



CORRUPTION

GM'S
GUIDE

CORRUPTION GM'S GUIDE

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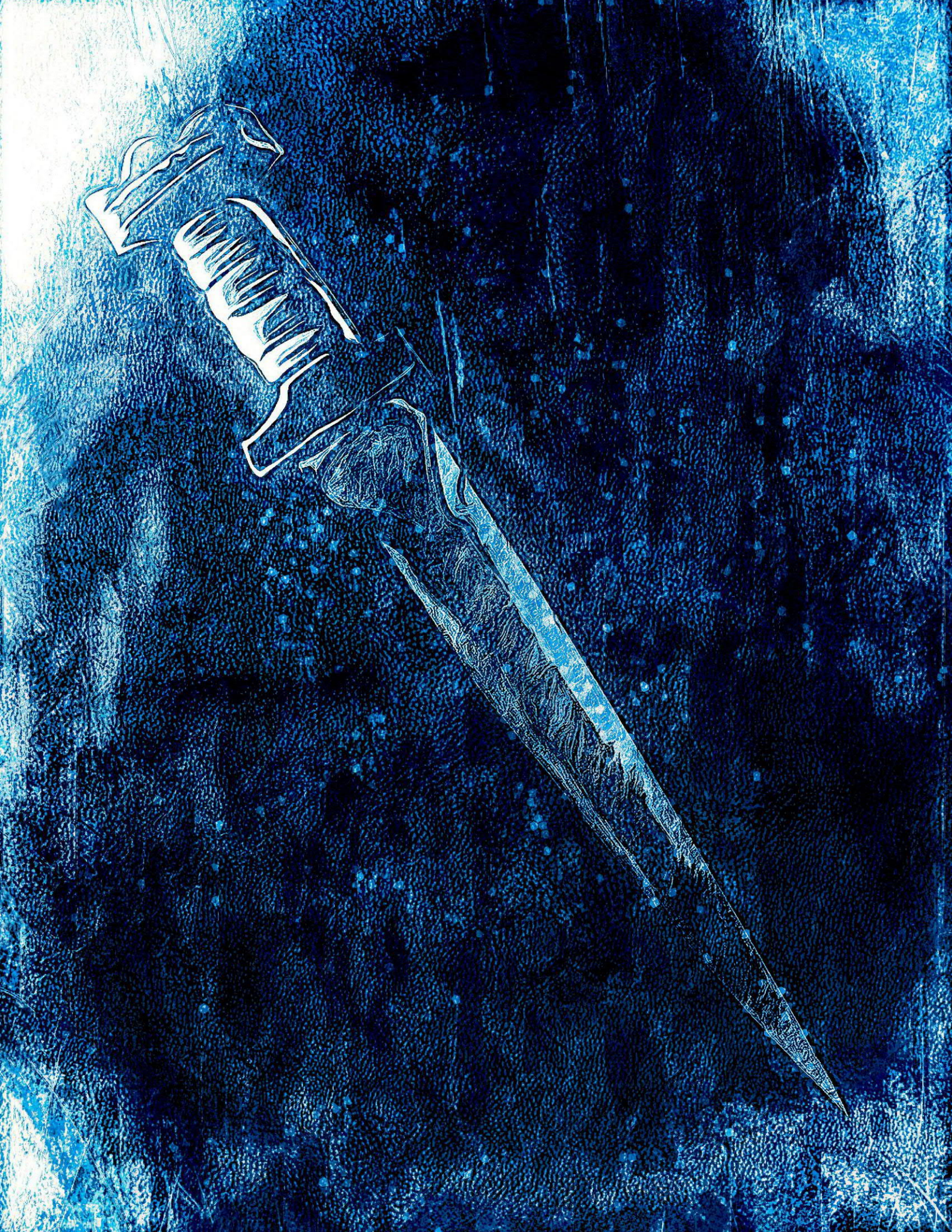
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GM'S GUIDE

As the GM of a game of Corruption you do not have an adventurer. Instead, you are the player who is in charge of running the game. You create the adventure, you run the monsters and you are the one who decides the results of all the decisions made by the players for their adventurers.

So, you don't get to tell the players what their adventurers get up to – that is their part of the game. However, you do GM the results according to the rules and interpret what the rules mean. It's worth remembering:

1. The rules are only guidelines.
2. There is not a rule for everything.
3. If in doubt, negotiate a ruling - not a rule!

This part of the book gives you the basic resources for the two main tasks of the GM: creating the adventure and running the adventure.

Creating the adventure is done ahead of time by dreaming up an adventurous place or situation, creating a map and deciding what dangerous things lurk there.

Running the adventure is what happens when your friends are assembled around the gaming table with dice and adventurer sheets. It is your job to describe the starting point and then to keep the game moving once the adventuring begins.

As you and your players become more familiar with the game and adventurers start to go up in level, you may want to start creating a game world that brings these adventures together within a setting, i.e. a campaign. The GM's Guide presents information on how to go about building your own campaign worlds.

Gameplay Settings

The optional differences between Corruption and similar takes on the Original Game can be ticked-off on the options chart shown below:

1. If you want to play using all of Corruption's options simply leave all the boxes as they are and everything's good to go.
2. If you'd rather use some options, but not others, simply put a cross in the Tint column alongside those you don't want to use.
3. If compatibility with other systems is all important put a cross in every box in the Tint column to switch-off the Corruption options.

Gameplay Settings Table

Option	Corruption	Tint
13 is active	C	
Attributes are not capped at 18	C	
Advancement is not limited by race	C	
Monster classes are active	C	
Multi-classes are allowed for all races	C	
Dual-classes are allowed for all races	C	
Corruptions are active	C	
Corruption is linked directly to alignment	C	
Pacts are agreed	C	
Descending AC is active	C	
Spells don't need to be declared in advance of use	C	
Critical hits are in use	C	
Fumbles are in use	C	
Seeds of Corruption shape play	C	
Seeds of Wonder shape play	C	
XP for Monsters	C	
XP for Treasure	C	
XP for Actions, Missions/ Quests and Challenges	C	
Reduced XP for monsters with less HD than an adventurer	C	
Energy drains lower attribute scores	C	
Players can offer up attribute points as part of poison outcomes	C	

All of the rules in Corruption are optional, so there are a lot more gameplay choices which can be switched on or off. GMs should feel free to select other options and

invent their own options. Players should feel welcome to discuss different options with the GM. (It's usually helpful if this happens after play has finished).

Gamesmaster (GM) Skills

There is no one way to GM and no right way to GM. There are, however, some helpful approaches to running games which crop up time and again in RPG blogs, forums and magazines. Experienced GMs may well find nothing new in this section, but new GMs will come across options that have been tried and tested by many GMs over many campaigns.

Pacing

Pacing is one of the first areas a new GM may wish to look at, because adjusting the pace of events in a game can build tension, make play less predictable, allow rest and recuperation, open-up sub-plots and/ or up the tempo both in-game and out-game.

One of the easiest ways to adjust pacing is through encounter selection. The type of encounters players are presented with, and the order in which they come across them, operate much like a throttle. Combat encounters, NPC encounters and PC conflicts tend to open the 'throttle', as player interactions come thick and fast because PCs are dealing with what's in front of them at the time.

Challenge-focused encounters, PC meetings, tricks and traps, urban encounters, and more, can be delivered at pace, but players are often being asked to take a step back from the 'here and now' to consider solutions and future options. Under these circumstances players deserve time to weigh up and co-ordinate their options.

Offering a good selection of different types of encounters and challenges within an adventure or a campaign setting can build pacing into settings and scenarios at the design stage. This is easily done without compromising player choice by signposting challenges and plots that players have previously identified, (by word or action), as contributing to enjoyable gameplay.

In other words, if players enjoy exploration and discovery point them in the direction of a ship and give them a map to 'the Wilderness', 'The Savage Lands' or

the 'Endless Ocean'. Then encourage them to head straight off into the unknown. The game's pace will then be dictated by and open to manipulation through exploration, hazards, discovery, encounters and combat; rather than the relentless grind of the combat encounter.

Alternatively, re-mixing combat encounters to streamline cumbersome rules, to allow a greater degree of combat choreography, (including pacing), and to present a greater range of hazards can make combat-focused play much more variable.

Change

Authentic gameplay involves game-worlds that change over time and react to events. This is most obvious when PCs return to an area months or years after their last visit. There will probably be new seasons, and a seasonal climate, NPCs that have aged and 'moved on', projects that were underway which have now reached completion and such like. In addition, a new regime may be in place, the area might have undergone sweeping change and attitudes towards the PCs may have altered while they've been away.

The manner in which events seem to progress or move forward is part of recognizing change. However, stagnation and deterioration are just as much a part of taking account of ongoing events. The collapse of buildings over time, a failure to patrol border lands adequately or the destruction of a city's water supply can all suggest different types of deformation within a game-world.

Substantial or global changes tend to overshadow and impact on local conditions and events. Nevertheless, the smallest event can trigger all sorts of different outcomes and it is just as valuable to incorporate change on a local level as across a whole campaign setting. A fort which the players left ruined just days before may have been reinforced, reconstructed and set on alert when players want to take the same route home.

Along similar, but more destructive, lines the effects of using high impact magical forces within a dungeon are likely to become significant. Shattered glass or broken doors might be all that needs to be recalled. On the other hand, tunnels may start to collapse, rocks may become dislodged and crumbling walls could turn single chambers into a huge gallery. Burst containers and out of control industrial

processes may then present as particular threats or unleash and/ or re-define threats which were previously of little concern.

Easy Come, Easy Go

Many new players will set off with the intention/ belief that their PC will somehow become better/ more interesting/ capable of bossing the game by pursuing every magical or advanced technological device out there. However, simply possessing an item or a device can easily unbalance a character, because the characters' material possessions start to eclipse the character's other attributes, including the lifestream of adventures, events, contacts and highlights that fuel the development of fully-realized player characters.

At the same time there's a lot to be said for giving PCs access to wealth and devices that can help them to meet and to develop the challenges they encounter. In addition, when linked to challenges, rather than individual PCs, such devices can drive plots, offer tempting prizes and engage players in moments of discovery.

The most straightforward approaches to achieving a balance involve devices that are limited or expended in some way, i.e. they only operate under certain conditions, they have charges or doses and/ or they become obsolete after serving a purpose.

These methods work well, as the availability of devices can be linked to the needs of the PCs within an adventure or a campaign instead of the imagined need to have an all-powerful PC.

Dealing with cash calls for slightly different methods, as PCs can accumulate great wealth, which may then be used to help PCs to become what appears on the surface to be better/ more interesting/ capable of bossing the game. Some players and groups may not follow this line, but it's best to be prepared with a few options. For example, offer to sell PCs expensive items that help with challenges, charge taxes and tolls, and provide access to luxury goods that are only likely to be used occasionally/ kept at home. Taking account of wear and tear, accidents and mishaps or damage to items during combat are other options which soon part a PC from her/ his gold.

If all else fails, it's possible to use events within the gameplay to remove cash from a game's economy, e.g. warfare might involve devaluations, revolution and even currency consuming magical or engineered viruses.

As in the real world, faster transport, luxury entertainment, elaborate protection and collecting information about your adversaries are areas where PCs, if not players, often pay out. Simply ask the PCs whether they wish to travel by cart or speed along in a designer chariot – then show them some of the optional extras that come with the better chariot. Will they care that much of the adventure that follows takes place in a swamp requiring them to park any chariots? Probably not, as the chariot waits ready to take them to other locations. (Unless, of course, they left a chariot with wooden parts next to an uninvestigated termite mound – which might call for new wheels if nothing else).

Listen Up

It takes time and encouragement for new RPG players to 'find their voice'. GMs can help such players to start taking more of a lead, to begin suggesting gameplay options and to think in terms of working as a team by making space for new players' voices. Straightforward approaches to this include:

Giving players time to outline their experience of events as they happen, (e.g. a player describing what the player's PC buys in a clothes or weapons store).

Supporting the challenges your players and you prefer, (e.g. players interested in investigation and deduction during play will find it hard to develop 'a voice' within combative adventures which aren't in tune with their gameplay expectations).

Loosen Up

Even the most skilled GM can't keep an eye on all of the possible actions and interactions likely to occur in any given adventure. About the best anyone can hope for is to stick to the key strengths that are known to work within a particular group. Help is available through scenario and settings design geared towards supporting players' imaginative thinking - and freeing-up GMs to focus on the game as a whole.

However, the easiest ways to take a lot of the pressure off are to negotiate a few compromises at the table, build as close a match as possible between player choice and the features of your game; and, effectively, allow yourself some basic errors.

Forced-Feeding

If there's a mismatch between the challenges a GM presents, (and all the locations, plots, sub-plots, NPCs, items and more which follow from there), and the challenges players regard as building enjoyable gameplay, there's little to be gained from force-feeding players your own preferences/ whatever comes to hand.

You may be able to cobble together a game without agreeing shared approaches to your game's challenges, but the gameplay will rattle along like a wagon with a broken axle. I.e. each 'wheel' will end up pulling away in different directions as each player forms a different take on the game.

GMs can drag everything forward through sheer willpower and enthusiasm, but the game is unlikely to gel. Under these conditions the GM may be tempted to fall back on cheap thrills, aka the lowest common combat denominator, to try to compel players to persist. At its worst this involves sending players into encounters which they can't avoid, despite them previously making it fairly obvious those particular types of encounters don't offer the challenges the players want to take on.

No Post-Mortems

Feedback from comments made at the table, noticing when players are enjoying particular types of play and reflecting after the game are all likely to help to get a better match between the gameplay and players' hopes for the gameplay. However, that does not extend to recriminations over details, showdowns over inconsistencies in the rules and extensive post-mortems about what went wrong.

Player Dynamics

Some players get on, others don't. It's not up to a GM to mediate between warring parties, but there's a lot to be said for taking opportunities to blend contrasting or opposing styles during play. On an obvious level, a player's knight may show contempt for another player's thief - right up to the point when the thief steps out of the shadows and saves the warrior.

Straitjacketing

Roughing out a PC for a new player to get play started quickly is often a major timesaver if everyone else is good to go. The tricky part is remembering to make the ready-rolled PC appeal to most new players without coming across as a cardboard cut-out.

It's important to give players the chance to invest in their PCs by personalizing and customizing them, which means taking the time to either offer a selection of start-up characters or to return to the PC design stage with the new player at the earliest opportunity.

If a GM starts handing down PCs and defining PCs for their players on a regular basis, a significant part of the players' investment in their PCs is gone. This loss of engagement can be worsened by systems which already pre-define PCs through strict character classes and exclusive skill paths, as there's not a lot left for a player to construct when the rules, the GM, the setting and the challenges a particular class can deal with are all in place.

In addition, the player can hardly go on to shape the destiny of a PC towards their own model or characterization if the 'die have been cast' before the player even picked up the character sheet.

Metagaming

Striking a balance between allowing players to apply their own skills to play and maintaining both characterization and authenticity during play is easier to handle in-game if a few basic agreements have been reached beforehand.

Clearly, if a PC is held in a distant location and sealed off from communicating with other PCs there's going to be a breakdown in shared expectations and any sense of authenticity if the imprisoned character starts suggesting how other characters might act.

On the other hand, presenting PCs with a puzzle the players could solve, only to declare that none of the characters is sufficiently intelligent to understand the puzzle, dispenses with a gameplay option that some players may enjoy and might have requested.

More often than not grumbling on this point is down to players looking to optimize by neglecting soft skills like intelligence when making a PC and then assuming, or expecting, the player's skills/ intelligence to fill any gaps. Many new players won't even realize that this falls into the category of seeking an unfair advantage. So, unless a player actually wishes to play a character that is going to struggle to plan or puzzle, the simple solution is for PCs to pay up enough for an at least average intelligence.

Skills checks are frequently used to define characters' class and combat skills and they can be extended to mechanize countless other areas of gameplay. However, it doesn't take long to reach a point where skills creep becomes counterproductive. Players need room to maneuver in terms of look for novel solutions in situations as they unfold. Without engaging player skill in this way the distance between the player and the character gets in the way of the sense of ownership and individuality that becomes attached to a much-loved character.

Instead, a randomly generated character playing with options and solutions defined by the rules becomes a representative of the game rather than an avatar focused on the player's interest and RPG gameplay.

If it player doesn't feel able to trust a GM to exercise the required balance there probably isn't much of a basis for an enjoyable game anyway, which it is probably better to know at the outset.

Monsters Have Brains

Monsters and other NPCs who follow entirely predictable routines don't present much of a threat and usually require some sort of added ingredient, such as a trap or difficult terrain, to make them more interesting to play against. Allowing monsters to use their instincts and intelligence to vary their actions makes play more authentic and grittier.

Contrary to some popular belief, it is possible for monsters to run away, to plan an escape route or to fall upon their knees begging for mercy instead of always fighting to the death.

Setting Events in Motion

Providing a living, breathing game-world which feels both fantastic and credible is hard work. Building from scratch is particularly time-consuming, while adapting shrink-wrapped game content invites a certain amount of compromise.

Using real world events to add detail, atmosphere and a sense of setting a campaign in motion cut back on the time required to prepare well and the compromises involved in working from one size fits all materials. Landscapes, architectures, legends, maps and calendars are easily borrowed and adapted from readily available Internet sources. These can be combined and re-mixed to sketch out settings and scenarios at speed and with authenticity.

With limited Internet research a wide selection of recurring events, larger than life characters, epic landscapes and awesome architecture can be mapped out in minutes or hours rather than weeks or months.

Sidelining

From the point of view of players they are only fully 'in play' when sharing in the action and decisions at the table. Every time there's a pause to check a player's rules query the rest of the players are sidelined. The same applies when one PC regularly grabs the narrative limelight, when a PC is significantly more powerful than the rest of the party, when props hinder rather than help, and when solutions to challenges have to be rules-based.

Some sidelining can be useful, e.g. when a quick rules query helps out or someone goes to fetch the snacks. However, it will be harder for PCs to act as a team and some players are going to feel sidelined unless the GM is aware of sidelining and, where necessary, ready to use prompts to balance players' access to the gameplay.

Prompts and Interrupts

Much of a GM's contribution to RPGs involves serving-up short descriptions and narrative options that spur players' imaginations and present choices. As part of that process most GMs offer a certain amount of prompting to help players to explore the options open to their PCs.

For experienced players prompting may be limited to a few subtle clues and hints offered up through the characters and situations presented by the GM. That's ideal for experienced players who will easily, and almost automatically, consider all of the information and options available to their own PC and the party as a whole. However, new and/ or younger players are often going to be unaware of the full range of choices open to them and how to go about selecting the best options.

Gamesmasters can help players to gain experience and to enjoy play by offering a wide variety of prompts either directly to players or through their PCs. The idea is not to advise or instruct players in how to run their characters, but to present information in ways that help new players to get as much out of the game as experienced players.

Prompts can also be used to interrupt play. For example, if a player is hogging the limelight - or going for an Oscar - it can be helpful to prompt them to move along. Equally, a player that's lurking on the edge of the game can be encouraged to participate with as little as a reference to the character class or skills their character is using.

Experienced GMs will already be experts at calling upon many of the possible prompts shown below. However, some GMs may find it helpful to become more familiar with a wide range of prompts. Most of the options under discussion are about either re-framing or varying the presentation of the information to help players to coming up with their own ideas and solutions.

Player Choice

One of the most helpful ways to prompt players is to discuss and negotiate how the GM and players wish to play the game before a campaign or adventure starts. This doesn't need to involve specific or detailed planning, but it does allow players to feed into the prompts served-up by the GM during play.

Rephrasing

It's quite easy for an experienced GM or player to explain play or the rules in terms which are quite hard to understand. For example, 'roll 2D4' means little to most of the general population.

Revised Presentation

If the information presented to players results in blank expressions and requests for a better explanation it is often useful to either simplify or re-frame the way the information is being put across. For example, breaking information down into key steps or using a diagram instead of the spoken word generally helps.

Reviewing Skills

Reminding a player about a PC's abilities and skills can encourage players to reconsider the options open to them in terms of making best use of what a PC has to offer.

Reviewing PCs' Motives

GMs can help players and their PCs to focus by asking them to consider how a situation contributes to the characterization and long-term goals players have set their PCs. Placing a character's current situation in the wider context of a campaign, quest or lifetime may also motivate players to persist.

Snapshots

Reviewing ongoing events within an encounter by listing what PCs are dealing with is a quick way of encouraging players to consider their characters' options.

Reminders

Simply reminding players of a clue, event or insight learned earlier in a series of adventures or encounters may shine a light on information that players already have, but aren't considering while caught up in current actions and events.

Reviewing Options

For new players it's often quite important to prompt them by running through choices that offer solutions. For example, a new player may not realize that using a magical missile to release a catch or lever, which drops or pours a liquid over opponents, is a good alternative to simply firing a missile at a single opponent.

Exploring Options

Experienced players may not need or appreciate prompting under most circumstances. However, it's usually possible to encourage them to look around or zoom in by hinting at alternatives. For instance, a GM might simply say, 'that's

an option but there are others'. The player is thereby given a 'stick or twist' choice, but not aided in identifying or selecting the best options.

Reconnecting

Taking players back to a situation which sheds some light on a current predicament or challenge offers an unobtrusive approach to prompting. This might involve suggesting that player characters have faced similar problems before and managed to find a way out on those occasions. This type of prompt is similar to a reminder, but players are being left to make their own connection to past encounters and events.

Overall, prompting is about building an awareness of options and moving away from leaving fixed rules and GMs' personal expectations to shape play. With prompting less is definitely more in terms of stepping away from directing players and encouraging them to improvise. However, without prompting new and novice players are going to find it hard to bridge a skills gap that limits their gameplay by restricting the range of options open to them during play.



Designing Adventures

The typical starting place for playing the Original Game is an underground dungeon with levels that get harder and harder as players descend. The classic dungeon adventure makes for a good start, because it rapidly introduces many of the key features of RPG gameplay, e.g. encounters, monsters and advancement. It also presents some obvious opportunities for players to start making their own choices. For example, a party of adventurers can either take it easy exploring the upper levels of a dungeon or go deeper in search of higher rewards - that carry greater risks.

Dungeon Facts

During dungeon adventures certain rulings are likely to crop-up time and again. GMs should feel free to adapt these rulings to the circumstances:

Secret Doors

If an adventurer searches a 10-foot area for a turn the adventurer has a 2 in 6 chance to find a secret door if there is one there. Elves, however, have a 4 in 6 chance to find secret doors and a 1 in 6 chance to notice them without even searching. Finding a secret door does not necessarily mean the adventurers know how to open it; they just know that it is there.

Listen at Doors

Humans have 1 in 6 chance of successfully listening at a door. Non-human adventurers often have better hearing than humans and can hear noises with a 2 in 6 chance.

Opening Doors

Stuck or locked doors require a die roll on a d6 to force them open. The chance to succeed is based on an adventurer's Strength, (see the description of the Strength attribute). Multiple adventurers – up to a maximum of three – can smash through a door together, giving each one a separate, normal chance of success all at once. However, they will spill into the room and should automatically lose initiative if there are monsters within.

Traps and Pits

Unless the GM rules otherwise for a particular trap, anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring it.

Designing an Adventure

Putting together a basic adventure is quite straightforward. Firstly, consider what is going to happen in terms of the types of locations, non-player characters (NPCs) and monsters adventurers will meet.

Choosing Missions

With a rough idea of the allies and opponents adventurers will encounter during the adventure GMs can move on to considering the type/ s of actions and missions, (possibly linked into quests), that adventurers wish to play through.

Starter Missions

The missions outlined earlier in the Missions Table make a good starting point for straightforward adventures, which can be linked directly to awarding XP. GMs may wish to offer more missions and linked XP awards. These should, ideally, be one-off awards for challenges that a PC has not carried-out before.

Starter Missions Table

d12	Mission
1	Bounty hunting
2	Capture a fort or dungeon stronghold
3	Capture an enemy leader
4	Complete negotiations
5	Escort a convoy through dangerous territory
6	Establish a fortified base
7	Explore an area of wilderness and make it safe for travelers
8	Make a cross-country escape
9	Recover a specific enchanted item
10	Rescue prisoner/ s from a dungeon
11	Scout and spy on enemy positions
12	Transport fragile goods

Plots

Plots provide the circumstances, motivations and backdrops for missions, quests/ Campaign Challenges. There is no need to have a particular plot set in place, as on-going events may allow plots to develop during play. However, they can help to drive players' involvement in missions, quests/ Campaign Challenges.

