

The Wizard's Scroll

Issue

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MC spiralmagus

A Swords & Wizardry Fanzine

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Issue no. I Winter 2016

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From the Wizard's Scroll



Welcome to the inaugural issue of The Wizard's Scroll. A 'zine written by fans, for fans of Swords & Wizardry!

Within this scroll you will discover new character races, spells, magic items, adventures, locations, monsters, non-player characters, optional rules and a recipe. I recommend starting the recipe before you sit down to read the Scroll. That way, when you have finished taking in all the dark secrets and you find yourself famished; you will have a wonderful, tasty meal to eat.

The fantastic cover art is by Michael Clarke. Be sure to stop by his website at spiralmagus.com

For more 'zine information: thewizardsscroll.blogspot.com

And please, if you value your soul, do not attempt to decode the secret message hidden within the skulls.



Testudo

By D.J. Chadwick

Testudo are an ancient race of anthropomorphic tortoise men who inhabit the northern deserts and mountain regions. They live in close knit tribal groups and attempt to remain aloof from the wars of the younger races. Due to their commitment to pacifism whenever possible the Testudo have accumulated vast amounts of wisdom and knowledge which they record and deposit at Deepburrrow, the ancestral home of all Testudo. This accumulated knowledge produces some of the world's wisest sages and most powerful sorcerers. The Testudo worship no gods, instead they practice a form of ancestor worship in which the spirit of one who has died lives on in fetishes and shields made from his shell.

Testudo player characters may only be fighters or magic users

Due to their shells, all Testudo player characters have a natural AC of 5[14]. Testudo fighters may spend 100 gp per point of AC to have his shell imbued with protective sigils up to a maximum of AC 1[18]. This can only be done at a Testudo tribal settlement.



Testudo Magic users may not have their shells imbued with protective sigils as it disrupts their ability to channel magical energies. Instead, they may inscribe

their shells with spells for the same cost as creating a scroll. Casting from the shell works exactly as casting from a scroll and is only good for one use before needing to be re-inscribed. A Testudo's shell may hold up to 4 spells at any one time.



Ratfolk

By Charlie Mason

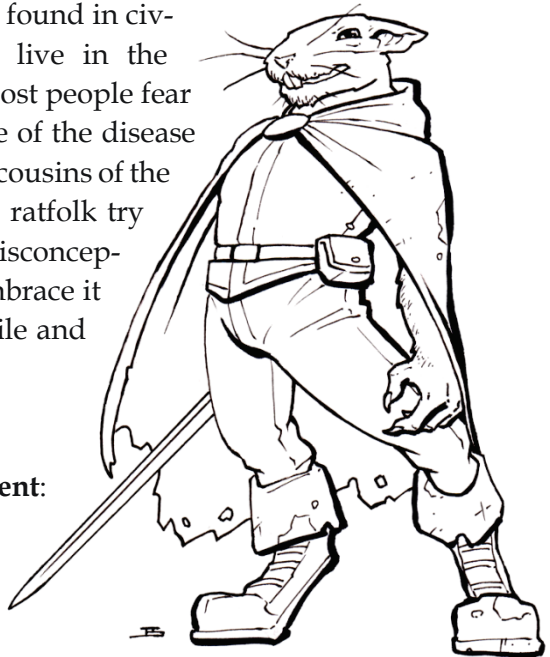
Ratfolk can mostly be found in civilization where they live in the streets and gutters. Most people fear them, usually because of the disease that the small, rodent cousins of the ratfolk spread. Some ratfolk try to break free of the misconceptions, while others embrace it and are completely vile and disgusting.

Ratfolk Abilities:

Character Advancement:

Typically allowed to advance to 4th level as fighters and 7th level as thieves.

Weapon and Armor Restrictions: no metal armor, it pulls their fur.



Stealthy: They are naturally stealthy; 4 in 6 chance of success, 1 in 3 chance to surprise.

You're a rat: suffer -2 penalty to reaction rolls in civilization.

Saving Throw: +4 to saves vs. poison and disease.

Languages: They learn many different languages for survival purposes.



Magic-users sometimes weave a binding spell, creating a magical link between themselves and a normally mundane creature. These creatures are usually small animals, though they can be mammalian, or avian in nature; though, they are always natural creatures - at least until the time that an enterprising spellcaster weaves this arcane incantation and creates a bond between the two souls. At that moment, such a creature becomes a familiar. Both master and familiar are given strange new powers and strengthened resolve by this empowerment. Such an entwined essence is not without its dangers and if either master or familiar should suffer a grievous wound, the other will feel its suffering - and could even die.

Familiar Binding

Spell Level: Magic-User, 1st level

Range: Referee Discretion

Duration: Permanent



By way of this long and difficult ritual, a magic-user can permanently and magically bind a previously mundane animal to their service. This bond has its cost, but grants both the magic-user and the familiar great power. Unlike most spells, Familiar Binding requires four hours to cast and requires special components which cost 100 gold pieces.

After casting the spell, a mundane animal responds to the magic-user's summons and the two are bound together until either the magic-user or animal's death. This bond has a price



and depending on which creature arrives to serve the magic-user, the caster is required to sacrifice a piece of their soul to empower their new ally. This is reflected in the permanent one-point loss in a single ability score, as shown on Table I: Familiar Binding.

But in return for this sacrifice, both master and beast gain great power. Both find their senses sharpened and are only surprised on a 1 on 1d6, and the magic-user gains one additional hit point each time he gains an experience level hereafter. In addition, the magic-user can telepathically give his familiar basic commands as long as the familiar is within one mile of its master. These commands cannot be terribly complex - no more so than "fetch," "sit," or "heel." Finally, depending on what type of familiar is summoned, the magic-user gains a single unique ability associated with the type of animal which has come to serve its new master.

If the familiar is ever slain, the magic-user immediately suffers 1d6 points of damage per level of the magic-user. Thus a 1st level magic-user finds themselves suffering 1d6 points of damage, while a 8th level magic-user suffers 8d6 points of damage.

This increased damage reflects the strength of the magical bond between the two and has the potential to kill the caster. Once a familiar is slain, the magic-user must wait one full year from the date of the creature's death before summoning a new familiar.

All familiars have an Armor Class of 7 [12], and 2 hit points per level of their master. They do not engage in combat.

Table 1: Familiar Binding

Roll (1d6)	Creature Summoned	Ability Score Loss	Special Ability
1	Cat	Constitution	Dark Vision 60'
2	Frog	Intelligence	Swim Speed 12'
3	Snake	Charisma	Backstab as Thief 1/day
4	Squirrel	Wisdom	Climb Speed 6'
5	Rabbit	Strength	Detect Noise 1-2 on a d6
6	Raven	Dexterity	Speak 1 Extra Language



An NPC for Carcosa

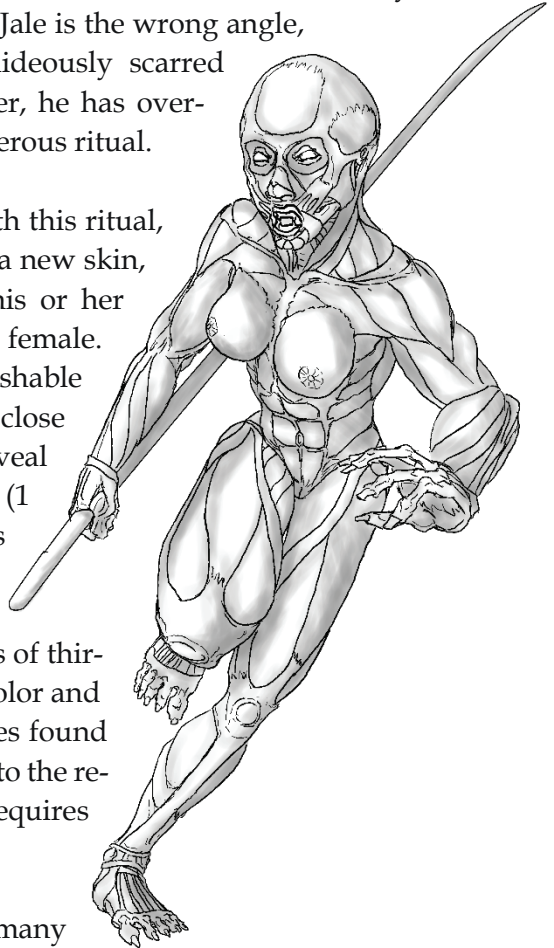
Sorcerers in Carcosa are just Fighters with an aptitude for conducting sorcerous rituals. It could easily be a Magic-user with no changes to the stats. It can work as an encounter or as fuel for a one-off or "Saturday Night Special".



Niptuk (Jale Sorcerer, LV6, AC 9 [10], HP 25, ST 9, MV 12, AL C, STR 12, INT 14, WIS 7, DEX 12, CON 10, CHA 3, knows 1d6 sorcerous rituals in addition to the Veil of Dermasis detailed below)

Niptuk is utterly and irrevocably insane. Driven mad by his early plunge into forbidden sorceries, he has slowly removed all of his skin ("Jale is the wrong angle, damn you!"). He is hideously scarred and deformed; however, he has overcome this through sorcerous ritual.

Veil of Dermasis - With this ritual, the sorcerer can create a new skin, completely changing his or her appearance - male or female. This skin is indistinguishable from the real thing, but close examination will reveal that something is... off (1 in 6 chance). The skin is well preserved, lasting 3d6 weeks. The ritual requires the skins of thirteen men of the same color and the long hooked needles found only on a cactus native to the region in hex 1905, and requires 2d6 hours to perform.



