

ZAYA'S PROMISE



FROG GOD
GAMES

Where you can be the frog, not the flies!

By STACY
Dellorfano



Swords
& Wizardry

ZAYA'S PROMISE

by Stacy Dellorfano

Dedicated to all the lovely people who never let me give up.

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Zak S., Josh Thompson, Jeremy Whalen...
...and anyone else I might have missed!

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Introduction

This idea has been kicking around in my head for a few years, now. Like most ideas, the execution has varied sharply from the original vision in some ways and has gotten closer to it in others. Personally, I rarely use adventures in my own GMing, so this adventure is my first real foray into ‘what I’d like as an adventure’: a modular adventure that is designed to be picked apart and used elsewhere with a whole lot of reusable material. I want you to have a reason to pick up this book again

and again, and I want to make it so that every time you run Zaya’s Promise, it’s a new experience. Hopefully, I’ve hit both marks. If not, use it to steady that table you have that’s always a little wobbly. I won’t mind.

Enjoy!

– Stacy Dellorfano

How to Use This Book

- **Use it however you want.** Seriously. At its core, this book is a whole lot of tropes related to a really twisted version of childhood that can be played as an adventure. Play it as-is, or chop it up and use it in a game of your own devising.
- **Don’t read the text descriptions aloud word-for-word.** There is no boxed text or read-aloud text in this adventure, just broad stroke descriptions of the rooms to give you an idea of what’s there. Describe them in your own words, and add in your own details.
- Zaya’s Promise was designed specifically for use with *Swords & Wizardry*, but can easily be adapted for use with pretty much any system.
- **You’ll be using the standard set of polyhedral dice plus a d30.** If you don’t have a d30, you can use a d6 and a d10. The d6 determines the ‘tens’ of the number.
- **All monsters are assumed to have a d8 hit die unless specified for some reason.** Or, if you want to make it easier, multiply the number of hit dice by 4. If you want to make it harder, multiply the number of hit dice by 5. Default values for monster hit points are added to each room, but don’t have to be used.
- **This dungeon was originally created for levels 1-4,** edging closer to 4, but, like most OSR dungeons, the dungeon isn’t perfectly balanced. There are plenty of fights that will be over your characters’ heads, so they’ll have to be cunning and crafty.
- **Full monster descriptions are located in the back of the book.** This is so you can come back and reuse the new monster section for your other games without having to sift through the book. Stat blocks are included with each room.
- **Full magic item descriptions are located in the back of the book** for the same reason.

Roll on d6	Read the d10 as...
1-2	0-10
3-4	11-20
5-6	21-30



What's Really Going On

BELOW is a rough timeline of what happened prior to the opening of Zaya's Promise. Decide for yourself what you want the players to know or not know based on how you want to set up the adventure. Generally speaking, when running it as a stand-alone adventure not in a greater campaign, I only tell the players about the past 200 years.

- **An untold time ago:** During the creation of the world, a shred of a soul, a piece of something sentient, was flung into a river instead of a being. There, she raged angrily over her lack of freedom, turning her river confines frothing and dangerous, full of terrible monsters, sudden currents, and thrashing rapids.
- **About 4,000 years ago:** A group of elves settle in the valley with the river. They name the tempestuous river goddess 'Marda', and the valley 'Marda Valley'. The elves live off the rich resources provided in the valley's thick forest, supplementing that with gifts from the river granted by Marda.
- **About 3,500 years ago:** Still seeking freedom from her watery prison, Marda takes advantage of the elves' primitive beliefs and becomes their primary goddess. She exhorts them to scour the world for magic in an effort to find a way to free her.
- **About 3,000 years ago:** The elves finally amass enough magical knowledge and artifacts to perform a ritual that will give Marda a body. The first body is lent by a volunteer. Now, with legs, Marda is free to rule the elves, and the river becomes calm in her absence.
- **About 2,000 years ago:** Marda rules the valley with just as much chaos as she ruled the river. This, combined with ready access to the valley thanks to the now-calm river, eventually leads to the extinction of the valley elves, leaving Marda with no new bodies to claim. She is thrust back into the river, where she bides her time, waiting for more beings to show up who can provide her with freedom.
- **About 1,250 years ago:** Humans settle in the valley, which they name Cross Valley, and their settlement Port Cross. Port Cross becomes an important trading stop for several realms thanks to the river. It remains free of any real danger during the ongoing territorial disputes thanks to its difficulty to reach by land and necessity for trade via the river. Though it changes hands several times as borders change, it's always a peaceful transition.
- **About 1,000 years ago:** A wealthy elven couple in another part of the world bring their dying infant to Cross Valley after discovering a partial ritual in an ancient text once performed there when it was Marda Valley. They bring their child to Marda's altar and perform the ritual not realizing its true goal is to give Marda a body. Marda uses the moment to take over the infant. She takes the lives of both parents to heal the child.

The infant is found by a group of traveling merchants, and taken to Port Cross. There, she is adopted by a pair of local farmers who were unable to have children of their own. They name her 'Zaya', and dote on her constantly.
- **About 989 years ago:** Advances in technology allow for easier crossing of the Never-Reach range. A particularly ambitious noble takes it upon himself to take Port Cross in the name of a competing realm. They arrive at Port Cross to butcher the townspeople, but not a single person from either the town or the invading army makes it out alive.
- **About 988 years ago:** It takes a full year for any help to get to Port Cross. Those who attempt it report monstrous difficulty navigating via land or water. It's as though the entire valley is angry and lashing out. When aid finally arrives at Port Cross, they find the town covered in a thick layer of thorny vines that are nearly impenetrable.
- **About 800 years ago:** Despite several attempts to discover what has happened to Port Cross, the river it sits on, and the valley it inhabits, no one is able to get in, and every expedition mounted takes heavy losses in the attempt. Expeditions end, and the valley is soon forgotten.
- **About 200 years ago:** A sole survivor from a failed expedition into the valley reports forests covered in thick webs, fields that are nothing but crushed bone, a raging river, and a town covered in writhing, thorny vines. They recount an underground network of rooms, each more insane than the last, filled with more treasures than anyone could carry. This kicks off a new round of attempts to get to Port Cross, though no one who goes after the riches returns.

OUTSIDE ENVIRONS

ZAYA'S PROMISE is set in the remains of a trading village once called Port Cross. Port Cross is settled in a valley rimmed with enormous mountains called the Never-Reach Range, the peaks of which are always lost in cloud, even on the clearest, most sunny days in the valley. The way through the peaks is difficult, dangerous, and tedious and it often seems like snowstorms intelligently target traveling parties.

Through the valley snakes the Marda River, named long ago by the elves that inhabited the valley well before the humans of Port Cross. The river is extremely wide and dangerous. It's filled with rapids, large rocks, dangerous currents, and unknown creatures happy to tear flesh from bones. Standard ships won't go anywhere near the valley.

The Lost Wood

These ancient woods are full of enormous trees that have been completely taken over by giant, web-spinning spiders that shoot venomous, zombifying poison. Moving through the forest is difficult thanks to the thick webs that seem to cover absolutely everything.

The only thing to find in the Lost Wood is a single set of ruins – a stone altar that's been partially destroyed and mostly covered in moss, leaves, and webbing inside the partial remains of a stone building. After a thorough search, the only thing to find at the altar are engravings on a partial stone wall depicting what looks like half a ritual. The ritual, which is readable by any class that knows how to use magic, describes the steps involved to prepare a living vessel for some sort of transformation.

While in the Lost Wood, roll on the following encounter table once every 3 turns (30 minutes).

The Lost Wood Random Encounter Table

1d8	Encounter
1-3	Each party member must make a saving throw or become caught up in the webs for 1d4 turns. Additional party members helping to cut out those caught halve the duration.
4	1 Giant Death's Head Spider: HD 6; AC 2[17]; Move 10, Save 11, Attack 1 Bite (3d6); CL/XP 9/1100; Special: Zombification Poison (10% chance / 1d8 days / half time on save).
5	1d10 Giant Zombie Rats: HD 2; AC 7[12]; Move 18, Save 18, Attack 1 Bite (1d4); CL/XP 3/60; Special: Undead, 10% chance to disease (½ healing for 1d20 days).
6	1d8 Giant Zombie Squirrels: HD 4; AC 6[13]; Move 18, Save 13, Attack 1 Bite (1d6), 1 Claw (1d4); CL/XP 6/400; Special: Undead, 5% chance to disease (plague).
7	1 Giant Zombie Crocodile: HD 6; AC 3[16]; Move 9, Save 11, Attack 1 Bite (3d6), 1 Tail (1d6); CL/XP 6/400; Special: Undead (immune to sleep, charm, hold).
8	1 Giant Death's Head Spider Baby Swarm: HD 7; AC 3[16]; Move 20, Save 9, Attack 1 Death by a Thousand Bites (1d8/1d4 split); CL/XP 8/800; Special: Split Swarm.

The Bone Fields

Just outside Port Cross, there were once robust farmlands. Now, this area is entirely barren, consisting of nothing but overgrown homes that are hardly more than a few broken down walls, foundations, and the occasional food cellar. The soil has been replaced with brittle, splintered bones that crunch underfoot and lacerate unprotected feet.

Even though the bones are crushed and washed white with age, there's still an overwhelmingly terrible stench of death that permeates the entire area, and a constant heavy wind wails across the barren landscape.

When walking over the fields, there is a chance of awakening the bone shards. Roll on the encounter table below every 2-3 turns (20-30 minutes), or whenever the party does something that could cause attention or disrupt the shards.

The Bone Fields Random Encounter Table

1d6	Encounter
1	1 Brittle Bone Giant: HD 7; AC 3[16]; Move 10, Save 9, Attack 1 Spiked Fist (1d10), 1 Spiked Bone Club (3d6); CL/XP 8/800; Special: Regenerates 1d4 HP/round.
2	1d4 Brittle Bone Humans: HD 4; AC 5[14]; Move 12, Save 13, Attack 1 Hooked Bone Sword (1d8); CL/XP 5/240; Special: Regenerates 1d4 HP/round.
3	1d6 Brittle Bone Cougars: HD 3; AC 7[12]; Move 20, Save 14, Attack 1 Bone Spur (1d8), 1 Bite (1d6); CL/XP 5/240; Special: Regenerates 1d4 HP/round.
4	Bone Quicksand: The bone shards turn into a thick sand that hinders movement, and will suck party members in if they're not careful (or rescued). Roll to save. A successful save means you can still function, but at ½ speed, and -2 to attack. And unsuccessful save means you're struggling against the bone quicksand, and are unable to move or attack until someone helps you out.
5	1d6 Brittle Bone Orcs: HD 3; AC 5[14]; Move 12, Save 14, Attack 1 Spiked Bone Club (1d6); CL/XP 4/120; Special: Regenerates 1d4 HP/round.
6	1d8 Brittle Bone Goblins: HD 2; AC 5[14]; Move 9, Save 16, Attack 1 Bone Spear (1d6); CL/XP 3/60; Special: Regenerates 1d4 HP/round.

Basement 1: Turnip Farmer

What looks like the foundation and basement walls of a farmstead remain here, making it a welcome shelter from the wind. In the center of the basement, there appear to be remnants of a very old fire ring.

After dark, the ground of the basement turns into Bone Quicksand (see table above for description), and 10 Brittle Bone Humans wielding spears form from the bone shards. They stand around the edges, barring escape.

10 Brittle Bone Humans: **HD** 4 (7, 17, 17, 11, 19, 20, 12, 19, 28, 16); **AC** 5[14]; **Move** 12; **Save** 13; **Attack** 1 Hooked Bone Sword (1d8); **CL/XP** 5/240; **Special:** Regenerates 1d4 HP/round.

Basement 2: Zaya's Farm

Another set of farmstead ruins with only parts of the foundation and the basement walls still standing. The floor of this basement, however, is not made of bone sand.

During the day, there's nothing special about the basement. It serves as a nice refuge from both the wind, and the bone shards. At night, roll twice per watch on the Bone Fields random encounter table, ignoring the quicksand entry unless anyone chooses to sleep outside the basement on the bone sand.

If a campfire is lit in the basement at night, shadows on the walls will repeatedly depict the brutal attack that ultimately slaughtered all the inhabitants at Port Cross, until the campfire dies out or daylight comes.

PORT CROSS: BRAMBLES ENTRANCE

The bone fields end at the outskirts of the city, which is completely gone, covered by a writhing, seething mass of bramble-ridden vines. There appears to be a single way through the brambles – one very inviting-looking path leads to a set of stairs that in turn leads down into darkness.

The brambles will attempt to reach out and grab anyone that passes near them. A successful dexterity check will get a character through the vines without getting snagged. On a failed check, the character will be grabbed by a twisting, writhing bramble that almost seems alive. The vines go after exposed skin, wrapping around extremities to sting with a dose of poisoned barbs. On a successful save versus poison, the brambles don't affect the character. On a failed save, roll on the following table:

Bramble Poison Effects Table

1d10	Effect of Poison				
1	You're overtaken by uncontrollable laughter that comes and goes, but most often at the most inopportune times (like when sneaking). Lasts for 1d4 hours.				
2	You begin hallucinating an animal that follows you around and talks to you. The talking animal sticks around for 1d4 hours, and lies about almost everything.				
	1d4	Animal		1d4	Personality
	1	Dog		1	Snarky
	2	Horse		2	Overly Cheerful
	3	Rat		3	Depressed
	4	Cat		4	Angry
3	For the next 1d4 hours, you can smell magic. It smells like black licorice.				
4	For the next 1d20 minutes, you are paralyzed (successful save cuts the time in half).				

