

# Another Bunch of Content

November 2014

1



INFINIBADGER

IBP2100

Every month, **InfiniBadger Press** brings you a mix of 26 new pieces of content for inclusion in your own games, one for each letter of the alphabet: monsters, items, treasures, magic items, encounters, locations, personalities, spells, and a slew of whatever else we feel like cooking up. Released in a system neutral format, they're easy to adapt for your gaming system of choice. And they're all open content!

## Aagat

MONSTER

Infesting the beds of commoners, nobles, and monsters alike, the **Aagat** is a tiny quarter-inch long louse-like creature with a mottled purple and orange abdomen that feeds on negative psychic energy. It has a particular fondness for the energy associated with low self-esteem, hopelessness, and nightmares. During the day they hide in nooks and crannies of walls, floors, and ceilings until animals and humanoids fall asleep. Once their targets are fully asleep, they will crawl out and make skin contact with their target to feed upon the negative psychic energy they can provide. For the most part, this drawing of negative energy is beneficial to the target, and they awake refreshed and relaxed and with no memory of their previous night's dreams. However, the **Aagat** actually injects a small serum into the target to cause them to have the nightmares that they can feed upon. Some take adverse reactions to this serum, going instantly insane. Others, when there is an attempt to wake them during an **Aagat** feeding are locked in the nightmare dream state and cannot be awoken, instead acting out the scenes that are occurring in their mind until the last **Aagat** is removed and the serum loses effectiveness.

It is suspected that some of the pricier inns and establishments in some cities may use a combination of sleeping draughts and **Aagats** on unsuspecting guests to help raise their reputation of having restful repose, and there are specialists who deal in **Aagat**

### AAGAT

**Alignment:** Neutral

**No. Encountered:** 2d4 in clutch

**Move:** 15' (5')

**Level Dice:** 1 hp each

**Armor Class:** 9 [10]

**Attacks:** 1 bite (1 damage)

**Special Attacks:** See below

**Save:** F0

**Special Abilities:** None

**Loot:** See below

Originally on



**Special Movement:** **Aagat**, like many other insects, can leap far distances, and can leap up in the air up to 1'.

**Special Attacks:** The **Aagat** has the ability to inject a serum that invokes nightmares. A successful bite by any **Aagat** upon flesh requires a Save vs. Poison. A failed save increases the fear of a target by +1, which reduces all the targets rolls by -1 for each bite. If a target is bitten CON/3 (rounded down) times, they must roll under CON or fall unconscious immediately as the serum invokes a terrible nightmare that lasts for 1d3 hours. There is a 1% chance that this nightmare will cause some form of insanity. **Aagat** serum stays in the body for two hours after injection.

**Special Abilities:** None.

**Loot:** **Aagat** serum glands are desired by poisoners and apothecaries, but the serum only stays intact for 24 hours from the death of the creature that creates it. A gland alone is worth 1gp, while a live **Aagat** is worth 10gp in most cities.

serum drawing and dispensing. **Aagats** move quickly, and live in small clutches so that they don't kill their food supply. They generally are found in civilized areas, but can also be found in dungeons, particularly those inhabited by other humanoids such as kobolds, goblins, and orcs. Some **Aagat** carry disease with them as they migrate from place to place, which makes them even more troubling.

## Blades of Unerring Focus

ITEM

Weapons of renown, **Blades of Unerring Focus** were created centuries ago by a mystic order that closeted themselves away from civilization. The order spent generations attempting to perfect the ability to have focus in all aspects of life, dividing their order into a number of different sub-orders on areas such

as agriculture, knowledge and learning, magic, and of course warfare. Internal conflict eventually arose between the sub-orders leading to a bloody civil war between all. No-one quite knows what happened to the order or their monastery and all that has been left behind are a number of these rare special blades that have found their way back into civilization through many different paths. The weapons are prized by many, and legendary, but are also said to be fickle, demanding, and tainted by whatever calamity struck the monks.

**Blades of Unerring Focus** may either be daggers, short swords, long swords, or bastard swords and are detected as magic weapons. Each Blade has the soul of one of the monks of the mystic order bound into it. By doing so, the weapon retains sentience and the ability to provide the wielder special bonuses when using it. However, the will of the soul-bound monk in the weapon can be quite capricious and will revoke the powers granted if they are not sated in a particular way and within a particular time, which varies each time it is satiated. When the wielder holds the blade, the blade can communicate with them directly into their mind and communicate its demands through images and sounds.

Roll below to discover the **Blade of Unerring Focus**' power, what sates it, and how long before it must again be satiated and the power is revoked. The satiation period should be rerolled each time the **Blade of Unerring Focus** is satiated.