Niptuk enjoys luring many unsuspecting travelers into his tower of twisted lianas, where he overcomes his guests (usually with poisoned drink or food) and drags them to his laboratory. There he seeks to "improve" them through manipulation of the flesh. His experiments tend to go horribly awry...



Hit Dice: 2

Armor Class: 8 [11] or armor worn

Attacks: Bite (1d4) or weapon

Saving Throw: 16

Special: Disease

Move: 12

Alignment: Chaos

Challenge Level/XP: 3/60

To create a skin bag, one sapient humanoid must be sacrificed to Agurth-Plaga. Constructs of Agurth-Plaga capture the victim and transport him to a specially prepared location. The victim is then ritually slain. During this process Agurth-Plaga seizes the victim's soul and forces it into a construct that physically resemble the victim.

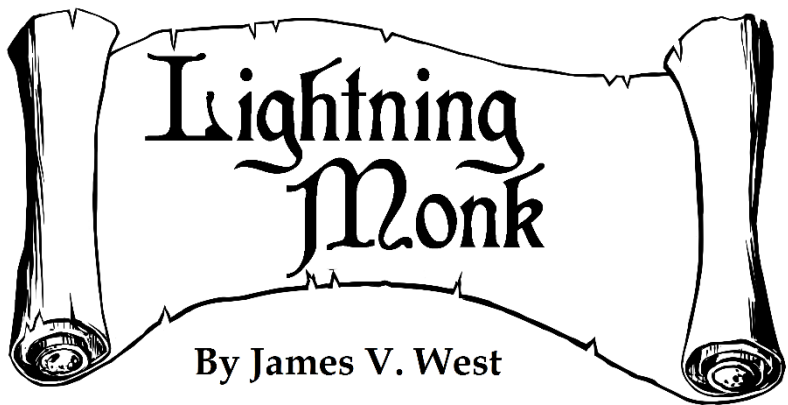
A skin bag retains the original victim's surface memories, but will not withstand prolonged scrutiny by friends or acquaintances. A skin bag's behavior may also appear strange, as it does not eat, drink, or void waste. However, the skin bag can often pass for the victim long enough to infiltrate humanoid society.

The bite of the skin bag causes disease. Often skin bags are ordered to simply bite as many people as possible. Other times

they have subtler goals of attacking only certain people or places.

A victim resists the disease effects with a successful saving throw versus poison at -2. Skin bag diseases sometimes have long incubation periods designed to start plagues. The Referee decides the specific disease effects.

When a skin bag is damaged, it reveals its true nature as a shell for a stolen soul. The injured skin bag leaks a small cloud of white smoke from the wound, which rises into the air, carrying away the soul of the original victim. With each injury more smoke rises and the skin bag loses another portion of its essence. It begins to shrivel, and when dead, falls to the ground, nothing more than a skin shell weighing a few pounds.



Hit Dice: 3

Armor Class: 3 [16]

Attacks: Strike (1d6)

Saving Throw: 14

Special: Lightning (3d6)

Move: 18

HDE/XP: 5/240



These blue-skinned humanoids move and fight with furious speed, dazzling even the most jaded opponents. Lightning monks dwell in small cloisters of 4d4 individuals all devoted to their Storm Temple. They generally leave outsiders alone but if provoked or if their temple is violated they retaliate with lethal force.

Lightning monks move so fast they surprise on a roll of 5 in 6. They are able to dash through any terrain making very little sound and they strike 3 times per round with their rapid blows. Once per day a lightning monk may summon their Inner Storm and unleash a lightning bolt, like the spell, dealing 4d6 points of damage to those in the bolt's path failing to save or half damage to those that do save.

The Storm Temple is always a crude, spartan affair bereft of gold or jewels. The ascetic lightning monks have no need for such baubles. But the temple will possess 1d4 "storm stones" usually laid upon a central altar. These black, porous rocks are said to fall from the sky and are valued at 5,000 gp each. Wizards can use storm stones in the creation of certain magic items, such as Horseshoes of Speed.

Shield Guardian

By Charlie Mason

Hit Dice: 8

Armor Class: 1 [18]

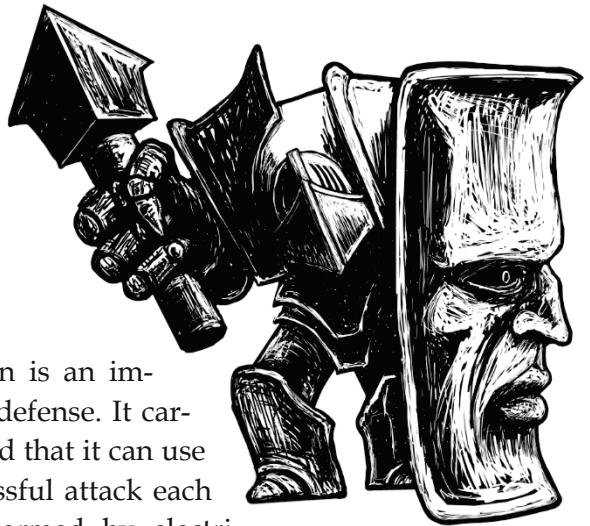
Attacks: hammer
(2d6)

Saving Throw: 11

Special: See below

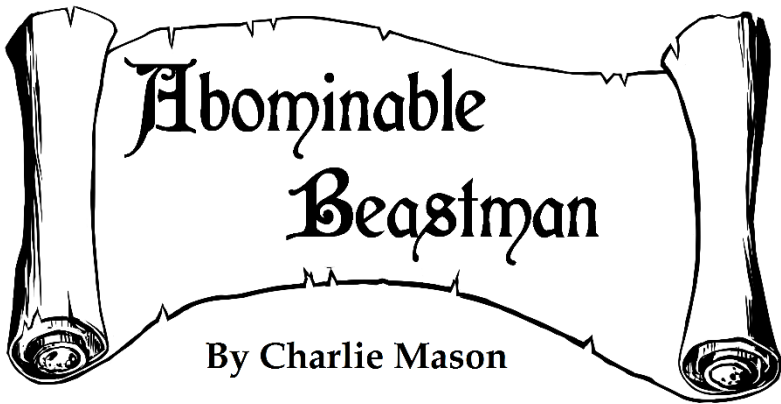
Move: 6

HDE/XP: 10/2000



The Shield Guardian is an immovable bastion of defense. It carries a full body shield that it can use to negate one successful attack each round. It can be harmed by electrical/lightning spells, but is immune to all other spells. This particular Guardian carries a shield with a face on it. The countenance is of doom and death.

The guardian does not speak a word. The same cannot be said of the shield. Before and during battle, the shield constantly speaks. Saying things like “your doom is at hand” and “your death awaits you”. However, once the shield is used to negate a successful hit on the guardian, it says things like “ouch, you hit my nose” and “ooh, that will leave a mark”. All mention of doom and gloom is gone.



The abominable beastman is the terror of the cold, northern realms. He is especially reviled during the yuletide, for he has a strong taste for elf flesh. And unfortunately for the elves, they gather together at Poletown to make toys for the local human population. When they have finally finished making their toys and they venture out at night to deliver them, they are easy prey for the beastman. Many of the humans have woken up in horror when they found elf blood and guts on their doorstep instead of toys.

It is said, that the beast is so strong that if it grabs a hold of a person, he can tear both arms off! He attacks twice per round and if both attacks hit, he has a 2 in 6 chance to rip both arms off, save for half damage (1 arm). He has a 3 in 6 chance versus elves and they don't get a saving throw.

Hit Dice: 5

Armor Class: 7 [12]

Attacks: 2 fists (1d6 each) or weapon

Saving Throw: 14

Special: Rip your arms off!

Move: 6

HDE/XP: 7/600



He has a weakness for songs. If jolly music is sung or played near him, his anger and elf blood thirst abates just a bit. He can't rip arms off.

There is a rumor that the elves have found a human barbarian to deliver the toys for them. He is a huge warrior, born of ice and steel. His blood soaked red cloak, flaps in the wind as he rides his sleigh driven by massive elk. If ever there was a hope for the elves, surely he is it?





Weapons of Legend

By Redneck DM

You have heard tales of magical weapons so exotic, those who wielded them were revered as Gods among their peers. Weapons of power so unfathomable, nigh omnipotent foes would be sundered from a single blow. Weapons so rare, infamous warlords drained their coffers for a map to a mythical trove in hopes of finding one. One of such weapons you now find in your possession.

The following table is intended to be used in place of the Unusual Weapons Table (Optional) on page 105 of S&W WhiteBox. In the event of a roll resulting in a 19 on the Magical Weapons and Armor Table on page 104 of S&W WhiteBox, you may choose to roll again. If that roll results in a 19 or 20 you may roll 1d6 and consult the table below.