1d10	Effect of Poison	
5	You get aural hallucinations that last 2d6 hours. Periodically, the referee should roll on the table below to see what sounds are hallucinated.	
	1d6	You hear...
	1	<i>The sound of footsteps behind you no matter what direction you're facing for 1d4 minutes.</i>
	2	<i>The sound of something scratching at a nearby wall, like it's trying to get out. The sound follows you for 1d4 minutes, scratching at walls, the floor, or the ceiling.</i>
	3	<i>A small child singing a lullabye in a language you don't recognize. The child sings through the lullabye once, then giggles and fades away.</i>
	4	<i>The sound of fluttering wings, like a bird has taken flight nearby.</i>
	5	<i>A scraping sound, like something being dragged across a stone surface. If the sound is followed, it will take you out of view of the party. When you're alone, you'll head a bloodcurdling scream that seems to come from everywhere at once.</i>
	6	<i>A persistent dripping sound that lasts for 10 + 1d10 minutes.</i>
6	You begin crying uncontrollably for the next 10 x 1d20 minutes. This puts all actions at a -2 penalty and makes any sort of sneaking impossible.	
7	Your skin changes to a different color for the next 1d4 hours.	
	1d6	Color
	1	Teal
	2	Crimson
	3	Salmon
	4	Periwinkle
	5	Chartreuse
	6	Transparent
8	For the next 1d8 hours, you periodically experience olfactory hallucinations. Referee may decide what they are, or:	
	1d6	You smell...
	1	<i>Rotting garbage.</i>
	2	<i>Fresh baked bread.</i>
	3	<i>Cinnamon.</i>
	4	<i>Death.</i>
	5	<i>Fire and brimstone.</i>
	6	<i>Gingerbread cookies.</i>
9	You end up with an impossibly itchy rash covering your skin. It spreads the more you scratch. For 1d20 minutes, before each combat round make a save or suffer a -2 penalty to attack.	
10	For the next 2d10 minutes, you entirely lose your sense of smell.	

PORT CROSS: SHIPWRECK ENTRANCE

The second entrance to Zaya's Promise is through a shipwreck only accessible from the water. The wreck is more recent than the loss of the city, though it's been there long enough there's little to identify the ship or the reason it ended up wrecked. The ship is half-covered in brambles, but there is a tunnel-like entrance through a large hole in the ship's hold just below the water line.

Inside the hold, the air is moldy, mildewy, fetid, and dark once you get past the first few feet near the opening. The entrance to the lair can be found at the far end of the ship, near the prow. The way through the cargo hold is covered in about two feet of water and scattered piles of debris along with plenty of debris floating in the water.

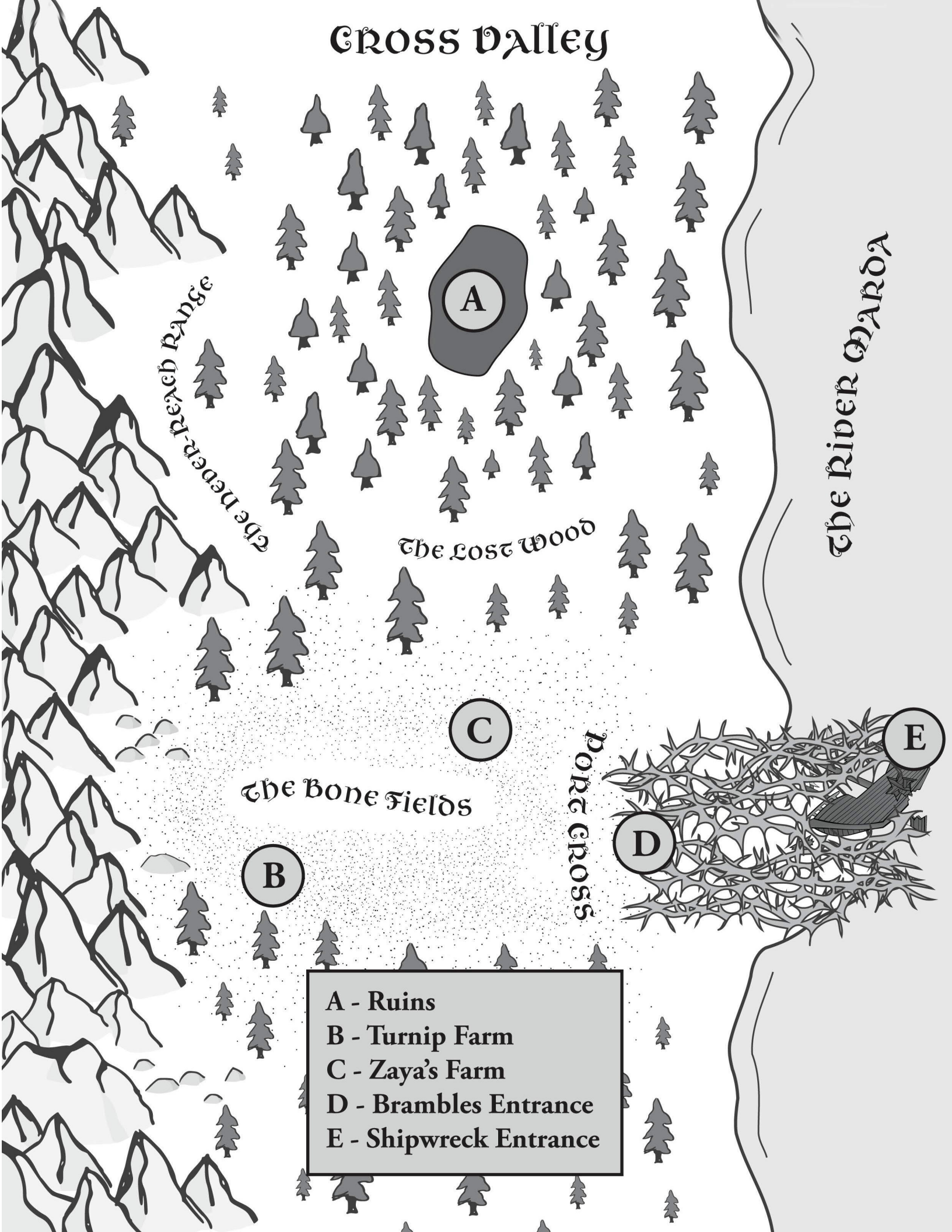
It will take 3 turns (30 minutes) to get through the wreck. Roll on the following encounter table once each turn as the party picks their way through the debris and wreckage.

Shipwreck Entrance Random Encounter Table

1d6	Encounter
1	2d8 Pirate Skeletons: HD 2; AC 7[12]; Move 10, Save 16, Attack 1 Rusty Sword (1d6); CL/XP 3/60; Special: Undead (immune to sleep, charm, hold).
2	1d8 Pirate Skeletons: HD 2; AC 7[12]; Move 10, Save 16, Attack 1 Rusty Sword (1d6); CL/XP 3/60; Special: Undead (immune to sleep, charm, hold).
3	1d4 Pirate Ghosts: HD 4; AC 3[16]; Move 12, Save 13, Attack 1 Cold Finger (1d6), 1 Psychic Wail (1d8, 10' radius); CL/XP 8/800; Special: Undead (immune to sleep, charm, hold), requires magical weapon, freezes limbs.
4	1d10 Drowned Townspeople: HD 2; AC 9[10]; Move 12, Save 16, Attack 1 Slap/Punch (1d4); CL/XP 2/30.
5	The ship's hull shifts in the river and begins to take on water from the massive hole in its side. In 4+1d4 rounds, the ship will sink. If there are still party members trapped in the ship when it sinks, they must make a save or drown.
6	1 Giant Crocodile: HD 6; AC 3[16]; Move 9 (Swim 12), Save 11, Attack 1 Slap/Punch (1d4); CL/XP 6/400.



CROSS VALLEY



The Mearls Reach Range

The Lost Wood

The River Marda

The Bone Fields

Port Cross

B

C

D

E

- A - Ruins
- B - Turnip Farm
- C - Zaya's Farm
- D - Brambles Entrance
- E - Shipwreck Entrance

Inside ZAYA'S LAIR

The Quest (Saving Zaya)

IN the panic during the attack on her town, Zaya used Marda's magic to destroy the invading army, though she also destroyed the town in the process. As a form of defense, she encased herself in a thick, crystal-like shield that's placed her in stasis. This has infuriated Marda, who can not completely take over Zaya's body until she is an adult.

Zaya believes she is asleep and dreaming, having a particularly long and wicked nightmare. In reality, she's using Marda's magic to make the dreams she's having come to life. In order for her to be released from stasis, she needs to have an artifact returned to her in one piece. Which artifact that is depends on how long you want the adventure to run.

Once the party has gathered all the parts to the artifact, no matter what door they choose to go through, they'll end up in Room #21, Zaya's Holding Room (pg. 21), where placing the artifact in Zaya's outstretched hand will break the spell, and free Zaya.

Here's what happens when Zaya is freed:

- The river calms to a state that is usable by boats again.
- The mountains leading into the valley cease with their constant storms.
- The brittle bones in the bone fields stop animating.
- The underground fortress Zaya created using Marda's magic remains, but everything in it turns to dust save for the adventurers and their immediate possessions.
- What's left behind are excavated underground rooms with bare rock walls and dirt floors.

There are consequences to this:

- Zaya is an 11-year-old orphan who needs someone to take care of her. The good news is that the journey to anywhere that would have an orphanage is a lot easier. The bad news is they'll still have to bring a child on a hard journey.
- Zaya is also a girl with a malevolent (or at least irresponsible) god-like creature inhabiting her, waiting for her to become an adult so she can take over the body. The party may or may not know this depending on whether or not they investigated the mystery surrounding Zaya's creation. In a longer campaign, you can use this as a plot point later on.

Random Quest Item Tables

When a room is searched, roll on the table below to see which special quest item the room contains. Once a quest item has been looted, it can't be rolled again, so cross it off the list. If the same number is rolled for another room, use your best judgment and either have that room contain no special item, or roll again.

There are three versions of the quest item table; choose the one that most suits the amount of time you want the adventure to run.

3 Items – d4 Table – Short Game

Completed Artifact: A Child's Quilted Blanket. The top side of the blanket is made of a rich, red satin-like cloth that shimmers in the light, while the underside is made of a soft, felted fabric similar to wool that's been dyed blue.

1d4	Item
1	A rectangular blanket edge. It's hemmed on three sides, but torn on the fourth.
2	The blanket's middle. It's hemmed on the top and bottom, but torn on both sides.
3	A rectangular blanket edge. It's hemmed on three sides, but torn on the fourth.
4	Secret Decoder Ring of Protection (+1 AC)

5 Items – D8 Table – Medium Game

Completed Artifact: A Velvet Bunny. Lovingly stitched together by hand in royal purple velvet with two red buttons as eyes, and a nose and mouth stitched with golden thread.

1d8	Item
1	The head and torso of what looks like a child's doll – a bunny, based on the ears.
2	The purple, velvet right arm of a child's doll.
3	The purple, velvet left arm of a child's doll.
4	The purple, velvet left leg of a child's doll.
5	The purple, velvet right leg of a child's doll.
6	Secret Decoder Ring of Protection (+1 AC)
7	Secret Decoder Ring of Assault (+1 Attack)
8	Secret Decoder Ring (no bonuses)

8 Items – D12 Table – Long Game

Completed Artifact: Rag Doll Annah. Annah is a lovingly-made rag doll created using several bits of fabric all stitched together. She has cat's eye button eyes, and a smile stitched onto her face with black thread. Her head is a mess of red yarn held back with a red and white spotted bow that matches her dress and red shoes.

1d12	Item
1	A red and white spotted dress sized to fit either a teeny tiny person or a doll.
2	The head of a lovingly-made ragdoll.
3	The right arm of a ragdoll.
4	The left arm of a ragdoll.
5	The right leg of a ragdoll.
6	The left leg of a ragdoll.
7	The torso of a ragdoll.
8	A pair of black shoes fit for a tiny human or a doll.
9	Secret Decoder Ring (no bonuses)
10	Secret Decoder Ring (+1 AC)
11	Secret Decoder Ring (+1 Attack)
12	Secret Decoder Ring (+1 Hit)

ZAYA'S DREAMSCAPE

Zaya's domain is entirely the dreamscape of an 11-year-old elven girl who's been trapped in stasis for hundreds of years. When the party first enters the dungeon, they'll feel like they've stepped between worlds because they have. Once in the dungeon, the party is inside Zaya's dreamscape, where the rules are all made up by her, and what's "real" or not is entirely questionable. She is always aware of what's going on in her lair, and always spying on the party.

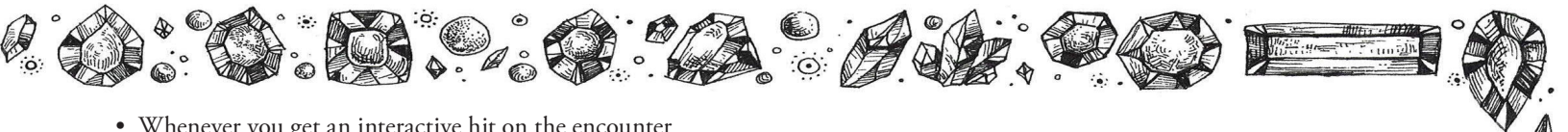
Play Zaya like an NPC. She's brave, curious, clever, and loves to play. She's completely unaware that any of her playing could or has hurt anyone. To her, everything in her domain is completely make-believe, including the PCs.

Zaya's Moods

Zaya's main goal is to wake up. Anything that alters that goal has a chance of changing her mood. Use the table below to determine what happens in the dungeon dependant on Zaya's mood. Either choose her mood randomly with a die roll (d20), or have her respond as she might to the actions of the players. For example, a player who does or says something that makes her believe they won't release her from the crystal might cause a mood shift to 'Threatened'.

Zaya's mood should change periodically even if the group does nothing to alter her goal. How often her mood changes is left up to the referee, but here are some guidelines:





- Whenever you get an interactive hit on the encounter table – after the encounter.
- Whenever the group seems to get ‘stuck’ on her current mood, and has trouble progressing in the dungeon.
- Anytime the party does something that takes her closer to or further away from her goal of being released.
- Whenever the party stops in one place for an extended period of time.

