

BLACKS #1



DOOMSLAKERS!

HOUSE RULES BASED ON BX/LL



1. ABILITY SCORES: 3d6 in order, adjust per BX. Basic -3 to +3 scale. Emergent characters!

2. RACE-AS-CLASS: Demi-humans are NOT HUMAN. They don't require and may not understand unbridled choices. Except halflings...nosey little bastards are into every-thing. Demi-human level limits apply, but for each +1 in your primary ability you can reach one higher level.

3. MULTI-CLASS: Humans and some demi-humans can choose up to 3 classes. LL+AEC rules apply. You can adopt a class at any time that it makes sense. You can stop advancing in a class when you want. Hell, you can divide your XP between classes however you see fit. Its your PC, after all.



4. CRITS!: Nat 20 = Critical hit. In what world would it be otherwise? On a crit choose MAX damage, DOUBLE damage, or a badass SPECIAL EFFECT! Y'know...knock a bastard prone, kick a lantern into some hay, take out an eyeball, etc. Of course saving throws may be granted to resist crippling special effects. You ain't gonna Crit-cripple Mister Maximum Hell Fire Boss Monster that easily.

4A. FUMBLES: Nat 1 = Fumble. The LL will make a secret 2d6 roll to test the degree of failure.

5. DAMAGE EXPLOSION: All damage dice EXPLODE. (Now your MV's 1d4 dagger ain't so trivial.)

6. DEATH ☠️: You die when you run out of hit points. But you can save vs. death one time per event. Success = 1 hit points, knocked out 1d6 rounds. And you lose 1 hit point and 1 point from a random ability PERMANENTLY.

7. LUCK ♣️: You get 1d4 luck points each session. 1 luck = 1 re-roll or 1 extra action. Luck does not carry over. (I usually give candy...)



FUMBLES!

2 = Awe hell! Its bad.
3-5 = -1 on next attack.
6-8 = Lose next action.
9-11 = I meant to do that.
12 = Soooo? No biggie.

CHAINMAILCHICK

Character class

by J.V. West

With sword-in-hand and barely enough "armor" to cover the average house cat, you excel at **ass-kicking**... and you look good doing it.

You attack and save as a fighter. You can use any weapon, but full armor or clothing will render your special abilities unusable. Shields are fine and dandy.

BATTLECLAD: Bikini

armor=AC 7. Add Str and Cha modifiers to AC... because **HELL YES.**

SAVAGE CHARM:

Your sex appeal improves reaction rolls by 2. A Cha check will win help or info.

GOOD LOOKS

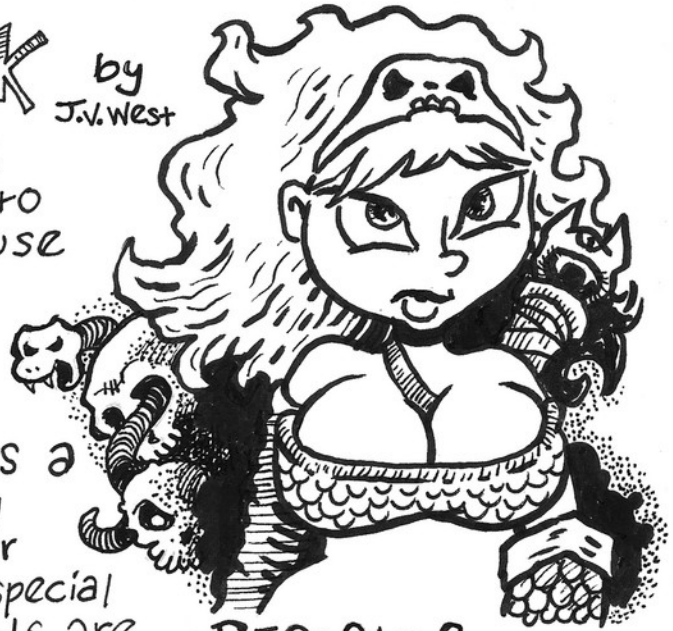
and **RIGHT HOOKS:** Lascivious dolts are easier to destroy. Enemies are hot for you on a 2-in-6. Roll 1d6 for effect.

- 1. Eh, whatever...
- 2. Gawker! +1 to hit.
- 3. Perv! +1 to hit/dmg.
- 4. As above. 1d6 dolts are -1 to hit you.
- 5. As above.

- 6. Mouth breathers are -3, you are +2 to all rolls. Taunt them!

HEART OF IRON

You get +2 on all saves. Add +1 to hit point and healing rolls.



LEVEL	XP	TITLE	HIT DICE
1	0	Cheesecake Champ	1d8+1
2	2300	Blood Red Beauty	2d8+2
3	4600	Femme Fighter	3d8+3
4	9200	Violent Vixen	4d8+4
5	18000	Bonny Ballcrusher	5d8+5
6	36000	Red Slayer	6d8+6
7	72000	Sultry Savage	7d8+7
8	144000	Barbaric Babe	8d8+8
9	288000	Chainmail Chick	9d8+9
10	410000	Superior Chain Chick	9d8+10
11	550000	Awesome Chain Chick	9d8+11
12	680000	Wicked Chain Chick	9d8+12
13	810000	Scary Chain Chick	9d8+13
14	940000	Badass Babe	9d8+14





SINEWY BARBARIAN

a character class
by J.V. West

Muscles rippling, skin kissed by the sun, you enjoy diving into seas of spears with only your thong and a yard of steel to keep you warm.

You attack and save as a fighter. You can use any damn weapon you please, but if it is not 2-handed you attack like a schoolboy (magic-user)...**CROMM!**

REQ: Str 16
PRIME: Str
HD: d10

MUSCLE MAN: You can lift, carry, or break a lot of stuff (and people). Double your carrying limit and door-busting ability. Oh...and you CAN carry a shield while wielding a fat, 2-fisted heavy metal weapon.

GLISTENING GAMS:

You are so ripped that flexing causes the ladies (and 2-in-6 men) to save vs. Spells or be unable to attack you until the save is made.

HARD AS STEEL:

You are so tight you apply Str and Con mods to AC.



SAVAGERY: Attack with sudden fury at +3 to hit/dmg OR make an extra attack. If you miss, you lose all AC mods for 1 round.

HACKERY: On a nat 20 and dmg. of 8+ you have beheaded,



LEVEL	XP	TITLE	HD
1	0	Brawny Brute	1d10
2	2300	Strapping Stud	2d10
3	4600	Loin Grinder	3d10
4	9200	Herculean Hacker	4d10
5	18000	Hefty Hulk	5d10
6	36000	Red Rager	6d10
7	72000	Thongmaster	7d10
8	144000	Super Slayer	8d10
9	288000	Sinewy Barbarian	9d10
10	410000	Savage Barbarian	10d10
11	550000	Brutal Barbarian	10d10+2
12	680000	Reckless Barbarian	10d10+4
13	810000	Raging Barbarian	10d10+6
14	940000	Badass Barbarian	10d10+8

Beer time.

4w

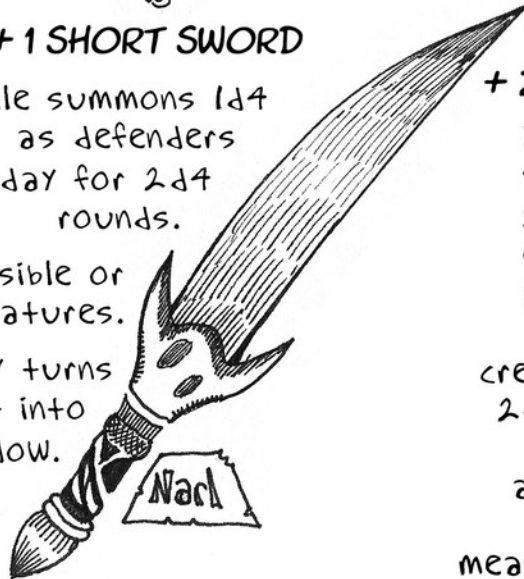
IRON DEVILS

+ 1 SHORT SWORD

Bone handle summons 1d4 shadows as defenders once per day for 2d4 rounds.

+2 vs. invisible or shadow creatures.

Nat 20 slay turns target into shadow.



+ 2 TWO-HANDED SWORD

Zeger knows not the sting of regret. Zeger grants +2 vs. FEAR and can cast FEAR spell once per day.

Nat 20 slays 1 HD creatures. Those with 2-4 HD get to save.

