

FIRST EDITION FANTASY

SUPPLEMENT #1

DUNGEON HAZARDS



Written by Matthew J. Finch and Philip Reed

Ronin Arts steps back in time to an age of excessive violence, deep dungeons, wandering monsters, and late-night gaming excitement! **DUNGEON HAZARDS**, the latest release in Ronin Art's **FIRST EDITION FANTASY** series, features almost 100 slimes, molds, fogs, environmental, terrain and other hazards for use with **OSRIC™** or any other first edition-style game system.

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>.

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Introduction

Over twenty years ago, during one of my first game sessions in which we explored a dungeon, my fighter/magic-user encountered a dark, sticky green substance that devoured his sword, swallowed one of his companions, and otherwise made a mess of things. At the time my imagination ran wild – having never even looked inside any of the books – and it was with that wild imagination that I sat down to create the hazards found in the following pages.

Sort of.

You see, the hazards that appear in this book were first written for use with the d20 game. I had been searching for something new to write when I stumbled across a short PDF that collected existing hazards from various sources. From that one encounter I ended up writing almost all of the hazards that follow (my co-author and **OSRIC** rules expert, Matt Finch, contributed hazards of his own creation to the final product), releasing them spread across a number of different PDFs and a subscription service that was running at the time. With the release of **OSRIC**, though, and my renewed appreciation for the wonder and ease of use of first edition-style games, it made perfect sense to adapt the hazards – which were always written with “old school” dungeon crawls in mind – to the **OSRIC** system.

I hope that you find this material useful in your campaign. Without the contributions of Matt and the proofreaders and artists (see p. 33), this project would still be sitting on my computer waiting for me to find time to assemble it into a useful tool for game referees. Thank those contributors, please, since their work is rarely appreciated enough.

-- Philip Reed
September, 2006

Environmental and Terrain Hazards

Air, Still

Still air is an unusual natural event in which a bizarre magical phenomenon releases air from the Elemental Plane of Air into a small area of a Material Plane world. Within the affected area – which may be any size from an area not more than five feet in diameter to a vast region covering hundreds of miles – the air is perfectly still. Animals in the affected area, unnerved by these strange conditions, become frightened and refuse to remain in the area until the phenomenon ends.

A pocket of still air typically lasts for 3d6 hours though ancient reports seem to indicate that the conjunction of elemental and material planes sometimes lasts for years at a time. One bardic tale tells of a small farming community that was completely abandoned when a pocket of still air persisted in the region for over a decade. According to the tale the community still stands, run down and abandoned, the haunt of monsters and bandits. There is no known power strong enough to dispel a pocket of still air.

Air, Necromantic

The most foul and dreaded of necromancers, with their blasphemous knowledge, can fill the very air around them with dark, almost tangible evil power when a great number of spirits are forced into undeath as the necromancer's slaves. An evil cleric (7th-level or higher, and with the proper training or possession of certain evil librams) may – by willingly suffering the temporary loss of a point of Constitution (duration 1d6 days) when casting *animate dead* – fill the air with this unspeakably vile necromantic power. The necromantic air fills a sphere with a radius equal to twice the cleric's level in feet, and lasts for a number of days equal to half the cleric's wisdom score. The air remains affected by this unholy talent for a number of days equal to one-half the caster's Wisdom (round down).

Good-aligned characters and creatures that enter an area of necromantic air automatically suffer 2d6 points of damage every round that they remain in the affected area – no save allowed. Undead creatures that enter the affected area gain a +2 bonus to all attack and damage rolls for a number of rounds equal to the necromancer's level.

A paladin or cleric who enters the area and successfully turns undead (as a vampire) can dispel the effect.

Cave Ducks

Cave ducks are adapted to underground life, often kept as domestic poultry by enterprising dwellers of the subterranean realms. How else might dwarves eat roast duck with their ale? Cave duck eyes glitter from their enhanced darkvision, but these are basically normal ducks. Ducks are not, of course, a hazard. However, convincing a party of adventurers that the glittery-eyed ducklings swimming happily in the pool ahead aren't dangerous? Not likely. Obviously the whole situation must be an elaborate plot by the Game Master! Torches will burn low, and wandering monster checks will accumulate as the party makes plans to deal with the obvious peril. Time itself is a hazard in the dungeon environment, and a pool of ducklings may occupy considerable time and possibly even precious resources. A party that fireballs a pond of ducklings will never live it down.

Chasm

Chasms are normal dungeon fare, of course, but it's always worthwhile to take an old favorite and spice it up with some sort of additional or unexpected risk to challenge the players. Consider a few ways of spicing up one of these deep holes in the ground. The edge of the chasm might be slippery (from running water, perhaps, by growths of slippery algae, by means of magic, or even from bear fat spread by humanoids). The chasm's location might be displaced, seeming to be in one location when it is actually a few feet closer. The illusory chasm is, of course, always good for player-nervousness, and so is the chasm with a magical bridge of force that seems to be blinking in and out of existence. Perhaps the chasm vents a constant waft of poisonous gas, or some unusual type of fog (many fogs are listed below); and these might only be thick enough to be dangerous in the middle of the chasm. A chasm with crumbling edges, where the players have to decide how close their characters should approach, can cause interesting situations, and so can chasms that generate abnormal temperatures.

Collapsing Chamber

Either through natural causes (such as an earthquake) or artificial causes (such as a room rigged to collapse), adventurers sometimes find themselves forced to move through or flee a cavern chamber or dungeon room as it is collapsing around them.

There are, of course, a myriad of different ways for the GM to handle such risks, but one method is outlined below:

A collapsing room will rain down rock and debris for a period of time equal to about one segment per square foot before it collapses, killing anyone within.

When moving through a collapsing chamber, the character has a 1 in 6 chance of being struck by falling stones or masonry (the GM might alternatively allow a dexterity check rather than a flat 1 in 6 chance). Falling masonry inflicts 1d6 points of damage and has a 25% chance to knock down and pin the unlucky character. Escaping from beneath a piece of fallen rubble without assistance is as difficult as bending bars or lifting gates. Fortunately, an unpinned character may shift the heavy stone simply by rolling under his strength on a d20.

Example: A 10-ft. by 10-ft. room, if collapsing, will continue to be treated as a collapsing chamber obstacle for 100 segments (10 rounds).

It is the game referee's call as to whether or not the chamber has collapsed completely and is now no longer in existence or whether a treacherous pathway still remains through the collapsed interior. A truly terrifying encounter could end with the collapse of a dungeon, leaving the characters running toward the surface as the entire complex comes down around them. Any stairs they encounter on the way out could be treated as . . .

Crumbling Stairs

In the older dungeons, and in natural caverns, stairs are not always properly maintained and over time they begin to show signs of age, cracking and shifting under the weight of anyone using them.

The game master may rule that any character moving up or down a flight of crumbling stairs must make a Dexterity check each turn to successfully negotiate the hazardous ascent or descent – on a failed check the character has lost his balance and falls, tumbling down the stairs until he either encounters another figure (see below) or hits the bottom. The character suffers normal falling damage.

If a character tumbling down a flight of crumbling stairs encounters another figure he stops moving, but the next character must, in turn, make a dexterity check to avoid stumbling and falling like the next domino in the line.



Obviously, the condition of a staircase can vary greatly, and a truly deteriorated stair might be more akin to a climb than a walk. In this case, the GM might assign a flat 25-50% chance of falling.

Regardless of the method used, if the members of the party are roped together the chance of actually falling would not be reduced. However, the characters above might have a chance to hold the falling character in place. Add the strength scores of the characters above, and treat this as the percentage chance for them to prevent a fall.

Crystal, Harmonic

These beautiful but fragile crystals are often found near underground sources of magic; they are especially prevalent near the lands of the dark elves.

Harmonic crystals are very sensitive to noise and any loud noises (yelling, battle, even elevated talking or running) produce enough sonic energy to cause the crystals to shatter. The referee can decide whether or not the sounds in the area are loud enough to cause the crystals to shatter.

A small patch of harmonic crystals that shatters deals 1d6 points of damage as needle-like shards puncture everything within a 10-foot radius. Larger patches act as though they were made up of numerous small patches.

Dangerously Hot Floors

In the deepest levels of dungeons and caverns there sometimes exist vast pools of boiling, superheated lava. These lava pools, while dangerous in their own right, also heat the levels directly above, sometimes pushing stone floors to a point at which they are red hot and dangerous to touch.

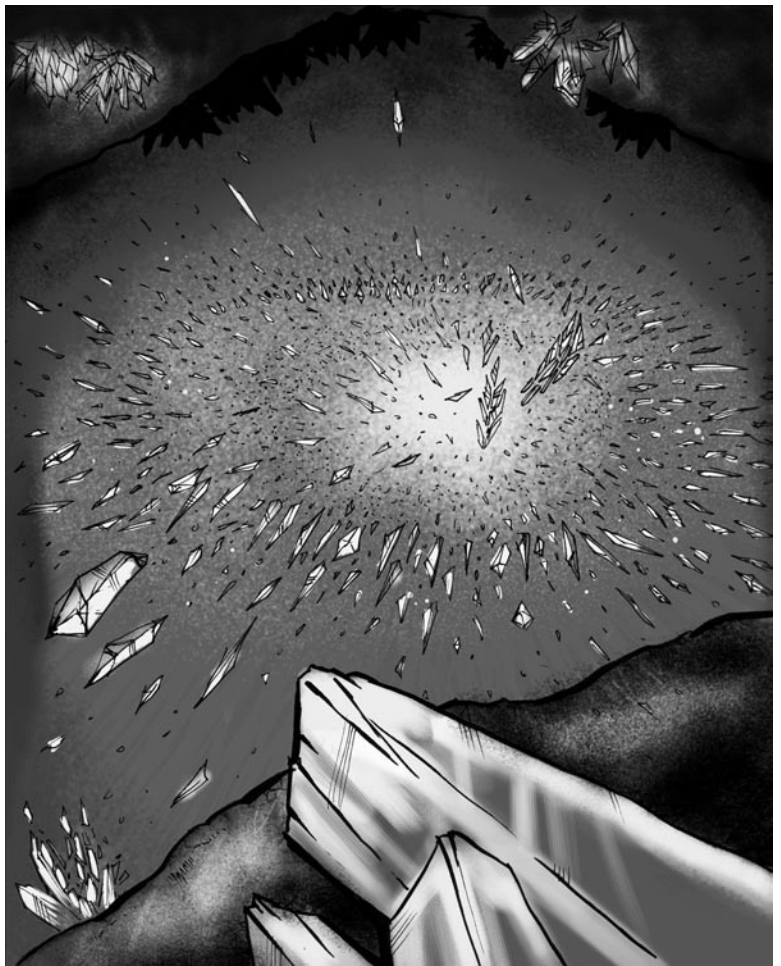
This terrain hazard affects any characters that walk over the glowing hot floors. Characters passing over a floor affected by extreme heat below them suffer 1d4 points of damage per ten feet traversed, and falling onto the heated stone inflicts 2d4 points of damage.

Destroyed Floor

If a chamber collapses (see above), we can only deduce that somewhere above, a floor is affected. The adventurers might, indeed, precipitate a floor's collapse if they are not careful. More likely, they may encounter an area where the floor has already collapsed, posing a potentially dangerous obstacle.

As the floor collapses, falling away beneath the adventurers' feet, a character must make a Dexterity check each round or be swept up in the collapse of the floor, falling to whatever room or chamber lies below. A falling character will take 1d6 points of damage from rocks per ten feet fallen, in addition to falling damage. Additionally, there is a 10% chance that the character will be buried and a 25% chance that the character will be pinned beneath a large piece of rubble. A buried character cannot escape without assistance, and it will take 2d4 rounds to dig him out (a perilous undertaking when the ceiling is in the process of collapsing). As in the case of a collapsing chamber (see above) a pinned character can escape by making a successful roll equivalent to bending bars or lifting gates, and may be freed by another character who successfully rolls under his strength on a d20.

A stone floor takes as many segments to collapse as the floor has square feet (e.g., a 10ft by 10ft room takes 100 segments, or 10 rounds, to fully break away). During this time, treat the area beneath the floor, where fallen characters and their rescuers may end up, as a collapsing chamber (see above).



After the destruction has ended, the room's floor either no longer exists (in which case it is an obstacle and not a hazard) or it is nothing more than a few randomly-placed flagstones held together by a weak, soon-to-collapse framework of badly damaged supports (usually timbers). Moving through a room with a destroyed floor requires a Dexterity check each turn; on a failed check the character slips and falls to the level below, taking whatever falling damage is applicable.

