

WEIRD SHIT

Roll Weirdness

- 1 A puddle of luminous green liquid bubbles up from the floor/ground.
- 2 The closest tree suddenly explodes, leaving a splintered smoking stump.
- 3 A rain of 1d10 green balls of fire rain down from the Drab above.
- 4 A localised rain downpour which includes small, live frogs.
- 5 A cete of 1d30 badgers rampages through the area.
- 6 Overnight, a small crop of carrots has quadrupled in size. Some carrots are four feet long.
- 7 A building disappears overnight, only to reappear the following evening, its occupants seemingly unaware.
- 8 A random stranger or player character sprouts long, green, wiry hair from his head.
- 9 You find a writhing, dismembered tentacle, oozing puss. It is 1d6 feet in length.
- 10 Bright, green lichen rapidly grows over an area.
- 11 Deep, earth-shaking, thumping noises.
- 12 A blood-curdling scream followed by another.
- 13 A dead body falls from the Drab.
- 14 A swirling vortex appears in the clouds of the Drab above and green lightning arcs around the black eye of the vortex.
- 15 A long, spindly, short-lived tornado appears and sucks up trees, cattle, vegetation, hedgerows, and fences.
- 16 A section of fencing animates and attacks the characters
- 17 A section of land gives way and falls into a sinkhole.

WEIRD SHIT

Roll Weirdness

- 18 A herd of cattle develops the ability to talk in the common tongue for a short duration.
- 19 A loud drone fills the air, rising in tone until it reaches a crescendo, then it stops abruptly.
- 20 Midderfog sets in thick and fast, reducing visibility to ten feet. A real mushy pea-souper.
- 21 A sudden onset of green-hued frost covers the immediate area, and then slowly melts away.
- 22 A force of ten black-clad armoured warriors march through the area, pushing anyone out of their way.
- 23 A green-hued apparition of a gloomium-touched creature appears and screams a deathly wail, then disappears.
- 24 A villager staggers towards the player characters vomiting and retching violently, he looks to have some kind of leprosy or flesh-eating pox.
- 25 The closest building suddenly collapses due to subsidence.
- 26 A passing cart spills its load of eyeball-filled barrels.
- 27 A passing cart spills its load of barrels, each filled with severed heads.
- 28 A meteorite streaks across the Drab, leaving a shower of emerald sparks.
- 29 A meteor strike hits the ground not far away creating a loud explosion.
- 30 A pack of rabid dogs runs through the area chased by a pack of rabid cats.

GLOOMTOUCHED DEFORMITIES

Roll	Deformity
1	An additional 1d6 glowing, green eyes.
2	An additional 1d6 ears of various sizes. Ears can be pointy.
3	An additional 1d6 mouths.
4	An additional 1d4 limbs, all withered and unusable.
5	Teeth are excessively large and sharp.
6	Long horns protruding from head. 50% curled, 50% straight.
7	All facial features are distorted and weird.
8	The creature continually vomits luminous yellow-green bile and blood.
9	The creature constantly twitches and screeches as if in pain.
10	Unusually long arms and spindly fingers.
11	Spines sprout from a random body location.
12	Iridescent scales cover a random body location.
13	Exchange 1d4 limbs for green, slimy tentacles. Add weapons to the tentacles as necessary.
14	Sexual organs are green-tinged and located in a random body location, excluding the groin.
15	Mouth is located in a random body location, excluding the front of head.
16	Ears are located in a random body location, excluding the side of head.
17	Eyes are located in a random body location, excluding the front of head.
18	The creatures hands, feet, or whatever part comes into contact with the ground, oozes slime like a snail.
19	The creature is surrounded by a black, inky miasma.
20	The creature glows with a luminous green hue.

RANDOM BODY LOCATION

Roll	Location
1	Top of head
2	Front of head
3	Back of head
4	Sides of head
5	Neck
6	Chest
7	Shoulder(s)
8	Back
9	Belly
10	Armpit(s)
11	Upper arm(s)
12	Elbow(s)
13	Lower arm(s)
14	Hand(s)
15	Groin
16	Backside
17	Upper leg(s)
18	Knee(s)
19	Lower leg(s)
20	Foot or feet

SPELL: Gloomium Dragon Fire

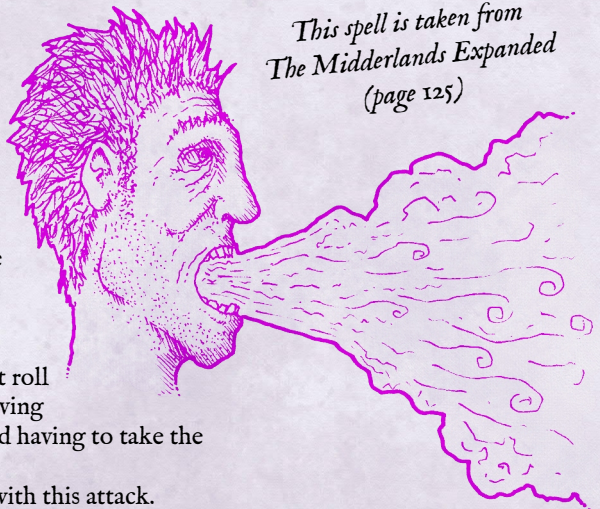
SPELL LEVEL: Dragon Singer, 2nd Level; Magic-User, 4th Level
RANGE: 50 feet.

