

BLACK PUDDING

An RPG zine by J.V. West
Compatible with most clunky old
adventure games or revised
versions such as Labyrinth Lord
or Old School Essentials.

Special Feature:

UNDERGROUND DOWN BELOW

An adventure location for brave fools!
Map by Evlyn Moreau!
evlynmoreau.blogspot.com

BLACK PUDDING #6 © 2020 J.V. West, published by Random Order Creations. Printed and distributed by www.squarehex.co.uk. All art, layout, and writing by J.V. West except where noted. Contact: jvwest@gmail.com or visit www.doomslakers.blogspot.com. Thanks to my Doomslanders group for subjecting themselves to playtesting, fiendish illegal experimentation, and for lending their eyes and ears when I create nonsense: Andy Solberg, Bill Brecht, Jayne Praxis, Matt Hildebrand, and Dyson Logos. Thanks to Dave, Gary, Tom, and the gang, as always.

BLACK PUDDING is © J.V. West and distributed under the Open Game License version 1.0a.

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.

- 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.
- 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.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 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.
- 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.
- 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.
- 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.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 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.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 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.
- 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.
- 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.
- 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 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

DESIGNATION OF PRODUCT IDENTITY

The FAT LADY

CHARACTER CLASS

WHEN YOU SING...
IT'S OVER.

REQ: 13 CHA
PRIME: CHA
HD: 16

WEAPONS + ARMOR +
SAVES + MAGIC +
ATTACKS: AS FIGHTER

2 SPECIAL ABILITIES 2

◎ SING FOR STRENGTH!

SING. NEXT ROUND, +1d4 STR. IF LESS THAN 18, INCREASE TO 18 AFTER 1 MORE ROUND OF SINGING. TEMP STR LASTS 1 ROUND/LEVEL.

◎ SING FOR LIFE!

YOUR SONG CAN HEAL 1 HP OF DAMAGE/TURN (ALL IN 10' RADIUS). YOU CAN DO THIS FOR 1 TURN/LEVEL.

◎ SING FOR DEATH!

YOU SING AN EAR-SPLITTING NOTE, DOING 1d8 DMG + DEAFNESS 1 ROUND/LEVEL (40' RANGED ATK). AT LEVEL 7+, YOUR VOCAL ASSAULT BECOMES LIKE A MAGIC MISSILE (1/DAY).

◎ SING FOR SONGS!

YOUR PERFORMANCES GRANT +1 TO REACTION ROLLS.



d20 NAMES:
1. SUMI
2. LILY
3. RENATA
4. EDDA
5. RISE

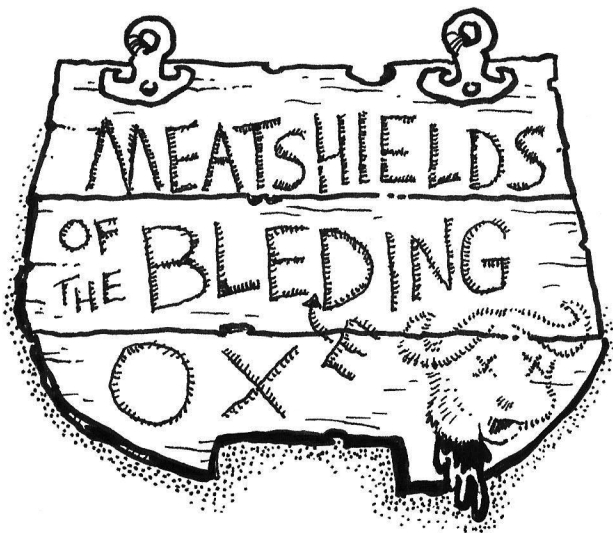
6. ROSA
7. EDITA
8. GRACE
9. MARIA
10. LUCIA
11. CECELIA

LEVEL	XP	TITLE	HD
1	0	SOPRANO	1d6
2	2,000	ARROYO	2d6
3	4,000	AMALIE	3d6
4	6,000	MONSTERRAT	4d6
5	12,000	VICTORIA	5d6
6	24,000	VALKYRIE	6d6
7	48,000	SIREN	7d6
8	96,000	BRUNHILD	8d6
9	192,000	FAT LADY	9d6
10	312,000		9d6+2
11	432,000		9d6+4
12	552,000		9d6+6
13	672,000		9d6+8
14	792,000		9d6+10

12. KIRI
13. FLORENCE
14. GALINA
15. GHEORGHIU
16. CABELLE
17. DIANA
18. FRET
19. MELBA
20. ANNA



4w



Hear! Hear!

His Grandness the Righteous Duke seeks willing and able bodies for an exploratory expedition into a most notorious and foul domain. If you are of a stout body and mind and have a desire to earn some non-negotiable portion of treasure in return for possibly being eaten by horrible beasts then please step up and be measured!

NOTES

Haggle is the Reaction Roll needed before the NPC will accept a slightly lower fee.

Turn-ons will grant +1 to Reaction Rolls and NPC morale. Turn-Offs will do the opposite.



ROLAND CRYSTALDALE 62 GP/DAY

3RD LEVEL MAGIC-USER (NEUTRAL GOOD)

Haggle 10

Turn-Ons Balls and spheres

AC 7 **HP** 12

Turn-Offs Flat objects and beer

Str 9

Dex 12

Roland spent his youth collecting rocks.

Con 13 (+1)

The day he found a petrified goose egg was the day he became a wizard.

Int 16 (+2)

Wis 14 (+1)

Spells: *Light, Floating Disc, Mirror Image*

Cha 12

Staff of Gem Finding +1 (locates gems and jewels within 90' on a 5 in 6 roll), **Hat of the Mage** (+2 AC, stores 2 spell levels, finds water within 60'), 3 petrified eggs, dagger, goose feathers, mirror, book of simple magic tricks, hard bread, lantern, oil (2), beard trimming gear.



MALLOID THE MAGE 100 GP/DAY

5TH LEVEL MAGIC-USER (NEUTRAL)

Haggle 11

Turn-Ons Orbs, balls (crystal), scepters

AC 6 **HP** 14

Turn-Offs Sharp objects

Str 11

Dex 11

Malloid knows many things. Ask him a question and let him seek answers in the Kosmik Halo that surrounds him at all times (effectively a continuous *Contact Outer Plane* spell). Malloid may not be right in the head.

Con 12

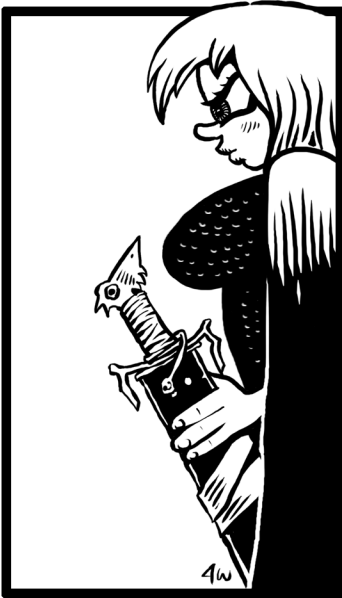
Int 17 (+2)

Wis 12

Spells: *Read Magic, Sleep, ESP, Levitate, Clairvoyance*

Cha 10

Wand of Fireballs (1d6 charges), **Wand of Invisibility** (1d6 charges, self or others), **Wand of Light** (2/day), **Potion of Heroism**, **Potion of Charm Person**, **Ring of Protection** +3, **Scroll** (*Greater Phantasmal Force*), **Scroll** (*Lightning Bolt*), beer, cheese, ink, quills, silk rope, gum.



DEEDRI DULOR 0 GP/DAY

2ND LEVEL PALADIN (LAWFUL GOOD)

Haggle N/A

Turn-Ons Destroying evil

AC 5 **HP** 16

Turn-Offs Not destroying evil

Str 15 (+1)

Dex 12

Con 15 (+1)

Int 13 (+1)

Wis 13 (+1)

Cha 18 (+3)

Deedri's mother was a paladin, as was her granny. She was raised to be aware of injustice in all forms, but most particularly the injustice of murderous evil pricks. As her granny always said, *the only good evil prick is a dead evil prick*.

She will go on any mission to do good, but will not travel with or tolerate evil characters. She is not open for debate on the matter.

Firfl (+2 sword/+4 vs. chaotic evil; casts *Detect Alignment* 1/day), dagger, chainmail, hard rations, little book of evil people that need killin', chewing weed, small brass spitune w/duck pattern.

PELE

25 GP/DAY

2ND LEVEL WEREWOLF HUNTER (NEUTRAL)

Haggle 10

Turn-Ons Fresh meat roasted nice

AC 6 **HP** 11

Turn-Offs Skinwalking bastards

Str 16 (+2)

Dex 13 (+1)

Con 13 (+1)

Int 10

Wis 11

Cha 7 (-1)

"Them mongrels what took everything from me... gonna die." He has a 50% chance of knowing the location of a werewolf pack and 20% chance of knowing where to find a *devil boar*.

Potion of Polymorph, Potion of Invisibility, Silver Dagger +2, Scroll: Ward Against Lycanthropes, hand axe, knife, leather armor, short bow, unknown jerky (chewed with a smile), moonshine skin, sack of marbles, lock of red hair, tattered war journal, sack of wolfsbane, 9 silver arrows.



TOTTERDUN OF UDDERPEAK 30 GP/DAY

2ND LEVEL DWARF (NEUTRAL)

Haggle No

Turn-Ons Being paid

AC 5 **HP** 22

Turn-Offs Being stifled

Str 13 (+1)

Dex 8 (-1)

Con 18 (+3)

Int 10

Wis 10

Cha 10

The Udderpeak is not known for breeding the best dwarfs, but Totterdun considers himself to be one of its finest sons anyway. His daddy taught him long ago to do a job and get paid. But mostly, get paid. He will not haggle and requires full payment up front. He will do the job... but just that.

Dandy Dime (+1 battle axe; each 10 hp dmg dealt stuns target 1 round), banded armor, beard comb, waffle iron, batter mix, black syrup, beerskin, cozy blanket, well-polished boots, parchment, quills, ink (for contracts).

See BP #2 for Werewolf Hunter class.



FLORENTINE LEVINE 150 GP/SPELL 5TH LEVEL WITCH (CHAOTIC NEUTRAL)

Haggle 10
AC 8 **HP** 15
Str 9
Dex 13 (+1)
Con 16 (+2)
Int 15 (+1)
Wis 15 (+1)
Cha 16 (+2)

Turn-Ons Boiling cauldrons & flowers
Turn-Offs Aggressive men (hex 'em)

Florentine flits about the Ox, listening for juicy bits of gossip and making her services available to interested and interesting parties. She has a nice, cozy hovel within a few miles where all the ingredients and components are at her fingertips for casting spells and charms and hexes, as needed. Note that she will not hesitate to turn you into a toad if you treat her disrespectfully.