**1d6 Power**

|   |   |
|---|---|
| 1 | +1 to all attacks with weapon                     |
| 2 | +2 to attacks when thrown                         |
| 3 | +2 to attacks against a particular random monster |
| 4 | +2 to all saving throws                           |
| 5 | +50% movement speed                               |
| 6 | AC improved by one level                          |

**1d6 Sated by**

|   |  |
|---|--|
| 1 | Must taste wielder's blood                           |
| 2 | Must remain sheathed for 1d6+1 days                  |
| 3 | Must give away 1d100 worth of gold pieces to charity |
| 4 | Must offer a meaningful sacrifice                    |
| 5 | Must swear an oath                                   |
| 6 | Must perform a quest                                 |

**1d6 Satiation Period**

|   |           |
|---|-----------|
| 1 | 1 day     |
| 2 | 1 week    |
| 3 | 1 month   |
| 4 | 3 months  |
| 5 | 6 months  |
| 6 | 12 months |

# Chessmen Idols

**ITEM**

Initially created as part of a magical chess set for a bored vizier, chessmen idols are small magical wooden idols that transform into real creatures when placed onto the ground. The success of this life-sized version of chess became so successful that soon others were creating their own chess sets alternative sets with themes other than human including goblinoid, demonoid, and even draconic creatures. Complete sets are incredibly rare and command great fortunes. The price of individual pieces depends upon the role they play in chess, with the more powerful pieces commanding greater prices.

**Chessmen Idols** magically transform into a life-sized version of the piece they are modeled after within 1 round, gaining certain powers based on the type of piece they represent. Bound to the person who owns them, they follow commands until they are destroyed. Each chessman turns into a flesh and blood creature that heals naturally or through magical means such as spells or potions. They act mostly as mindless NPCs and have no free will or problem-solving skills of their own beyond combat, doing what they are commanded by those who own them without thought of disobedience. During combat they will act of their own volition unless given direct orders, which they will follow to the letter.

Individual **Chessmen Idols** can be returned to normal sized chess pieces for easy storage by making them stand over a normal chessboard, whereupon they will shrink to their representative chess piece within 1 round. Any damage they have taken remains, but they will no longer suffer additional damage in this state from ongoing effects. Being in storage operates as a form of stasis for them. When confronted with a checkered floor, such as found in buildings or temples among other places, **Chessmen Idols** may only move as per the normal movement restrictions of their type on a real chessboard with each full square representing a chessboard square.

**HUMAN SET**

| Piece         | Transforms into  |
|---------------|--|
| <b>Pawn</b>   | 1st soldier in leather armor, shield, with hand weapon   |
| <b>Knight</b> | 2nd level paladin/knight/fighter on horseback  |
| <b>Bishop</b> | 3rd level cleric with chain mail, shield, and mace   |
| <b>Rook</b>   | 4th level fighter dressed in plate mail riding a chariot   |
| <b>King</b>   | 5th level fighter with +1 armor and +1 weapon  |
| <b>Queen</b>  | 6th level magic user with a spellbook containing 2d6 spells up to 4th level, from the table below: |

| 1d10 | Spell Level |
|------|-------------|
| 1-4  | 1st level   |
| 5-7  | 2nd level   |
| 8-9  | 3rd level   |
| 10   | 4th level   |

**GOBLINOID SET****Piece Transforms into**

|               |  |
|---------------|--|
| <b>Pawn</b>   | Goblin   |
| <b>Knight</b> | Hobgoblin  |
| <b>Bishop</b> | Goblin magic user, 3rd level   |
| <b>Rook</b>   | Bugbear  |
| <b>King</b>   | 5th Level Hobgoblin King with magic horn than can summon 1d4 Hobgoblin bodyguards once per week. |
| <b>Queen</b>  | 6th level Throgrin   |

**DEMONIC SET****Piece Transforms into**

|               |                      |
|---------------|----------------------|
| <b>Pawn</b>   | Deep Elf             |
| <b>Knight</b> | Dark Elf             |
| <b>Bishop</b> | Quasit               |
| <b>Rook</b>   | 4th Level Hell Hound |
| <b>King</b>   | Rakshasha            |
| <b>Queen</b>  | Night Hag            |

## Draw Water

**SPELL****Cleric Level 2, Druid Level 2 Spell****Duration:** Permanent**Range:** 10' per level

The caster can draw moisture from the air or from the ground and make it collect in whatever receptacle(s) they wish to within range of the caster, up to 4 gallons per level of experience. The water that is collected is pure, wholesome drinking water. The reverse of this spell is Expel Water, and leaves an area entirely devoid of water. It does not affect creatures made of water, or that contain water.

## Elsona's Stand

**LOCATION**

The blood-red fields of **Elsona's Stand** are what remains of an epic battle between the forces of law and chaos. Legends tell of the heroic Elsona, a half-Elf sorceress who fell in as she not only stemmed the tide of demons coming through a gateway from the Netherplanes but sealed the gate by giving her own life to do so.

As demons of different Orders came through the gates and took over the souls of the army camped in the field, turning men into monsters, she and her companions, the Seven of Skall, held against them for twelve long days and nights, doing their best to save those who had their souls corrupted. The fields ran red with blood and death hung heavy in the air through that time. On the thirteenth night, Xagthdhre, High

Lord Demon of the Ninth Order attempted to pass through the gate. Elsona used her own soul as bait, capturing the Demon Lord within it and then casting herself into nothingness through the power of her own spells and devices. The explosive force of this magic instantly destroyed all of the remaining demons, saving what remained of the humanity of the men the demons had been in, and it shut the gate forever. Elsona was lost to all, but she saved the world.

In memory of her sacrifice, the field where this final battle took place has been given heritage status by the kingdom and is patrolled fiercely, partly to protect its historical importance, but also to be ready should the demons come again.

## Farseeing Eyes

**ITEM**

Found in matched pairs, **Farseeing Eyes** allow those who possess them to see over far distances, with each of the Eyes allowing one to see out of the other as if they were looking directly through it. To use them, one looks directly into the lens of one Eye and can see what the other Eye looks upon.