DURATION: Immediate.

DESCRIPTION: Arching their head back, the singer's eyes turn a luminous green.

Snapping their head forward, their mouth opens and a gloomium jet is spat directly forwards at a single target. The caster must roll to hit, with a natural 1 resulting in their having vomited the gloomium over themselves and having to take the full brunt of the burning caustic effects.

- A 7th Level, causes 5d6 Damage with this attack.
- A 10th Level, causes 7d6 Damage with this attack.
- A 15th Level or above, causes 9d6 Damage with this attack, and the dragon vomit burns through any armour the target has in 3 rounds, rendering it useless.



*This spell is taken from
 The Miederlands Expanded
 (page 125)*

Gloomium Dragon

HIT DICE: 13, 14, OR 15

ARMOUR CLASS: 0 [19]

ATTACKS: 2 claws (1d8) OR 1 bite (3d10)

SAVING THROW: 4, 3, OR 3.

SPECIAL: Breathes Gloomium, 35% Magic Resistance

MOVE: 12, Flying 18

ALIGNMENT: Chaotic

CHALLENGE LEVEL: = (Hit Points/4)+2.

XP: = Adults: 3500/3800/4100

Living in the varying depths of Middergloom, these rare dragons occasionally rise to the surface world for reasons known only to them. The younger the dragon, the higher up they are usually found, favouring large chambers in which to spread their large translucent, gloomium-hued wings and fly; using the space to soar through the rifts in the earth's innards.

Little is known about them given their deep-living, and most specimens that have been observed are ones that have reached the surface. Looking like a conventional dragon in form, but with a longer sinewy neck, body, and tail. Its body is covered in flaking scales, and the skin beneath is hard, covered in weeping pustules, angry sores, bristle-haired growths, and vile-looking tumours. The maw of a Gloomium Dragon is lined with sharp piscine teeth and its head resembles that of a giant demonic fish with large round black orbs for eyes, with the iris revealing the green glow inside. The whole body of the dragon gives off a faint bioluminescence, which increases in intensity when the creature is enraged.

Gloomium dragons are fast on the ground despite their size. They are also capable flyers even though they rarely have the room to stretch their wings in the bowels of the earth.

The breath of a Gloomium Dragon is a cone-shaped spatter of

*This creature is taken from
The Midderrlands Expanded
(page 157)*

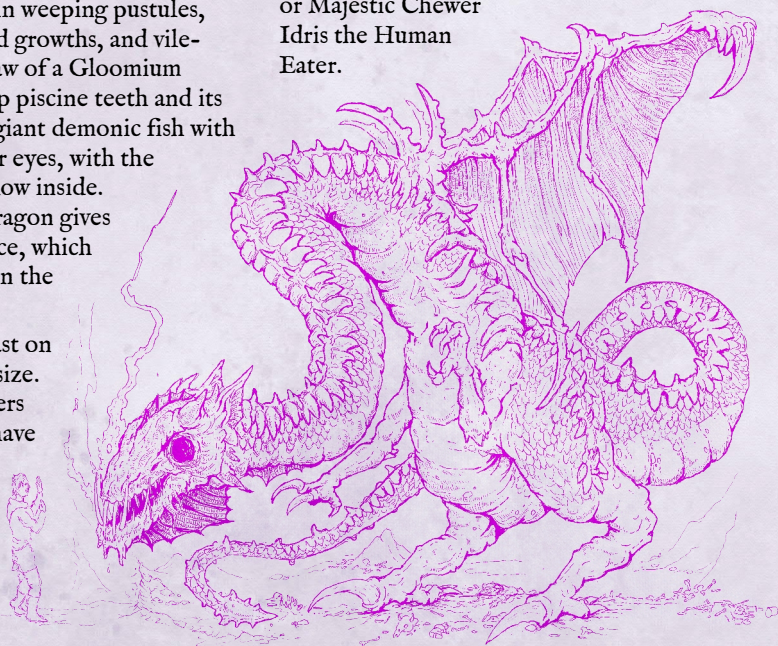
gloomium 100 feet long and 30 feet wide. In addition to the Hit Point damage inflicted, victims also suffer the loss of 1 point of Strength, Dexterity, and Constitution, with all applicable penalties. These statistic losses recuperate at a rate of 1 point each per day of full bed rest. Gloomium Dragons can use their breath weapon a number of times per day equal to their age. So, an Ancient Gloomium Dragon can use its breath weapon 8 times/day.

All Gloomium Dragons can talk, favouring ancient dialects spoken in deep, broken voices. They cannot be subdued and will fight to their last breath.

