dentured ocelot on a leash
8	Pet boulder (a lively conversationalist according to owner)
9	Baluchitherium in specially maintained enviro-cave
10	Giant walking catfish
11	Fully-functional miniature pet volcano
12	Chihuahua/hell-hound hybrid



d12

*Useless Hirelings*

- |    |   |
|----|---|
| 1  | Panic Attack Jack: tunic, sword, 2 in 6 chance of freak out in combat   |
| 2  | Huroo the mentally deficient yet totally bold and confident torchbearer: loincloth, torches   |
| 3  | Thuy the Crafty: threadbare toga, boasts of melee skills but requires armament(s), runs off immediately with whatever he is given   |
| 4  | Typhoid Tujam: hospital gown, dagger, 1 in 6 chance of dying per turn   |
| 5  | Cleem of the Pukarat people: two-handed sword, breechclout, a barbarian so ferociously savage and given to violence as to be a constant liability                               |
| 6  | Jurusan the Tremulous: leather cuirass, short sword, 3 in 6 chance of dropping his weapon each round in combat  |
| 7  | Yukant the treasure-hauler: farm hand outfit, pitch fork, mule, provides continuous stream of arguments against everything he's asked to do and every possible course of action |
| 8  | Lin Fin the torchbearer/extremely patient doppelganger: wide-brimmed hat, tunic, poisoned dagger  |
| 9  | Bad Shot Yot: Leather armor, short bow, full quiver, 2 in 6 chance of targeting party member in combat  |
| 10 | Famished Frajor: sword, shield, leather, eats rations immediately, persistently asks everyone for theirs, wails piteously if denied   |
| 11 | Brang the despondent barbarian: fur shorts, battle axe, clan wiped out before his eyes as a child, now seeks suicide-by-dungeon at the earliest opportunity                     |
| 12 | Chulanthes the turncoat guide: in cahoots with nearby dungeon personality to deliver party into ambush  |

d12

*Utterances of the Malfunctioning Magic Mouth*

- 1 Divulges personal information of caster
- 2 Rattles off locations of unguarded treasure
- 3 Solves math problems with 100% accuracy
- 4 Topical stand up comedy routine
- 5 Sings lullaby ad nauseum
- 6 Repeatedly attempts to place dinner order
- 7 Warns of nearby traps
- 8 Dispenses monster-fighting advice straight from the MM
- 9 Spews incomprehensible gibberish in hysterical tone
- 10 Babbles a stream of cutsie-pie baby talk
- 11 Dictates contents of caster's spell book in repeating loop
- 12 Begins counting down from 100 in voice of 1950's sci-fi robot





d12	<i>Vengeful Shades</i>
1	Warrior w/numerous arrows in back mutters about being elected point man
2	Disembodied head of court jester inaudibly gasps out lame one-liners
3	Ghoul-chewed cleric now bitter heretic after turn undead failure
4	Aristocratic form frothing from mouth clutches empty flask (definitely not the healing potion he ordered)
5	King brandishing cloven crown roars out curses against barbarian usurpers
6	Spectral wizard smouldering from fouled up fireball
7	Once beautiful green slime-covered maiden screams out her angst
8	Heroic warrior form speaks through slit in throat
9	Sorceress head on skeleton body rants about being left behind and eaten by rats
10	Perfectly flat ghost (crushed in dead fall trap) hates professional adventurers
11	Several pieces of thief float about recounting terminal "scouting ahead" mission
12	Posthumously unionized gaggle of ex-torchbearers seek former employers to file formal complaints




**d12** *Wandering Dungeon Mysteries*

- |    |  |
|----|--|
| 1  | Slithering animate rope with hangman's noose                     |
| 2  | 1d12 mindless clones of wizard near starvation                   |
| 3  | Flying ink inscriptions: escaped entries from spell book         |
| 4  | Skeleton dancers giving wandering performance                    |
| 5  | Free-roaming continual light spell                               |
| 6  | Ensorcelled thieves giving out gold and gems to passersby        |
| 7  | Disembodied hand compulsively opening doors                      |
| 8  | The ghost of an intelligent sword (adds bonus to attack of ally) |
| 9  | Spirit-eating phantasmal predator                                |
| 10 | Rapidly exiting man-like creature made from gold pieces          |
| 11 | Phalanx of floating shields and spears                           |
| 12 | Re-animated roast ox on spear-like spit                          |