Others are not as affected by Zeger's death grin., Nat 1 means user must make attack roll against self. Zeger tolerates no mistakes!



CROSS NOTCH

+ 1 LONGSWORD, + 3 VS.

CHAOTIC OR EVIL FOES

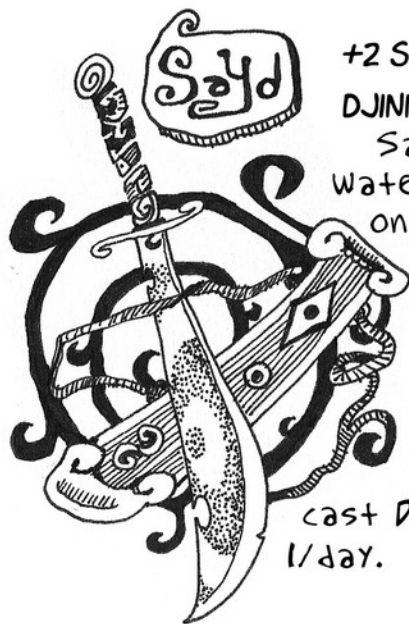
Striking an innocent creature with Cross Notch causes the user to save or DIE. No screwing around. When an evil foe is hit with a natural 20 it must save vs. Paralysis or be unable to move for 1d4 rounds. Coup de grâce. anyone?

BITTERCUT

+ 1 BROADSWORD

Forged from tears of a goddess, bitter pain is felt by those it cuts. Such wounds cannot heal naturally. Magical healing is only 50% effective.





+2 SCIMITAR/+4 VS. DJINNI AND EFREET
 Sayd will find water within 1 mile on 5 in 6 roll.
 User can cast **LEVITATE** 1/day and will always know North.
 User can cast **DIMENSION DOOR** 1/day.

+1 DAGGER

A black-hearted PC of chaotic alignment may cast each 1/day using this evil blade:

- CAUSE LIGHT WOUNDS**
- CHARM PERSON**
- DARKNESS**

Karess is a talking blade that whispers to its user, beckoning them to commit terrible acts of murder.

Karess has Int 10, Ego 9. It speaks common + 6 languages and can use ESP at will. It refuses to be used by Lawful PCs.



+1 LONG-SWORD

Casts light as a torch on command.

Deals double dmg against undead.



+2 LONG-SWORD

Grants 4 in 6 hide in shadows skill. With Dex of 13 or more, dual wield without penalty.

It is said that Sun and Moon, sister blades, were forged on a flying anvil during a total eclipse by a werewolf vampire sorcerer, naked save for a smock made from the leathery hide of a purple worm. When these blades are wielded in unison the user may call down a **FLAMESTRIKE** 1/week and turn lycanthropes exactly as a cleric turns undead. But if the blades are ever parted by more than 120' their user is parted... ripped into two halves.



+2 TWO-HANDED SWORD/+4 VS. LYCANTHROPE

A piece of the moon was cast down by an angry god and forged into a powerful blade by mortals!

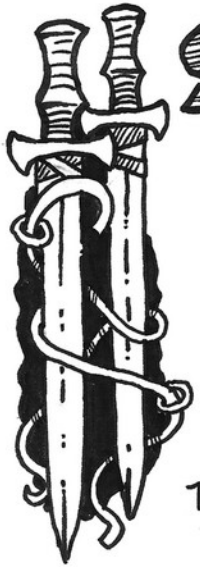
When the moon is new, Lune-Dross sleeps.

During this time the sword's powers are dormant.

Moon runes show in moonlight...

- User can:
- CREATE WATER** 1/day
 - LOWER WATER** 1/week
 - PART WATER** 1/month

Hit of 16+ deals max damage!



SWORD SLINGER

CHARACTER CLASS

With a sword in your left hand and its twin in your right you can sling DEATH itself!

You attack/save like a fighter. You never wear armor, as it gets in your damn way (but cool capes and coats are OK). You

fight with two swords of roughly the same size/type. When using only one sword you attack like a thief and when using any other weapon you fight like a magic-user. The price of pure FOCUS!

The following special abilities apply when you use two swords.

TWIN DEATH: When you hit a target you get +1 on the next attack.

BLAZING FURY: As you gain levels you get multiple attacks.

PARRY: With 2 swords you can parry blows like crazy as long as you don't attack the same round. See below.

REQ: Dex 13

PRIME: Dex

HD: d6

ARROWSLASHER: If you haven't attacked in a round you

can block non-magical missiles (1 per level) by passing a

save vs. paralysis. **FINESSE:** You add Dex mod to attack rolls, not Str.

PRECISION: You make quick, precise strikes that deal d6 damage, regardless of sword type. You can make an extra attack by reducing to d4 damage.



You can put on an elaborate show of swordplay, forcing enemies to save vs. spells or have -2 to hit you, 1d4 rounds.



FLYING!:

You can throw your swords 10' per level with no penalty, striking separate targets in the same round.

Lvl.	XP	TITLE	HD	#Atk	PARRY AC
1	0	Twin Vet	1d6	1	8
2	2,200	Blade Warrior	2d6	3/2	8
3	4,400	Blade master	3d6	3/2	7
4	8,800	Twin Hero	4d6	3/2	6
5	17,600	Sword Dancer	5d6	3/2	6
6	36,000	Daring Duo	6d6	3/2	5
7	72,000	Double Threat	7d6	2	4
8	140,000	Twin Death	8d6	2	4
9	280,000	Sword Slinger	9d6	2	3
10	400,000	Master	9d6+2*	2	2
11	520,000	High Master	9d6+4*	3	2
12	640,000	Twin Master	9d6+6*	3	1
13	760,000	Grand Master	9d6+8*	3	0
14	880,000	Super Grand Master	9d6+10*	4	-1

*Con bonus no longer applies

REQ: None
 PRIME: Str
 HD: d8

Born in the VOID with a soul as black as a cavern pool you are an incarnation of pure DEATH. You live for BATTLE, BLOOD, and VICTORY!



WRAPPED IN DARKNESS: In the shadows you are as hard to spot as a secret door. You can summon a Darkness spell 1/day (2/day at level 10).

BLACK ATTACK: You can't get black enough! If your weapons or armor are black you get a +1.

I LOVE THE NIGHT: You suffer no penalty in darkness and only -1 in magical darkness (no penalty at level 5+).

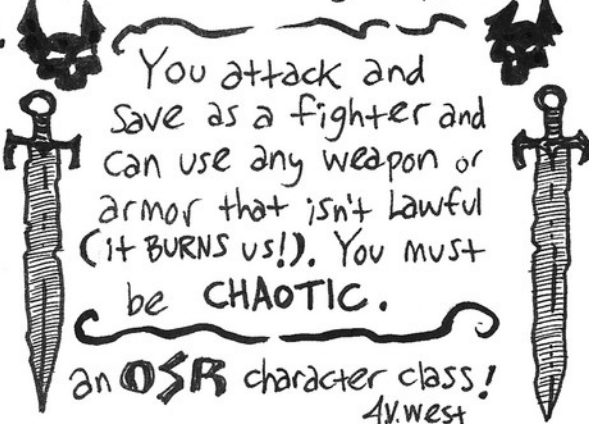
I HATE THE SUN: In daylight you have a -2 to hit and -1 to saving throws. You are NOT a summer kind of person.

BLACK KNIGHT



LEVEL	XP	TITLE	HD
1	0	Dark Squire	1d8
2	2400	Dark Warrior	2d8
3	4800	Night Warrior	3d8
4	9600	Black Champion	4d8
5	19000	Shadow Knight	5d8
6	38000	Midnight	6d8
7	76000	Bad Outfit	7d8
8	150000	Ebon	8d8
9	300000	Black Knight	9d8
10	420000		9d8+2*
11	540000		9d8+4*
12	666000		9d8+6*
13	780000		9d8+8*
14	900000	Blackest K.	9d8+10*

*Con bonus no longer applies.



You attack and save as a fighter and can use any weapon or armor that isn't lawful (it BURNS us!). You must be **CHAOTIC**.

an OSR character class!
 Av. West

BLACKEST ARMOR:

At level 6 you may contact an agent of chaos (demon, dark mage, etc.) and ask for a black blessing of power, granting your BLACK plate armor (you DO have some... right?) +1d2 and 1d2 special powers. First time you wear it... Save or **DIE!** Of course if the reaction roll sucks the entity may just kill you anyway.