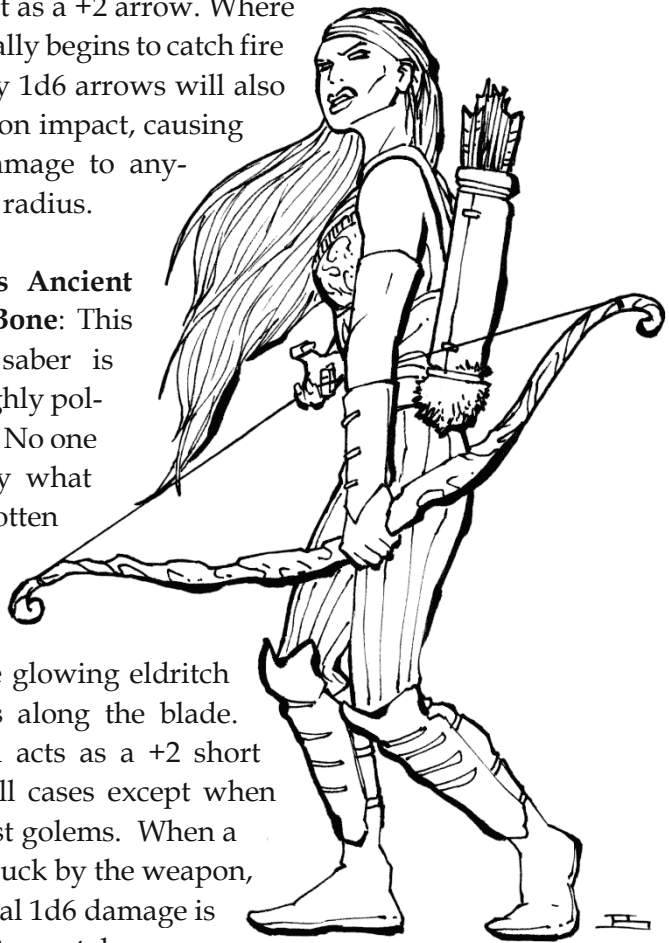
Table 2: Weapons of Legend	
Roll 1d6	Type
1	The Mocking Bird's Hungry Bow
2	Zum Kali's Ancient Sword of Bone
3	Lucilla
4	Force Saber of Lucas Star-Born
5	Widow's Lament
6	Claws of the Carcajou

The Mocking Bird's Hungry Bow: This smooth, sleek, jet black short bow is magically enchanted to treat any ordinary arrow

fired from it as a +2 arrow. Where this bow really begins to catch fire is every day 1d6 arrows will also explode upon impact, causing 1d6 fire damage to anyone in a 20' radius.

Zum Kali's Ancient Sword of Bone:

This legendary saber is made of highly polished bone. No one can identify what foul, forgotten creature it was plucked from or the glowing eldritch inscriptions along the blade. This sword acts as a +2 short sword in all cases except when used against golems. When a golem is struck by the weapon, an additional 1d6 damage is dealt, and it may take no actions on its next turn.



Lucilla: This narrow, wooden cudgel is about 3 feet long. It has a smooth, polished finish which is entwined by a length of barbed steel cord. Its appearance is that of a large wooden splinter embraced by a rose stem made of steel. Lucilla is a frightening lady in combat. She is treated as a +2 club, and the damage she inflicts is considered both bludgeoning, and slashing. If a natural 19 or 20 is rolled while attacking with Lucilla, all intelligent foes within a 40' radius must make a morale check.

Force Saber of Lucas Star-Born: Upon first glance, this appears to be a thin metal cylinder roughly 1 foot long. If held, it is extremely light, and a switch is easily found. Once the switch is flipped upwards a blade of arcane energy bursts forth with a whoosh. The blade can be used with one hand or two, and acts as a two handed sword +2. Anyone wielding the active force saber is also granted a +2 bonus to AC against incoming missile fire.

Widow's Lament: This dragon steel blade is one of two re-forged weapons made from the ancestral great sword of an honorable northman. A dead, honorable northman. This finely crafted short sword is dark gray in color, and when scrutinized it is possible to see the thousands of folds in its steel. This weapon is treated as a short sword +2 against normal foes. Against an undead enemy the weapon deals an additional 1d6 damage, none of which can be healed by regeneration.

Claws of the Carcajou: These blue gloves will magically adjust to fit perfectly on the hands of anyone who wears them. The flared ends will swoop from the midway point between the wrist and elbow on the inside, all the way to the elbow on the outside. Three metal mounds rest on the back of each hand. From each of these mounds spring a blade of unbreakable alloy when the wearer clenches their fist. The blades are impossibly sharp, and unbelievably deadly in combat. When used as a weapon, they allow 2 attacks for 1d6 damage each. The claws may also be used for climbing applications, allowing the wearer to scale any smooth surface as if it was covered in hand-holds.





Führung (Magic Ring)

By David Przybyla

Führung are simple gold bands with the following words engraved about their circumference: Leadership-Loyalty-Trust. Kings or leaders of similar stature most often award führung to prominent officers to help inspire and rally their troops. Receiving a führung is a great honor, as there are never enough for all who are worthy.

Führung never give the wearer a direct advantage. Rather, the powers always aid allies. Each führung grants a combination of powers such that the total bonus is usually 2. Here are common führung powers, although the list is not complete.

Table 3: Führung	
Roll 1d4	Power
1	+1 to allies' saving throws
2	+1 to allies' attack rolls
3	+1 to allies' damage rolls
4	-1[+1] to allies' Armor Class

For example, one führung might give the wearer's allies +1 to attack rolls and +1 to saving throws.



The Demon-Shattered Tower

By Steven A. Cook

A Side-Trek Location for 4-6 Characters of Levels 2-3

Background

A ruined tower stands in the woods several miles from the village of Crosspike. Local legend tells of a demon-worshipping wizard named Damestor who dwelt in the tower several decades ago, and how he perished and his body disappeared when an unknown (but purportedly demonic) catastrophe nearly destroyed the place. On random occasions ever since, uncanny quavering in the earth and crashing rocks have been witnessed (well, more like heard, actually) emanating from the area, and the local folk fear going near the “Demon-Shattered Tower” because of its evil reputation.

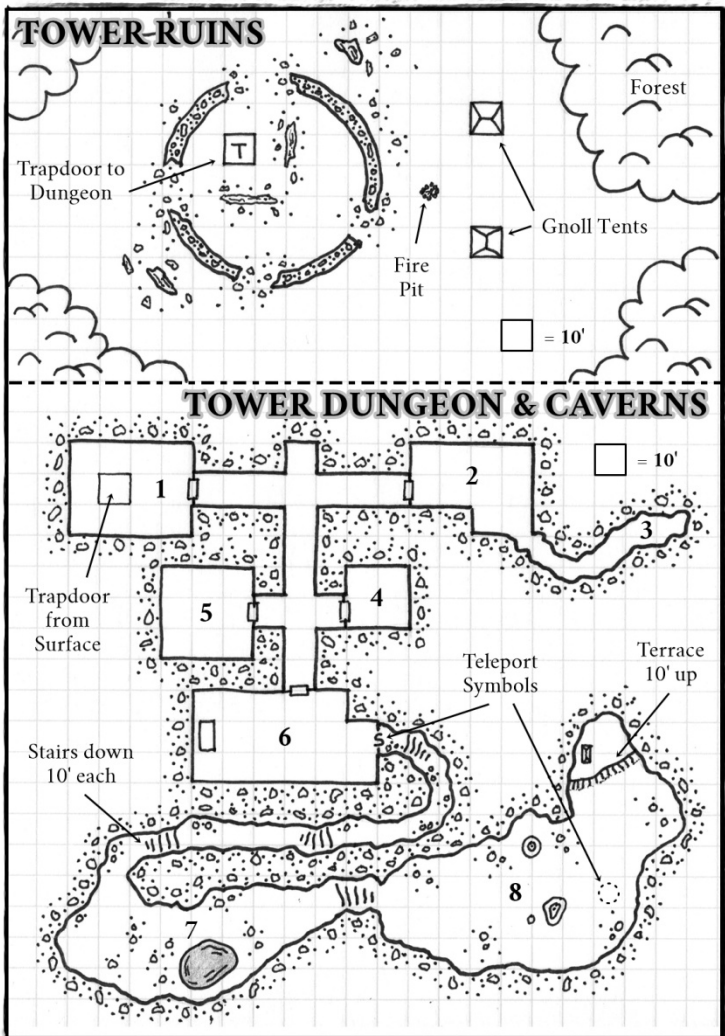
Festering Fang Gnolls

These days, a gnoll warband uses the tower as a base to launch raids upon nearby villages and passing merchant caravans. The Festering Fangs are led by Lukratz, a particularly murderous gnoll renowned for his brutality and appetite for humanoid flesh. The warband consists of Lukratz, his two lieutenants Yarkfu and Hakla, eight hyenas, four warriors and four scouts. The gnoll warband’s symbol is a fanged maw, and each member bears this branded upon their heads.



Finding the Tower

While traveling through the wilderness, the PCs notice the tower ruins jutting slightly above the trees about a half-mile into nearby Blackhaunt Forest. Any PCs sneaking toward the tower hear harsh voices barking and laughing loudly as they approach. Upon reaching a wide glade, the PCs clearly see the tower's broken walls and the source of the voices: six gnolls and four hyenas occupy a small encampment beside the ruins.



The Gnoll Camp

Celebrating the success of a recent raid, the gnolls are roasting a captured halfling on a spit. The halfling, named Brando Hillfriggin, is gagged but “not quite dead,” and struggling desperately (and futilely) to escape the licking flames before he is cooked alive. Two gnoll scouts tend the fire pit, while four gnoll warriors stand distractedly beside a tent telling jokes and drinking, and four hyenas yip and fight over well-gnawed bones. Two gnoll scouts, fetching water from a nearby stream, come rushing back one round after they hear any sounds of combat. They try to pick off PCs with their shortbows.

Gnoll Warriors (4): MV 9; AC 5 [14]; HD 2; BHB +2; ATK 1 bite or sword; DAM 1d6; ST 17; HDE/XP 2/30.