d12	<i>Wandering the Dungeon Self-righteously</i>
1	Lone paladin on one man anti-chaos crusade: scorched, bleeding, half his once-shining plate armor missing, crazed look of maniacal enthusiasm
2	Procession of sun god acolytes loaded down with implements of destruction en route to desecrate shrine of enemy deity
3	Victim of fantasy psychosis believes self to be messianic fulfilment of prophecy
4	Gaggle of adventurers bearing corpse of honored comrade: easily ticked off
5	Newly christened doom cultists prattle ceaselessly about their tedious conversion experiences
6	Back from the dead to everyone's surprise, the rightful heir to the dungeon
7	Plague doctor and medical assistants w/deceased specimen on stretcher gleefully race to laboratory
8	Envoy from underworld civilization makes way to surface w/message of campaign world-shattering importance
9	United Factions peacekeeping forces
10	Surface world prince w/full retinue & elite troopers on mission to rescue kidnapped noble
11	Imperial Dungeon Inspectors (actually impostors)
12	Hell-bent unicorn on mission of darkest vengeance against evil

d12	<i>Wandering Treasure</i>
1	Legendary ivory-tusked white under-mammoth
2	Sub-human priests transporting golden sacrifice to temple of the greed god
3	Ogre slaves using rope and greased logs to move stolen platinum pyramid topper to dragon's hoard
4	Beastman soldiery dragging (fully equipped) dead adventurers back to base
5	Heavily armed mercs escort underworld trader making bank deposit
6	Droppings indicate rock-eating worms recently passed through rich lode
7	Extra-deadly giant spider with gem eyes patrolling territory
8	Three tiny UFOs use tractor beams to carry off fully-loaded treasure chest
9	Ensorcelled plutocrats (with jewelry and fat purses) stagger drunkenly toward lair of remote mind-control expert
10	Ransom delivery agents shadowed by squad of assassins
11	Crazed sub-human found bejewelled wand, now afraid to return to lair
12	Badly damaged and resource-depleted adventurers hauling hard-won loot (and corpses of fallen cohorts)



## d12 *Wandering Underworld Deities*

1	Partial corporeal manifestation of Een the All-knowing: broadcasts blinding white light made of information, all present must save or pass out from involuntary download
2	Ytaan the god of discourse: a 12 ft. tall golden man in dapper toga spoiling for debate
3	Grushakh the invisible man-ape demigod: bad ass result of an unholy union between a mighty chief and Kruchtaki the simian goddess of stealth
4	The thousand-winged, innumerable taloned messenger god Urootha on a delivery
5	The Scrutinizing Gaze of Ga: a giant countenance takes shape on a wall, floor, ceiling, rock, etc. and stares intently at those nearby
6	Ssisashi, god of snakes: temporarily occupied with digesting C'chihi the rat god whose still-struggling outline protrudes from Ssisashi's inert coils
7	The Roach Queen: scouting for site of next Holy Infestation
8	Blishnu the Serene: on levitating tour of the underworld, fires bolts of enlightenment from his eye stalks
9	The Lords of the Worm Dance: wave and gyrate in ecstatic ritual, emit rhythmic cacophony that beckons all worms to join in, oblivious to everything but their strange musical pursuits
10	Kurgah the Underworld Excavator: blasts new passages and chambers into the living stone
11	Blaskatal the fire god: investigates the world in the form of charming beggar girl with flaming eyes, undecided on issue of triggering fiery apocalypse
12	Clakatan, Herald of the All-destroyer: a living thunderbolt bellowing out the good news of impending doom to all and sundry

## d12 *War Sorcery: Eldritch Bombs*

1	Idiocy bomb: goes off with a resounding howl of mocking laughter, forces w/ in range reduced to sub-moronic gibbering, yet retain full measure of self-confidence
2	Re-animation bomb: dead in area of effect rise to fight again
3	Berserk bomb: dropped on friendly forces to induce mass battle-madness
4	Wormhole bomb: tiny black hole instantly transports targeted troops to Carcosa or somewhere equally unpleasant
5	Reality bomb: triggers unpredictable shift in physical laws, a truly chaotic weapon for use at wit's end only
6	Fog of war bomb: following minor blast tornadic winds disseminate impenetrable fog that mutes sound as well
7	Illusion bomb: initial smoke cloud reveals such images as a battalion of giant warriors, saddled dragons with terror-knights astride, etc.
8	Cowardice bomb: radiation temporarily overrides courage, entire regiments shriek like terrified children as they flee the battlefield
9	Metal-eater bomb: explosion sends scintillant powder into air, destroys metal weapons, armor and implements at the molecular level
10	Tranquility bomb: blinding flash followed by shower of flower petals and glitter, all in area of effect totally blissed out
11	Death ray bomb: pitch black mushroom cloud, shock wave appears as onrushing cloud of screaming skulls
12	Hell-breach bomb: mutually assured destruction