Oaky Pokey (+1 oak staff; used for flying; casts *ESP* and *Entangle* 1/day;), **Hand of Helping** (worn as earring; performs as *Telekinesis* spell 3/day and *Clenched Fist* 1/day; can emote and even smack people for no dmg), edible flowers, 1d6 random potions.

See BP #1 for Witch class or use your own.



WEIRD BOATMEN 1 MAGIC ITEM 0 LEVEL CREATURES (NEUTRAL)

Haggle No
AC 7 **HP** 3
Str 9
Dex 17 (+2)
Con 9
Int 10
Wis 12
Cha 6 (-1)

Turn-Ons Runny cheese
Turn-Offs Hard to say

1d4 weird boatmen wait at a table quietly. They will take you safely across any body of fresh water, avoiding all monsters and hazards. They speak very little and will not join any adventures.

Each boatman carries a **Lantern of Soft Light** (as torch, cannot be extinguished). The **Boat of Safe Passage** (carries up to 6 + 4 boatmen, no animals; double speed; cannot be capsized or sank; invisible to monsters and magical traps) is stored in a pocket dimension accessed by the boatmen with a snap of the finger.



NESH 50 GP/DAY 3RD LEVEL ELF (NEUTRAL GOOD)

Haggle No
AC 5 **HP** 17
Str 12
Dex 13 (+1)
Con 13 (+1)
Int 16 (+2)
Wis 10
Cha 12

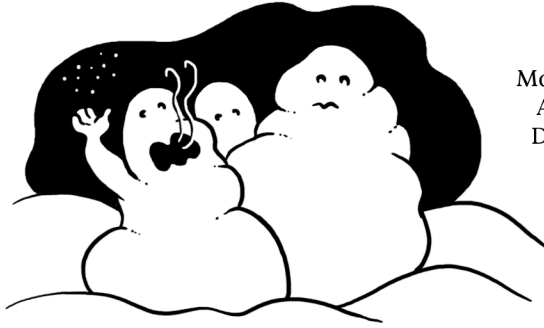
Turn-Ons Rare books
Turn-Offs Dwarfs with red beards

Nesh is well versed in elf lore and hopes to someday become an archivist. Meanwhile, it is interesting to explore and seek magical treasures.

Spells: *Hold Portal*, *Shield*, *Phantasmal Force*

Skull Twins (set of skull-headed wands named Jor and Tor; Jor casts *Light* and *Magic Missile* each 2/day; Tor casts *Fear* 1/day; both can be used as maces), **Armband of Protection +1**, **Gloves of Action** (1 extra action per encounter), leather armor, greenberries, green tea, 1d4 rare books.

SNOWMEN



AC: 9
 HD: 1/2
 Move: 30' (10')
 Attk: special
 Dmg: special
 # App: 1d6
 Save: D12
 Morale: 7
 Hoard: VI
 Align: LG
 XP: 6

The snowdrifts of the cold north sometimes come to life, resulting in a walking man of snow. These lumpy, soft entities are generally harmless and benevolent, seeking to aid those in need wherever possible. But if attacked or if confronted with evil they can become incredibly dangerous.

Snowmen move very slowly and often will not leave the spot on which they were born. They are very easy to hit in combat and can be killed with a single blow in most cases. They are able to cast *Cure Light Wounds* and *Remove Curse* with a touch of their hand. Upon casting such a spell, a snowman will immediately dissipate in a puff of snowflakes, happily sacrificing his life to help a living person. Snowmen can throw a cloud of snowflakes at any attackers within 10'. Up to 1d6 targets must save vs. Spells or else the magical snowflakes will turn them to ice. Only a *Remove Curse* or the touch of a snowman or ice witch can undo this icy doom.

Snowmen are silent, unable to speak or make any vocal sound. But they understand all languages and can write messages in the snow to warn travelers of danger or convey other messages. They are resistant to many forms of attack, reflected in their excellent saving throws.



1 THE NORTH ROAD

The North Road has been cleared and maintained to varying degrees over many centuries by different peoples with different interests in the matter. The result is a hodge-podge of paths, byways, and properly stoned roads roughly leading travelers from south to north. In the world of *Yria*, the North Road meanders from Hill Country across Witchreach and terminates at the icy city of Frimmsreach.

PCs traveling this road should **make good time on a 4 in 6 roll**, as if traveling very easy terrain. But **on a result of 5 or 6 the road becomes broken and rugged, or passes over tall, snowy hills**. In this case movement should be reduced by 75% or even 50%. The chance of an encounter on the Road is 1 in 6 during the day and 2 in 6 at night, checked every 2 hours in the day or every hour at night (per Labyrinth Lord taste).

Frozen Victims: If the PCs encounter stranded travelers on the road, **there is a 1 in 6 chance they will have been frozen** by the touch of an ice witch. Frozen travelers are normally robbed of their goods but there is a 3 in 6 chance they are still carrying something of use. Any items carried by frozen victims can be carefully removed through physical force or delicate finesse with either a Strength or Dexterity check. If Strength is used, the frozen victim takes at least 1d6 points of damage from the action, which will take effect if they are ever freed from their curse. The PC extracting the item by Strength must save vs. Paralysis or else the item is broken and useless. If it is magical, no save is required. Removing by Strength requires 1 turn. If finesse is used then the time it takes to remove an item is 1d6 turns and the process deals 1 point of damage to the victim but leaves the item unharmed. Freed items immediately thaw.

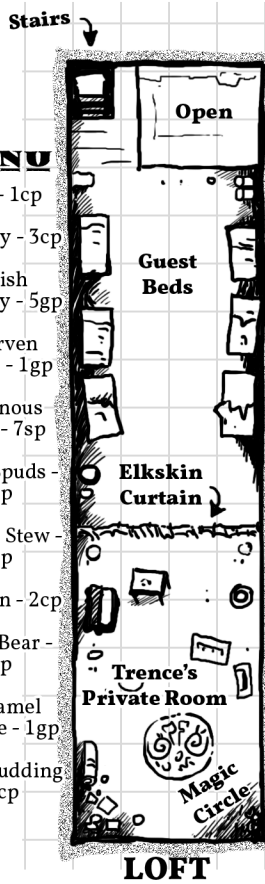
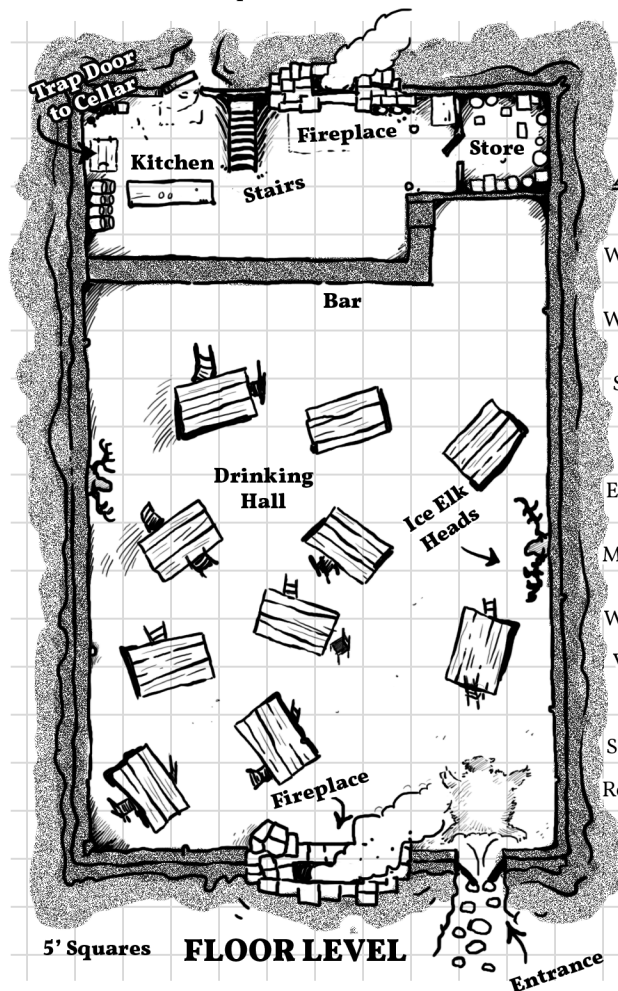
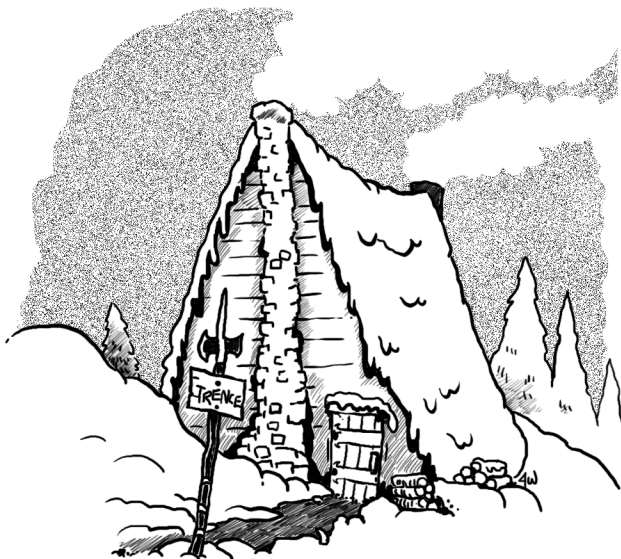
dzo Roll	Strange Item	dzo Roll	Strange Item
1	Baby booties.	11	Scroll: 1d4 random first level spells.
2	Red berries (save or sleep).	12	Ring of Warmth.
3	Staff of oak, whispers to user but has Int 5.	13	Fur Cloak of Comfort.
4	Poetry book of epic ork limericks.	14	Ilgaak of the Northern Wastes.
5	Bottle of wine made from unicorn tears. Worth 50,000 gp.	15	Fancy cake in the shape of a duck. Very tasty.
6	Angel of the Tundra*.	16	Goblin teeth. Causes milk to sour in 10' radius.
7	+1 dagger, constant Resist Cold.	17	Troll's blood (works like holy water against trolls).
8	50' rope, cannot be cut.	18	Ice camel bone club (+1 club, 1d6 dmg).
9	Hat of the Snowman.	19	Bottle of pixies.
10	Quill of infinite ink.	20	Snow-Globe of the North.