Truly cruel referees will take note of the fact that more than one level might be involved in a major architectural failure (or trap). In this case, the hapless characters may be trapped under a collapsing ceiling that is also smashing away the floor beneath them. Unspeakable cruel referees might use this scenario in connection with a portcullis trap closing off the exits.

Dry Haze

This thick, heavy cloud of sand drifts slowly across the lands of the desert during the early mornings, a typical cloud rarely extending more than six feet above the ground. Characters caught within a patch of dry haze – a typical patch appears as a cloud 20ft in diameter – run the risk of suffocation:

each character must make a successful Constitution check each round; on a failed check the character suffers 1d8 points of damage.

A patch of dry haze can be dissipated harmlessly with *gust of wind* or a similar spell.

Falling Trees

Some storms, lightning strikes, and dangerous floods can topple trees, leaving behind a mass of shattered branches and thick, twisted roots. During a storm or flood there is a 1% chance that a tree near the players' characters will be uprooted, sending the tree crashing to the ground in a random direction. Any characters or creatures in the path of the falling tree must make a Dexterity check to avoid being crushed – on a failed check the unfortunate victim suffers 5d6 points of damage +1d6 for each ten feet of the fallen tree's height. The fallen tree will also pin the hapless victim to the ground, but a successful strength check allows the character to force his way out in 1d4 rounds.

Floodfalls

Some dungeon and cavern complexes descend so deep beneath the surface world that their excavation stops alongside massive, subterranean pools of water. In most instances this is little more than a nuisance to the powerful wizards and horrid monsters that carve out dungeons, and most adventurers never need give these nearby underground reservoirs of water a second thought. Unfortunately, there are some instances in which, completely through the wonder and power of nature, these pools find entrance into an otherwise dry dungeon. A leak of this kind may be exploited for food by one common denizen of the subterranean world, the green slime, giving rise to a truly bizarre and dangerous symbiosis known as a floodfall. The players may never have a chance to figure out how it worked.

A quick explanation of the formation of a floodfall follows, for those game masters who enjoy dungeon ecology. When a reservoir begins to seep through dungeon walls, it creates a nutrient-rich source of water, attractive to slimes (usually green slimes). The slime will likely remain motionless over the water source even as the fissures widen and the water pressure begins to build. Over a period of years the slime ceases to attempt to drop down on passing by creatures and remains more and more deeply embedded in the growing cracks in the wall, content to feed on the gifts that continue to wash up against it.

Arcane Floodfalls

While it is true that most floodfalls are created when green slime prevents an underground pool of water from escaping through a crack it is also not at all unusual for other types of slimes to act in similar fashion, including arcane slimes (see p. 26) and spell slimes (see p. 29).

An arcane floodfall behaves exactly like a normal floodfall except that any spellcasters caught in the rush of water must make a successful roll on a d20 against his Wisdom score each round or lose 1 point of Intelligence. Any magic items that come into contact with the water are drained of all magical ability for 2d6+6 rounds.

After a decade the slime comes to resemble a thick, gel-like substance – almost like a gelatinous cube – more than it does any form of slime; additionally, the slime is no longer treated as green slime. During this time the breach in the wall has continued to grow but the slime has continued to expand, completely sealing the crack and preventing the waters from rushing into the dungeon.

After many, many years the pressure may become greater than the slime can easily contain, and if nearby adventurers put the slime-dam under stress the crack rips apart, throwing rock, gel, and water outward into the dungeon and causing a sudden, violent flood. Any characters adjacent to the breach when the flood suddenly gives way must roll a d20 under their strength score each round or be thrown to the ground. The water rushes in for 6d6 rounds – dealing 1d6 points of damage each round to anyone on the ground in the affected area. If the water has no outlet, it will rapidly fill the chamber. During this time the current is powerful, reducing movement speed against the current and increasing movement speed when moving with the current.

After 6d6 rounds the slime still remaining on the wall and ceiling may manage to seal the breach, halting the rush of water. There is, however, a 5% chance that the slime will be washed away and unable to seal the crack. If this happens the water will continue to rush in, flooding the chamber until its depth equalizes across the complex.

A floodfall can be made to break by the actions of the party, by a monster, or even by a trap set to collapse it. A successful missile attack against the sealed crack (AC 5) that inflicts 10 or more points of damage will tear through the slime, releasing the avalanche of water, stone, and gel.

Mistaking a Floodfall for Green Slime

A green slime that has been changed over the years into a floodfall still resembles a normal green slime in appearance, but experienced players may notice the differences. A floodfall is a much lighter green in color than a normal green slime, and it usually seems to have a great, bulbous swelling in its center (actually the bulge caused by water pressure).

If the floodfall is mistaken for green slime there is a very good chance that a party of adventurers will attempt to destroy it with fire. Any fire damage inflicted on a floodfall will automatically cause it to break, releasing the water behind it (as described above).

Ghost's Grave

Looking like nothing more than a common, lonely grave, ghost's grave is a residual connection between the ethereal plane and the material world. These minor hazards sometimes come into existence when a ghost is destroyed or otherwise forced from a Material Plane world.

As the ghost vanishes from the world it seeps slowly into the ground and, only seconds after it is gone, a perfectly formed grave stands exactly where the ghost was last seen. Any animal coming within 30ft of a ghost's grave becomes terrified and attempts to flee the area.

At random intervals (5% chance per round) during the night of a full moon a ghost's grave unleashes a horrific, spine-tingling moan.

At midnight on the night of a full moon a ghost's grave rips open, forming a deep and unnatural pit connecting directly to the Ethereal Plane. This gateway remains open for exactly one minute, during which characters or creatures may enter the Ethereal Plane, but the opening cannot be used to return.

Attempting to unearth whatever is buried within a ghost's grave is impossible; the grave instantly refills with earth no matter how quickly a shovel is worked against it. A ghost's grave cannot be destroyed by any means short of divine intervention.

Monolith, Spark

This single stone, typically 20ft tall and five feet square, can be either an unworked rock standing unnaturally upright or a sculpted rock that has

been obviously placed. Also known as an obelisk or column, monoliths dot the landscape surrounding mountainous regions and many have religious, if not actual magical, significance to those living in the area.

Spark monoliths are apparently the remnants of some ancient civilization, baroque technology, or forgotten deity. It is not known whether they served as religious objects or deadly guardians of important sites, treasures, or boundaries. Whatever their forgotten purpose, Spark Monoliths can be a significant hazard. These magical stones are charged with a mystical electric force that targets magical power of any kind. Any source of magical energy that comes within 50ft of the monolith will be attacked by bolts of lightning erupting from the ancient stone. If a spellcaster, or any individual carrying a magic item enters the spark monolith's area of effect they must make a successful saving throw against aimed magical items (such as a rod, staff, or wand) against the crackling blue lightning bolts hurled against them. On a failed saving throw the character suffers 3d6 points of electricity damage. A spark monolith can attack up to 30 different targets per minute, but it can only discharge the bolts once every other round.



A spark monolith that suffers 100 points of damage is destroyed.

Pool, Boiling

Various factors, including steam vents, geothermal heat, or magic can heat natural pools of water to a slow, rolling boil. Any character or creature walking through one of these boiling pools suffers 1d6 points of damage each round – if the character or creature is submerged in one of these pools the damage is increased to 10d6 points of damage each round. A boiling pool adversely affects any carried potions, canteens, or foodstuffs – there is a 5% chance such items will be completely worthless after submersion in a boiling pool.

Most boiling pools are, obviously, shrouded in a thick cloud of steam that may affect visibility, increasing the risk of stumbling into the water.

Pool, Lava

While a boiling pool can be dangerous to adventurers it is nothing compared to a pool of flaming lava. Red dragons – with their natural immunity to fire – sometimes make their lairs inside lava-filled chambers where the task of claiming the dragon's treasure is made more difficult for the adventurers. (Of course, unless the treasure is magically protected from intense heat it will be destroyed. Most dragons that live in caverns filled with lava frequently have a concealed treasure chamber somewhere just beyond the lava-filled areas.)

Any character walking through a lava pool suffers 10d6 points of damage each round – if the character is submerged in one of these pools the damage is increased to 100d6 points of fire damage each round.

Truly subtle dragons might construct a fragile stone bridge over a conveniently placed lava pool and then lie in wait for intruders. The stone bridges are usually constructed so that they can be toppled with a single swipe of the dragon's powerful tail. Generally only older dragons for whom flying is an effort, or dragons grown too large to escape the narrow tunnels of their own lairs will resort to such ambush tactics – dragons prefer their food raw, and prey normally emerges from a lava pool in an irritatingly cooked condition.

Pool, Profane

A profane pool is created when a pool of holy water is befouled by dark, unholy magic, corrupting a pool of holy water into an unspeakable thing of

vileness. This dark, black-colored pool of stagnant water smells awful, the stench so powerful that any characters or creatures approaching within 20ft. of it must make a saving throw against paralysis or suffer a -6 penalty on all die rolls for 2d4 rounds. Even on a successful saving throw the smell is so powerful that the victim suffers a -3 penalty on all die rolls for 1d2 rounds.

A profane pool slowly consumes the land around it – for each year of the pool's existence a vile corruption spreads to contaminate the very earth in a 5ft distance from the pool. Any good-aligned characters or creatures walking upon this corrupted ground suffer a -4 penalty on all die rolls for as long as they remain in the affected area and must make a successful saving throw against paralysis each round or suffer 1d6 points of damage (a wisdom bonus against mental attacks applies).

A profane pool is created by the influence of evil deities, their power called into service by rituals performed by their mortal followers. According to the blasphemous writings of necromancers, any number of rituals may convert a holy water pool into a profane pool but the most common include:

- An evil necromantic priest or wizard bathes in the pool, chanting certain best-forgotten invocations. This act deals 3d6 points of damage to the necromancer but there is a 2% chance that the necromancer's dark god will smile on the act and reward the necromancer by poisoning the pool with evil.
- A paladin or other noble, honest soul is sacrificed in the pool, the victim's blood allowed to turn the pool's waters a bright red.
- A unicorn is led into the pool and then slaughtered, its head lopped from its body and left to float in the pool.
- An evil, intelligent magic item is brought into contact with the pool.

Regardless of the ritual demanded by the evil deity, considerable expenditures in gold and other materials are required to successfully create the abomination.

Once a profane pool comes into existence it can never be destroyed by mortal hands.

Red Button

All players know that their characters shouldn't press big red buttons or pull unlabeled levers. Nevertheless, it is inevitable that someone will eventually push the button or pull the lever. The wise game referee will occasionally (about one every three times) make the button do something helpful, like opening an otherwise undetectable secret door or opening a treasure chute. By giving the party an occasional good result, the game master can ensure many enjoyable moments of frantic attempts by the party to prevent the dwarf from pulling the unmarked lever.

Rocky Ground

In some areas, numerous rocks of various sizes jut out of the ground, slowing movement and threatening to trip any adventurer foolish enough to run through the area. Any character or creature running through an area of rocky ground must make a successful Dexterity check at the start of his move or trip, falling to the ground and losing the ability to act further in that round.

Spell Towers

These massive stone towers, commonly known as brochs, are constructed entirely of stones that are carefully fitted together without the use of mortar (this type of rock construction is commonly referred to as drystone). Mundane brochs, many of which are used as defensive structures or homes, are common to the northern plains and mountains.

Spell towers are a special type of broch that radiate an overwhelming magical aura if *detect magic* is cast. These structures can withstand any natural or magical storm and cannot be destroyed by any power except that of a deity.

Any spellcaster that sleeps overnight inside a spell tower must make a successful saving throw versus spells or permanently lose one randomly determined spell slot. However, if the save is successful then the spellcaster automatically gains one bonus 1st-level spell slot. A lost spell slot may only be regained by means of a *wish*. A spell slot gained by sleeping in a Spell Tower may be dispelled by *dispel magic*, being treated as a magic item of 12th level for this purpose. The broch will only test an individual once in this manner.

A spell tower's true hazardous nature only manifests during a full moon, at which point all characters and creatures that enter the area within 10 miles of the structure must roll a d20 against their wisdom score



each turn or suffer a -6 penalty on all die rolls for 3d6 rounds. A character or creature that fails this Wisdom check 10 times in a single night permanently loses 1 point of Constitution. Whenever the Spell Tower drains a point of Constitution there is a 5% chance that a gateway between planes will be torn open in or near the broch. This portal will remain open until sunrise, linking the material plane with a plane or demiplane of the game master's choosing.

Stone Egg

This unusual rock formation – formed by the same process as a stalagmite – is created as water drips down from the roof of a cavern and lands on an abandoned dragon egg. If the egg does not hatch the calcium deposits from the dripping water slowly build up until the egg is completely covered in a rocky substance.