Zaya’s Moods Table

1d20	Mood	Environmental Response										
1	Happy	All encounters in the dungeon become non-aggressive until Zaya’s mood changes. Monsters won’t attack on sight, but they’ll still attack if the party attacks them first or threatens their environment.										
2	Excited	She’s so excited the party’s there, she has a habit of triggering events early. Whatever triggerable events available in the room start automatically. Robots fight each other, hippos have their pearls released, the octopus is already alive, etc.										
3	Frightened	Zaya is afraid of the party or something else. Her presence withdraws entirely, but roll twice as often on the random encounters table until her mood changes.										
4	Depressed	As Zaya cries in her crystal prison, rain clouds form in all the rooms in the dungeon, and a medium downpour persists, causing a -2 penalty to all actions until Zaya’s mood changes and the rain stops.										
5	Frustrated	When in combat, once per round Zaya flings a random item in the room at a party member, doing damage equivalent to the size of the item being thrown (Sm. 1d4, Med. 1d6, Lg. 1d8) – or if the item happens to be a weapon, doing weapon damage. Characters can dodge by making a save, but can only do so at the expense of their turn this round.										
6	Lonely	Roll on the random encounter table twice as often. Zaya’s making some new playmates.										
7	Curious	Every time you roll on the encounter table for an encounter, choose a random player and remove something random from their inventory. Zaya will keep it for 2d6 rounds before returning it.										
8	Bored	Zaya’s become bored, and will periodically act out in differen ways: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>1d4</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>“Curious” effect.</td> </tr> <tr> <td>2</td> <td>“Frustrated” effect for each random encounter roll rather than during combat.</td> </tr> <tr> <td>3</td> <td>“Selfish” effect.</td> </tr> <tr> <td>4</td> <td>“Playful” effect.</td> </tr> </tbody> </table>	1d4	Effect	1	“Curious” effect.	2	“Frustrated” effect for each random encounter roll rather than during combat.	3	“Selfish” effect.	4	“Playful” effect.
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1	“Curious” effect.											
2	“Frustrated” effect for each random encounter roll rather than during combat.											
3	“Selfish” effect.											
4	“Playful” effect.											
9	Threatened	Add 1d4 additional monsters to each monster type in every encounter as Zaya beefs up her defenses.										

1d20	Mood	Environmental Response														
10	Content	No changes to the dungeon. Any other effects caused by other moods immediately dissipate.														
11	Angry	All encounters in the dungeon that were once non-aggressive become aggressive.														
12	Hopeful	Zaya makes the way easier. All characters get +1 to their hits, damage, and saves for the next hour. For this hour, don’t roll on the random encounter table.														
13	Playful	Zaya will participate in any and all games being played in any of the rooms that have game-like traps and special events.														
14	Tired	As Zaya gets drowsy, so does everything in her domain. A fine mist fills the area, causing everyone who fails a save to fall asleep for 1d6 hours. The mist persists for fifteen minutes, requiring a save at the beginning or end.														
15	Hungry	It’s irrelevant because she can’t eat the food, but Zaya takes 1d6 random pieces of food from a random member of the party. After an hour, roll on this table again (she’ll no longer be hungry).														
16	Devious	All traps no longer require a trigger to activate. When the party gets close to a trap, Zaya will activate it on her own.														
17	Selfish	Zaya wants to keep all prizes for herself. Anytime anyone picks up something in the dungeon and puts it in their pack, it will disappear from said pack and reappear back where they found it. Anything picked up prior to this mood can be kept. There’s a 20% chance she’ll return the item to the character’s pack once her mood shifts away from ‘Selfish’.														
18	Rude	Zaya starts acting very rude. Once a turn, roll on the below table until Zaya’s mood changes: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>1d6</th> <th>Behaviour</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Something in the room farts loudly. It stinks.</td> </tr> <tr> <td>2</td> <td>Pick a random character. They get slapped by a ghostly hand for no damage.</td> </tr> <tr> <td>3</td> <td>Every time someone speaks, Zaya interrupts them in some way – by speaking herself, or by creating other loud noises.</td> </tr> <tr> <td>4</td> <td>From nowhere, the party is startled by the sudden loud and blood-curdling sound of a child screaming.</td> </tr> <tr> <td>5</td> <td>Same effect as “Selfish”.</td> </tr> <tr> <td>6</td> <td>Same effect as “Sarcastic”.</td> </tr> </tbody> </table>	1d6	Behaviour	1	Something in the room farts loudly. It stinks.	2	Pick a random character. They get slapped by a ghostly hand for no damage.	3	Every time someone speaks, Zaya interrupts them in some way – by speaking herself, or by creating other loud noises.	4	From nowhere, the party is startled by the sudden loud and blood-curdling sound of a child screaming.	5	Same effect as “Selfish”.	6	Same effect as “Sarcastic”.
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5	Same effect as “Selfish”.															
6	Same effect as “Sarcastic”.															
19	Contrary	Every being in the dungeon becomes contrary, saying and doing exactly the opposite of what they intended.														
20	Sarcastic	Every monster in the dungeon that can talk is suddenly super sarcastic.														



Random Encounters

There's no specific interval to roll on the random encounter table. Use it as you see fit. Below are some guideline examples of good times to roll:

- Whenever the group stops in one place for a long period of time.
- Whenever the group does something that makes a whole lot of noise, thus gaining them the attention of Zaya or whatever's wandering around.
- When the party is resting, once per watch. Depending on how long of a dungeon you create, they'll likely need some time to rest and recuperate to regain spells and one not. Ask the players how many watches they'll set up, and who's keeping watch in what order, then roll once for each watch.
- Whenever the party thoroughly searches a room.



Random Encounters Table

1d12	Encounter														
1	1d6 Beam Doggies: HD 5; AC 4[15]; Move 16; Save 13; Attack 1 Bite (1d6); CL/XP 5/240; Special: Invisibility, Teleportation.														
2	2d6 Undead Buskers: HD 5; AC 3[16]; Move 12; Save 14; Attack 1 Tentacle Grab (1d6), 1 Slap (1d4); CL/XP 4/120; Special: Undead (immune to sleep, charm, hold).														
3	1 Lost Giant Crocodile: HD 6; AC 3[16]; Move 9 (Swim 12); Save 11; Attack 1 Bite (1d6); CL/XP 6/400.														
4	3 Pixies: HD 3; AC 3[16]; Move 8 (Flying 20); Save 14; Attack 1 Bow (1d6), 1 Sword (1d6); CL/XP 4/120; Special: Flying. 1 Lion Mount: HD 3; AC 7[12]; Move 12; Save 12; Attack 2 Claws (1d4), 1 Bite (1d8); CL/XP 5/240.														
5	Mud Tavern Keep (delivering some food): HD 3; AC 9[10]; Move 8; Save 14; Attack 1 Throw Mud (1d6), 1 Punch (1d6); CL/XP 4/120; Special: Suffocate (1d8/round)														
6	Clockwork Sentry: HD 5; AC 3[16]; Move 14; Save 12; Attack 1 Longsword (1d8); CL/XP 5/240.														
7	Wandering Gang of 3d4 Wailing Homunculi: HD 3; AC 8[11]; Move 16; Save 14; Attack 1 Acid Vomit (1d8); CL/XP 3/60; Special: Cowardice roll.														
8	The haunting sound of a little girl giggling can be heard throughout the area. It echoes off walls and ceilings, and seems to come from everywhere at once.														
9	Handirat Repair Crew (4): HD 2; AC 7[12]; Move 18; Save 18; Attack 1 Bite (1d4); CL/XP 3/60; Special: Chance to disease (½ healing for 1d20 days).														
10	Zaya changes the rules: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>1d6</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Tea party: Disregard how each room describes what monsters in the room are doing. Instead, the monsters are all seated around a table laid out with a full setting for tea – child-sized.</td> </tr> <tr> <td>2</td> <td>Hide & Seek: Whatever monsters are in the room are hiding when the party enters. Possibly badly.</td> </tr> <tr> <td>3</td> <td>Hopscotch: All the doors in the room or hallway lock. The only way to get through them is to play a game of hopscotch. To unlock the door, one character needs to make 8 consecutive dexterity checks. Picking the lock won't work; neither will brute force.</td> </tr> <tr> <td>4</td> <td>Nap Time: Everyone in the group must make a save or instantly take a nap wherever they are for 2d20 minutes.</td> </tr> <tr> <td>5</td> <td>Portal Shuffle: All the portals in the dungeon shuffle prematurely. Reroll all the portals on the referee's table.</td> </tr> <tr> <td>6</td> <td>Anti-Gravity: Gravity stops making senses for sentient/animate beings only. Furniture and items stay on the ground, but people and monsters have to swim through the air for the next 2d20 minutes, incurring a -2 penalty to anything that requires movement.</td> </tr> </tbody> </table>	1d6	Effect	1	Tea party: Disregard how each room describes what monsters in the room are doing. Instead, the monsters are all seated around a table laid out with a full setting for tea – child-sized.	2	Hide & Seek: Whatever monsters are in the room are hiding when the party enters. Possibly badly.	3	Hopscotch: All the doors in the room or hallway lock. The only way to get through them is to play a game of hopscotch. To unlock the door, one character needs to make 8 consecutive dexterity checks. Picking the lock won't work; neither will brute force.	4	Nap Time: Everyone in the group must make a save or instantly take a nap wherever they are for 2d20 minutes.	5	Portal Shuffle: All the portals in the dungeon shuffle prematurely. Reroll all the portals on the referee's table.	6	Anti-Gravity: Gravity stops making senses for sentient/animate beings only. Furniture and items stay on the ground, but people and monsters have to swim through the air for the next 2d20 minutes, incurring a -2 penalty to anything that requires movement.
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11	At the next convenient pause in the action, the room fills up with the ghostly scene of the attack on Port Cross that caused Zaya to go into her crystal cage. The scene is a slaughter as the invading army cuts through townspeople and militia alike.														
12	No encounter.														

TRAVERSING THE DUNGEON

Zaya's Promise is a dreamscape that alters itself when it isn't observed, making traveling between rooms an inconsistent experience. There are two main modes of travel: Walking and Teleportation. Of the two, teleportation is mildly more consistent.

When arriving by land, start in Hallway 1 (pg. 22). When arriving by sea, start in Hallway 4 (pg. 22).

By Walking

The most common way to get around Zaya's Promise is by walking – a mode of transportation that isn't as reliable as it sounds. Zaya's lair has no default setup, and no fixed map. The exits and entrance change any time someone walks through a doorway into a room that doesn't contain any other party members.

When any portion of the party crosses the threshold of one room into another, roll on the table below to determine which room or hallway they enter. The dreamscape only alters itself when it isn't being directly observed by something outside the dreamscape, so it's quite possible to have party members stay in a room to 'hold' its position in the dungeon.

Rooms do not reset. If the party enters a room they've already been in, it should be in the same state it was when they last left that room.

To determine which exit the party members come through, roll the die corresponding to the doors shown on the table. Use the table below to determine if an approached door is locked, trapped, or both.

Door Status Table

1d6	The door is...		
1	Locked.		
2	Unlocked.		
3	Locked (barred from the other side, can't be picked).		
4	Locked and trapped. The trigger is always on the door's handle:		
		1d4	If the trap is triggered...
		1	The handle becomes super-heated, doing 1d4 damage.
		2	A poisoned needle pops out of the handle, stabbing you in the palm. Save or become paralyzed for the next 1d6 x 10 minutes.
		3	Blades pop out of the door, causing 1d6 damage (half on save).
4	The handle of the door turns into a funnel that fires out a cone of ice, causing 1d6 damage and freezing you in place for 1d6 minutes (half damage and duration on save).		
5	Unlocked.		
6	Unlocked, but stuck shut.		

Room Traversal Table

#	Room
1	The Art Gallery
2	The Tapestry Room
3	Beam Doggy Kennels
4	Broken Toy Storage
5	Puppet Theater
6	Unicorn Glen
7	Room of Mirrors
8	Undead Ball
9	Mud Tavern
10	Sheet Fort Market
11	Armory
12	Baths
13	Hippo Pool
14	Aquarium
15	Vault
16	Library
17	Candy Land
18	Polar Bear Throne Room
19	Zaya's Bedroom
20	Mermaid Chapel
21	Hallway 1
22	Hallway 2
23	Hallway 3
24	Hallway 4
25	Empty room*
26	Empty room*
27	Empty room*
28	Empty room*
29	Empty room*
30	Empty room*

* Empty rooms are rooms that are incomplete ideas in Zaya's dream. They're good places to take a rest, and contain no monsters or traps. Describe them however you see fit.

By Teleportation Portal

The denizens of the dungeon get around using specialized teleportation portals that occasionally fall into disrepair and start malfunctioning. A malfunctioning portal turns into a deadly trap, so it's in the best interest of all the dungeon's denizens to keep the portals functioning properly. This is a job the Handirats have evolved to do well in particular, but most sentient creatures within the dungeon also know how to fix the portals.

Teleportation portal locations change once per day, as does their broken/unbroken status. Roll for their locations and status once at the beginning of the game, then every time a day passes or the party stops to take a long rest. Use the Referee Dungeon Status form in Appendix F (pg. 32) to keep track.

There are six portals in the dungeon, often in the shape of other framed items. Each portal has a small device at the top of the frame containing gems, gears, and cogs. A metal plate attached to the device spells out a word in symbols. The word can only be decoded with a Decoder Ring. Assuming the portal is in working order, activating it is as simple as saying the magic word.

Teleportation Portal Locations and Magic Words Table

Location	Magic Word
Room #1: Art Gallery	Petrichor
Room #2: Tapestry Room	Solander
Room #2: Tapestry Room	Mim
Room #2: Tapestry Room	Anguilliform
Room #7: Room of Mirrors	Humdudgeon
Room #7: Room of Mirrors	Paraph

Each portal requires the following to function:

- 1 Red Gem
- 1 Green Gem
- 2 Gears
- 2 Cogs

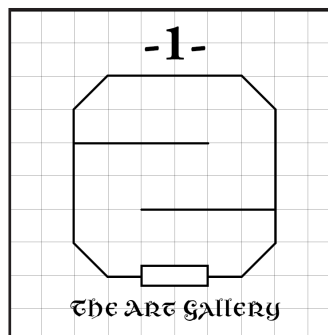
Missing or broken parts will cause the portal to malfunction, acting instead as a trap (as detailed in the room description). To fix a portal, the broken part needs to be replaced. If the party is on good terms with the Handirats, they'll be happy to trade out parts. Otherwise, parts can be found in the treasure of some rooms. When rolling teleporter locations, there's a 1-in-4 chance that teleporter is broken. If it is, roll on the table below to see which part is broken or missing.