Note on delivery system: Most frequently dropped by trained pteranodons, aero-squid (high payload capacity), allied dragons or dirigible crews.



d12	<i>Wasteland Attractions</i>
1	Travelling gruel salesman: protected from harm by invisible spirits of former customers
2	Wizard's fireball/lightning bolt practice range and retreat
3	Paleogean quarry currently worked by hulking mummies (aided by unseen monstrosities below ground)
4	Pilgrimage of the Death God's acolytes seeking the ultimate enlightenment
5	Lizard farm and tannery operated by degenerate clan
6	Horde of vicious sub-humans with camel-like humps
7	Mighty lord and company gathering sub-human specimens for unspecified experiments
8	Clandestine fossil hunting expedition funded by sorcerer's league, concealed by massive illusions
9	Heavily fortified supply depot of the Imperial army: they shoot first, questions later
10	Mad wizard's experimental dirigible facility
11	Cliff aerie of the condor-dogs
12	Procession of hulking mummies carrying massive blocks of granite to pyramid construction site

d12	<i>Weird Bats of the Underworld</i>
1	Sucker bats: the lamprey eel of the Underworld, tolerated by large creatures
2	Man-face bats: normal bats w/maned and bearded human-like heads
3	Vulture bats: huge carrion eaters, viciously defend carcasses
4	Wound seekers: like ravens, attracted to sites of recent battle
5	Stench bats: emit defensive inky cloud of toxic gas when disturbed
6	Large mouth bats: huge filter feeders swoop around dining on aero-prawns and the like
7	Moth bats: mindlessly attracted to light sources, often snuffing out torches
8	Singing bats: fly in complex formations, create mesmerizing harmonies
9	Hover bats: four-winged creatures buzz around like remote control helicopters
10	Assassin bats: picks victim and begins campaign of single attacks, inflicting death by 1000 cuts
11	Spider bats: lost ability to fly; now scuttle along walls and ceilings, hunt in packs
12	Fluttering things: bat-wings with no bodies, a mystery of the Underworld

d12	<i>Weird Dragon Breath</i>
1	Cascading waves of time: massively accelerated aging
2	Cone of serenity: save or achieve involuntary enlightenment
3	Blast of revulsion: subject unable to remain in the same physical space as dragon
4	Scintillant ray of hypnosis
5	Cloud of pathogens: 1d6 random diseases attack simultaneously
6	Miasma of resentment: dragon's assailants turn against one another
7	Beam of luck: positive or negative at will
8	Illusion breath: rolls over scene replacing reality with phantasmal nightmare visions, save for mere bewilderment
9	Spatter of digestive enzymes
10	Unstable gasses: torchbearers beware!
11	Cloud of misery: uncontrollable emotional meltdown, save for melancholia
12	Thunder storm breath: lightning, deafening peals, damaging winds propel massive hailstones

d12	<i>Weird Farmers</i>
1	Dunkel the dirt farmer's got a third eye that sees only the truth
2	Gruter the tiller has few friends, all of them rather credulous ghosts: he can convince them of just about anything
3	Ah-ah, feral master of the plum grove has a single incredibly strong arm growing out of the middle of his chest: he's killed several in arm-wrestling exhibitions
4	Zat the bat herder shares an uncanny bond with the creatures of the night
5	Y'ruk's turnip fields are guarded by huge black stag who may or may not actually breath fire
6	Bro Craglor's secret to bountiful harvests: surrounding fields with circle of gently killed pixies
7	Widowed Zondor Kroom's seven sons wear wraps to conceal their snake-beards
8	Awful Gonofle grows spell components on the side in exchange for zombie night-labor
9	Caloo Barleyfield murders wanderers and scatters their bodies in his fields to encourage swamp-ape soil fertilization
10	Ahkdar's fields go untended since the sinkhole opened up, but he's jollier than ever
11	By some unknown innate power Yeeurg the root harvester can speak every known language + several unknown
12	Loaf Landus seems to sleep all day, yet somehow always has the best cart at market, rivals willing to pool their resources for assassination fees