Most stone eggs that are encountered in a dragon's lair are harmless rock formations. In some cases, though, the egg happens to sit near some form of magical nexus, or may be exposed to sort of unknown eldritch force. Regardless of the cause, in some cases such eggs can cause the unborn dragon within to be slowly transformed into a terrible, unnatural force waiting to be released. In



such instances there is a 10% chance that, if disturbed in any way, the stone egg will shatter, releasing a wave of arcane fury that inflicts 4d6 points of damage to any characters within 40-feet of the stone egg. The wave appears as a ghostly dragon of blue flame.

A stone egg is completely destroyed when it unleashes its built up arcane power. A stone egg can be destroyed from a distance by inflicting 10 or more points of damage.

Slickstone

This porous, cool, gray-colored rock naturally secretes an oily substance that makes the rock treacherously slick. Anyone moving across an area of slickstone at any speed faster than 30ft/round must make a Dexterity check by rolling a d20 under his dexterity score or else slip on the slickstone, falling down and losing the ability to move, attack, or cast spells for a number of rounds by which the check failed.

Slickstone has also been found on vertical surfaces. Slickstone can be used in the construction of anything that can be built from ordinary stone or rock. Due to the difficulty of working with the slippery rock any object created from slickstone requires twice the normal construction time.

Slickstone is only found in the natural caverns that exist deep beneath mountain ranges, and even then it is rare to find more than 20 cubic feet of the material in a single location.

Stunspray

Resembling short, shattered stalactites – each one slowly dripping a thick slime – hanging from the roof of a natural cavern, a stunspray patch is typically of a 10ft diameter in size and difficult to identify as anything other than a harmless collection of stalactites. Stunsprays are formed when a stunjelly migrates from a wall to a ceiling where the twisted ooze dies naturally and then slowly, over a period of centuries, stalactites form naturally over the deceased ooze. Stunsprays are extremely rare.

If a stunspray patch is left undisturbed it is typically harmless. Characters may walk beneath the stalactites without fear of danger and as long as they're careful to avoid the dripping slime the hazard is little more than a nuisance. If any of the dripping slime comes into contact with a character a saving throw must be made or else the victim is paralyzed for 1d3 rounds.

A stunspray patch becomes a major threat when it is damaged (perhaps by a trap or a hiding opponent). 5 or more points of damage dealt to a stunspray patch (treated as AC 10 for purposes of attacking the patch) destroys the stalactite-skin and rains down a torrent of the thick, anesthetizing slime. Any characters or creatures caught in the sudden rain of slime must make a successful saving throw against paralysis or else be drenched in the slime and paralyzed for 3d6 rounds.

For 4d8 rounds after a stunspray patch is destroyed, the area in a radius of ten feet below it is covered in a hazardous slime. Any characters or creatures walking through the affected areas have a 1 in 6 chance per round of slipping in the slime, falling down and (if failing a saving throw against paralysis) being paralyzed for 2d4 rounds. The slime dries quickly and once dry no longer poses a threat.

Once unleashed a stunspray patch is completely destroyed and will not reform.

Terror Stones

Stone circles and individual standing stones are a common sight in some forests and druid groves, the rocks marking holy sites and places of power. In many instances, the standing stones have been in a single location for so long that any knowledge of their creators or original purpose has been long forgotten. For the most part, standing stones pose no threat to adventurers *but*, as with everything in a fantasy landscape, there are always exceptions.

Terror stones, almost identical in appearance to common stone circles or standing stones, are sometimes created when powerful undead are destroyed nearby. Some echo of the creature's malevolence is somehow trapped within the stone itself, transforming it from a common rock into a standing stone of terror.

Skeletal patterns – etched into the standing stone when it is transformed – are the only visual clue that a terror stone is not a common stone. Anyone within 40ft that views a terror stone carefully for 1d6 rounds will suddenly perceive that the patterns resemble bones and strange skeletal shapes. If the character has reason to be familiar with terror stones, the eerie tracings will be a sure clue to the true nature of the stone.

A terror stone constantly radiates a 20-foot radius fear aura. Any characters within the radius of the terror stone's fear aura will be affected as though by a *fear* spell. A character that successfully saves cannot be affected again by the same terror stone's aura for one day.

Terror stones can be destroyed by a good-aligned cleric's turn undead ability. The terror stone is treated as a vampire for these purposes and a successful attempt instantly reduces the stone to a harmless pile of rubble.

Terror stones are also referred to as standing stones of terror.

Thorn Patch

In some forests the undergrowth becomes thick and tangled with thorny vines. In such areas simply moving becomes a slow, dangerous task as the thorns tear at the clothes and flesh of any adventurers foolish enough to move through the area. A thorn patch is a static hazard that takes no action. A thorn patch can be as large as the referee desires.

For each five feet of a thorn patch moved through, a character or creature suffers 2 points of damage from the sharp thorns. Additionally, a character's speed is reduced by 50% when moving through a square filled with a thorn patch.

Each square of a thorn patch can be destroyed with fire, and can be chopped through by inflicting 10 or more points of damage with a sword or other large blade. Some thorn patches may be poisonous, especially in the tropical jungle.

Treasure-Covered Floor

One overlooked hazard in a dragon's lair is the treasure itself! The coins, gems, and other assorted baubles strewn about the chamber can create a serious nuisance by cutting movement rates in half for those characters who want to avoid tripping over pewter urns or tangling their feet in ancient necklaces. Thieves trying to move silently, in particular, must pay careful attention to scattered and potentially noisy valuables (not that thieves often fail to pay attention to valuables, of course). If the treasure lies deep enough around, or if the treasure contains many larger items like statuettes, it is perfectly reasonable to reduce the party's movement rates by 50%. If a character moves into an area that can legitimately be called a pile of coins, the GM might even require a d20 roll under the character's dexterity to remain standing.

In some rare instances a dragon's lair will be devoid of treasure. Obviously in such cases this hazard will not be encountered, and if the party scouts in advance they will likely choose not to fight a poverty-stricken dragon anyway.

Vent, Poison

Similar in function and appearance to steam vents (see p. 12), a poison vent is a series of stalagmites sitting atop underground pockets of poisonous gas. Like a steam vent, the pressure eventually grows so great that the tops of the stalagmites shatter, unleashing clouds of poisonous gas that are harmful to any characters or creatures that enter the affected area. Poison vents are rarely encountered individually but, rather, in groups of six or more, each about 5ft apart. The cloud from a poison vent expands out to fill an area ten feet in radius.

Anyone entering a cloud-filled area must make a saving throw against poison each round or suffer 1d4 points of damage and a -2 to all die rolls for a full turn (more virulent poisons, including lethal ones, have also been reported).

A poison vent can be capped, though if it is the gas pocket's only release the cap will be blown off within 1d6+1 days. Capping a poison vent requires a heavy rock or other object that can be wedged into the opening. Capping a vent takes a full round.

Some subterranean regions contain poisonous geysers that boil over with lethal gas at regular intervals.



Vent, Steam

Natural stalagmites sitting atop underground pools of boiling water can form steam vents when the pressure beneath grows so powerful that it blasts through the natural rock above. When this happens clouds of billowing, heated steam shoot forth from the newly-formed steam vent. Steam vents are rarely encountered individually but, rather, in groups of six or more, each about 5 feet apart. The cloud from a steam vent expands out to fill an area approximately 15ft in diameter.

Anyone entering a cloud-filled square suffers 3d6 points of damage per round from the intense heat of the steam.

A steam vent can be capped, though if it is the underground pool's only release the cap will be blown off again within 2d4 hours. Capping a steam vent requires a heavy rock or other object that can be wedged into the opening. Capping a vent requires a full round.

Traditional Hazards

At a certain point, the line between tricks, traps, and monsters can become rather blurry. In general, traps have no upside, while tricks often have the potential to benefit the party in some way – and monsters, of course, are worth experience points. Most of the phenomena described below are right on the blurry line between tricks, traps, and monsters – and that's deliberate. This book is a tool for the experienced game referee, not a series of cookbook recipes to be followed with blind precision. Rather, the various hazards listed below are designed to be used more as building blocks for your own creativity, whether as a trick, trap, or monster. They're on the blurry line to make them usable in any category, according to your creative impulses and referee needs. Desertbloom, for example, is listed as a monster; but you might choose to create a desert idol covered in the stuff and use the desertbloom as part of a larger and more complicated trick encounter. The choices are yours!

Bridgeweed

This thick, vine-like plant grows in subterranean caverns and deep, damp caves. While bridgeweed grows anywhere underground, it earns its name because it is most frequently encountered growing across chasms and deep pits where it looks more like a bridge than a plant. A typical patch of bridgeweed is rooted into a roughly circular area 10 feet in diameter on either side of a deep chasm, the two root-growths connected by a length of ropy strands 5-feet wide.

Bridgeweed is brownish-green in color and completely harmless – until someone attempts to cross the naturally-growing bridge. The plant is strong enough to support up to two characters at once but the instant that anyone reaches the exact center of the “bridge” the plant reacts violently to the intrusion. As a self-defense, the individual vines separate so that the “bridge” no longer exists, becoming a mass of flailing vines. A saving throw against breath weapons is required as soon as the plant begins to separate in order for a victim of the hazard to grab one of the vines. On a failed save the victim is taken by surprise and falls from the “bridge.”

The plant will reform 3d6+4 minutes after it separates. Characters (such as druids) that correctly identify a bridgeweed will know that as long as they do not touch the exact center of the “bridge” it will not separate. If characters are to jump across the center, the game master may apply whatever rules to determine the success of the jump that he feels apply to the situation. In general the attempt is not difficult, and either a 1 in 6 chance of failure or a d20 roll under dexterity would be appropriate determinations.

Cave Blanket

RARITY: Very rare

SIZE: Large

MOVE: 30ft/day

ARMOR CLASS: 5

HIT DICE: 4

ATTACKS: 1 (see below)

DAMAGE: 3d6

SPECIAL ATTACKS: Reduce movement rate

SPECIAL DEFENSES: Immune to piercing weapons

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: Animal

ALIGNMENT: Neutral

LEVEL/X.P.: 4 / 90 + 5/hp

This thick, thorny vine-like plant is most frequently seen growing over the mouth of cave entrances. Druids may be able to identify the plant's hazardous nature, but a party without a druid will have to rely on native caution to avoid a dangerous situation.

A cave blanket waits patiently for prey – any living creature will do – with reports of some cave blankets surviving for as long as six years before tiring of a location and moving on. Cave blankets move slowly, their “roots” acting as small legs that move them at a rate of 10ft per day. A cave blanket takes double normal damage from fire.



When a cave blanket detects movement within the range of its reach – typical cave blankets grow to completely cover the mouth of a cave, no matter the cave's width – the hazardous plant strikes, lashing out at the creature with its vines. A successful attack allows the plant to attach itself to the victim, tearing away from its roots to continue attacking even fleeing prey. When a cave blanket is attached to a character in this way, the character's movement rate is reduced by 50% due to the flailing vines and the trailing weight of the plant's great, carpet-like body.

If the cave blanket kills its victim, small vines ending in suckers drop down and cover the victim and the plant begins slowly consuming the corpse. A cave blanket consumes five pounds of a corpse day each day.

Because a cave blanket is composed of small, intertwining vines, it takes no damage from pointed weapons; arrows and spears simply pass harmlessly through the meshwork of tendrils.

Desertbloom

SIZE: Large

MOVE: None

ARMOR CLASS: 10

HIT DICE: 2

ATTACKS: None

DAMAGE: None

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

RARITY: Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: None

ALIGNMENT: Neutral

LEVEL/X.P.: 2 / 50 + 2/hp

Desertbloom appears as a small patch of flowers with dull-brown, almost lifeless petals, dark green stems, and large red leaves growing from the tips of the plant's stems. Unlike most fungi, desertbloom is found only in hot, dry deserts. This plant gives off a foul scent that can be detected at a range of 30 feet.

If a patch of desertbloom is disturbed, the plant releases a burst of spores in the form of a black cloud that instantly explodes into a ball of flame.

Characters within 10 feet of the desertbloom must make a successful saving throw versus breath weapon or sustain 2d4 points of damage and lose 1d4 points of Constitution as the inhaled spores burn the victim's lungs. The cloud instantly dissipates once it explodes. A patch of desertbloom is easily destroyed with fire or cold. Lost constitution points are recovered at a rate of 1 per week, but can be fully restored by the use of a *heal* spell.