A number of different types of Eyes have been created in the past, including those that may see in the dark or in low-light, or even those that can see the invisible, as well as those with other more peculiar abilities. Many tales speak of a legendary Eye that looks upon the most beautiful woman in the world at all times, and its matched partner that has started wars for ownership. Other tales speak of an Eye that looks into the center of the universe and drives those who look at it instantly mad. And yet another pair of matched Eyes are said to be able to have once belonged to a great and powerful sorcerer that can see through all illusions, grant powerful magicks, lay curses on others, and dominate and destroy the living.

## Gem Eaters

**PEOPLE**

In Gnome society there are those who are born with the ability to sense where lodes of precious gems and minerals can be found and mined. They do this by eating a small sample of what is being sought. For the next day or so, a **Gem Eater** can tell if there is any of the type of the sample material nearby. Some of the oldest and most experienced **Gem Eaters** can sense gems and minerals up to a mile away, but most can only sense samples up to 1000 feet. The sensing allows them to also tell the direction the samples lie in as well as the density. The closer the target sample and the greater the density, the stronger the sensation a **Gem Eater** feels about the direction they are in.

As a **Gem Eater** continues to ingest all the

minerals and gems they sample over the years, they absorb them within their bodies. They are not broken down, digested, or passed, but become part of the **Gem Eater** itself. The experience of a **Gem Eater** can be easily seen by the exterior protrusions of gems worn over highly tough and mineralized bodies. Because of this absorption, **Gem Eaters** develop a natural armor that improves as they gain time and experience. This leads to them being seen as prime targets for kidnapping or murder by those who would attempt to pry gems not only from the outside of a **Gem Eater's** body but also seek inside. **Gem Eaters** can often be worth a small fortune, and upon their deaths are treated as a form of inheritance passed on to their survivors. While many family members place the hardened bodies of the deceased on display in repose, those that fall on hard times financially have been known to break up ancestors to pay off debt.

Many **Gem Eaters** work with Dwarven Metal Eaters who display a similar ability for discovering metals and alloys. Metal Eaters also develop the same kind of armor as they ingest metals over time.

---

## *Horx*

### MONSTER

While most are more concerned with the immediate effects of coming into contact with slimes and molds while adventuring, there is another reason to be concerned: many of them transmit the parasitic disease called the **Horx**. The **Horx** itself is a small protozoan that has a two-stage lifecycle, breeding and growing exclusively within slimes and molds, but requiring attachment and insertion into the nervous system of organic creatures to spread beyond its original source area.

Infection by this parasite causes organic creatures to lower their inhibitions to slimes and molds and to actively attempt to come into close physical contact with them. It is not unknown for the infected, upon discovering slimes and molds in the area, to disrobe entirely of all of their armor and clothing and attempt to get as physically touch them. This is because they are under the direct control of the **Horx** attempting to find new slimes and molds within which to gestate. The infected also find themselves strangely attracted to foodstuffs that are jelly-like and slime-like in texture and look. Organic creatures infected by the **Horx** may never even know that they are infected by the disease save for these warning signs.

Removing the disease often requires focused healing by a clerical order that is well-versed in dealing with such maladies. Prolonged exposure to the disease makes it more difficult to remove, and also increases the possibility that others may be affected by it. It can be passed on through sharing of body fluids and close contact.

When slimes or molds are nearby, those

infected must pass a saving throw or find themselves attempting to disrobe and/or move towards the creature. Each round, they may attempt to resist, but for every round failed they must do so at an additional -1 to the saving throw roll.

---

## *Indigo Starrunner*

### ITEM

Originally owned by a consortium of Sea Elf traders, the **Indigo Starrunner** is now owned by Captain Tallius Mannak, a notorious rogue and pirate who spends much time and energy with his small crew causing havoc along the Sharktooth Passage. The boat itself is an elegantly designed cutter with three headsails that run from the long crystal and wood bowsprit at the front of the ship. The hull of the boat is made from trees from the Forest of Scars that have been magically treated as most Sea Elf vessels are to be resistant to barnacles and most water-borne damage, which also provides it additional protection against cannon and powder. Fast and sleek, the boat is able to carry around 20 tons of cargo in its hold as well as have space for 10 crew and passengers on deck. Easily recognized by its bright indigo mainsail, the boat seems to be able to travel faster than most of its class in fair weather. There are rumors that it can also move when all other boats are becalmed, that it can fly for short distances, and that there is a spirit bound to the boat that allows it never to become lost.

---

## *Faloon*

### WORLD

From space, this planet of greens and yellows looks fairly innocuous, but a closer examination indicates that nothing could be further from the truth. The entire planet is little more than a giant hothouse full of foliage that constantly goes through rapid rainy and sunny periods during which all manner of plant life grows rapidly.

This plant life is kept in check by the Jal, a race of evolved gastropods who have formed a complex society that spans the entire world. Each Jal is required by law to eat certain plants based upon their caste within society, and these plants bestow particular abilities to those castes. Some castes have the ability to heal, while others can manipulate water, or purify the atmosphere to remove toxins. Some Jal become warriors to fend off the creatures that prey upon the Jal themselves, including beetles, flies, mites, and large mutated creatures called the Koj. The chief difference physically between the Jal and the Koj is that the Jal are smaller, seem sentient, and have shells,

while the Koj are larger and have no shells.