**d12** *Weird Menace in the Watery Depths*

- |    |   |
|----|---|
| 1  | Flesh-eating Little Mermaids  |
| 2  | Sub-sirens that call fools to the crushing depths   |
| 3  | Ruined headquarters of the Amphibious League: biologically altered wizards                    |
| 4  | Coral City of the highly intelligent, desperately envious but ultimately impotent cephalopods |
| 5  | Super-colony of enlightened jelly   |
| 6  | Liquid mercury beings and their incomprehensible machinations                                 |
| 7  | Vile and despicable eel-men, sadistic toadies of the deep                                     |
| 8  | The Sea-lich and her polyp army   |
| 9  | Forbidden kelp forest of the Deep Elves   |
| 10 | The Sessile Lords: collectors of knowledge, dispensers of wisdom                              |
| 11 | Moby Dicks  |
| 12 | The Single-celled God   |


**d12** *Weird Perils in the Forest*

- |    |   |
|----|---|
| 1  | Genocide war in progress: pixies vs. fairies                                |
| 2  | Pick-pocket squirrels and the Fagin-like treeman who protects/exploits them |
| 3  | The Skunk Whisperer and her reeking horde                                   |
| 4  | The Leaf-covered Lord lies inert surrounded by worshipful druid/botanists   |
| 5  | Canopy-dwelling Wise Monkeys  |
| 6  | Log tower of the giant forester ants  |
| 7  | Vampire chipmunks   |
| 8  | Warband of Pygmies and their 9 ft. tall demigod champion                    |
| 9  | The Parliament of Ungulates   |
| 10 | War profiteer with cargo of tiny weapons                                    |
| 11 | Vengeful psychic tree fungus colony looking to hire assassins               |
| 12 | Hidden enclave of perpetually drunken elves                                 |

d12

**Weird Pools**

- |    |  |
|----|--|
| 1  | The sacred pool of the cave beetle god: surrounded by millions of the tiny zealots in droning prayer                               |
| 2  | The Black Soup of Life: coughs up random embryonic magical beasts  |
| 3  | The cloning pool: any living thing touching the pool is perfectly cloned in 24 hours *   |
| 4  | Purple baptismal pond of indelible staining  |
| 5  | Pool of cold liquid gold: assumes normal state when exposed to sunlight  |
| 6  | Booze pool: run-off from the deep dwarf distillery   |
| 7  | Monster oasis: temporary detente between otherwise natural enemies, adventurers not included                                       |
| 8  | Translucent predatory protoplasm doing best impression of a pool   |
| 9  | The pool of growth: any being or object fully immersed permanently doubles in size   |
| 10 | "Bottomless" pool: trans-dimensional portal  |
| 11 | The waters of enlightenment: drinking imparts 1d6 minutes of god-like intelligence followed by recuperative coma lasting 1d6 hours |
| 12 | Hot Tub of the Gods  |

\* Naturally, the clone will not stop until it has killed and replaced the original



**d12** *What the Wizard Actually has Up His Sleeve*

- |    |   |
|----|---|
| 1  | Viper familiar coiled around wrist  |
| 2  | The ol' endless stream of brightly-colored handkerchiefs for the amazement of the witless               |
| 3  | Smoke bombs to obscure hasty retreats   |
| 4  | Satchel of gold-painted lead coins for scattering on floors to give pause to impoverished attackers     |
| 5  | Emergency scroll of invisibility (or whatever other spell of aid to personal safety might be available) |
| 6  | Breakable packet of irritating powder   |
| 7  | Nothing but a tasteful dab of eau de cologne  |
| 8  | In case of amnesia/brain erasure: trigger words cunningly worked in to seemingly decorative tattoo      |
| 9  | Extremely humble extra dagger in forearm sheath, sentimental relic of initial equipment purchase        |
| 10 | Secret stash of healing potion for one  |
| 11 | Live doves for wowing the easily astonished   |
| 12 | Flask of hooch  |