Dragonbloom

SIZE: Large

MOVE: None

ARMOR CLASS: 8

HIT DICE: 3



ATTACKS: None

DAMAGE: None

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

RARITY: Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: None

ALIGNMENT: Neutral

LEVEL/X.P.: 3 / 85 + 3/hp

Dragonbloom appears as a small patch of flowers with dark red petals, crimson-colored stems, and small orange leaves growing near the plant's base. Dragonbloom is generally only found in or near a dragon's lair – the plant sprouts from decaying piles of dragon waste. Dragonbloom is a beautiful, sweet-smelling flower. A typical patch of dragonbloom covers an area with a radius of roughly five feet.

If a patch of dragonbloom is disturbed, the plant releases a heavy cloud of poisonous spores in the form of a dark red cloud. Characters within 10 feet of the dragonbloom must make a successful saving throw versus Poison or convulse in pain for 2d6 turns

as the inhaled spores eat away at the victim's lungs. A character affected by dragonbloom has a 1 in 6 chance to contract a disease of the lungs that reduces constitution by 1 point for a period of 1 month (unless removed by a spell). The cloud of spores lingers in the area for 2d4 rounds, and each round a creature remains in the area (or if a creature leaves and re-enters the area), it must make another saving throw as described above. A patch of dragonbloom is easily destroyed by intense cold, and the cloud of spores can be easily dispersed by a *gust of wind* or similar spell.

Dragons are immune to the poisonous spores released by a patch of dragonbloom, and are usually delighted to find that their spoor has turned into a trap for unwary intruders.

Druid's Kiss

SIZE: Large

MOVE: None

ARMOR CLASS: 10

HIT DICE: See below

ATTACKS: 1d4 (See below)

DAMAGE: None

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

RARITY: Rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: None

ALIGNMENT: Neutral

LEVEL/X.P.: varies with hit dice

This large bush – a typical druid's kiss covers a diameter of approximately ten feet – is covered with dozens of large purple flowers, each one of which grows from the end of a thin branch. These plants sometimes grow where a druid's body has been left to decompose in a forest; they are extremely rare, and most forests do not contain a single one.

Druid's kiss is harmless to characters of any neutral alignment, the plant remaining silent and inactive until a character or creature of good or evil alignment passes within ten feet of the bush. Once awoken, a patch of druid's kiss expels 1d4 of its flowers, each one of which instantly forms into a thick, purple spike hurled like a dart. Each dart inflicts 1d6 points of damage + 2 points per hit die. The plant itself has 2 HD + 1 HD per level of the druid whose death caused it to grow.

A typical druid's kiss bush has 3d12 flowers and grows new flowers at the rate of 1d6+1 each week.

A druid's kiss bush takes triple normal damage from any acid, cold, or fire attack.

Fog, Abyssal

Abyssal Fog is a nasty trick to play on a party that blithely destroys an evil altar or tries to sanctify a place imbued with the attentions of a powerful demon, demigod, etc. Such places are not lightly tampered with, and an encounter with Abyssal Fog can issue a stark reminder to the players that powerful forces lurk just beyond the thin fabric of the material plane. In fact, the party's interaction with the Abyssal Fog may be only the beginning of a new set of problems and opportunities (if it doesn't kill them first).



Sometimes created when an evil altar is destroyed, when places of evil are assaulted by zealous adventurers, or even occasionally when a demigod's favored demon or devil is slain, retribution or mindless wrath may result in the creation of Abyssal Fog. This dark red, dangerous fog is similar to crimson fog (see p. 16) but far, far more deadly.

When an encounter calls for Abyssal Fog, there is generally a lull of 2d4 rounds, during which a preternatural rumbling may be heard. Experienced adventurers, will, of course, flee immediately. The abyssal fog manifests with a tremendous explosion, inflicting a number of points of damage appropriate to the nature of the item or demon destroyed; 6d6 is an appropriate range of damage. The radius of the explosion is up to the GM, but for most evil items and places the radius would be approximately 30 feet. A successful saving throw against spells reduces the damage by one-half. Instantly following the explosion, a dark red fog billows forth from the area of the demigod's wrath, expanding outward at a rate of 10 feet each round until it reaches a maximum size of 40-90 feet in radius (d6+3 x 10).

The abyssal fog is devilishly hot – any characters that enter the fog or any adjacent area suffer 4d6 points of damage each round. Unfortunately, the intense heat is not the only danger of an abyssal fog.

Once each day following the formation of an abyssal fog, unless the fog is destroyed (see below) there is a 15% chance that a gate will open, connecting to the appropriate plane or demiplane of existence. Once this gate forms, it will remain for a period of ten years and a day.

An abyssal fog cannot be dispersed through normal means (the fog is too heavy to be affected by winds, magical or natural) and can only be destroyed by a paladin or good-aligned cleric who spends four hours in prayer and supplication while kneeling within the fog. If anything disrupts this prayer the entire process must be repeated. Obviously, anyone planning to spend four hours within Abyssal Fog must be magically protected against heat, but the well-intentioned would-be hero will discover another challenge within the fog, one not so apparent as the explosion and the heat. Any prayers to a good aligned deity spoken within the fog require a saving throw every hour against spells; failure instantly kills the one who had the temerity to oppose the evil power's will. There are, of course, items and protections that will be effective against the fog's death-effect, and the intelligent party will seek these out before meddling in matters of such supernatural power.

Fog, Acidic

Acidic fog is normally found as a component of a magical trap, though it can be naturally occurring, found attached to a green dragon or other acid-resistant creature.

When acidic fog is released, it streams out like poisonous gas, and most adventurers will treat it as such. However, this magical fog does not remain in place. It follows whatever living creature it first detects within 100ft, moving slowly but inexorably toward that target until it catches up. The fog's movement rate is only 20ft per round, but its ability to follow its target is flawless. A rapid escape might lead to the fog's appearance in a tavern weeks later. The fog inflicts 2d6 points of damage per round when it finally makes contact (no saving throw applies), but it will be neutralized once its acid has eaten away 30 hit points. Green dragons and other creatures immune to acid may carry these fogs around with them, for the fog never gives up but never does any damage that would neutralize it. Once the acid-resistant creature is killed, of course, the fog will look for another target; likely one of the characters that just killed the acid-resistance creature. Acidic fogs are also occasionally found in potion bottles, which would normally inflict a nasty surprise; but as long as the potion remains stoppered it could also be used as a deadly missile weapon – if the party somehow figures out what's inside.

Fog, Crimson

This bright red fog, found in environments heavily covered by scarlet mold (see below), is a thick, noxious gas that inflicts those breathing it with a mild form of the same disease spread by scarlet mold. Crimson fog is simply the red smoke issuing from a patch of scarlet mold as it burns. Breathing the burning mold can cause a disease known as the Plague of the Red Ancients, well-known to sages and historians, but rarely encountered except by adventurers who delve deep beneath the surface in their search for treasure and fame. At some point in forgotten history, burial tombs were often trapped with complex arrangements of tubes and fire pits designed to blow Crimson Fog into trap rooms. The civilization that created these burial chambers is now remembered only for these unusual tomb-traps and the plague they inflict, and is called by sages the civilization of the "Red Ancients."

Crimson fog normally issues forth in a cloud, or a jet of smoke if it is projected by a tube or vent apparatus. Any character breathing the smoke must immediately make a saving throw vs. poison (with a bonus of +4 to the roll). If the saving throw fails, the character will become infected with the Plague of the Red Ancients (see box). A patch of crimson fog can be dissipated harmlessly with *gust of wind* or a similar spell.

Plague of the Red Ancients

The Plague of the Red Ancients is a disease propagated by a plant known as scarlet mold. It is highly contagious, spreading through inhalation, contact, or by introduction into the bloodstream by an envenomed weapon. Any person who comes into contact with the disease must make a saving throw versus poison or become infected. After failing the saving throw, the victim begins to turn into a viscous red puddle of highly infectious slime. Each hour, the victim must make a saving throw vs. poison or lose 1d4 points of constitution. If constitution is reduced to 0, the victim has finally died a horrible death and cannot be raised from the dead (being, at that point, a virulent and contagious puddle). If the Plague of the Red Ancients is cured by magical means, the lost points of constitution will return at a rate of one per day.

Fog, Draconic

Draconic fog is a highly flammable mist occurring naturally in some underground locations. It smells very much like beer, which may provide parties with some warning of its presence.

The most dangerous attribute of Draconic fog is its attraction to flame. Some sages have theorized that the fog is formed by an imbalance of the elements, and that its natural tendency is to remedy the imbalance, just as water always seeks its lowest level. The precise explanation is of little comfort, unfortunately, to adventurers fleeing pell-mell through the corridors of a dangerous underground complex in flight from a cloud of Draconic Fog.

Whenever a flame comes within 100ft of the leading edge of a draconic fog, the entire mass of the cloud begins moving toward the flame at a movement rate of 90ft. If the fog makes contact with the fire, it will flare in a brilliant explosion causing 4d10 points of damage (save vs breath weapon for half damage) to anyone in a 60ft radius of the point where the mist made contact with the open flame. Draconic Mist can be dispersed with a *gust of wind* spell.

Fog, Dragon's Breath

Hot gases are a familiar hazard for veteran adventurers, often found naturally occurring where cracks in the earth reach down into the depths where water is heated to steam by the earth's heat. Dragon's Breath Fog is an entirely different variety of superheated gas, formed by magical, rather than natural forces. In some cases, Dragon's Breath Fog may result from connections between the

elemental planes of fire and water. In some cases, as described below, it may form in consequence of a dragon's decomposition. Whatever the cause of the phenomenon, what makes it dangerous is the fact that it shows no physical signs of its intense heat. The air around it does not waver with heat, and the fog itself gives off no heat until it touches a living substance. When a living being enters the fog, however, the sudden heat generated will cause 2d6 points of damage, and there is a small chance for items to ignite (+5 on item saving throws against magical fire).

A patch of dragon's breath may appear over a location in which an evil dragon has been buried. The dragon's slowly-decomposing body expands with the gas that eventually bursts forth from the surface – a single dead dragon produces the cloud constantly, for a number of days equal to the number of hit points the dragon possessed before it was slain. After this time has passed, the corpse no longer produces the deadly cloud of Dragons Breath fog.

A patch of dragon's breath can be temporarily dissipated with a *gust of wind* or similar spell, but the cloud will reform within 1 turn.

In the case of Dragons Breath fog caused by a dragon's decomposition, the only way to completely stop the generation of the gas would be to unearth the dragon corpse festering beneath the ground. If the fog is generated by some other magical means, the GM will have to determine how (and whether) the source can be destroyed at all.

Fog, Frigid

This white, thick fog is made of the very essence of cold. It appears like a slowly churning blizzard of frost and snow and is usually found only on cold-based planes and demiplanes. Occasionally, however, frigid fog can be found in very cold places on the Material Plane. In such cases its presence is invariably the result of a gate or fissure connecting the Material Plane to a cold-based plane or demiplane from which the fog spreads.

The area covered by frigid fog is usually in direct correlation to the size of the gate or fissure. A small fissure will only allow a small amount of the fog to circulate (1d4+1 x 10 feet) while a full gate may allow the fog to simply pour forth (1d4+1 x 100 feet or more); according to legend entire lands and continents have fallen under a blanket of frigid fog. Frigid fog is extremely cold (below -20° F) and deals



1 point of temporary Constitution loss per round (no saving throw) to unprotected characters. Heavy winter clothing allows a saving throw each round. Regardless of how much clothing a character wears, the non-material plane nature of the fog's extreme cold takes its toll on all living creatures, acting as a slow spell (no saving throw) to any creature that is not immune to the effects of magical cold.

The fog obscures all sight, including darkvision, beyond 5 feet.

Frigid fog is heavier than air: a severe wind (31+ mph) will disperse small amounts of the fog in 4 rounds; a windstorm (51+ mph) will disperse large volumes in 1 round.

Fog, Efreet's

Existing where a rift has opened (deliberately or not) to the elemental plane of fire, efreet's fog is a dark gray cloud of superheated steam that randomly unleashes blasts of fire. Normal *gate* spells, of course, are protected from the emergence of efreet's fog, but an improperly prepared or miscast spell might inadvertently result in this sort of magical disaster. The size of the planar gate or natural rift determines the size of the fog, though the largest patch ever encountered covered a 50-foot square area. A character or creature standing inside a patch of efreet's fog at any time suffers 1d4 points of fire damage each round.

Each round that a character or creature is within 10-feet of a patch of efreet's fog there is a 20% chance that the fog will erupt, spreading great bursts of flame. Anyone within 10-feet of – or directly in a patch of – the efreet's fog when this occurs suffers 8d6 points of fire damage; a saving throw vs. breath weapons reduces the damage to half.