Neither the plant life nor animals are native to this planet, which has the official identifier IXP-F0AAB0342-TH3, having been transplanted here millennia ago during expansion of the Third Terran Hegemony into this sector of space.

## Kaffa

### ITEM

Kaff-ey-ayne, the goddess of Alertness and Accomplishments, is worshipped by those who prepare a special drink using the ground-up seeds of a particular plant imported from far-off lands. This bitter drink, called **Kaffa**, is often sweetened with honey or has milk added to it, transcends simple religious use however, and is also enjoyed by those who do not worship. **Kaffa** itself causes potent alertness and concentration which lasts for several hours. Too much of it however can lead to rapid and sudden side effects of collapsing into unconsciousness. Many learn to tolerate its potency by slowly ingesting larger amounts over time.

The worship of Kaffe-ey-ayne typically occurs in those households that must rise early in the morning before dawn or who must work late into the night after the sunset. Shrines to the goddess often include a special brewing altar where freshly prepared hot water is poured over the ground seeds into cups specially selected for drinking **Kaffa**. These cups are used for nothing else the drinking of this brew and are awarded special status. Many write or scribe worshipful phrases to the goddess upon the cups, either identifying the cups as belonging a particular worshipper, or including a salutation or saying that evokes belief in the goddess.

In many modern cities, the goddess is worshipped with other bountiful drinks that invoke many of the same effects as **Kaffa** but do not use seeds. Many believe this is a foul sorcery and avoid these drinks, while others advocate that these drinks are the only way to truly worship the goddess. Recently factions have appeared in many cities that have taken to open hostilities in the name of the goddess Kaffe-ey-ayne, leading to riots and open fights within the streets. Some cities have sought to ban **Kaffa** and the other drinks while others have allocated districts for each of them to drink within, carefully patrolling them to quell any trouble as soon as it starts. In those cities that have banned **Kaffa**, there has been a rise of illegal trade in the seeds and the drink.

## Little Love

### SPELL

**Magic-User Level 2 Spell**

**Duration:** 1 hour per level

**Range:** Touch

This simple spell causes the target to fall in love temporarily with someone for a small period of time, even if they are in love with someone else. The spell requires that the caster touch the target and after a successful casting either name the person the target is to fall in love with, or describe them to the target. A successful saving throw reduces the time affected by 50%. This spell may be cast as a ritual, which takes an hour to cast, during which time it may not be interrupted and must include some owned item of both parties as components; casting as a maintains the spell's duration for 1 month for every level of the caster instead of the normal 1 hour.

## Moograks

### MONSTER

When humanity spread out among the stars, it laid claim to a number of virgin worlds. Those it could terraform it did, and those that it couldn't it stripped of all resources. Like a swarm of locusts, humanity moved through star systems, using up entire worlds before moving onto the next. Often left behind were the remnants of outrider colonization, and it is from some of these that the **Moograks** sprang. One alien race that humanity encountered and warred with discovered some placid herbivores upon an abandoned planet and took them in, uplifting them and giving them new abilities. As it turned out, rather than being stupid and as humans always believed, cattle had always been self-aware and highly intelligent but trapped within their slow bovine bodies. For millennia they had a complicated language that allowed the expression of a hundred ideas at once in a single burst of what was thought to be simple mooing when it was in fact the result of much deep thought and deliberation. The fact that humans have grown cattle for food and use as herd animals has long been something that cattle have resented and now in their form as **Moograks** can do something to assert vengeance upon the human race. This is their driving force in life: to destroy all human life.

The average **Moograk** stands almost 7 foot tall on strong hooped feet that supports their stocky, muscular bodies. Their upper limbs end in three-fingered paws with opposable thumbs that allow them to manipulate their environment with great ease, something their ancestors could not do. Both sexes of **Moograk** grow horns, with males growing larger and longer horns while female horns tend to be broader and more serrated. Originally herbivorous, **Moograks** are now mostly



## MOOGRAK

**Alignment:** Chaotic

**No. Encountered:** 2d6/5d6/10d6

**Move:** 120' (40')

**Level Dice:** 2/4/6/8 HD each

**Armor Class:** -6 [13]

**Attacks:** 1 weapon, 1 horn (1d8)

**Special Attacks:** Gas attack

**Save:** F1

**Special Abilities:** Improved ingested poison and toxin immunity

**Loot:** See below

**Special Movement:** None.

**Special Attacks: Moograk** can release pockets of methane gas that can cover an area 10' cubed that requires a CON save if caught in; failing that causes 1d4 choking damage. The methane is also explosive and is often deployed so that the creatures can fire their lasers at it causing it to explode up to 30' in radius for 3d6/2d6/1d6 damage within 10/20/30 feet rings. The methane gas recharges after 1d6 rounds.

When there is a Boss animal around, all animals in the herd gain attack bonuses based upon the most powerful Boss present: +3 for Alpha, +2 for Beta, +1 for Gamma.

**Special Abilities: Moograks** gain +4 to saving throws for poisons and toxins that are ingested.

**Loot:** Often carrying improved or high technology equipment.

carnivorous and prefer the taste of freshly killed meat, usually something they have killed themselves. Their complex stomachs allow for the processing of multiple types of meats and plants of many species that would normally make others very ill, and they have immunities to many toxins and poisons.