**d12** *What's on the Guard Monster's Mind?*

- |    |  |
|----|--|
| 1  | Literally waiting on other side of door for interlopers to smite, total job satisfaction       |
| 2  | Complete devotion to aims of master, dog-like obedience  |
| 3  | Blinding urge for wanton destruction barely held in check by training                          |
| 4  | Searing hatred for all that lives spurred on by frequent torture at master's hands             |
| 5  | Immeasurable hunger for flesh occludes all other concerns                                      |
| 6  | Dedicated only to its own mission of annihilation  |
| 7  | Pain from unhealed wound propels mad frenzy  |
| 8  | Normal thoughts and behavior confused due to malnutrition                                      |
| 9  | Added by never-ending duty, looking to take it easy  |
| 10 | Disgruntled with job, willing to bargain w/powerful opponents                                  |
| 11 | Looking for bribes, doesn't want trouble, more than happy to betray anybody for profit         |
| 12 | No longer cares one whit about it's duty, merely showing up until something better comes along |

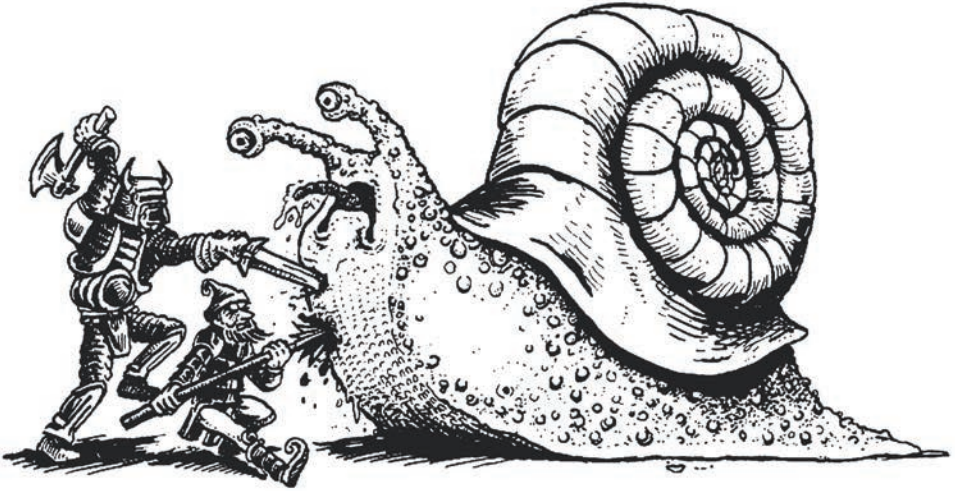


d12	<i>Whence the Demigod?</i>
1	Mighty Sky-father digs mortals
2	Lord of Speedy Delivery expanding operations
3	Super-genius god of intellect conducting “experiments”
4	Monkey Czar up to his usual shenanigans
5	All-mother has a thing for eugenics
6	Rogue ex-member of the pantheon aiming to breed god-assassins
7	Star Bull remains irrepressible in this area
8	Fire god looking to create flame-cloaked half-mortal priesthood
9	Personification of mostly-impersonal Prime Mover on some kind of strange bender
10	Incomprehensible entity masquerading as the popular war god, all about more and better warriors
11	Perpetually famished outer being using mortals to give itself spiritual access to as many additional mouths as possible
12	Raw Chaos seethes mindlessly but also enjoys the odd fling here and there

d12	<i>What’s up with the Guy Behaving Mysteriously in the Tavern?</i>
1	Fugitive from justice unused to status and on the brink of losing cool
2	Victim of brain erasure trying to ascertain identity
3	Deviant of some stripe seeking same for dating, possible long-term relationship
4	Undercover operative from government agency monitoring freelance adventurers
5	Reeling from interpretation of recently decoded ancient stele detailing imminent apocalypse
6	Body controlled by sorcerer from remote location for nefarious purposes
7	Troubled by ramifications of recent involuntary enlightenment at the hands of a powerful shaman
8	Early stage brain virus infestation, next stop: full blown delirium
9	Holding incredibly valuable and powerful artifact and looking for a buyer
10	Waiting for contact from crime syndicate, awkwardly working code words into chit-chat
11	Clandestine visitor from another sphere trying to be nonchalant
12	Totally weirded out on black lotus

d12	<i>Why So Dour, Dwarf?</i>
1	Smaller than demi-human average pleasure centers in brain
2	Innate dwarf knowledge of life's dark underpinnings
3	Takes forever to digest anything due to metabolic imperatives
4	Serious beings just don't get off on screwing around
5	Reactionary stance re: elfish frivolity
6	Extremes of emotion inefficient not to mention unbecoming
7	The gods didn't make this universe for you to play in, man
8	Best not to get one's hopes up
9	Joviality and gem-cutting do not mix
10	Dwarf shoes crafted to be intentionally uncomfortable
11	Don't let the dwarf god catch you smiling
12	You think life sucks? Just wait until the afterlife!