Gloomium Dragons have 35% Magic Resistance. Gloomium Dragons follow the rules for dragons as presented in the Monsters section of the *Sword & Wizardry Complete* rulebook, with the exceptions noted above.

Gloomium Dragons are rare and mythical and should be treated with awe and fear.

Feel free to give them unique names. Their names often follow the following format: Honorific + adjective + Welsh-sounding noun + evil-sounding honorific, adjective or both. Such as, Esteemed Maimer Cadpwyll the Malevolent, or Majestic Chewer Idris the Human Eater.



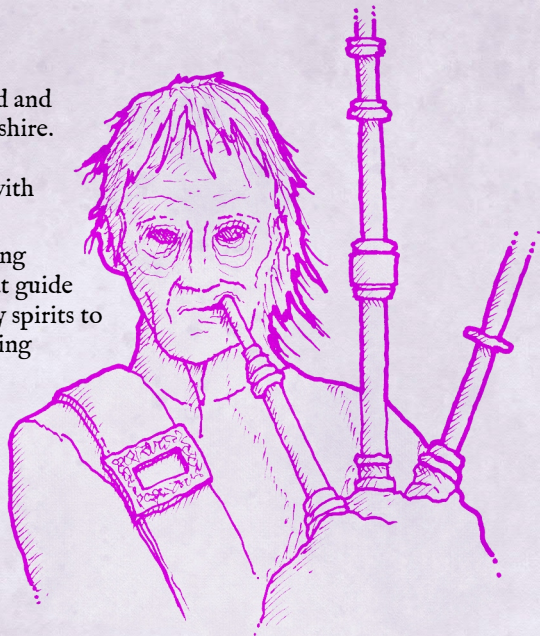
CLASS: Phantom Piper

Bagpipers are the national instrument of Scotland and pipers are respected and popular figures in every shire. They often accompany the Shirefolk to war, encouraging them to feats of incredible bravery with the rousing tunes of their pipes.

Even so, Phantom Pipers are a breed apart. Hailing from an ancient tradition, they play the tunes that guide the souls of the dead to the afterlife and lay angry spirits to rest. They go from settlement to settlement, plying their trade in return for food and lodging and seeking out any of the restless dead that might threaten the people of Scotland.

Some Phantom Pipers are serious and stern, taking heed of the awesome responsibilities they bear. Others are more jovial, preferring to comfort the living with gallows humour even as they dance on the precipice of death. Whatever their mannerisms, they bring peace to the bereft, joy to the lost, and safe passage to the departed.

They are always treated with respect, awe and not a little fear by their fellow Scots. These mysterious men and women tread the borders between Cleric and Necromancer, Shaman and Bard, Life and Death.

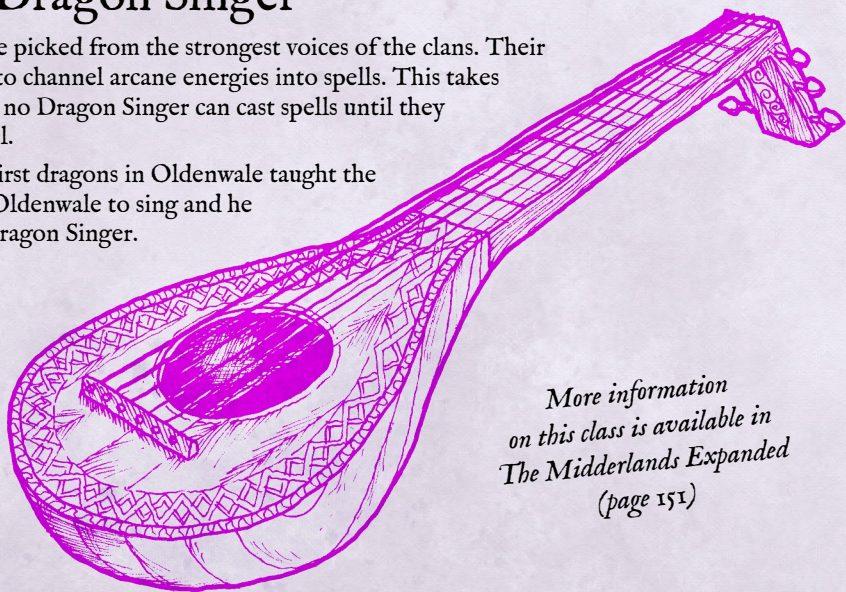


*More information on this class is available in
Midderrzine Issue 3 (page 16)*

CLASS: Dragon Singer

Dragon Singers are picked from the strongest voices of the clans. Their voices are trained to channel arcane energies into spells. This takes many years; hence no Dragon Singer can cast spells until they reach Fourth Level.

It is said that the first dragons in Oldenwale taught the first Chieftain of Oldenwale to sing and he became the first Dragon Singer.



*More information
on this class is available in
The Midderrlands Expanded
(page 151)*