Since being uplifted, **Moograks** have developed their own culture and philosophies and have become eminent scientists in the areas of warfare and biology. This does not stop them from have what other races perceive as barbaric practices, such as the wearing of the skins of enemies they have killed and eaten.

**Moograks** are still herd animals and do not like to be alone. For every 10 **Moograks** there will typically be 4 HD Gamma Boss. For every 25 **Moograks** there will be a 6 HD Beta Boss. When more than 50 **Moograks** are gathered, there will be an 8 HD Alpha Boss.

## Nine Needles

ITEM

Once said to be owned by a witch who started her life as a simple seamstress, this set of enchanted nine sewing needles has been spoken of in magic circles for many years. While each of the needles has silver shaft, the shank at the end of the needle is made of a gemstone, indicating the type of power that the needle possesses. To use one of the needles, it must prick the skin of the target, drawing blood that touches the shaft. As soon as this is done, the power of the needle is activated. Once activated an individual needle may not be used for another 24 hours. Owning more than one of these needles is uncommon, and owning more than four is incredibly rare.

| Gem       | Power   |
|-----------|---|
| Agate     | Improves the detection of traps by 100% while walking for 1d6 turns |
| Garnet    | +2 to all social interactions for 1 turn                            |
| Jade      | +4 to fear saving throws for 1 turn                                 |
| Malachite | +2 to all saves for 1 turn  |
| Moonstone | Allows the seeing of the invisible for 1 turn                       |
| Opal      | +2 to AC for 1 turn   |
| Ruby      | Provides healing of 2d6 hit points                                  |
| Sapphire  | Provides +4 bonus to INT for 1 hour                                 |
| Topaz     | -1 HP damage each hit for 1 turn                                    |

## Ogre Pants

ITEM

Made from the skin of ogres, these magical pants are incredibly tough yet flexible and durable. Sometimes they are even stylish. They grant the wearer of them an STR of 18 while wearing, as well as providing the attendant benefits of that for to hit and damage. The pants also count as +1 leather armor. However, 25% of these types of pants suffer from a strange curse and may only be removed by either an actual ogre, another wearer of **Ogre Pants**, or someone wielding *Gauntlets of Ogre Power*.

## Pyronauts

SETTING

In April 2003, the Danish Institute of Psychical Research, the *Instituut for Psykisk Forskning* moved beyond simple psychic research and into extraplanar exploratory research. A group of five individuals, known only as the *Brandviff* crossed from our normal plane of existence and entered the plane known as Deloàs, otherwise known as the Plane of Fire, then returned safely. In doing so, they were celebrated as the first human pyronauts, but celebration of their achievements was

short-lived. Two days after the return of the *Brandvif* to our plane, the main campus where the Institute housed its experimental research facility suffered a catastrophic explosion and fire that destroyed over half of the campus and resulted in the death of twelve researchers, four faculty members, and two of the **pyronauts** themselves. Since this event, the remaining **pyronauts** have been missing and the Institute has been shut down by its board of directors. Interpol and other world police agencies are looking to question the remaining members of the *Brandvif* regarding the events of 2003 should any of them ever be located and brought in for questioning. There are intermittent reports of sightings of the last remaining members of the *Brandvif* from time to time in various cities worldwide, as well as reports of fire-related arson near the sightings. One alleged sighting involving all three remaining members took place in Surat, India in 2012 at the Government Medical College and New Civil Hospital, but this has not been fully substantiated. During the same time period there was a large fire at the Sardar Patel Museum, which caused damage not only to the building but involved the loss of several hundred rare specimens of historic arts and crafts.

## Qa

### PEOPLE

High upon the upper reaches of the great mountains far to the south live a race of mystical beings known as the Qa'na'la'ta'sa'ba'na'sa'qa, more commonly known as simply the **Qa**. Unlike any other race found in the world in looks and lifestyle, these eight-foot tall, four-armed hermits live a life of peace and solitude in their monastery high within the frozen peaks of the mountain range. Travel to the **Qa** monastery is challenging to say the least, with many treacherous and dangerous paths that must be taken to reach the single entrance into the Monastery. This entrance opens to the outside world only once per year and only for a few hours, allowing only those visiting only a certain limited amount of time to access the monastery.

Those that are able to find the monastery find buildings of stone but of obvious design complexity beyond what such simple people as the Qa present; the stonework rivals the most glorious Dwarvish in design and structure and strength, and matches the most beautiful of Elvish works in the deep crystal forests. This is in complete contrast to the humble homespun hooded robes made from local animal wool that the **Qa** wear and the simple foods they eat and offer visitors.

Visitors to the monastery are able to ask the **Qa** for a number of services, but these services do not come free or cheap and never at a simple monetary cost. Each person requesting a service must agree to be bound by geas to some sort of future payment request

from the **Qa** which will be delivered to them either in person, in a communication, in the form of a vision, or in some another way. When the service is provided, the geas is set in place, and when payment is requested if the person serviced refuses the payment (or does not attempt to pay) then the original service is rescinded immediately. This rescinding can lead to catastrophic circumstances in some cases, so few who seek out the **Qa** and their services willingly refuse to pay for the services when the time comes to do so. Stories of what has happened to those who have failed to pay are enough to ensure that others will pay. Generally, those that seek out the **Qa** are truly desperate and have few other avenues of recourse and they are willing to pay the price.