d12	<i>Why the Ancient Empire Fell</i>
1	Ultimate weapon invented and immediately implemented to full effect
2	Evolved intelligence just high enough to perceive the futility of it all
3	Victims of first unexpected return of the dinosaurs
4	Divine thumbs down: wave after wave of "natural" disasters
5	Created gigantic monsters to fight their battles: results inevitable
6	Sudden cosmic transition to currently known physical laws ruined everything
7	Institutional demon slavery led to genocidal revolt
8	Achieved such mastery of the physical world they got fat, lazy and subsequently forgot how to do everything
9	Gave peace a chance, then beat plowshares back into swords
10	Created trans-planar portal, permanently abandoned this crappy universe
11	Philosophical breakthrough: attained universal enlightenment, stopped reproducing
12	Partied themselves to death



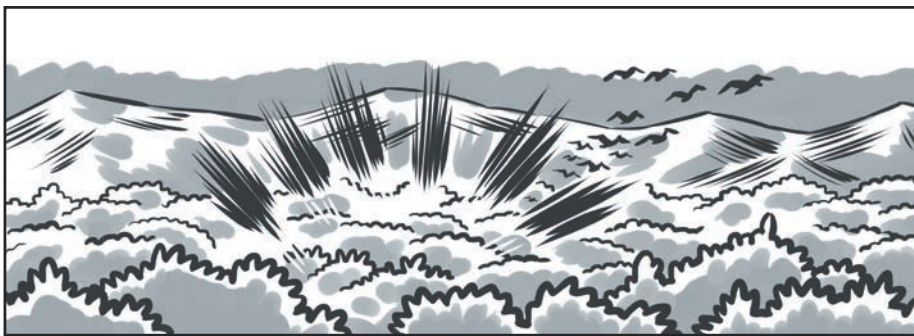
d12	<i>Why is there an Underworld?</i>
1	Earth hollowed by extinct giant ants during paleogeane Age of Giant Insects
2	Life began in crucible of chaos at center of the earth, only breaching the surface after millions of years in the dark oceans below
3	Groundwork laid by primeval visitation of planet-eating cosmic worms
4	Aboriginal population of mole-men warped into surface races by renegade god
5	Surface evacuated by ancient ones after their twisted sorcery caused the atmosphere to catch fire for 1000 years
6	Planet strip-mined by aliens, totally depleted of element vital to interstellar travel, abandoned
7	Because of a lie the elf fathers told the first dwarf
8	The evil gods imprisoned at the earth's core call out to be freed, their children delve ever downward
9	Fossilized circulatory system of the dead earth god, upon whose corpse we all feast
10	Down below where the goblins and kobolds dwell the god of retribution fuels his spirit-powered engines of anguish with wicked souls
11	Provision of First God War armistice created a permanent division between children of light and darkness, since nullified by renewed hostilities
12	Underground realms left over from first major revision of creation when mountains rained from the sky to forever bury failed experiments

d12	<i>Why They Built That Giant Wall</i>
1	Shield against much-publicized catastrophic flood event that will not occur for another thousand years
2	To protect the Crypts of the Gods from unwanted intrusion
3	To keep the dinosaurs in: inner wall festooned with special anti-lizard weaponry
4	To keep the land's titanic original monarch out: loaded w/warding magic
5	As a barrier against the highly aggressive, intellectually challenged martial society teeming beyond
6	Remnant of continent-encircling anti-magic dome of the ancients
7	To direct lava flows from currently dormant volcano as aqueduct toward enemy cities
8	Following commandment from deity, to divide the people into divergent tribes for an inscrutable purpose
9	Civilization A was all about loud parties and blood sacrifice, civilization B thought the generations-long wall project well worth the effort
10	Gigantic toll wall erected by giants back in their entirely forgotten heyday
11	As a winding temple to once-preeminent snake god, whose vast skeleton remains housed within
12	To permanently isolate hermetic order of yeti ascetics, largely successful, much serenity beyond