Fog, Magnetic

Magnetic fog, sometimes also called "lode-mist," is a thin, silvery-colored mist found in underground mines and caverns that contain (or once contained) rich deposits of copper, iron, mithril, or silver. The fog is an irritation to miners and a positive hazard to adventurers, for it is highly magnetic and interferes with the use of metal tools and weapons.

A typical deposit of magnetic fog fills an area roughly 20x20x20ft. Characters attempting to use metallic tools or weapons within a cloud of magnetic fog suffer a –6 penalty on all attack rolls. Damage rolls are not affected by the fog. Any characters wearing metallic armor suffer a 50% reduction to their movement rates while within the fog. The area outside the fog, to a distance of five feet from the edge, is also magnetically charged, but not as powerfully as within the cloud itself; attack rolls in this area are subjected to a –4 penalty and movement is reduced by 25%. Any metal-wielding character within five feet of the cloud runs the risk of being pulled into the cloud by the magnetic attraction the cloud exerts upon the metal. The player must roll a d20 if the character is wearing metal armor, an additional 1d4 if the character is carrying a metal shield, plus a second 1d4 if the character wields a metal weapon. The result of these dice are totaled, and if the result is higher than the character's strength the character is pulled from his feet and slides into the middle of the fog.

Gust of wind or a similar spell will dissipate a magnetic fog, but the affected patch will reform within 2d4 rounds at the end of the spell's duration. Magnetic fog tends to be a permanent feature in the places where it appears; it cannot be permanently destroyed.

Fog, Necromantic

This dark gray fog is found in some ancient cemeteries and burial chambers, a foul and blasphemous phenomenon greatly feared by tomb robbers. The fog drifts among the graves and sarcophagi, sometimes curling around the bodies of the dead but always seeping back upward to prowl mindlessly within its charnel-house domain. The origins of this vile, undead substance are not known. Any living creatures that happen through a region of necromantic fog are in deadly peril, for the foul mist will enter the pores of

living skin and eat away at the souls of those foolish or ignorant enough to pass through it.

Necromantic fog is heavier than air, appearing more as a mist than a fog, clinging to the ground or the floor and rising to a height of not more than three feet or so. A typical cloud will occupy 200 to 400 square feet in this manner.

On the first – and each subsequent – round that a character remains within the patch of fog then the necromantic fog deals 1d6+1 points of damage to its victim. Any victim that suffers 10 points of cumulative damage from any number of patches of necromantic fog within one-hour of time automatically loses one level of experience, but may make a saving throw versus poison (at +6) to determine whether the level-loss is permanent or temporary. A temporary loss of level persists for 24 hours.

Necromantic fog can be completely destroyed by a successful turn undead check – the fog is treated as a wraith for these purposes. *Gust of wind* or a similar spell dissipates a necromantic fog but the affected patch reforms within 2d4 rounds.

Anyone reduced to 0 hit points or 0-level by necromantic fog will collapse and die, rising 1d4+2 rounds later as a zombie.

Necromantic fog restores 1d6 hit points each round to any undead creature standing within it.

Note: Necromantic fog is so close to being a monster that it makes sense to assign an experience point value for its destruction. A game master who desires to assign an experience point value to necromantic fog may choose either to assign hit points and an armor class to the fog (it should likely only be hit by silver weapon or magical weapons), or to assign a source to the fog that can be destroyed with weapons. Such a source might include an evil idol, an ancient censer, or even another undead creature whose experience point value could include that of the fog it creates and/or sustains.

Fog, Putrid

Many of the things that can be encountered by an adventurer might cause nausea, of course, but in some cases the nauseating power can be considerably stronger than normal. Sources of putrid fog can include unusual fungi, magical herbs set to burn in a brazier, unusual chemical reactions in an alchemist's lab. Mundane sources would include the smell of rot. Traps, of course, might involve gases specifically designed to induce nausea. The normal way of handling nausea is

to allow the character a saving throw (perhaps with a bonus in the case of milder smells) and if the character fails the saving throw, the effect is normally to render the character helpless for a particular number of rounds.

Putrid fog, however, is a trick that can be more flexible in the hands of the Game Master than the simple combination of a saving throw and helplessness. Consider: the check to see if a character is affected might be a flat percentage chance, rolled either with percentage dice or on a d6. The game master might invent a smell that does not affect dwarves, or is only nauseating to elves. In terms of the effects of nausea, there is even more variation in terms of the Game Master's ability to create interesting tactical problems for the players. Nausea might create a long-lasting penalty to die rolls; it might or might not affect spell-casting ability; it might come and go at random intervals; it might weaken characters rather than incapacitating them. Nausea is a much more flexible tool for the game master than simply a saving throw to avoid a few rounds of incapacitation.

Fog, Soul Eating

This thick, black fog sometimes forms when a terrible outsider known as a soul eater (see box) is slain on a Material Plane world before it kills the character or creature it was summoned to destroy. At that time the soul eater breaks down into a fog of inky darkness, appearing much like an unslain soul eater but without the long, pale arms. A soul eating fog will remain in the area in which the soul eater was slain until either the soul eater's original target is slain or the fog itself is destroyed (see below).

A typical patch of soul eating fog appears as a cloud roughly five feet in radius, drifting two feet above the ground. Any character or creature that comes into contact with the fog must make a successful saving throw against Paralysis or suffer a temporary loss of 1d6 points of Wisdom. For each point of Wisdom damage that a soul eating fog inflicts, it expands by 5ft in radius for one hour. If the fog reduces a character or creature's Wisdom to 0, the victim dies and cannot be returned to life by any means other than by a *wish* or *resurrection*.

A patch of soul eating fog can be temporarily dissipated with *gust of wind* or a similar spell; but the fog will reform within 2d4 rounds. The only way to destroy a patch of the fog, other than killing the soul eater's original target, is for a powerful cleric to exorcise it with appropriate spells and rituals.

Soul Eater

RARITY: Very Rare

SIZE: Large

MOVE: 120ft (flying only)

ARMOR CLASS: 3

HIT DICE: 9

ATTACKS: 2

DAMAGE: 1d6+1+wisdom drain/1d6+1+wisdom drain

SPECIAL ATTACKS: Wisdom Drain (see below)

SPECIAL DEFENSES: Hit only by +2 weapons or better; Surprises on 1-3 on d6; never surprised in darkness; immune to poison and sleep.

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 0%

TREASURE: None

INTELLIGENCE: Low

ALIGNMENT: Neutral

LEVEL/X.P.: 9/1,350 + 12/hp

Soul eaters are undead entities summoned to the material plane to slay a particular enemy of the spellcaster who dares to summon one. These horrible manifestations resemble a billowing cloud of inky darkness with two long, pale white arms protruding from the mist, each ending in a clawed hand. Soul eaters sustain themselves on the life energies of living creatures and derive this sustenance by draining the very soul of a living target.

The soul eater attacks with two ghostly claws in each round. It attacks until either it or its target is defeated or slain. A successful hit with a claw attack automatically reduced a victim's wisdom (temporarily) by 1d6 points. A creature brought to a Wisdom of 0 dies and cannot be returned to life by any means (other than a *wish* or *resurrection*), for the soul eater devours the victim's soul.

Soul eaters are summoned by a ritual that includes the name of a particular target of the summoner's vengeance. The soul eater, once manifested in the material plane, will unerringly track this target and attack it. The summoning process creates a mental link between the soul eater and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed by another, the soul eater returns at full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by the creature it is summoned to kill, it returns to the caster and attacks him.

Soul eaters are immune to poison and sleep. They may be turned as mummies.

Forestbloom

A distant relative of desertbloom and winterbloom, forestbloom appears as a small vine-like plant with dark green petals, green stems, and small blue flowers growing near the top of the plant. Forestbloom is found only in heavily forested areas and its flowers are active for one month after the last of the winter snows have melted. Forestbloom gives off a slightly sweet scent that can be detected to a range of 30 feet.

If a patch of forestbloom is disturbed during its active season, the plant releases a burst of poisonous spores

in the form of a dark green cloud. Characters and creatures within 10 feet of the forestbloom must make a successful saving throw vs. poison or be sickened for 2d4+2 rounds. The cloud lingers in the area for 1d4 rounds, and each round a character or creature remains in the area (or if he leaves and re-enters the area), another saving throw must be made or the character or creature is nauseated for 2d4 rounds.

A patch of forestbloom, typically about five feet in diameter, can be destroyed by inflicting 10 hit points of damage upon it with weapons, fire, etc. During its inactive months a patch of forestbloom is harmless.

Heatburst Cactus

RARITY: Rare

SIZE: Medium

MOVE: 0

ARMOR CLASS: 8

HIT DICE: 3

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS: Burst of flame

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 3/85 + 4/hp

This normal-looking cactus is often found mixed in with several other types of cacti, though all of the plants surrounding the heatburst cactus show signs of fire damage.

If disturbed, a heatburst cactus explodes, unleashing a wave of flames that reach out in a radius of 20ft. All characters and creatures within the affected area must make a successful saving throw vs. breath weapon or suffer 2d6 points of fire damage. Once a heatburst cactus explodes, it requires 3d10+10 days in order to regrow the flame pods housed within its trunk. Even after the plant's massive fireburst, it may still expel buds at its enemies, one per round. On a successful attack roll, the bud explodes on or near the target, inflicting 1d4 points of damage in a radius of five feet.

Lichen, Blood

This bright red lichen, a symbiotic joining of algae and fungi, hangs from cave and dungeon ceilings and grows slowly down surrounding walls and stalactites and, in rare cases, reach the floor where it begins to slowly spread outward. Blood lichen is thick and slimy and slightly resembles fresh blood. When disturbed, a 5-foot diameter patch of blood lichen spatters bits of red fungus out to a distance of 20ft, staining anyone in the area with what resembles a spattering of blood (this may be avoided with a successful save vs. breath weapon). The algae causes an intolerable itching sensation, so intense that anyone splattered with it will begin scratching (dropping any items held) and will run in a random direction for 2d6 turns.

Lichen, Harmonic

This white growth hangs from cave and dungeon



ceilings and grows slowly down surrounding walls and stalactites and, in rare cases, reaches the floor where it begins to slowly spread outward.

A patch of harmonic lichen is, by itself, harmless. The lichen picks up sounds from one direction and amplifies the sound in another direction; in some cases, the lichen bounces amplified sound back toward the source. In some cases, the effect can actually be damaging to the ear if the original sound was particularly loud or shrill. When harmonic lichen grows near a patch of harmonic mushrooms or other creatures that may cause damage with sound, the damage is usually increased by 50%. Sounds that enchant or have some magical function (not verbal components) such as a harpy's song, may be strengthened, with saving throws against the effect being penalized by -1.

In addition to the lichen's potentially damaging properties, they can create strange deceptions by carrying distant sounds to the party's ears. A string of harmonic lichen patches can even serve as a warning alarm, possibly reaching very far into a dungeon, and allowing monsters to eavesdrop upon a party's discussions.

Mold, Arcanebleed

This dark green mold, created when yellow mold grows over a magic item and is left undisturbed for a great length of time, radiates faint light in even the darkest of conditions. Arcanebleed mold completely drains the magic item it has overgrown and, if disturbed, a 5-foot diameter patch of this mold explodes in a blast of arcane energy. All within 10 feet of the mold suffer 2d6 points of damage (save vs. spell for half damage).

Mold, Coffin

This black, thick growth is found coating ancient graves, sarcophagi, and tombstones. It may be found on the top of a grave, buried and coating the outside of these containers, and may also be found growing on the inside of a sarcophagus, coating the inside of the casket and growing thick upon the bodily remains within. If coffin mold is disturbed, it wafts forth a cloud of disease-carrying spores. Anyone within 15 feet of the mold must make a saving throw vs. poison at +4 or catch a disease of the respiratory system. This disease causes the sufferer to break into a hacking, convulsive laughter every 1d10 turns, with the loud gasps and barks lasting the full duration of that turn. The afflicted character does not laugh while asleep, but has a 1% chance of dying (not cumulative) per eight hours of sleep. Fire destroys coffin mold.

Mold, Dark

This sickly, black fuzzy mold grows on the damp floors of subterranean areas near cave mouths, feeding on the decaying seeds and vegetation dropped by transient cave dwelling animals. A prolific reproducer, dark mold constantly spews its infectious microscopic spores into the surrounding air, creating a hazy cloud that is difficult to see; any character approaching an area of dark mold spores has a 1 in 6 chance to notice the cloud.