TRENCE THE TROLL'S ROADHOUSE

This queer establishment might be stumbled upon by your PCs on a cold, uncomfortable night on the North Road. Depending on their intentions, this will either be a welcome respite or a terrifying encounter.

Trence, the proprietor, is not really a troll but some say he has troll blood in his veins. It's probably the nose, most wager. Whatever his heritage, Trence is a hard man who can walk naked in the snow for miles and claim to be "a bit chilly" at worst. His roadhouse is a small wooden affair with a warm fire and dark wooden tables soaked with age and use. He serves all travelers that can pay and tolerates no fighting in his establishment. Trence never drinks alcohol and rarely engages in conversation. **For a small tip, he will impart a single, reliable piece of information to the PCs relevant to their current quest.** Then he will grumble and return to his work. It is up to the Labyrinth Lord to decide what tidbit Trence is able to reveal, but the LL should assume that this burly barkeep has access to more knowledge that one would assume to be possible for a man of his station.

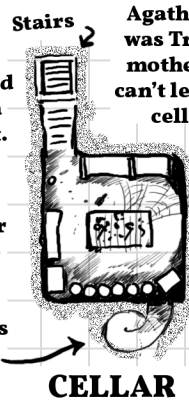


- MENU**
- Beer - 1cp
 - Whiskey - 3cp
 - Orkish Whiskey - 5gp
 - Dwarven Spirits - 1gp
 - Luminous Wine - 7sp
 - Elk 'n Spuds - 3cp
 - Muddle Stew - 1cp
 - Woolorn - 2cp
 - Vener Bear - 5sp
 - Ice Camel Sausage - 1gp
 - Regal Pudding - 1cp

Cellar contains whiskey, wine, strange tubers, weird bugs, and a witch wight.

The witch wight is called Agathu. She was Trence's mother. She can't leave the cellar*.

Secret door leading to winding cavern. Where does it lead?



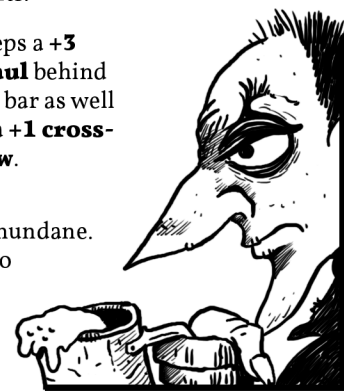
*She's not happy about it.

TRENCE THE TROLL 8TH LEVEL FIGHTER (NEUTRAL)

AC 4, hp 64
S 16, D 14, C 18, I 14, W 14, Ch 6

+2 Ring of Protection, Boots of Skating, Figurine of Wondrous Power (Obsidian Steed) kept in pants.

Keeps a +3 maul behind the bar as well as a +1 cross-bow.



Trence **heals 1 hit point per round** and is immune to the effects of cold weather, magical or mundane. On a good Reaction Roll he will treat the PCs with hospitality, feed them, and give them a place to sleep for a mere silver coin per person. But on a bad roll he will sell them cheap beer at a high price and shuffle them out the door in 1d6 turns. If the PCs are loud, raucous, or do anything to disturb his sleeping wife he will force them out, or kill them. Trence's wife is in fact a **succubus** slumbering upstairs, trapped in a magic circle. She longs to escape...

2 DOMAIN OF THE SNOW WITCHES

Witch's Reach is the flat, white domain of the ice witches just south of the wintry hills around Frimmsreach. When a random encounter is rolled in this area use the **Witch's Reach Encounters** table.

Ice witches have no villages or cities. Instead, individual matrons control areas of 20 miles or more, beholden only to matrons of more power. The entire region is largely governed by the whims of the most powerful ice witch of all: **Dembellina Rue, the Matron Prime**.

Ice witches love to acquire magic items and will not immediately kill PCs if they believe there is the promise of more treasure by keeping them alive. But ice witches get an intense sense of pleasure and satisfaction upon freezing a victim, so it requires compelling argumentation to stay their icy hands.

Goblin Breeding Pits: Goblins of Yria are born from filth and refuse that is left to rot. Anyone knowing one of the 7 goblin breeding words can utter it over a pile of rot at just the right time and there is a 2 in 6 chance that 1d6 of the evil little bastards will arise, beholden to their creator's will. Each ice witch knows 1d6 of these words and will not share her knowledge with anyone else. In fact, she will kill all non-witches that she suspects knows the words as well. Only Dembellina Rue knows all 7 goblin words. At least 1 of the filthy words is known only to her and no other living being, save perhaps the gods themselves.

The ice witches set up filth pits near their abodes in which refuse, slime, and carcasses are tossed in hopes of generating goblin slaves. As a result, each witch's abode has a 2 in 6 chance of being staffed by 2d6 goblins.

Flash Freeze Winds: A sudden wind cuts straight across the waste at high speed. All PCs must pass a saving throw vs. Death or be frozen instantly, exactly as if by an ice witch. PCs carrying a shield may absorb the winds on a failed save. The shield is then frozen and will shatter into useless shards. Even magical shields can be frozen by this ill wind.

White Lightning: A streak of lightning crashes into the snow near the PCs and snakes its way across the ground, striking a random character for 6d6 points of damage (save vs. Paralysis for half).



WITCH'S REACH ENCOUNTER TABLE

d100 Roll	Encounter Type
1-15	Ice witch's abode with 1d4 witches.
16-23	1d4 ice witches, 1d4 ice camels, traveling.
24-30	1d6 ice witches and 1d6 frost coyotes, in a ritual gathering. *
31-36	1d4 ice witches and 2d6 goblin slaves, traveling.
37-41	1d6 ice witches, 1d6 ice camels, and a matron, traveling.
42-53	Ice witch abode with goblin breeding pit.
54-55	Flash freeze winds.
56-58	White lightning.
59-63	Sabertooth ogre.
64-70	3d4 orks (raiding party).
71-85	1d6 ice camels.
86-90	1 venger bear.
91-100	1d4 polar bears.

* See **Winds of the Ice Forest** for frost coyote description.

ICE CAMEL

AC: 8
 HD: 3
 Move: 150' (50')
 Attk: 1 kick, bite, or spit
 Dmg: 1d6 or special
 # App: 1d6
 Save: F3
 Morale: 7
 Hoard: None
 Align: N
 XP: 65



These tall creatures of snow white fur appear very much like double-humped bactrian camels. When agitated, they spit at the face of the nearest target with their icy saliva, causing 1d4 points of damage and 1d3 turns of blindness on a hit (save vs. Paralysis to avoid blindness). Ice camels store water in their forward hump, which is always nice and warm. Their rear hump contains rich, fatty milk that is prized among the northern tribes. If this milk is properly processed and ingested it will grant 1d3 points of healing and make the drinker feel full and refreshed for 24 hours. Ice camel meat is a relatively common commodity in the north.

Ice witches often ride camels and are experts at preparing the milk and meat for consumption. Sabbats, which take place under full moons, are always well catered with ice camel dishes. On a less appetizing note, it is also the habit of some witches to mate with these cold-natured beasts. Such unseemly unions may produce very strange offspring.





MONSTROUS TOAD (BUFONIDON DASTARICUS)

AC: 5

HD: 4+1 (25hp)

MV: 90' (30')

ATTK: Bite

DMG: 1d8+2

#APP: 1d4

SV: F4

ML: 8

AL: CE

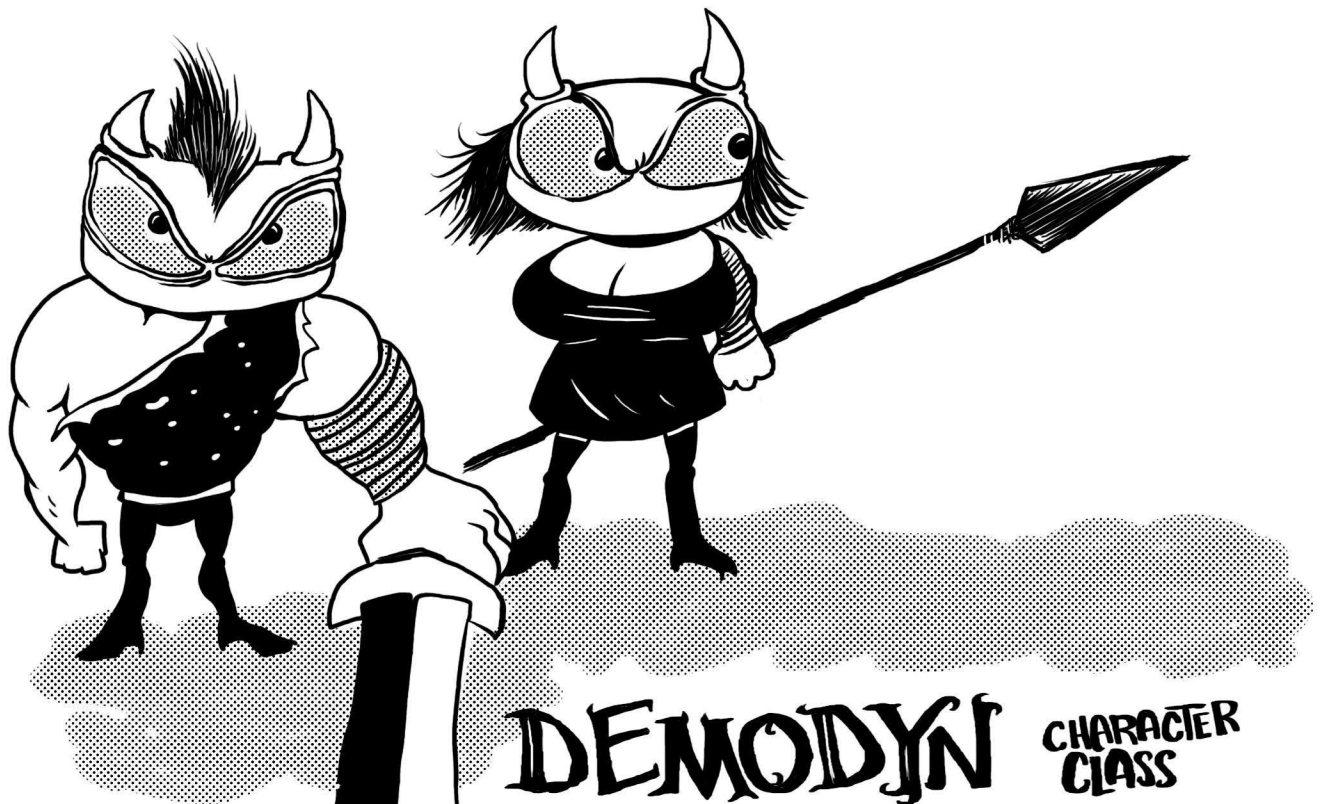
Thick, leathery, mucoid skin and a winning personality make this toad topps at any wet murder party!