Missing Parts Table

1d6	Missing Part
1	Red gem
2	Green gem
3	Gear
4	Gear
5	Cog
6	Cog

Dungeon Rooms

Room #1 – The Art Gallery



An opulent art gallery soars into the stone above by at least thirty feet. The walls are covered in artwork of all shapes and sizes, each framed ornately. Most of the artwork looks to have been created by an untrained child, however. Among the cruder paintings, there are a few of higher quality, showing Zaya as a

young girl enjoying some of her favorite pastimes: playing with her many pets, reading books to her stuffed animals and dolls, and dancing at a ball.

The Handirats are here to inspect or (if it's broken) repair the painting / teleportation portal. They aren't instantaneously aggressive, though they'll be considerably unhappy and put on edge if the door is broken down. They will defend their own, but are more keen on disappearing into rat-sized holes should violence break out. They're happy to trade any sort of parts for any sort of other parts they have available in their tool pouches.

Special Features

In the center of the room, there's an 8' wide, 12' tall painting resting on an easel. This is a teleportation portal. The painted picture will be a view of the room the teleportation portal leads to, save for some modifications that make it a more stylized painting. The decoded magic word for this teleportation portal is 'Petrichor'.

When broken, the teleportation portal turns into a trap. If anyone approaches and touches the painting or tries to walk through it, the paint flows off the canvas, forming a film that causes suffocation for 1d6 points of damage per round. This will continue until the character is dead, or they're pulled at least 10' away from the painting.

Painting Styles Table

1d4	Painting Style
1	Realism
2	Impressionism
3	Cubism
4	Childlike

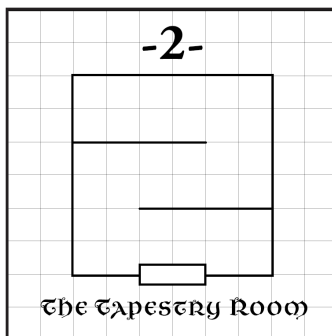
Monsters

6 Handirats: **HD** 2 (10, 11, 16, 4, 7, 4); **AC** 7[12]; **Move** 18; **Save** 18; **Attack** 1 Bite (1d4); **CL/XP** 3/60; **Special:** Chance to disease (½ healing for 1d20 days).

Treasure

- In a padded bench along the north wall: An abacus made of some kind of animal tusk (40gp).
- In a padded bench along the south wall: 240gp, a copper chain (3g), and a pewter ring inlaid with copper leaves, sized to fit a child's finger (50gp).

Room #2 – Tapestry Room



This room is thirty feet tall, with walls covered in ornate tapestries. Most of the tapestries are animated displays of life in Port Cross prior to its destruction. The largest tapestry in the room takes up the entirety of the north wall and plays the horrid destruction of the town on a constant loop. It starts with the townspeople

enjoying a spring festival in the town center, and ends with an invading army slaughtering every man, woman, and child, down to the last.

The six rainbow-colored pegasi in the room are lounging about, waiting for the portals to change. They've been separated from their unicorn companion, who's located in the Unicorn Glen (Room #6). If the Unicorn Glen was already the destination of one of the tapestry room teleportation portals, the party enters just as the pegasi are leaving, and may even witness them using the teleportation portal.

The pegasi are snobby, lazy, and uninterested in doing anything that doesn't involve frolicking in a meadow. They are anxious to get back to their unicorn friend, but don't want to leave the room and risk ending up in another place in the dungeon without a teleportation portal. If the party can get them talking (remember, they're snobs), they'll be happy to explain all about the portal, and they'll be extremely grateful if the party can help them get back to the Unicorn Glen.

Special Features

Three of the tapestries are teleportation portals. They show the images of the room they're attuned to, completely animated (if there's anything moving in the room).

The magic words for these portals once decoded are 'Solander', 'Mim', and 'Anguilliform'.

If broken, the tapestry portals show a shifting grey and black pixelated background. Attempting to use a broken tapestry portal causes the tapestry itself to lash out, spitting yarn out to wrap around the neck of whoever attempted to use the portal, and suck them in (or strangle them). A save dodges the attack, otherwise the victim will need to be cut out within 1d4 rounds or strangle to death.

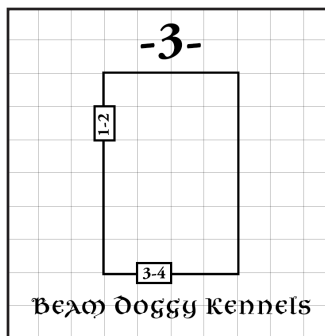
Monsters

6 Rainbow Pegasus: **HD** 2+2 (12, 8, 9, 14, 10, 18); **AC** 6[13]; **Move** 24/48 (flying); **Save** 13; **Attack** 2 Hooves (1d8); **CL/XP** 4/120.

Treasure

- Worn by the red pegasus: Ornate gold and sapphire reins (900gp).
- Worn by the orange pegasus: Ornate platinum and emerald saddle (1,000gp).
- In a grate sunk into the floor: Scroll: Confusion, Scroll: Reincarnation, 360gp

Room #3 – Beam Doggy Kennels



This room is barely lit by one bowl of fire hanging from the ceiling. The floors and walls are composed of shiny obsidian, and the floor is ever-so-slightly slanted from the outsides towards the middle, where there is a drainage grate. There are several piles of hay scattered around the room and a few bones of large mammals that

have been chewed on (there's a 1 in 6 chance part of a dead adventurer is among the bones). The whole room smells strongly of wet dog.

This is where the dogs live. When the party enters, the dogs in the room will be invisible, hiding in corners and against walls so they can warily watch. Once they determine the party's intentions, they'll make themselves visible and Gaspard, the lead dog, will approach.

All Beam Doggies are sentient and can talk. They are intelligent, but have simple motivations, seeking comfort, affection, a job to do, and food. They are cautious, wary, and defensive of their guardian and goddess, Zaya, but they aren't aggressive unless they're attacked or Zaya feels threatened. The dogs are always grateful for fresh meat, and may be convinced to give up Gaspard's bejeweled collar for enough of it.

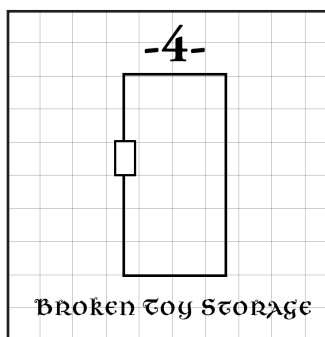
Monsters

6 Beam Doggies: **HD** 5 (18, 13, 25, 18, 29, 28); **AC** 4[15]; **Move** 16; **Save** 13; **Attack** 1 Bite (1d6); **CL/XP** 5/240; **Special:** Invisibility, Teleportation.

Treasure

- On Gaspard: A platinum collar with embedded sapphires (1,000gp).

Room #4 – Broken Toy Storage



This simple, unlit, brick room has a dirt floor cluttered with piles of broken toys. The 30' tall walls are lined with shelves, all of which contain even more broken toys. Beyond climbing, there's no obvious way to get up to the higher shelves. Each toy is broken in a different way. Some of them are unusable and unrecognizable, while others

have been altered in some way displeasing to the child who owned them. It may be possible to find something useful or valuable here, but it would take a thorough search of at least 20 minutes.

Treasure

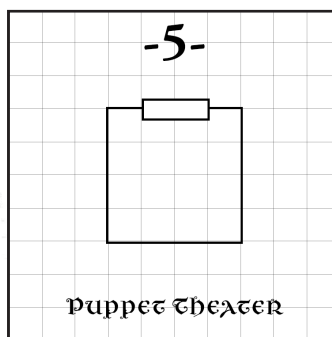
Each attempt to search the toy piles takes one turn (ten minutes), and triggers a roll on the Random Encounter Table (pg. 11). This represents the entire party searching, and grants one roll on the Broken Toys table.

Broken Toys Table

1d30	Toy Found
1	A rag doll missing its head.
2	A quarter deck of playing cards.
3	A broken boomerang.
4	A jigsaw puzzle clearly missing several pieces.
5	A pull-toy dog missing one wheel, its right eye, and its left ear.
6	A half-knitted pair of socks (like leg warmers)* (+2 AC, generates warmth).
7	A broken yo-yo.
8	Animal Pull Toy*
9	A tangled marionette of a noble with most of its clothes gone.
10	An empty rattle.
11	A large ball of string.
12	Bone Rattle*
13	A pirate ship with all the masts broken off.
14	A broken jack-in-the-box.
15	A well-chewed ball.
16	Potion of Extra Healing*
17	A rag doll missing its right arm and head.
18	A wagon missing its handle and back set of wheels.
19	A discarded pencil, shaved down to just a nub.
20	Porcelain Doll* (physically damaged but magically intact).
21	A set of jacks, but no ball to go with them. (Can be used as caltrops that cause 1d4 damage).
22	A chess set missing about half its pieces.
23	A collection of skipping ropes, all tangled up.
24	A board game missing most of its pieces.
25	A headless rag doll.
26	A deflated ball.
27	Potion of Healing*
28	A mangled slinky.
29	A wooden sword, broken in half.
30	720gp

* These are Magic Items (see Appendix C, pg. 28).

Room #5 – Puppet Theater



This is a comfortable room with plaster walls and tile floors. Warm lamps affixed to the walls add a soft light. The room is chiefly occupied by a large stage that has been set up to be an elaborate theater for puppetry. Set in front of the stage are three rows of child-sized chairs – all presently empty, even though there

appears to be a puppet show currently in progress. Whoever is manipulating the puppets can not be seen.

The Undead Puppeteer has been without an audience (save Zaya's unseen presence) for a very long time. He has two problems he needs to solve. First, he is very lonely. No one ever seems to come to his puppet shows. He suspects they'd all rather be dancing in the ballroom, instead. Second, he needs to feed on living flesh in order to survive, and he hasn't had a meal in quite some time. These two desires – to entertain someone, and to eat them – constantly battle one another in the puppeteer's brain.

He won't show himself unless someone comes behind the curtain, instead following his directive to put on a puppet show. If the group watches the entire show to the end without interruptions, he'll finally show himself at the end and be (nearly) friendly to the party, asking for help to get him fed rather than attacking outright. If the party interrupts the show by looking to see who's behind the curtain, however, he will fly into a rage and attack.

He has on him tickets to the Undead Ball, which he won't attend because he sincerely believes the ball is taking away from his audience. He'll give them up in exchange for food, noting that he cannot leave the room to find his own food. To feed him, he'll need the flesh of any living creature.

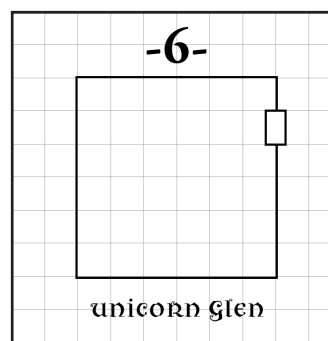
Monsters

1 Undead Puppeteer: **HD** 5 (21); **AC** 3[16]; **Move** 12; **Save** 14; **Attack** 1 Tentacle Grab (1d6), 1 Slap (1d4); **CL/XP** 4/120; **Special:** Undead (immune to sleep, charm, hold).

Treasure

- In puppet theater: Intelligent Noble Marionette, Dragon Puppet
- In Undead Puppeteer's pocket: Tickets to the Undead Ball (8).

Room #6 – Unicorn Glen



Unlike all the other rooms in Zaya's lair, the door to this room opens up into what looks like an astonishingly beautiful glade on a warm, spring day. At the center of the glade rests a startlingly beautiful and perfect unicorn. Attempting to walk in any direction further than the dimensions of the room causes the character to

loop around and come back in from the other side.

The unicorn is awaiting her friends, the rainbow pegasi (Room #2, the Tapestry Room). They were sent out on a scouting mission two weeks ago, and have yet to return. She's terribly worried about them and looking for word that they're okay. If the party has seen the pegasi already, and can relate to her that they're all okay and waiting for a portal shift, she will be very relieved and open to conversation.

Like the pegasi, she is a bit of a snob. She knows she's a perfect creature of light and beauty, and flaunts it whenever possible. She's never left the unicorn glen, having most everything she needs to live forever in her perfect little glen. The only problem is, she has a sweet



tooth, so occasionally sends the pegasi out to look for sweet things to bring back. If the party has sweet things to give her, she'll give up to two rolls on the Missing Parts table (pg. 13).

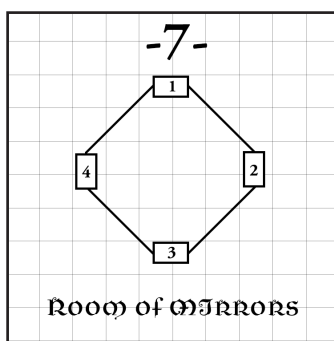
Monsters

1 Unicorn: **HD** 4; **AC** 2[17]; **Move** 24; **Save** 13; **Attack** 2 Hooves (1d8), 1 Horn (1d8); **CL/XP** 5/240; **Special:** Magic resistance (25%), double damage for Charge, Teleport.

Treasure

- On the unicorn's horn: Gold Ring (300gp)
- Laid out on a grassy hill: Magical Unicorn Blanket

Room #7 – Room of Mirrors



All the walls in this diamond-shaped room are covered in mirrors that vary in size, shape, and style of frame. At the center, a circle of four mirrors stand on freestanding frames all facing out. Just above them, a mirrored chandelier hangs from the ceiling, lit with white candles.

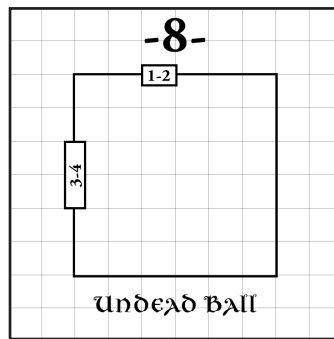
Light bounces from mirror to mirror to mirror, making the room incredibly bright. All actions requiring sight are done at a -1 penalty.

Special Features

Two of the mirrors are teleportation portals. Instead of reflecting this room, they reflect the room they're dialed into. The magic words for these two mirrors are 'Humdudgeon' and 'Paraph'.

When the portals are broken, any character that gets too close must make a save or the mirror will begin leaning outwards, attempting to suck the person into the mirror. Once trapped in the mirror, the character will feel two dimensional, and have limited movement. To rescue a stuck party member, the mirror must be broken.