The options set out below can form the basis of plots, which are easy to slot into missions or quests and the larger, campaign-wide challenges discussed later.

Plots Table

2d12	Plot
2	Adventure Holidays
3	Ancient Prophecies
4	Bitter Rivalries
5	Blackmail Scenarios
6	Burning Ambition
7	Convoy Duty
8	Crimes of Passion
9	Defending the Innocent
10	Diplomatic Missions
11	Downfall of a Dynasty
12	Forgery and Counterfeiting
13	Involuntary Crime
14	Jailbreaks
15	Kidnappings
16	Last Stands
17	Messiah
18	Psychological Manipulations
19	Religious Schisms
20	Renaissances
21	Rescues
22	Reverse Dungeons, i.e. the adventurers defend a location
23	Revolts and Revolutions
24	Tournaments

Sub-Plots

Sub-plots may present unnecessary complications for new players and their characters. However, as players become more experienced sub-plots can be used to vary play or as counterpoints to major plot lines.

Sub-Plots Table

2d12	Sub-Plot
2	Accident
3	Blight
4	Carnival
5	Extreme Weather
6	Fair
7	Festival
8	Forgeries
9	Hauntings
10	Holiday
11	Industrial Accident
12	Jailbreak
13	Marketplace
14	Monster Market
15	Pickpocket
16	Pit Fight
17	Public Execution
18	Riot
19	Robbery
20	Sporting Event
21	Street Artist
22	Theatre Company
23	Traitor
24	Triumph

Meetings

How do adventurers get together in the first place? Here are a few of the many options:

Meetings Table

d12	Meet Over
1	Common Enemy
2	Conscripted or Press-Ganged
3	Debt
4	Hand-Picked by Employer
5	Matching Invitations
6	Relatives
7	Righteous Oath
8	Rivalry
9	Shared Upbringing
10	Shared Work Background
11	Survivors
12	Thrown Together

Triggers

How do characters get drawn into events? Adventurers' involvement in plots, missions, quests/ Campaign Challenges can be triggered in many ways. These starting points for getting adventurers caught-up in events may arise through the players' on-going activities and affiliations, or completely out-of-the blue.

Triggers Table

2d12	Trigger
2	Accident or Circumstance
3	Betting
4	Blackmail
5	Confrontation
6	Desire
7	Duty
8	Eavesdropping
9	Envy
10	Fame and Fortune
11	Friends or Family
12	Hiring and Firing
13	Idleness

2d12	Trigger
14	Matter of Honor
15	Moral Dilemma
16	Promise of Rich Pickings
17	Revenge
18	Righteous Anger
19	Rumors
20	Sense of Adventure
21	Shared Threats
22	Spirit of Competition
23	Test or Trial
24	Treasure Map

Mapping an Adventure

So far, planning an adventure has included:

1. Consider possible locations, non-player characters (NPCs) and monsters.
2. Evaluating and selecting missions/ quests.
3. Selecting a suitable plot and any sub-plots.
4. Working-out how the party meets-up and how they might get drawn into an adventure.

The next step is usually to select a specific location and to prepare a rough map with a legend and/ or notes describing each area on the map. This involves:

1. Selecting a suitable adventure location for a dungeon adventure.
2. Laying-out the rooms and caverns where the characters and monsters live.
3. Adding relevant furnishings to the rooms and caverns.
4. Adding a range of tricks and traps which will vary play.
5. Placing extra details aka dungeon accessories.

Adventure Locations

There are many possible sites for dungeon adventures of one kind or another. The classic dungeon isn't too concerned with a place in wider events or thinking in terms of dungeons as societies or ecologies.

GMs may choose to begin to add greater variety, different hazards and ‘a place in the world’ through changing the types of dungeons adventurers will explore. The list of options shown below is far from exhaustive.

Locations Table

2d12	Location
2	Armory
3	Castle
4	Catacombs
5	Crypt
6	Cenotaph
7	Dungeon
8	Encampment
9	Factory or Workshop
10	Grotto
11	Haunted House
12	Hill Fort
13	Industrial Complex
14	Laboratory
15	Labyrinth
16	Military Headquarters
17	Mine
18	Monastery
19	Palace
20	Pavilion
21	Stronghold
22	Temple
23	Tomb
24	Tower

Rooms, Caverns, Furnishings and Accessories

Combining a room or cavern with a selection of furnishings and accessories is a very quick way to sketch-out a location. There may be other grander or more magical features and furnishings in a room or cavern, but these will usually be accompanied by some standard items. A selection can be chosen from below.

Rooms, Caverns, Furnishings and Accessories Table

No.	Rooms	Furnishings	Accessories
1	Apartment	Altar	Bandages, Bloody
2	Arcade	Aquarium	Bones, Bleached Tribal
3	Arena	Bas Relief	Bones, Fresh Tribal
4	Armory	Bath	Bones, Monster's
5	Barracks	Bed	Clothing
6	Bathroom	Bench	Cobwebs
7	Cell	Birdcage	Corpse, Humanoid
8	Chantry	Cabinet	Corpse, Tribal
9	Court	Canopy	Coins
10	Courtyard	Carpet	Dirty Dishes
11	Dining Room	Casket	Dust
12	Dressing Room	Chairs	Game
13	Dungeon	Chest	Grime
14	Forge	Couch	Firewood
15	Gallery	Columns	Flints
16	Galley	Cot	Kindling
17	Games Room	Cupboard	Firewood
18	Garden	Curtain	Leftover Food
19	Great Hall	Desk	Mildew
20	Guard Post	Easel	Mirror
21	Gym	Fountain	Mirror, Broken
22	Hall	Lamp	Musical Instrument
23	Hall	Lantern	Mushrooms
24	Harem	Idol	Parchment, Torn
25	Kitchens	Iron Maiden	Pet/ s
26	Laboratory	Manger	Rags
27	Latrine	Mirror	Rats
28	Library	Mosaic	Robes
29	Map Room	Murder Hole	Rubble
30	Maze	Painting	Sawdust
31	Mezzanine	Pond	Scorch Marks
32	Office	Rack	Scum

No.	Rooms	Furnishings	Accessories
33	Oratory	Rugs	Slain Monster (Fresh)
34	Pithead	Screen	Slain Monster (Rotting)
35	Pool	Shelving	Slime
36	Refectory	Shrine	Skeleton, Humanoid
37	Safe Room	Skull Rack	Skeleton, Monster's
38	Sauna	Sink	Skeletons, Monsters'
39	Shrine	Stained Glass	Skull, Humanoid
40	Stables	Statue	Skull, Monster's
41	Star Chamber	Stocks	Tinderbox
42	Store	Table	Tools (Butchery)
43	Temple	Tapestry	Tools (Carpentry)
44	Throne Room	Toilet	Tools (Jewelry)
45	Treasury	Toys	Tools (Metalwork)
46	Trophy Room	Tray	Tools (Weaponry)
47	Vault	Trunk	Uniform
48	Warehouse	Wardrobe	Vase
49	Water Garden	Wine Rack	Veil
50	Workshop	Workbench	Weaponry

Tricks and Traps

Including tricks and traps in an adventure adds extra hazards, unexpected surprises and a touch of the magical to any adventure. Non-lethal traps, (which delay adventurers, encourage players to find novel solutions or snatch something from adventurers' grasp), usually offer more entertaining gameplay than complex puzzles or traps that deliver an instant kill. Where traps cause damage it is helpful to scale the damage to the level of the dungeon; unless adventurers insist on entering areas where they are inviting extra risk.

Tricks and Traps Table

Roll 2d12	Title	Effects
2	Altars	Altars are suited to delivering a range of magical effects. Some may heal or offer a blessing, while others may threaten to explode or crumble-releasing deadly occupants

Roll 2d12	Title	Effects
3	Arrow Trap	Triggering such a trap causes a basic 2d6hp. Save for half damage
4	Chasms	Crumbling bridges and rope bridges risk major damage or delay
5	Chutes	A chute usually leads adventurers into more dangerous areas, but might also serve as an escape route
6	Collapsing Ceiling	The area's occupants all take 4d6. Save for half damage
7	Dart Trap	Triggering the trap causes d4 x d4hp. Save for half damage
8	Falling Blade	Triggering the trap causes 5d6hp. Save for half damage
9	Falling Cage Trap	Anyone caught by a falling cage trap is confined by the cage until someone unlocks the cage or the cage takes 40hp of damage
10	Fountains	The waters in fountains often have a magical effect. This effect may be curative, corrosive or magical
11	Jaw Trap	An affected creature takes 3d6hp and is unable to move until released; unless it has a Strength of 15 or higher
12	Net Trap	A weighted net falls over an area of 20' x 20'. The net can take 30hp from sharp weapons or magical attacks before breaking.
13	Pit (Flooded)	Any creature falling into a flooded pit has to swim to escape. Those that are burdened must shed items or take 2d6hp damage/ round as they drown
14	Pit (Trapdoor)	Any creature falling into a concealed pit takes 2d6hp from the fall and has to climb back out of the pit
15	Poison Gas	Natural gases and vapors can be explosive, corrosive or highly flammable

Roll 2d12	Title	Effects
16	Pools	Pools may hide monsters or contain liquids with magical effects. A series of pools presents opportunities to coat adventurers, and others, in successive 'washes'
17	Scything Blade	Any creature triggering the trap must make a successful saving throw or take 4d6hp
18	Secret Doors	Secret doors are often used to conceal treasure or for staging ambushes
19	Shifting Walls	Moving walls can be used to baffle adventurers or as barriers
20	Sliding Stairs	These chutes often have an unpleasant surprise at the bottom
21	Stairs	Stairs often indicate a change in level or risk
22	Statues	Statues may animate and attack or reward certain actions
23	Tar Pit	Those caught in such a pit need to spend d4 rounds pulling themselves out
24	Tripwire	Tripwires may trigger a trap and/ or an alarm

Worldbuilding

After exploring a few dungeons many adventurers will be ready to step outside and try their luck in wildernesses, enchanted forests, haunted castles and, eventually, whole nations or worlds. This can be done through drawing together a series of dungeons and using a few wilderness encounters to liven-up the journeys between dungeons. For example, adventurers are likely to come across various outdoor hazards on their travels. These can be rolled or selected, but may have to be adapted to the terrain and any on-going events. That includes selecting or adapting hazards to suit journeys through underworld regions.

Wilderness Encounters Table

Roll 3d12	Encounter	Encountered
3	Ambush	Ambushes usually take advantage of the local terrain. It is reasonable to allow adventurers some warning, such as birds taking flight from woods. Though this may arrive late in the day unless adventurers have been scouting
4	Bounty Hunters	Adventurers who are avoiding arrest, hiding in political exile or caught-up in a feud can expect to run into problems now and again
5	Convoy	Escorting, defending and looting convoys are all seemingly straightforward options, which are likely to have knock-on effects
6	Dead End	Dead ends are either frustrating delays or not what they claim to be. It is relatively easy to encourage a party to take risks if the only alternative is a 50 mile delay
7	Equipment Failure	A wagon's axle breaks, the horses' saddles snap or any similar minor mishaps may delay and endanger parties
8	False Trail	Misleading signposts, false tracks and other misdirections are able to delay or to draw adventurers into traps
9	Flash Flood	The force of sudden flooding is sufficient to sweep away camps, break-up formations and serve-up a local emergency
10	Flocking	Aerial creatures may gather in unusually high numbers and start hunting in flocks of 5d10 or more
11	Marsh	Marshlands have their own subset of monsters and plenty of obvious hazards for unwary adventurers. Making them more dangerous at night or during high tides can introduce changes of pace

Roll 3d12	Encounter	Encountered
12	Mercenaries	Bands of 2d8 troops are what they claim to be. Pay them more than the opposition, (allowing for their risk), and they will follow orders – while it pays
13	Merchants	Merchants may range from rag traders through to hugely wealthy caravan owners protected by plenty of bodyguards
14	Military Patrol	The size and approach of the force will reflect the circumstances. In peace time 2d6 troops might be usual. During a war numbers are likely to be closer to 4d6. Adventurers operating in hostile territory should expect to be questioned or interrogated
15	Militia	Militia units of 4d4 troops can either become valuable allies with local knowledge to share or particularly dangerous opponents
16	Monsters	Monsters of all kinds work just as well out-of-doors. They can be introduced separately from or alongside other hazards
17	Nemesis	An old enemy, now in a position of power, comes across the group in circumstances where the enemy at least appears to have an major advantage
18	Obstacle	Chasms, ravines, steep slopes, rivers and crags are among the delays and ambush opportunities available to GMs
19	Old Friend	Someone at least one of the players knows turns-up. This may be to a weakened party's advantage or place a burden on an adventurer or party
20	Outlaws	Outlaw bands of 4d8 may seek to find out if they share any common cause with a party. Otherwise they are likely to attack and / or kidnap adventurers

Roll 3d12	Encounter	Encountered
21	Poacher	Poachers have inside knowledge of the landscape, local folklore, rumors and wildlife. If threatened in any way they have a Renegade's ability to Hide in Shadows and Move Silently while escaping
22	Poisoned Wells	Poisoning wells is an easy way to slow an enemy's advance. Animal carcasses and barrels of salt offer simple ways to poison wells
23	Pranks	Kids, drunks and mischievous creatures may revel in playing seemingly harmless jokes on travelers. Glue on a rope bridge, sparks in a crop dust cloud or a stone hurled through a clue embedded in a stained glass window can all present complications
24	Prospectors	Most prospectors are going to welcome company, but they may be paranoid about their claims
25	Rivals	Rivals in most forms of conflict are likely to travel along major thoroughfares. Anything from a scouting party to an entire army may suddenly appear on the horizon
26	Rockfalls	Tumbling boulders, collapsing embankments, avalanches of all types and crumbling masonry can provide danger and anxious moments
27	Ruins	These may be re-occupied or simply provide a place of shelter where there might be some extra equipment lying around. Alternatively, the ancient ruins of an entire civilization may lie buried just below the ground

Roll 3d12	Encounter	Encountered
28	Scorched Earth	Destroying orchards, crops, settlements, livestock and bridges are among the steps available to retreating armies and vandals. Magical traps, poisoning, curses and mass destruction are more likely if there is no intention of reclaiming the damaged land
29	Shortcut	Shortcuts usually involve taking risks to move faster. However, they can also be introduced to speed a journey along.
30	Swarm	Swarms of flying insects and crawling bugs may be mere distractions or prove as deadly as mosquitos. Swarms of monstrous insects may sometimes gather in groups of 4d4 or above
31	Tolls and Taxes	Taxes on goods, individuals and even groups are likely to crop-up fairly frequently. Especially where any level of protection is offered or where money has been spent to provide a service, e.g. a bridge
32	Tourists	Tourists might be out enjoying themselves or find themselves completely out of their depth in a wilderness area
33	Vapor	Fumes, mists, dews, vapors, gases and exhalations can be weakening, corrosive, curative or magical. Ideally, adventurers will have the opportunity to limit or reduce the effects
34	War Party	As many as 5d10 humanoids form a band of warriors with d4 Fighters of 2d4 levels. A Cleric, Ranger or Paladin of 2d4 levels will usually accompany the group

Roll 3d12	Encounter	Encountered
35	Water Hazards	A lot of transportation takes place along or across waterways, which opens up the use of aquatic monsters and maritime threats. Water hazards can also occur inland, as a deep puddle is enough to break a chariot wheel or conceal a creature
36	Wreckage	Shipwrecks, smoldering villages and abandoned cargoes can be used as plot devices or dungeon sites

It is, therefore, possible to build game settings or worlds by simply adding further layers in terms of building a map with dramatic landscapes, landmarks, outdoor monsters and feuding nations. Many campaigns are played very successfully using this method alone.

However, GMs may end-up with a better fit between the players and an adventure, (or a campaign), if players are asked or prompted to suggest a few challenges that they'd like to have available as options within the game.

For some players early challenges may focus on encountering more traps for a Renegade to overcome or, perhaps, looking for an opportunity to take on a particular type of monster. These details are easy enough to work in at some stage, but providing broader Campaign Challenges, (which can form the spine of a campaign of adventures), often involves identifying significant clusters of gameplay opportunities that effortlessly flesh-out many background details; while not nailing-down too many specifics.

The Campaign Challenges copied below, (and matching those in the Campaign Challenges Table earlier in the book), are presented here as options. They can be used to trigger discussion of the types of settings and adventures that are likely to appeal to a group of players. One way to go about this is to suggest a few Campaign Challenges and to get players to help as you map out the first regional or global map for a campaign of adventures. (It may help to be clear that the GM is going to edit and adapt any suggestions to prevent the resulting game world from becoming too predictable).

In addition to helping with homemade settings and adventures, these early discussions can also be useful when planning to use bought-in or downloaded settings and adventures. If a setting or adventure designed by someone else doesn't offer opportunities to explore some of the gameplay of interest to your players, it's probably safe to say that it will take more time to adapt such material for use within your group.

The approaches to building campaigns that follow look to help with finding a balance between cascading settings and dedicated settings.

At an obvious level a cascading design follows principles and cascading outcomes. For example, mountain streams usually sensibly form rivers on lower slopes, which leads to cities located near coastlines on fertile flood plains. This is very helpful for building an ecology and a sense of connectedness.

A dedicated design is looking to place dramatic and imaginative action, or drama, (which is likely to be to the players' tastes), either into or in advance of cascading design. There is no set point at which to start, nor any need to take a linear approach. Consequently, a GM can start with an overarching Campaign Challenge; or go to the end of the worldbuilding materials and go back from an incident some way towards Campaign Challenges; or simply select a few elements from quite different points and see what comes out in the mix.

Exploring Campaign Challenges

The examples of possible Campaign Challenges presented here are likely to support an extended series of adventures. New characters can start-out with a relatively lowly role in greater events and, in time, become caught-up in shaping major events within the game world.

There are a lot of instantly available shared expectations on tap for GMs to reference within each of these Campaign Challenges. These expectations can build authenticity, while leaving plenty of room to serve as a platform for unique adventures and campaigns. Spreading a few such Campaign Challenges across a game world, (or combining different Campaign Challenges), rapidly speeds up the process of adding terrain, settlements and landmarks. This is because

Campaign Challenges will often suggest or 'paint-in' many features suited to the types of Campaign Challenges the adventurers are tackling.

GMs may wish to limit the number of Campaign Challenges encountered by adventurers to leave space for some of the other slot-in campaign and gameplay options introduced later.

GMs may wish to limit the number of Challenges encountered by adventurers to leave space for some of the other slot-in campaign and gameplay options introduced later.

Conquest and Colonization

'Frontier life' encourages plenty of novelty and exploration during play. Mapping territories, encountering exotic creatures, (unique to an island or continent), making contact with dramatically different cultures and coping with unusual environmental hazards are all part of the fun.

Forging a new nation, clearing major threats, establishing bases and forts, seeking out resources and surviving hardships are typical examples of elements of conquest and colonization suited to underpinning or refreshing a campaign setting.

Counter Insurgency

Counter insurgency presents a theme that's ready-made for adding in betrayals, intrigue and mystery. Adventurers can undertake 'chasing their tail' missions as they try to deal with threats from outside and within; before trying to seize the initiative. Obvious scenarios include trying to prevent an assassination, trying to contain a rebellion, investigating the causes of an insurgency and trying to reveal the culprits.

Campaigns based on counter insurgency benefit from a claustrophobic atmosphere fostered by surprises, reverses, mild horror and red herrings. Adventurers might, for example, get involved in setting up a network of informants, distributing propaganda, running covert operations and being framed.

Crime Fighting

Crime fighting, getting caught-up in crime, fighting crime with crime and bounty hunting are sources of adventure hooks that can easily cast adventurers in the role of righteous heroes and/ or start asking questions about complicity and compromise. Investigating art thefts, uncovering insider trading, going-undercover inside a criminal organization, staging a jailbreak and countless other crimes are easy ways to encourage players to make choices that have consequences for themselves and others.

Campaign settings benefit from taking account of crime, as there are few cultures which don't have both crime and specialized codes for categorizing, investigating and dealing with crime. Consequently, the crimes and punishments of a tribe of primitive barbarians are likely to vary considerably from the crimes and punishments of a sophisticated race such as Elves or Drow. This variety creates lots of opportunities to let players get drawn into difficult situations where there are no straightforward answers.

Disasters and Crisis Management

Introducing dramatic events and unexpected emergencies during play can form the basis of standalone adventures or add an extra level of challenge to a campaign. Players suddenly find themselves having to find solutions to the dangers and complications delivered by the adventure they set out, while also dealing with underlying, on-going events such as a volcanic eruption, an army of zombie creatures, a flood or a revolution.

At the scenario level the immediate effects of disasters and efforts to regain control let GMs add surprises and novelty, while asking players to improvise. Within campaigns on-going or unfolding disasters and necessary crisis management may change both the situations players encounter and how adventurers react to them. For example, a major flood can immediately set players a series of mission options such as feeding refugees, building a dam in dangerous territory, coping with invasion from the sea or saving sunken treasures.

Dark Side of the Moon

Exotic or alien settings offer one approach to placing adventurers in difficult situations where they have to overcome unusual, on-going difficulties while exploring and adventuring.

These settings, and the complications that go with them, typically involve contrasting social, political, economic and ritual worlds, which offer plenty of dramatic contrasts on land, in the air or oceans, and/ or spread across whole galaxies. The usual method is simply to put in place some kind of planetary or regional effect that establishes a marked contrast.

The Dark Side of the Moon, (which isn't actually dark, but can't be seen directly from Earth), offers an example of an imaginative mechanism for varying play across or throughout a setting. A light/ dark or night and day contrast is far from the only option, but it serves as a good example, because the resulting climate and terrain, social structures, vegetation and wildlife – along with a good many others conditions - are going to be focused on or specialized around contrasts between diurnal, nocturnal and, possibly, crepuscular or magical lifestyles.

Dawn of the Undead

Campaigns where the personalities within the culture think entirely differently from standard behaviors or 'mind-sets' are something GMs often consider in terms of how an alien race or a monster might think. An 'epic' variant along such lines can be illustrated by reviewing what could be involved in a fantasy campaign where adventurers all become undead of some kind. The motives assigned to these undead needn't be vile. Instead they might seek to right an ancient wrong or wish to complete a ceremony that lets them change form.

However, their perceptions, how they approach problems, the value or lack of value they attach to other undead, (and the corporeal), their 'powers' and the way they go about shaping the game world is open to a wide range of interpretations.

Enterprise

No need to reach for the calculators and spreadsheets. Adventurers can get involved in any number of missions based around business interests and trading.

Escorting convoys, making trade deals, smuggling, wrecking and claiming rights to new territory are just a few of the options for scenarios.

Creating a business or an invention, running a profitable Renegades' Guild, operating a fleet of ships for exploration or hire, taking control of or disrupting an economy, funding major constructions and similar projects all offer approaches to placing adventurers in immersive campaigns.

Espionage and Infiltration

It's possible to run games which draw on source material from genuine spies involved in deep cover operations, civil and military sabotage, resistance operations and assassinations. Adventurers might have to demonstrate their loyalty to the group they're trying to infiltrate, make and pass on equipment to contacts, gather information about enemy agents or installations, flush out a double agent or recruit new operatives.

Campaigns that play on the uncertainties and fears inherent in spying and deep cover operations don't have to set player against player or adventurer against adventurer, as fellow adventurers may be among the most reliable allies available in a campaign involving spies and saboteurs.

Internecine Warfare

Internal conflict which sets brother against brother, involves trading-off rival camps and means never being able to sleep in the same place from one night to the next keeps adventurers under pressure. As events escalate players might get involved in missions linked to such conflict. These could involve trying to defuse the situation, 'fanning the flames', coming under pressure to take sides and/ or looking to protect others from the conflict.

A campaign centered on warring factions might see a party having to switch sides, getting caught by their former allies, possibly deciding to set up their own faction or even seeking a peace settlement.

Marine Life

It's not unusual to come across underwater, marine or maritime adventures where players try out a couple of scenarios in underwater settings or hop in and out of

an ocean broken up by a few small archipelagos. Doing so can be amusing, as spells and weapons may work differently, physical features like tides and currents can influence events, and adventurers will encounter new races.