When a **Qa** performs a service, at the conclusion of the service ritual, the **Qa** dies quietly, the life in them simply leaving them as they complete it. After the service is performed, a special rite and ceremony is offered to the deceased **Qa** and their name is placed upon a special honor roll. This honor roll is held etched in a black obelisk in the center of the monastery.

The **Qa** are known to offer the following services, but this is not an exhaustive list:

| Service             | Description   |
|---------------------|---|
| <b>Form Return</b>  | Those who have been changed permanently in physical shape may be transformed back to their original |
| <b>Mind Return</b>  | Those who have lost their minds or had their erased may have them returned to them                  |
| <b>Recall</b>       | Those who have been cast through a gate to another plane or dimension can be brought back home      |
| <b>Resurrection</b> | Those who have been long dead can be brought back to life as if they have never died.               |
| <b>Soul Travel</b>  | Those who have had their souls destroyed, stolen, or trapped can have them recovered                |
| <b>Wish</b>         | A single wish may be granted (as per the Wish spell)  |

## Rattus Cyprius

### SPELL

#### Magic User Level 2 Spell

**Duration:** Instant

**Range:** 10' per level

This spell transforms rats and other small rodents into small copper statues, each worth 2 gold pieces each. There is no saving throw for this. The spell affects 1 rat for every level of the caster within a 10' radius. At 5th level, the spell may be cast upon giant rats also. If a target giant rat fails a saving throw, they are turned into hollow copper statues worth 20 gold each.

# Soulgazers

## SETTING

In the city of Deim Taragai, there exists a priesthood who have dedicated themselves to the observation but not the saving of the soul. Commonly known as **Soulgazers**, these priests can read a person's soul and know the ultimate destination for a petitioner. The priests state that Soulgazing is merely a form of divination that allows them to see across all the planes of reality and follow a soul across time to know where it finally rests.

Before being told the final destination of their soul, a petitioner must stay in a church for seven days, each day being asked if they still wish to know where their soul will end up. They must continue to answer affirmatively each day. Each night they stay at the church, they receive increasingly traumatic and realistic nightmares that interrupt their sleep. By the end of the seven days, the petitioner is fatigued, emotionally drained, and physically strained. If they continue through this ordeal and pass the seven days, a priest will guide them through a vision and allow them to see the journey of their soul from the moment just after death when it has left this plane of existence until where it reaches its final destination.

Some consider the priesthood somewhat of a cult, but it has a strong following throughout the nearby regions with those with wealth paying to learn their ultimate destination beyond this world. A recent reading by a **Soulgazer** has led to Prince Akshatamal of the Topaz Dominion to lead an attempt to destroy as many of the priesthood churches as possible, presumably due to not being happy with being told where his soul would end up.

---

# Tenebrax

## PERSONALITY

The great Black dragon **Tenebrax** is legendary among the most chaotic and self-serving of its kind, but not in a good way. Originally enslaved by Gol Paka, Lord of the Serpent Horde, during his ascent to power, **Tenebrax** was the means by which Paka built the Horde up, allowing him to recruit other humanoid races to his cause: to destroy the Bound Kingdoms and corrupt the Life Rose.

Fear of the great dragon and Paka's power over her drove forward the Horde until two-thirds of the Bound Kingdoms had fallen. All seemed lost. Then at the *Pool of Is*, the dragon was confronted by a group of heroes from the Bound Kingdoms. No-one is quite sure what happened there, but the dragon chose at that point to change sides in the war and to overthrow Paka. With the dragon's help, these heroes managed to infiltrate Paka's camp. An attempt to assassinate Paka almost succeeded, but when he learned of the

dragon's treachery he mortally wounded it with sorcery. As the armies of the Bound Kingdoms attacked Paka's serpent and humanoid forces the Lord of the Serpent Horde fled with the help of summoned demons. Dying, **Tenebrax** took the heroes upon her back and gave chase to Paka, following him to the City of Timless Age. She took her last breath there as the heroes fought with Paka, offering up the last of her own magic and life in the attempt to destroy the leader of the Serpent Horde. She died before she knew the outcome of the battle.

Gol Paka was ultimately destroyed and the rise of the Serpent Horde stopped. There are some who say that the great black dragon was returned to the Pool of Is by the heroes and was placed within, and that many years later, a young female gold dragon left the Pool. This gold dragon is said to have become Thanaxis, the long-lived protector of the Bound Kingdoms who stopped the second rise of the Serpent Horde and other threats. The body of Thanaxis now rests encased in gold and precious jewels in the great royal crypt in the Royal City of Shaldarin, capital city of the Bound Kingdoms.

---

# Uluos

## LOCATION

Mysteriously disappearing completely one night during a lunar eclipse over eleven years ago, the village of **Uluos** has remained a complete mystery to those investigating it. All of the buildings and inhabitants of the village within two miles from the center of it simply disappeared that night to be replaced with untamed wildness; it is as if the village had never existed. Fences and hedgerow end abruptly before reaching the affected area and the single road that passes through the village is interrupted and missing within the area that the village previously occupied. Animals dislike the village area now; dogs growl and bark at it while herd animals like cattle and sheep do what they can to avoid the area. Even insects avoid it.