Treasure: Each warrior has 1d4 x 10 cp, 1d4 x 10 sp, 1d4 x 10 gp, and a gem worth 1d10gp.

Gnoll Scouts (4): MV 9; AC 5 [14]; HD 2; BHB +2; ATK 1 bite or sword or shortbow; DAM 1d6 or 1d6-1; ST 17; HDE/XP 2/30.

Treasure: Each scout has 1d4 x 10 cp, 1d4 x 10 sp, 1d4 x 10 gp, and a gem worth 1d10gp.

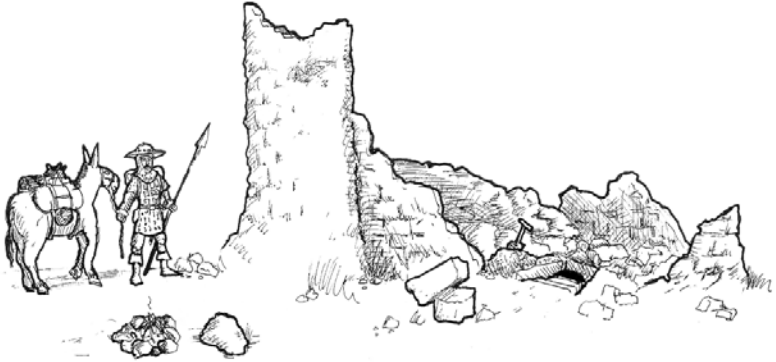
Hyenas (4): MV 18; AC 7 [12]; HD 1; BHB +1; ATK 1 bite; DAM 1d6-1; ST 18; HDE/XP 1/15.

Tower Ruins

Nothing remains of the tower except shattered walls, the outer sections of which rise as high as 40 feet in places. Hidden amidst the scattered rubble and crumbled stones of the ruins is a stone trapdoor leading to the tower dungeon. Pulling a rusty steel ring opens the trapdoor outward.



If the PCs explore the ruins after a battle with the gnolls, they hear loud pounding and rumbling beneath the earth, and the ground shakes forcefully. Masonry loosens and topples from the heights of the shattered walls, crashing upon the ground. At the Referee's discretion, PCs within the tower ruins must make a saving throw to avoid the falling stonework; failure indicates a hit inflicting 1d6 damage.



Golundru the Demon

Golundru, a stone demon, causes the violent disturbances above ground by pounding upon the walls and floor of his cavern-prison. Damestor the wizard summoned and imprisoned Golundru decades ago for some unrealized nefarious purpose. Golundru has been “sleeping” for the past year, attempting to deny the unsavory reality of his situation. It was during this time that the Festering Fang gnolls first discovered the tower ruins and dungeon.

Unfortunately, the sound of battle between the gnolls and PCs awakens Golundru from his slumber, and he gets rather cranky and upset. Obviously, Golundru is the source of the uncanny quavering that has spooked the local folks since the destruction of the tower. Exactly why Damestor the wizard imprisoned Golundru beneath his tower is a mystery left to the Referee's own devious campaign machinations.

Gnolls in the Tower Dungeon

Lukratz, Yarkfu, Hakla, and four hyenas are holed up in the dungeon beneath the tower. The sound of fighting in the tower ruins leads the gnolls in the dungeon to either join the fray aboveground, set up an ambush for PCs entering the dungeon, or barricade themselves within the dungeon—or another option at the Referee's discretion. The gnolls and hyenas are a much more effective fighting force working together, as opposed to fighting separately in the various chambers. The hyenas are eager for fresh meat and lead any attack against intruders.

Lukratz and his gnolls don't know about the secret door in the hyena den (area 6), or its magic demon-binding symbol. In fact, the gnolls are completely unaware of the presence of Golundru at all, or of the caverns beneath the dungeon—until Golundru awakens and throws a tantrum. Golundru's cacophonous disturbance might spook the gnolls, peak their curiosity, or even drive them into battle frenzy—whatever reaction works best for the game.

Hyenas (4): MV 18; AC 7 [12]; HD 1; BHB +1; ATK 1 bite; DAM 1d6-1; ST 18; HDE/XP 1/15.

Yarkfu: MV 9; AC 5 [14]; HD 3; BHB +3; ATK 1 bite or halberd; DAM 1d6 or 1d6+1; ST 16; HDE/XP 3/60.

Treasure: 84 sp and 62 gp.

Hakla: MV 9; AC 5 [14]; HD 3; BHB +3; ATK 1 bite or halberd; DAM 1d6 or 1d6+1; ST 16; HDE/XP 3/60.

Treasure: 76 sp and 65 gp.

Lukratz: MV 9; AC 5 [14]; HD 4; BHB +4; ATK 1 bite or two-handed sword; DAM 1d6 or 1d6+1; ST 15; HDE/XP 4/120.

Treasure: A leather necklace strung with a Lucky Rabbit's Foot (acquired from the captured Halfling). The wearer adds 5 feet to movement and once per day can magically jump up to 30 feet.



Tower Dungeon

Conditions: All chambers are dark.

Doors: All doors are closed but unlocked (except as noted).

1. Entry & Storage. The trapdoor in the ruins opens outward to reveal this chamber below. A wooden ladder rests upon the chamber floor, granting access to the trapdoor when needed by the gnolls. Scattered about are two months of dried and salted meats, three empty wooden chests, humanoid and animal bones, a cask of sour ale and a barrel of vinegary wine.

2. Yarkfu & Hakla's Quarters. This room contains two straw and rag beds, soiled clothing, wineskins and scraps of food. On a small table rests two wooden cups and a clay jug of vinegary wine. A leather pouch hidden in the soiled clothing holds a rose quartz gem (53 gp) and a brown carnelian gem (48 gp).

3. Privy Tunnel. This foul tunnel reeks of dung and urine; the gnolls use it as a toilet. Any PC exploring the tunnel may contract an irritating digestive infection—a failed saving throw means the PC suffers diarrhea and vomiting for one day (-1 to attacks, damage and saving throws).

4. Armory. This chamber holds the warband's store of plundered weapons. Leaning against the walls are the following: 1 human-sized suit of chainmail armor, 2 human-sized suits of leather armor, 3 wooden shields, 2 halberds, 27 arrows, 2 shortbows, 3 shortswords, 5 daggers, 4 longswords and 6 spears.

5. Lukratz's Quarters. This chamber contains straw and rag bedding, a leather sack, and a table on which stands a yellow quartz statuette resembling a hyena-headed demon wielding a great flail (worth 113gp). The leather sack contains Lukratz's coins and gems: 166 sp, 87 gp, a yellow citrine gem (45 gp) and an aqua blue chalcedony gem (50 gp).

6. Hyena Den. The door here is permanently spiked open. The room is barren except for gnawed bones and a broken sarcophagus. A thorough search reveals a secret compartment in the bottom of the sarcophagus. When the compartment is opened, a secret door slides open on the opposite wall. Inside the compartment is a Dagger +1. Thrice per day upon command, a crystal gem inset within the pommel glows brightly, illuminating a 10-foot radius around the wielder as torchlight for 1 hour; a second command dismisses the light at any time.

The secret door opens to a rubble-choked stairway leading down to two large caverns. A magical symbol glows upon the stairway side of the secret door. This symbol holds a powerful binding and teleportation spell preventing Golundru from leaving the caverns. Any PC touching the door symbol is instantly teleported to a similar glowing symbol located within Golundru's prison-cavern (area 8).

Caverns

Conditions: Both caverns are dark (except as noted).

7. Sulphurous Cavern. This cavern has a roughly 15-foot circular pool of dark water emitting foul, sulphurous vapors. Boulders, rocks and rubble cover most of the cavern floor. Disguised among the boulders are six rubble imp demons. The imps try to surprise attack intruders. PCs foolish enough to drink the poisonous water must make a saving throw to avoid suffering nausea and severe cramps for 1d6 hours (-1 to attacks, damage and saves). Continual exposure to the fumes for six hours or more also requires a saving throw to avoid the same effects.

Rubble Imps (6): MV 9; AC 6 [13]; HD 1; BHB +1; ATK 1 buffet; DAM 1d6-1; ST 18; HDE/XP 2/30. **Special:** Takes half-damage from non-magic weapons, explode when slain (2 damage within 10 feet, save for half-damage).

Description: A rubble demon looks like a 1-foot diameter boulder with spindly humanoid arms and legs, and no head. Its sparkling red spinel gemstone eyes rest between its arms. When plucked from a restrained live demon, the gemstones are worth 3d6 gp each. A rubble demon can draw its limbs beneath



it to hide in plain sight by looking like a small boulder. Its primary attack is to run or leap and buffet itself against a foe; its secondary attack is to explode in a hail

of stone shards when slain, inflicting 2 damage to living creatures within 10 feet (save for half-damage).

8. Demon Prison Cavern. Golundru's prison-cavern is reached via a short flight of natural stairs. The cavern varies from 20 to 30 feet high, and the floor is littered with boulders, rocks and rubble. Two massive stalactite-stalagmite columns dominate the central section of the cavern. A large glowing teleportation symbol (shown as a dash-circle on the map) illuminates a 10-foot radius around it as torchlight. Golundru knows that the symbol is part of the binding magic that holds him prisoner here, so he avoids it if possible. Golundru immediately attacks when intruders enter his cavern.