d12	<i>Wilderness Bivouac: Report from First Watch</i>
1	Echoes of strange semi-musical pipings in the distance
2	Sudden gust of wind carried strong smell of smoke, diminished rapidly as wind changed again
3	Spectral figure appeared near perimeter, muttered unpleasantly to itself, vanished
4	All quiet until stroke of lightning momentarily revealed countless menacing silhouettes nearby
5	Huge luminous disc crossed sky, hovered briefly over encampment (hireling missing)
6	Ambient outdoor noises instantly silenced, as if the wilderness itself was listening for something, resumed after brief period of ineffable terror
7	At one point the night-baying of some predator specifically mentioned party member by name
8	Harassed by flying insects that produce a noise like mocking laughter
9	Thick fog rolled in obscuring everything, seemed to contain tortured faces, dissipated rapidly
10	Shooting stars fell in unprecedented numbers in the intended direction of the expedition
11	Procession of thousands of rats passed by harmlessly
12	The earth trembled slightly w/scraping sounds from deep below ground, now silent because its listening to us right now...



d12	<i>Wildernoise</i>
1	Bleat of alarmed ungulate
2	Basso warble of some massive unknown songbird
3	Ululation: exceedingly moist, possibly of amphibious origin
4	Rumble of a seismic nature: retainers may be rattled, esp. if expected to go underground
5	Weird shriek of a primate: could be a human or man-ape, too peculiar to say for sure
6	Gallop as of many unshod hooves
7	Colossal footfall, seems to be moving off
8	Clamor: the clash of arms, or maybe just pots and pans
9	Din: a swarm of giant bugs or maybe a giants mill wheel, hard to say
10	Subterranean blast, first of a series (see entry 4)
11	Cracking timbers off in the distance, as if a colossus were gathering firewood
12	Eerie music ( <i>see subtable</i> )

d12	<i>Subtable: Eerie Music</i>
1-2	Meandering noodlings of Elven jam band
3-4	Vaguely menacing halfling ditty, of a darker cast than usual
5-6	Pixie choir: like 1000 cartoon chipmunks (save vs. killing pixies required)
7-8	Devotionals of evil
9-10	Atonal troll yarping
11-12	Cacophonous ogre drum circle

<b>d12</b>		<b><i>The Witch Doctor's Utility Belt</i></b>
1	Shrunken head array: selections span available sentient species, ensorcelled variously (see subtable below)	
2	Obsidian mind-control belt buckle with pulsating gem	
3	Juju-loaded sling stones, sling enchanted for accuracy	
4	Carefully stored tissue specimens from various enemies	
5	Bottled spirit of malice	
6	Customizable effigies w/a variety of miniature torture devices	
7	Tubes filled with various powdered stupefying agents: nasal delivery system	
8	Petrified dragon dung: wards off many hostile spirits	
9	Bag of divining bones: remains of tiny unknown hominids	
10	Astonishing variety of hand-held rhythm instruments	
11	Exploding smoke capsules: many colors/pyrotechnic effects	
12	Secreted flask of sanity-restoring hard liquor	

<b>d12</b>		<b><i>Subtable: Shrunken Head Powers</i></b>
1-2	Emits deafening scream	
3-4	Eyes snap open, blast out death rays	
5-6	Hypno-gas cascades from mouth	
7-8	Floats about psychically relaying sensory data	
9-10	Serves as spiritual/transdimensional translator	
11-12	Bites like hell	



×



d12	<p><b><i>Xenophobia in the Underworld</i></b>  <i>For use determining reactions when PCs encounter isolated or little known beings in the abyssal depths of the Underworld</i></p>
1	You can trust a surface man's word, but gee are they powerful delicious/nutritious
2	All surface dwellers hated in descending order by height, the tall produce the staunchest fear and loathing, wee ones might be alright
3	Surface humans certainly reek to high heaven, but otherwise its anyone's guess, judge them on an individual basis
4	The creatures from above are so evil they think they're good! Destroy them before they can pollute your mind with their insane philosophies
5	Only a metal hat of some kind can save you from the surface people's mind control powers, shoot them from a distance and keep moving
6	Humans are blind, stupid, cruel, and greedy, but you can bamboozle them into extremely lopsided deals to minimize unpleasantness
7	Those from the outer crust have many admirable qualities but living under the open sky allows unfathomable entities from the void to warp their minds
8	They only come for one reason: our wealth, and they will do anything, absolutely anything no matter how terrible, to get it
9	The surface folk are fools, patsies of the gods, to be pitied but exterminated swiftly
10	Every time you kill a human an angel gets its wings
11	While unarguably hideous to view, with the appropriate training regimen, humans can make perfectly serviceable slaves, bait them with treasure and try to take them alive
12	Adventurers happen to match descriptions of prophesied harbingers of death god's imminence: fear, supplication