Living characters or creatures that pass through a patch of dark mold, or areas adjacent to the patch, suffer no immediate adverse effects. The microscopic spores are inhaled and lie dormant within the victim's lungs for 1d6 days, after which the victim must make a saving throw vs. poison at +1 or fall victim to the dark mold disease (see box).

Fire or intense cold of any type, magical or natural, completely destroys a patch of dark mold. When the mold is destroyed, it gives off a particularly intense exhalation of spores with the smoke (no bonus to saving throws). The spores dissipate after 6 turns, but if the party attempts to move through the area near the burned-off mold, saving throws will be necessary.

New Disease: Dark Mold

A character or creature that falls victim to this brutal disease spends most of his time coughing and suffers a -4 penalty on all die rolls. Dark mold is also known as thief's doom (reduces the chance of success on all thieving rolls by 50%) or mage silencer, the latter because spellcasters suffering from the sickness have a 50% chance of miscasting any spell with a verbal component. The disease cures naturally, with a cumulative 2% chance per day that the disease will have run its course. Until the disease has either been cured or the sufferer recovers naturally, the victim of Dark Mold disease's constitution is effectively reduced by 1d4 points.

Mold, Doppelganger

RARITY: Rare

SIZE: Medium

MOVE: 0

ARMOR CLASS: 8

HIT DICE: 2

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS: Deceptive appearance, disease

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 2/50 + 3/hp

From time to time, when a yellow mold kills a doppelganger, the mold may itself undergo a change, assimilating some of the shapeshifting properties of the doppelganger flesh it has consumed. Since this bizarre transformation requires the flesh of a doppelganger, the mold is generally found only in the deeper levels of dungeons where doppelgangers might roam. Doppelganger mold, when encountered in its natural form, appears as a grayish growth that clings to the floor, often growing over dead plants or the rotting remains of a small animal or creature. However, adventurers will seldom, if ever, see the mold in this form.

The form in which doppelganger mold is most frequently seen is as a small animal or object – like a mimic, a patch of doppelganger mold changes its color and shape to resemble an object or creature that has come into contact with the mold in the past. Anyone approaching within 10 ft of a patch of doppelganger mold when it is in this form causes

the mold to spew forth a cloud of poisonous spores. Any character within 10 feet of the mold must make a saving throw against poison (at +2). If a character fails the saving throw, he is infected with the disease and weakened. All the character's die rolls will incur a penalty of -1. While the character remains infected by the disease, he must make a saving throw every 24 hours. Failure on successive saving throws inflicts another (cumulative) -1 penalty on all die rolls. If the character succeeds on one of these later saving throws, the disease begins to recede, and the penalty will be reduced by 1 for every 24 hours thereafter.

Mold, Hunter's

RARITY: Rare

SIZE: Medium

MOVE: 0

ARMOR CLASS: 7

HIT DICE: 3

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS: Cold, disease

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 3/85 + 4/hp

Hunter's mold feeds on warmth, drawing heat from anything around it. A typical patch of hunter's mold is 5-feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 10-feet of a patch of hunter's mold suffer 2d4 points of cold damage and, if disturbed, the hunter's mold bursts forth with a cloud of poisonous spores. All characters and creatures within 10 feet of the mold must make a saving throw vs. poison at +4 or contract a disease. The disease causes the character to shake and tremble in the grip of terrible chills. The character will have a penalty of -4 to any attack and damage rolls while in the grip of the disease, and will die in 3d6 days if the disease is not cured.

Fire brought within 10-feet of hunter's mold causes it to instantly grow in size in the direction of the fire. Cold damage, such as from a *cone of cold*, instantly destroys a patch of hunter's mold.

Mold, Scarlet

Scarlet mold is, as its name suggests, a bright red mold, normally found growing in subterranean environments.

If disturbed, a patch of this bright red mold (normally 5 to 10 feet in diameter) bursts forth a thick cloud of gas that lingers over the mold and the adjacent area (a 15-foot diameter area) for 2d4+3 rounds. All within this cloud must make a saving throw vs. poison at +2 or become infected with the Plague of the Red Ancients (see crimson fog, above) and immediately lose 1d6 hit points. Scarlet mold is flammable, and a growth of it will be destroyed within 1d4 rounds by fire of any kind. A *gust of wind* or a similar spell can be used to dissipate a released cloud of gas. Note that a patch of scarlet mold destroyed by fire turns into an equal-sized patch of crimson fog 1d3 rounds later.

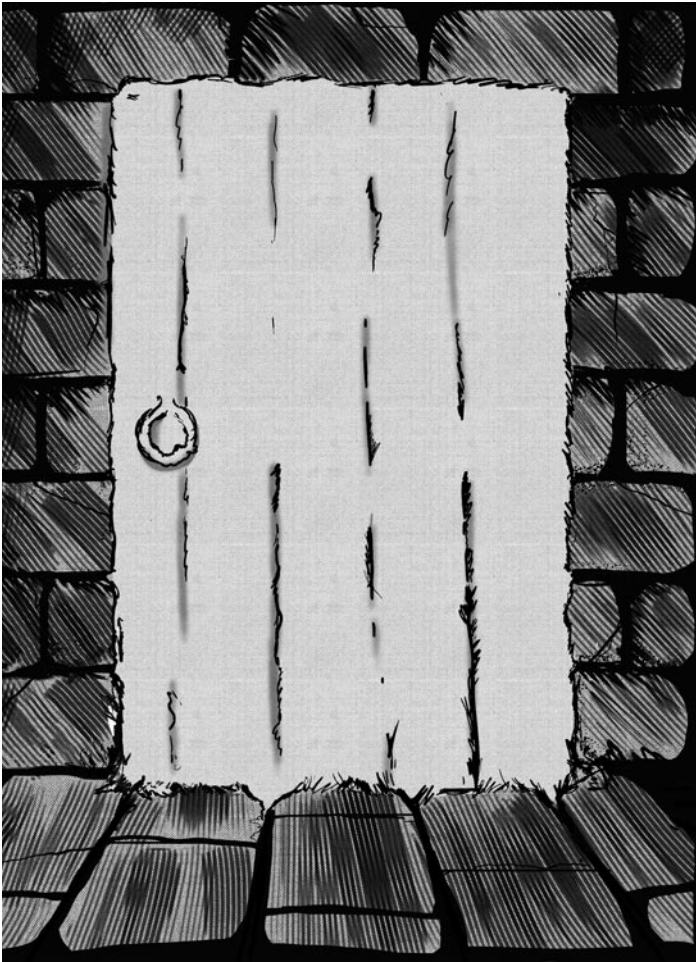
Mold, Wilting

This sickly-looking patch of green mold is found in areas in which stagnant water has remained undisturbed for weeks at a time. The mold floats on the water and grows up walls and obstacles and, if disturbed, releases a cloud of spores that drains moisture from all living creatures in a 20-foot radius. All affected creatures suffer 3d6 points of damage (water and plants suffer 3d8 points of damage) - a successful saving throw vs. poison reduces this damage to half. The cloud remains over the affected area for 2d4 rounds and continues to deliver damage each round until it settles back to the earth or is dissipated by *gust of wind* or a similar spell. A typical patch of wilting mold is 10ft in diameter and can be destroyed by fire, cold, or acid.

Moss, Door

This dark brown and gray moss that grows up a wall appears - from a distance - as a common wooden doorway. Rangers and druids have a 50% chance to notice that the door is actually made of plant matter; characters of other classes are quite likely to be deceived, with only a 1 in 10 chance to notice that anything is awry).

Door moss has no destructive capabilities of its own. Instead, cruel dungeon designers place patches of door moss at the end of long, twisted corridors in an attempt to lure intruders into a mechanical or magical trap, usually hidden behind the moss with a trigger set about 15-feet out. Fire damage of any type completely destroys a patch of door moss.



Moss, Shadow

This gray-colored moss, typically 1-3-ft. in diameter, grows only on the northern side of a large tree. Shadow moss is vaguely luminescent and casts a pale light even at night (treat as a candle with a permanent duration as long as the moss exists).

Any creatures passing within ten feet of a patch of shadow moss must make a saving throw vs. breath weapon. On a failed save, bits of the moss cling to the affected character or creature, making the target faintly luminescent (treat as a candle) until the moss is cleaned off or wears out (the moss will remain luminescent for only thirty minutes after it clings to a character or creature). Washing off the shadow moss requires one minute and a gallon of water.

A patch of shadow moss is easily destroyed by fire, cold, or acid damage, if the party should be paranoid enough to do so.

Moss, Sleep

This soft, moist, slightly luminescent blue lichen (gives off light equivalent to a candle) is often cultivated by druids and underground races who use it to both decorate and guard their areas.

Any living creature that comes within 5 feet of a sizable patch of sleep moss must roll a d20 and add 3 to the roll. If the result is greater than the character's Wisdom score, the character falls asleep for 1d6 hours. This is treated as a mental attack for purposes of wisdom bonuses, although the bonus must obviously be subtracted, rather than added, to the d20 roll.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes a full round.

With time, individuals can build up an immunity to sleep moss. As a result, monsters and NPCs living near such moss tend to be immune to its effects, allowing them to safely tend to the lichen and use it to gain a tactical advantage against intruders or enemies.

There are rumors of certain groups of thieves and assassins that use sleep moss in capturing live victims; a handful of sleep moss thrust over a creature's mouth or nose has the same effect as a patch of moss.

Moss, Tsathogga's Bog

RARITY: Rare

SIZE: Medium

MOVE: 10 ft

ARMOR CLASS: 6

HIT DICE: 5

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS: Acid damage

SPECIAL DEFENSES: Sickening Smell

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: 3d100 gps, 1d20 pps, 40% chance of 1d4 gems, 25% chance of magic item

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 5/225 + 6/hp

Named for the frog-demon, Tsathogga's Bog Moss is a thick, gray-colored moss that grows in mossy wetlands and swamps. Druids and magic users have a 1 in 6 chance to identify it at a distance as a hazard; characters of other classes will not have familiarity with the plant unless it has been encountered before.

Tsathogga's Bog Moss emits a noxious odor that causes characters and creatures that enter within its area – anywhere within 20-feet of a patch of the moss – to become sickened (a successful saving throw vs. poison at –5 negates the effect). Affected characters and creatures remain sickened for a number of rounds equal to the number of rounds that they were within the affected area plus 1d6. A character (or animal) that succeeds on the saving throw must check again each round that he remains in the affected area, until either succumbing to the odor or leaving the area. A sickened creature is unable to move, and loses 1 hit point per round.

Anyone foolish enough to step into a patch of Tsathogga's Bog Moss – a typical patch has a 30-foot diameter – finds himself walking in a thick, acidic substance that the plant naturally secretes. This acidic substance inflicts 2d8 points of acid damage each round to anyone within the hazard; no saving throw is applicable.

The moss is able to move itself with an unpleasant rippling motion, and will move to attack sickened enemies with its acidic secretions.

Mushrooms, Green Draco

Green Draco mushrooms are dark green mushrooms with white spots, each one about 8 to 12 inches in height. They grow in patches of 6-12 mushrooms and are only found in dark, underground areas.

A typical patch of Green Draco mushrooms, usually covering a 5-foot diameter area, releases a cloud of acidic gas when any warm-blooded creature comes within 10 ft. of a patch of the mushrooms. All characters and creatures within the affected area suffer 3d6 points of acid damage (a successful saving throw vs. breath weapons reduces the damage to half). There is a 50% chance that any character failing the saving throw will also be incapacitated for 2d4 rounds by pain.

The acid cloud remains suspended in the air for 2d4 rounds (during which time anyone in the affected area must check for damage as described above) after which it settles to the ground and is harmless. The cloud may be dissipated by a *gust of wind* or similar spell. The mushrooms require 2d6 days before they may once again release an acidic cloud.

A patch of Green Draco mushrooms is destroyed if it suffers any amount of fire or cold damage.

Mushrooms, Harmonic

These large, white mushrooms grow in damp, dark places. Roll 1d6 each round, an even roll indicates that the harmonic mushroom patch releases a destructive burst of sound that disrupts flesh and bone. All characters and creatures within a 40-foot radius must make a saving throw vs. aimed magic weapons (rods, staves, etc) or suffer 4d6 points of damage. A patch of harmonic mushrooms is instantly destroyed by extreme heat or cold, and bright light – natural or magical in nature – puts the patch into a dormant phase during which time the harmonic feature is inactive.

The area within range of a harmonic mushroom patch's destructive sonic effect exhibits signs of damage: rocks are cracked, any other hazards are completely nonexistent, and creatures avoid the area. Harmonic mushrooms can be rather deadly when coupled with Harmonic Lichen, and the two growths are often found in the same areas.