If PCs try to bargain with Golundru by offering him escape — if they remove the binding and teleportation symbol on the secret door, for example — he listens but is suspicious. He doesn't trust wizards with powerful magical abilities since it was just such a wizard, Damestor, who imprisoned him here in the first place. The Referee should decide if spells like *Dispel Magic* will destroy the binding symbol, or if low level PCs even have access to such powerful magic!

Golundru the Stone Demon: MV 6; AC 4 [15]; HD 5; BHB +5; ATK 2 fists; DAM 1d6+1 each; ST 14; HDE/XP 6/400. **Special:** Takes half-damage from non-magic weapons, stone barrage (all within 30' who fail a saving throw suffer 2d6 damage from falling rocks).

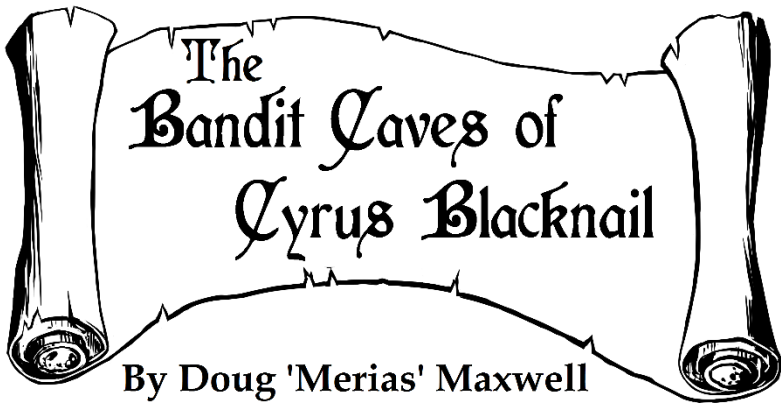
Description: Golundru resembles a 10-foot tall, vaguely humanoid creature made up of boulders, stones and rubble. His faceted yellow eyes resemble large citrines, and glow with a demonic ferocity. Golundru's eyes may be plucked loose if he is slain, and are worth 150 gp each. Golundru attacks by smashing foes with his two great stone fists, each attack inflicts 1d6+1 damage. Golundru may also use a special attack when

he occupies any natural cavern or constructed stone area – he pounds upon the floor or walls, causing a barrage of rocks and small boulders to fall from the ceiling. All creatures within 30 feet of him must make a saving throw or suffer 2d6 damage from the stony barrage.



Quartz Treasure Chest: A quartz-like chest rests upon the 10-foot high terrace in the northern section of this cavern. The chest appears to be an immovable crystallized outgrowth from the floor of the terrace, and its lid slides off easily. The chest contains: 638 sp, 217gp, 2 silver ingots (50gp each), an elegant crimson cape lined with silver fox fur (43gp), a bronze bracelet inset with four green tourmaline gems (Bracelet of Healing, improves any healing magic used upon the wearer by +1 per die, and naturally heal an extra hit point each complete day of rest), and a mahogany jewelry box containing an amulet of yellow-streaked jasper clasped upon a silver necklace (Amulet of Protection, +1 to AC and saves when worn)



A hand-drawn illustration of a scroll with a title and author name. The scroll is unrolled, showing a title in a decorative, gothic-style font. The author's name is written below the title in a simpler, bold font. The scroll has a textured, parchment-like appearance with some wear and tear at the edges.

The Bandit Caves of Cyrus Blacknail

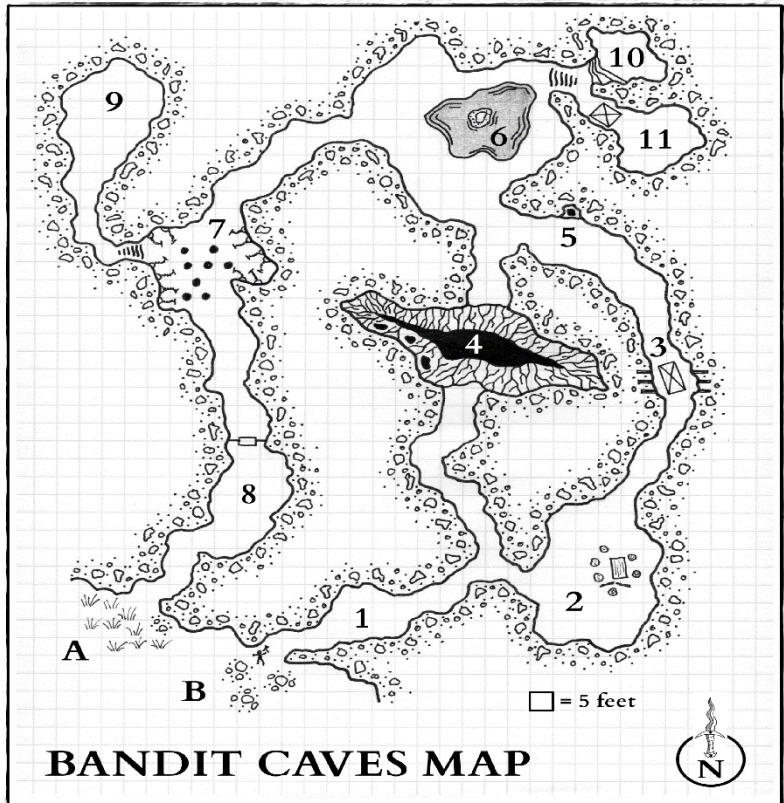
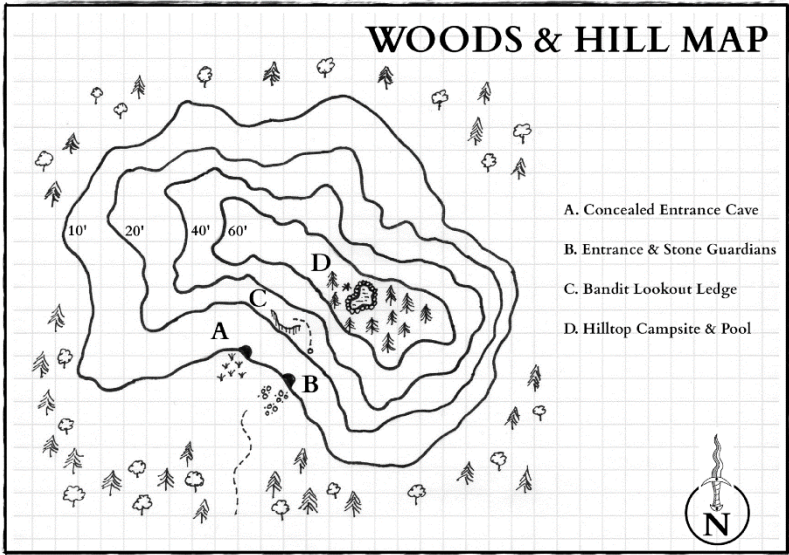
By Doug 'Merias' Maxwell

This is an introductory adventure for 5-7 character levels total that can be placed anywhere in your campaign's wilderness, it is a series of old bandit caves at the base of a hill. The caves are long-since abandoned, and are now inhabited by various creatures as well as a small contingent of goblins. This is written for S&W White Box, but will of course work with most old-school games with minor adjustments.

It would help to arrange for the PCs to find or be given a map to the caves with a clue on how to pass the crumbler guardians - the hint "Enter as friends and pass unseen" could be in chaotic script or thief's cant, but note there are two other ways to enter the caves; the hidden tunnel off of the ledge (area C) and the concealed goblin cave (area A). You may also want to add hints of a large treasure of the bandit captain Cyrus Blacknail, who ran a small band of miscreants out of these caves years ago.

Entrance, Lookout Ledge and Hilltop

The faint path through the woods leads to a clearing and a tall, flat hill. Straight ahead is a dark cave entrance, about five feet in height (area B). In front of the cave are three piles of rock, each several feet tall. There are many smaller rocks lying about. To the right, leaning against the cave entrance is a seated skeleton. Its skull appears crushed. To the left, a long row of dense, prickly brush runs along the hill's base.



[A] Concealed Entrance Cave: Dense, prickly undergrowth conceals a low cave entrance about three feet in height. A small pile of rocks just to the right of the entrance hides a brass skeleton key that opens the door within, but also hides a nest of 2-7 giant centipedes. The goblins do not know of the key. Note that if the goblins are within the cave (see area 8, below), they may hear the PCs near the entrance, but choose to hide and ambush any trying to enter the cave, especially during the day.

Giant centipedes: HD 1d2hp AC 9[10] ATK bite lethal poison (+4) MV 13 SAV 18 XP 30

[B] Entrance and Stone Guardians: The three piles of rock are actually inanimate crumblers. Bandits paid a mage to create these guardians, they only animate and attack those who have weapons drawn or readied. A skeleton of some unfortunate adventurer lies near the entrance, his skull crushed in. A rusted handaxe and bits of rotted leather lay near.

Crumblers: HD 1 AC 4[15] ATK fist/thrown rock 1d4 MV 0 XP 30

[C] Lookout Ledge: PCs can see a faint path to a rocky ledge halfway up the hill. This was used as a lookout by the bandits. An old crossbow with broken strings and 8 quarrels lay on the ledge, which is about 4 feet at its widest. Near one end of the ledge is a small opening (not visible from the ground) to a rocky chimney which eventually descends to area 5 below. Only one man-sized creature at a time can enter and descend.

[D] Hilltop: Atop the hill, PCs will find a copse of fir trees and a deep, rock-lined pool of water. It may have been used as a campsite in the recent past, as a small fire ring is evident next to the pool and the undergrowth is cleared around it. The pool itself is clear and about 10 feet deep in the center. PCs looking closely will see a bone scroll case at the bottom, wedged under

a rock. It is sealed with wax and this has kept the contents dry, a clerical scroll of cure light wounds.