Room #8 – Undead Ball



This room was once an opulent ballroom, but has fallen into disrepair over a lengthy period of time. The wallpaper is peeling, the buffet is full of rotted or rotting food, even the chandeliers are covered in dust. Its occupants don't appear so fresh, either. They whirl, spin, and dance to music being played by a quartet of undead

on the opposite side of the room. The decay of the dancers varies; a few are skeletons, while some look as though they might've been adventurers who came through relatively recently and never came out.

The undead in this room are magically induced to dance for eternity, and they're always eager to have new dancers join the party. A doorman stands at the door, waiting to take tickets. If the party has tickets, they can use them to enter the ballroom unmolested. If the party doesn't have tickets, the doorman will ask them to leave. If they don't leave, the whole room will turn from dancing to attacking. The undead won't leave the room, however. If the party does so, the whole room will reset, and the doorman will ask for the tickets again.

If the party has tickets and enters the room peacefully, they will feel compelled to dance. For every five minutes the group stands within the ballroom, each character must make a save or lose the battle. Once a character begins dancing, they are unable to stop on their own. Uncompelled characters can break the spell by pulling the compelled character out of the room, however the compelled character will fight back as fiercely as possible.

If everyone ends up compelled, they dance until they die of starvation, then continue to dance on into eternity...

Monsters

10 Undead Dancers: **HD** 3 (10, 8, 16, 6, 12, 12, 16, 13, 15, 8); **AC** 7[12]; **Move** 8; **Save** 14; **Attack** 1 Claw (1d6); **CL/XP** 4/120; **Special:** Undead (immune to sleep, charm, hold).

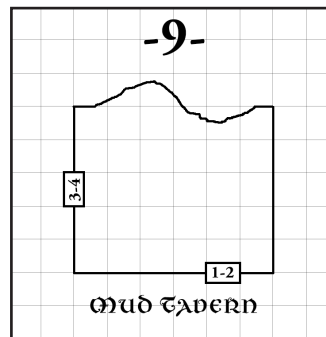
4 Undead Musicians: **HD** 3 (11, 16, 17, 14); **AC** 7[12]; **Move** 8; **Save** 14; **Attack** 1 Claw (1d6) or Instrument Bludgeon (1d8); **CL/XP** 4/120; **Special:** Undead (immune to sleep, charm, hold).

1 Undead Doorman: **HD** 3 (16); **AC** 7[12]; **Move** 8; **Save** 14; **Attack** 1 Claw (1d6); **CL/XP** 4/120; **Special:** Undead (immune to sleep, charm, hold).

Treasure

- The undead musicians have instruments in fair to good shape. The lute and recorder can easily be taken along, but the harp and viol are large and unwieldy. Lute (50gp), Recorder (10gp), Harp (800gp), Viol (200gp).

Room #9 – Mud Tavern



This room looks like a classic tavern or inn set in any medieval town, save for the fact that the northern quarter of the room has caved in, and it's staffed by muddy golems. The rest of the room is set up with tables, a bar, and a hearth. Four golems dripping with mud are working – one behind the bar, one in what remains of

the kitchen, and two acting as servers. There appear to be no patrons, but on some of the tables there are plates of 'food', all of which look like molded slabs of mud.

The golems aren't aggressive, and are there to serve. They have very simple programming to do the task they're made to do – make or serve food or drink. They're unaware of anything else outside of the room, and will only attack if attacked first.



Special Features

While the food in this room might look like mud, it actually tastes quite delicious, and it bestows blessings upon those who eat it. All the food is free. The golems don't understand money, and there aren't any prices printed on the menus.

Food Blessing Effect Table

1d10	Blessing
1	You feel a fresh surge of power and strength coursing through your veins and muscles, granting you +2 to melee damage for the next two hours.
2	Any injuries you currently have instantly fade away and heal, bringing you back up to your maximum number of hit points. If your hit points are already full, you gain +2 to your AC for the next two hours.
3	For the next 1d4 turns, you become partially invisible. It is less likely that you'll be chosen as a target in combat. Add +20% to any Hide in Shadows rolls (even if you don't have the skill).
4	Luck is with you. For the next two hours, roll 2d20 for any attack roll you make and take the better of the two results.
5	You feel like you'll live forever. For the next two hours, you have temporary immunity to death. Any attacks that would take you below 0 hit points heal you to full, instead.
6	For the next 1d4 hours, all things magical take on a faint, gold aura.
7	For the next 1d2 hours, you can sense where valuable items are in any room.
8	Whenever you enter combat for the next 1d4 hours, 1d4 Blink Puppies (6 HP, 1d6 Bite) will appear to give you aid.
9	For the next hour, you can breathe fire without it burning you for 1d6 damage (cone).
10	You feel protected, gaining you +4 to your AC for the next hour.

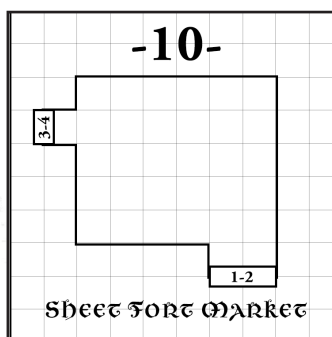
Monsters

4 Mud Golems: **HD** 3 (11, 14, 11, 11); **AC** 9[10]; **Move** 8; **Save** 14; **Attack** 1 Throw Mud (1d6), 1 Punch (1d6); **CL/XP** 4/120; **Special:** Suffocate (1d8/Round).

Treasure

- In the kitchen: Roll Twice on Missing Parts Table (pg. 13)

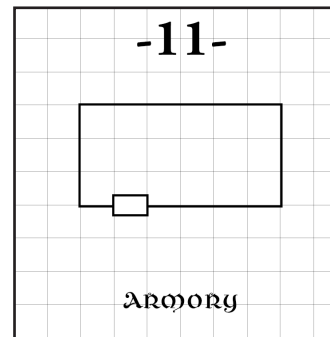
Room #10 – Sheet-Fort Market



The wallpaper and decorations of this room suggest that of the sitting room of a well-off family. The furniture that would normally be in such a room, however, is being put to alternate uses. It's used as a frame for an entire market full of sheet forts, each manned by a single goblin, ready to sell their wares.

The goblins aren't actually real. They're illusions created by Zaya so she'll have some friends to play with. Their 'programming' is relatively simple. Each goblin has a different list of goods, each of which costs either 1,000gp or 1,000gp worth of loot. The item will materialize only after payment is made. Use the handout in Appendix E to let the party know what's available for purchase.

Room #11 – Armory



This room is lined in utilitarian rock walls, decorated with a few colorful flags. There are torches in several places, but none of them are lit upon entering. There are shelves and stands for armor and weapons all along the walls, but there are no actual weapons present. The main focus seems to be the

obots standing across from one another in a fighting ring taking up the middle of the room. Each one sits dormant next to some form of control unit that resembles a box with lots of buttons and knobs on it.

Special Features

These clockwork robots can be guided using the control boxes next to them so they fight one another within the ring. The robots have different moves on their boxes allowing them to punch, uppercut, and kick.

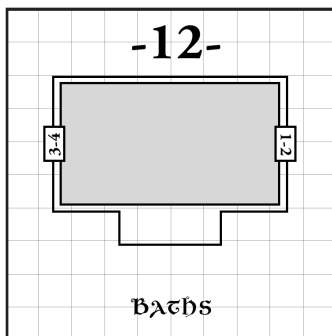
To play the game, two players take up positions guiding the robots, then both roll versus their Dexterity. If both succeed, roll again until someone fails. On a failed roll, the robot that player controls takes a hit and the other player scores a 'point'. After three points, the robots shut down and do a congratulatory dance. The 'winner' gets a 50g payout at their terminal, and the robots reset for another game.

Each time a robot gets hit, however, there's a 10% chance it's head will pop off, causing it to explode. The explosion will happen after a ten second timer ticks off. Those closest to the explosion take 2d6 damage, saving for half damage. Those furthest away take 1d4 damage from flying shrapnel.

Treasure

- Inside the control boxes, there's money used for the payout, 500gp in total. Taking the boxes apart breaks the device so it can no longer be played, but also grants three rolls on the Missing Parts Table (pg. 13).

Room #12 – Baths



A large bathing pool takes up most of this tile-lined room. There's only about two feet of space to walk on at any one side before stepping into the water. The walls are tiled in blue and green mosaics depicting an underwater scene showing tropical fish, mermaids, and a giant, grinning octopus right in the middle.

The tile in the pool itself is red and orange, however, giving the pool a warm glow where the tile reflects off the light from several braziers hanging from the ceiling and attached to the walls. The dark color of the tile make it difficult to see what's in the water, but with some careful examination, one will notice a rather large, locked treasure chest sunk on one end of the pool.

On the other end of the pool is an underwater recessed enclosure, caging in a Giant Octopus. The chest contains a trigger attached to the hinge mechanism that causes the cage gate to lift. The octopus is very territorial, and will attack anyone in its pool once it is released.

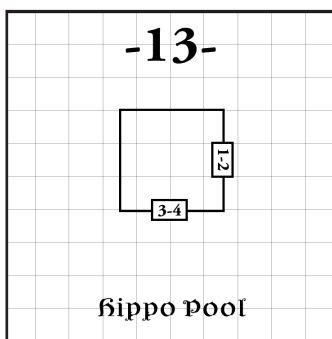
Monsters

1 Giant Octopus: **HD** 4(22); **AC** 7[12]; **Move** 9 (swimming); **Save** 13; **Attack** 8 Tentacles (1d3) (see description, pg. 25); **CL/XP** 6/400; **Special:** Jet, Ink.

Treasure

- In the chest: Pony Action Figure, Daybreak Potion

Room #13 – Hippo Pool



The walls of this room are entirely tiled in red, ceramic tiles similar to the ones in the bathing pool. In each of the four corners of the room, stands a life-size granite statue of a hippo, each painted a different color: pink, orange, green, and yellow. Next to each of them is an indentation carved into the rock that holds

five large pearls about the size of bowling balls behind a gate. There appears to be a mechanism to open the gates (they're all connected to one another) on the wall next to one of the doors.

Special Features

When the hippos animate, they are effectively frozen to their spot save for their heads and necks. Their neck extends far enough to reach to the very center of the pool. They seem incapable of moving left and right, just forward. This makes them fairly easy to dodge on a successful dexterity check. Taking one of the pearls causes the hippo next to it to animate and attack until the pearl is replaced.

Pulling the lever on the wall causes all the gates to open, releasing the pearls into the center of the pool, at which point the hippos animate, aggressively vying with one another to "swallow" the pearls, which reappear back in their appropriate storage areas.

Unaided, the game plays out with each hippo amazingly getting back exactly five pearls with no actual "winner". Players might come up with clever ways to aid the hippos in retrieving the pearls so that one wins over the others. If Zaya, herself, is in a playful mood, she'll also pick a color and play as well. To referee this, consider each successful attempt at aiding a particular hippo an automatic extra pearl (Zaya's attempts are always successful). More than one act of aid can happen per hippo, resulting in more than one pearl grabbed by that hippo. Keep in mind, there are only 20 pearls total, so when one hippo gains an extra pearl, another hippo loses (likely an unaided one).

If a game finishes where there is clearly a winner (no ties), the winning hippo belches up a prize for the winning team aiding them. Roll for the prize on the Random Vault Item table (pg. 23). It will appear suspended in mid-air over the water in the middle of the pool.

If Zaya wins, her mood will immediately change to 'depressed', because she can't actually touch the item herself, but if she has a good relationship with the party, she will gift the item to one of the characters. If she doesn't have a good relationship with the party, her reaction to someone taking her prize should be based on that relationship. For example, if Zaya is angry with or fearful of the party, she may choose to summon some monsters for taking her prize.

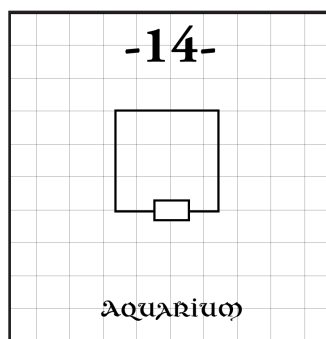
Monsters

4 Hungry Hippos: **HD** 7 (24, 28, 29, 41); **AC** 0[19]; **Move** 0; **Save** 9; **Attack** 1 Head Thrash (2d6), 1 Bite (2d8); **CL/XP** 8/800; **Special:** Half damage from piercing weapons.

Treasure

- Each of the pearls weighs 14 pounds (6.4 kilograms), and is the size of a bowling ball. They're worth 2,000gp a piece, but are unwieldy to remove.

Room #14 – Aquarium

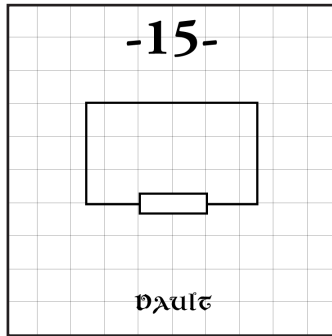


Save for the entryway, all the walls and the ceiling of this room are glass walls looking into a mythical, childlike underwater paradise. All manner of fish – some of which shouldn't even be in the same habitat – swim by in pairs, by themselves, and occasionally in whole schools. Enormous clams line the bottom, along with sea

anemones, cucumbers, slugs, and snails. Occasionally, the area clears and a large shark will swim by menacingly, and one can see – off in the distance – what looks like the shape of a whale moving slowly through.

The room is lit by a bright, magical glow coming from the well in the middle of the room.

Room #15 – Vault



The all-metal walls of this room rise above at least 40'. The metal glows with a warmth like it's some mixture between brass and gold, not quite like anything seen before. Shelves line the walls all the way up, though there are no ladders to get to the highest shelves.

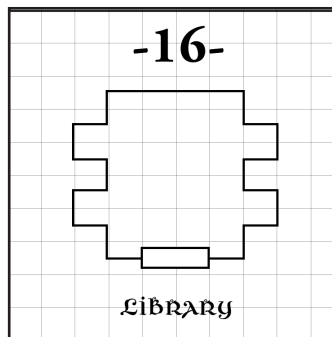
All the shelves are lined with objects – each one placed

there lovingly and perfectly, like a beautiful piece of treasure. They are, however, a child's treasures. Feathers, pretty rocks, buttons and baubles; very little that might be considered a treasure to an adult.