- SURPRISES on 1-3 in forest or swamp.
- 20' tongue! On hit, drags target in for a BITE.
- On natural 20, target SWALLOWED for 2d6 dmg/round. Quick, stab with DAGGER!
- On natural 19 hit, target's held item (Non-Magical) DESTROYED by powerful bite.

• Mucus can be collected to make FROG/TOAD REPELLENT.

Requires 1 day to BOLL. Makes 1d6 applications. Each use keeps all frogs and toads from attacking the anointed for 12 turns.

• Intelligent, 2 in 6 toads speak common. Revels in insults.



DEMODYN CHARACTER CLASS

REQ: NONE
 PRIME: NONE
 HIT DICE: d6
 HOT AS HELL:

YOU RADIATE HEAT, MELTING ICE AND SNOW IN 10' RADIUS. YOU CAN CAST BURNING HANDS 1/DAY/LEVEL AND YOU CAN CAST ANY FIRE SPELL FROM SCROLL. AT LEVEL 5 YOU GAIN 1 FIREBALL/DAY.

YOU ARE A WEE DEMON PERSON.

WEAPONS: NO 2-HANDED.

ARMOR: SHIELD ONLY.

ATTACKS: AS THIEF. SAVES: AS CLERIC.



ABYSMAL: YOU HAVE ALL THE LIMITS + WEAKNESSES OF A DEMON, AND REACTION ROLLS ARE AT -2. AT LEVEL 9 YOU CAN GATE 1/DAY. YOU SPEAK INFERNAL TONGUES.

LEVEL	XP	TITLE	HIT DICE
1	0	EMBERER	1d6
2	1300	TORCH	2d6
3	2600	HOTHEAD	3d6
4	6000	EMO-DEMO	4d6
5	13,000	FIRECRACKER	5d6
6	26,000	DEVIL KIN	6d6
7	60,000	HOT ROD	7d6
8	130,000	PIT THING	8d6
9	266,666	DEMODYN	9d6
10	666,666	ABYSS LORD*	10d6+10

*ABYSS LORDS COMMAND 1d8 DEMODYN (1d3 levels each) AND CAST SPELLS LIKE A 5th LEVEL MAGIC-USER.

YOU CAN CREATE CANDLE-LIKE FLAMES AT WILL (3TURN DUR.).

YOU ARE IMMUNE TO FIRE.

YOUR TOUCH SPOILS HOLY WATER.

AT LEVEL 7 YOU GAIN THE POWER TO OPEN A DOOR TO ANY INFERNAL PLANE FOR 3 ROUNDS, 1/DAY.

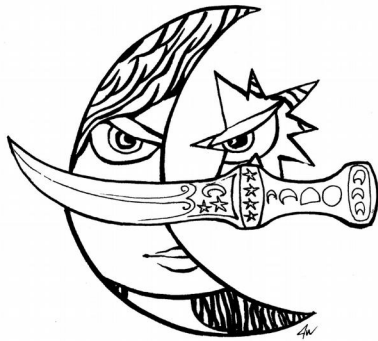
YOU CAN HELP A WIZARD CREATE ANY INFERNAL OR FIRE-BASED MAGIC ITEM FOR HALF THE COST AND TIME.

A CURIOUS NPC APPROACHES THE PARTY

D8	NAMES I
1	Buzzard the Blade
2	Trom the Terrible
3	Faegin the Fay
4	Zoki the Zoomorphic
5	Qix the Quarresome
6	Arkin the Arduous
7	Neffy the Nifty
8	Plim the Plentiful

D8	NAMES II
1	Vikki the Valkyrie
2	Olba the Ominous
3	Willo the Wild
4	Simmer the Sage
5	Ekkum the Elder
6	Murr the Mallet
7	Clemt the Callous
8	Knarl the Knave

D8	NAMES III
1	Unt the Ultimate
2	Hag the Horrible
3	Immi the Invisible
4	Larken the Lovely
5	Yoik the Yanker
6	Grarl the Grinder
7	Dren the Dirty
8	Jok the Jolly



D12	TROUBLE
1	Diseased dogs
2	Quicksand
3	Murderous mob
4	Weird jellies

D6	PERSONALITY I
1	Talky
2	Curious
3	Paranoid
4	Friendly
5	Angry
6	Sarcastic

D6	PERSONALITY II
1	Righteous
2	Shy
3	Arrogant
4	Rude
5	Fidgety
6	Flirty

D8	THEIR SPECIALTY
1	Arcane spycraft
2	Politics of deviltry
3	Wine and Spirits
4	Planar travel
5	Astral exploration
6	Academia of sleep
7	Curses and hexes
8	Dreams of giants

THESE CHALLENGES SHALL BE FACED

D10	WHERE?
1	Summit of mount
2	Sewer of hell
3	Vast cavern
4	Slaughterhouse
5	Cloud prison
6	Floating castle
7	Invisible manse
8	Hedge maze
9	School of chefs
10	Emporer's crib

D12	TROUBLE
5	Fierce storms
6	Earthquake
7	Meteor shower
8	Mad mage

D6	WHAT THEY NEED
1	Bodyguards
2	Mercenaries
3	Experts
4	Assassins
5	Caretakers
6	Couriers

D6	WHAT THEY WANT
1	Friends
2	Lovers
3	Prey
4	Validation
5	Comfort
6	Absolution

D8	DRESS	ITEM
1	Shabby	Staff
2	Fancy	Brooch
3	Silken	Ring
4	Black	Sword
5	Glittering	Rod
6	Drab	Shoes
7	Leather	Hat
8	Robes	Feather

D10	WHAT'S THE GOAL?
1	Ruby dagger must be broken
2	Heart diamond must be forged
3	River must be reversed
4	A god must be appeased
5	Deal with a devil must be undone
6	Sleeping wizard must be kept asleep
7	Flying galley must be sank
8	A curse must be wrought
9	The dead must be raised and slain
10	Town must be cleansed of lycanthropy

D12	TROUBLE
9	Festival of death
10	Return of tyrant
11	Bleeding earth
12	Armies of ants

D20	APPEARANCE
1	Slim, sultry
2	Tall, lanky
3	Round, robust
4	Eflin, pale
5	Short, thick
6	Petite, delicate
7	Musclod, hard
8	Dark, glaring
9	Sallow, breathy
10	Huffy, sloppy
11	Rigid, trim
12	Athletic, ruddy
13	Yellow, sparkly
14	Red, smokey
15	Lithe, cool
16	Portly, soft
17	Plain, olive
18	Wide, dainty
19	Curvy, caramel
20	Demonic, hot





MAP: EULYN MOREAU
 WORDS: J.V. WEST

UNDERGROUND DOWN BELOW

An old school mapcrawl adventure for PC levels 3-6 (or so).



1-Fire Beetle People: Small caverns and hovels. A dozen little people wash, feed, and worship giant fire beetle and her 3 dog-sized babies. The small people are friendly but silent.

- HOW DID WE GET HERE?**
- 1 Fell through hole
 - 2 Cast down by wizard
 - 3 Found weird cave
 - 4 Woke up here
 - 5 Sent by Queen
 - 6 Entered garden portal

Fire Beetle Mama: AC 4, HD 4+2, hp 18, Dam 3d4 bite; gives off rear end light and glowing poo. ○○○○ ○○○○
 ○○○○ ○○

Babies: AC 6, HD 1, hp 3/3/4, Dam 1d4 ○○○ ○○○ ○○○

2-Myriad Mounds: Not stalagmites, the mounds are hard ceramic homes to giant, grumpy ant colonies.

○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○

Grumpy Ant Horde: AC 9, HD 2, hp 8, Dam 1d4 bite; after 1 round they ignore armor. 1d6 hordes will attack if disturbed.

○○○○ ○○○○
 ○○○○ ○○○○



1 in 6 mounds holds a surprise.



3-Hilda and the Hierophants: The war goddess Hilda holds sway over 9 grunting, philosophical dwarves. Hardened dung from nearby bugs is used to build glowing stairs and walls.

WHAT'S IN THE MOUND?

- 1 Elf skull
- 2 Bone dagger
- 3 Gold nugget
- 4 1d6 gems
- 5 Vial of blood
- 6 Dwarf beard

Dwarves: AC 6, HD 1+1, hp 7 ea, Dam 1d6 axe or hammer; each has 1 random 1st level cleric spell per day

○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

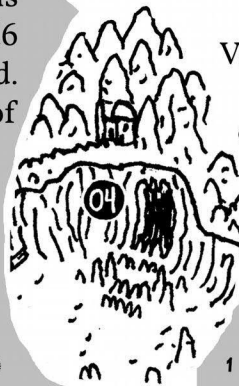
DWARF STUFF

- 1 Straight razor
- 2 1d10 coins
- 3 Sack of hard dung
- 4 Beer
- 5 Navel fuzz
- 6 Hilda holy symbol

4-Cave of the Gaping Maw: Cave is animated, will chomp intruders for 3d6 damage (save for half) unless invited. Past entrance is stair to small tower of Hilda's high priestess.

High Priestess: AC 4, HD 4, hp 21, Dam 1d6+1 **hammer**; can only cast 3 spells per day: *Know Alignment*, *Remove Curse*, and *Striking*.

Priestess can grant +1 Strength to one female warrior PC that beats her in arm wrestling (Str 16). ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○



5-The Egg: Vast, cracked egg. Squirring bulk can be seen inside, like looking through foggy window.



Egg will hatch into giant monster in lake water.

WANDERING MONSTERS

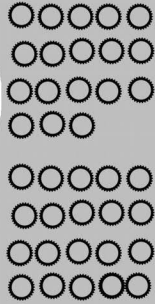
- 1 Ribbler (BP #2)
- 2 Carrion Crawler
- 3 Driver Ants (1d6)
- 4 Giant Gecko
- 5 Minotaur
- 6 Cave Bear
- 7 Manticore
- 8 Rhagodessa
- 9 Giant Toad
- 10 Binocolon (BP #1)
- 11 Neanderthals (2d6)
- 12 Basilisk

6-Hermit's Grove: Mushroom forest eaten by pair of 6-eyed rock-dogs.