d12	<i>Yeah, But THIS Troll...</i>
1	Proselytizes for the troll god by offering sacramental samples of its flesh (see subtable below)
2	Has one head controlling three troll bodies (two of which are headless)
3	Speaks several languages, attempts to rationally demonstrate why adventurers should sell him one or more party members
4	Bleeds healing potion
5	Produces new heads/limbs when severed as per hydra
6	Continuously bellows out song of derangement
7	Multiplies via dismemberment
8	Has vestigial bat wings, shafts of crimson light radiating from eyes and exhales black smoke
9	Regenerates imperfectly: current form is semi-ambulatory mash-up of extra limbs, organs, heads, eyes, etc.
10	Is so rubbery it literally bounces everywhere like a rubber ball
11	Is ashamed of its own nakedness, would trade much to be outfitted as sophisticated urbanite
12	Just ate a 500 year old cask of spirits, suddenly plunged into deep introspection, searching for mirror to stare into awaiting epiphany of self-knowledge

d12	<i>Effects of Consuming Sacramental Troll-flesh</i>
1-2	Grow unsightly troll nose (smell troll-prey up to 10 miles distant)
3-4	Develop trollish appetites
5-6	Hair changes into shock of spiny bristles
7-8	Skin becomes green rubber-hide
9-10	Congratulations! You now regenerate.
11-12	Transformation to troll form complete in 72 hours

d12	<i>Yeah, But THIS Vampire...</i>
1	Transmutes at need into black ooze form
2	Drinks only the blood of halflings
3	Has swollen to gross immensity after gorging on village
4	Emits hypnotic vapor cloud from mouth
5	Takes the shape of a giant chigger
6	Sucks blood from toothed orifices on palms
7	Is the size of a horsefly
8	Must sleep for a fortnight
9	Can only be killed thusly
10	Repelled by recitation of verse
11	Has 20ft. long prehensile blood-sucking tongue
12	Will leave you alone if you can beat it in a strictly moderated tournament-style miniatures wargame





d12	<i>Zealots in the Streets</i>
1	Trio of totally nude, heavily muscled missionaries, complete mythic story arc of terrible deity encoded in highly detailed pictogram tattoos covering 99.9% of their bodies, presented with much ritual posing and flexing
2	Gaggle of black sarong-clad death worshippers hurrying off to nearby shrine for massive auto-annihilation ceremony
3	Flagellites of extremely ascetic order give each other shots across the shins w/ wicked bamboo implements while chanting on interminably
4	Thooloo's Witnesses politely inform all encountered of imminent doom and inescapable damnation, distribute pamphlets loaded with scary woodcuts
5	Acolytes of the Beatdown God twist their mustachios, roll up their sleeves, command passersby to put up their dukes and settle things like men i.e. no-holds-barred bare knuckle brawling sans unmanly war implements
6	Priestess of Aggrox the Axe Lord more than willing to demonstrate the superiority of her faith using the legendary Axe of Helm-Cleaving punctuated judiciously w/volleys of throwing axes of certain disarmament
7	Jolly Templar of the Cosmic Brewmaster wears barrel on back, dispenses pints in exchange for a short song of praise for deity, monkey sidekick w/waterskin backpack washes mugs, juggles, dances amusingly to songs
8	Outfitted in flipper and fin-adorned wetsuits w/begoggled pope hats, underworld sea god devotees harangue pedestrians w/promises of eternal holiday at Undersea-side resort/temple
9	Haughty missionaries of the God of Conspicuous Consumption drip w/ expensive-looking baubles, too snooty to proselytize to adventuring riff-raff
10	Unholy combination of busker/bard/cleric of the beauty god yodels out super-catchy devotionals with insidiously memorable hooks, saving throw vs. throwing contribution into lute case
11	Demi-material missionary ghosts roam about, issue reports of full afterlife satisfaction for the faithful should they devote their remaining days to serving Paxamamnon the Colossal Sculptor of Worlds, single commandment: destroy all sorcerers
12	Yyrgh the Celestial Organizer requires a golden pyramid for unexplainable reasons, his shaved, oiled, yellow toga-clad worshippers must accumulate building materials by taking on menial jobs like torchbearer, treasure-hauler, legitimately earned gold delivered to convenient pyramid-shaped depositories throughout city



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# NOTES

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