Mushrooms, Pit

These gray, stone-colored mushrooms are quite large, many growing to fill a 20-ft. or even 30-ft. diameter circle, all of which – excluding the mushroom's flat top – is buried deep beneath the ground. A pit mushroom grows to suit its surroundings, changing color and texture to match the surrounding cavern or dungeon. An underground pit mushroom can only be detected on a roll of 1 in 12 by a non-dwarf; dwarves have a 2 in 6 chance of detecting the danger.

Any character or creature that enters any square in which a pit mushroom exists has a 3 in 6 chance of falling into the mushroom, as the center of the top collapses inward, dropping the character into the interior of the huge stem. Due to the spongy, soft nature of the pit mushroom, the fall inflicts only one-quarter falling damage but for every round a character or creature is inside the pit mushroom it suffers 1d4 points of damage as the mushroom's internal acids eat away at the victim, rapidly consuming flesh. 10 points of damage per 5 feet of the pit mushroom's diameter (the body is AC 10) are required to completely destroy the mushroom and cause it to stop secreting acid.

Less dangerous pit mushrooms, virtually identical to those described above but without the acid attack, have been encountered. These may simply be younger versions of the same plant. Due to the monster-like nature of these plants, the game master may choose to assign an experience point value for killing them.

Mushrooms, Planar

Growing in patches of thousands, planar mushrooms are small, silver-colored growths that completely dominate the corner of a dungeon or cavern room in which they grow. A typical patch of planar mushrooms covers a 10-foot square area.

Unlike most hazards, planar mushrooms do not cause direct damage to any characters or creatures that come within the mushroom's area of influence. Instead, there is a 15% chance that anyone coming within 10-feet of a patch of planar mushrooms will be automatically transported to a random plane or demiplane – planar mushrooms are a natural, chaotic type of planar gate. Standing in a patch of the mushrooms increases the chance of being transported away to 25%.

Fire destroys a patch of planar mushrooms.

Slime, Arcane

RARITY: Rare

SIZE: Medium

MOVE: 10 ft

ARMOR CLASS: 8

HIT DICE: 4

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS: Causes loss of memorized spells, dispels magic items

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 4/130 + 5/hp

This unusual slime is found in abandoned treasure chambers, libraries, laboratories, or other locations in which magical equipment may be found. Arcane slime is formed when any form of corrosive or acidic slime oozes over any magic item and, in some unknown way, draws in some of the item's power. Arcane slime is usually a dull blue in color, wet, and sticky, and radiates faint magic when a detect magic spell is cast on it. Arcane slime behaves like green slime in that it clings to walls and ceilings and will drop down onto unsuspecting creatures when it senses movement. Arcane slime is particularly drawn to magic items and, when confronted with multiple targets, will drop down on whichever character or creature carries the most powerful source of arcane energy. Magic users are also a preferred target.

An arcane slime that comes into contact with any spellcaster or magic item immediately has an effect on the target. On each round that the slime remains in contact with its chosen target, if the target is a spellcaster, the target loses his highest level unused spell for the next 24-hours or, if the target has no unused spells, suffers 2d4 points of damage. If the target is an item, that item immediately loses all arcane benefits for 2d6 rounds. If a magic item is in contact with arcane slime for more than one round, the item has a 1% (cumulative) chance of becoming non-magical. This chance applies to all magic items carried by the victim that are not protected by glass (e.g., potions).

A *dispel magic* or *remove disease* spell entirely destroys a patch of arcane slime.

An extremely old arcane slime may change over the years into spell slime, and dungeon complexes containing spell slimes might also contain one of these older creatures, possibly the original progenitor of all the arcane slimes in the dungeon.

Slime, Baphomet's Saliva

RARITY: Very Rare

SIZE: Medium

MOVE: 10 ft

ARMOR CLASS: 6

HIT DICE: 3+1

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS:

SPECIAL DEFENSES:

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 100%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 3/85 + 4/hp

Baphomet, lord and master of minotaurs, in fact has no direct connection to this black-colored slime. Those that first encountered the black, sticky substance named the slime for the demon lord after they lost most of their hired men-at-arms to the unholy substance. Curses filled the air that day as what was at first thought to be a dangerous – but avoidable – hazard turned out to be far fouler than any of those in the company could have possibly imagined. At first glance Baphomet's Saliva appears to be an oil of some sort, clinging to surfaces in the affected area.

Baphomet's Saliva, dull black, wet, and sticky, behaves much like green slime. It clings to walls, floors, and ceilings in patches, and reproduces as it consumes organic matter. Like green slime, Baphomet's Saliva drops from walls and ceilings when it detects movement (and possible food) below.

Baphomet's Saliva deals 3d8 points of damage per round as it devours flesh, clinging to the victim like a second skin. Anyone coated with Baphomet's slime must make a saving throw vs. paralysis or panic. A panicked character becomes unable to attack the slime, and flails around with any weapon held in hand, possibly impeding or damaging potential rescuers. One person within range of the weapon (assuming there is one) will be attacked by the slime's unfortunate victim each round, although the attack roll suffers a penalty of -4 to hit. Baphomet's Saliva cannot be scraped off, but must be frozen or cut away from the victim - the slime is immune to flame. The slime sticks so closely to the victim's skin that the victim and the slime will equally divide any damage inflicted to the slime.

In a radius of 60ft, the slime has an odd effect upon divine energy: clerical and druidic spells do not function within this radius, and undead cannot be turned.

Slime, Bone

RARITY: Very Rare

SIZE: Medium

MOVE: 10 ft

ARMOR CLASS: 8

HIT DICE: 5

ATTACKS: See below

DAMAGE: See below

SPECIAL ATTACKS: Acidic slime

SPECIAL DEFENSES: Immune to acid and blunt weapons

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 20%

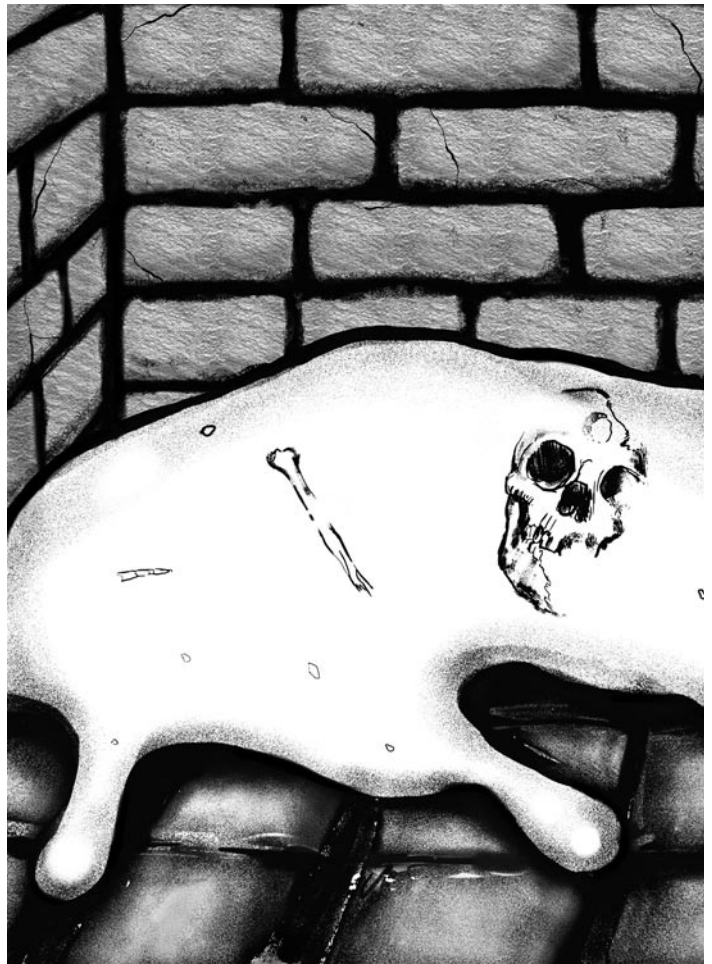
TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 5/225 + 6/hp

When a green slime manages to completely consume the flesh from the bones of a victim the slime typically returns to a nearby wall or ceiling to await its next victim. A patch of bone slime, bone-white in color and speckled with bone fragments,



is formed when a patch of green slime remains on a cavern or dungeon floor, continuing to absorb the remains of a victim long after it has died. Even after the slime has completely broken down and consumed the skeletal remains of its victim it remains on floors, no longer seeking to climb walls.

Any character or creature that comes within 5 ft of a bone slime must make a successful saving throw or be paralyzed for 3d4 rounds. After the first round of contact, a bone slime adheres to its victim, dealing 1d6 points of damage per round while it devours flesh. Bone slime is specifically attuned to organic matter and has no corrosive effect on metal or stone; the hazard dissolves wood, with any wooden items making saving throws against acid damage. A patch of bone slime takes double damage from any cold or fire attack, and also takes double damage from blunt weapons. Edged weapons do not harm a bone slime at all. Bone slimes are immune to acid.

Slime, Leaf

Leaf slime is a plantlike growth found nestled in the tallest branches of trees where it easily blends in.

Leaf slime, like most other slimes, is sticky and wet. Leaf slime consumes any flesh that it comes into contact with, falling in globs from the branches when the tree is disturbed (such as by a climber).

A fall of leaf slime reduces constitution temporarily by 1d2 points per round of exposure while it devours flesh. Constitution is regained at a rate of 1 point per hour. Anything that deals cold or fire damage, or a *remove disease* spell, destroys a patch of leaf slime. Leaf slime has no effect on objects made of metal, stone, or anything of a non-flesh or bone material. Leather items and parchment must make a saving throw vs. acid or be damaged or destroyed. The slime may be shaken off by any character it has dropped upon, by making a roll of a d20 under the character's Strength score. This hazard is similar enough to a monster that the GM may choose to assign an experience point value to killing it, but since it is a substance without hit points, it is listed here without monster stats.

Slime, Necrotic

RARITY: Very Rare

SIZE: Medium

MOVE: 60 ft

ARMOR CLASS: 6

HIT DICE: 6

ATTACKS: 1

DAMAGE: See below

SPECIAL ATTACKS: Level drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 50%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 6/350 + 8/hp

This type of slime is extremely rare and normally encountered in cemeteries and tombs. It is a black, thick sludge, but is capable of moving quite rapidly for its form, flowing across the ground like quicksilver. Necromantic slime seems to form around corpses, and will occasionally be found coating the body and dripping from the extremities of corporeal undead such as a skeleton or zombie.

Necrotic slime behaves much like green slime in that it clings to walls, floors, and ceilings, and drops down to feast when it detects movement.

A necrotic slime drains a level from any victim it successfully hits, unless the victim makes a saving throw vs. poison (+4 bonus to save). Each subsequent round that the slime remains in contact with its victim it automatically deals 2d6 points of damage rather than continuing to drain levels. The slime will not leave a chosen victim until the victim is dead.

If necrotic slime is damaged with an edged weapon, it will divide into two necrotic slimes, each having half the hit points of the original. Both of the smaller slimes have the ability to drain levels.

Slime, Snowfall

This white-colored slime rests beneath a light dusting of snow, waiting patiently for a living creature of character to walk over it. Once a victim nears the center of a patch of snowfall slime – a typical patch is a 10 feet in diameter – the slime strikes, going from a dormant state to its live, heat-absorbing state in fractions of a second.

Anyone caught on an activated patch of snowfall slime suffers 2d4 points of cold damage per round as it drains the heat from the subject. Escaping from a patch of snowfall slime is difficult, as an active slime patch becomes quite slippery – a saving throw vs. breath weapons is required to scramble off the top of a snowfall slime. A failed check leaves the slime's victim prone.

A single snowfall slime has AC 10 and 10 hp.

Slime, Spectral

RARITY: Very Rare

SIZE: Medium

MOVE: 60 ft

ARMOR CLASS: 2

HIT DICE: 5+1

ATTACKS: 1

DAMAGE: See below

SPECIAL ATTACKS: Level drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 50%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 5/225 + 6/hp

This bright blue, almost-translucent slime is sometimes formed when a spectre or ghost is destroyed on a material plane world. A patch of spectral slime



Slime, Spell

RARITY: Very Rare

SIZE: Medium

MOVE: 60 ft

ARMOR CLASS: 2

HIT DICE: 5+1

ATTACKS: 1

DAMAGE: See below

SPECIAL ATTACKS: Level drain

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 50%

TREASURE: None

INTELLIGENCE: Nil

ALIGNMENT: Neutral

LEVEL/X.P.: 5/225 + 6/hp

As arcane slime (see p. 26) ages, it slowly changes, both its color and nature transforming into something far, far more sinister.