The same process can be taken a lot further by, for example, getting rid of the land altogether or making any land difficult to survive on. At that point, play goes 'aquatic' on several levels and GMs are asked to think about events, adventures, commerce and encounters conducted well below the waves. For instance, many festivals and celebrations are likely to concern events such as fishing, periodic tides, algae blooms and deep sea currents; rather than land-based ceremonies about seasons or harvesting.

Threats and hazards are also likely to become focused on adapting to an aquatic world. For instance, an undersea volcanic eruption is hugely different from a volcanic eruption on land.

Massive Meteor Strikes

Modest meteor strikes and similar impacts make a good basis for a series of scenarios. Apart from play concerning the actual strike event they can offer survival gameplay and other situations linked to knock-on effects such as civil disorder and long term boundary changes.

A fairly modest lump of rock is enough to have a regional impact, but it's possible to go a whole lot further by scaling the meteor and, possibly, giving the meteor a 'payload'. For example, a planetary fracture that removes perhaps a fifth of the planet and creates a moon is going to change local gravity, oceans and weather systems for good. Throw in a race of invaders, a parasitic virus or a powerful, corrupting lodestone embedded within the meteor and players have a lot of new options to play out.

Mysteries and Investigations

Disappearances, unsolved crimes and murder mysteries can add an extra dimension to play. Perhaps the most important element of asking adventurers to solve mysteries is to provide sufficient clues, as players and adventurers don't have the GM's inside knowledge of the situation. It can be helpful to present clues

more than once, to present a clue in a different way, to offer clues which refer to other clues and to 'let it go' if players really aren't catching-on.

Research and Experimentation

Magical research, terraformation, climate change, hybrid diseases, brainwashing, mass manipulation, finding a cure, inventing a new technology or starting a research division takes adventures into a further area of novelty and player choice.

Tracking down rare or repugnant ingredients, scouring ancient libraries for details of lost technologies and researching new forms of magic all provide self-contained adventure hooks. These can be brought together to sketch out an open-ended campaign. Alternatively, research and experimentation can be placed at the center of campaign events by making the outcomes of research critical to major events across much of a setting.

Revolution

Freedom fighting, raising a rebellion, releasing enslaved tribes and turning the tables on oppressive regimes are all good options for a campaign. Elements of spying and infiltration, containing counter insurgency, major disasters and corruption are easily brought into revolutionary gameplay.

In addition, players will be faced with plenty of difficult decisions about whom to trust, where their loyalties should lie and, possibly, what happens after a revolution or regime change. Scenarios can give adventurers a role in making a revolution happen, while a campaign arc focused on a revolution lets adventurers cover a wide selection of gameplay and plotting.

Supervolcanoes

It's worth considering players' views before making 'epic' or massive changes to the cornerstones of a campaign. However, if, or once, everyone is good with a particular plan there are many global or world changing options out there. Supervolcanoes are involved in reshaping continents and a campaign set through the lead up to a supervolcanic event, the first eruptions, the wider eruption pattern and the aftermath of a supervolcanic event should be enough to keep most groups on edge.

Some obvious options include flaming rocks falling from the sky, rivers and lakes of lava, desperate survivors and survivalists, broken and emerging political structures, and breakouts from underground races driven to the surface.

Survival Scenarios

Survival scenarios can act as an aside to a campaign in need of a break or trigger expeditions into exotic lands populated by alien cultures. The 'fish out of water' situations involved in day-to-day survival may be central to a series of survival scenarios before adventurers escape back to the campaign as a whole. Otherwise, survival events may lead to discoveries mapping out a campaign defined by clear differences from standard medieval and Dark Age settings.

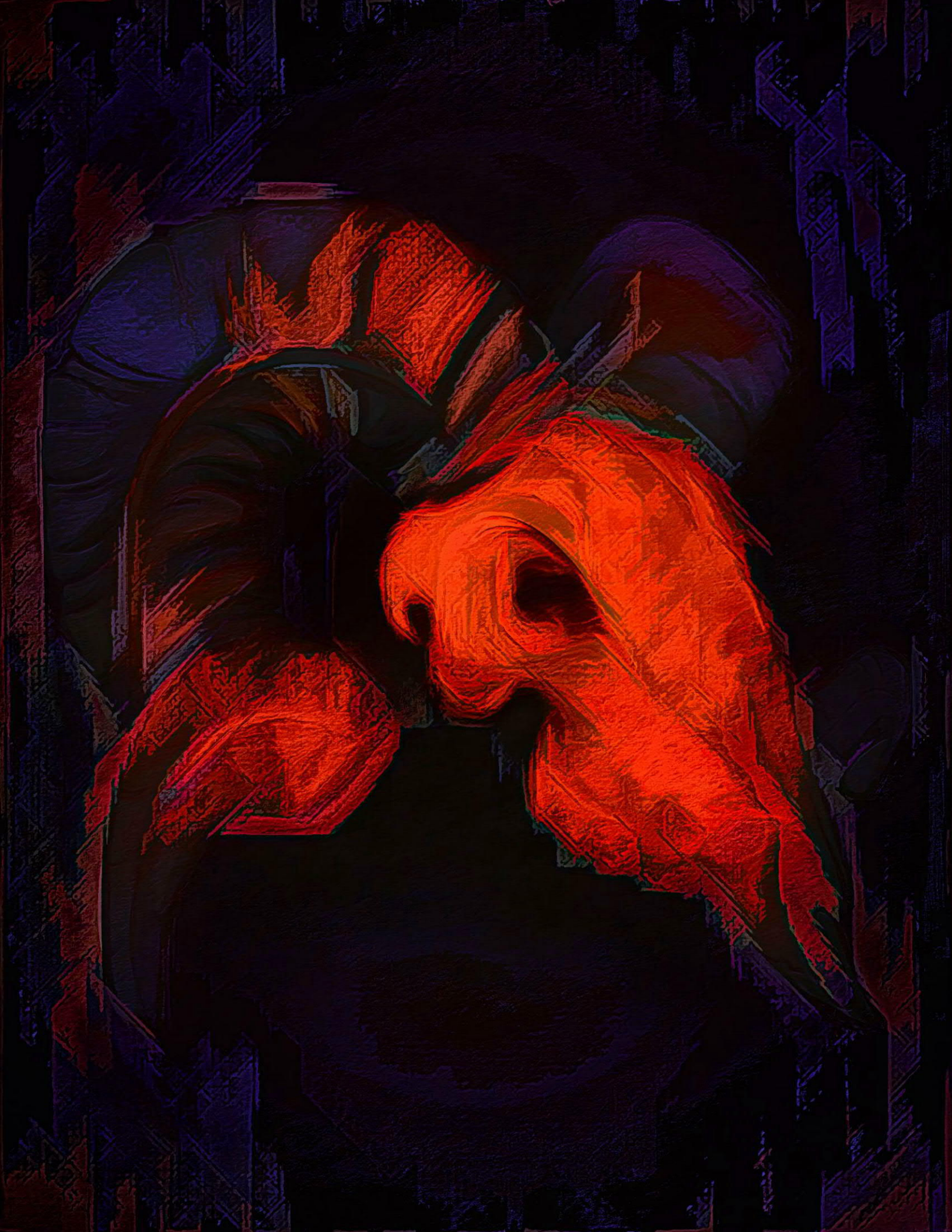
Introducing new races, different customs, new spells and new technologies through a complete culture/s should vary play and help players to make their own choices about adapting to the differences during gameplay.

Of course, it wouldn't be survival without going gritty, so there's no harm in calling up a tropical storm, leaving carnivorous plants all over the place, starving the adventurers until they learn to hunt the local way - or having them prepared as ingredients for a cannibal tribe's next recipe.

Warfare and Sieges

Battles, raiding, invasions and siege warfare are solid bets for most fantasy games. The options for both open conflict and less direct approaches are numerous. Preparing for war, controlling the arms trade, military policing, besieging a fortress, defending a fortress under siege, patrolling hostile territory, fighting battles and holding-the-line all fit straight into campaigns either as optional scenarios or as part of the fabric of a setting.

Warfare can be characterized by victories, defeats, attrition, shock, terrain, theatres, collateral damage and personal injury amongst many options. Mixing these elements effectively makes it possible to get involved in combative campaigns without resorting to repetitive skirmishing. Realistic massed combat games call for specialized rules, but a focus on character involvement, outcomes linked to the existing rules and roleplaying can make for immersive play using Corruption, the Original Game or any other compatible system.



Seeds of Corruption

With a good idea of the types of gameplay and adventure players are looking for a GM can design a campaign setting that presents plenty of options - without adventurers being pulled in different directions. For many games a setting based on the kind of broad Campaign Challenges outlined above is more than enough to be getting on.

Adding any further options or flavor may seem like hard work, but it's possible to do so without much extra effort by shaping play through further clusters of expectations similar to those offered by open-ended Campaign Challenges.

Seeds of Corruption operate in much the same way as Campaign Challenges by slotting-in an extra layer of gameplay, including on-going events and bundled expectations, which work alongside the events and missions at the core of a major Campaign Challenges. In the case of Seeds of Corruption the inclusion of one or more instantly makes the game world a slightly darker, more dangerous place.

Seeds of Corruption can, for example, occur in the form of events, items, individuals, customs, monsters and locations.

Adrammelech's Throne

This magnificent set of barding and finery is designed to fit a War Elephant. It was commissioned by the Dread Emperor Adrammelech who paid sorcerers hundreds of thousands of gold pieces to manufacture and enchant what amounted to a mobile throne. The entire ensemble is jet black with metal fittings of mithril and can be driven from the front by a driver/ drummer or by using reins inside the canopied and curtained howdah. The interior of the howdah contains a throne of pure obsidian. The components are:

Barding

The strands of mithril woven into the chainmail barding give an Armor Class 0 [19].

Harpoons

There is a platform around the howdah, which is lined with five large handheld harpoons on each side. It requires Strength of 17 or higher to hurl one of the +2 harpoons as a spear and each harpoon can cause a target 5d6hp. Mithril chains trailing behind the harpoons skewer a target on a roll of 5 over that required to-hit or a natural roll of 20. This causes 3d6 dragging damage/ round and neither the mithril-forged chains nor the harpoon shafts can be snapped. A target must actually tear the harpoon out for 5d6 damage to break free.

If a target fails to escape before running out of hp the body disperses into shadow and forms an undead creature of equal HD to the target. Those newly released from the harpoon are held in thrall to the throne for a year. A harpoon can be retrieved by whoever threw it through simply outstretching a grasping hand while standing on the howdah.

War Drums

Providing they're washed in blood beforehand, the twin war drums are capable of playing a number of beats. These are:

1. Create Undead as the spell.
2. Create Greater Undead as the spell.
3. Animate Graveyard: Once every day a drummer can animate 20 Zombies or Skeletons from the bodies buried in a graveyard.
4. Animate Battlefield: Once every week a drummer can animate 200 Zombies or Skeletons from the bodies buried at a battle site.
5. Animate Zombie Nation: Once every month a drummer can animate 2,000 Zombies from graves and battle sites within a five mile radius.
6. Animate Undead Legion: Once every year a drummer can animate 20,000 Zombies, Skeletons, Ghouls and Shadows, (in equal numbers), from graves and battle sites within a twenty mile radius.

Howdah

The curtains on the howdah provide True Sight to those within the howdah.

Throne

The throne is connected to the harpoon chains through the platform and contains the souls of creatures drained to a state of undeath by the harpoons. Under bright

light the translucency of the obsidian allows viewers to catch fleeting images of the tormented phantoms bound within the throne. The throne is impervious to all known forms of damage and gives anyone sat on the throne control over undead creatures within 100'. In addition, undead creatures cannot be turned within a mile of the throne.

Tusk Sheaths

The tips of a War Elephant that's carrying the throne can have its tusks fitted with these two tips of mithril and ivory. Rampages are possible twice/ day while these are worn, as they allow the driver to loosen the reins and to cause the elephant to charge around for d4 rounds. This attack allows an elephant to trample anyone it hits for 3d8 of extra damage. In addition, a rampaging elephant can try to smash through almost any wooden or earth defenses. In this state it may also be directed at stone walls which are up to 10' thick or at metal portcullises. Both have a 50% chance of collapsing or snapping with each strike. The elephant is stunned for a round after such an attack, but soon recovers and may still be rampaging.

Armor

Items of light, but highly effective, equipment for a driver and a drummer include two sets of Gauntlets of Ogre Power, Chainmail +1, Brigandine +1 and Mail Coif +1. These items are designed to protect a driver and/ or drummer seated to the fore with AC -2 [22], while providing the strength required to partially control an elephant during a rampaging attack.

Altar of Demonic Enchantment

An Altar of Demonic Enchantment is made of gleaming white marble and is generally held to be a great treasure. Expensive sacrifices worth many thousands of gold pieces that are placed on the 13' x 3' x 3' sized altar disappear overnight and typically result in the granting of Limited Wishes - which are of great benefit to those who can pay. However, those who make requests requiring a full Wish will find that the results fall short of their hopes.

Disappointed patrons of the altar must save against a Charm Monster spell or be tempted to use a human or humanoid sacrifice to request a Wish; which will typically be granted providing it doesn't involve reversing a sacrifice. The altar continues to provide Limited Wishes and Wish spells until it is attacked in some

way, e.g. over 70hp of physical damage. At that stage the marble turns blood red and explodes causing 8d6 damage within 120'. At the heart of what remains of the altar the essence of a demon crystallizes amidst the despair of the lost souls, allowing the formation of a new demon. This creature is usually a Balor, (75%); but may be a new born Demon Prince or Princess, (25%), forged in the despair of the sacrificial victims.

Whatever the type of demon, the corpses of the victims sacrificed upon the altar will be animated at exactly the same time. These may simply be some form of zombie, but others may have died while heavily corrupted and now return in other guises. Whatever their status the victims will be intent on hunting down those who sacrificed them.

Black Book

The words in the Black Book are said to be written in demons' blood on pages made from the flesh of a saint. The dark cover is battered and bruised, but otherwise unmarked. When opened the book appears as a spellbook, containing copies of Cleric spells that cause damage or defend against good. The spells found inside usually include Protection from Good, Dispel Good, Cause Light Wounds, Cause Disease, Curse, Cause Serious Wounds, Cause Critical Wounds, Garble, Harm, Poison and Unholy Word.

Whenever the book is opened a few of the letters in a page will slip off the page and bleed over on to any paper, papyrus or cloth within 5'. The process can't be stopped unless all such materials are kept away. Once established on another piece of paper or cloth the letters rapidly infest other texts. In doing so the black letters twist the meaning of documents until diplomatic papers cause offence, good spells change to evil equivalents and items with positive effects become harmful.

To make matters worse, infected pages or cloths pass on the black letters and whole worlds can be left without healing spells and other Lawful magic.

Blackthorn

Blackthorn is a corrupt plant which grows prolifically alongside all kinds of crops. Farmers who don't know what they're dealing with often welcome Blackthorn, because the crops that grow alongside it yield extra grain or fruit when harvested.

It is also incredibly difficult to weed Blackthorn by hand or hoe, as it has razor sharp, corrosive barbs all over its stems.

Within a week of contamination the corrupt roots reach those of the plants around them and start to infest pastures, woodlands and water courses. Inside a month a region of 100 square miles can become affected.

The plant's effect is to slowly reduce the Corruption score of all creatures to the same level as that of the plant, i.e. a Corruption score of 7. This makes sentient plants and animals Chaotic; rapidly creating communities based on self-interest and personal gain.

Fortunately, the plant doesn't lower Corruption scores any further - but other actions resulting in further exposure to Corruption may soon inflict full-blown Corruptions across whole communities. Suspicion, treachery and xenophobia are the norm in areas where Blackthorn flourishes. Holy Water damages the plant, but this releases a poisonous acidic vapor, which has to be avoided. Powdered salt harms Blackthorn, but only saltwater seas and oceans seem able to halt the spread of Blackthorn.

Cadmium's Incredible Fireworks

Mendle's mischievous apprentice Cadmium loved to spring surprises. After making a fortune selling fantastic, magical firework displays to kings and nobles she decided to take performances to the next level by experimenting with displays that brought the exploding fireworks to life as they settled into a pattern in the sky. The phantom creatures had to be able to fly briefly before dispersing, so Cadmium devised Red Dragons, Griffins, Wyverns and even an Eye of True Terror in the form of temporary, animated fireworks.

Unfortunately, Cadmium's apprentice Ragda saw an opportunity to gain a reputation and copied the formulae for a handful of the fireworks without knowing how to complete the enchantments properly. This included trying to work a Permanency spell into the formulae in a misguided attempt to keep the creatures in the air for longer before they dispersed.

A boastful king insisted that Ragda set off a full display at his first attempt and when the fireworks exploded into the sky the creatures appeared as hoped. Except the monsters didn't disperse or fade out of view after a few minutes. Instead they became sentient and three Red Dragons, four Griffins, five Wyverns and an Eye of True Terror descended upon the king's guests.

Ragda fled and is believed to have hidden more of the fireworks before disappearing. Displays including wasps and various dragons have been set off since; but more often in battle than celebration. The phantom creatures mimic the originals in every way, except for their willingness to get along with each other and an ethereal shielding. This protection makes the whole of a group of creatures from any fireworks display share immunity from the first attack form to injure any one of them within any given round, i.e. an injury to one of the group from a sharp weapon makes the rest of the fireworks immune to sharp weapons for the rest of the round.

Crooked Coin

Crooked Coins change the details on their surface when out of sight. Alterations may involve changes to the values, designs and figureheads shown on coinage. This form of corruption is often mistaken for a practical joke or minor enchantment, as these gold coins appear entirely normal unless checked with a spell such as Detect Evil or Detect Magic. (Such spells won't identify the exact nature of the coins' evil, but can serve as a warning to those coming across the crooked coins).

Crooked Coins spread Corruption through misunderstandings arising from changes in value when paying for goods, discrepancies between what's recorded and what's found later, and, perhaps, a rival's image appearing on a king's coinage. Complete changes of currency to mimic any currencies Crooked Coins have been mixed with are a common occurrence once Crooked Coins spread, which happens whenever the corrupt coinage comes into contact with ordinary coinage.

Crown of Corruption

A Crown of Corruption is a simple coronet carved of ebony and encircled with ivory skulls. When the crown is paced on a head the wearer immediately lowers

her/ his Corruption to 4. The crown cannot be removed without a Limited Wish spell and once removed the Corruption remains. Anyone wearing a Crown of Corruption can create the following effects:

1. Animate Graveyard: Once every day the wearer can animate 20 Zombies or Skeletons from the bodies buried in a graveyard.
2. Animate Battlefield: Once every week the wearer can animate 200 Zombies or Skeletons from the bodies buried at a battle site.
3. Animate Zombie Nation: Once every month the wearer can animate 2,000 Zombies from graves and battle sites within a five mile radius.
4. Animate Undead Legion: Once every year the wearer can animate 20,000 Zombies, Skeletons, Ghouls and Shadows, (in equal numbers), from graves and battle sites within a twenty mile radius.

If a Crown of Corruption is worn while seated on Adrammelech's Throne the daily powers include casting a Symbol in the Sky spell. This is equivalent to casting the Magic-User's version of the Symbol spell with the chosen Symbol visible to a range of a mile in any weather.

Witching Tree

A Witching Tree starts life in large, densely-forested swamps infested with insects and serpents. Evil creatures are drawn to the chaos within the trees; where they are easily ensnared and overcome by these opportunistic, evil Treants. Each Witching Tree has 12d8HD and an AC 0 [19] when fully grown. Up to twelve branches cause 3d8hp each and anything hit twice in the same turn is swallowed whole in the next round.

Night Hags and Banshees are their preferred prey; but witches, warlocks and most undead monsters are also favorites. A Witching Tree uses its branches to envelope victims, before stuffing them into a cavity that opens in the bark. Weaker targets are dissolved at a rate of 4d6/ round inside the trunk, but Banshees and Night Hags are sealed beneath the bark, wrapped in resin and turned into part of the tree. Once stocked with a powerful victim a Witching Tree is able to flower and fruit within a week.

During flowering a Witching Tree and its immediate surroundings lose their ghastly aspect and take on the appearance of an abundant forest glade. Large, beautifully scented flowers soon emerge in spectacular colors. Shortly afterwards as many as 4d4 luscious fruit pods appear on the branches and grow rapidly to a width of 3'. Then, overnight, the fruits ripen and swell suddenly - until ready to burst. Any rapid movement within the 120' range of the roots may then trigger the release of some or all of the fruits, which fall and open to reveal one of the following: a Giant Wasp, a Giant Spectral Spider, a Wasp Swarm or a Giant Spectral Wolf Spider. (Roll d4 for each pod).

These monsters hunt for food and, (because they are part of a Witching Tree), each humanoid, (or larger victim), adds an extra HD to the tree. Anyone tasting the fruit before it falls isn't much better off, as the fruit acts like a Charm Monster spell and a successful saving throw is required to avoid seeking to nurture and protect the tree for a month.

The trees are to be feared all the more, as they can move at night and will leave swamps they have stripped clean to find fresh prey in woodlands and forests. As a result, they may flower frequently until hunted down. If a Witching Tree is reduced to 0hp the bark falls away and all the trapped Banshees, Night Hags and similar creatures held inside are released to cause mayhem.

Perhaps the greatest concern is the risk that a Witching Tree will manage to consume an infernal creature, which might allow a tree to produce a wider variety of deadlier fruits.



Seeds of Wonder

Seeds of Wonder shape gameplay in much the same way as Seeds of Corruption. They are, however aimed at adapting or tempering the effects of Seeds of Corruption by easing the gloom and providing adventurers with people, places and events worth fighting for. Seeds of Wonder may not be encountered often, but simply placing a few into a setting can create rumors and legends offering adventurers hope in a hard game world.

Cathedral of Light

The Cathedral of Light is a complex of huge temples formed in the shape of a Celtic cross. The walls are made of tinted granites and all contain massive, colorful stained-glass windows depicting the deeds of heroines and heroes from many times and dimensions. The windows appear static, but adventurers can interact with the eight ethereal angels that maintain and repair the temple.

Persuading a nearby angel to shed tears of joy by telling it of great works and victories over evil animates the scenes in a temple's pictures in one of the seven of the temples. Telling the same angel of terrible events or a desperate crisis, which brings it to tears, can then result in a heroine, hero or saint bursting out of an animated stained-glass window and taking form. (An angel needs to be convinced that the emergency affects over 10,000 innocents to cry tears of sorrow). The heroine or hero will join with the adventurer making the appeal to the angel and battle against evil for a full week. Each angel may only hear one appeal/ week.

Red Temple: Half-Orc Magic-User 7th Level

Orange Temple: Minotaur Fighter 8th Level

Yellow Temple: Drow Renegade 9th Level

Green Temple: Dwarf Cleric 10th Level

Blue Temple: Halfling Bard 11th Level

Indigo Temple: Half-Elf Ranger 12th Level

Violet Temple: Human Paladin 13th Level

The White Temple differs in that all of the angels must be present and all must both laugh and weep. This can be instigated by sounding a chime of white gold positioned in the White Temple at the very heart of the cross. The chime and the

walls will turn to gold as the final angel arrives, giving an adventurer the chance to persuade all of the angels at once. If the angels, (who cannot be lied to), are convinced that the emergency hurts over 100,000 innocents they may animate all of the heroines and heroes from all the windows at once, including the 8th window. They will join battle to defeat the threat brought before the angels.

White Temple: Elf Monk 14th Level

Cavalry Flag

Cavalry Flags are relics of ancient battles where the blood of a heroic, magical steed - slain while carrying an army's colors in battle - spilled on to the flag. The bloodstain upon a flag cannot be washed out and each flag can be used once/ week. During the course of a combat involving over 30 combatants a flag can be raised by Lawful characters with the following effects:

Cavalry Flags Table

d4	Flag	Effect
1	Griffin	A Griffin is summoned to act as a mount for a Lawful adventurer
2	Hippogriff	A Hippogriff is summoned to seek aid for Lawful adventurers
3	Pegasus	A Pegasus is summoned to transport a Lawful adventurer
4	Unicorn	A Unicorn is summoned to the aid of Lawful adventurers

Chariot of the Senses

A Chariot of the Senses is made of white marble and accompanied by five horses, which are also made of white marble. While in this form both the chariot and its horses are impervious to damage and seemingly inert.

If someone steps on to the chariot all of their attribute scores are balanced momentarily, causing them to feel weak and disorientated. If the average attribute score after balancing, (with scores rounded down), is 12 or above the chariot will activate. Otherwise, the disorientation and weakness continues until a creature steps away from the chariot.