Six-Eyed Rock Dogs (2): AC 3, HD 3, hp 18/20, Dam 1d10 bite; cannot be surprised; normal weapons break if you roll 1 in battle.



The hermit is long dead and their abode empty.



7-Hilda's Pass: Two dwarf warriors watch, will axe intruders for 2d6 damage (save for half).



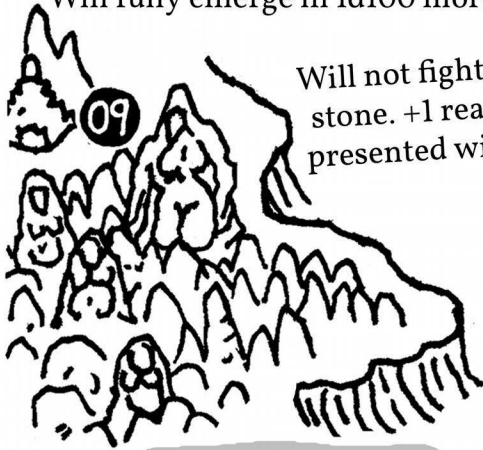
8-Fishing Pools of Fate: Old dwarf priestess with fishing rods. Fish for your fate, if you dare. She will not fight.

PERMANENT FATES

- 1 You die
- 2 Blinded
- 3 Dumb
- 4 Brave
- 5 Weapon gains +1
- 6 Fear of this place
- 7 Age 1d10 years
- 8 1d12 hp removed
- 9 Random ability +1
- 10 Third eye as Arcane Eye



9-The Emerging Goddesses: Half-formed giants, usually sleeping. May speak and answer questions, especially for trade. Will fully emerge in 1d100 more years.



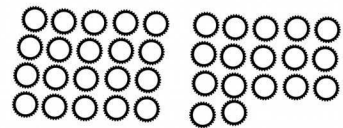
Will not fight, made of stone. +1 reaction roll if presented with gems.



10-Fair Village: Peaceful, tiny village of friendly, tiny, yellow people who are completely neutral.

Will trade for pebbles, hard dung, and any sort of noise-making device.

11-Granny Naga: Her house sits atop a walking mound. Will feed and shelter on good reaction roll, but always seeks something from PCs.



Granny Naga: AC 5, HD 7, hp 37, Dam 1d6 bite+poison [paralyzing]; Granny cackles and whispers; 60% magic resistance; hates the dwarves but tolerates them.

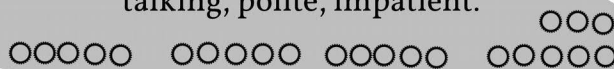
12-Bug Field: Domesticated giant bugs tended by 2 dwarves.

Pesky rockbeak trying to eat bugs. Dwarves want it dead or removed.

Dwarves (2): AC 7, HD 1, hp 5/6, Dam 1d6 axe; fast-talking, polite, impatient.

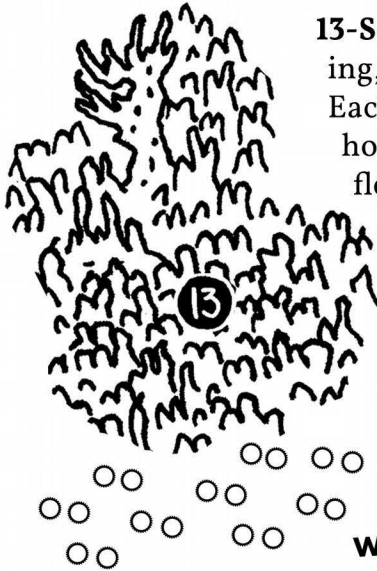


Rockbeak: AC 4, HD 5, hp 23, Dam 2d6 peck; flightless, blind, irritable; flees if damaged; has 1d6 gems in its over-sized spleen.



SPELLS

- ○ Magic Missile
- Levitate
- Charm Person
- Bless/Curse
- Hold Person
- Fly



13-Soft Warm Mounds: Undulating, fleshy mounds of soft stone. Each turn save or fall asleep 1d12 hours. Little brownies dwell in flesh tower, eat sleeping PCs.

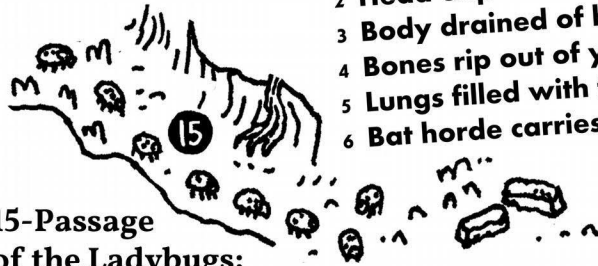
Evil Brownies (9): AC 3, HD 1/2, hp 2 each, Dam 1d6 short sword+sleep poison; teeth filed to fangs, can cast each once per day:

Dancing Lights, Darkness, Mirror Image (3), Dimension

Door

WHAT IS YOUR DEATH CURSE?

- 1 Maggots burst from stomach
- 2 Head explodes
- 3 Body drained of blood
- 4 Bones rip out of you
- 5 Lungs filled with fire
- 6 Bat horde carries you off



15-Passage of the Ladybugs:

8 giant ladybugs peacefully gather beneath the Idol of Millions. Can be milked for *ladybug juice* (heals 1d6 hp and lost sight) once per day each. Feeding troughs filled with stinky mold. Old *ladybug juice* runs down incline from Idol; this is poison.



16-An Idol of Millions: Huge rotund idol, slightly warm to touch. Large bowls of offerings, mostly rotten. One bowl empty. Fires burn in braziers, skeletal remains of 7 priests. Filling empty bowl pleases Idol and 1d6 gems fall from mouth. Emptying or spilling any bowl makes clerics rise and attack.

Skeletons (7): AC 6, HD 2, hp 5 ea, Dam 1d4+1 dagger; undead, hissing, immune to spells.

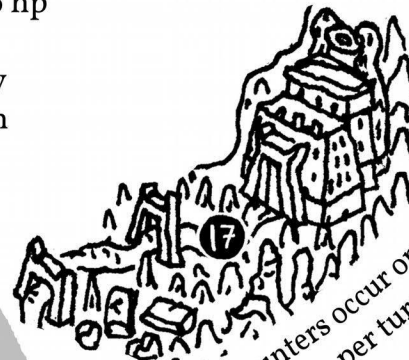
WANDERING MONSTERS

- 1 Pterodactyls (1d6)
- 2 Robber Flies (1d6)
- 3 Giant Scorpion
- 4 Troglodytes (1d6)
- 5 Giant Toad
- 6 Pit Vipers (1d6)



False door marked: Death to All Thieves

14-Old Pyramid: Imposing and silent, only one entrance (hidden, top). Single shaft leads down to massive burial chamber of nameless king piled high with glittering gold and treasures (as ancient red dragon). Removing any treasure from pyramid triggers **death curse** (save or die for all who entered). Repeat death curse for each piece of treasure or sack of gold. Death comes in 1d4 hours.



Spirit encounters occur on 2 in 6 roll once per turn.

17-Once Great Empire: Lonely, abandoned, silent. Whispers here and there. Spirits flit about. Only dead memories here. Room after room, empty stone, cold, haunted.

Empire Spirit: AC 0, HD 1, hp 1, Dam special; angry, spiteful, lonely.

SPIRIT ATTACKS

- 1 Cold touch 1d6 dmg
- 2 Ice breath as Hold Person
- 3 Heart attack 2d6 dmg
- 4 Sorrow ray (save or lie down)
- 5 Wail of doom (save or die)
- 6 Weak, harmless slaps
- 7 Spitting, harmless
- 8 Punch 1d4 dmg
- 9 Screaming foul curses
- 10 Actual curse
- 11 Evil laughter (as Fear)
- 12 Rude gesture



Tunnels filled with stagnant water.
+1 bastard sword at bottom of pool.

18-Lost Treasure/Death on 24 Legs:

Large, heavy chest, locked. Contains 2020 gp and 13 diamonds. Guarded by petty, nasty, 24-legged death crawler.

- ○○○○○ ○○○○○ ○○○○○ ○○
- ○○○○○ ○○○○○ ○○○○○

Death Crawler: AC 4, HD 8, hp 42, Dam 2d4 bite+poison (paralysis 3 rounds); will separate enemies by bending body around them.

19-Palaces of the Long Lost Leader: Grand palace, now in ruin. A dozen pale people, old and weak, cling to ancient ways, waiting on return of Mighty Leader. Will not leave will not fight, can offer respite. Polite, but mirthless. Any PC with a death curse may remain here and live.



20-The Lake Hermit:

Lake of yellow water, no good for drinking, filled with yellow fish no good for eating. Yellow hermit on island, druid with perfect hair, jovial but uninterested. Will share food and shelter for short time. Harm fish, druid will attack.



Hermit Druid: AC 9, HD 5, hp 29, Dam 1d6+1 staff; whistles for 1d6 flying fish to help in fight.

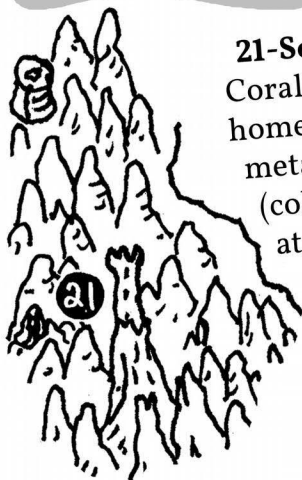
Druid's little tower contains sick fish in jars being healed, 71 paintings of fish, stone bowls, foul orange wine, bone hair comb that magically makes your hair look incredible.

Flying Fish: AC 5, HD 1/2, hp 1, Dam 1 bite or slap; wide-eyed and agitated

- ○○○○○
- ○○○○○
- ○○○○

SPELLS

- Animal Friendship
- Faerie Fire
- Speak With Animals
- Barkskin
- Warp Wood
- Water Breathing



21-Sorcerer: Hard, broken rocks. Coral-like stone tower with 3 levels, home to obsidian sorcerer. Cold, stoic, metallic voice, obsessed with beards (collects them). Unfriendly, but won't attack unless assured of victory. Will want your beards.

Obsidian Sorcerer: AC 6, HD 6, hp 18, Dam 1d4+1 dagger; **Ring of Obsidian Flesh** reflects 50% of all spell damage back upon the caster and grants AC 6.