BLACKEST BLADE:

At level 9 you may call upon the forces of chaos again to infuse the BLACK weapon of your choice with darkness, granting it +1d2 and 1d2 special powers... with the same caveats detailed above.

FEAR ME:

Use an action to radiate **BADASSERY** and everyone in 10' must pass a morale check or be too damn scared to attack you until the next round. At level 7 the cowards have -2 on morale. At level 11 you can call on chaos to cast **Fear** once per day.

BLACK BESTIARY



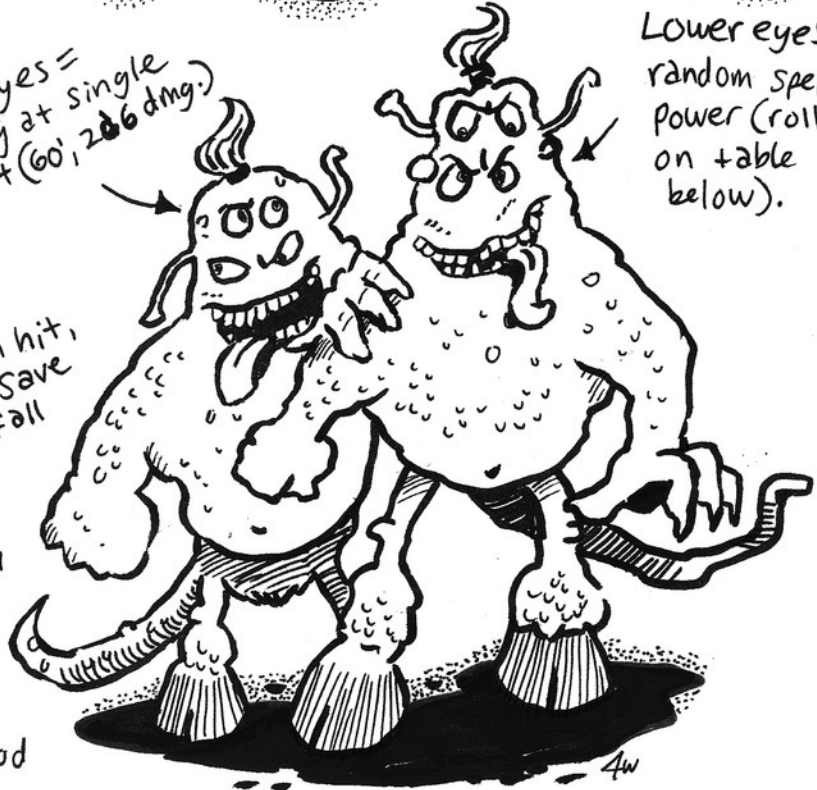
BINOCULON

AC: 7
 HD: 3+2
 MV: 120'(40')
 ATK: 1 fist or Special
 DMG: 1d6 or Special
 #APP: 2d6
 SV: F3
 ML: 6
 AL: CE
 HOARD: XIx2

Upper eyes = heat ray at single target (60', 2d6 dmg.)

Lower eyes = random spell power (roll on table below).

Tail whip! On hit, 1d4 dmg. and save vs. para. or fall prone.



These summoned demonic goons possess 50% magic resistance. Where they step vegetation dies, food and water are spoiled.

Once summoned they must be put to evil work or grow bored in 1d3 rounds and smash EVERYTHING. Their eye powers are usable 4/turn.

Random Eye Powers(1d10): 1: Arcane Eye, 2: Charm Person, 3: ESP, 4: Fly, 5: Invisibility, 6: Mirror Image, 7: Shield, 8: Telekinesis, 9: Ventriloquism, 10: Web

BO-DUNK

AC: 7
 HD: 1
 MV: 120'(40')
 ATK: 1 wpn or Gaze
 DMG: 1d6 or special
 #APP: 1d6
 SV: F1
 ML: 7
 AL: CE
 HOARD: XIX

Bo-dunks are weird mute jerks from the Abyss. They loiter in deep caverns and love to absorb life force through their DEATH VISION. Once you pass a Save vs. Death against it you are forever immune*

Bo-dunks are proud of their belt buckles. Buckle designs MIGHT indicate a minor magical power related to the design (2 in 6).

1d6 Belt Buckles:
 1=Skull, 2=Moon, 3=Sun, 4=Raven, 5=Dragon, 6=Rat

120' stare!
 Eye contact = Save or DIE!*



*Bo-dunks are NOT immune.

CATTARUSK

AC: 5
HD: 8+2
MV: 120' (40')
ATK: 1 punch or bite
DMG: 1d8 or special
#App: 2d4
SV: F8
ML: 10
AL: CE
Hoard: XV

Slorching and slothering from some slimy hole, the grotesque cattarusk bares its teeth and snorts, rather apelike, before biting the head off its prey and sucking out all the juice. These 20' long monsters often live in pairs but can occasionally form nasty dens of up to eight members. They sleep 80% of the time and wake up on a roll of 3 in 6 if intruders are not using stealth. They are always cranky and hungry upon waking. The smell of a cattarusk den can be detected up to 120' feet away. The dens are always infested with slugs and there is a 1 in 6 chance that a green slime will be hanging out on the ceiling. Slimes cannot eat cattarusks due to their protective secretions.

Cattarusk's secrete slime that will put out any fire it touches, making these creatures immune to fire damage. In combat, a cattarusk will punch with its huge fists until it has scored a couple of hits, then it will deliver its powerful bite. If the bite attack hits with a natural roll of 19 or 20 the target must pass a saving throw vs. death or be killed. Otherwise, the bite attack deals 2d10 points of damage.

Armor magically coated with cattarusk slime renders the wearer immune to fire damage and the attacks of green slimes.



GRETCH



Wizard candles burn to the base, leaving a mystical mess of ash and wax. Spellcraft debris and years of arcane antics have a 1% chance per month of forming a gretch. Gretches obey their wizard 75% of the time and have a penchant for murder. When burned in a wizard's fire, the gretch's melting body has a 1 in 6 chance of pooling into a random potion.

AC: 7
HD: 2
MV: 120' (40')
ATK: 1 bite
DMG: 1d6
#App: 1d4
SV: F1
ML: 11
AL: CE
Hoard: None

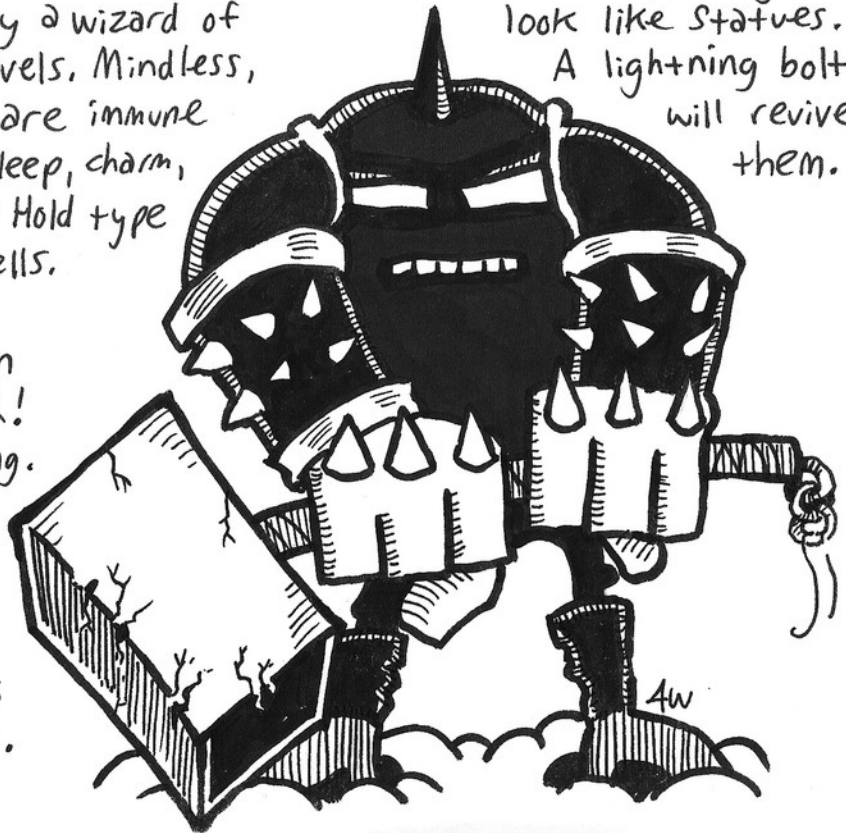
GRAVITY GUARD

AC: 0
 HD: 9+3
 MV: 90' (30')
 ATK: 1
 DMG: 1d20
 #APP: 1d6
 SV: F9
 ML: 12
 AL: N
 HOARD: Nil

An automaton sentinel created by a wizard of 13+ levels. Mindless, they are immune to Sleep, charm, and Hold type spells.