When the reins are taken by a character with average attributes of 12 or over the horses come to life and the chariot changes from a marble frame to a honeycombed ivory frame. The chariot is also equipped with mithril fittings, including a mithril bow. Removing the bow or the fittings from the chariot returns them to stone.

The charioteer may drive the chariot as if a four-horse chariot driven by five War Horses at the speed of the horses rather than a chariot. However, it requires average attributes of 13 or higher for the driver or an archer to string the mithril bow. When strung the bow makes any arrow fitted to it +3 to-hit when firing from the chariot. In addition, any arrow fitted to the bow will ignite as a flame arrow when it takes flight. The flames add 2d4hp to the damage caused by the bow.

Any gold or jewels placed in direct contact with the chariot will be absorbed instantly. This will appear to have no effect until 10,000gp in gold, 10,000gp of gems or both amounts have disappeared into the chariot. If these levels of gold and/ or gems are absorbed the chariot's surface accumulates new tints on the surface of the ivory.

1. A total of 10,000gp gives the ivory a gold tint. This improves occupants AC by 2 and the driver also becomes aware of the ability to command the chariot to detonate in a shower of exploding ivory and gold. Any explosion causes 12d6hp within 120', but does leave 2d4 x 1000gp to be collected from the debris. An explosion can be triggered by word of mouth or gesture from 150' away.
2. A total of 10,000gp worth of precious stones makes the chariot radiant or brilliant. This shimmering effect deflects and amplifies 50% of all magical effects aimed at the chariot or anyone in it. Creatures within 60' have to make a saving throw or suffer the effects of any deflected spell. The driver also becomes aware of the ability to command the chariot to detonate in a glistening shock wave of ivory and gemstones. Any explosion causes 12d6hp within 120', but does leave 4d4 x 1000gp of gems to be collected from the debris. An explosion can be triggered by word of mouth or gesture from 150' away.

3. A combined total of 10,000gp of gold and 10,000gp in gems adds a sparkle to the gold and brilliance. When the chariot is golden, sparkling and brilliant the driver becomes aware of the ability to command the reins to lengthen once/ day. Each horse then turns into a Pegasus for 6 turns and they are easily able to draw the chariot through the skies. An explosion causes 36d6 if triggered.

It is not known what might happen if a creature with average attributes of 14 or above stepped on to such a chariot. Nor whether or not there are any other materials that might be absorbed by the chariot. Rumors suggest that the legendary sorcerer Mendle may have invented Mendle's Marvelous Metals with the intention of placing them on a Chariot of the Senses.

Defenders of the Faith

These Paladins of at least 7th Level are utterly dedicated to defeating chaos and frequently launch desperate missions and assaults against seemingly insurmountable odds. In the hours before such missions those selected for the most hazardous duties become capable of drawing d6 Corruption from others. The burden is passed to the Paladin who carries the Corruption into what will, in all likelihood, be a final battle. The price of drawing Corruption in this way usually involves an adventurer agreeing to complete a demanding Lawful quest or to already be well-known for carrying-out heroic deeds. An adventurer that loses Corruption can renege on the arrangement initially but, sooner or later, the Paladins will turn-up expecting payment in full.

Itok's Indelible Inks

The woodcut printer Itok dabbled in alchemy for many years before being found out and persecuted. As part of this persecution his woodcuts and notebooks were all burned, depriving him of an income. Before long Itok was destitute and forced to beg in the streets. Rumors suggest that it was only then, in his darkest hour, that a saint visited him and wept at the sight of an honest man laid low. What happened next is unclear, but stories tell of Itok taking the saint's tears and breaking into his boarded-up workshop during the night. There he is believed to have made an ink so charged with magic as to be almost impossible to wear out or bleed. How much of the ink came into being and how the ink is made remain unknown - just as Itok's fate is also unknown.

Vials of the original ink are extremely rare and, where found, extremely expensive. Many have tried and failed to make similar formulations, because magical writings written in the original ink do not vanish when cast from a scroll or from someone else's spellbook. In addition, the ink cannot be corrupted by a Black Book and is thought to make magical tattoos more persistent.

Speculative accounts talk of a second exotic ink, possibly made by Itok after he disappeared. Some say this was infused with the tears of an angel, while others claim it contained the froth from a demon's lips. If any such ink or inks exist there is no reliable record of their properties.

Magic Tattoo Shop

The Magic Tattoo Shop appears much like any tattoo shop and customers can choose from a limited selection of tattoo designs. Having paid 1,000gp/ level the dice are rolled three times to see which tattoos are currently available. Anyone who has paid is seen alone and has to accept one of the three choices offered or keep falling asleep. At which point a random tattoo will be applied - allowing exit from the shop.

The tattoos are applied painlessly. They are usually temporary tattoos which last for 1 month, but they can be made to last for a year by using a Permanency spell to protect the tattoo. A vial of Itok's Indelible Ink is also capable of making a temporary tattoo last for d4 years if such ink is available when the tattoo is about to be applied.

Removing a magical tattoo before it wears off is only possible with a Wish or the removal of a limb, so adventurers may wish to think carefully about which part of the body receives a tattoo from the Magic Tattoo Shop.

Magic Tattoos Table

Roll 1d100	Tattoo	Effect
1-3	Ghost	Ethereality as the potion
4-6	Salamander	Fire Resistance as the potion
7-9	Sunflower	Plant Control as the potion
10-12	Snow bear	Frozen Concoction as the potion

Roll 1d100	Tattoo	Effect
13-14	Crossed swords	Heroism as the potion
15-16	Halfling	Become Halfling
17-20	Elf	Become an Elf
21-24	Minotaur	Become a Minotaur
25-26	Drow	Become a Drow
26-27	Orc	Become an Orc
28-30	Dwarf	Become a Dwarf
31-33	Butterfly	Reincarnate after sleeping overnight
34-36	Mermaid	Become Water Breathing
37-39	Skull	Attack rolls of 19 and 20 give critical hits
40-42	Sun	Regenerate 1hp/ hour in sunlight
43-45	Star	Stores a spell of up to 5th Level
46-48	Scorpion	A 3hp scorpion escapes the tattoo once/ day
49-50	Bluebird	Contains a single Limited Wish
50-52	Rose	Charisma +2
53-55	Moon	Regenerate 1hp/ hour in moonlight
56-59	Lotus	Raises level by 1
60-61	Lion	Unaffected by Fear spells and effects
62-63	Heart	Constitution +1
64-65	Eye	True Sight as the spell
66-67	Eagle	Target a missile with +2 to-hit once/ day/ level
68-69	Dragon	Immune to dragon's flames
70-72	Angel	+1 on all saving throws
73-74	Devil	+1 to attack rolls
75-76	Demon	Corruption -2
77-78	Spider	The tattoo yields a 1hp poisonous spider once/ day
79-80	Wolf	Polymorph into a wolf once/ day
81-83	Eagle	Polymorph into an eagle once/ day
84-85	Smudged	Roll again and the resulting tattoo is permanent
86-87	Joker	Knows how to make a new spell of 2d4-1 level*
88-89	Ace of Clubs	Knows how to make a Minor Magic Item*
90-91	Ace of Hearts	Knows how to make a Medium Magic Item*

Roll 1d100	Tattoo	Effect
92-93	Ace of Spades	Knows how to make a Major Magic Item*
94-95	Ace of Diamonds	Knows how to make a Remarkable Magic Item*
96-97	Orchid	Raises casting level by 3
98-100	Dragon	Give and receive no mercy

* - The tattooed creature cannot communicate or record this knowledge, but it can, (with access to a laboratory, a library and enough money), complete some or all of the steps required to make a magic item or a spell. The type of item rolled is revealed when the tattoo is applied, so there is no need to spend time and gold on making unwanted items. The d20 roll required to succeed starts at 20 and is only modified by 1 for every 5,000gp invested in the process to a minimum saving throw of 3.

Mendel's Marvelous Metals

The wizard Mendel was brought-up as a blacksmith and learned to study rocks and minerals during his many adventures. At some stage in his research he was able to form an alloy of rare metals which, once enchanted, became capable of being reshaped under certain conditions. Unfortunately, a trace of impurity in the final experiment caused an almighty explosion and the entire laboratory was blown apart. Mendle recovered, but was unable to recall the exact formulae.

However, the results of the experiment survived as chunks of metal embedded in the walls of the ruined laboratory. There are 14 known pieces of such metal; seven large enough to make a broad dagger and seven sufficient to form a long sword or buckler. The metals become as putty for two rounds when immersed in certain liquids, before fixing in a new shape. Any properties resulting from combining the metals are unknown, as Mendle hid the pieces separately to prevent them falling into the wrong hands.

Mendle's Marvelous Metals Table

Metal	Immersed In	Bonus When Used As Weapon or Shield
Copper	Water	+1
Electrum	Frost	+1
Bronze	Flames	+1
Silver	Lantern Oil	+2

Metal	Immersed In	Bonus When Used As Weapon or Shield
Gold	Holy Water	+2
Mithril	Acid	+3
Adamantine	Tears	+4

The Wyverns' Rest

The Wyverns' Rest is an inn which sometimes appears along the harbor-front in cities with large ports. From the outside it looks like a typical, unspectacular tavern with a weather-beaten frontage. There is no sign of anyone keeping check on the doors and a steady stream of customers wander in and out at all times of the day and night.

The barroom is dimly lit by oil lanterns and the interior décor doesn't improve much on the ramshackle exterior. A long bar set against the back wall is always packed with sailors, travelers, merchants and explorers. More customers cluster in groups round a series of lit fireplaces set into the walls.

At first it's not clear how clients are served, as there doesn't appear to be anyone behind the bar. However, drinks and bottles float through the air on to the top of the bar and money placed on the bar is picked-up and carried-off through the air. Plates of hot food also glide on to tables every now and again.

By observing the bar it becomes possible to gain a faint impression of several shimmering figures moving behind the bar - which is staffed entirely by Invisible Stalkers. A practiced eye soon learns to track the staff by their actions, as they are more easily seen by the objects moving around them than their actual form.

The creatures can speak all humanoid languages, but many customers simply look at the chalkboards hung over the bar and place orders by putting the right amount of money down on the bar.

The following options are available:

Accommodations Table

Accommodation	Cost	Contents
Bed and Board	100gp/ night	This room can accommodate two humanoids and is equipped with two straw beds, a bronze mirror and a washbasin. The door and windows can be Wizard Locked to 12th level on the command of the paying guest.
Apartment	1,000gp/ night	This room can accommodate six humanoids and is equipped with six cushioned beds, a silver mirror and a bath. The door and windows can be Wizard Locked to 18th level on the command of the paying guest
Penthouse	10,000gp/ night	This room can accommodate twelve humanoids and is equipped with 12 luxury beds, a gold mirror and a bathing pool. The door and windows can be Wizard Locked to 24th level on the command of the paying guest

Each night spent sleeping in a straw bed recovers 2d8hp; each night spent in a cushioned bed recovers 3d8hp; and each night spent in a luxury bed recovers 4d8hp. A night spent in any of the beds has the effect of a Cure Disease spell.

Looking in a bronze mirror raises Charisma by 2 for 24 hours; looking in a silver mirror raises Charisma by 4 for 24 hours; while looking in a golden mirror gives a visitor the power of Holy Grace for 24 hours. Holy Grace allows the guest to add any Charisma bonuses to saving throw rolls during the 24 hour period.

Using one of the washbasins makes a guest immune to energy draining effects for 24 hours; using a bath makes a guest +2 when saving against the effects of magic for the next 24 hours; while using a bathing pool can restore a single energy level drained within the last 24 hours.

Servings Table

Servings	Cost	Effect
Hobgoblin Ale	1gp	Gain 1hp/ tankard up to 4 in 24 hours. Lose 2d4hp/ tankard for going over 4 in 24 hours
Trolls' Brew	10gp	The main effect of this cocktail is to make the drinker lose 4 points of Charisma for 24 hours
Ploughman's Lunch	200gp	+1 Strength for 24 hours
Shepherd's Pie	500gp	+1 Strength and Constitution for 24 hours
Peach Melba	700gp	+2 Charisma for 24 hours
Fish and Chips	1,200gp	This lets you breathe in water for 24 hours
Cheese and Biscuits	1,500gp	This selection of cheeses from different regions allows anyone eating all the cheeses to speak all humanoid languages for 24 hours
Thunder and Lightening	5000gp	The effect of this cocktail is to allow whoever drank it to Control Weather in the manner of the spell. The effect can only be used once within the 24 hours in which the cocktail remains active. Drinking more than 1 such cocktail inside a month causes the loss of 2 points of Strength
Bloodsucker	7500gp	Drinking this liqueur results in growing a pair of Vampire's fangs for 24 hours. Any one creature bitten by the fangs in that time loses damage and levels as if bitten by a real Vampire. Drinking more than 1 such cocktail inside a month causes the loss of 2 points of Strength
Strange Attraction	15,000gp	Anyone drinking one of these cocktails is able to sense the location of hoards of gold during the next 24 hours. The gold must be valued at over 1,000gp and can be detected to a range of 50'. Drinking more than 1 such cocktail inside a year causes the loss of 2 points of Strength

Spinechillers

Campaign Challenges, Seeds of Corruption and Seeds of Wonder can be used to quickly style a setting, to shape gameplay and to outline a dark game world. However, actual play is likely to focus on times when the action zooms in on what's directly in front of the players as they explore. As a result, it's necessary to carry dark, gritty gameplay into each adventure to present a coherent dark setting. (Much the same applies to shaping or styling any kind of setting a GM wishes to create).

Fortunately, the mood or tone of dark, gritty adventures is easy to shape by sparing, but consistent, use of slightly creepy or unsettling plot devices familiar from many movies and comic books. There are plenty of other options for shaping or slanting play within adventures, including high fantasy, outright horror, historical games and urban fantasy. Corruption just happens to focus on adding uncertainty and a touch of the spinechilling to tabletop play.

Uncertainty

Keeping players nerves on edge can be made easier using a selection of the following options:

Senses

Appeal to all of the adventures' senses by going beyond visual descriptions. This can involve building in colors, textures, scents, experiential concepts like 'a chill running down the spine', extraordinary tastes and unusual patterns. In addition, players can experience altered sensory states through polymorphs and items that change their choice of senses, e.g. some snakes' heatseeking vision, a bird of prey's 'zoom' function' or a shark's electrical mapping. One possible use of such options might be to allow players to view a terrible deed while too far away to intervene.

Dynamic Encounters

Giving players more than one on-going activity to deal with is a fairly common way to ask players to play under pressure and to look for novel solutions, e.g. a fight in a flooding cave. This approach can be taken further by taking account of changing or deforming features such as collapsing walls, shattered items and the effects of damage on the appearance and actions of opponents and adventurers.

It may seem like more work to consider such effects within an adventure, but they can be wired in at the design stage through, for example, incorporating a massive chandelier in a room where a Magic-User is likely to hurl a fireball. The game may not turn out that way on any particular occasion, but sooner or later such features will be triggered. What follows when a fireball finally explodes a fragile object offers another level of shared expectations, which instantly paint- or drop-in likely outcomes and vivid descriptions that are easily shared throughout a gaming group.

Omens

The still twitching body of a convict hanging from a gibbet at a deserted crossroads is part omen, part gameplay opportunity. Play may concentrate on questions such as: should the convict be saved? What was the convict accused of doing? Why was the job not finished properly? Is the convict innocent? Nevertheless, the whole encounter will be shaped by the sense of ill-omen set-up by a deserted execution site where someone is drawing their last breath.

The range of possible omens, (which may or may not turn out to present some kind of genuine threat, ordered sequence or cryptic message), is too long to list. Locations, events, items, sights and sounds are just the beginning of the available options:

1. A sun or moon changes color or becomes bloodshot
2. Battlefields
3. Birds trapped inside and trying to escape a sealed building
4. Blood of unusual or changing color, texture or properties
5. Bloodstains
6. Body parts of adventurers and monsters
7. Books and scrolls so fragile they crumble or implode
8. Books and scrolls which animate
9. Bricked up windows and doorways
10. Brittle coins that crack easily
11. Broken mirrors
12. Broken teeth
13. Bugs

14. Cackling
15. Carrion feeding on remains
16. Cenotaphs
17. Claw, tusk and tooth marks
18. Crossroads
19. Crossroads where dark or harmful magic doubles its effect
20. Deposits of slime and gunk that ooze out of doors, drains and grates
21. Desolate or shattered landscapes
22. Devices that switch themselves on or off; whether by accident or design
23. Diseases and parasites that develop in stages
24. Diversions or shortcuts that lead you astray, e.g. a signpost turned round at a crossroads
25. Documents and inscriptions that rewrite themselves either before your eyes or when you return to them
26. Documents offering different contents to different readers
27. Dreams, daydreams or nightmares involving prophecies
28. Dreams, daydreams or nightmares offering clues
29. Dreams, daydreams or nightmares related to the plot
30. Dreams, daydreams or nightmares that spill over and out into the plot
31. Drowning pools
32. Echo chambers
33. Eerie calms
34. Encoded surfaces including messages, e.g. paintings, flowers on a pond or constellations
35. Executions and execution sites, e.g. gallows, gibbets and execution blocks
36. Faked deaths
37. False identities
38. Flowers and fruits which bloom and ripen out of season
39. Food and drink that tastes different in different locations or at different temperatures
40. Food and drink which changes unexpectedly, e.g. from rancid to fresh or cold to hot
41. Food and drink which looks good but contains unpleasant or dangerous items
42. Freshly dug graves either occupied, empty or disturbed
43. Fruits and crops which grow valuable seeds such as gems

44. Gloves which change your sense of touch
45. Graveyards and crypts designed to keep creatures in rather than visitors out
46. Gruesome relics and trophies
47. Hideous scars and unusual, possibly recurring, wound marks or patterns
48. Horseshoes hung upside down
49. Insidious laughter
50. Isolated locations
51. Items that animate intermittently
52. Liquids turned to blood, acid or oil
53. Masks which change your appearance after the mask has been worn
54. Masks which change your appearance, vision, smell, hearing or taste
55. Massacre sites
56. Mirrors as portals or displaying scenes
57. Mirrors showing no reflection, an altered reflection or a distorted reflection
58. Murder sites
59. Natural events that uncover or unleash unpleasant information, items or creatures
60. No kids, pets, wildlife, old people or disabled people to be seen anywhere
61. Paintings and murals which shift or change, e.g. animate or distort
62. Perfumes which change scent when applied
63. Persistent poor weather, e.g. driving rain
64. Plants which move around when no one is watching
65. Poisoned wells
66. Portents of doom, e.g. ravens, skulls or a hanged man
67. Puppets, pictures, voodoo dolls and mannequins that animate
68. Rainbows displaying a different spectrum
69. Really unpleasant weather, e.g. corrosive mists, fogs, rains, dew or snow
70. Remains showing signs of violent death on close inspection
71. Repeated and emergent/ developing symbols and patterns
72. Ruined monasteries
73. Sacrificial temples
74. Scavengers refusing to eat a corpse
75. Screams that are short and cut-off
76. Sensory distortions
77. Shadows with substance
78. Signs and symbols changing suddenly and inexplicably

79. Skeletons on the point of collapse or disintegration
80. Solar and lunar eclipses
81. Sounds inside walls and behind secret doors
82. Soured dairy products
83. Statues which animate in stages
84. Suggestions of, or signs of, witchcraft
85. Suits of armor, statues and pictures that watch
86. Tattoos that move on and off bodies and/ or change shape, color or orientation
87. Tears of acid, blood or poison
88. Tears that change color or consistency
89. Temptations that spark curiosity
90. Towels that suck moisture from the skin
91. Trails of destruction, ranging from a series of bodies to a cross country rampage
92. Washing your face in dew with the same effect as drinking a magic potion
93. Weeping
94. Whispered conversations
95. Wounds that change color or consistency

Ideally, by the end of the adventure or campaign these effects will be largely explicable/ make sense in the context of the game. Several may have perfectly sensible/ common causes, which players can easily misinterpret when first encountered. Others may relate to a 'horror' or dark secret which is actually responsible for any underlying threat.

Omens, creep and horror which are random and remain inexplicable even as the mission, plot or campaign unfolds tend to be counter-productive. They leave loose ends, which can't be tidied-up and undermine both the investigation of the seemingly mundane and progression towards exposing the source/ s of creep and horror. False trails, false leads and similar deceptions or 'blind alleys' should, ideally, follow the same kind of logic, as either deliberate or accidental 'red herrings' need to make some kind of sense by the end of a mission or adventure. This is particularly true with unsettling events, which may have fantastic elements but benefit from remaining grounded in the 'reality' or internal logic of the game world.

Twists of Evil

These unsettling events could be linked to evil or chaos. At the same time most of them can be explained with little or no need for supernatural explanations, i.e. transplants, coincidences, accidents, disguises and crime can cover the events shown below. Each option may be varied in several ways, which helps to make it easier to drop unsettling events into adventures when they'll have the most impact on play.

1. A memorial shows that someone staying at your home is already dead.
2. Carts are carrying earth away from a graveyard with bones sticking out of the soil.
3. Cries and screams for help are cut-off.
4. Defenses are arranged to keep something in, not out.
5. Dreams of experiments and interrogations which turn up in reality while exploring.
6. Everyone sharing the same ship is related to people you've slighted or killed.
7. Food or drink that tastes too good.
8. Fruit, nuts or eggs capable of growing after being eaten.
9. Hooded figures which only have faces during the day.
10. It takes a while to notice, but everyone's eyes have gone white or tinted.
11. Mail and deliveries arrive opened and after being rummaged through.
12. Memories of witnessing a kidnapping are clear in your mind, but no one else remembers.
13. Someone's cooked and eaten a meal in your kitchen, then slept in your bed.
14. There are cries and screams for help, but nobody's there when you arrive.
15. Upon waking from a dream you find an item from the dream in your arms.
16. You look in a pool or mirror and see someone you don't know breaking into your home.
17. You wake with gills and no ability to breathe air.
18. You witness a crime from afar; then get to the scene and find no evidence.
19. Your food contains body parts and you start to gain memories, abilities or complications drawn from the original body.
20. Your new friend seems great, but there's a head in the larder.

Pacing

The pace at which encounters, information and confrontations approach has much more to do with building suspense than repeated shocks or constant onslaughts. Slowing the game's pace to enable a sudden change of pace, wearing a party down, introducing a few narrow escapes, escalating events, using aftershock events and allowing events to spiral out of control are all suitable options. These changes of pace can be linked to omens and narratives which turn a lull in the action into a 'calm before the storm' or a desperate 'darkest before the dawn' event.

Going Gritty

One way to add a sense of greater realism to gameplay is to start paying more attention to factors that often get brushed out of standard or high fantasy gameplay. For example, during dungeon adventures players rarely meet tax collectors, suffer from water-borne diseases or feel the full force of any law.

Very gritty play is too frustrating for many new or young players, who may just want to explore the power of spells, set off magic items and try-out as clean cut heroes. However, it's worth starting out with a certain amount of grit, as this is consistent with steady advancement and offering more varied gameplay. In addition, grit helps to paint- or fill-in the shared expectations which support authentic, open-ended settings.

Experienced players are, perhaps, most likely to welcome gritty play, because it encourages them to come up with a wider range of self-designed solutions to the types of real world problems presented by gritty play, e.g. surviving an avalanche might involve rules-based solutions, (such as spells and rolls), or player's ingenuity, (in jumping on their shields and trying to sledge their way out of trouble).

Consequences

Meaningful outcomes and far-reaching consequences lie at the heart of gritty play, as the GM is expanding the range of hazards and problems players have to deal with by taking account of the effects of more actions and events.

A party of adventurers might normally expect to slay dozens of monsters with few consequences beyond a temporary drain on the adventurers' resources. In a gritty

game there could well be more consequences in such situations - just as there would be more complications in the real world. These might involve the weeping and wailing of relatives, nightmares haunting the players' dreams, the involvement of law enforcement agencies or a loss of reputation.

In more gritty settings slaying a group of elders or a whole tribe of orcs could be reported as a massacre or a war crime. Angry relatives, diplomatic pressure and furious tribal 'press coverage' would be likely to lead to many possible outcomes. These could include bounty hunters being sent after the adventurers, charges being pressed against the adventurers by former allies and/ or being forced to pay blood money.