SPELLS

- Darkness
- Invisibility
- Shield
- Mirror Image (3)
- Sleep
- Lightning Bolt

- ○○○
-
-

SORCERER'S TOWER FINDS

- 1 Many beards in boxes
- 2 Beards in frames on wall
- 3 Black curvy dagger
- 4 Diary
- 5 Potion of Sleep
- 6 Shears

CREATURES AROUND TOWER

- 1 Troglodytes (1d6)
- 2 Stirges (2d6)
- 3 Kissers (BP #2)
- 4 Pterodactyls (1d6)
- 5 Ribbler (BP #2)
- 6 Carrion Crawler

22-Gravestones of the Forgotten: Graveyard, headstones have names scratched out. Graves of stone, not earth. Digging up is very hard. No life in this graveyard, silent, still.

WHAT'S IN THE GRAVE?

- | | |
|--------------------|-----------------------------|
| 1 Bones | 7 2 skeletons |
| 2 Skeleton, angry | 8 Vampire, sleepy |
| 3 Talkative spirit | 9 Dwarf female, proud beard |
| 4 Nothing at all | 10 Sack of 722 gp |
| 5 Spectre | 11 Jeweled mummy, dead |
| 6 Sleeping man | 12 1d20 goblin heads |

PCs with death curse see spirits of dead watching them.

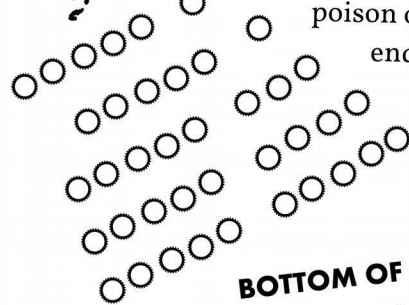
Noise attracts 1d6 bubblers climbing cliff in 1 turn.



23-The Lake of Bubbles:

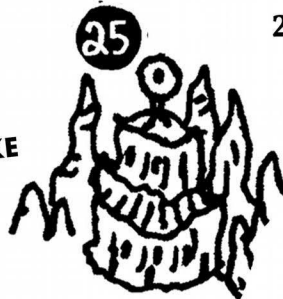
Water is cold, but bubbling as if boiling. Cold steam rises. Entering water attracts 5 cursed crocs with 1 in 6 chance of attracting the cephalopod from Area 32.

Cursed Crocs (5): AC 5, HD 2, hp 6/6/8/9/10, Dam 1d8 bite; whispers portents of doom, if bitten save vs. poison or go insane and rant about end times until *Remove Curse* is cast.



BOTTOM OF LAKE

- 1 Jade brooch
- 2 1d6 silver coins
- 3 Clock
- 4 Sunken ship
- 5 Pearl
- 6 Rusty sword
- 7 Skeleton
- 8 Potion of Healing
- 9 Sewing kit
- 10 Water-breathing helmet

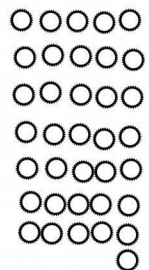


25-Demesne of the Watching Eye:

Old tower topped by blinking eye, seeing all events within 1000'. A silent Blind Guardian (see BP #2), scarred and retired from battle, cares for eye. She will care for PCs but will not leave tower.

Blind Guardian: AC 3, HD 6, hp 36, Dam 1d8+3 sword; vow of silence, kind but distant, sword named Valor.

She wears eagle-themed +2 scale armor.



The eye can be destroyed easily with magic or might, but will defend itself and Blind Guardian with eye beam 1/round (save vs. spells or 6d6 dmg).

DOES THE EYE ANSWER YOUR QUESTION?

- 1 No, it knows not
- 2 No, it trusts you not
- 3 It must ponder for 1d6 days
- 4 Yes, but it knows little
- 5 Yes, it answers
- 6 It answers with great detail

26-Centipede People: Tall, thin, green humanoids with centipede pets and decor. Reaction roll tells mood. Can offer food, shelter. Each person can cast 1 random first level MU spell per day.

Green Person: AC 9, HD 1, hp 4, Dam by wpn; 1d10+20 in village, 2d6 out hunting.

GREEN PERSON SPELLS

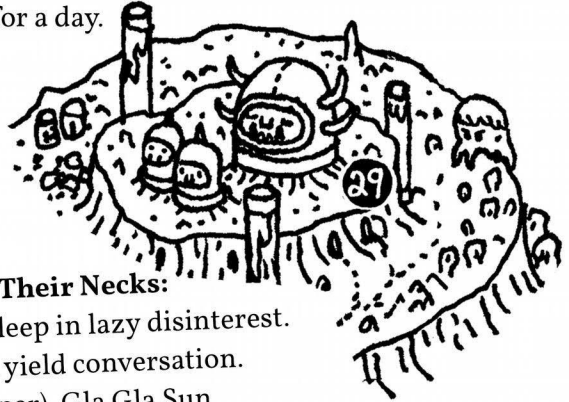
- 1 Magic Missile
- 2 Light
- 3 Hold Portal
- 4 Ventriloquism
- 5 Sleep
- 6 Read Magic





27-The Walking Villages: Walking hives of tiny people (3" tall) who speak too quickly to understand without magic. Will attack and try to eat PCs, but attacks are like tiny bee stings. Villages are slow, easily escaped. If attacked, villages shell-up like turtles, impenetrable and silent for a day.

Cave in wall leads to pool of red liquid. Poison to drink, metallic. 20' below surface is huge walnut shell (2'). Inside shell is large diamond (20,000 gp). Shell takes 1 hour to crack with great effort, but can be opened instantly with the magic word *winnip*.



29-They Were Buried to Their Necks:

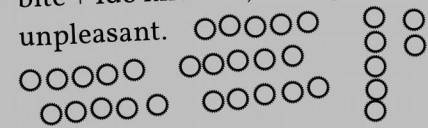
3 massive heads stare or sleep in lazy disinterest. Positive reaction roll will yield conversation. Heads are Tiny Toru (chipper), Gla Gla Sun (neurotic), and The Great Borgan (erudite). Cannot be slain except by magic (any damage will do). Laser eye beams for defense (save vs. death or 1d6 [Toru], 2d6 [Gla Gla], 4d6 [Borgan]). Always asking for news of the dwarves and Fort Fant.



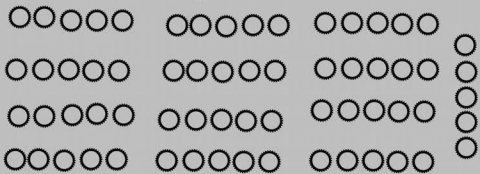
28-High, High Home:

13 diminutive pale elves in purple coats and hats dwell here, jealously guarding their library of magic and lore. Stairs coated in slick slime (paralysis save or fall for 1d6 dmg), magic mouth on door declares "GO AWAY AND NEVER RETURN, ELSE DIE". If PCs try to enter, door tries to kill them.

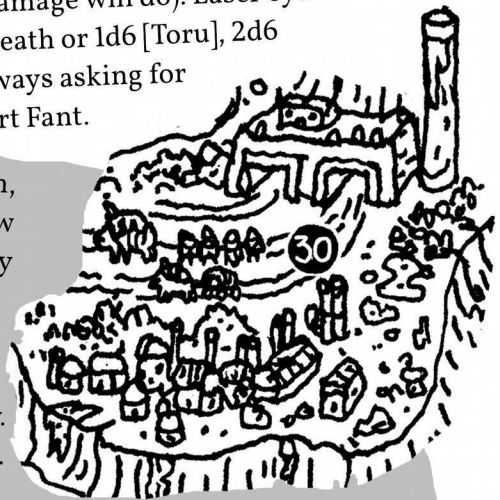
Door: AC 4, HD 4, hp 32, Dam 2d4 bite + 1d6 knocker; sour, gnarly, unpleasant.



Purple Elves: AC 7, HD 2, hp 7 ea, Dam 1d4 dagger or wee cane; each knows 1 MU spell.



30-Fort Fant: 99 bluish, eyeless people fish, blow glass, and sacrifice every 9th baby to the lake's cephalopod in this weird village. Not instantly hostile, but wary. Glassware is *exquisite*.



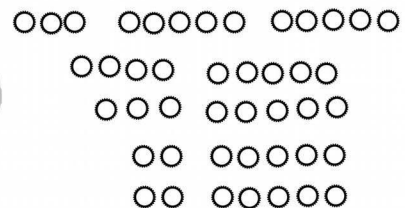
Blue Person: AC 9, HD 1, hp 4, Dam by weapon.



31-Where the Life Blood Ferments:

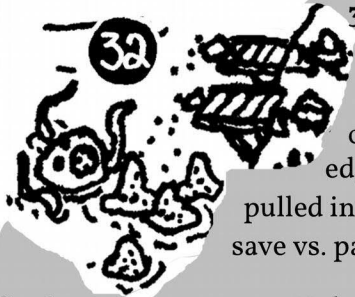
Blue people from Area 30 use this island to drain their elderly of blood, ferment the blood in vats, and dehydrate it into delicious protein biscuits. Squad of 5 blue warriors defends this process to the death.

Blue Warriors (5): AC 7, HD 2+1, hp 7/7/8/9/13, Dam 1d6+1 spear; leather armor.



RANDOM ELF SPELLS

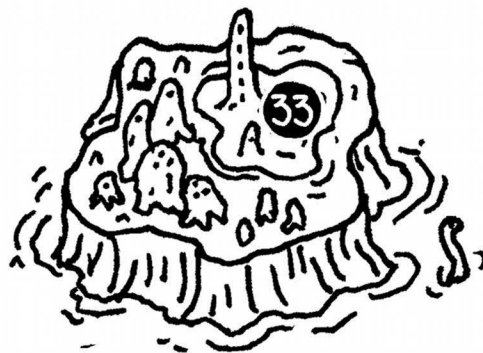
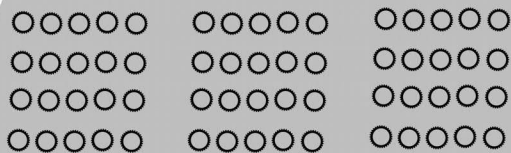
- 1 Detect Magic
- 2 Read Languages
- 3 Read Magic
- 4 Ventriloquism
- 5 Light
- 6 Detect Invisible
- 7 Levitate
- 8 Phantasmal Force
- 9 Web
- 10 Fireball
- 11 Lightning Bolt
- 12 Clairvoyance



32-Appease the Greedy One:

Giant cephalopod gobbles babies thrown into cold lake. PCs venturing to edge of ramps will be pulled in by cephalopod on failed save vs. paralysis.