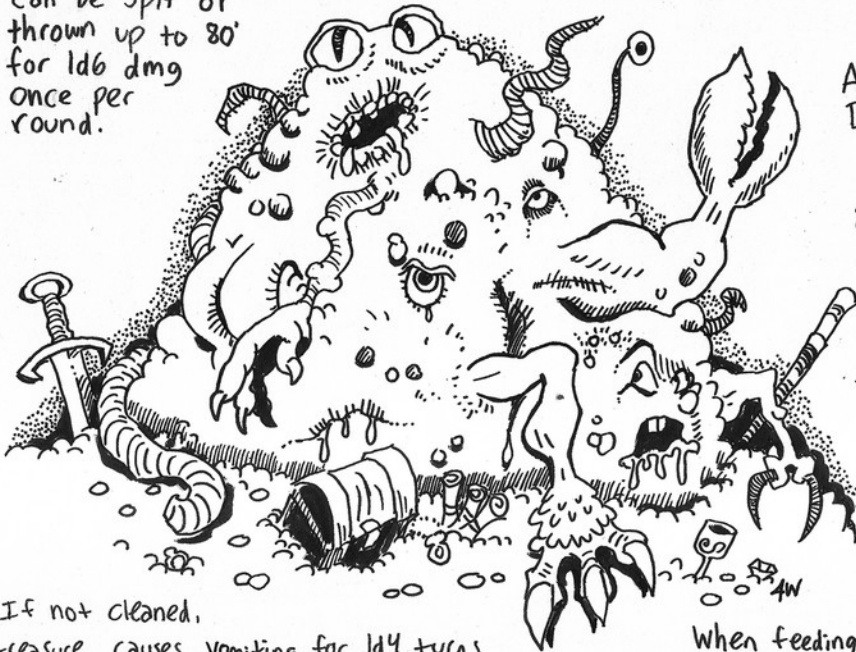
Big Damn HAMMER!
 1d20 dmg.

On a hit of 15+, you must save vs. death or lose 1 point of Con permanently. Only Remove Curse can reverse this body-shattering effect.



Heavy! Cannot be moved or knocked prone... even when DEAD. At 9' tall, dead guards look like statues. A lightning bolt will revive them.

Better duck. Treasure can be spit or thrown up to 80' for 1d6 dmg once per round.



HOARD HORROR

AC: 7 #APP: 1
 HD: 10+2 SV: F7
 MV: 0' ML: 11
 ATK: 1 per appendage AL: CE
 DMG: 1d6 each + special

A nasty abomination squatting on its hoard of gold? Roll for initiative!

These uglies have 1d10 usable appendages and each may attack once per round for 1d6 dmg. On a hit the target saves vs. paralysis or the horror-GODS...the HORROR!- will bite with 1d4 toothy maws for 1d6 dmg each + save vs. poison or suffer -1 to hit for 1d4 turns as limbs go numb. Fail 3 saves and DIE.

If not cleaned, treasure causes vomiting for 1d4 turns on a failed Con check.



When feeding on a fresh kill the horror squirts out 1d100 coins, 1d4 gems, and 1 random item. Its hoard is comparable to that of an adult DRAGON. Hoard horrors take 1/2 dmg from blunt weapons and non-magical attacks. They are immune to all mind-affecting attacks.

OLAGONANAPLIX

AC: 5
 HD: 8+2
 MV: 120' (40')
 Fly: 180' (60')
 ATK: 1 Kick or special
 DMG: 2d6 or special
 #APP: 1d4
 SV: F8
 ML: 10
 AL: CE
 HOARD: XV

Kick can knock prone on failed save vs. paralysis.



Brain drain!
 40' range,
 Save vs. spells
 or lose
 1d6 Int.
 At 0 Int
 you become
 catatonic 1d6 turns.
 Int heals 1/turn.

These creatures get +4 to save against mental effects. They nest in old towers or mountain tops.

Addle-eye! 40' range, save vs. spells or suffer Confusion spell, 3/day.

Ologonanax drains your mind to its core... then, as you lie in a catatonic pool of drool it sucks your very SOUL! Without aid you DIE in 1d4 rounds.

PENANGEDUSA

AC: 7
 HD: 5
 MV: 120' (40')
 Fly: 150' (50')
 ATK: 1 bite/special
 DMG: 1d6/special
 #APP: 1d3
 SV: F10
 ML: 6
 AL: CE
 HOARD: VII

She waits in a dark crypt, silent and still. But the smell of your flesh wakes her... and she feeds!

On a hit, she kisses. Save vs. spells or be Held 1d4 rounds. She then drains 1d6 hp/round, sucking your spirit dry.

She may attack with 1d6 snake bites, each dealing 1 dmg + save vs. poison or suffer random effect:

- 1 = 1d6 dmg
- 2 = Sleep (spell)
- 3 = Blind 1d6 rnds.
- 4 = Confusion

She can only be hit by magic or silver weapons. 1-in-6 drained will rise as a penangedusa or wraith in 1d6 turns. Her body is immobile.



Catgirl



REQ: None PRIME: Dex HD: d6
 ATTACKS, SAVES, WEAPONS/ARMOR: Thief

- ❖ *MEOW!:* By turning on the kitty charms you gain +2 on a reaction roll to help you get what you want.
- ❖ *CURIOSITY CAN KILL YOU:* If you are tempted by anything shiny, dangly, or otherwise irresistible you must pass a Wisdom check to avoid investigating it.
- ❖ *KILLER INSTINCT:* Use your Dex modifier instead of Str for melee attacks. You can make two claw attacks per round as long as both hands are free. Ouch!
- ❖ *NINE LIVES:* If you die, roll 1d12. On a 9 or less, you are miraculously alive with 1 hit point. But now you have 8 lives! each time you cheat death, subtract 1 more life until death catches up!

LEVEL	TITLE	XP	HD	CLAW	SNEAK	CLIMB
1	KITTEN	0	1D6	1D3	50	80
2	POUNCER	1,600	2D6	1D3	55	82
3	TAB	3,200	3D6	1D3	60	84
4	JINX	6,400	4D6	1D3	65	86
5	LYNX	12,800	5D6	1D4	70	88
6	COUGAR	26,000	6D6	1D4	75	90
7	TIGER	52,000	7D6	1D4	80	92
8	CATGIRL	104,000	8D6	1D4	85	94
9	QUEEN	208,000	9D6	1D6	90	96
10	CATGIRL QUEEN	328,000	9D6+1*	1D6	95	98
11	CATGIRL QUEEN	448,000	9D6+2*	1D6	96	99
12	CATGIRL QUEEN	568,000	9D6+3*	1D6	97	99
13	CATGIRL QUEEN	688,000	9D6+4*	1D6	98	99
14	CATGIRL QUEEN	808,000	9D6+5*	1D8	99	99

*CON BONUS NO LONGER APPLIES

BARBARIBUNNY!

REQ: None PRIME: Str/Dex HD: d8
 ATTACKS, SAVES, WEAPONS/ARMOR:
 As Fighter; leather and shield only

Leapin' Lettuce! You can leap 30' forward, 10' backward, or 10' side to side. You can leap 10' straight up. It's kinda cool.

Kick 'Em Up or Down: Your kick deals 1d6 points of damage and if that is your only action the target must save vs. Paralysis or be knocked prone or 10' back. After a successful attack, you can kick any target within 5' for 1d4 points of damage.

Lucky Feet: Once per day you can work a little luck magic (maybe by wiggling your toes) granting +3 on an attack or saving throw or allowing you to re-roll something.