Paladins and clerics who pass through the area say that something feels unholy about it but they cannot determine what, and a number of magic users have stated that some sort of great and powerful primal magic seems to present in the location but they cannot yet determine what. Elves from the nearby Shiakail enclave seem to know something about the village as they have increased patrols in the local area, but they have given precious little additional information to authorities or others investigating. Authorities no longer post scouts to watch over the area as they feel that the chances of the village returning or some other even happening in the area are slight. It is still a mystery, and unlikely to ever be solved.



# Vineguard

## MONSTER

Grown from the fruit and vines of the plants they protect, **Vineguard** are magical constructs that can easily hide and camouflage themselves in amongst their wards. They come in various sizes and shapes, but all have the ability to generate long whip-like vines from the center mass of their bodies that they use to climb rapidly up with, or to ensnare those who seek to do damage to the fruit and vegetables they protect. Too expensive for most farmers, these are usually purchased by vintners who often pay a small fortune for the protection of their crops against animals such as birds, foxes, opossum, raccoons, moths, skunks, and mice. Animals that are caught by **Vineguard** are usually dispatched quickly or brought to the attention of the **Vineguard** masters, but sometimes a **Vineguard** develops a taste for the blood of animals and feeds upon the carcasses it kills. Such chaotic **Vineguard** may be recognized by the change in color of its vines and body from green, browns, and yellows to a much darker plum, red, and black coloring.

### VINEGUARD

**Alignment:** Neutral (may turn Chaotic)

**No. Encountered:** 1d6

**Move:** 120' (40'), Climb 90' (30')

**Level Dice:** 2

**Armor Class:** 9 [10]

**Attacks:** 3 vines (1d4 damage)

**Special Attacks:** Vine Whips

**Save:** F0

**Special Abilities:** Camouflage, Vine Climb

**Loot:** None

**Special Movement:** **Vineguard** can easily and quickly climb walls and limbs that have vines attached to them using their own vines.

**Special Attacks:** In addition to performing normal damage, **Vineguard** can use their vine whips to snare and grapple opponents. On a successful attack with a vine, they will wrap around their target with an effective STR of 16. For each additional vine grappling, effective STR is increased by +1. While the target is entangled, they will either attempt to bash them against walls or onto the ground, or climb as high as they can and drop them to their deaths.

**Special Abilities:** **Vineguard** are especially skilled at hiding among the plants they are assigned to protect, often masquerading as them. This gives them a 90% chance of success at hiding if they remain unmoving. Moving reduces this to 50%.

**Loot:** None.

If not kept under control through the slow feeding of juice of whatever plant they originate from, these creatures will attack all animals and not just those that attempt to damage the crops they are protecting from harm.

# Waste Muscles

## SPELL

**Magic User Level 3 Spell**

**Duration:** Instant

**Range:** Touch

When touched, the target loses a certain number of points split between STR, DEX, or CON attributes permanently as their muscles undergo atrophy and immediate damage. The amount of points lost per casting depends upon the level of the caster. For every full 5 levels a caster has the number of points lost is 1d4; therefore a 15-19th level caster will cast 3d4 points of loss split between STR, DEX, or CON with a single casting. The caster determines where the points are lost, and they can be applied to all, a mix, or a single attribute. A successful save reduces the point loss by 50%.

# Xölti

## PEOPLE

The **Xölti** are an ancient people who worship elementals as agents of the gods. Since the forging of the world, Xölti Speakers have been able to call upon elementals and draw them to this plane, allowing them to walk among men as equals. The more powerful a Speaker, the more powerful the elemental that they can summon. Unlike most relationships with elementals, those called are not bound into servitor roles but and Speakers gain a number of boons from this partnership including the improved ability to manipulate the related element. Elementals called forward are free-thinking and self-aware, have names and personalities, and act out of friendship and duty, unlike more traditional elementals. Because to this relationship, many believe that arcane practitioners enslave free creatures when they summon and bind elementals, but many magic users claim that the creatures that the **Xölti** call are not true elementals but aspects of their gods made manifest in elemental form. There have been movements to emancipate the elementals from their magic-using captors in a number of civilized settlements, which has led to riots and the outlawing of some previously well-regarded magic-users. Rumors now abound that magic-users are convening to assault **Xölti** settlements to capture some Speakers and their "elementals" in an attempt to prove their case.

# Yar Tanaske

## LOCATION

This small underground city was previously home to a race of highly sophisticated scientists looking into the underground ecologies of the Lower Dark. They created the city within the upper tier, at the edge of the ecologies that they were looking to examine. After four decades of examining the upper tier, they delved deeper to catastrophic results, invoking the wrath of a number of the denizens of the next tier during a miscommunication relating to their purpose there. After the initial party of scientists went missing, several additional and better-armed groups were deployed to reestablish communication, and a number of additional confrontations occurred with the creatures that inhabited the second tier. A call for help was put out by the city and a large number of adventurers and would-be heroes descended upon the Lower Dark, brought by a misconception regarding large amounts of treasure to be found deep in the Lower Dark. As more and more adventurers entered the deeper tiers of the Lower Dark, the vast and sprawling ecologies became more and more disrupted, destroying the research that **Yar Tanaske** has set out to do in the first place. When the city asked that the adventurers stop, the adventurers turned upon the city, stealing what treasure and secrets they could find. Finally, an assault by creatures from the fourth level of the Lower Dark caused the destruction of

the city of **Yar Tanaske** and the main entrance into the Lower Dark was sealed up. By then, however, a number of additional entrances and exits had been created by adventurers who continued to pour into the Lower Dark looking for treasure that they weren't even sure existed but had heard much about.