Spell slime is bright blue in color, wet, and sticky, and radiates strong magic when a *detect magic* spell is cast on it. Spell slime, just like arcane slime, behaves like green slime in that it clings to walls and ceilings and will drop down onto unsuspecting creatures when it senses movement. If faced with multiple characters or creatures a patch of spell slime will wait to drop on the most powerful spellcaster – spell slime can detect magical strength naturally out to a range of 30 ft. If no spellcasters are available its next choice of victim will be the one with the most powerful magic item. Spell slime will not attack a character or creature that either is not a spellcaster or is not carrying any magic items.

Immediately upon contact with a 5-foot patch of spell slime a spellcaster or magic item must make a saving throw vs. spells. If the save fails, the spellcaster loses all memorized spells, temporarily loses 2d4 points of Intelligence, and suffers 1d6 points of damage; all magic items brought into contact with the slime must make a saving throw (using the same table as the magic user) or be completely drained of power. Spells cast within 30-ft. of a patch of spell slime have no effect.

A *dispel magic* spell successfully cast on a spell slime destroys it utterly.

Lost points of intelligence are regained at a rate of 1 per hour.

radiates an unnatural aura that affects animals that come within 30-feet of the slime; the animals refuse to willingly approach closer to a patch of spectral slime. Like most slimes, a patch of spectral slime clings to walls, floors, and ceilings in patches, reproducing as it consumes victims' levels. The slime drops from walls and ceilings when it detects movement (and possible food) below.

Living creatures that come into contact with a spectral slime lose two levels and an additional level for each additional round that they remain in contact with the spectral slime. The slime does not hit automatically on successive rounds. With each hit, the character is permitted a saving throw vs. spells to prevent the level drain. Unlike necrotic slime, if a spectral slime is killed the lost levels are returned to those who lost them in a wailing maelstrom of air that does 1d4 points of damage to anyone who is regaining levels. Lost levels are regained at a rate of one per hour. A character reduced to level 0 by a spectral slime is killed, but can later be raised from the dead. The character does not later rise as an undead creature as a result of being killed by spectral slime.

Slime, Starfallen

RARITY: Very Rare

SIZE: Medium

MOVE: 40 ft

ARMOR CLASS: 5

HIT DICE: 8

ATTACKS: 1

DAMAGE: See below

SPECIAL ATTACKS: Eats brains

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 40%

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 0%

TREASURE: None

INTELLIGENCE: Semi

ALIGNMENT: Chaotic Neutral

LEVEL/X.P.: 8/900 + 12/hp

Starfallen slime is brought to the world by meteorite impacts from the dark voids beyond the moons, between the very stars. These are places that astrologers choose not to speak of, where the logic and symbols of their craft are defeated by the dark absence of meaning. The slime is black with small silver specks, starfallen slime is difficult to see, surprising opponents on a roll of 1-4 on a d6. It is typically found within or near craters, or in magical laboratories of those who dabble foolishly in things beyond the realm of mortal knowledge. Starfallen slime dies off quickly once it reaches a world; within 1d6+1 days of a meteorite's impact, individual patches of starfallen slime will become tar-like pools, strange and disturbing but not ordinarily harmful.

When starfallen slime comes into contact with a creature it instantly adheres to the creature's body and begins seeping in through pores and making its way to the creature's brain.

The attack of starfallen slime inflicts no physical damage but reduces both intelligence and wisdom by 1d6 points with each successful hit, sucking the victim's brain from the pores and cavities of the head. A separate saving throw vs. spell is made for the loss of wisdom and the loss of intelligence. A character or creature that is reduced to 0 Intelligence or Wisdom by starfallen slime becomes a shambling husk of a person, barely able to act in any useful way. The lost ability points may only be restored by a wish; they cannot be restored by clerical magic.

Slime, Unholy

This foul, evil peril is in most respects exactly like a black pudding. However, unholy slime only seeks to feed upon those of good alignment.

Unholy slime is created through evil rituals and perhaps by spells not widely known in the world. It is not a naturally occurring hazard.



Slime, Winter

RARITY: Rare

SIZE: Medium

MOVE: 10 ft

ARMOR CLASS: 8

HIT DICE: 4+3

ATTACKS: 1

DAMAGE: 1d4

SPECIAL ATTACKS: Paralysis

SPECIAL DEFENSES: Grows from cold damage

MAGIC RESISTANCE: Standard

NO. ENCOUNTERED: 1d6

LAIR PROBABILITY: 0%

TREASURE: None

INTELLIGENCE: None

ALIGNMENT: Neutral

LEVEL/X.P.: 4/130 + 5/hp

Winter slime is a plantlike growth found in cold, underground areas. It is freezing to touch and is a light blue, almost clear, in color. Winter slime adheres to walls, ceilings, and floors, and consumes any organic matter that it comes into contact with. The

slime is a distant relative of numerous other types of slime that inhabit dungeons and underground locations. Like its relatives, winter slime drops from its perch when it detects movement beneath it.

A single patch of winter slime deals 1d4 points of cold damage each round as it consumes flesh and fuses joints with its extreme cold. A successful hit also requires that the victim make a saving throw vs. paralysis or be paralyzed for 1d4 rounds from the intensity of the sudden cold. Cold-based spells cast against a winter slime only strengthen it – the damage done by the slime increases by +1 for every 2 points of damage done to it by magical cold. The slime takes twice normal damage from heat.

Swollen Corpse

This unusual cactus grows in the deepest deserts. A swollen corpse looks very much like the body of a humanoid, even appearing to be dressed in brown, tattered clothing.

When a character or creature passes within 20 feet of a swollen corpse the cactus releases a cloud of poisonous spores that blanket everything within 25 feet. Creatures within the affected area must make a successful saving throw vs. breath weapons or suffer



2d6 points of damage. A character or creature that is killed by this cloud of spores has a 25% chance of being used by the spores as a host for growing a new swollen corpse. It takes 1d6+5 days for a new swollen corpse to grow to maturity.

Once a swollen corpse releases its spores it will return to its deceptive form within 24 hours.

Any type of fire damage inflicted on a swollen corpse instantly destroys the hazard.

Victimweed

This dark green plant, covered in thorns and decorated with numerous small yellow and white flowers, sometimes grows where human sacrifices were conducted. The blood of these victims may give rise to the growth of victimweed, usually in patches of 5ft diameter each.

Anyone moving through or adjacent to a square filled with victimweed disturbs the plant; the victimweed instantly releases a burst of razor-sharp thorns into the air. Characters and creatures within 10-ft. of the affected patch suffer 2d4+2 points of damage from the thorns – a successful saving throw vs. breath weapons reduces the damage to 1d4+1. Additionally, there is a 15% chance when disturbed that the plant's flowers will open up, spewing a cloud of thick dust into the air, instantly leaving all within 20-feet that fail a saving throw vs. poison sickened and blinded for a number of rounds equal to the number of square feet occupied by the plant (normally 3d6).

After releasing its thorns a patch of victimweed requires 3 days before it can grow enough new thorns to be dangerous once again. The chance that the plant will release its dust cloud must be checked each round that it is disturbed. Once it releases its dust cloud a patch of victimweed requires 5 days before it may once again release a dust cloud.

Fire destroys a patch of victimweed, as will 3 points of damage per square foot of the patch. The party should be cautious about this, though; victimweed may in some cases be sacred to the being that received the sacrifices in the first place, and destroying the plants may incur some sort of malign response from a deity or quasi-deity.

Vines, Stumbletrap

An exclusively subterranean plant, stumbletrap vine is a thick, dark green-colored growth that thrives on dim light leaking through cracks, and water that

drips down from the surface. Stumbletrap vine grows quickly, completely covering areas in which it is left unchecked with a mass of twisted, thorn-covered vines that make walking dangerous and running treacherous.

A typical patch of stumbletrap vine covers a 20-foot square area. Any movement through a stumbletrap vine-filled square requires a saving throw against breath weapons at the beginning of each round, with a penalty of -4 to the roll if the character is running. On a failed saving throw, the character trips and falls to the ground, suffering 2d4 points of piercing damage from the plant's thorns. The dragontrap vine lashes out when anyone falls into it, secreting a thick, sticky substance that covers the victim's body - any character covered by this substance suffers a -2 penalty to all die rolls until the substance is washed off.

Other Hazards

Bark Grubs

These diminutive vermin live in the bark of trees and crawl across the ground in natural woodlands. Bark grubs eat wooden objects and also carry a dangerous illness that can kill if it is not quickly cured. Druids have a 50% chance to recognize the presence of bark grubs; characters of other classes may notice signs of the presence, such as termite-like holes in wood, but will not be familiar with bark grubs unless they have been previously encountered. When the grubs have a chance, they begin consuming any wooden objects and instantly penetrate the skin of characters unfortunate enough to be in contact with them. The character will shortly notice movement below the surface of his skin and dust falling from any wooden objects that he is carrying.

Each round thereafter, any wooden items under attack from the bark grubs must make an item saving throw (at +4) against normal fire or be rendered useless.

A character being attacked by bark grubs will suffer 1d4 points of damage per round. Once the grubs have killed a targeted character or creature and consumed all wooden objects in the area, the grubs look for a new host. Rot grubs move only 5ft per round and can sense living flesh and wood within 30-ft. of their position. If bark grubs do not feed on wood or flesh every 96-hours they die.

During the first two rounds of contact with a character or creature, the grubs can be killed by applying fire to the target's skin or by cutting open the affected skin. Either option inflicts 2d6 points of damage to the victim. After the second round, only a *remove disease* spell can save the victim.

A *remove disease* spell cast on any wooden objects infested with bark grubs, no matter how long the grubs have been eating away at the object, instantly destroys the grubs (but does not restore the item).

Gold Beetles

Gold beetles are small, gold-colored insects that - when seen in a group from a distance greater than 10-feet - resemble a small pile of gold coins. Only careful inspection from afar will reveal that the "gold coins" are crawling over each other.

Anyone moving into the area near a typical nest of gold beetles must make a saving throw vs. breath weapon to avoid the creatures as they suddenly swarm, attempting to completely cover the victim's body. The beetles inflict (in total) 1d4 points of damage each round as they bite at the victim's flesh. Any amount of fire damage inflicted on the beetles (which will also, of course, harm the victim) destroys them. They can also be killed by stamping and slapping at them, or attacking them with weapons, but killing a nest in this fashion takes 2d6 rounds, reduced by 1d4 rounds per person engaged in bug-hunting.

Gold beetles live in only the deepest caverns beneath the earth; sunlight blinds them and over one minute of exposure to natural sunlight destroys the nasty bugs.

Owl of Despair

A legendary creature - much like the hound of ill omen - the owl of despair is a shadowy, translucent beast that can only be seen by a character or creature that has recently offended his deity. Spotting or hearing an owl of despair is the foreshadowing of terrible things. An owl of despair is only encountered in the darkest, most dangerous of forests.

The owl emits a piercing, single screech that reverberates through the forest, and even though the owl's target is the only character or creature that can hear the sound, all animals within 1 mile of the owl are disturbed and nervous for 1d4 rounds after the echoes fade. The targeted character or creature is cursed upon hearing the owl's screech

– the next 1d4+1 hits inflicted on the target gain a +6 bonus to damage, and until the curse is lifted by an *atonement* or *remove curse*, the victim cannot be healed magically.

The victim of the owl receives no saving throw to avoid the hoot's effects.

The owl of despair does not vanish after delivering its fell message but follows its target until the curse has ended. At that time there is a 25% chance that the owl will screech again and the process will begin again. The owl will not leave its forest, however, and can be eluded if the character leaves the deep woods where the owl lurks.

There have been whispered tales of entire flocks of such owls descending upon villages that have forsaken their gods.

Worm, Treasure

These 1-inch long white-colored worms, found in groups of 2d4, make their homes within piles of coins that have remained undisturbed for several months. The worms live off of nutrients in the soil and small insects that stumble into their nest and, if not for their ability to eat through flesh, stone, and precious metals, would be more of a nuisance than a danger to adventurers.

The worms, for their small size, are frighteningly defensive of their nest: any character or creature that disturbs a pile of coins infested with treasure worms must make a saving throw vs. breath weapon or else be attacked by dozens of worms. The worms crawl over their target's body, inflicting 1 point of damage each per round until they either slay their victim or they themselves are destroyed. Cold and fire damage kills treasure worms, though someone covered with the worms also suffers damage if a cold or fire attack is used to clean the worms from his body. By stamping and picking away the worms, a single person may kill 1d4 of them per round.

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