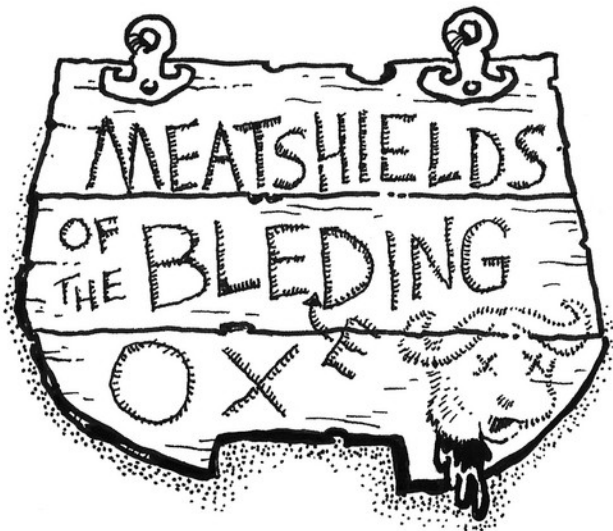
Barbaric Strike: Your savage heritage grants you extra damage per day equal to your level. Divide it up however you want as you cleave through enemies like chopping heads of cabbage. *Yum.*

Quick and Cunning: Double your Dex mod when applying it to Armor Class *or* use Dex and Int to modify AC, relying on a combination of cunning and skill.



LEVEL	TITLE	XP	HD
1	Kit	0	1d8
2	Hopper	2,000	2d8
3	Cottontail	4,000	3d8
4	Bunny	8,000	4d8
5	Thunderfoot	16,000	5d8
6	Rabbit Raider	32,000	6d8
7	Killer Coney	64,000	7d8
8	Deadly Doe	120,000	8d8
9	Barbaribunny	240,000	9d8
10	Barbaribunny	360,000	9d8+2*
11	Barbaribunny	480,000	9d8+4*
12	Barbaribunny	600,000	9d8+6*
13	Barbaribunny	720,000	9d8+8*
14	Barbaribunny	840,000	9d8+10*

*con bonus no longer applies



You got a gig coming up. Big money on the line. Dangerous, what with the **venomous giant hamsters** and all, but if your crew pulls through... oh man, the **treasures**! Can't screw this up. Gonna need some backup. Gonna need some swords, spears, and spells to complement your expert team. Where in the hell can an honest adventurer hire some old-fashioned meatshields? Look no further than The Bleeding Ox...

~ 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.



GARU ERICZEN 10 GP/DAY

3RD LEVEL SINEWY BARBARIAN (NEUTRAL)

Haggle 10
AC 3 **HP** 30
Str 17 (+2)
Dex 13 (+1)
Con 16 (+2)
Int 10
Wis 12
Cha 12

Turn-Ons Military prowess
Turn-Offs Wizards and redheads

Quiet, aloof, impatient. Hates wizards, but will work with them as long as they keep their damn spells to themselves.

Danger sense detects imminent threat on 2 in 6 roll.

Long sword, short sword, dagger, **shield +1**.

Berry wine shows you hidden things after 3 drinks, but results in -2 penalty to hit for 3 turns (has 9 drinks left). Deer jerky for 3 days, 2 torches.



KIRIEL 25 GP/DAY

4TH LEVEL FIGHTER (LAWFUL GOOD)

Haggle 8
AC 2 **HP** 27
Str 14 (+1)
Dex 18 (+3)
Con 14 (+1)
Int 13 (+1)
Wis 15 (+1)
Cha 13 (+1)

Turn-Ons Opposing tyrants
Turn-Offs Naked money grabs

Careful, precise, deliberate. Will only join parties with good intentions and may have a quarrel with those that don't. Will fight for less, or possibly for free, if the cause is sufficiently epic and just.

Long sword +2/+3 vs. chaos, 2 daggers, leather, shield.

Wrist Cuffs of the Iron Way (-1 to AC, +1 to damage).

Bag of herbs, delicious meat pies, rare incense.

Lantern with 2 flasks of oil.



NELL OF THE DELL 11 GP/DAY

2ND LEVEL CHAINMAIL CHICK (NEUTRAL)

Haggle 11
AC 4 **HP** 16
Str 15 (+1)
Dex 15 (+1)
Con 16 (+2)
Int 10
Wis 9
Cha 13 (+1)

Turn-Ons Monster teeth
Turn-Offs Whiny city folk

Eh. Ain't nothin' in no dungeon she can't chop to bits. Gold and battle... bring it on.

Axe, short bow, arrows, dagger, **chain bodice +1**.
 Beer, stale bread, a weird ivory pony figure, a rib bone from a giant squirrel, 2 torches.

4w



URTTA 5 GP/DAY

1ST LEVEL BARBARIBUNNY (CHAOTIC NEUTRAL)

Haggle 7
AC 3 **HP** 7
Str 13 (+1)
Dex 17 (+2)
Con 12
Int 12
Wis 8 (-1)
Cha 12

Turn-Ons Garden veggies
Turn-Offs Undead

Hailing from a strange valley some days' journey to the east, Urtta has come to the city in search of adventure... and her sister Zelm.

Long sword +1 ("Smiles"), sling, stones, 2 daggers, chain-mail bikini.

Waterskin, carrots, nuts, book of rustic fables, **potion of healing**, 1 torch, 3 iron spikes.



SARNO 16 GP/DAY

2ND LEVEL FIGHTER (NEUTRAL GOOD)

Haggle 10
AC 8 **HP** 9
Str 17 (+2)
Dex 13 (+1)
Con 13 (+1)
Int 9
Wis 11
Cha 13 (+1)

Turn-Ons Shooting goblins and orks
Turn-Offs No goblins or orks to shoot

The platinum-haired tribesmen of the Windy Wild Vale are expert archers with a borderline pathological obsession with goblin killing. Sarno is typical of his people and has +1 to hit with all bows.

Long bow +1/+2 vs. goblinoids, arrows, **arrow +1**, short sword, dagger.

Sack of 13 dried mushrooms (eating heals 1 hp each), moonshine, lantern, 1 flask of oil.



FATHER MUG 18 GP/DAY

2ND LEVEL CLERIC (LAWFUL NEUTRAL)

Haggle 13

Turn-Ons Rain

AC 6 **HP** 9

Turn-Offs Stairs

Str 11

Dex 7 (-1)

Be not afraid for the Impartial One sees all. Father Mug sees most. And the temple needs a new roof.

Con 15 (+1)

Int 12

Wis 13 (+1)

Spells: *Cure Light Wounds*

Cha 9

Holy Mace of Light +1 (casts light, 1/day), chain mail. Wine, reddish cheese, potatoes, holy symbol (small disc), Book of Impartial Wisdom, a shiny yellow pebble, lantern, 2 flasks oil, 2 vials holy water.



DAIZA KOFF 20 GP/DAY

3RD LEVEL RANGER (NEUTRAL GOOD)

Haggle 5

Turn-Ons Promise of rivers and streams

AC 6 **HP** 30

Turn-Offs Wagons

Str 18 (+3)

Dex 14 (+1)

He puffs his pipe and tells tales of the mountains and fishes. A good, rousing adventure through nature is what he lives for. Slaying orks is a bonus.

Con 18 (+3)

Int 11

Wis 10

Cha 9

2-handed sword +1, **bracers of defense +2**, dagger, short bow, arrows, **Belt of Might (+2 Str)**.

Water, unidentified jerky, **potion of healing**, unsorted map scrolls, 29 ork teeth, 3 torches.



NEBBS DOORBREAKER 15 GP/DAY

2ND LEVEL DWARF (CHAOTIC GOOD)

Haggle 8

Turn-Ons Gold, jewels, silver, copper, etc.

AC 6 **HP** 11

Turn-Offs No promise of treasure

Str 13 (+1)

Dex 12

She laughs, she sings, she drinks, and she loves treasure hunting. A healthy love of treasure has taught her to detect gold, silver, and jewels through walls or chests on a roll of 3 in 6.

Con 14 (+1)

Int 10

Wis 7 (-1)

Cha 13 (+1)

Short sword +2, dagger, sling, stones, **leather +1**.

10' pole, bag of sand, bag of marbles, salted fish, beer, wine, bone comb, magnifying glass, 2 torches, small mirror.

BURIED TEMPLE OF K'LIXTRA

K'lixtra, Mother of Vomit, calls her children to dig dark holes and gut innocents, spilling their blood into evil pools. Some of these wicked temples yet remain, scattered across the earth, buried deep... forgotten.

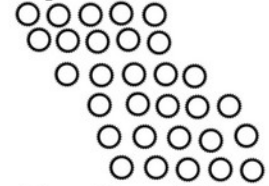
ENTRANCE:

Hidden by blackened, thorny trees. Each PC saves vs. Poison (subtracting AC) or thorns cause one **Ill Effect** (d4).