Cephalopod: AC 6, HD 10, hp 60, Dam 1d8/1d8/1d8/1d12 arms and bite.



33-Isle of Green Water: Oddly glowing green mossy rocks, green pool, green tower inhabited by small green fish people with globes of water magically surrounding gills. These are wizards of the deep. Pool seems bottomless, connecting to ancient, timeless realm of fish people. Enclave in the underground here to examine "surface" dwellers. Will try to capture PCs for study.

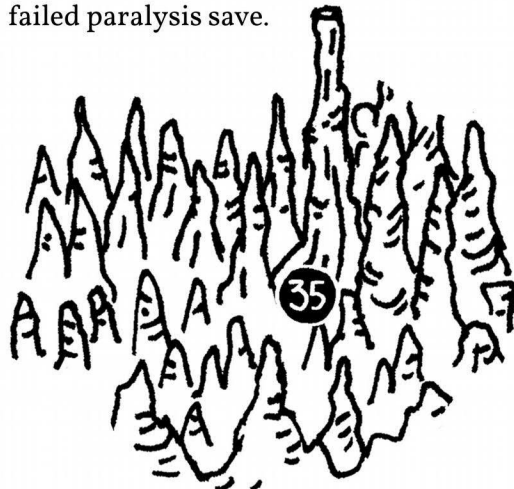
Fish People (3d6 in tower, 6d6 in pool): AC 8, HD 2+1, hp 7 ea, Dam 1d6 spear; spit water jet, disarms on failed paralysis save.



34-Children of the Deeps: Gargantuan monsters in battle. Monsters deal 3d6 damage per strike to PCs who attack them (attack as 16 HD). PCs can sneak past, but must save to avoid 2d6 accidental damage. PCs cannot defeat goliaths in combat and they are immune to spells cast by anyone of less than level 9. Great eggshells lie broken near shore.



36-Away into the Foothills: These hills go on for miles before leading up to a vast opening to the world above. Lying around can be found a braided beard, a pile of bloody bones, a sack of glowing poo, and a severed binoculon head.

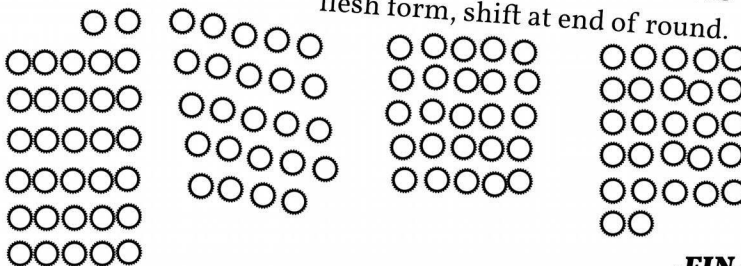


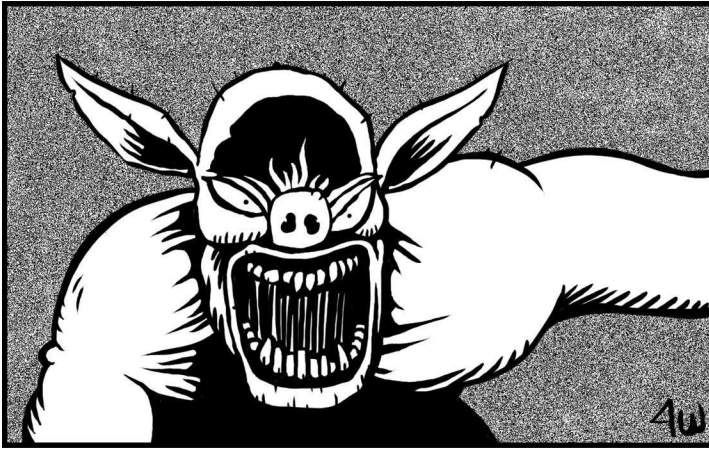
35-Twisting Spires: Many sharp spires. Once per turn a random PC must save vs. paralysis or take 1d4 damage on dangerous rock edges. 6 rockshifters lie in wait and would love to eat surface flesh. Each turn, 1d6 of them are encountered.

Rockshifters (6): AC 0/8, HD 4, hp 16/18/24/25/27/32, Dam 1d8; AC 0 as stone, AC 8 as flesh, can only move and attack as flesh form, shift at end of round.

FOOTHILL ENCOUNTERS

- 1 Basilisk
- 2 Troglodytes (1d6)
- 3 Bo-Dunks (1d6, BP #1)
- 4 Giant Gecko
- 5 Giant Toad
- 6 Dwarves (1d6)





IGGY the HUSKER

AC: 6

HD: 3+2 (22hp)

MV: 120' (40')

ATTk: Claw/claw/bite

DMG: 1d8/1d8/1d8

#APP: 1d4 ML: 7

SV: F3 AL: CE

Start with human flesh. Add pigs. Say the spells, spill the blood. Iggy comes. Anger and preternatural hunger drive it to snatch the weak, husk the meat from their skin, and DINE. Surprises on 1-3 on 1d6. Can smell MANFLESH from a mile away. If iggy crits on one attack, then all attacks crit.

NIGHTSTALKER

AC: 5

HD: 4+1

MV: 150' (50')

ATTk: 1 Bite or GAZE

DMG: 2d4 or Special

#APP: 1

SV: F4

ML: 12

AL: NE

You did a BAD THING and the POWERS THAT BE are disappointed. Now you see IT in the shadows, watching, waiting. ONLY You can see it. Only you can fight it. If you ignore it, all your dice rolls are at DISADVANTAGE. You cannot strike it without GENUINE remorse. You cannot kill it without an act of personal SACRIFICE.

It cannot be removed by magic. It will never go away. Each night it will attack ONCE by claw and once by gaze. Each gaze drains 1 point from a random ability (save to avoid). Lost points restored when stalker is vanquished.



THE BEASTFRIEND

YOUR AFFINITY with wild Creatures is SUPERNATURAL. They are your FRIENDS, your FAMILY.

REQ: NONE

PRIME: Wisdom

HD: d6

WPNS/ARMOR/ATK: AS THIEF

SAVE: AS DWARF

CHARACTER CLASS

LEVEL	XP	HD	BEAST DIE
1	0	1d6	d6
2	1,200	2d6	d6
3	2,400	3d6	d6
4	4,800	4d6	d8
5	9,600	5d6	d8
6	20,000	6d6	d8
7	40,000	7d6	d10
8	80,000	8d6	d10
9	160,000	9d6	d12

BEAST DIE



You can call upon, befriend, or calm wild creatures. Roll your DIE to test your ability. You have DISADVANTAGE with EVIL Monsters.

Intelligent creatures may be immune. Creatures will not be treated like slaves, nor would you treat them as such. Repeated interactions build TRUST and AFFECTION (ADV. to CALL). Each HD above your LEVEL is a -1 to your roll.

DIE ROLL EFFECT

Nat. 1	ANIMOSITY
5+	CALM
7+	BEFRIEND
8+	CALL

ADD
WIS
MOD



A TROLLING WE WILL GO!

NO ONE
CROSSES
FOR FREE

REMEMBERING PAST
DISMEMBERMENTS
FILLS THE CREATURE
WITH MALICE...
BUT ALSO FEAR.

● IF A LIMB
IS CUT OFF,
MAKE A
MORALE CHECK
(M 9).

● MORALE
VS. FIRE
OR ACID
(M 7)

● SPEAKS COMMON,
TROLL, GOBLIN,
ELF, AND DWARF.

“GRRR!”
“HRM!”

RANDOM FINDS (d8)

- 1: FISH BONES
- 2: 1d6 gp
- 3: Dagger
- 4: SKULL
- 5: TROLL POO
- 6: 1d6 GEMS
- 7: BROKEN WEAPON
- 8: GOAT SKULL
*SEE BELOW.

URNT the TROLL

MORALE:
9(7)

AC: 4 [15] HD: 8 AL: CE
HP: 37 ATK: 2 CLAW/1 BITE
OR 1 SWORD
DMG: 1d6/1d4* / 1d10
OR BY SWORD
MV: 120 (60) *GAMMY LEFT HAND
SV: D10 W11 P12 B13 S14 (F6)

- REGENERATES 3 HP/ROUND (IMMEDIATE)
- LIMBS RETAIN/REGROW.
- WILL NEGOTIATE... MAKE OFFER!
- HATES/FEARS GOATS (M5)

TODAY'S TOLL (d12)

- 1: A COIN 2: 1d8 GP
- 3: TREASURE!
- 4: FRESH MEAT
- 5: MAGIC ITEM
- 6: BLOOD
- 7-12: A SACRIFICE
FOR EATING
ALIVE!

ANGRY FISH

AC: 6 [13]
HD: 3
ATK: BITE
DMG: 1d6

#APP: 2d6
AL: CE
MV: 90 (30)
ML: 10
SV: D12 W13 P14
B15 S16

VERY ANGRY, CURSED FISH
WILL APPEAR EACH TURN TO
BITE AND SCREAM. THOSE
AS ANGRY FISH IN 3 TURNS.

MAGIC 2-HANDED SWORD

+1
2d6 DMG
1/DAY: SWING
IN ARC TO
CREATE ANTI-
MAGIC SHELL
10' DIAMETER
(1d4 ROUNDS).

FAMILY TIES

THERE IS A 1 IN 6
CHANCE PER TURN
THAT ONE OF URNT'S
COUSINS WILL SHOW
UP. WHICH ONE?

- 1: GOM (MISSING EYE... HRM.)
- 2: TOOF (USES A MEAT HOOK)
- 3: ROSE (STENCH = SAVE VS.
POISON OR RETCH)
- 4: AZZ (3 ARMS = 3 CLAW
ATTACKS)

BODY UNDER THE WATER
PASSIONATE DEFENDER
(MAGIC RING)
CHAOTICS MUST SAVE
VS. SPELLS TO
ATTACK WEARER.

CURSED:
CANNOT
REMOVE
(FROM
LIVING)

GOAT SKULL

RADIATES
STRONG MAGIC.
BY LOOKING THROUGH
EYES LIKE A MASK, PC
TRANSFORMS INTO
GOAT WARRIOR. SKULL
DESTROYED WHEN PC
CHANGES
BACK!

- +2 STRENGTH
- +2 CONSTITUTION
- +10 HIT POINTS
- HEAD BUTT 1d8
(KNOCK DOWN ON 20+)

URNT'S TREASURE

IN A SACK, UNDER BRIDGE.