Caves

1. Yellow mold: This is a damp cave, with water dripping from the walls, and a muddy floor. Straw is scattered about the floor, along with a rusted lantern, and some broken crates covered with yellow mold

Yellow mold: HD - AC - ATK 1d6+spores XP 60 **Special:** If the mold is disturbed, it may release (50% chance) a cloud of poisonous spores 10 ft. in diameter. Make a saving throw or die a horrible death. Touching the mold causes 1d6 acid damage. The mold can be destroyed with fire.

2. Meeting Cave: Mud gradually thins out on the down-slope leading to this cave, the floor and walls are dry within. There is a leaning wooden table with a broken leg, and six stumps near it used as seats. Melted candle wax is on the table, and a few loose coins and three bone dice are on the floor next to it. A dagger is secured to the underside of the table with a bit of twine and tacks, it is not magical, however.

3. Arrow Trap: There are two broken crossbow quarrels on the tunnel floor here that serve as a clue to watchful adventurers. The bandits forced a Dwarven captive to build an arrow trap for them, but his heart was not in it and the trigger mechanism only has a 3 in 6 chance of firing for each person that walks over it. The bolts fire from small slits in both walls and attack as a L3 fighter (+2) twice for 1d6 damage each (one on each side). The trap resets itself after one turn, and can fire four times in total. A Dwarf who examines the walls closely will note the prior work done to conceal the trap mechanisms, and may also note the floor trigger.



4. Crevasse – The crevasse is about 15 feet deep and 20 feet wide, and is filled with a heavy grayish mist that swirls about and reveals the rocky floor every so often. The mist is harmless, and PCs can climb down and up the other side fairly easily, but it conceals several stirge nests on the southwest cliff face, there are six stirges in total. They will attack anyone entering the crevasse.

Stirge: HD 1+1 AC 7[12] ATK sting 1d3+blood drain MV 3/18 SAV 17 XP 15



5. Chimney Up: PCs will notice a hole in the wall if they look up, it is 15 feet overhead and large enough for one man to climb into. Past the hole, the chimney zig-zags up, flattens out and leads to the lookout ledge (area C). Halfway up the chimney is a small rocky alcove with a leather pouch containing 11 50gp gems and a set of thief's tools.

6. Giant Toad: A giant toad lives in the water here, and will surprise on a 3 in 6 anyone nearing the pool, which is about five feet deep. A large, flat-topped rock on a small earthen island in the center of the pool conceals a large chest. It is trapped with poison gas (close inspection notes 12 small brass wires hooked to the outside front of the chest along the lid, if they are all unhooked the trap is disarmed) that deals 1d6 damage for two rounds to all on the island, with a save for half damage each round.

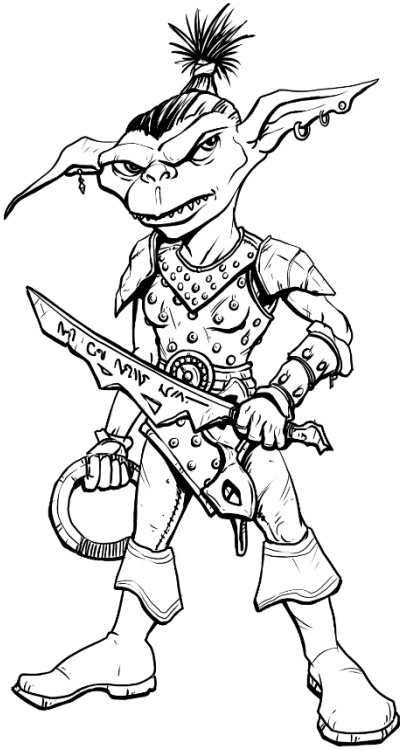
Giant toad: HD 3 AC 6[13] ATK bite 1d6 MV 6 (hop 3") SAV 14 XP 60

Chest Contents: It contains the bandit's treasure hoard. 408sp, 833gp, 6 silver candle holders (20gp each), 23 mixed gems and jewels (10-60gp each), a potion of haste, a silvered dagger with amber hilt in an ornate, jeweled scabbard worth 200gp on its own - but has a special property that thrice per day, if thrown, it strikes its target unerringly. Otherwise it functions as a +1 weapon. The bandits did not think it magical.

7. Piercers: Six pairs of rusted chains with shackles line the walls here, and a few rusted buckets lay near the walls. If players look up, they will note 20 or so stalactites 2" overhead. Eight of them are piercers. The bandits used this cave to hold prisoners for ransom, the piercers discouraged escape, but one could avoid them by keeping close the walls. Anyone walking through the cavern will have a piercer drop on them 50% of the time. The door into the Goblin cave (area 8) is locked. A tunnel to the west leads down a rough stone staircase into area 9.

Piercer: HD 1 AC 3[16] ATK drop 1d6 MV 1 SAV 17 XP 15

8. Goblins: A raiding party camps here, at any given time 2-7 will be present, but during daylight hours they will have a 2 in 6 chance of being asleep. They wear poorly maintained leather



armor and carry short swords. Half will carry crossbows which they will use to ambush noisy intruders. They have not been able to open the locked door, and are afraid to break it down, so they have left it locked. The iron-bound locked door blocks the way north. The door can be broken down, opened with the key from area A, or the lock can be picked. Note it is locked on both sides, and once it shuts it locks automatically. It opens to the north, into the piercer cave.

Goblin: HD 1-1 AC 7[12] ATK weapon MV 9 SAV 18 XP 10 (-1 to all attacks in sunlight)

9. Bat Cave: Many dozens of bats line the ceiling 20 feet overhead in this long, foul-smelling cavern. Guano covers the floor completely (all but the topmost layer is hardened), serving as food for two giant beetles three feet in length, who will attempt to feed on any intruders.

If the PCs choose to dig through the guano, they will find a random item from table 4 every turn, but whoever is doing the digging will then smell so bad they will cause the party to lose the advantage of surprise until they clean themselves off.



Giant beetle: HD 3 AC 4[15] ATK mandible bite 1d6 MV 3 SAV 15 XP 100

Table 4: Item

Roll	Item
1	Random small animal bones or parts from a human skeleton
2	1d6 silver coins
3	1d4 gold coins
4	Roach nest, 1d100x3 roaches in a writhing ball, not harmful
5	Piece of jewelry worth 1d10x3gp (find once only)
6	Rotted piece of clothing or leather strap
7	Silver dagger worth 20gp (find once only)
8	Nothing

10. Storage: Natural stone ledges lead up about five feet to this cave, where old crates and barrels line the walls. Most of them are broken but a few barrels still hold soured wine.

11. Cyrus' Quarters: A pit trap (10' deep, triggered 1-2 in 6, 1d6 damage) awaits the unwary in the tunnel leading to this cave. At the bottom of the pit is the desiccated corpse of the last poor victim to have fallen and snapped his neck, adorned in rusted mail, wooden holy symbol and next to a serviceable mace and spent torch. A backpack on his back holds rotted rations, 3 flasks of oil (still usable), a lantern, 2 vials of holy water, and a healing potion. It is possible to walk around the pit and not trigger it.

Cyrus himself used this cave as his living quarters. A bearskin rug lines the floor, with a bed against the east wall and a small desk and chair against the north. Small niches in the walls hold melted candle stubs. Under the desk in a false bottom is a ledger detailing, among routine notes of raids and clan deaths, the location of the treasure chest in area 6 (without noting the poison gas trap).



The wizard's tower is said to be haunted by demons and devils. The tower itself has two demon heads carved into the stone on the east and west sides. The only living inhabitant now is no demon, but he has stared into the depths of the abyss.

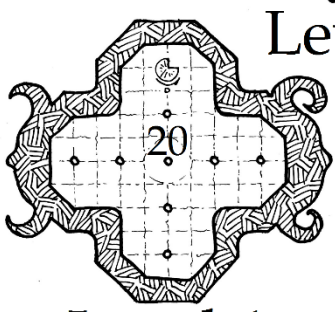
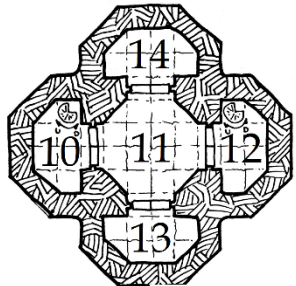
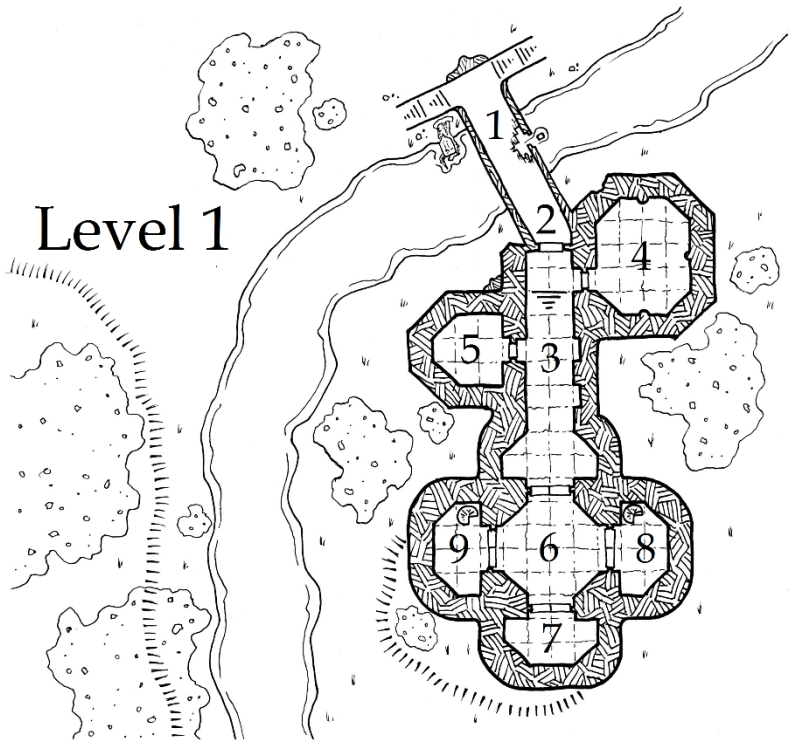
The wizard acquired the old fortress and renovated it when he was very young. He had the demon heads added to the tower, perhaps to scare off the locals or possibly as tribute to demon patrons. That was over 150 years ago.