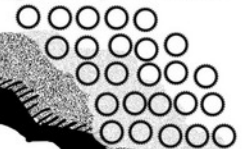
TABLE OF ILL EFFECTS

Die Roll	Effect	Details
1-2	None	Forces of good are smiling on you.
3-5	Nausea	-1 to hit for 1d4 rounds.
6-8	Stinging Pain	1d6 dmg.
9-10	Blinding Headache	1d4 dmg., -4 to hit for 1d3 turns.
11-12	Blood Vomit	1d8 dmg., unable to act 1d4 rounds.
13-14	Violent Shakes	-4 to hit and saves for 1d10 turns.
15-16	Fear	Drop items in hand and run for 1d4 turns.
17-18	Murder	Attack nearest living creature for 1d6 rounds.
19	Darkness	Become devotee of K'lixtra, become evil.
20	Death	Save or die.

Trog Champ #1 HP: 30



Trog Champ #2 HP: 25



Trog Champs

This pool holds the trogs' treasure along with a wet leather bag containing the **Glittering Tome of the Silver Sage**.

Troglodytes

Trog Champs

AC 4; HD 5+1; hp 30, 25; Atk 1d10+2

These twins wear **scale armor +1** and lug a **2-handed sword +1**. They are champs of K'lixtra and can cast **Cause Light Wounds** once per turn each. The magic armor is fetid and will sicken any non-trog wearer unless it is **Blessed** or has **Remove Curse** cast upon it.

Lair of the Trogs

This great, stinking room is currently home to 25 nobberlocks, 12 troglodytes, and 2 troglodyte champions. The nobberlocks are concentrated at the south end while the trogs dwell at the north, swimming freely through the streams.

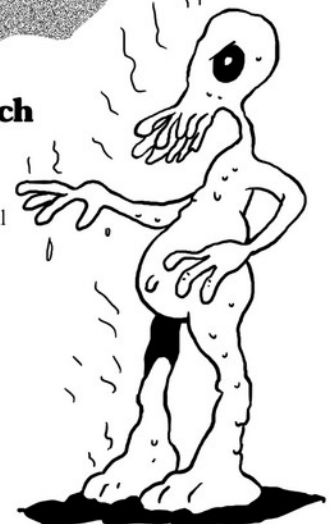
Pool of Sacrifice

Evil room. Roll 1d20 on **Ill Effects** upon entering. Every turn 2d6 nobberlocks emerge from the dark waters. In 1d4 turns 2d4 troglodytes will emerge.

Nobberlocks

Nobberloch

AC: 8
HD: 1
Atk: 1+special
Dmg: 1d4+special
App: 3d10
Save: F1
Morale: 12
Hoard: None
Align: CE
XP: 22



Nobberlocks are spawned by evil demons and deities. They are sickly yellow and stinky. They do not speak, but are telepathic with one another up to 500'. They stink like troglodytes. They grab their enemies (1d4 dmg) and attempt to bite in order to lay eggs (save vs. Poison or be infected, dying in 1d4+4 turns as 1d10 nobberlocks are birthed). They can bite immediately after a grab. Nobberlocks secrete an acidic, sticky residue that lets them climb any surface and can erode stone and mortar in 1d4 turns with concentrated effort.

For PC levels 2-4 or an army of level 1s.

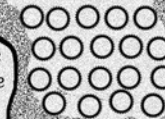
Bloody Altar

Touching altar = roll 1d20 **Ill Effect**. Evil Clerics gain **Cause Light Wounds** (1 time).

Snake Idol

Must give live vermin or face ghostly giant rattler (AC 0).

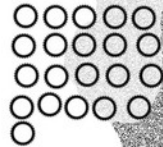
Rattler HP: 19



Spider Idol

Must give live insect or face ghostly giant tarantella (AC 0).

Tarantella HP: 21



Terribly untrapped corridor.

Rooms full of debris. Also, 1d10 giant black widows.

A +1 short sword that casts light is stuck in rock just under the water's surface here. Pulling it free takes 1d20 rounds.

Hidden stream connects on 1 in 6. Found easily when submerged.

GLITTERVEIL

Level: 1

Duration: 1 turn/level

Range: 10'/level

The wizard's face shimmers and shifts as her mind extends into many realms of existence at once. She is able to see invisible beings, hidden doors, and magical objects or beings of magic. While the spell lasts, the wizard gains +5 to saving throws against magic and breath weapons but loses any Dexterity bonus to AC.

MIRROR HEART

Level: 2

Duration: 1 turn/level

Range: 100'/level

Mirror Heart places the wizard's life force into the heart of another living being touched by the wizard and failing to save vs. Spells. As long as the mirror heart is within the spell's range, the wizard takes no hit point damage. Instead, the damage is absorbed by the mirror heart. If the wizard wills it, she may share her own hit points with the mirror heart to make the spell symbiotic. If this spell is cast on a lycanthrope, the creature must save vs. Death or die instantly.

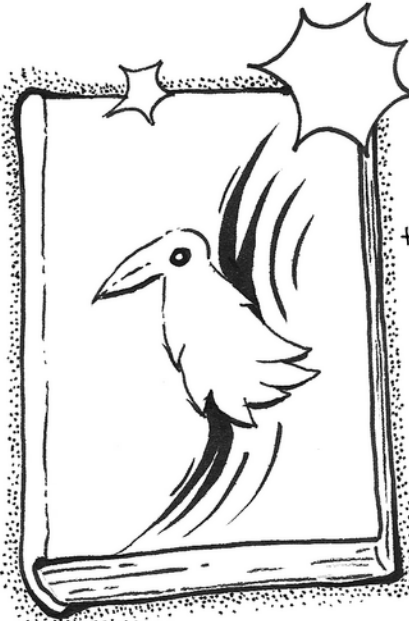
SHIMMERWEB

Level: 2

Duration: 1 turn/level

Range: 20'

The caster spins silvery webs from her fingertips. She can sling the webs up to



GLITTERING TOME OF THE SILVER SAGE

This shiny book made of pure silver bears the emblem of a silver bird on its cover. Before the book can be safely opened the bird's feathers must be stroked. Otherwise it will caw loudly and strike with its beak, dealing 1d6 points of damage and severing a random finger (save vs. Paralysis to avoid). The wizard reading this book will always detect the presence of silver within 120' and may divine the functions of the spells that lie within.

20' causing 1d4 targets to save vs. Paralysis or become stuck, unable to move until the save is made. The silver web will deal 1d6 points of damage per round against lycanthropes and it cannot be cut except by a magical blade. The wizard can block a typical doorway or hall, seal a door (treat as Wizard Lock), and even catch a falling person or object. The web's shimmering surface will reflect any light source, even as small as a candle, and cast the reflection 60' in a single direction.

QUICKSILVER BLESSING

Level: 3

Duration: 1 round/level

Range: Touch

The target's movement is multiplied by the wizard's level. At the end of the spell's duration the target suffers 1 hit point of damage per level of the wizard, but may make a saving throw vs. Spells to avoid the damage.

REFLECTION OF THE SOUL

Level: 5

Duration: Permanent

Range: Special

The wizard puts her life force into a silvered mirror which will possess the same number of hit points as the wizard. The mirror has an AC equal to 9 minus the wizard's level and makes saving throws equal to the wizard. If it is destroyed, the wizard is destroyed. All damage dealt to the wizard by non-magical means is reduced to zero if she passes a saving throw vs. Spells with a +2 modifier. If she fails the save she takes normal damage, and so does the mirror. Against magical damage she gets no saving throw bonus. If the wizard is made to peer into the mirror she must save vs. Death or die. If successful, the mirror is destroyed and the spell broken but the wizard takes no damage. The mirror must remain within 40' of the caster to be effective.

SILVER SALVE

Level: 2

Duration: Immediate

Range: Touch

The caster squeezes a piece of silver in her hand until it forms soft, viscous, glimmering oil. If the oil is applied to wounds it will heal 1d6 hit points of damage. If applied to the skin of a lycanthrope the creature takes 1d6 points of damage. The salve remains usable for 1 turn per level and at least 1 sp worth of silver must be used with each casting.