- 962 gp ● 1,220 sp ● 430 pp
- 2 EMERALD RINGS (150 gp ea.)
- 1 DIAMOND BROOCH (1500 gp)
- POTION OF LEVITATION
- GORGON SHIELD, +1
OPEN HER EYES... ONLOOKERS
SAVE VS. TURN TO STONE,
LIKE MEDUSA.
1/DAY USE.

TROLLISH REACTIONS

- 2: "GONNA KILL YOU ALL."
- 3-5: "GIMME MORE IF YOU
WANNA LIVE."
- 6-8: "I AIN'T IMPRESSED YET."
- 9-11: "FINE. I CAN REASON."
- 12: "I GUESS I'M IN A GOOD
MOOD TONIGHT."



UNFINISHED PUDDIN'

Half-formed and **untested** house rules you should totally adopt.

	SCORE	MOD	SAVE
STR	13	+1	9
INT	12	+0	8
WIS	16	+2	12
DEX	8	-1	4
CON	14	+1	10
CHA	10	+0	6

LOWRIDER SAVES!

This starts as your ability score minus 4. If you get a save bonus, such as with *Swords & Wizardry*, you just add it to this number.

When you need to make a Str save, roll **under** this number to succeed.

SAVE FAIL!

Saves are based on abilities. Subtract 4 from ability score* to get your save number. Roll under it to make the save. If you have a save modifier, add it to the save number, not the actual roll.

Since games usually improve saves by level, you can adjust to taste. I suggest PCs get +1 to 3 saves of choice per level.

This rule makes ability scores more meaningful in *B/X* games and aligns nicely with the roll-under "ability save" mechanic pioneered in that version of the game.

*Why subtract 4? See B60.

RESPIRE

Maybe once per session, when the chips are down and tensions are high, and when the players put a little dramatic effort into their roles, give them *respite*.

Let each PC roll a HD + their **best ability modifier** in a moment of drama, passion, and willpower. Let the spirits soar and let the PCs cry out ***we will not go down without a fight!***

THREAT ROLL INITIATIVE

Don't get bogged down in initiative order. Make your threat roll, then pick a player to go first. That player picks the next player and you

continue making threat rolls between each PC's actions. Interpret the threat rolls as necessary to reach the level of danger and excitement you're going for. If the dice are heavily favoring PCs, then give the threat rolls advantage to jazz it up.

Most importantly: don't overthink it. This is just a tweak that might make combat more awesome. Like the Quick Init rule from *BP #1*, this is intended to break monotony and give the Judge more tools.

THREAT ROLL

1d6	RESULT
1-2	No enemies act
3-4	At least 1 enemy acts
5-6	More than 1 enemy acts

EVENT ORDER

STEP	EVENT
1	Threat Roll
2	Judge chooses first player to act
3	Threat Roll
4	First player chooses next player to act
5	Threat Roll
6	Last player chooses next player to act
7	Repeat pattern until all players act
8	End of round

PROWESS AC

B/X barbarians without shirts? Ok. Assume base AC is Str + Dex divided by 2, rounded down. Min. of 10. **Subtract from 19 if you're rocking it old school descending AC.**

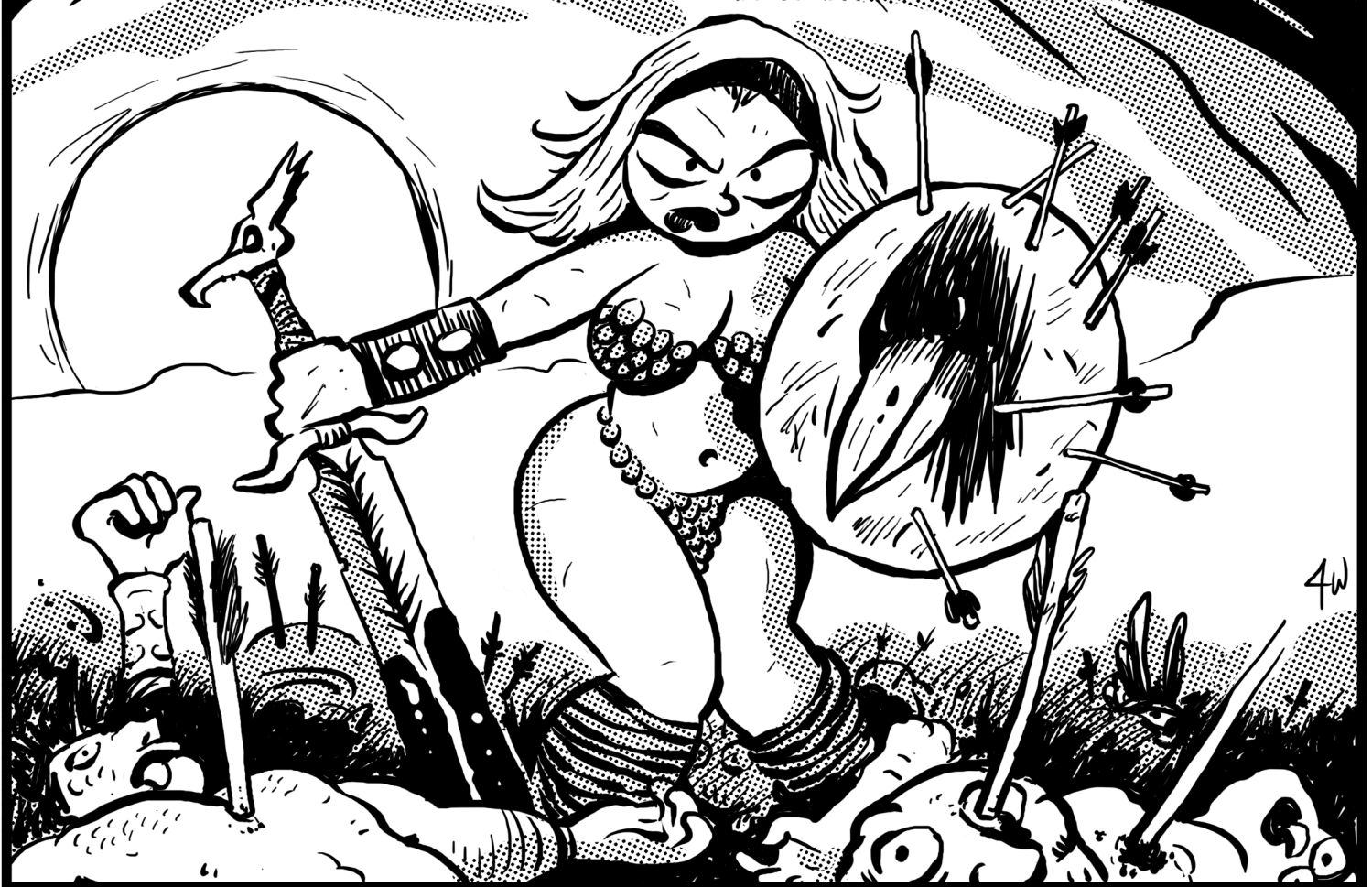
Add armor as modifier. **Example:** Muk Mannin has Str 16/Dex 10 so his base AC is 13. He's wearing chain mail, which has an AC rating of 14 (5 descending), meaning an AC mod of +4. Muk's AC then is calculated as $13 + 4 = 17$ (2 descending).

Be careful handing out magical armor like candy with this method. I think it would work like a charm for low magic or sword and sorcery style games.

Player: I wanna be shirtless and have a loincloth only.
GM: That's dumb. You'll have AC 9 and get shredded.
Player: B-but Conan...



ARMOR CLASS HACK: AC IS NEGATIVE ONLY WHEN PROTECTION IS MAGICAL



LUCKILY I WAS WEARING MY ARMOR.

First rule: Non-magical protection cannot exceed AC 0 (20 ascending). Magical armor and items such as rings of protection confer negative AC (21+ ascending) equal to their bonus.

Second rule: Magical armor will have number of secondary magical properties at least equal to AC modifier. The better the armor type (leather then chain then plate, and so on), the more special.

Third rule: If description does not explicitly state that the armor is magical or enchanted, then it is not magical or enchanted.

Fourth rule: Dexterity up to 18 cannot grant negative AC (21+ ascending), nor can non-magical protections of any kind. But Dex of 19+ is supernatural by nature and always confers negative AC (21+), exactly like magical armor.

EXAMPLE: Ruddik the halfling has Dex 17 (+2) and a shield. Her AC is 6 (13 ascending). She has a stroke of good luck and finds a wondrous **ring of protection +1**. Putting it on, her AC is now -1 (21). The ring is magical. All her mundane agility and armor is meaningless next to the magic of the precious ring.

Notes: These rules are intended to bring magic to magic armor and give more meaning to the term “armor class”. Using these rules might break your tight little game, so beware. Suddenly the value of magic armor and rings that protect will be limitless to the power-hungry PCs. I suggest that if you use these rules, then only 2 in 6 armors that *claim* to be magical really *are* magical, the rest are just of *great quality*. If you track encumbrance, then the smart PC will almost certainly ditch their armor and shield for a magic ring.

NAME: _____
CLASS: _____
RACE/TYPE: _____
XP: _____
LEVEL: _____

O.S.R. CHARACTER SHEET

DESC

RANGED MOD
MELEE MOD
#ATKS
SPEED

HIT POINTS HD AC

Poison; WAND; STONE; BREATH; SPELLS

STR:
INT:
WIS:

DEX:
CON:
CHA:

WEALTH

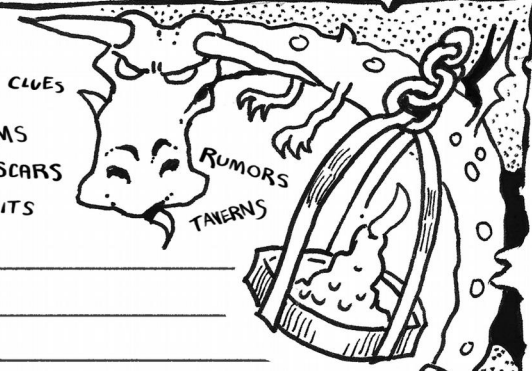
To HIT AC

9	8	7	6	5	4	3	2	1	0
STUFF + ABILITIES									

ARMOR WEAPONS

CAMPAIGN NOTES

SPELLS HEXES CLUES
ALLIES DEVICES CHARMS
ENEMIES RITUALS SCARS
EXPLOITS



RUMORS
TAVERNS

A large central area consisting of approximately 20 horizontal lines, intended for handwritten notes.