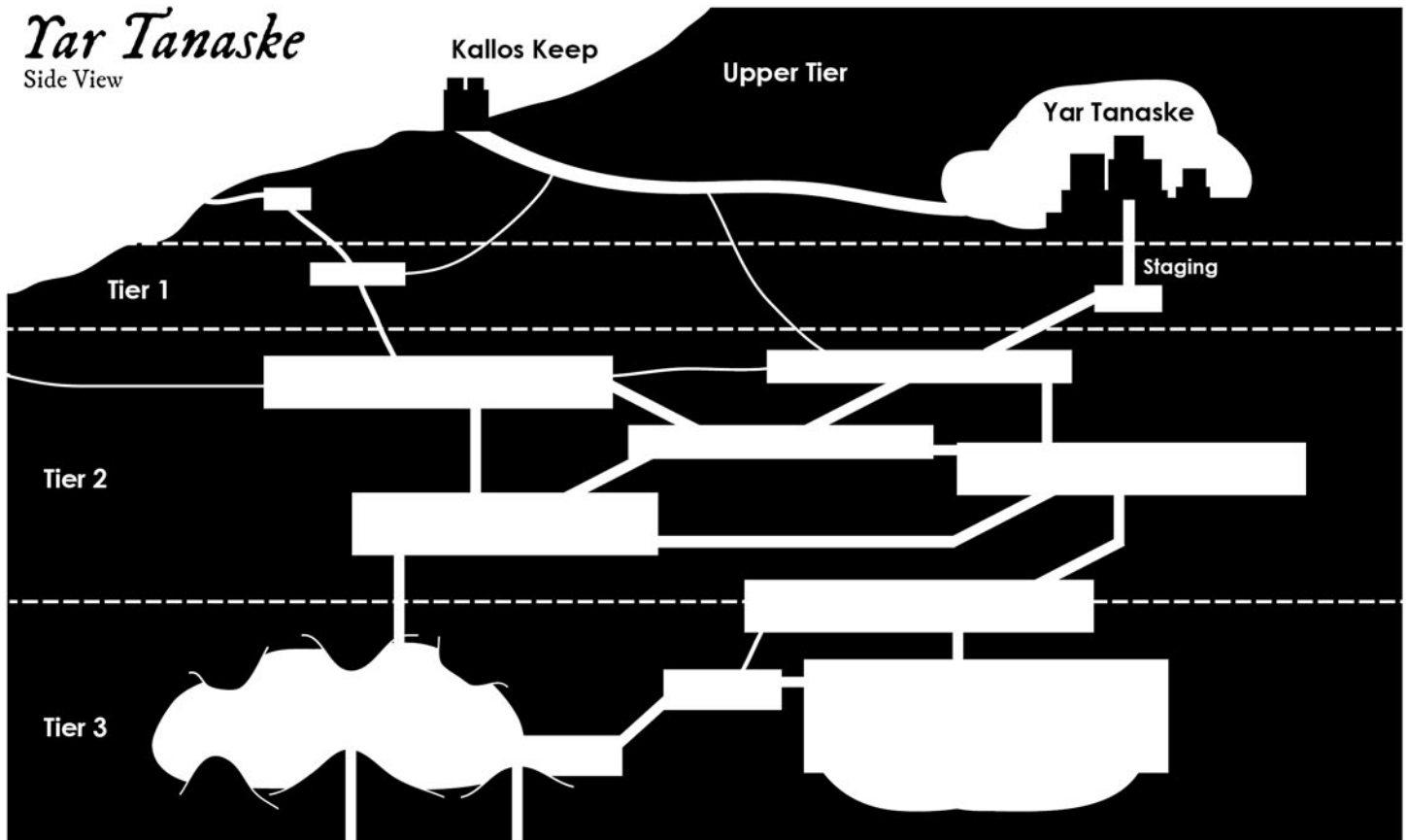
# Zami Fruit

## ITEM

The **Zami Fruit** is a refreshing fruit that can be found abundantly on a number of tropical islands. Resembling large pears with a hard outer shell that protects its fleshy inside, these nutritious fruits can provide not only a single day's nutrition and water in a single fruit, but they also provide powerful healing properties. If two of these fruits are eaten in a single day, the normal healing rate is doubled for that day. Rubbing the flesh of the fruit upon an open wound will not only quickly cleanse and clean the wound and stop bleeding but will provide 1 hit point of healing. Salves made with this fruit can be made by healers to provide 1d3 hit points of healing per dose. It takes several days to make this salve, and **Zami Fruit** can be quite expensive, costing 1 gp for a single piece of fruit. The fruit is also not available during the winter months unless shipped in by specialist traders who are willing to brave the dangerous tropical waters where the fruit grows during hurricane season.

# Yar Tanaske

Side View



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text

of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Another Bunch of Content Issue 1. Copyright 2014, InfiniBadger Press. Author Jason Paul McCartan.

### DESIGNATION OF PRODUCT IDENTITY AND OPEN CONTENT

All text in this product is Open Game Content, except the terms Another Bunch of Content, company names, company logos, and author names.