Treasure

All the objects in the room are precious to Zaya, even though they might not be magical or might seem completely ordinary to anyone else. It's possible to search through all the 'things' to find objects that might be usable by the party. Each turn spent searching (10 minutes) results in finding one object that may be useful or even magical in nature, but triggers a roll on the Random Encounters Table (pg. 10).

Room #16 – Library



Thick carpets cover the stone floor of this room. The walls soar above to at least 30' high, with every inch of surface covered with bookshelves. What must amount to hundreds of bookshelves in different shapes and sizes are stacked haphazardly all the way to the ceiling, and stuffed to overflowing with books and

scrolls that also come in all shapes, sizes, colors, and styles. A criss-crossed collection of ladders attached to the walls or leaned against the bookshelves provide access to the upper levels for those who can't fly.

The room is being guarded by a tribe of pixies that tame and use lions as fighting weapons and mounts. They've claimed the library as their own, and will be aggressive to anyone who they think is invading their territory. It's not possible to parlay with the overly-aggressive pixies, but the lions speak as well, and it may be possible to talk to them, though they will be guarded. The lions would be more than happy to have their freedom.

Special Features

The books themselves have colorful covers with names that often barely make sense. Use the table below to create the names of tomes if the characters choose to look through the books themselves. They are worth very little save as items of curiosity. The insides are blank 50% of the time and filled with gibberish the other 50% of the time.

To construct the random name of a book pulled out of the stacks, roll a d6, d8, d10, and d12 and consult the following table.

Tome Naming Table

#	d6	d8	d10	d12
1	An Alchemist's	Guide to	Pottery	and Kittens
2	A Farmer's	Essays on	Ghosts	and Candy
3	My	Manual on	Puppies	While Sleeping
4	A Child's	Tome on	Herbs	Under Pressure
5	A Polar Bear's	Journal About	Goblins	at Night
6	A Ghost's	Primer on	Household Pets	Underwater
7		Book on	Weaponry	and Wild Animals
8		Spellbook, Featuring	Origami	in the Kitchen
9			Hop Scotch	in the Wild
10			Teleporting	and Knitting
11				Volume (d100)
12				and Magic

Monsters

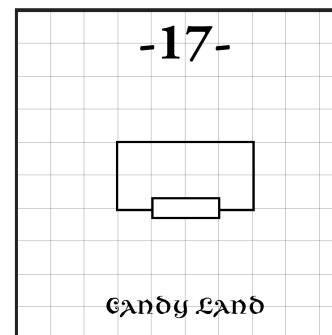
8 Pixies: **HD** 3 (8, 14, 15, 16, 18, 15, 17, 9); **AC** 3[16]; **Move** 8 (20 flying); **Save** 14; **Attack** 1 Bow (1d6), 1 Sword (1d6); **CL/XP** 4/120; **Special:** Flying.

2 Lion Mounts: **HD** 3 (17, 14); **AC** 7[12]; **Move** 12; **Save** 12; **Attack** 2 Claws (1d4), 1 Bite (1d8); **CL/XP** 5/240.

Treasure

- 2 rolls on the Missing Parts Table (pg. 13).

Room #17 – Candy Land

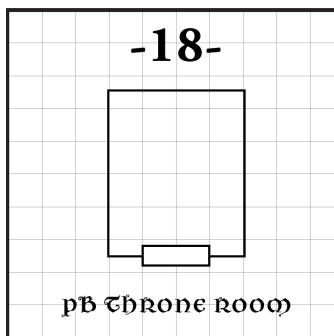


This room is brightly lit by means that don't appear visible. The walls are covered in pink and white candy stripes, and the floor is tiled in clean black and white tiles. The room is peppered with tables covered in pastel tablecloths, and serving dishes and trays full of all kinds of sweet goodies and treats.

Special Features

Eating the sweets causes the person eating to become more hungry and crave more sweets. On a failed save, they'll sit in the room and continue to gorge themselves until they die or they're forcibly removed from the food for three full turns (30 minutes). The sweets-crazed party member affected will fight like mad to keep from being removed from the room. Once the sweets are removed from the room, they are harmless and perfectly yummy.

Room #18 – Polar Bear Throne Room



This room is literally freezing. The walls and floors are made from solid, glittering ice several feet thick. The room is lit by a magical glow coming from the center of a half-dozen icicle chandeliers hanging from the ceiling. The back of the room is taken up by a large dais with an enormous throne sitting on top of it made entirely of ice.

Intricate scenes have been carved into the throne depicting seals, penguins, and other creatures found only in the icy parts of the world. Sitting on the throne is a very large polar bear, holding a giant scepter made entirely of ice.

Behind the throne are stacked what must be hundreds of large ice cubes, each holding something frozen inside. The ice isn't clear enough to tell what's frozen inside, requiring the ice to be melted, broken, or chipped away to get at the loot. The party must go past the Polar Bear Monarch to get to the ice.

The Polar Bear Monarch (who can speak common) is a kindly and polite bear so long as the party is also kindly and polite to them. They'll answer any questions put to them, but they know little of Zaya's lair beyond their own throne room, making them incredibly lonely.

The Polar Bear Monarch will offer up a roll on the quest item table, and access to the blocks of ice behind the throne if the party spends at least two hours entertaining them, or if they find a more permanent friend for the Monarch.

Special Features

Since the floor is made of ice as well as the walls, there's a -2 penalty to all attack rolls made while in the Polar Bear Throne Room.

Monsters

1 Polar Bear Monarch: **HD** 7 (35); **AC** 6[13]; **Move** 12; **Save** 9; **Attack** 2 Claws (1d6+1), 1 Bite (1d10+1); **CL/XP** 7/600.

Treasure

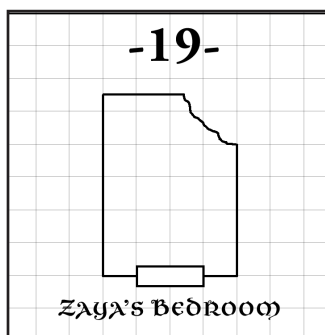
- Once granted access, the party can attempt to get at the things frozen into the giant cubes behind the throne room. Each block requires a full turn to search (triggering a roll on the Random Encounter Table, pg. 10), but unlike other rooms where an extended search requires the whole party to search, each party member can tackle an ice block of their own.

Random Ice Block Table

1d30	Item
1	A bottle of rice liquor that's been partially frozen.
2	A bottle of oregano.
3	100gp
4	A journal recounting an adventurer's path through the keep to this room.
5	Candy Necklace*
6	Lilac Perfume*
7	A set of gold candlesticks (90gp).
8	A soggy chocolate cupcake.
9	A set of six silver-speckled glass marbles in a leather pouch.
10	Porcelain Doll*
11	A strawberry-scented pillar candle.
12	A bangle bracelet.
13	An ornately-jeweled rat figurine (1,000gp).
14	A jade set of polyhedral dice (1,200gp).
15	Potion of Healing* (frozen for 1d4 hours)
16	An ivory hair comb.
17	A barrel of (frozen) sardines.
18	10 days of dry rations (somewhat soggy).
19	A dragon-shaped kite.
20	Yo-Yo of Doom*
21	A copper teakettle.
22	Potion of Extra Healing* (frozen for 1d4 hours)
23	A blue knit cap.
24	Dragon Backpack of Holding*
25	A half-bottle of some form of blue liquor, partially frozen.
26	Potion of Heroism* (frozen for 1d4 hours)
27	A retractable 10' pole.
28	A pinwheel.
29	Portable Playhouse*
30	920gp

* These are Magic Items (see Appendix C, pg. 28).

Room #19 – Zaya's Room



Covered in inches of dust and debris from a cave-in, this room looks like it once was the room of a little girl – likely Zaya, herself. The walls are painted with frescoes showing a lush forest full of trees, and the remains of what was once a canopy bed made to resemble the branches of a tree. It's now nothing more than sticks and feathers and fabric.

The floor is scattered in debris – some broken toys, some forgotten child-size clothing, but mostly it appears to have come from the cave-in at the back of the room. Rubble, rocks, pebbles, bits of molding, and dirt. A white dragon has taken over the room, and can be seen sleeping peacefully on the remains of the bed.

A careful inspection of the room will reveal a stone that's out of place. It's amongst the rubble left by the dragon, and appears to be very old. Anyone versed in magic will notice it's half of a ritual designed to give some sort of powerful spirit or God the body of a mortal.

Over and over again, Zaya repeats the following rhyme while anyone's in the room:

*One, two, where's my shoe?
Three, four, lock the door!
Five, six, the soldier kicks,
Seven, eight, it's far too late,
Nine, ten, start over again!*

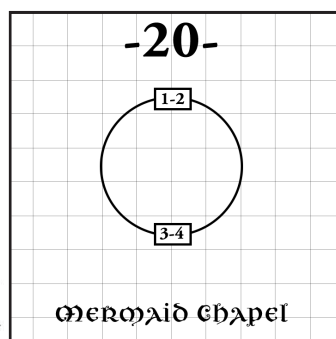
Monsters

White Dragon, Adult: **HD** 28; **AC** 2[17]; **Move** 9/24 (flying); **Save** 9; **Attack** 2 Claws (1d4), 1 Bite (2d8); **CL/XP** 13/2300, **Special:** Breathes cold in a cone 3 times/day (28 damage).

Treasure

- Scattered around in the debris: 2 Rolls on the Missing Parts Table (pg. 13).
- In an ornately carved nightstand: A silver hand mirror and brush (900gp).
- In a wardrobe: Cloak of the White Dragon.

Room #20 – Mermaid Chapel



This entirely round room has stained glass windows for walls, glowing from an unknown light source, depicting images of underwater creatures and plant life. At the center of the room sits a large statue of a mermaid made of marble, on a circular dais also made of marble.

Positioned just in front of the dais is a round well with several partially-melted candles around it, along with offerings in the form of knick-knacks found around the rest of Zaya's lair.

The water in the well is murky, and deep. Occasionally, it lights up with jolts of electricity from the giant eels that live down below. If anything enters the water, the eels will electrify it as a defense mechanism.

Special Features

Giving an offering of food or gifts to the mermaid statue confers a blessing upon them.

Roll on the following table, or print or copy Appendix E and build a paper fortune teller. When using the paper fortune teller, choose a die on the outside flap and roll it (d8, d10, d12, or d20), then open and close the

device the number of times on the die roll. This will leave you with four choices. Roll 1d4 to chose amongst the flaps (or, alternatively, let the player choose by looking at the duration), then lift the flap to see the blessing.

Mermaid Chapel Blessings Table

1d8	Blessing
1	For 1d4 days, your movement speed is doubled.
2	For 1d4 hours, you always win initiative.
3	For 1d20 days, you don't need to eat to survive.
4	For 1d10 days, you gain darkvision (20 feet).
5	For 1d12 hours, you can taste magic (it tastes like raspberries).
6	For 2d8 hours, you gain a magic shield that provides +2 AC.
7	For 1d4 hours, you get double attack speed.
8	For 1d20 hours, you heal faster, refreshing 1 HP an hour.

Monsters

2 Giant Eels: **HD** 2 (3, 7); **AC** 8[11]; **Move** 0 (Swim 9); **Save** 16; **Attack** 1 Bite (1d3); **CL/XP** 4/120; **Special:** Electric shock (3d6 damage in water).

Room #21 – Zaya's Holding Room

THERE are no forms of light in this room, plunging it into deep black. There are also no sources of heat in this room. The walls and floor are pure white, and look to have been completely undisturbed by the other denizens of the lair. There isn't even any dust. Lining the walls are alabaster statues of frozen townspeople who appear to be observing a set of young girls, all also alabaster statues surrounding a maypole, frozen in a dance. The expressions on the face of the dancers are joyful and jubilant, matching most of the townspeople watching save for those on the north wall, where the statues are all staring at something unseen in alarm, pointing towards the southern wall as if there was something terrifying there.

The southern wall is also made up of eerie, white alabaster statues all frozen in place. These statues are being run over by horses, archers, and spearmen. Their faces are frozen in contorted pain, their expressions of surprise, terror, and shock.

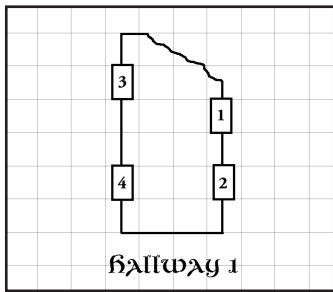
Between these two sets of statues stands Zaya herself, encased in pink crystal, though otherwise looking unscathed. She's seen in a defensive pose, a scream on her lips, her arms stretched out as if to reach for something...

Special Features

Placing the completed artifact in Zaya's hand causes the crystal around her to dissipate, and the dream world to fall away. The party will find themselves in the ruins of the city, no longer covered in a seething mass of vines, brambles, and thorns. Everything except their immediate possessions turns to dust.

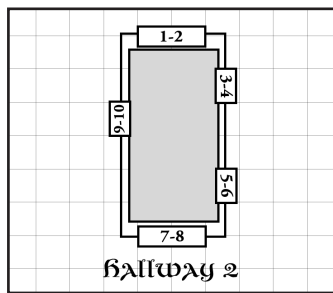
HALLWAYS

Hallway 1 – Entrance Corridor



A long corridor with grey stone walls and a red clay floor that ends in a caved-in pile of rubble. The only light in the hallway comes from what little light spills down the staircase from outside.

Hallway 2 – Slide

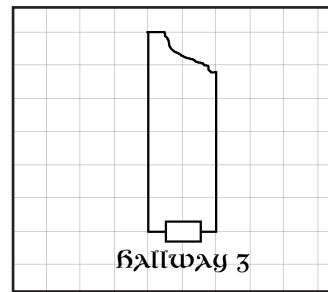


The entirety of this hallway is slick, black, obsidian-like stone with about 2" worth of ledge on either side. A dexterity check is required every ten feet for any characters that want to attempt to walk down the slide or stay on the ledge.

Special Features

There is a very sensitive, sound-activated dart trap running through fifteen feet of the wall in the middle of the hallway. Each character that passes through the area without moving silently will get shot at by the trap three times. If any of the darts hit, they do 1d4 damage apiece. The trap is loaded with 20 darts, and the mechanisms controlling it can be found inside the wall.