Diseases

Diseases, poisons and curses are frequently dealt with through rules-based solutions requiring a suitable spell or healer to solve the problem. In many RPGs the adventurers are effectively immune to such dangers at an early stage, as a saving throw of one kind or another can avoid the danger - someone in the party has easy access to a cure. As a result, there is little likelihood of an adventurer having to rise from her/ his sick bed to fight a duel or of having to suffer the effects of drink the filthy water from inside a Wererats' den.

While few players want their adventurers constantly suffering from dysentery or dying of poisoning, it can be worthwhile to limit the availability, (or effectiveness), of miracle cures and to roleplay certain injuries and illnesses. For example, an adventure involving trying to protect a caravan carrying wounded soldiers through enemy territory is going to fall a bit flat if all the soldiers' injuries are easily healed before setting off. A secondary disease or a highly infectious disease might be needed to allow the situation to serve as a threat.

Hardship

The degrees of hardship endured in traditional fantasy settings are often quite minimal. For the most part, humans and elves, (living in nations largely untouched by war or famine), go out looking to turn Orcs and Goblins out of their comfortable caverns. A few homely villages may get burnt to the ground along the way, but most of the hardships are self-contained within adventures, rather than a feature of lives across a campaign.

All of which is rather tame compared to the real world, where the massacre of entire cities of 100,000 people; the starvation of large populations; the presence of state-run concentration camps; and the use of terror against civilian populations is commonplace.

Turning a game into a bleak land of quiet desperation peopled by the disconsolate might be overstepping the mark, but it's probably safe to say that most feudal fantasy kingdoms are going to feel more credible if the malnourished serfs step out of the background alongside the knights and barons.

Horrible Food

Most nations enjoy quite different foods from other nations and also show changing dietary preferences over time. On the basis of that it seems safe to assume that a tribe of Orcs is going to eat rather differently from a group of knights or a flight of dragons. These differences are likely to extend to the way food and drink is sourced, prepared, presented, consumed and discarded.

This presents lots of options for serving-up food and drink which may be disgusting, fortifying, surprising, lavish or valuable. For example, adventurers short on missiles might smash a whole crate full of bottles of very expensive wine before checking the labels. Alternatively, the disgusting, roach-infested gruel offered before an initiation ceremony may serve as an antidote to the fear that overcomes many initiates during the trial.

Military Law

Conscription, mutinies, curfews, discipline, front-lines, no-man's land, desertions, rationing, decimations, treachery and military courts are familiar concerns in most military contexts. As a result, they present plenty of opportunities to look at the necessities and injustices of martial law and a state at war. This model offers one approach to raising the stakes for players and their adventurers by making the consequences of certain actions more telling. Codes of honor, religious law, merchant law, (and even the rules of an elitist club), offer similar opportunities for players to find themselves caught-up in events where players feel they're not entirely in control of what's going on around them.

Nasty Pieces of Work

A tax collector who seizes your last penny, (because he must), a prince who demands your bird of prey, (because you're thought too lowly to own such a creature), a king and his servant who torture, (because they can), a blacksmith who sells nails which snap, (because he doesn't expect to see you again), and countless other slights and manipulations are a valuable currency for GMs to exploit during gameplay.

Villains and evil minions that really get under players' skins can get there with the help of some kind of basic history, folklore or reputation in the form of recollections and/ or demonstrations of their malicious nature. Accounts, legends, locations, costumes and companions can all contribute to and sketch-out some or all of the threat or menace a villain presents.

However, there's no need to stop there. Adding a few personal traits or 'peculiarities' to an opponent's 'profile' and then repeating or evolving them during play can take player involvement, (and restraint), into 'nails down the blackboard' territory. For example, a tax collector who just gets on with the job is far removed from a pompous official with rich clothing, a runny nose, a habit of sneering at his victims and, of course, an insistence on smashing open the kids' piggy bank.

Traps as Tricks

Mechanical traps are a longstanding RPG staple and pits; chutes, portcullises; falling rocks, dart traps; spikes; blades and many variants are often used to wear parties of adventurers down and add threat. However, physical damage gets rather predictable or tiresome if overplayed and traps tended to become blurred with tricks. The following list of possible effects of traps might be considered as tricks where no harm is done. Nevertheless, there is a lot of fun in presenting parties with challenges rather than injuries and/ or challenging conditions that limit injuries.

Absorbs air

Absorbs light

Absorbs magic

Absorbs moisture

Absorbs sound
Activates
Ages
Animates
Anti-magic
Appearing items
Appearing runes
Appearing scripts
Assimilates
Attacks
Banishes
Blesses
Cages
Changes alignment
Changes attribute
Changes body
Class
Clothes
Collapses
Colors
Conceals
Converts materials or items
Creates items
Cursing
Deactivates
Decapitates
Desaturates
Detects
Devours
Directs
Directs
Disintegrates
Divines
Drops
Duplicates
Enchants

Enrages
Explodes
Fires
Floods
Fragments
Freezes
Gases
Gleaming
Glowing
Heals
Ignites
Imitates
Immolates
Implants
Implodes
Infects
Infests
Informs
Lighten or darken
Locks or unlocks
Loses or gains attack
Loses or gains item
Loses or gains knowledge
Loses or gains sense
Magnetizes
Messages
Moves itself
Moves something else
Opens
Parasitizes
Petrifies
Pivots or spins
Poisons
Polymorphs
Purifies
Rains

Rains acid
Rains fire
Rejuvenates
Releases currency
Releases gems
Releases jewelry
Releases magic items
Releases monster
Releases poison
Repels
Replaces limbs or organs
Reveals
Reverses age
Reverses damage
Reverses gravity
Rises
Rots
Senses
Shifts
Shocks
Shoots
Shrivels
Sinks
Slides
Slopes
Smells
Smoking
Sounds
Sparking
Spellcasting
Steals
Stuns
Suggests
Suggests
Summons
Switches

Talking
Teleports
Time stopping
Vanishes
Wishes

Tricks

Traps and tricks based on quick or immediate outcomes can become more elaborate and damaging at higher levels. Further trickery can offer a darker setting and more entertainment as play progresses.

Ciphers

Code-breaking falls into the area of puzzles rather than trickery. However, the means by which codes are carried, the value of the information they carry and the possibly multi-layered meaning of a coded message is open to plenty of tricks and deceptions. For instance, a part of a map drawn with hidden ink on torn canvas could present adventurers with a lot of possible places to search for more pieces. Ships' sails, artists' canvases and knights' pavilions might all get checked; but will the players notice the sails on the large model in a shop window.

Daylight Robbery

Allowing players to notice something unusual about the otherwise usual can reveal a wide range of seemingly innocent activities, which may be trying to look almost too ordinary. Coin-clipping, false repairs, weighed-down wagons or pack animals, short measures and similar discrepancies allow players to either investigate or collaborate with criminals, law enforcement agencies, victims and politicians.

Feigning Injury

Faking injury or presenting yourself as being weaker than an opponent might expect is a common trickery. For example, a tented field hospital full of bandaged and bloodied warriors could easily serve as a trap, which might be foreshadowed by a bucket of pigs' blood sitting outside the back of the tent. Equally, a young dragon may be acting as bait for a trap set by and watched over by its parents. Perhaps the players' will show enough compassion to encourage the dragons to let them pass; perhaps not.

Forgeries

Forgeries are a favorite for many GMs, as just about anything from a stamp to a costume can be forged. Gold coated in copper paint, valuable coins and stamps, works of art of all descriptions, metals which have been melted down and reshaped, counterfeit goods, genuine and not so genuine holy relics, food containing fake saffron or truffles, drinks made from revolting ingredients and similar deceptions usually work well.

Glue

Bark resins, tomato frogs, honeycomb, melted rubber, melted glass, tars, treacle, syrups, conserves and boiled bones are among the sticky options available for tricks. Gluey tricks can, for example, be used to introduce some sticky slapstick, to delay adventurers and to act as extra hazards.

Goo

Ooze, gel, slime, mud, grease, lard, fungi and several other kinds of generally disgusting goo all have properties which can be used along the lines of glue tricks. Ooze and gel-based monsters have been around in RPGs for a long time, but there are plenty of variants, that easily fit into most games either as dungeon cleaners or through having an effect which slots them into on-going events. For instance, if only three-quarters of the specially imported healthy mud going into Spa treatments is there when clients leave, where is the other quarter going; and what is it getting up to?

Gremlins

Gremlins and gargoyles are the commonplace mischief makers known for triggering mechanical failures and mishaps. These supernatural troublemakers are suited to their role, but there are lots of natural or mechanical 'gremlins' that can be brought into play.

Magpies snatching items, squirrels chewing through cables, termites destroying wood and wasps chewing leaves or paper, all offer entirely natural 'gremlins' that are good at destroying evidence.

Wear and tear caused by weight, friction or corrosion may also cause problems, which can be compounded by various accidents and knock-on effects involving spills, sparks and similar dangers.

Industrial Processes and Espionage

Laboratories, production lines, shipyards, distilleries, building sites, smelting works, kilns, chemical stores, mines, tanneries, (and most other industrial processes), are open to introducing more trickery. Adventurers can deal with others' industrial tricks, (or get involved in the trickery for themselves), by playing through the changing conditions and circumstances involve in industry, industrial processes and industrial mishaps. Sabotage, 'data' theft, insider trading, the theft of commercial rights, counterfeiting operations, fraud, substandard processes and the events surrounding industrial accidents are among the choices available to GMs and players.

Loaded Dice

Cold readings, spiritualist hoaxes, fixed races and fights, an expensive set of loaded dice, and maps or messages, (which have been opened, read, possibly revised and probably resealed), are among the slightly infuriating cheats that can be used to leave adventurers looking for the culprits and/ or stuck in the lurch.

Mix-ups and Muddles

Other confusions involving mixed or confused messages offer plenty of ways to keep players on their toes. A missing word or undelivered dispatch that alters battle plans could be the starting point for a series of knock-on effects and confusions. For example, an order to retreat might arrive in the hands of a single courageous adventurer who feels motivated to fight on. Does the adventurer choose to trick the rest of the party by keeping the news private - or come clean but insist they stay? Equally, a verbal message between two kings might be misheard and carry an unintended insult; leaving the adventurers to insist it's a mistake or to 'fan the flames'.

Moonshine

Illicit commodities of all sorts are open to tricks involving every stage of the production, treatment, storage, distribution, marketing and criminalization of such goods. Moonshine and the Prohibition Era offer an example of the type of

atmosphere of double-dealing and bribery that can help to shape a setting where players keep an eye on their wallets and their backs.

Obvious narcotics and intoxicants are far from the only options. If the goods are low volume and high value then stamp collecting or rare flowers can stir up just as much backbiting and volatility as a more predictable drugs laboratory. A player who took her/ his adventurer into trading in exotic creatures is an example where the adventurer might end-up handling some particularly unpredictable goods.

Pyramid Schemes

Commercial scams and stings of all kinds are available as tricks. Unfinished building work and shoddy repairs to weapons or chariots might present short sub-plots or a single adventure. However, it's easy to take opportunistic frauds much further. One of the most common, but successful, major scams is the pyramid scheme. Adventurers may get invited into a scheme, set up a scheme or lend money to someone joining a scheme. Any way round, everyone will be smiling and credible until the bubble bursts and lots of investors lose loads of money.



The Campaign Build

With a handful of Campaign Challenges and some Seeds of Corruption and Seeds of Wonder in place, it becomes very easy to rapidly build campaigns and adventures that fit into your group's plans. (These may contain further gritty and spinechilling elements if your group enjoys 'a twist of evil').

Instead of trying to construct a campaign or adventure from the ground up, GMs can take the group's overall plans and easily select climates, cultures, places, events and characters, which are consistent with the overarching Campaign Challenges, seeds and suitable plots.

For example, this allows a war-based Campaign Challenge to make a lot of a GM's choices from the lists shown below largely self-selecting. That in turn frees a GM to work on adding her/his own unique, magical and challenge-focused gameplay to the challenge-based framework.

There are whole books of world-building lists available, so the following tables are far from exhaustive. However, unlike the earlier Locations Table, the lists can offer plenty of choices without becoming overwhelming, because challenges and seeds aid selection.

Climate and Terrain

Coastlines, river systems, forestation and other features of the landscape are suggested by choices of climate and terrain. Certain types of landscapes easily fit particular Campaign Challenges. For example, trenches are most easily dug in farmland. Alternatively, a GM may wish to select a combination of climate and terrain which is then adapted to the campaign. For instance, trenches might be carved into a glacier.

Climate and Terrain Table

No.	Landscape	
1	Bog	
2	Brush	
3	Cloud Forest	
4	Coastline	

No.	Landscape	
5	Desert	
6	Dustbowl	
7	Exotic Landscape	
8	Farmland	
9	Flatlands	
10	Forest	
11	Glacial	
12	Hills	
13	Jungle	
14	Lava Field	
15	Magical Landscape	
16	Mangrove	
17	Maritime	
18	Marsh	
19	Mountains	
20	Mudflats	
21	Orchard	
22	Pasture	
23	Rainforest	
24	Salt Flats	
25	Subterranean	
26	Swamp	
27	Taiga	
28	Tundra	
29	Volcanoes	
30	Woodland	

Governments

Systems of government can shape many of the features of a culture. As a result they make a good starting point for fitting together Campaign Challenges and nation states, city states or empires. A city ruled by a military junta might, for example, be a good fit for a Campaign Challenge involving a revolution.

Governments Table

No.	Government By	
1	Anarchy	
2	Angels	
3	Barbarians	
4	Children	
5	Civil Servants	
6	Clerics	
7	Corporations	
8	Elders	
9	Ethnic Group or Race	
10	Foreign Ruler	
11	Invaders	
12	Guilds	
13	Heroes	
14	Holy Men	
15	Inexperienced Rulers	
16	Infant Ruler	
17	Judges	
18	Junta	
19	Magicians	
20	Men	
21	Merit	
22	Military	
23	Mobs or Crowds	
24	Money	
25	Monsters	
26	Nobility	
27	Paramours	
28	Plantation Owners	
29	Prophet	
30	Religious Law	
31	Secret Police	
32	Secret Ruler	

No.	Government By	
33	Slave-Owners	
34	Slaves	
35	Specific Class or Tribe	
36	Thieves	
37	Tyrants	
38	Wealthy	
39	Whim	
40	Women	
41	Words	
42	Workers	

Nations

With Campaign Challenges, seeds, the landscape and any systems of government in place, it is possible to fill out the features of a nation state, city state, or empire by sketching-out brief details under the following headings:

Nations Table

No.		Conditions	Incident
1		Agriculture	
2		Architecture	
3		Boundaries	
4		Characters	
5		Commerce	
6		Communications	
7		Conflict	
8		Creatures	
9		Culture	
10		Currency	
11		Customs	
12		Energy	
13		Events	
14		Festivals	
15		History	
16		Industries	

No.		Conditions	Incident
17		Languages	
18		Laws	
19		Magic	
20		Organizations	
21		Ownership	
22		Politics	
23		Races	
24		Regions	
25		Religion	
26		Resources	
27		Technologies	
28		Weaponry	

Landmarks, Buildings and Premises

Adding specific locations and local detail to a campaign now breaks down into identifying and populating suitable locations. Unlike the earlier Locations Table for dungeon adventures the range of options is extensive. By noting down details of various landmarks, buildings and premises consistent with your Campaign Challenges and seeds it is easy to sketch out large settlements and whole nations. The incidents added to the table show a very quick route into quickly characterizing a city or many other types of settlement. Players can be presented with all manner of options to discard or investigate. The GM can then focus on developing play around the options the players' characters identify as most intriguing or fun.

Landmarks, Buildings and Premises Table

No.	Structure	Incident
1	Amphitheatre	A captive creature or a gladiator escapes
2	Apartment	The furniture keeps breaking and needs replaced
3	Apothecary's	There's a chemical explosion and a fire starts
4	Aquarium	Glass breaks while you are there
5	Aqueduct	The structure looks close to collapse through neglect
6	Arcade	Thieves frequent bars and stalls, but crime is very unusual here

No.	Structure	Incident
7	Arch	This feature illuminates the surrounding area
8	Architect's	Holds blueprints of several local buildings in safe custody
9	Archway	Carvings commemorate a military victory
10	Arena	Contestants seeking prizes or contract work are welcome
11	Armory	Weapons have gone missing
12	Arsenal	Explosives have gone missing
13	Art Gallery	Holds competitions
14	Asylum	Staff say it's a great place to work
15	Aviary	Ravens and magpies are traded as pets
16	Bakery	There's a smell of burnt food in the air
17	Bank	Weapons are to be left outside or handed over before entry
18	Bar	A party of explorers is standing outside
19	Barn	The doors have blown open in the wind
20	Barracks	New recruits are sent here for a tough basic training
21	Barrow	You are warned to stay well away
22	Bathhouse	The hot water isn't working
23	Bazaar	Wild animals and familiars are for sale
24	Bivouac	A hunter's spear rests nearby
25	Blacksmith's	Acts as a pawnshop for weapons and armor
26	Brewery	A worker has not reported for work
27	Brick House	The structure has subsided on one side
28	Bridge	A cart has spilt its goods and the route is blocked
29	Broch	The people are very welcoming and offer hospitality
30	Butcher's	Old produce is thrown on a tray for anyone to take
31	Cabin	There are clear signs of wood rot
32	Cairn	An inscription celebrates a freedom fighter
33	Campus	Loan sharks offer expensive long term debt
34	Canal	The price of accommodation is cheap compared to alternatives
35	Candlestick Makers	Bulk orders gain substantial discounts

No.	Structure	Incident
36	Caravan	Exotic goods are available at surprisingly good prices
38	Carpenter's	A young apprentice has just started work here
37	Cartwright's	A customer is making a complaint
39	Casino	Part-time workers can earn bonuses by helping to cheat guests
40	Castle	Guards have been doubled and extra patrols are out and about
41	Catacomb	There are rumors of sightings of undead nearby
42	Cathedral	Stained glass windows are being replaced
43	Cave	Water forms a pool on the floor
44	Cavern	The area has a very clear echo
45	Cellar	A broken pipe has caused flooding
46	Cemetery	Bodysnatchers ask if you have need of their services
47	Chandler's	Supplies and small boats can be ordered for delivery
48	Chapel	Some say a treasure was hidden here to keep it safe
49	Chapter House	An awards ceremony takes place
50	Church	They are desperate for new recruits
51	Circus	Auditions are held on a regular basis
52	Citadel	A relief column sets out
53	City	Fights keep breaking out
54	City Gate	Repairs have recently been completed
55	City Hall	Money is carried out of a side door and taken away on a cart
56	Clubhouse	Membership fees are on offer at 60% off
57	Coliseum	Chariot part and repair services trade nearby
58	College	The day starts early. The place is rented out later in the day
59	Colossus	The view is well worth stopping to enjoy
60	Column	The names of martyrs are cut into the stone
61	Combat Arena	Ticket touts are standing outside having a bitter argument
62	Concert Hall	A lady slaps a man on the face and he draws a dagger
63	Confectioner's	The confectioner is looking for an apprentice
64	Conservatoire	Preparations are underway for festival performances

No.	Structure	Incident
65	Consulate	Tourists may be looking to hire guides
66	Convent	A man staggers out of the front door with a dagger in his chest
67	Cooper's	The cost of raw materials has just doubled
68	Cottage	The roof needs urgent repair
69	Courthouse	A crowd demands higher sentences for criminals
70	Crannog	Fish are cooking on skewers set over a fire
71	Croft	There is stew cooking on a stove
72	Crypt	A luminous algae creates an eerie light
73	Derelict Building	Political graffiti covers many of the surfaces
74	Distillery	Visitors are offered a free sample
75	Docks	A ship is returning to port
76	Dormitory	A pillow fight breaks out
77	Dry Docks	Two merchant ships are under construction
78	Embassy	A feast is being arranged
79	Encampment	There is thick mud everywhere
80	Execution Chamber	There is blood and hair on the floor
81	Exhibition	An exhibit has been stolen or vandalized
82	Factory	The air outside is noxious at the best of times
83	Falconer's	Well trained falcons, kestrels and eagles rest in the rafters
84	Farm	The farmer makes and sells fine cheeses to friendly people
85	Farmhouse	Fresh produce is available from a stall
86	Fishmarket	Pearls serve as a currency among the traders and fisherfolk
87	Fletcher's	A locked display case shows a collection of unusual arrows
88	Forge	Hard workers are always welcome and wages are fair
89	Fort	Carpenters and masons are in demand to complete repair work
90	Fortress	There are several vacancies for guards and mercenaries

No.	Structure	Incident
91	Forum	Debate is kept in the hands of political appointees
92	Foundry	The price of buying weapons in bulk is dropping
93	Fruitmarket	Working a shift here is backbreaking work
94	Galley	Supplies of fresh and preserved foods are delivered
95	Garden	Kids are playing outside
96	General Store	Items typically costing over 50gp are double the usual price
97	Goldsmith's	Gold can be bought, sold or pawned here.
98	Granary	There's a lot of rat poison spread around on the floor
99	Graveyard	Beggars will tend and protect a grave for a fee
100	Guard Tower	A ballista adds support to the archers protecting the structure
101	Guildry	Traders commission voyages and the transport of goods here
102	Gymnasium	Those who join can find trainers and opponents to train with
103	Harem	Pickpockets frequent the area. Some are for hire
104	Haymarket	Prices are high for this time of year
105	Henge	Ceremonies take place here at dawn and sunset
107	High Temple	A bundle of scroll cases are delivered under armed guard
106	Horse Inn	Messengers can be hired if you'd rather not make the journey
108	Hospital	The wealthy enter at the front; the poor queue at the back
109	Hostel	The accommodation is basic but clean and inexpensive
110	Hotel	Rats are seen leaving the building
111	House	Shutters and padlocks seal the doors and windows
112	Hut	There is fishing gear and bait lying ready
113	Ice Ring	The owners are looking for an ice sculptor
114	Inn	A patron is thrown out through a closed window as you arrive
115	Ironmonger's	Children play in the street outside the shop
116	Jail	There is an active trade in bail and fine payments

No.	Structure	Incident
117	Jewelers'	The owner is discussing increasing security
118	Keep	The structure looks to have a crack in its foundations
119	Laboratory	Alchemists and magicians work late at night
120	Library	The contents reflect local politics more than local interests
121	Lighthouse	Keepers kept disappearing until no one would apply
122	Marina	Owners of luxury yachts are looking to hire chefs and pilots
123	Market	Slaves have to be adult and in good health at time of sale
124	Mausoleum	The corpses of three executed tomb robbers are on display
125	Memorial	A famous Bard's last words are carved on a tablet
126	Mill	Stays open night and day
127	Mint	A fresh set of coins is released every month for collectors
128	Monastery	Subscribers can receive treatment for wounds and diseases
129	Monumental Statue	Disrespectful graffiti has been scrawled here and there
130	Mortuary	A body has gone missing and it's not the first time
131	Mud Baths	Resting here restores hp at twice the usual rate
132	Museum	High prices keep the place reserved for the wealthy
133	Nightclub	Talk of vampires seducing visitors is probably exaggerated
134	Observatory	There is concern over a recent alignment of the stars
135	Office	The staff look exhausted
136	Opium Den	No one will ask any questions of you here
137	Oratory	Anyone with a singing voice is welcome to join the choir
138	Outpost	Beacons stand read to be lit in the event of an emergency
140	Palace	Times are said to be hard, but the palace is being refurbished

No.	Structure	Incident
146	Parade Ground	A soldier collapses while on parade
147	Park	Pets and monsters must be kept on leashes at all times
148	Parliament	Price lists are displayed for meetings with corrupt politicians
149	Pavilion	The pavilion and pitch are available for hire
150	Pet Shop	Exotic pets include wildcats, wolves and wolverines
151	Pillar	The monument serves as a sundial
152	Pithead	Work is on offer but wages are very low
153	Plumbers'	The next available appointment is a week away
154	Priory	Worshippers of chaos are offered a discrete welcome
155	Prison	Paupers, the mental ill and political prisoners fill the cells
156	Prison Camp	Attempted escapes and riots sometimes spill out into the road
157	Refinery	Mills grind ores down day and night; the noise is intrusive
158	Restaurant	The aroma of fine cooking makes you hungry
159	Rosarium	Blossoms are for sale at modest through to considerable prices
160	Roundhouse	Drums and singing can sometimes be heard through the walls
161	Ruins	Tours with actors in scary costumes leaping out are popular
162	Sawmill	Employees can buy timber at a significant discounts
163	Sanctuary	Monks and Clerics seeking sanctuary are tried by religious law
164	School	Children speaking in languages other than Common are beaten
165	Secret Garden	A fortune teller invites people into the garden for readings
166	Sewer	A sign says all waste should be thrown in from at least 6' away
167	Shack	Distilling moonshine is both profitable and legal
168	Shed	The best gardener for miles around loves to pass on tips

No.	Structure	Incident
169	Ship	A refurbished pirate ship attracts plenty of tourists
170	Shipwright's	Ships can be ordered with a 3-6 month delivery date
171	Shipyards	Workers are not happy with recent wage cuts
172	Shop	Paintings, antiques and furnishings are sold here at high prices
173	Shrine	Devotees hold regular prayer vigils and their cult is tolerated
174	Silversmith's	The owner is said to have slain three burglars all by herself
175	Slaughterhouse	They buy and sell livestock, monsters and parts of monsters
176	Slave Market	Paupers can sell themselves here and age is not questioned
177	Spice Market	Most of the goods are standard fare, but there's the odd surprise
178	Stables	The horses are well-trained with plenty of speed and stamina
179	Stage	Performers can busk here in exchange for half of any takings
180	Tannery	A foul, acrid smell makes everyone keep their distance
181	Tattoo Shop	A particularly skilled artist makes marvelous designs
182	Tavern	Dice and card games are played for surprisingly high stakes
183	Tearoom	Wealthy people frequent this decorative, but overpriced, cafe
184	Temple	The officially sanctioned religion worships a neutral sky deity
185	Theatre	The whole place is run by and looking for volunteers
186	Tomb	No one knows who the tomb is being built for
187	Tower	Magicians can rent rooms to study in solitude
188	Toy Shop	Figurines, dice games and boardgames are popular purchases
189	Trading Post	The choice is basic with no items over 20gp, but prices are low

No.	Structure	Incident
190	Training Ground	Archery competitions are held here one/ week
191	Treehouse	Kids have a rope swing hung from the tree
192	University	Magicians and sages must audition to gain entry
193	Wainwright's	Covered wagons, carts and chariots are parked outside
194	Warehouse	Goods can be stored in the yard or stored securely for a fee
195	Watchtower	This defensive position is equipped with slings and catapults
196	Well House	The water is from an underground spring and free of disease
197	Wheelwright's	The owner also profits from carving toys and gifts
198	Windmill	The building has been closed and boarded up for some time
199	Winery	A patron has just smashed a bottle of very expensive wine
200	Zoo	Exotic creatures may be purchased if the zoo can secure them

Events

With Campaign Challenges'; seeds; landscapes; systems of government; nations; and settlements linked together it's likely many plots and events will arise naturally during the course of play. At this stage it is possible to simply return to the pages on designing a basic adventure to sketch-out adventures that slot into the framework of the campaign.