SILVER SWORD

Level: 3

Duration: 2d6 rounds

Range: Special

A glittering silver +2 magic sword appears in the caster's hand (+5 vs. lycanthropes). The sword casts light in a 40' radius, even penetrating magical darkness. On a roll of natural 20, the sword will behead its target on a failed saving throw vs. Death. The sword confers an aura of protection around the caster, improving her AC by 3 and granting her +2 on all saving throws. The sword will remain until the end of the spell or until the wizard casts another spell.

SILVER TONGUE

Level: 3

Duration: 1d6 turns

Range: Special

This spell makes the caster's words sound true even if they are false. Her Charisma is treated as being 19 and anyone she talks to must save vs. Spells (minus her Cha modifier) or be compelled to believe her, acting in accordance with their belief.

TIDE OF SILVER

Level: 2

Duration: 1 round/level

Range: Touch

The wizard dips her finger into a body of water, transforming 10 cubic feet per level into molten hot silver. Any creature in the area of effect will suffer 2d6 points of damage per round until the spell ends or they emerge from the affected area. The silver reverts to water when the duration ends. Any lycanthropes caught in the water must save vs. Death or die.

TRUE AS SILVER

Level: 4

Duration: Permanent

Range: Touch

The wizard transforms one weapon to silver, granting it a +1 bonus against lycanthropes and other creatures susceptible to silver.

The weapon also grants its wielder the ability to see all lycanthropes within 60' for what they really are for 1 turn per day. The weapon retains all other original properties.

In order to cast this spell a quantity of silver worth 10,000 sp must be melted in a vat or cauldron in which the weapon is to be submerged.

WOLFEBANE CHANT

Level: 3

Duration: 1 Round/level

Range: 10' Radius/level

The caster places a silver coin in her mouth and chants the spell's incantation. All lycanthropes, wolves, and canines of any variety within range must save vs. Spells or suffer 1d6 points of damage per round and -3 on all attack rolls. All allies in range will gain +3 to hit and damage against lycanthropes for the duration of the spell. When cast by a wizard of level 9 or higher against a single lycanthrope, the creature's curse will be removed if it survives 3 rounds of the chant.



Witch

Character Class

REQ: None

PRIME: Wis

HD: d4



There be spirits in the woods and you know 'em! The veil between worlds ain't so thick after all. With a bit of hemlock, a pinch of luck, and a twinkle o' the nose you can make love potions, faery charms, and maybe summon some **DEMONS**.

You attack and save like a magic-user, cast spells, and are usually female (though it ain't a rule). You can tease the magic out of just about any magic item (save vs. spells, add Wis mod).



SPELLS: You can learn any kind of spell. It's all magic to you. **RHYMES:** By speaking a little rhyme (no matter how lame) you can magic each time (unless they are the same). Saves apply, avoid repeats.

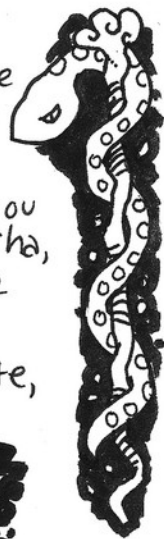
CHARMS: With 1d6 turns of prep you can make a charm (hex bag, necklace, etc.) that mimics a spell of half your level (round up) or less with 50% effect. If not used in 3 days it is dead. **HEXES:** At level 3 you can Curse or Remove Curse 1/day. At level 7 you can curse items permanently by saving vs. Spells... failure = you curse **YOURSELF!**

FAMILIARITY: You attract 1 familiar every 3rd level (3, 6, 9, etc.) that has your HD. You have a psychic two-way link with your animals ranging 1 mile/level.



Lvl.	XP	TITLE	HD	SPEELS					POTIONS PER MONTH	POTIONS SPOIL AFTER MONTH
				1	2	3	4	5		
1	0	Kettle Keeper	1d4	1	-	-	-	-	=Wis mod	90%
2	2800	Herbalist	2d4	2	-	-	-	-	+1	80%
3	5600	charmer	3d4	2	-	-	-	-	+2	70%
4	12,000	Spirit Friend	4d4	2	1	-	-	-	+3	60%
5	24,000	Diviner	5d4	3	2	-	-	-	+4	50%
6	48,000	Summoner	6d4	3	2	-	-	-	+5	40%
7	96,000	Crone	7d4	3	2	1	-	-	+6	30%
8	192,000	Enchanter	8d4	4	3	2	-	-	+7	25%
9	380,000	Witch	9d4	4	3	2	-	-	+8	20%
10	540,000	Glimmer Witch	10d4	4	3	2	1	-	+9	15%
11	700,000	Sabbath Witch	11d4	5	4	3	2	1	+10	10%
12	860,000	High Witch	11d4+1*	5	4	3	2	1	+11	8%
13	1,020,000	Great Witch	11d4+2*	5	4	3	2	2	+12	5%
14	1,180,000	Grand Witch	11d4+3*	6	5	4	3	2	+13	1%

* Con bonus no longer applies



COMMUNE: You can draw a magic circle and summon a strange entity, trapping it 1d6 rounds/level (1d6 turns at level 12). You can do this 1/day. The being cannot attack or affect anything outside the circle. You can ask 1 question and with a good reaction roll you might get a useful answer. The roll is modified by Int, Wis or Cha, per your choice. ✪ At level 9 you can cast Commune spell once per week. Be careful... otherworldly beings never forget.

EXTRAPLANAR: At level 12 you can cast Contact Other Plane, Gate, or Astral Projection once per day.

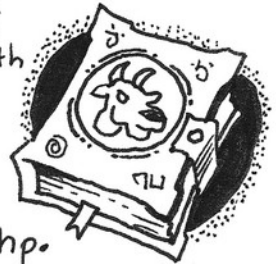
AIRBORNE: With a favored broom, cauldron, chair, or other large object you can Fly once per day. By level 9 you don't need a prop.

STRANGE BREWS: You can mix up magic potions from natural ingredients. Each potion requires 1 day to create. See XP table for details.



SPIRIT FRIEND: You can detect spirits, undead, demons, and devils within 60' with a Save vs. spells. Reaction rolls for such entities gain a bonus of 1.

BOOK OF SHADOWS: Your spellbook is a window to your soul. It tells the truth of you. If it is stolen and deciphered the thief may place a Geas upon you (no save). If it is damaged you take equal dmg. It shares your hp.



If you survive, you may create a new book in one month... but you are reduced to level 1 until it is finished.

NO BLAZING ARTILLERY: You are nature's child, not a war machine. Flowers, not fire! When casting spells that deal multiple dice of damage you never deal more than 2d.



POTION RISK: You can use the table below for potion-making if you feel lucky. Modify by Wis or Int.

1d10	RESULT
10	Excellent! 1 extra dose.
5-9	Good job.
3-4	Poor quality. 50% failure chance.
2	Failed. 1 dmg + nausea.
1	Botch! Save vs. 2d6 dmg.



SKYCLAD: When wearing nothing at all, you are wrapped in nature's embrace. Your saves are at +3 and your AC is improved by your Int, Wis, and Cha mods.

RANDOM SUMMONED ENTITIES:

- 1 = Demon
- 2 = Devil
- 3 = Astral
- 4 = Spirit
- 5 = Faery
- 6 = Gross nasty abomination
- 7 = Angelic
- 8 = Elemental
- 9 = Honest
- 10 = Liar



CRYPT OF THE WORM IDOL

The PCs stumble upon a hidden crypt from which wafts a whiff of fetid fragrance. Could this be another unholy shrine to K'lixtra, Mother of Vomit and Mother of the Deep Dark?

ENTRANCE: The stone doors are stuck and must be pulled open with spikes and ropes or some other clever means taking 2 full turns to complete. There is no door handle.

As the doors open, the stink hits the PCs and all must save vs. Poison or take 1d4 points of dmg and vomit for 1d6 rounds. The stench is very similar to that of the nobberlochs*.

Sinister Stinkers: For every turn spent in the crypt there is a 2 in 6 chance that 1d6 nobberlochs will crawl from the nearest pool, hole, or crack.

Worm Idol: The 6' stone idol is hollow and filled with wriggling yellow worms. The runes at the base are written in ancient Tong Tet, the language of pure evil. Wizards, Clerics, and other scholarly sorts must pass an Int check by at least 3 points in order to read it. If they are evil, a straight check is all that is needed. The runes read:

CHW, SPT, ENTER.

Yellow stains on the south wall mark the secret door that can only be opened by spitting chewed-up worm upon it.