Hallway 3 – Exit to Shipwreck



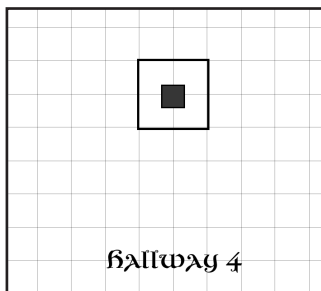
The sound of rushing water can be heard in the distance as soon as anyone steps foot in this corridor. There's about an inch of water on the floor, and a thin layer of green moss that's grown in that small amount of water, making the way forward very slick.

Outside light can be seen about 20' down the corridor, leaking in where the ruined corridor meets up with an apparent shipwreck.

Treasure

- In a water-logged barrel: 1 item off the Missing Parts Table (pg. 13).

Hallway 4 – Vertical Hallway of Ladders



This hallway heads in only one direction – up. The hallway is a lengthy 40' tall, traversable only by climbing a mish-mashed set of ladders bolted into the walls. Every 20', make a dexterity check to keep from falling. The only exit is a hatch at the top of the corridor leading to the next room.



Appendix A: The Vault

Only one of each of these items exists in the vault. When an item is looted off this list, cross it out and add your own item.

Random Vault Item Table

1d30	Item
1	A child-sized set of cast-iron cookware.
2	Potion of Levitation*
3	Potion of Healing*
4	Bone Rattle*
5	A hand puppet made to resemble a wizard.
6	A set of wooden blocks.
7	A plush elven cat (50gp).
8	A hand puppet made to resemble a princess (50gp).
9	A cat's-eye shooter marble.
10	Boomerang of Returning*
11	A large scallop shell.
12	A hobby horse (unicorn).
13	A toy sail ship.
14	Potion of Invisibility*
15	A box of miniature metal knights with matching horses and squires (100gp).
16	Slingshot of Striking*
17	Lucky Coin*
18	A leather pouch with a set of glass marbles inside.
19	A bamboo pinwheel.
20	Zoo Animal Figurines*
21	Wagon of Holding*
22	A green feather.
23	Jewelry box containing 100gp.
24	Potion of Extra Healing*
25	Pony Action Figure*
26	Dragon Hand Puppet*
27	A beloved ragdoll.
28	Potion of Gaseous Form*
29	Red and blue ball.
30	Plush Dragon*

* These are Magic Items (see Appendix C, pg. 28).



Appendix B: New Monsters

This appendix is here to list monsters that aren't already in the *Swords & Wizardry Complete Rulebook*. For monsters already in the rulebook, I've included stat blocks where they are encountered. To save space, and to give you an easy way to cut these monsters out of the PDF and paste them into your GM notes, I use stat blocks below.

Here's a quick legend for stat blocks:

HP = Hit Points; AC = Armor Class; Move = Move; Save = Saving Throw; Attack; CL/XP = Challenge Level/Experience Points; Special
For example: **HD** 4; **AC** 7[12]; **Move** 9; **Save** 13; **Attack** 2 Claws (1d3), 1 Bite (1d6); **CL/XP** 4/120; **Special:** Fly.

Beam Doggy

Beam Doggies are well-behaved domesticated dogs that have been altered by Zaya's dreamscape. Aided by her magic, they're more intelligent, and can turn invisible and teleport at will, allowing them to go to most places in the dungeon without need of the teleportation portals. Unless antagonized, the dogs are friendly. Beam Doggies are naturally invisible, needing to concentrate to make themselves visible, and they can teleport anywhere within the environs of Zaya's Promise twice a day.

HD 5; **AC** 4[15]; **Move** 16; **Save** 13; **Attack** 1 Bite (1d6); **CL/XP** 5/240; **Special:** Invisibility, Teleportation.

Brittle Bones

Made from the brittle bone shards of the Bone Fields, these creatures form themselves into the shapes of various creatures via magic that molds the shards together. The finished creature appears to be mostly like the creature it's emulating, but with sharp spikes of bone that stick out at all angles all over their body.

All Brittle Bone monsters can use the bone shards around them to regenerate and repair themselves at the rate of 1d4 HP per round. Brittle Bones are not undead; they are magical constructs.

Brittle Bone Cougar

HD 3; **AC** 7[12]; **Move** 20; **Save** 14; **Attack** 1 Bone Spur (1d8), 1 Bite (1d6); **CL/XP** 5/240; **Special:** Regenerates 1d4 HP/round.

Brittle Bone Giant

Forming at a minimum of 30' in height, Brittle Bone Giants rely on their spiked fists and spiked bone clubs to do the most damage.

HD 7; **AC** 3[16]; **Move** 10; **Save** 9; **Attack** 1 Spiked Fist (1d10), 1 Spiked Bone Club (3d6); **CL/XP** 8/800; **Special:** Regenerates 1d4 HP/round.

Brittle Bone Goblin

These bony remnants of goblins stand at around 4' high and throw themselves into attacking anything and everything with cackling glee.

HD 2; **AC** 5[14]; **Move** 9; **Save** 16; **Attack** 1 Bone Spear (1d6); **CL/XP** 3/60; **Special:** Regenerates 1d4 HP/round.

Brittle Bone Human

HD 4; **AC** 5[14]; **Move** 12; **Save** 13; **Attack** 1 Hooked Bone Sword (1d8); **CL/XP** 5/240; **Special:** Regenerates 1d4 HP/round.

Brittle Bone Orc

HD 3; **AC** 5[14]; **Move** 12; **Save** 14; **Attack** 1 Spiked Bone Club (1d6); **CL/XP** 4/120; **Special:** Regenerates 1d4 HP/round.

Clockwork Sentry

These sentries wander the halls of Zaya's Promise, looking for anything that doesn't belong there. If it spots a non-inhabitant, the sentry will hold out its arm, shouting "HALT! Who goes there!?" – and then immediately launch into an attack without waiting for an answer.

HD 5; **AC** 3[16]; **Move** 14; **Save** 12; **Attack** 1 Longsword (1d8); **CL/XP** 5/240.





Drowned Townsperson

These are townspeople who drowned in the initial slaughter and were never able to really let go of the event and move on. They appear in tattered rags, with bluish skin that's been wrinkled from time in the water. They're often covered in algae and weeds from the river, and water pours from their mouths, noses, and ears.

HD 2; AC 9[10]; Move 12; Save 16; Attack 1 Slap/Punch (1d4); CL/XP 2/30.

Duck of Death

This brave little ducky has a razor-sharp bill, and a taste for blood. Though the Duck of Death is small and of weak constitution, it will defend itself viciously and often to the death.

HD 2; AC 3[16]; Move 14; Save 16; Attack 1 Razor-Sharp Bill (2d6); CL/XP 2/30.

Fearless Ferret

The Fearless Ferret is a masked marauder capable of taking out an enemy by first climbing up their bodies, then gouging out their eyes and tongues with their teeth and claws.

HD 2; AC 3[16]; Move 16; Save 16; Attack 1 Bite (1d4), 2 Claws (1d2); CL/XP 2/30.

Giant Death's Head Spider

Death's Head Spiders are giant spiders about the size of a grizzly bear. The spiders themselves are black, sometimes mottled with some grey, and their abdomens carry a marking that resembles a skull. Death's Head Spiders are web spinners, and will often take over an entire area, keeping out intruders with their webs and the army of zombified creatures they create.

Unlike other spiders, Death's Head Spiders don't cocoon their prey. Instead, they bite and inject them with a poison that turns them into mindless zombies. The zombies lose control of themselves, wandering the area. They continue to eat, drink, and otherwise take care of their own basic needs until the spider is ready to eat them.

When bitten by a Death's Head Spider, there is a 10% chance the zombification poison affects the target for 1d8 days (at the end of which, the spider will re-inject their prey or eat them). If the target of the poison makes a save, halve the time.

HD 6; AC 2[17]; Move 10; Save 11; Attack 1 Bite (3d6); CL/XP 9/1100; Special: Zombification Poison (10% chance / 1d8 days / half time on save).

Giant Death's Head Spider Baby Swarm

Baby Death's Head Spiders are about the size of an average human hand, and function as swarms, working together to take down their prey. The entire swarm can function as one creature, or as up to three creatures if the swarm splits. A split swarm still has as many hit points as an unsplit swarm; when the swarm splits, divide its remaining hit points by however many parts it splits into.

HD 7; AC 3[16]; Move 20; Save 9; Attack 1 Death by a Thousand Bites (1d8/1d4 split); CL/XP 8/800; Special: Split Swarm.

Giant Zombified Crocodile

These giant, mindless crocodiles come from the river and are at a minimum 30' in length.

HD 6; AC 3[16]; Move 9; Save 11; Attack 1 Bite (3d6), 1 Tail (1d6); CL/XP 6/400; Special: Undead (immune to sleep, charm, hold).

Giant Octopus

After a giant octopus hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant octopus can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. Some giant octopi might be able to move onto land for short periods of time.

HD 4; AC 7[12]; Move 9 (swimming); Save 13; Attack 8 Tentacles (1d3) (see description above); CL/XP 6/400; Special: Jet, Ink.



Giant Zombified Rats

These mindless rats have grown to the size of small poodles. They appear unkempt, with patches where all their fur has fallen out, and red porphyrin staining down their cheeks. Many have chunks taken out of their ears, and a few are missing eyes or tails.

These rats are vicious predators, known for traveling in packs. A pack can strip a large mammal to bones in less than an hour. On a successful bite that causes damage, there is a 10% chance of becoming diseased. The disease lasts for 1d20 days (save for half duration), and causes all magical attempts at healing to work at only 1/2 effectiveness.

HD 2; AC 7[12]; Move 18; Save 18; Attack 1 Bite (1d4); CL/XP 3/60; Special: Undead, 10% chance to disease (1/2 healing for 1d20 days).



Giant Zombified Squirrels

These zombified squirrels are the size of German Shepherds, and entirely carnivorous. They're missing patches of fur all around their bodies, often foam at the mouth, and have a glazed-over look in their eyes. They attack anything that comes their way, sometimes including one another.

On a successful bite that does damage, there's a 5% change to communicate the plague. On a failed save, the plague must be cured within three days, or the character will die. Each day, the affected character gets sicker and sicker, starting with a -1 penalty to all actions, and ending with a -3 penalty before they keel over. On a successful save, the character's immune system battles it off after spending a day with a -1 penalty.

HD 4; AC 6[13]; Move 18; Save 13; Attack 1 Bite (1d6), 1 Claw (1d4); CL/XP 6/400; Special: Undead, 5% chance to disease (plague).

Handirats

These nimble, oversized rats have opposable thumbs, and can use tools. They're about the size of a medium-sized dog, and have the tools, knowledge, and replacement parts to fix the teleportation portals in the dungeon. On a successful bite that causes damage, there is a 10% chance of becoming diseased. The disease lasts for 1d20 days (save for half duration), and causes all magical attempts at healing to work at only 1/2 effectiveness.

Handirats are always happy to trade parts with anyone they're friendly with. If the trader is looking for a specific part, there's a 20% chance the rat will have it in their toolbox. Otherwise, if they're traded with they have 4 random parts from the Missing Parts Table available, but they'll want to trade or barter for them rather than sell them outright, and they'll never just give their parts away. If the rats are killed, they only have 1 part on them from the Missing Parts Table.

Missing Parts Table

1d6	Missing Part
1	Red gem
2	Green gem
3	Gear
4	Gear
5	Cog
6	Cog

HD 2; AC 7[12]; Move 18; Save 18; Attack 1 Bite (1d4); CL/XP 3/60; Special: Chance to disease (1/2 healing for 1d20 days).

Hungry Hippo

Hungry Hippos are made entirely of stone, and are huge, but stationary. The only part of their body that can move is their neck, which can extend their heads up to 8' away from their stationary torso. The giant stone hippos attack their prey by extending their necks and using their massive mouths to crush them into a paste.

HD 7; AC 0[19]; Move 0; Save 9; Attack 1 Head Thrash (2d6), 1 Bite (2d8); CL/XP 8/800; Special: Half damage from piercing weapons.

Lion Mount

These lions are your typical lions except that they are sentient, and can speak fluid common. They are proud and noble creatures, who have been kept under the thumb of the pixies as long as they've existed in Zaya's Promise.

HD 3; AC 7[12]; Move 12; Save 12; Attack 2 Claws (1d4), 1 Bite (1d8); CL/XP 5/240.

Mud Golems

Large, living creatures made from thick, wet, dripping mud. These creatures move ponderously slowly, and leave a trail of mud behind wherever they walk. Their chief method of attack is to suffocate their target by hugging them close and enveloping their body in mud. The enveloped character can attempt a save each round to get out of the mud, and will be released upon the death of the golem. A golem can only envelop one character at a time. When other characters attack the golem, there's a 20% chance they will hit the enveloped character instead.

HD 3; AC 9[10]; Move 8; Save 14; Attack 1 Throw Mud (1d6), 1 Punch (1d6); CL/XP 4/120; Special: Suffocate (1d8/round).

Pirate Ghost

These ghostly apparitions glow with an otherworldly light. They're dressed as pirates, but there's hardly anything left of who they used to be. They always appears to be shivering with cold and are surrounded by a bubble of freezing air that leaves behind cold spots.

Pirate Ghosts are always aggressive, angry at the living for being alive and warm. By pointing a finger, a Pirate Ghost can freeze a limb on a failed save, doing 1d6 damage in the process. Roll 1d4 to choose which limb is frozen. A frozen sword arm incurs a -4 penalty to attack. A frozen offhand can't wield a shield. Either leg frozen reduces movement to half. Limbs are frozen for 1d10 rounds or until the character can get to a fire. In close combat with many combatants, Pirate Ghosts can employ their Psychic Wail, blasting all those in a 10' circle around them with a debilitating psychic wail that does 1d8 damage.

HD 4; AC 3[16]; Move 12; Save 13; Attack 1 Cold Finger (1d6), 1 Psychic Wail (1d8, 10' radius); CL/XP 8/800; Special: Undead (immune to sleep, charm, hold), requires magical weapon, freezes limbs.



Pirate Skeleton

Skeletal beings that were once pirates. They carry cutlasses, and some have peg legs and eye patches. They kill anything they find on sight, and laugh hauntingly while they do so.