Some GMs may prefer to allow events to unfold, but others can find it useful to introduce specific events suggested by Campaign Challenges or seeds. Equally, they may wish to present background events and random encounters to keep adventurers guessing. A few of the many possible events are shown below alongside the plots and sub-plots listed earlier. Combining these is one quick and easy way to generate a very wide range of adventure and campaign seeds.

Events Table

No.	Event	Combined Plots and Sub-Plots
1	Assassination	Adventure Holiday
2	Avalanche	Ancient Prophecy
3	Birthday Celebration	Bitter Rivalry
4	Cannibalism	Blackmail
5	Cold Snap	Burning Ambition
6	Comrade-at-Arms	Convoy Duty
7	Crime Wave	Crimes of Passion
8	Cult	Defending the Innocent
9	Drought	Diplomatic Mission
10	Earthquake	Downfall of a Dynasty
11	Economic Boom	Forgery and Counterfeiting
12	Extreme Weather	Involuntary Crime
13	Famine	Jailbreaks
14	Festival	Kidnappings
15	Fire	Last Stand
16	Flooding	Messiah
17	Gems	Psychological Manipulation
18	Gold Nugget	Religious Schism
19	Guests	Renaissances
20	Heat Wave	Rescues
21	Holiday	Reverse Dungeon
22	Holy War	Revolts and Revolution
23	Hurricane	Tournaments
24	Jailbreak	Accident
25	Jewels	Blight
26	Magic Mist	Carnival
27	Mercenary	Fair
28	Merchant	Festival
29	Meteor Strike	Forgeries
30	Monsters	Hauntings
31	Murder	Holiday
32	Plague	Industrial Accident

No.	Event	Combined Plots and Sub-Plots
33	Prisoner	Jailbreak
34	Raid	Marketplace
35	Rationing	Monster Market
36	Rebellion	Pickpocket
37	Recurring Enemy	Pitfight
38	Riots	Public Execution
39	Rival Mages	Riot
40	Smuggling	Robbery
41	Spying	Sporting Event
42	Supervolcano	Street Artist
43	Swarm of Insects	Theatre Company
44	Tornado	Traitor
45	Trade War	Triumph
46	Trader	Wedding
47	Treasure Trove	Theft
48	Uprising	Argument
49	Vigilantes	Trial
50	Volcanic Eruption	Performance



Treasure

Selecting Treasure

Selecting treasures which can help out adventurers in the middle of an adventure or serve as plot devices calls for the same care as when selecting monsters. Random treasure tables are included in Corruption, because many low to mid-level magic items can be won by players without re-shaping play as a whole. It can also be fun for players to spend a few minutes waiting to see what's rolled-up.

However, simply handing-out powerful magic items, (because they could completely alter a campaign), or withholding entertaining items, (because they're hard to roll), means taking a lot of player and GM choice out of the game. GMs should, therefore, feel free to substitute a greater number of lesser items or an alternative item as necessary.

Identifying Magic Items

Adventurers coming across a magic item for the first time may not be able to identify the item or to know how to activate it. Labels, distinctive features and/ or information found in-game may allow an adventurer to identify and activate an item.

However, in many cases an adventurer needs to roll a successful saving throw to identify an item and, (where necessary), the adventurer must also make a further successful saving throw to activate the same item. Bards, Magic-Users and Renegades have a +2 bonus on saving throws to identify and activate magic items. Fighters, Monks, Paladins and Rangers have a -4 applied to the same saving throws.

Treasure Tables

The amount of treasure usually found with a monster is based on its HD. Monsters with powerful special or magical abilities may have x2 or x3 the typical treasure. This is indicated in the description for each type of monster.

Monsters' Treasure Table

HD	Treasures
<1	d10gp
1	gp to value of monster's XP
2	gp to value of monster's XP, Minor Gems and Jewelry Table
3	gp to value of monster's XP, Minor Gems and Jewelry Table, Minor Magic Items Table
4	gp to value of monster's XP, Minor Gems and Jewelry Table, Minor Magic Items Table
5	gp to value of monster's XP, Medium Gems and Jewelry Table, Minor Magic Items Table
6	gp to value of monster's XP, Medium Gems and Jewelry Table, Minor Magic Items Table
7	gp to value of monster's XP, Medium Gems and Jewelry Table, Minor Magic Items Table, Medium Magic Items Table
8	gp to value of monster's XP, Minor Magic Items Table, Medium Gems and Jewelry Table, Medium Magic Items Table
9	gp to value of monster's XP, Medium Gems and Jewelry Table, Major Gems and Jewelry Table, Medium Magic Items Table
10	gp to value of monster's XP, Medium Gems and Jewelry Table, Major Gems and Jewelry Table, Medium Magic Items Table
11	gp to value of monster's XP, Gems and Jewelry Table, Major Gems and Jewelry Table, Minor Magic Items Table x2, Medium Magic Items Table x2
12	gp to value of monster's XP, Gems and Jewelry Table, Major Gems and Jewelry Table, Minor Magic Items Table x2, Medium Magic Items Table x2
13	gp to value of monster's XP, Gems and Jewelry Table, Major Gems and Jewelry Table, Minor Magic Items Table x4, Medium Magic Items Table x2
14	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table

HD	Treasures
15	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
16	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
17	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x2, Major Magic Items Table
18	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x2, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x1
19	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x3, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x2
20	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x3, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x2
20+	gp to value of monster's XP, Medium Gems and Jewelry Table x3, Major Gems and Jewelry Table x3, Minor Magic Items Table x4, Medium Magic Items Table x3, Major Magic Items Table x2

Gem and Jewelry Treasures

Minor Gems and Jewelry Table

Roll (1d4)	Result
1	Gem or Jewelry worth 1d6gp
2	Gem or Jewelry worth 1d100 + 25gp
3	Gem or Jewelry worth 1d100 + 75gp
4	Gem or Jewelry worth 1d100 x10gp

Medium Gems and Jewelry Table

Roll (1d4)	Result
1	Gem or Jewelry worth 1d100gp

Roll (1d4)	Result
2	Gem or Jewelry worth 1d6 x200gp
3	Gem or Jewelry worth 1d6 x300gp
4	Gem or Jewelry worth 1d100 x100gp

Major Gems and Jewelry Table

Roll (1d4)	Result
1	Gem or Jewelry worth 1d100 x10gp
2	Gem or Jewelry worth 1d100 x80gp
3	Gem or Jewelry worth 1d100 x120gp
4	Gem or Jewelry worth 1d100 x200gp

Magic Item Treasures

Minor Magic Items Table

Roll 1d4	Result
1	Roll once on the Potions Table
2	Roll 1d6 on the Scrolls Table
3	Roll 1d6 on the Magic Armor and Weapons Table
4	Roll 1d20 on the Remarkable Magic Items Table

Medium Magic Items Table

Roll 1d4	Result
1	Roll three times on the Potions Table
2	Roll 1d6 +6 on the Scrolls Table
3	Roll 1d6 +6 on the Magic Armor and Weapons Table
4	Roll 1d20 +20 on the Remarkable Magic Items Table

Major Magic Items Table

Roll 1d4	Result
1	Roll six times on the Potions Table
2	Roll 1d6 +12 on the Scrolls Table
3	Roll 1d6 +12 on the Magic Armor and Weapons Table
4	Roll 1d20 +40 on the Remarkable Magic Items Table

Magic Item Descriptions

Abbreviations

Many of the magic items found in the game can only be used by certain adventurer classes. This information is abbreviated in the tables as follows:

1. (A) - The item can only be used by members of any class.
2. (B) - The item can only be used by members of the Bard class.
3. (C) - The item can only be used by members of the Cleric class.
4. (Chaotic) - The item cannot be used by Lawful adventurers.
5. (F) - The item can only be used by members of the Fighter class.
6. (Lawful) - The item can only be used by Lawful adventurers.
7. (MU) - The item can only be used by Magic-Users.
8. (P) - The item can only be used by Paladins.

If an item has more than one abbreviation it is usable by the classes shown.

Potions

Strange alchemical brews are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures - if they ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: some of these can produce useful effects, but others may be deadly.

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to Detect Magic spells, nor easily identified without tasting and experimentation. If the GM decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise natural chemistry, then Detect Magic and Dispel Magic would work upon potions.

Making potions through alchemy or magic may involve tracking down and paying for rare and expensive ingredients.

Potions are usable by all adventurer classes. Unless otherwise noted potion effects have a standard duration of 1d6+6 full turns. The dose may need to be increased if a potion is watered down in any way.

Potions Table

Roll 1d100	Potion (Duration of 1d6+6 turns)
1-3	Animal Control
4-6	Clairaudience
7-9	Clairvoyance
10-12	Diminution
13-15	Dragon Control
16-18	Ethereality
19-21	Fire Resistance
22-24	Flying
25	Frozen Concoction
26-27	Gaseous Form
28-30	Giant Strength
31-33	Growth
34-36	Heroism
37-39	Invisibility
40-42	Invulnerability
43-45	Levitation
46-48	Oil of Slipperiness
49-55	Plant Control
56-58	Poison
59-61	Treasure Finding
62-64	Undead Control
65-75	Extra Healing
76-00	Healing

Magic Potion Descriptions

Animal Control: As per the spell.

Clairaudience: As per the spell.

Clairvoyance: As per the spell.

Diminution: This potion causes the drinker to shrink down to six inches tall for 2d6 hours.

Dragon Control: The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type, (determined randomly by the GM), can be affected as per Charm Monster.

Ethereality: The imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: This potion is a potent curative; it heals 3d8+3 hit points of damage. (Duration does not apply).

Fire Resistance: The drinker becomes immune to normal fire, gains +2 on saving throws against fire attacks and suffers only half damage to magic fire attacks that do not permit saving throws.

Flying: As per the spell.

Frozen Concoction: These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling and not to drop held items when surprised or frightened.

Gaseous Form: The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: The adventurer becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to-hit. This is in addition to any normal bonuses, including existing Strength bonuses.

Growth: The adventurer grows to 30' in height.

Healing: A healing potion cures 2d8+2 hit points of damage.

Heroism: The imbiber gains +2 to attacks and damage.

Invisibility: As per the spell.

Invulnerability: The drinker gains a bonus of +2 on saving throws and any opponents attack with a penalty of -2.

Levitation: As per the spell.

Oil of Slipperiness: Except for the soles of the feet and the palms of the hands, the adventurer suddenly has a virtually frictionless surface.

Plant Control: As per the spell.

Poison: The drinker must make a successful saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds or even turns. The GM may vary the effects of different poisons to suit an adventure or campaign.

Treasure Finding: An adventurer drinking this wonderful concoction can detect hoards of treasure within 400'.

Undead Control: The drinker can control undead; 2d4 undead of fewer than 4HD and 1d4 undead of 4+ hit dice fall under the imbiber's control. This works like the Control Animal spell once the potion is consumed.

Scrolls

With the exception of Protection scrolls, which can be used by any adventurer class, scrolls can only be used by an adventurer class that can cast the appropriate type of spell. High level Renegades are an exception to this, as they can read Magic-Users' spells. A spellcaster usually needs to cast a Read Magic spell to use an enchanted scroll, but a GM may decide that Magic-Users over 9th level have learned to read magic.

An enchanted scroll is almost always wiped clean when read to gain protection, to complete a casting or to transfer a spell into a spellbook. A spell copied into a spellbook can be read again without fading by the spellcaster who placed the spell in the book. Otherwise, a Read Magic spell is usually required to access or copy any of the contents of a spellbook.

Scrolls Table (General)

Roll d20	Scroll (20% Bard, 40% Cleric, 40% Magic-User)
1	1 Spell or Song, Level
2	1 Spell or Song, Level 1d3
3	2 Spells or Songs, Level 1d2 each
4	3 Spells or Songs, Level 1 each
5	Cursed Scroll
6	Protection Scroll (with normal duration)
7	2 Spells or Songs, Level 1d4
8	2 Spells or Songs, Level 1d6+1 each
9	1 Spell or Song Level 1d6 (+1 for Clerics, +3 for Magic-Users)
10	5 Spells or Songs, Level 1d3 each
11	Cursed Scroll
12	Protection Scroll (with double duration)
13	5 Spells or Songs, Level 1d6 each
14	6 Spells or Songs, Level 1d6 each
15	7 Spells or Songs, Level 1d6 each
16	8 Spells or Songs, Level 1d6 each
17	Cursed Scroll
18	Protection Scroll (with triple duration and double effect if applicable)

Spells on a Scroll

To determine the specific spells or songs written on a scroll refer to the list of spells for the appropriate type and level. Then roll 1d20, (as no spell list has more than 20 spells/ level). If the die roll is higher than the number of spells roll again.

Protection Scrolls Table

Roll 1d8	Protection Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Protection Scroll Descriptions

Demons: All within a 10' radius around the reader are protected from the attacks of 1 demon per round. Duration: 40 minutes.

Drowning: All within a 10' radius of the reader gain the ability to breathe underwater. Duration: 1 full day.

Elementals: This scroll protects against a single elemental. Duration: 40 minutes.

Magic: An Anti-Magic Shell with a radius of 10' surrounds and moves with the reader; spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader. Duration: 1 hour.

Poison: Poisons have no effect upon one who reads such a scroll aloud. In addition, any poisons within in the scroll reader's body are instantly removed. Duration: 6 hours.

Undead: All within a 10' radius of the reader are protected against undead, but only to a limited degree. In any given round: 2d12 undead with fewer than 4HD, 2d6 undead with 4-5HD and 1d6 undead with 6+HD are foiled by the protection of the scroll. Duration: 1 hour.

Were-Creatures: All within a ten' radius around the reader are protected from Lycanthropes. Duration: 1 hour.

Cursed Scrolls

These scrolls can inflict curses ranging from the amusing to the unbelievably catastrophic. In addition to the possibilities shown on the table the GM is encouraged to invent interesting curses that might be written on scrolls. A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a Remove Curse spell.

Cursed Scrolls Table

Roll d20	Nature of the Curse
1	Blindness for 3d6 turns
2	The scroll causes an aversion: roll 1d6. The adventurer gains a strong aversion to: (1) Swords, (2) Spiders, (3) Armor, (4) Spellcasting, (5) Bathing, (6) Being underground
3	Confusion makes the adventurer act randomly
4	Despondency affects the adventurer for 1d6 days' duration. The adventurer will refuse to go anywhere, as there is simply no point to it
5	A Dimensional Vortex means that the adventurer is physically sucked up into the scroll to appear as a new word on the page until rescued
6	Hallucinations last for 3d6 turns. The nature of the hallucinations varies. In general, the adventurer will either begin casting spells and/ or attacking nearby people. Some may be fascinated by colors and refuse to move
7	Instant death results immediately
8	Levitation, which causes the adventurer to levitate one inch off the ground without being able to get back down
9	Lose 1d10 x100 experience points
10	Lose one point of a randomly-determined ability score
11	Magically adhesive scroll
12	Obedience for 3d6 turns. The adventurer does what anyone suggests
13	Paralysis for 3d6 turns

Roll d20	Nature of the Curse
14	Mass paralyzation means everyone in a radius of 20' must make a saving throw or be paralyzed for 3d6 turns, with the exception of the reader of the scroll, who is unaffected
15	Permanent diminution in size. Half of these reduce the reader to half size and the rest reduce the reader to 6'' tall
16	The adventurer polymorphs into the form of a randomly selected monster
17	Sleep until the curse is removed. In some cases magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by magic
18	Smell: The adventurer smells foul for 1d8 days
19	The adventurer Turns to Stone
20	Uncontrollable sneezing for 3d6 turns. The reader is likely to attract wandering monsters, especially those that prey upon the weak

Magic Armor and Weapons

Roll on the Magic Armor and Weapons Table to determine the basic nature of the enchantment of the item, i.e. whether it is a shield, weapon or armor. The Cursed Armor, Shields and Weapons Table is used to determine the nature of a cursed item. Finally, roll on the Magic Melee Weapon Types Table, the Magic Armor Types Table or the Magical Missile Weapon Types Table to determine the type of weapon or armor bearing the enchantment.

Magic Armor and Weapons Table

Roll d20	Weapon or Armor
1	Cursed Armor or Shield
2-3	+1 Missile Weapon
4-5	+1 Shield*
6	+1 Melee Weapon
7	+1 Armor*
8	Cursed Weapon
9	+2 Missile Weapon
10	+2 Shield*
11	+2 Melee Weapon

Roll d20	Weapon or Armor
12	+2 Armor*
13	+2 Melee Weapon
14	+1 Melee Weapon with Minor Ability
15	+3 Missile Weapon
16	+3 Melee Weapon
17	+3 Shield*
18	+3 Armor*
19	Unusual Weapon
20	Unusual Armor*

* The additional benefit of magical armor is always shown with a + sign. If you are using the Descending Armor Class system, where lower AC is better, AC would be lowered.

Cursed Armor, Shields and Weapons Table

Roll 1d8	Cursed Armor, Shield or Weapon*
1-2	-1 Weapon or Armor
3-4	-2 Weapon or Armor
5	-3 Weapon or Armor
6	Attracts missiles, (including those fired at others nearby), with +1 to-hit on such missiles
7	Causes the wearer to run away from combat
8	Causes the wearer to charge into combat

*Cannot be put down without the casting of Remove Curse.

Magic Melee Weapon Types Table

Roll 1d20	Melee Weapon
1-2	Axe, Battle
3	Axe, Hand
4-5	Dagger
6	Hammer, War
7	Lance
8-10	Mace, heavy
11	Mace, light
12	Spear

Roll 1d20	Melee Weapon
13	Staff
14	Sword, Short*
15	Sword, Two-Handed*
16	Sword, Bastard*
17-20	Sword, Long*

* A magical melee weapon that is determined to be a sword – even if the original result of the die roll did not indicate a ‘minor ability’ or an ‘unusual weapon’ – has a 25% chance to be a unique magical sword, (see the Side-Note on Unique Magical Swords, below).

Magic Armor Types Table

Roll 1d4	Armor
1	Chain Mail
2	Leather Armor
3	Plate Mail
4	Ring Mail

Side-Note: Unique Magical Swords

Magic swords are capable of holding powerful dweomers and are often forged with unusual and unique qualities. If a magic sword is Unique, (25% chance), use the Unique Magic Swords Table, below, to determine these qualities. If a to-hit bonus was not previously indicated by the tables, (i.e. the sword was an Unusual Weapon), roll 1d4 for the to-hit bonus.