Those who chew must save vs. Poison or take 1d6 dmg and vomit 1d6 rounds. Such losers cannot open the door.

Swirling Pool: This stinking pool of swirling yellow liquid is a portal to the Cave of K'lixtra, where no one wants to go. Standing next to it requires another save vs. Poison. About 10' below the surface is a skeletal warrior in **scale armor +2**. His fingers are embedded in the stone wall of the pool as if he tried but failed to escape the yellow doom.

Immersion in the pool causes a loss of 1d4 Con per round, permanently. But if a yellow worm was successfully chewed prior to entering the pool no Con loss occurs.

Black Pool: This 30' pool of fetid water will spawn 1d6 nobberlochs per turn as soon as PCs enter the cavern. PCs could escape by diving into this pool and finding that it leads to an underground stream that terminates in an outdoor pool which has been soured by the evil of K'lixtra's worshippers**.

Adventurers stashed 2 sacks hidden by the pool (3 in 6 to find, or 1 turn search).

Bag #1: 671 gp, 101 pp, opal (100 gp), **potion of fire resistance**.

Bag #2: Silver mirror, rare wine (100 gp), **dagger +1**, **ring of spell storing**.

Sarcophagus: Here lies the coffin of the Vexx, a Champion of the Deep Mother. Vexx was laid to rest when K'lixtra's temples were destroyed many centuries ago. Nobberlochs sealed his coffin with their nasty secretions and he has waited patiently for release ever since.

- Charm Person
- Shield
- Burning Hands
- Read Magic

Touching the sarcophagus will awaken the Vexx, though he cannot escape on his own. It takes 1d4 turns to chip away at the resin sealing the coffin, inviting more nobberlochs to come and kiss the PCs.

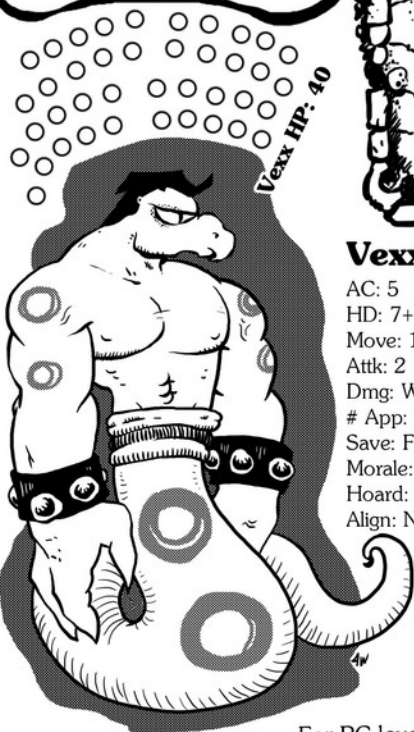
When the seal is finally broken, Vexx will rise up! He has waited a long time to dine on living flesh in the name of K'lixtra. He will waste no time.

In the coffin can be found a small black leather bag containing 7 eyeballs from 7 good Clerics. This evil relic is a prize to the Vexx. But a good aligned Cleric may, on a successful save vs. Death, pray for the 7 dead Clerics to return and help vanquish the Vexx. These priests and priestesses will deliver a single 10d6 bolt of lightning to the creature before their spirits dissipate. He gets no save.

The Vexx fights with a skull-topped, spiked **mace +1** that disperses a cloud of poisonous gas in a 20' radius once per turn (save or take 2d6 dmg). He may cast **summon shadow** 3 times per day.

The eyes of the Vexx can lock the gaze of the unsuspecting and cast **charm person** or **hypnotize** each once per day on a failed save vs. Spells. The Vexx bears tattoos that grant it 50% resistance to all magic.

**Or, this pool may connect to one of the pools in the troglodyte lair from Buried Temple of K'lixtra.



Vexx

AC: 5
HD: 7+1
Move: 120' (40')
Attk: 2
Dmg: Wpn or spell
App: 1d6
Save: F7
Morale: 10
Hoard: XI
Align: NE

For PC levels 2-4 or an army of level 1s.

*See the adventure Buried Temple of K'lixtra.

QUICK INIT!

Combat should be kinetic, cinematic, and unimpeded by bookkeeping. Here's a quick and easy way to handle initiative. It involves you, the DM, rolling a single die every round and deciding which PCs get to act in which order. It works. I use it. Try it out sometime.

1 Choose the die! For a typical encounter it should be a die that is at least 1 bigger than the number of PCs (or players). If you have 5 players, use a d6. If you have 6 players, use a d7 or d8.

2 Roll the die and subtract 1. For 5 PCs, roll 1d6-1, for example.

3 The result is how many PCs get to go first. Sometimes they will all go, sometimes none of them will.

Keep in mind that bigger dice favor the PCs, smaller dice favor the enemies.

If the monsters are really fast, very numerous, or generally experts at combat then consider rolling a smaller die to give the enemies a benefit, at least for the first round. Rolling a smaller die means fewer PCs will get to go first.

Choose the order in which characters go. Be fair, logical, and cinematic. If the fighter rushes into a room of zombies then the fighter should probably be the first to strike. If there are bows in the mix they should also be early in the combat order. Players that insist on carrying too much equipment might feel the pinch here, being less favored to go first.

Also, help your shy players. Help your players who have been rolling crap all night. Let them get the first shot every once in a while. Describe the action like a storyteller and the players **will** buy into it. **Keep that bastard moving!** That's my motto.



BLACK PUDDING



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* MAGIC HOUSE RULES *

For your arsenal of wizardly wonders! The following rules can apply to magic-users and their arcane sub-classes and wizarding cousins.

@ FIRE AND FIRE AGAIN: Save vs. Spells to retain a cast spell and cast again. Add your Int. mod, but subtract the spell level. If you roll a 1 the spell fails and produces an unexpected result. On a roll of 20 something AWESOME should happen.

SPELL FAILURE! (Use this or a COOLER table online)

- 1: Spell fizzles, leaving the stench of failure. You cannot cast the spell again for 1d3 days.
- 2: Normal, crappy failure. BLAH!
- 3: Smoke and foul odor!
- 4: You pass out for 1d4 rounds.
- 5: As #4, and take 1d4 dmg.
- 6: Stunned 1 round... something STRANGE crawls into reality.
- 7: The OPPOSITE effect occurs.
- 8: Explosion! 1d6dmg/spell level, 20' radius.
- 9: Lose 1 Int., regained in 1d3 days.
- 10: Energy of failed spell turns inward, granting +1 to saves and attacks for 1d10 rounds.



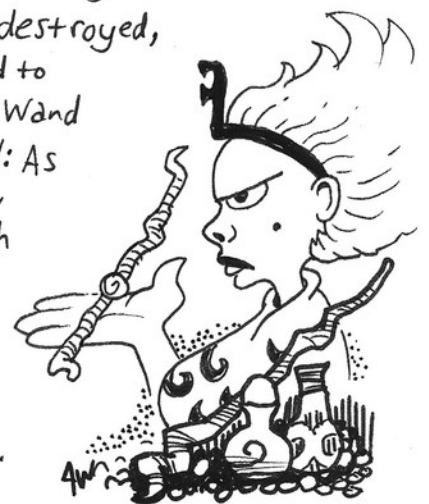
@ WANDERFUL WIZARDRY: Wands can kick ass too.

⚡ WAND ZAP!: Use a wand to add +1/4 10% to any spell or the attack of an ally within 10' per level. Can also cause -1 to saving throw of an enemy. Use wand to cast a spell that is not currently prepared. Wands used in any of these ways have a 4-in-6 chance of being destroyed, turning to dust.

⚡ WAND BLOCK!: Use a wand to block a spell or attack within 10'/level. Wand is destroyed by this action.

⚡ WAND BATTLE!: As long as you face another wand-wielding wizard you may cast any spell from your repertoire 1 time each 1 time per round. You must hit the target's AC, then the spell takes effect. If hit, you must save vs. spells or your wand is destroyed.

ITEM: DUELING WAND- This wand is a +1 magic item when used by a wizard of any kind.





Name: _____
 Race: _____
 Class: _____ Level: _____
 XP: _____ Align: _____
 Desc: _____



STR
DEX
CON
INT
WIS
CHA

AC
Move: _____

Weapon

Dmg.

Breath:
Poison/Death:
Paralyze:
Wands:
Spells/Devices:

Armor

AC

Items

SPECIAL

TO-HIT

9	8	7	6	5	4	3	2	1	0	-1	-2