The wizard has prolonged his lifespan by creating elixirs that he must drink every year upon the yuletide. He has spent his long life, researching the deep mysteries of the cosmos and delving into the secret arcane rituals that tap into a mystic source of power far beyond what is written about in books.

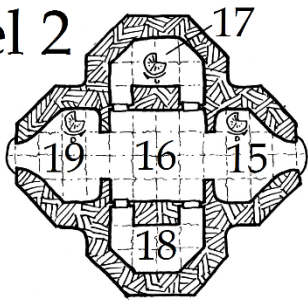
No one knows his name, for true names have power to other practitioners of magic. He is known simply as the Wizard.

The ancient fortress is his stronghold and his home. None may enter freely, except those whom he chooses. For those who try to enter without his permission, he has many surprises in store for them.





Level 2



Level 4

Level 3

The Tower: Level 1

1) The Broken Bridge. It has fallen into disrepair. At the broken section, only the 5 feet closest to the west side is safe to walk on. Otherwise there is a 2 in 6 chance, a section will fall away taking the poor helpless soul with it, into the raging river below.

2) The Demon Doors. It is carved with images of demons and devils spilling out from a hole in the earth. Words inscribed in an ancient language above the doors, read “the only evil within is that which is within you”. It could be mistakenly translated as “the evil within wants to be within you”.

3) The Hallway of Doom. Two shield guardians (see page 13) stand in the alcoves along the east wall. If the guests were not invited, they move to intercept. Just imagine the conversation these two shields could have!

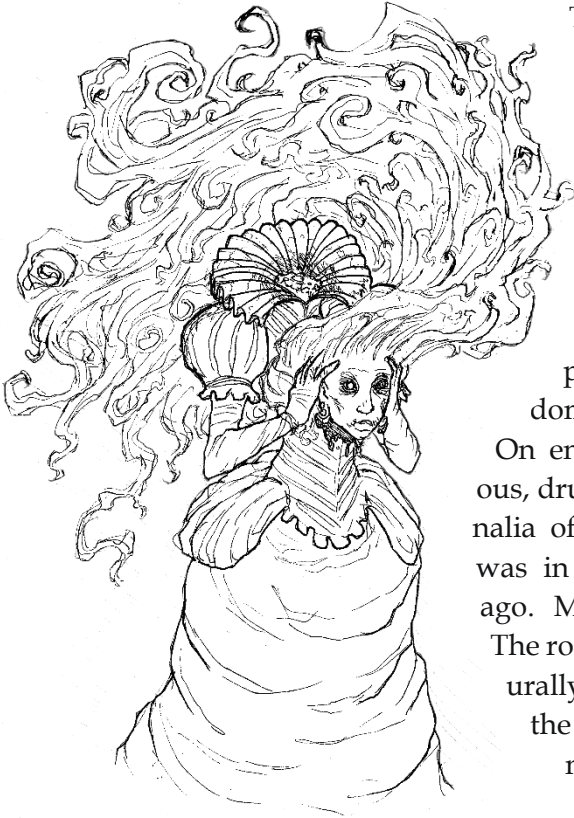
4) The Ghost Quarters. This room is full of beds, wardrobes, and other furnishings. It appears to be the servants’ room. But there are no servants, only ghosts.

5) The Kitchen is Cooking. This kitchen is very clean and looks as if it is in constant use. There is a nice aroma of a meat pie that is cooking in the oven. Perhaps it’s hafling stuffed?

6) The Dance of the Demon. This is the grand entry. The doors are twenty feet tall and carved with two demons that look the same as the demon faces that are on the tower.

Beyond the doors is a large ballroom illuminated with candles and chandeliers. Music is playing, a slow waltz and dancing around the room is the ghost of a headless woman. But she dances alone. Her head, lies on a table along the south wall.

7) Dinner for Two. A large table runs the length of the room. It is set up for a fine feast. But there are only two chairs set at the table; one on each end.



The beheaded ghost will at times pick up her head and sit down at the table to eat.

8) The Sitting Room. Large plush furniture dominates the room. On end tables lie various, drugs and paraphernalia of the fashion that was in use a long time ago. Maybe 150 years? The room is quite unnaturally dark. Decorating the ceiling are geometric patterns of various colors and sizes.

9) The Study. A room full of shelves with books on every boring subject you could possibly imagine, like; “The Ecology of Water Newts”; and “The Story of Lord Cavendish and the Establishment of the Great Tea Company”.

In the corner stands a strange creature made of metals. He has the shape of a tortoise but is definitely humanoid. He looks curiously like the ancient Testudo of Deepburrow. He is a sentient being and can communicate with the guests.

His name is Lodar and he is, or was indeed a Testudo. His soul was bound to an automaton body by the Wizard. Many years ago he was one of the wisest Testudo in all the lands. He now serves the wizard. He will guide the guests through the rest of the tower. Should they do anything untoward, he will retreat while the guests witness the full power of the fortress.

Every level of the fortress has secret, concealed alcoves where more shield guardians stand inanimate; waiting for the call of the Wizard. Also, every room is trapped with a magical sleeping gas that the Wizard can activate from his sanctum. Make a saving throw at -5 or fall asleep for 3 turns.

Lodar (Automaton)

Hit Dice: 6

Armor Class: 3 [16]

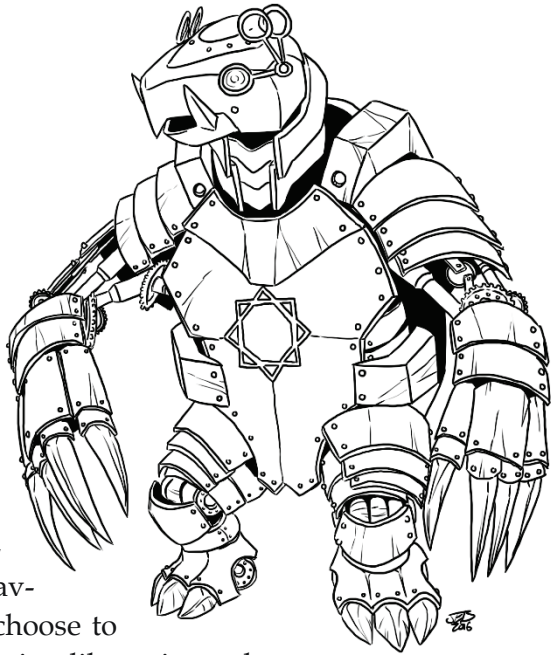
Attacks: Strike (1d6)

Saving Throw: 14

Special: Crush (2d6),
Wind Blast (1d6)

Move: 12

HDE/XP: 7/600



If Lodar successfully hits and deals damage in combat, opponents must make a saving throw or he can choose to grab a hold with a vice like grip and throw them 10 feet for an additional 1d6 damage.

Once per combat he can shoot a blast of wind from his chest. Opponents within a cone of 15 ft. take 1d6 damage as if the air got knocked out of them, make a saving throw or they get slammed to the ground.

The Tower: Level 2

10) Library, Part 1. Lots of shelves full of books and scrolls of all sorts of fascinating subjects, like: “How to Trap a Soul”; and “Automatons and How to Bring Them to Life”.

11) The Star Chamber. This room is lit by a glow of stars from the ceiling. In the center of the room is a pedestal with a round ball that floats at the end of it. If the ball is spun, the pattern of stars on the ceiling change to the direction the ball is moved. The stars on the ceiling are the exact same as the stars outside.

12) Library, Part 2. Lots of shelves full of books and scrolls of all sorts of fascinating subjects like; “How to Grow the Best Mushrooms” and “Take a Ride on a Fantastic Voyage”.

13) The Workshop. Metal, stone, wood and various other strange materials litter the room. Tools lie organized upon work benches against the walls. What looks to be a woman’s arm and a leg rest upon the metals table.

14) The Casting Chamber. A circle is drawn upon the floor and strange geometric patterns with magical symbols are drawn around it. The lines glow with a faint blue light. A large metal book stand is in the corner.

The Tower: Level 3

15) The Alchemy Chamber. Tables are lined with bottles and liquids of every color imaginable. Some are heated by little fires and the liquids boil and pop and some make fizzing noises. An open window lets in fresh air. Which is good cause the smoke and vapors from the liquids is kind of dizzying after being inhaled.



16) The Scrying Pool. In the center of the room is a small fountain that has crystal clear liquid. The bottom of the pool looks to be mirrored.