Unique Magic Swords Table

Roll 1d20	Magical Power
1	Flaming Sword: The sword burns with enchanted fire when drawn from its sheath, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30 foot radius when unsheathed
2	Frost Brand: This +3 Great Sword, (which causes +1d6 points of bonus cold damage with each hit), does not shed any light except when the air temperature is below 0°F. Its wielder is protected

Roll 1d20	Magical Power
	from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer. The sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10' radius and includes lasting effects and spells, but excludes instantaneous effects and spells
3	The sword detects traps as per the Clerical spell Find Traps
4	The sword allows its wielder to see invisible items
5	The sword detects magic as per the Detect Magic spell
6	The sword allows Clairaudience
7	The sword allows the wielder to Fly
8	The sword allows the wielder to levitate, as per the Levitate spell
9	The sword may be used to heal 1d6 hit points, once per day
10	The sword imbues the wielder with the special abilities of a Dwarf, when the sword is drawn
11	The sword imbues the wielder with the special abilities of an Elf, when the sword is drawn
12	The sword may be used to cause Confusion to enemies once per day
13	The sword has a 25% chance to deflect arrows before the to-hit roll
14	The sword awakens its owner when danger is near, but only if the owner is asleep
15	The sword detects the presence of a particular type or class of monster
16	The sword detects Lawful or Chaotic alignments within 20'
17	Holy Avenger: In the hands of any adventurer other than a Paladin this sword performs as a +2 sword. In the hands of a Paladin this becomes a +5 sword
18	Luck Blade: This +1 sword gives its possessor a +1 luck bonus to all saving throws and contains five Wish spells when newly created. When randomly rolled, the luck blade can contain fewer than five wishes, (1d6-1, minimum 0). The DM should keep the number of wishes left a secret. When the last wish is used the sword remains a +1 sword and it still grants the luck +1 bonus

Roll 1d20	Magical Power
19	Sword of Subtlety: This +1 sword adds a +3 bonus to its wielder's attack roll and damage when a Renegade uses it to backstab
20	Vorpal Blade: Upon a successful critical hit this +2 sword severs the opponent's head from its body. Some creatures have no heads. Others are not affected by the loss of their heads. However, most other creatures, die when their heads are cut off. The GM may have to make judgment calls about this sword's effect

Magical Missile Weapons Types Table

Roll 1d20	Magic Missile Weapon
1-8	2d6 Arrows
9-10	1d10 Sling Stones
11	1 Javelin
12-15	2d4 Darts
16-20	2d6 Crossbow Bolts

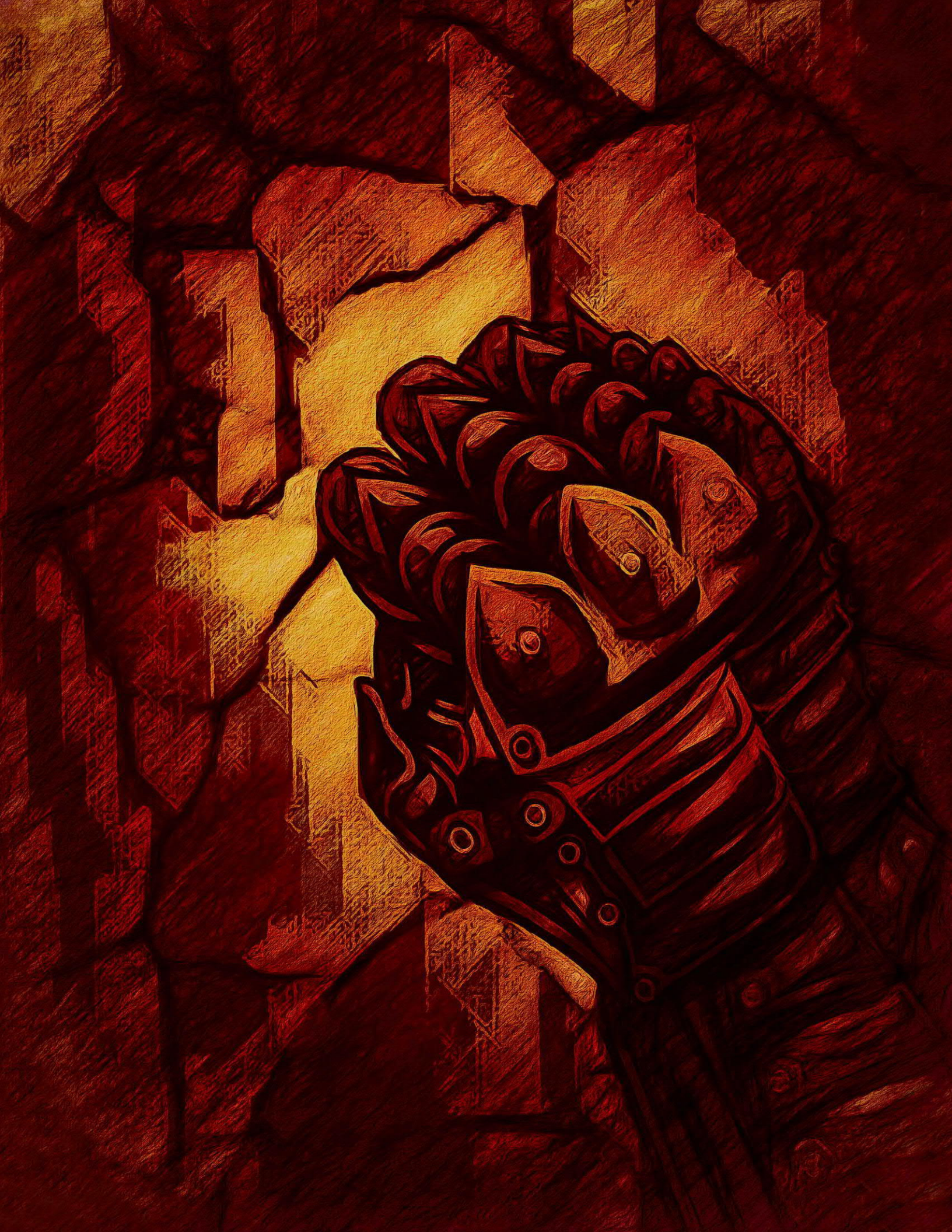
Minor Abilities for Melee Weapons Table

Roll 1d8	Minor Ability
1-5	Inflicts +1 Damage
6	Sheds light, 15' Radius
7	Sheds light, 30' Radius
8	Inflicts +4 points of damage against a particular opponent type such as dragons or demons

Unusual Weapons Table

Roll 1d20	Unusual Weapon
1	Adamantine Dagger
2	Battle Axe of Wounding
3	Blade of Brilliant Energy
4	Dagger of Spell Storing
5	Divine Arrow
6	Dwarven Thrower
7	Holy Lance
8	Javelin of Lightning

Roll 1d20	Unusual Weapon
9	Mace of Smiting
10	Mace of Terror
11	Oathbow
12	Shuriken
13	Slaying Arrow
14	Sleep Arrow
15	Storm hammer
16	Sylvan Scimitar
17	Trident of Fish Command
18	Trident of Warning
19	Unholy Mace
20	Vorpal Battle Axe



Unusual Weapons Descriptions

Adamantine Battle Axe: This non-magical axe is made out of adamantine, giving it a natural +2 bonus.

Adamantine Dagger: This non-magical dagger is made out of adamantine, giving it a natural +1 bonus.

Battle Axe of Wounding: This is a +3 weapon, which makes a wound bleed for 1hp per round in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding. The bleeding can only be stopped by a successful application of any cure spell or comparable healing spell.

Blade of Brilliant Energy: These swords are brilliant energy weapons with their blades transformed into pure light - although this does not modify the item's weight. (They give off light as a torch to a 20' radius). A Blade of Brilliant Energy ignores non-living matter. Armor bonuses and parrying do not count against it. (Dexterity, natural armor and other such bonuses still apply). A brilliant energy weapon cannot harm undead, constructs and objects.

Dagger of Spell Storing: This +1 spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd Level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. Once the spell has been cast the weapon is empty of spells and a spellcaster can cast any other targeted spell of up to 3rd Level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell-storing weapon has a 50% chance of having a spell stored in it already.

Divine Arrow: These are +3 arrows which burst into sacred fire during flight. The flames cause 2d4hp extra damage and also remove Magic Resistance for 24 hours. Half of the Magic Resistance is removed if the target makes a successful saving throw. A second arrow takes the remaining Magic Resistance.

Dwarven Thrower: This weapon commonly functions as a +2 War Hammer. In the hands of a Dwarf the Dwarven Thrower gains an additional +1 bonus, (for a total

bonus of +3), and can be hurled with a 30' range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again. When hurled the weapon deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.

Holy Lance: A Holy Lance can be used as a spear or a lance. It is a +2 weapon, which is +4 against all devils, demons and undead. Any Lawful creature holding the lance can turn undead as a 9th Level Cleric.

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown. It is consumed in the attack.

Mace of Smiting: This +3 heavy mace has a +5 enhancement bonus against constructs. Any critical hit dealt to a construct completely destroys it without a saving throw. Otherwise, a construct takes double damage when struck by the mace.

Mace, Unholy: This unholy weapon deals +2d6 points of bonus unholy damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way, (including restoration spells), while the weapon is wielded. Bows, crossbows and slings so enchanted bestow the unholy power upon their ammunition.

Oathbow: Arrows launched from this white +1 longbow deal double normal damage, (and x4 on a critical hit instead of the normal x3), against its sworn enemies. However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week. During this time it possesses no magical abilities or bonuses at all. Further, the adventurer is demoralized and suffers a -1 morale penalty to attack rolls, saving throws and skill checks during that week.

Shuriken, Returning: This +3 weapon can be thrown for d4hp of basic damage. The weapon returns through the air back to the creature that threw it almost immediately. It is therefore ready to use again during an adventurer's next round.

Slaying Arrow: These deadly +1 arrows are capable of slaying a particular group of creatures. If one strikes such a creature the target must make a save or die, (or, in the case of non-living targets, be destroyed), instantly. Note that even creatures normally exempt from such saves, (including undead and constructs), are subject to this attack. When keyed to a living creature this is a death effect. Roll on the following table to determine the type of creature the arrow is keyed to:

Slaying Arrows Table

d100%	Target Type
01-05	Aberrations
06-08	Animals
09-13	Beasts
14-20	Constructs
21-25	Dragons
26-30	Elementals
31-35	Fey
36-40	Giants
41-45	Magical beasts
46-50	Monstrous humanoid
51-53	Oozes
54-58	Outsiders, chaotic
59-65	Outsiders, lawful
66-70	Outsiders, chaotic
71-75	Shapechangers
76-77	Plants
78-85	Vermin
86-94	Undead
95-100	Humanoid (choose subtype)

Sleep Arrow: If this +1 arrow strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage, (in the same amount as would be normal damage), and forces the target to make a save or fall asleep.

Storm Hammer: A Storm Hammer strikes at +2/ +2 and a successful strike allows the wielder to roll to surrender 3d6 hit points, which are then added to the damage a target receives.

Sylvan Scimitar: When used outdoors in a temperate climate this +3 scimitar grants its wielder +1d6 points of bonus damage.

Trident of Fish Command: The magical properties of this 6' long +1 trident enable its wielder to cause all water-dwelling animals within a 60' radius to make a saving throw. This uses 1 charge of the trident. Animals failing this save are completely under the empathic command of the wielder and will not attack the wielder or any of his or her allies within 10' of her. The wielder can make the controlled marine animals move in whatever direction desired and convey messages of emotion to them. Animals making their saving throw are free of empathic control, but they will not approach within 10' of the trident. A school of fish should be checked as a single entity.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, species and number of hostile or hungry, marine predators within 240'. The trident must be grasped and pointed in order for the adventurer using it to gain such information. It requires 1 round to scan a hemisphere with a radius of 240'. The weapon is otherwise a +2 trident.

Vorpal Battle Axe: a Vorpal Battle Axe works in much the same manner as a Vorpal Blade, but it can also be thrown.

Unusual Armor Table

Die Roll (1d8)	Unusual Armor
1	+2 Armor (roll on the Magic Armor Types Table)
2	+2 Shield
3	+2 Armor (roll on the Magic Armor Types Table)
4	+2 Shield
5	Armor of Arrow Deflection
6	Demonic Armor
7	Ethereal Armor

Die Roll (1d8)	Unusual Armor
8	Fiery Armor

Unusual Armor Descriptions

Armor of Arrow Deflection: Missiles aimed at such armor have a to-hit penalty of -2.

Demonic Armor: The armor is possessed by a spirit or demon, with effects to be determined by the GM. In general, such armor would provide both benefits and drawbacks.

Ethereal Armor: Ethereal armor is +3 Plate Mail that also allows the wearer to become insubstantial and incorporeal 50 times. Afterwards it reverts irrevocably to normal +3 Plate Mail. In ethereal form the wearer can attack and be attacked only by ethereal opponents.

Fiery Armor: Fiery armor is armor +1 that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.

Remarkable Magic Items

Wands, Rings, Staffs and Miscellaneous Enchanted Items

Remarkable Magic Items Table (Overview)

Roll d20 + 0/ 20/ 40	Item
1	Lesser Wand
2	Lesser Ring
3–20	Lesser Miscellaneous Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring

Roll d20 + 0/ 20/ 40	Item
26	Greater Ring
27–40	Medium Miscellaneous Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Greater Miscellaneous Magical Item

Wands

Wands may only be used by Magic-Users. Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, (where a spell is cast into the wand), has a 5% chance of destroying the wand irrevocably. In some cases a non-rechargeable wand might be found with a large number of charges, e.g. 25. Wands may be used while in melee combat.

Lesser Wands Table

Roll 1d6	Lesser Wand
1–2	Spell, Level 1 (holds 10 charges)
3–4	Spell, Level 2 (holds 5 charges)
5–6	Spell, Level 3, (holds 2 charges)

Spells Cast by Lesser Wands

To determine the specific spell cast by a lesser wand or a greater wand that casts a spell refer to the list of spells for the appropriate type and level; then roll 1d20, (as no spell list has more than 20 spells). If the die roll is higher than the number of spells roll again until the result is low enough to indicate one of the spells on the list.

Greater Wands Table

Roll 1d10	Greater Wand
1	Spell, Level 3 (holds 10 charges)
2	Spell, Level 4 (holds 10 charges)

Roll 1d10	Greater Wand
3	Wand of Cold
4	Wand of Detection, Enemies
5	Wand of Detection, Magic
6	Wand of Detection, Metal
7	Wand of Detection, Traps and Secret Doors
8	Wand of Fear
9	Wand of Paralyzing
10	Wand of Polymorph

Greater Wand Descriptions

Wand of Cold: The wand casts a Cone of Cold 60' long to a base 30' across at the far end. Creatures caught in the cone take 6d6hp, (though a saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.

Wand of Detection, Enemies: These wands detect enemies in a radius of 60' if the enemies are thinking hostile thoughts. The wand is always active when held and does not use charges.

Wand of Detection, Magic: Wands of Magic Detection operate as a Detect Magic spell within a range of 20'. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held and does not use charges.

Wand of Detection, Metal: Such wands detect large caches of metal within a range of 20'. The wand's user also gets a vague sense of the metal's type. The wand is always active when held and does not use charges.

Wand of Detection, Traps and Secret Doors: These wands detect traps and secret doors within a range of 20'. The wand is always active when held and does not use charges.

Wand of Fear: A Wand of Fear causes creatures in a cone-shaped path to flee if a saving throw fails. There is a 60% chance that victims will drop whatever they are holding. The cone extends 60' to a base 30' across. The wand holds 25 charges and cannot be recharged.

Wand of Paralyzing: This sort of wand casts a paralyzing cone 60' long to a base 30' across at the end. Creatures in the cone are paralyzed for 3d6 turns if a saving throw fails. The wand holds 25 charges and cannot be recharged.

Wand of Polymorph: Such wands are of two types. One type casts Polymorph Self and the other casts Polymorph Other. The wand carries 10 charges and cannot be recharged.

Rings

No more than two magic rings may be worn at a time, (i.e. one on each hand), without unpredictable and potentially dire consequences. (Unless a creature has magic that overcomes this limit).

Lesser Rings Table

Roll 1d6	Lesser Rings
1	Fire Resistance (A)
2	Invisibility (A)
3	Mammal Control (A)
4	Poison Resistance (A)
5	Protection, +1 (A)
6	Protection, +2 (A)

Greater Rings Table

Roll 1d10	Greater Rings
1	Djinni Summoning (A)
2	Human Control (A)
3	Regeneration (A)
4	Shooting Stars (A)
5	Spell Storing, Magic-User (MU)
6	Spell Storing, Cleric (C)
7	Spell Turning (A)
8	Telekinesis (A)
9	Three Wishes (A)
10	X-Ray Vision (A)

Description of Magic Rings

Djinni Summoning: The wearer of the ring can summon a Djinni, who will do the wearer's bidding. The Djinni follows instructions precisely and to the letter - no further. Such rings can be treacherous, but only for those who use them foolishly.

Fire Resistance: The wearer receives a +5 to saving throws vs. magical fire and is immune to normal fire.

Human Control: Such rings allow the wearer to cast Charm Person once per day and to maintain the charm on up to 3 individuals at a time.

Invisibility: The wearer becomes invisible for up to 4 rounds once/ day. If the ring is worn for longer during a single day the wearer loses a point of Constitution.

Mammal Control: The wearer controls 1d8 mammals at a range of up to 60'. Control does not extend to people or to giant animals.

Poison Resistance: The wearer receives a +5 to saving throws vs. poison.

Protection, +1: The wearer gains a bonus of -1 [+1] to Armor Class and +1 on all saving throws.

Protection, +2: The wearer gains Armor Class bonus of -2 [+2] and +2 on all saving throws.

Regeneration: The wearer regenerates one hit point per combat round and thus cannot die unless the ring is removed or the wearer's body is burned.

Shooting Stars: Once per day the ring can unleash a d6 electrical bolts that inflict 3d6 hit points each. A successful saving throw indicates half damage.

Spell Storing, Magic-User: The ring contains 1d6 Magic-User spells. Roll 1d6 for each spell to determine the spell level and then determine the spell by rolling on the spell list for that level. Any Magic-User wearing the ring can cast these spells

as if they were normally memorized and prepared spells. Once a spell is cast it cannot be cast again until the wearer has rested for 8 hours.

Spell Storing, Cleric: The ring contains 1d6 Cleric spells. Roll 1d4 for each spell to determine the spell level and then determine the spell by rolling on the spell list for that level. Any Cleric wearing the ring can cast these spells as if they were normally prepared spells. Once a spell is cast it cannot be cast again until the wearer has rested for 8 hours.

Spell Turning: Any spell, (other than from a wand or other item), aimed directly at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back - the exact determination of what happens is up to the GM.

Telekinesis: The wearer can mentally lift and move 200 pounds of weight to a range of 120'.

Three Wishes: These rings grant the wearer three wishes equivalent to three Wish spells. Beware of outrageous wishes; they will backfire.

X-ray Vision: The wearer has x-ray vision to a range of 40'. The maximum distance through which the wearer can see through solid rock is just over 10'. Through solid metals, (other than lead), the distance is 1 foot, while through lead is a distance of 1 inch.

Staffs

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done or hire a wizard to do it, (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

Magic Staffs Table

Roll 1d10	Staff
1	Absorption (MU)
2	Beguiling (C, MU)
3	Command (C, MU)

Roll 1d10	Staff
4	Healing (C)
5	Power (MU)
6	Resurrection (C)
7	Snake (C)
8	Striking (C, MU)
9	Withering (C)
10	Wizardry (MU)

Staff Descriptions

Absorption: Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster has prepared.

Beguiling: Foes within a 20' range must make a saving throw or consider the holder as if a loyal friend for 4d4 rounds, (which uses one charge).

Command: A charge can be used to control humans, (as per a Charm Person spell), plants or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts Light, (with no charge used), casts Fireball, (for 4d6 damage), casts cold as a Wand of Cold, casts Lightning Bolts, (for 4d6 damage), acts as a Ring of Telekinesis, (which costs one charge), and hits for 2d6 damage, (with no charge used).

Resurrection: These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

Snake: In combat, a Staff of the Snake is +1 to-hit and +1 to damage. When commanded, (by using a charge) the staff coils around the target, (with a successful hit), and pinions the victim for 1d4 x 10 minutes. This attack is only

useful on a victim about the size of a human or smaller. The staff will slither back to its owner afterwards, at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: This staff inflicts 2d6 points of damage with a successful hit, (which does not use charges).

Withering: The dreaded Staff of Withering adds ten years of physical aging with a successful hit.

Wizardry: This is a Staff of Power with additional abilities. At the cost of one charge, it allows Invisibility, Conjuraton of Elementals, (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell or Fly.

Miscellaneous Magic Items

Lesser Miscellaneous Magical Items Table

Roll 1d20	Item
1	Arrow of Direction (A)
2	Bag of Holding (A)
3	Boots of Elvenkind (A)
4	Boots of Speed or Boots of Leaping (50%/ 50%) (A)
5	Bracers of Defense, AC 6 [13] (A)
6	Chime of Opening (A)
7	Cloak of Elvenkind (A)
8	Cloak of Protection, +1 (C, M, T)
9	Cursed Item (A)
10	Decanter of Endless Water (A)
11	Dust of Appearance or Disappearance (50%/ 50%) (A)
12	Dust of Sneezing and Choking (A)
13	Gauntlets of Swimming and Climbing (C, F, T)
14	Horseshoes of Speed
15	Luckstone (A)
16	Manual of Beneficial Exercise (A)

Roll 1d20	Item
17	Pipes of the Sewers (A)
18	Rope of Climbing (A)
19	Rope of Entanglement (A)
20	Spade of Excavation (F)

Medium Miscellaneous Magical Items Table

Roll 1d20	Item
1	Amulet against Scrying (A)
2	Boots of Flying (A)
3	Bracers of Defense, AC 4 [15] or AC 2 [17] (50%/ 50%) (A)
4	Carpet of Flying (A)
5	Cloak of Displacement (A)
6	Cloak of Protection, +2 or +3 (50%/ 50%) (C, M, T)
7	Deck of Many Things (A)
8	Figurine of the Onyx Dog (A)
9	Gauntlets of Ogre Power (C, F, T)
10	Helm of Reading Magic and Languages (A)
11	Hole, Portable (A)
12	Horn of Valhalla, Bronze (C, F)
13	Horn of Valhalla, Silver (A)
14	Jug of Alchemy (A)
15	Manual of Quickness (A)
16	Medallion of ESP (A)
17	Mirror of Mental Scrying (A)
18	Robe of Blending (A)
19	Robe of Eyes (MU)
20	Robe of Wizardry (MU)

Greater Miscellaneous Magical Items Table

Roll d100	Item
1-2	Amulet of Demon Control (C, MU)

Roll d100	Item
3-4	Beaker of Potions (A)
5-6	Book of Blood (Chaotic C, M)
7-8	Book of Infinite Spells (A)
9-10	Book of Ordeals (A)
11-12	Cape of the Mountebank (A)
13-14	Censer, Bowl, Brazier or Stone of Controlling Elementals (MU)
15-16	Cloak of Arachnida (A)
17-18	Crystal Ball (MU)
19-20	Dust of Dryness (A)
21-22	Efreeti Bottle (A)
23-24	Figurine of the Golden Lion (A)
25-26	Gauntlets of Dexterity (A)
27-28	Gem of Seeing (A)
29-30	Girdle of Giant Strength (A)
31-32	Gloves of Arrow Snatching (A)
33-34	Hand of Glory (Chaotic Neutral A)
35-36	Hand of the Great Mage (Chaotic M)
37-38	Handy Haversack (A)
39-40	Helm of Fiery Brilliance (A)
41-42	Helm of Teleportation (MU)
43-44	Horn of Blasting (A)
45-46	Horn of Valhalla, Iron (F)
47-48	Ioun Stones (A)
49-50	Lenses of Charming (A)
51-52	Libram, Magical (A)
53-54	Mantle of Faith (Lawful A)
55-56	Manual of Golems (C, MU)
57-58	Manual of Intelligence (A)
59-60	Manual of Wisdom (A)
61-62	Marvelous Pigments (A)
63-64	Necklace of Firebaubles (A)
65-66	Pearl of Power (B, M)

Roll d100	Item
67-68	Portable Hole (A)
69-70	Ring Gates (A)
71-72	Robe of Blending (A)
73-74	Robe of Bones (Chaotic C, M)
75-76	Robe of Eyes (MU)
77-78	Robe of Stars(A)
79-80	Robe of Useful Items (A)
81-82	Robe of Wizardry (MU)
83-84	Scarab of Insanity (A)
85-86	Scarab, Golembane (A)
87-88	Shrouds of Disintegration (A)
89-90	Sovereign Glue (A)
91-92	Stone Horse (A)
93-94	Stone Salve (MU)
95-96	Strand of Prayer Beads (A)
97-98	Sustaining Spoon (A)
99	Universal Solvent (A)
100	Well of Many Worlds (A)

Descriptions of Miscellaneous Magic Items

Amulet against Scrying: The amulet protects the wearer from all scrying, such as ESP or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: This amulet functions as a Protection from Evil spell and allows the wearer to attempt to Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-Users and Clerics.

Arrow of Direction: Such a magic arrow points in the direction of whatever the owner requests. It may be used only seven times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10' x 5' x 3', but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion from the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

Boat, Folding: A folding boat looks like a small wooden box - about 12 inches long, 6 inches wide and 6 inches deep. It can be used to store items like any other box. However, if a command word is given the box unfolds itself to form a boat 10' long, 4' wide and 2' in depth. A second command word causes it to unfold to a ship 24' long, 8' wide and 6' deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast and a small sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. Usable by: All Classes.

Book of Blood: This dreadful grimoire is a spellbook lifted from the dying grasp of an evil wizard and washed in the sorcerer's foul blood. The knowledge it contains allows the reader to enchant a series of items, providing each item has been prepared to the highest quality in advance of reading the book through. The enchantments cannot be placed on any item with an existing enchantment and the words on each page turn to blood and soak into the page for five years as each item is completed.

Dagger: +2, +3 v's Halflings

Spear: +2, +3 v's Half-Elves

Long Sword: +2, +3 v's Humans

War Hammer: +2, +3 v's Dwarfs

Longbow: +2, +3 v's Elves

Usable by: Chaotic or Neutral Magic-Users and Clerics.

Book of Infinite Spells: This work bestows upon any adventurer of any class the ability to use the spells within its pages. The book of infinite spells contains 1d8+22 pages. The nature of each page is determined by die roll:

d100	Page Contents
01-30	Blank page
31-60	Clerics' spell
61-100	Magic-Users' spell

Once a page is turned, it can never be flipped back. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the adventurer's class spell list, the adventurer can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook, as their magic is bound up permanently within the book itself.

The owner of the book need not have the book on his or her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

Condition	Chance of Page Turning
Spellcaster casts spells usable by own class and/or level	10%

Condition	Chance of Page Turning
Spellcaster using spells foreign to own class and/or level	20%
Non-spellcaster using divine spell	25%
Non-spellcaster using arcane spell	30%

*- Treat each spell use as if a scroll were being used.

Book of Ordeals: The book appears blank with white pages until laid flat, which causes a pool of blackness to appear across the surface of the pages. It is possible to put a bare, living hand or forearm into the book. Once a hand disappears inside the book it is necessary to clutch one of several spherical objects to be able to remove the hand from the book. As an object is removed from the book it immediately transforms into an ordeal.

These books are sometimes used to settle arguments with both parties agreeing to tackle whatever emerges from the bag. Whoever completes the most ordeals becomes or is declared the winner. The bag will only allow a creature to draw more objects when the last ordeal has been completed.