HD 2; AC 7[12]; Move 10; Save 16; Attack 1 Rusty Sword (1d6); CL/XP 3/60; Special: Undead (immune to sleep, charm, hold).

Pixie

These pixies are mean, small flying creatures who have enslaved lions as their pets and ground assault crew. They don't ever pause to talk before launching into an all-out assault.

HD 3; AC 3[16]; Move 8 (20 flying); Save 14; Attack 1 Bow (1d6), 1 Sword (1d6); CL/XP 4/120; Special: Flying.

Polar Bear Monarch

Roll 1d2 or flip a coin to determine gender (or just pick one). The Polar Bear Monarch is a walking, talking Polar Bear come to life from a children's book. They are helpful, kind, benevolent, and wise, particularly to children. They prefer to live in an environment cold and completely covered in ice. They won't become aggressive unless given a good reason.

HD 7; AC 6[13]; Move 12; Save 9; Attack 2 Claws (1d6+1), 1 Bite (1d10+1); CL/XP 7/600.

Undead Dancer

Undead Dancers have been under a compulsion to dance non-stop since they were still alive. The compulsion keeps them dancing even well after they've died – the only thing keeping them moving is the magic itself. Thus, Undead Dancers come in all states of decay. The oldest will be nothing but bones, while the younger ones still have decaying flesh stuck to them. The Dancers are only interested in violence in the event that their compulsion to dance is interrupted or they are alerted to the presence of visitors without tickets.

HD 3; AC 7[12]; Move 8; Save 14; Attack 1 Claw (1d6); CL/XP 4/120; Special: Undead (immune to sleep, charm, hold).

Undead Musician

Undead Musicians are similar to Undead Dancers in that they've fallen under a compulsion to play music non-stop. Though the musicians themselves have rotted down to nothing but bone and some last vestiges of rotting flesh and muscle, their instruments appear to be nearly brand new. Similar to the Dancers, the Musicians will only attack visitors to the ball who don't have tickets, and those who try to interrupt their compulsion to play music.

HD 3; AC 7[12]; Move 8; Save 14; Attack 1 Claw (1d6), Instrument Bludgeon (1d8); CL/XP 4/120; Special: Undead (immune to sleep, charm, hold).

Undead Puppeteer

Cobbled together with many arms and other appendages found on creatures throughout the lair, the undead puppeteer is set up to be a one-creature puppet master capable of putting on any show. It has 4 arms (only two of which match), and 4 of what look like tentacles from an octopus, or perhaps several different octopi.

HD 5; AC 3[16]; Move 12; Save 14; Attack 1 Tentacle Grab (1d6), 1 Slap (1d4); CL/XP 4/120; Special: Undead (immune to sleep, charm, hold).

Wailing Homunculi

A tiny, pale humanoid creature that stands only about two feet tall, and doesn't appear to be a fully-formed human. They have very large heads, are often hairless (or only have patches of hair in strange places), and are bow-legged, causing them to run much like a humanoid toddler might. These nightmarish creatures always run in packs of five or more, often scattering when they don't find a large enough pack to run with. Whenever a group of Wailing Homunculi gets down to 5 or less, the referee should have each remaining creature roll a save. If any one of them fails, they all attempt to flee. The main attack of a Wailing Homunculi is a vicious acid projectile vomit that comes from the mouths of the odious little creatures. Their favorite tactic is to climb up the body, and vomit right into the face of their attacker, often even pulling up faceguards to do so.

HD 3; AC 8[11]; Move 16; Save 14; Attack Acid Vomit (1d8); CL/XP 3/60; Special: Cowardice roll (as described above).



Appendix C: New Magic Items

Animal Pull Toy

In its default form, this toy looks like a carved wooden duck on wheels with a red silk pull-cord attached. On the bottom of the toy, burnt into the wood is the word 'Dio'. Uttering the magic word while pulling the toy causes it to come to life as one of the random animals below. It will fight or help the one who called it for 1d6 minutes before turning back into a toy. Dio can only be used once each day.

Animal Pull Toy Transformation Table

1d6	Animal
1	Beam Doggy: HD 5; AC 4[15]; Move 16; Save 13; Attack 1 Bite (1d6); CL/XP 5/240; Special: Invisibility, Teleportation.
2	Handirat: HD 2; AC 7[12]; Move 18; Save 18; Attack 1 Bite (1d4); CL/XP 3/60; Special: Chance to disease (½ healing for 1d20 days).
3	Lion Mount: HD 3; AC 7[12]; Move 12; Save 12; Attack 2 Claws (1d4) 1 Bite (1d8); CL/XP 5/240.
4	Polar Bear Monarch: HD 7; AC 6[13]; Move 12; Save 9; Attack 2 Claws (1d6 +1), 1 Bite (1d10 +1); CL/XP 7/600.
5	Duck of Death: HD 2; AC 3[16]; Move 14; Save 16; Attack 1 Razor-Sharp Bill (2d6); CL/XP 2/30.
6	Fearless Ferret: HD 2; AC 3[16]; Move 16; Save 16; Attack 1 Bite (1d4), 2 Claws (1d2); CL/XP 2/30.

Bone Rattle

This beautiful rattle carved out of bone and adorned with a tattered black and green ribbon summons 1d10 tiny skeletons (each about a foot tall) once per day.

Tiny Skeleton: **HP** 1; **AC** 7[12]; **Move** 10; **Save** 18; **Attack** Fists (1d4); **CL/XP** 1/5.

Boomerang of Returning

A fine, curved boomerang made out of a lightweight but hard wood, polished to a shine. No matter how far away this boomerang is thrown (and no matter how incompetent the thrower), it will come back to its owner the same round it is thrown.

Damage 1d6; **Rate of Fire** 1; **Range** 100ft; **Weight** 1; **Cost** 200gp.

Candy Necklace

Sweet, sugary disk-like beads of sugar threaded onto a thin, silk rope in a variety of pastel colors. They can be bitten off and eaten individually. Eating two pieces is the equivalent of eating one set of rations, and the supply never seems to run out.

Cloak of the White Dragon

A full-length cloak made out of the sparkling iridescent scales of a white dragon. Can be worn over any standard armor.

+2 AC, +2 Charisma, +2 Save vs. Cold

Daybreak Potion

Drinking this entire potion leaves the imbiber feeling as if they've had a whole night's rest, including all the benefits that come from such a rest.

Dragon Backpack of Holding

A black leather backpack artistically formed to resemble a small, black dragon clutching to the back of the wearer, complete with a sculpted head and eyes made of red marbles. It's fairly small, as though it was designed for children (or smaller races), but there's an abundance of room inside. The bag can carry up to 1,000 pounds of gear, yet still only weighs five pounds on the wearer's back.

Dragon Puppet

A well-made felt puppet of a red dragon. To activate the puppet, the user need only place it on their hand, open the puppet's mouth wide and utter the magic word of 'rawr', at which point the puppet will belch forth flame breath for 3d6 damage. [2d6 charges]

Intelligent Noble Marionette

This puppet walks and talks all its own. It can cast Cure Light Wounds, Find Traps, and Bless once each day before becoming inanimate until the next day.

1d4	Personality
1	Snarky
2	Overly Cheerful
3	Depressed
4	Angry

Lilac Perfume

When worn, this perfume makes the user nearly invisible to attacking monsters. So long as there's someone else around to keep their attention, monsters won't attack the wearer directly no matter what they do. Effects and spells that target an entire area can still harm the wearer.

Lucky Coin

This large, silver coin is inlaid with gold. One side bears the image of a horseshoe, and the other bears the image of a rabbit's foot. Spinning the coin on a hard surface activates its enchantment. For the next two hours, whenever the owner rolls to hit, they roll two d20s and take the better of the two rolls.

Magical Unicorn Blanket

This beautiful throw blanket is big enough to share. It features a unicorn woven into the blanket in shades of blue, looking out from a forest. One person can use the blanket to cover themselves from head to toe and become invisible.

Plush Dragon

Giving this plush dragon a hard squeeze summons a small, blue dragon to fight for you for 1d6 minutes. This dragon can turn invisible at will, teleport small distances, breathe lightning, and bite. It is semi-intelligent and can perform small tasks.

Pseudo-Dragon: **HD** 2; **AC** 2[17]; **Move** 6 (fly 25); **Save** 16; **Attack** 1 Bite (1d3), 1 Lightning (1d6); **CL/XP** 5/240; **Special:** Invisibility, Teleport, Lightning.



Pony Action Figure

Summons a 2HD pony for 1d6 hours that can serve to hold gear and give smaller party members rides. Doesn't fight, but it can be killed. When killed, it turns right back into a pony figurine.

Pony: **HD** 2; **AC** 7[12]; **Move** 18; **Save** 16; **Attack** 1 Bite (1d2); **CL/XP** 2/30.

Portable Playhouse

This is a kit to assemble a play tent suitable for children to play in. When assembled, it's a small tent made of red silk with

purple ribbons. An adult has to get on all fours to climb into the tent, but once inside they'll find there's much more room. The tent opens up into a comfortable one-room cottage, complete with fire, bed, and comfortable place to sit. It can't be used to store anything, and can only be entered when assembled.

Porcelain Doll

Once per day, turns into an animated doll with the capability to cast Shield, Sleep, and Detect Magic. Once she's used up all her spells, she'll collapse back down into an inanimate porcelain doll. She is fragile and can be destroyed in one hit.

1d4	Personality
1	Snarky
2	Overly Cheerful
3	Depressed
4	Angry

Slingshot of Striking

This is a simply-crafted slingshot made with a piece of stretchy sinew. Whoever owns the slingshot will always find a rock in their pocket that fits perfectly.

Damage: 1d4+2; **Rate of Fire:** 1; **Range:** 40ft; **Weight:** 1; **Cost:** 0.5gp.

Yo-Yo of Doom

This metal yo-yo has sharpened edges, making it particularly deadly. It's enchanted to give whoever wields it the skill necessary to handle such a weapon.

Damage: 1d6 +2; **Weight:** 1; **Cost:** 50gp.

Zoo Animal Figurines

A set of five porcelain models of animals frequently found in zoos, each about three inches tall: a bear, an elephant, a giraffe, a gorilla, and a monkey. Throwing each figurine to the ground and making the appropriate animal sound will break the figurine, but summon the appropriate animal to fight or do simple tasks for you for 1d10 minutes.

Bear: **HP** 4+1; **AC** 7[12]; **Move** 9; **Save** 13; **Attack** 2 Claws (1d3), 1 Bite (1d6); **CL/XP** 4/120.

Elephant: **HD** 10; **AC** 6[13]; **Move** 12; **Save** 5; **Attack** 1 Trunk (1d10), 2 Gore (1d10), 2 Trample (2d6); **CL/XP** 11/1700.

Giraffe: **HD** 3; **AC** 7[12]; **Move** 9; **Save** 14; **Attack** 1 Trample (1d10); **CL/XP** 3/60.

Gorilla: **HD** 5; **AC** 5[14]; **Move** 12; **Save** 12; **Attack** 1 Bash (1d8), 1 Bite (1d10); **CL/XP** 5/240.

Monkey: **HD** 2; **AC** 6[13]; **Move** 14; **Save** 16; **Attack** 1 Bite (1d6); **CL/XP** 2/30.



Sheet Fort Market



POSHINZ

Potion of Healing
Potion of Levitation
Potion of Animal Control

MAGIC STUFF

Boots of Elvenkind
Chime of Opening
Rope of Entanglement

ARMUR

+2 Leather
+2 Cloth
+2 Chain

SCROLLS

Scroll of Magic Missile
Scroll of Detect Magic
Scroll of Cure Serious

WEPONZ

+2 Long sword
+2 Sling
+2 Mace

POEPURRI

Ring of Invisibility
Ring of Protection +2
Ring of Shooting Stars

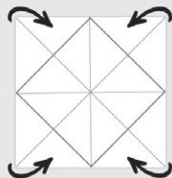
1,000GP (Or Stuff) Each





1) Cut pattern into a square by removing this part of the page and/or any margins.

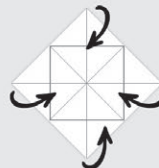
2) Fold the paper in half horizontally, unfold, then fold vertically and unfold. Repeat diagonally.



3) With the printed side facing down, fold all the corners into the center.



4) Flip over your paper. You should now see the fortunes (the middle of the template).



5) Once again, fold each of the corners inward. Now, all the options should be visible.



6) Fold your paper in half again so the options are on the inside, and the flaps are on the outside.



7) Slide your thumb and pointer fingers into the flaps, and press them together to form your cootie catcher!

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Zaya's Current Mood:

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Teleporter Status Chart

Room #	Magic Word	Room Linked to	Missing Parts (1-in-4 chance)
Room #1: Art Gallery	Petrichor		
Room #2: Tapestry Room	Solander		
Room #2: Tapestry Room	Mim		
Room #2: Tapestry Room	Anguilliform		
Room #7: Room of Mirrors	Humdudgeon		
Room #7: Room of Mirrors	Paraph		

Missing Parts Table

1d6	Missing Part
1	Red gem
2	Green gem
3	Gear
4	Gear
5	Cog
6	Cog

Door Status Table

1d6	The door is...
1	Locked.
2	Unlocked.
3	Locked (barred from the other side, can't be picked).
4	Locked and trapped. The trigger is always on the door's handle:
	1d4
1	<i>If the trap is triggered...</i> <i>The handle becomes super-heated, doing 1d4 damage.</i>
2	<i>A poisoned needle pops out of the handle, stabbing you in the palm. Save or become paralyzed for the next 1d6 x 10 minutes.</i>
3	<i>Blades pop out of the door, causing 1d6 damage (half on save).</i>
4	<i>The handle of the door turns into a funnel that fires out a cone of ice, causing 1d6 damage and freezing you in place for 1d6 minutes (half damage and duration on save).</i>
5	Unlocked.
6	Unlocked, but stuck shut.

ONE, TWO,
Where's my shoe?

Three, four,
Lock the door!

Five, six,
The soldier kicks,

Seven, eight,
It's far too late,

Nine, ten,
Start over again!

One, two,
Where's my shoe?

Three, four,
Lock the door!

Five, six,
The soldier kicks,

Seven, eight,
It's far too late,

Nine, ten,
Start over again!

One, two...