17) Unused Bedroom. A large plush bed dominates the room. Two wardrobes stand against the wall. The room is filled with paintings of a single woman. She looks kind of similar to the beheaded ghost that dances the night away in the ballroom.

18) The Wizard's Sanctum. A desk sits near the west wall. Behind the desk is a large window, where you can see the countryside below. At the desk sits the Wizard (check out the 'zine cover for what he looks like).

The Wizard is a level 12 magic-user and he does not suffer fools. Guests would be wise, not to mess with him. Many of his spells cannot be found in any rule book. His power is more mysterious than that. But thankfully he does not concern himself with the trials of this world. He is a wanderer and is constantly exploring other worlds and modes of being. If you must have stats for him, make them up, or stay tuned for issue no.2.

19) Library, Part 3. Lots of shelves full of books and scrolls of all sorts of fascinating subjects like; "How to Travel to Other Worlds" and "Do Souls Exist in More Than One World?"

The Tower: Level 4

20) The Magical Garden. A Technicolor dream of mushrooms and plants of many different varieties, including some that are not of this world. Beware! If you take a walk through the twisting maze like path, you may lose yourself amongst the plants and flowers. Lost forever to the pleasing aroma. Did you bring a bowl and flame? How is there a garden inside a tower? By Magic of course! The Wizard has created a contained ecosystem within the room.

Critical Hits

By Charlie Mason

This is a critical hit system for S&W WhiteBox. As such, it is purposefully kept simple. It can be used to mimic the chaos of combat, where more than just damage is dealt to an opponent.

When a character attacks and the player rolls an unmodified critical on a d20 (see table 5 below), the character scores a critical hit and can roll on table 6 to determine the effect. The chance of a critical hit increases as the character gains levels.



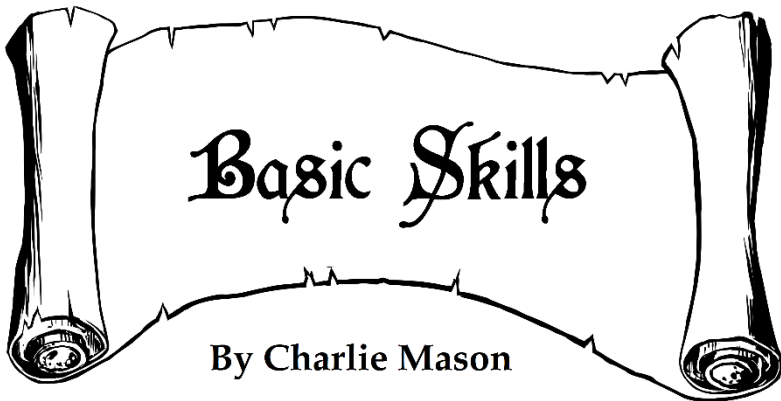
Table 5: Roll Needed

Level	Fighter (d6)	Cleric/Thief (d4)	Magic-User (d2)
1-3	18-20	19-20	20
4-6	17-20	18-20	19-20
7-10	16-20	17-20	18-20

Table 6: Effects

	Effect
Roll	<i>Roll the class critical die indicated in parenthesis on the table 5.</i>
1	Trip (enemy must take a move to stand back up)
2	Knock 'em Back (enemy is moved back 5ft and falls to ground, move to stand back up)
3	Critical Hit (max damage)
4	Out of Sorts (max damage, -1 to enemies next attack)
5	No Future (hit 'em in the nuts. double damage. stunned for 1 round. 1 in 6 chance no babies)
6	Demoralize (enemy suffers double damage and fears your combat prowess, -1 to hit for rest of combat)

What exactly happens to cause the effect is up to the Referee or player to describe. Have fun with it.



This is a skill system for S&W WhiteBox. As such, it is purposefully kept simple.

Sometimes a player does something in the game that there are no rules for. If a roll is needed, determine the aptitude of the character that best makes sense. Alternatively you can go off the character level.



Table 7: Skills

Level	Aptitude	Die Roll
1-3	Basic	1 in 6
4-6	Accomplished	2 in 6
7-9	Superior	3 in 6
10	Exceptional	4 in 6
	Legendary	5 in 6
	Mythic	6 in 6

It should be rare for Legendary and especially Mythic chances. There should always be a chance of failure! What's the fun in game with guaranteed success?

It may suit your game to start off at a better level of competency. If that is the case, you can start the Basic level as 2 in 6 and go up from there.



How to Cook a Halfling

By Mark Chance

The Meanest Halfling Stuffed Pie

Ye Ingredients for the Filling

- 1 pound ground mean Halfling*
- 1 onion, diced
- 3 carrots, peeled & diced
- 2 tablespoons flour
- 1/2 teaspoon allspice
- 1 teaspoon oregano
- 1 teaspoon basil
- 1 teaspoon thyme
- 1 teaspoon rosemary
- 2 tablespoons parsley
- 1 1/2 cups beef broth
- 1 tablespoon tomato paste
- Salt & pepper to taste

Ye Ingredients for Potato Topping

- 4 potatoes, peeled & diced
- 1/4 cup butter, softened
- 1 cup milk
- 1/4 pound Cheddar, shredded
- Salt & pepper to taste



*If you can't find a mean halfling, substitute ground beef.

To Make Halfling Meat Mixture

1. Preheat oven to 400° F (200° C).
2. While oven heats, hunt a mean halfling. Pummel halfling to death. Skin, gut, and remove tenderest pieces. Grind tenderest pieces.
3. Place a large skillet over medium heat. Crumble in halfling. Saute about 1 minute.
4. Add diced onion and diced carrot. Saute until meat is no longer pink.
5. Mix in flour, allspice, mixed herbs, and parsley. Remove from heat.
6. In a small bowl, combine beef broth and tomato paste. Add to halfling in skillet. Salt and pepper to taste.
7. Return skillet to low heat and simmer for about 15 minutes until almost all liquid is absorbed, stirring every now and then.
8. Spoon halfling mixture into 9-inch pie plate.

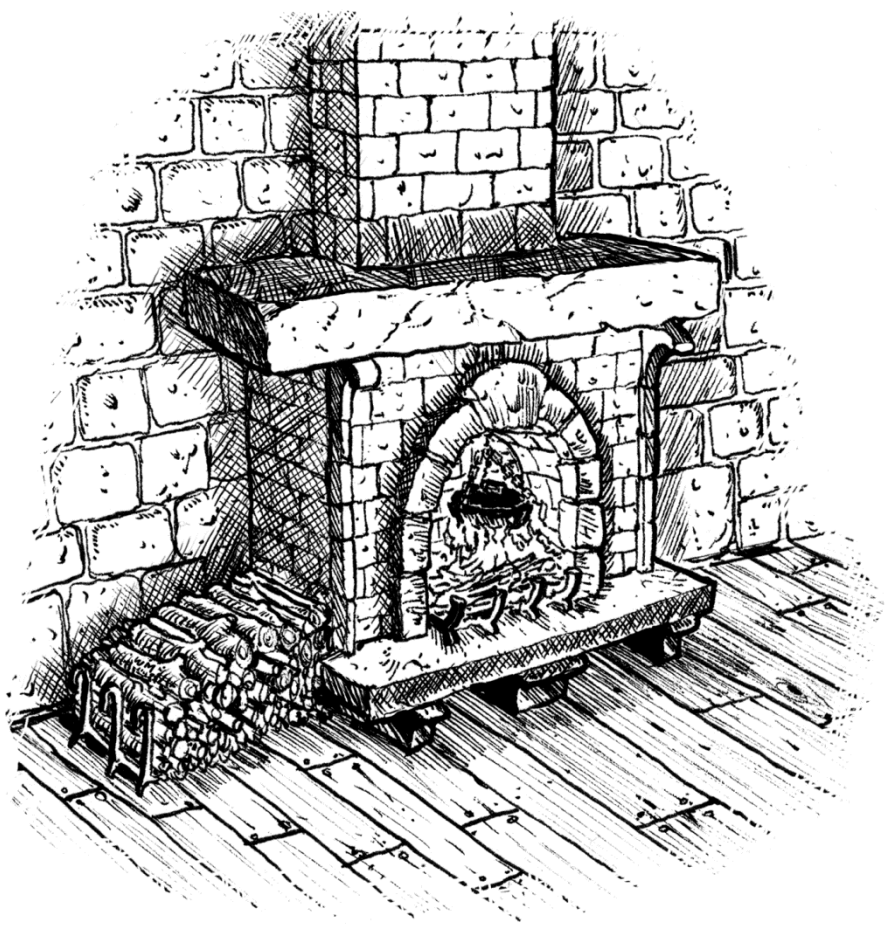
To Make Potato Topping

1. Place diced potatoes in medium saucepan. Cover with water. Over high heat, allow to come to boil. Boil for about 15 minutes or until potatoes are tender. Drain.
2. Mash potatoes until smooth. Add butter and milk. Whip until fluffy and compliant. Salt and pepper to taste.
3. Spread potatoes over halfling mixture. Top with shredded Cheddar.

Bake assembled meanest halfling stuffed pie in preheated oven for about 25 minutes, until the top is browned and the cheese is bubbly.


Serve immediately with a nice brown ale.






Now sit back in front of a warm,
cozy fire and enjoy your ale and
Hallling.

Cryptograph



1	2	3	4	5	6	7	8	9	10	11	12	13
A	B	C	D	E	F	G	H	I	J	K	L	M
14	15	16	17	18	19	20	21	22	23	24	25	26
N	O	P	Q	R	S	T	U	V	W	X	Y	Z



Message in the Skulls



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