Book of Ordeals Table

	Ordeal
1	A poisonous centipede, which must be allowed to sting for 2d4hp to pass the ordeal
2	A burning coal, which must be held for 2d4hp to pass the ordeal
3	A random potion, which needs to be consumed without knowledge of the contents
4	A Black Pudding that needs to be killed or contained
5	A 500gp gold nugget, which has to be chewed and spat out in pieces for 2d4hp
6	An old Sheep's skull to be eaten until stripped to the bone. Save or catch a disease
7	A stone to be drawn from cauldron of boiling water for 2d4hp to pass the ordeal
8	A millstone to go around the neck before being thrown in deep water: survivors pass
9	A Cockatrice appears and must be slain before this ordeal is complete

	Ordeal
10	A 500gp gem materializes and simply needs to be pocketed to complete the ordeal

Boots of Elvenkind: The wearer of the boots moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to Levitate, (as per the spell), with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping, (50% chance of each): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10' high and up to 30' horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense: These are either AC 4 [15], (50% of the time), or AC 2 [17], (the rest of the time). The bracers improve the wearer's Armor Class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The Armor Class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense: AC 6 [13]: These bracers improve the wearer's Armor Class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the Dimension Door spell once per day. When she disappears she leaves behind a cloud of smoke, appearing in a similar fashion at her destination. Usable by: All Classes.

Carpet of Flying: These carpets can carry as many as three people and travel at a speed of up to 18 if they carry more than one passenger. With only one rider the carpet moves at a speed of up to 30. Usable by: All Classes.

Censer, Bowl, Brazier or Stone of Controlling Elementals: Censers control Air Elementals; bowls, (when filled), control Water Elementals; braziers control Fire Elementals; and stones control Earth Elementals. These items can be used to summon a 12HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-Users.

Chime of Opening: Sounding this small chime opens any door, including doors which are barred or Wizard Locked. Usable by: All Classes.

Cloak of Arachnida: This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a Spider Climb spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by Web spells or webs of any sort - she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast Web. She also gains a +2 bonus on all saves against poison from spiders. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's Armor Class improves by 2 and the cloak also grants a +2 saving throw against any targeted attack upon the one wearing it. Usable by: All Classes.

Cloak of Elvenkind: The wearer becomes almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection: +1: This cloak improves the wearer's AC by 1 and grants a bonus of +1 on saving throws. Usable by: All but Fighter classes.

Cloak of Protection: +2 or +3, (with a 50% of each): This cloak improves the wearer's Armor Class by 2, (or 3), and grants a bonus of +2, (or +3) on saving throws. Usable by: All but Fighter classes.

Crystal Ball: A Crystal Ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item may not be used more than thrice per day or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a Crystal

Ball. Some of these items may communicate sound, or even thoughts, from the area being scryed - although these are rare. Usable by: Magic-Users.

Cursed Item: Roll on the Cursed Items Table for details of cursed items.

Decanter of Endless Water: This jug pours out one gallon of water per minute when the stopper is removed. Usable by: All Classes.

Deck of Many Things: This deck of hand-painted cards bears tremendous and varied enchantments - one per card in the deck. The deck contains all the aces and face cards, plus one Joker, (the Fool). An adventurer may draw as many cards as desired, (with the deck being re-shuffled each time), but once the player stops drawing cards the deck disappears with a sound of faint, malevolent laughter. The results of the cards are as follows:

The Hearts

Ace: Gain 50,000 XP.

King: Gain a magic item.

Queen: Gain 1d3 wishes.

Jack: Gain the ability to summon an 8HD warrior with a +3 weapon, a +3 shield and a +3 sword. The warrior serves for a total of 1 hour.

The Clubs

Ace: The adventurer's alignment is changed. If the game does not use alignment, the adventurer receives a dangerous Geas, (as the spell).

King: The adventurer's most powerful magic item is sucked into the void and disappears.

Queen: The adventurer is instantly turned to stone, a look of great surprise frozen on the statue's face.

Jack: The adventurer loses one point from a Prime Attribute. (If the adventurer has more than one Prime Attribute, determine randomly which will be affected).

The Spades

Ace: Lose a level of experience.

King: A warrior with 9HD, a +4 weapon, +4 shield and +4 armor appears and attacks. When the warrior is killed, the body and all possessions disappear.

Queen: The adventurer dies instantly.

Jack: A random monster, with 1d4+6HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds

Ace: Gain a map to a very significant treasure.

King: Gain 5d6 items of jewelry.

Queen: Gain a scroll of seven spells, all 2nd Level or higher.

Jack: Add one point to a single attribute of the player's choice.

The Joker: Gain 25,000 XP OR choose to draw two more cards.

Dust of Appearance, (50% chance), or Disappearance, (50% chance): Dust of Appearance is tossed in a radius of 10' around the user and makes any invisible, astral, displaced, out-of-phase or dimensional thing completely visible. The dust generally comes in a pouch with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10' radius, everything therein becomes invisible for 5d6 turns. Detect Invisibility and other standard ways of detecting invisibility are not able to overcome the dust's powerful enchantment. Usable by: All Classes.

Dust of Dryness: This special dust has many uses. If it is thrown into water as much as 100 gallons is instantly transformed to nothingness and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects water, (including fresh, salt and alkaline water), but not other liquids. If the dust is employed against an elemental with the water subtype the creature must make a save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one 'dose'. If the dust is scattered in a radius of 10' everyone in the area must make a saving throw or be overcome by sneezing and choking. For d4 rounds victims cannot attack and defend at AC -4. Usable by: All Classes.

Efreeti Bottle: The Efreeti that inhabits such a bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lion: This is a small stone figurine that transforms into a Mountain Lion when the command word is spoken, fighting at its owner's orders. If it is slain, it turns back into a figurine, but may be used again. The figurine may be used once per week and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping, until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden and, of course, its sense of smell detects invisible and hidden creatures with almost perfect success. For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's Dexterity, (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's Strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from Strength are increased to +6, (though this is not combined with the wearer's existing Strength bonus, if any). Usable by: all but Magic-Users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18 and climb sheer walls with a 95% chance of success per 10' of climbing. Usable by: all but Magic-Users.

Gem of Seeing: A Gem of Seeing is used as a lens. It shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a Hill Giant, (for +6hp damage, which cannot be combined with any existing Strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

Gloves of Arrow Snatching: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can roll a saving throw and snatch an arrow before it strikes if the save is successful. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic. Usable by: All Classes.

Hand of Glory: This mummified human hand hangs by a leather cord around an adventurer's neck, (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand the wearer benefits from the ring as if wearing it - and it does not count against the wearer's two-ring limit. The hand can wear only one ring at a time. Even without a ring the hand allows its wearer to see the invisible twice per day. Usable by: All Chaotic or Neutral adventurers.

Hand of the Great Mage: This mummified wizard's hand hangs by a chain around an adventurer's neck, taking up space as a magic necklace would. It allows the wearer to use the spell Interposing Hand at will once/ day. Usable by: All Chaotic or Neutral adventurers.

Handy Haversack: A backpack of this sort appears to be well made, well used and quite ordinary. It is constructed of finely tanned leather and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a Bag of Holding and can actually hold material of as much as 2 cubic-feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic-feet or 80 pounds of material. The backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater additional power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack only takes a single move. Usable by: All Classes.

Helm of Fiery Brilliance: This powerful helm grants many benefits to the wearer. Anyone donning the helm gains a +10 on saving throws against fire damage and can create a Wall of Fire twice/ day. Fighters wearing the helm may command a weapon in hand to flame, (for +1d6 damage). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a Fireball or Delayed Blast Fireball spell.

Clerics wearing the helm can ignite objects within 30' at will and may cast two Light or Continual Light spells for each one the Cleric has actually prepared. The wearer of the helmet is likely to be attacked by any Air Elemental creatures, but Fire Elemental types, (such as Efreet or Salamanders), will be favorably disposed. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer of the helm can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a Teleportation spell on himself or herself, while wearing the helm, the teleportation is made without risk of error, anywhere the wearer desires. This may be done repeatedly, (without further casting of the spell), for a period of one hour before the concatenation of spell and helm ends. The effect is only available once per day. The helm does not assist with Teleportation spells cast on anyone other than the wearer. Usable by: Magic-Users.

Hole, Portable: A Portable Hole is physically a piece of dark cloth, about 5' in diameter. However, it is also the mouth of an inter-dimensional hole 10' deep - items and people can fall or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to entirely close the hole off, although there is no source of fresh air within and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired. Usable by: All Classes.

Horn of Blasting: When blown this horn has the same effect on structures as a catapult and causes 2d6 points of damage to creatures - deafening them for 10 minutes as well. The cone of sound is 100' long and widens to a base of 20'. The tip of the cone is at the horn's mouth and is 10' wide. Usable by: All Classes.

Horn of Valhalla, Bronze: The horn summons 2d4 berserk warriors, (3HD), to assist whoever winded the horn. Usable by: Fighters and Clerics.

Horn of Valhalla, Iron: The horn summons 2d4 berserk warriors, (4HD), to assist whoever winded the horn. Usable by: Fighters only.

Horn of Valhalla, Silver: The horn summons 2d4 berserk warriors, (2HD), to assist whoever winded the horn. Usable by: All Classes.

Horseshoes of Speed: These horseshoes double a horse's movement rate. Usable by: Horses.

Ioun Stones: These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When an adventurer first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3' from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow away a stone, (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC -3 [22] and 10 hit points.

Ioun Stones Table

Color	Shape	Effect
Clear	Spindle	Sustains creature without food or water
Dusty Rose	Prism	+1 to AC
Deep Red	Sphere	+2 Dexterity
Incandescent Blue	Sphere	+2 Wisdom
Pale Blue	Rhomboid	+2 Strength
Pink	Rhomboid	+2 Constitution
Pink and Green	Sphere	+2 Charisma
Scarlet and Blue	Sphere	+2 Intelligence
Dark Blue	Rhomboid	Cannot be surprised
Vibrant Purple	Prism	Stores three levels of spells, as a Ring of Spell Storing
Iridescent	Spindle	Sustains creature without air
Pearly White	Spindle	Regenerate 1 point of damage per hour
Pale Green	Prism	+1 on attack rolls, saves and all skill and ability checks
Orange	Prism	+1 caster level

* - After absorbing twenty spell levels, the stone burns out.

** - After absorbing fifty spell levels, the stone burns out.

A pearly white Ioun Stone works like a Ring of Regeneration. (It only cures damage taken while the adventurer is using the stone). Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone, (see Ring of Minor Spell Storing). Usable by: All Classes.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity, (e.g. 10 gallons of water or 5 gallons of wine). It may be used no more than seven times per day and will produce only one type of liquid per day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: When placed over the eyes these lenses, give the wearer the ability to charm those who meet his or her gaze, (acting as if a Charm Person spell). The saving throw against the power of the lenses is made at -2. Usable by: All Classes.

Lich's Robe: A Lich's Robe is an unholy garment either worn by the maker or presented to a disciple. The robes are inscribed with magic glyphs using the blood of a Lich's victims and then covered with elaborate and expensive decoration, which typically masks the glyphs.

Anyone putting on such a robe loses -2 Corruption and places a persistent chill in the air that causes 1hp/ round of frost damage to everyone within 20' except the wearer. Damage caused in this way will regenerate the wearer's hp. The wearer is also immune to frost damage and non-magical weapons. Undead with less than 7HD viewing such a robe while worn by a Lich must save or serve the Lich until destroyed. Usable by: Chaotic Clerics or Magic-Users.

Libram, Magical: Magical librums grant a level of experience to the reader, providing the reader is of the appropriate adventurer class. Randomly determine the class for which the libram is written from across all adventurer classes.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's Strength by 1 point, (to a maximum of 18). Usable by: All Classes.

Mantle of Faith: This holy garment, which is worn over normal clothing, grants damage reduction of 3hp for damage caused by evil creatures. Usable by: All Lawful Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often protected by the original owner, against the touch of anyone not of the Cleric or Magic-User class, being enchanted to inflict damage or even the loss of a level. Usable by: Clerics and Magic-Users only.

Manual of Intelligence: Reading this tome increases the reader's Intelligence by 1 point, (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader's Dexterity by 1 point, (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's Wisdom by 1 point, (to a maximum of 18). Usable by: All Classes.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image.

One pot of marvelous pigments is sufficient to create a 1,000 cubic-foot object by depicting it two-dimensionally over a 100 square-foot surface. Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a successful saving throw to depict an object with the pigments.

Marvelous pigments cannot create magic items. Objects of value depicted by the pigments, (such as precious metals, gems, jewelry and ivory), appear to be

valuable but are really made of tin, lead, paste, brass, bone and other such inexpensive materials. The user can create normal weapons, armor and any other mundane item, (including foodstuffs), providing the value does not exceed 2,000gp. Items created are not magical; the effect is instantaneous. Usable by: All Classes.

Medallion of ESP: Functions as an ESP spell within 60'. Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror, (which might also be found as a smaller mirror on a necklace), allows the user to cast Clairaudience, Clairvoyance and ESP with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays, though the answer is likely to be quite cryptic. Only one question per week is possible. Usable by: All Classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pearl of Power: Once per day on command a Pearl of Power enables the possessor to recall and cast any one spell that she or he had prepared. The spell is then prepared again, just as if it hadn't been cast. The spell must be of a particular level, which depends on the type of pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day, (each of a different level up to 6th). Usable by: Bards and Magic-Users.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive, (which takes 1d4 x 10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 5% chance that they will not obey commands. If the piper ceases to concentrate on the tune there is a 10% chance that the rats will begin to act of their own free will. Every subsequent round in which the piper fails to concentrate there is another chance to lose control and the chance increases by 10% each time it is made. Usable by: All Classes.

Portable Hole: A Portable Hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6' in diameter, but it can be folded up to be as small as a

pocket handkerchief. When spread upon any surface, it causes an extra-dimensional space 10' deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each portable hole opens on its own particular non-dimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane. The hole, the bag and any creatures within a 10' radius are drawn there, with the portable hole and bag of holding being destroyed in the process. Usable by: All Classes.

Ring Gates: These always come in pairs - two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count). This useful device allows for instantaneous transport of items, messages and attacks.

An adventurer can reach through to grab things near the other ring or even stab a weapon through if so desired. Alternatively, an adventurer could stick his head through to look around. A spellcaster could even cast a spell through a ring gate. A Small adventurer who makes a saving throw can slip through. Creatures of Tiny, Diminutive or Fine size can pass through easily. Each ring has an 'entry side' and an 'exit side,' both marked with appropriate symbols. Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe will make the wearer appear as a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ HD, (or levels of experience), have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Bones: This handy item functions much like a Robe of Useful Items for the serious necromancer. It appears to be an unremarkable robe, but an adventurer who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery, recognize them for the creatures they become and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature, (as shown on the list below). The monster is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned or destroyed. Usable by: Chaotic Magic-Users and Clerics.

A newly created Robe of Bones always has two embroidered figures of each of the following undead:

1. Skeleton
2. Zombie
3. Ghoul
4. Shadow
5. Vampire
6. Specter

Rope of Climbing: This item is a 50' length of rope that leaps magically upward when commanded. It can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: On command this rope twines itself around as many as $2d4+1$ human-sized foes. The rope cannot be hit except with a natural roll of 20, because it is magical. The rope can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240', anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such and this sight even extends into the Astral Plane. The wearer cannot be ambushed, (or otherwise

taken by surprise), and can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

Robe of Stars: The robe has three magical powers. The robe enables its wearer to travel physically to the Astral Plane, along with all that he or she is wearing or carrying. The robe gives its wearer a +1 luck bonus to all saving throws. The robe's wearer can also use up to six of the embroidered stars on the chest portion of the robe as +3 Shuriken. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used. Usable by: All Classes.

Robe of Useful Items: This appears to be an unremarkable robe, but an adventurer who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for the items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. Usable by: All Classes.

A newly created robe of useful items usually has two each of the following patches:

1. Dagger
2. Bullseye Lantern (filled and lit)
3. Mirror (highly polished 2' by 4' steel)
4. Pole (10' length)
5. Hemp Rope (50' coil)

In addition, the robe usually has 4d4 other items:

Robe of Useful Items Table

D100	Result
01-08	Bag of 100 gold pieces
09-15	Coffer, Silver (6 in. by 6 in. by 1 in.), 500gp value
16-22	Door, Iron (up to 10' wide and 10' high and barred on one side-must be placed upright, attaches and hinges itself)
23-30	Gems, 10 (100gp value each)
31-44	Ladder, Wooden (24' long)
45-51	Mule (with saddle bags)

D100	Result
52-59	Pit, Open (10' x 10' x 10')
60-68	Potion of Cure Serious Wounds
69-75	Rowboat (12' long)
76-83	Minor scroll of one randomly determined spell
84-90	War Dogs, Pair
91-96	Window (2' x 4' x 2' deep)
97-100	Roll twice

* - Multiple items of the same kind are permissible. Once removed, items cannot be replaced.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm, Polymorph and Hold spells with a 75% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60', although he must concentrate for a round in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks or natural weapons as if those golems had no damage reduction. Usable by: All Classes.

Scarab of Insanity: This is a carving of a scarab-beetle or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30', fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the GM, it can be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth. Usable by: All Classes.

Sovereign Glue: Because of its particular powers this viscous substance can be contained only in a flask whose inside has been coated with 1 ounce of Oil of Slipperiness. Each time any of the glue is poured from the flask, a new application of the Oil of Slipperiness must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. When found a flask of Sovereign Glue holds anywhere from 1 to 7 ounces of the stuff, (determined by rolling 1d8-1, with a minimum of 1). The other ounce of the flask's capacity is taken up by the Oil of Slipperiness.

One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. Attempting to separate the two bonded objects after the glue is allowed to set only results in the rending of one or the other, except when Universal Solvent is applied to the bond. (Sovereign Glue is dissolved by Universal Solvent). Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard per turn. Usable by: Fighters only.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A Stone Horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a Stone to Flesh spell, thus causing the Stone Horse to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1hp of damage for each 50gp worth of mineral it is given. Usable by: All Classes.

There are two sorts of stone horses:

1. Courser: This item has the statistics of a heavy horse.
2. Destrier: This item has the statistics of a heavy warhorse.

Stone Salve: If an ounce of this ointment is applied to the flesh of a petrified creature, it returns the creature to flesh as the stone to flesh spell. Usable by: Magic-Users and Clerics.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Bead Type	Special Bead Ability
Bead of Blessing	The wearer can cast Bless
Bead of Healing	The wearer can cast his choice of Cure Serious Wounds, Neutralize Poison or Remove Disease
Bead of Karma	The wearer casts his spells at +4 caster level. Effect lasts 10 minutes
Bead of Smiting	The wearer causes +4 damage
Bead of Summons	Summons a powerful creature of appropriate alignment from the Outer Planes, (e.g. an angelic creature), to aid the wearer for one day. If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that adventurer's items and places a Geas upon him as punishment in the very least
Bead of Wind Walking	The wearer can cast Wind Walk

A Lesser Strand of Prayer Beads has a Bead of Blessing and a Bead of Healing. A Strand of Prayer Beads has a Bead of Healing, a Bead of Karma and a Bead of Smiting. A Greater strand of Prayer Beads has a Bead of Healing, a Bead of Karma, a Bead of Summons and a Bead of Wind Walking.

Each special bead can be used once per day, except for the Bead of Summons, which works only once and then becomes non-magical. The owner need not hold or wear a Strand of Prayer Beads in any specific location, as long as he carries it somewhere on his person. The power of a special bead is lost if it is removed from the strand. Usable by: All Classes.

Sustaining Spoon: These items look like ordinary eating utensils which are made from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans. Usable by: All Classes.

Universal Solvent: This strange liquid appears to be some sort of minor oil or potion and always comes in containers of 1 ounce. Upon first examination, it seems to have the properties of Oil of Slipperiness. However, if it is applied to any form of adhesive or sticky material the solution immediately dissolves the other material. It immediately negates the effect of Sovereign Glue, as well as any other form of cement, glue or adhesive. An ounce affects 1 cubic foot.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each dose of 1/3 ounce dissolves 1 cubic foot of organic or inorganic material, just as if a Disintegrate spell had been employed. To find out if a resisting target is affected by this concentrated solution, a touch attack roll is required and the subject is entitled to a saving throw. Usable by: All Classes.

Well of Many Worlds: This strange, inter-dimensional device looks just like a Portable Hole. Anything placed within it is immediately cast to another world - a parallel world, another planet or a different randomly selected plane. If the well is moved, the random factor again comes into play. It can be picked up, folded or rolled, just as a Portable Hole can be. Objects from the world the well touches can come through the opening just as easily as objects from the initiating place. (I.e. it is a two-way portal). Usable by: All Classes.

Cursed Items

Cursed items come in many shapes and forms; most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary, (or for the maker's enemies). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the GM is encouraged to dream

up individualized cursed items, the samples below should prove useful as guidance.

Cursed Items Table

Die Roll (1d10)	Cursed Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeble-mindedness



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Legends', the term 'Blackthorn', the term 'Witching Trees', the term 'Majestic Mind Eater', the term 'Book of Ordeals', the term 'Eye of True Terror', the term 'Corruptions', the term 'Seeds of Wonder', the term 'Seeds of Corruption', the term 'Black Book', the term 'Chariot of the Senses', the term 'Witching Trees', the term 'Blackthorn', the term 'Holy Lance', the term 'Nightmare Hell Swarm', the term 'Undead Nightmare Hell Swarm', the term 'Itok's Indelible Inks', the term 'Book of Ordeals', the term 'Cadmium's Incredible Fireworks, the term 'Azure Jelly', the term 'Yellow Jelly', the term 'Tangerine Jelly', the term 'Indigo Jelly', the term 'Lime Jelly', the term 'Adrammelech's Throne', the term 'Scarlet Jelly', the term 'Crooked Coin', the term 'Tinting', the term 'Mendle's Marvelous Metals', the term 'Corruption' and the term 'Magic Tattoo Shop'.

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Summary Tables

Monsters' Saving Throws Table

Hit Dice	Saving Throw
< 1HD	18
1HD	17
2HD	16
3HD	14
4HD	13
5HD	12
6HD	11
7HD	9
8HD	8
9HD	6
10HD	5
11HD	4
12+HD	3*

*Saving throw does not continue to improve beyond 12HD

Turning Undead Table

HD of Undead	Specific (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9+	14+	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	-	20	19	13	10	7	4	T	T	D	D
7	Mummy	-	-	20	16	13	10	7	4	T	D	D
8		-	-	-	19	16	13	10	7	4	T	D
9	Specter	-	-	-	20	19	16	13	10	7	T	T
10	Vampire**	-	-	-	-	20	19	16	13	10	4	4
11	Vampire**	-	-	-	-	-	20	19	16	13	7	4
12		-	-	-	-	-	-	20	19	16	10	7

HD of Undead	Specific (Examples)	Clerical Level																
		1	2	3	4	5	6	7	8	9+	14+	19+						
13	Demon	-	-	-	-	-	-	-	-	-	-	20	19	13	10			

* - Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons, (which are also not undead), can be turned.

** - Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.

Adventurers' Attack Table: Roll (d20) To-Hit Opponent's Armor Class

Level	Armor Class [or Ascending Armor Class] of Opponent																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19+	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Monsters' Attack Table: Roll (d20) To-Hit Opponent's Armor Class

HD	Target Armor Class [or Ascending Armor Class]																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
<1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

HD	Target Armor Class [or Ascending Armor Class]																		
DAC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

Corruption v2.11 - Gamesmaster's Guide

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Corruption is a tabletop roleplaying game (RPG) and clone of the Original Game by Gary Gygax and Dave Arneson.

Corruption focuses on offering challenge-based gameplay and step-by-step support for adventure- and campaign-building. At the same time the game adds a wide range of options for rapidly shaping gameplay to offer gritty and/ or grimy adventures - with a certain amount of comic book 'dark' flavor.

The system packs in new, imaginative content that can be plugged straight into almost any tabletop fantasy RPG. Along those lines, Corruption includes stacks of threatening races, ferocious monsters and heroic character classes to slot directly into Old School/ OSR systems.

Corruption translates quickly and easily between many familiar roleplaying games (RPGs) systems. The rules are kept straightforward throughout and make the game very quick to learn, while full of options.

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