

CASTLE TERRAVANTE, THE VAULT OF OMNILEX, AND THE CRYPT OF THE WRETCHED

INTRO

This adventure consists of two parts: a castle full of schemers and a two-part dungeon beneath. They are easily separated, so there are a number of ways to use it:

- You can just use the castle scenario and, instead of the dungeon entrance, place a large and heavy treasure there (you'll see why making it heavy makes it more fun).
- You can ignore the castle and just use the dungeon.
- You can use the first part of the dungeon in any scenario.
- You can use the second part of the dungeon in any scenario.
- The second part of the dungeon leads onto yet more dungeon—but you can put a treasure there instead (preferably a very heavy one).

Stats here are written for Lamentations of the Flame Princess and should translate easily to any old-school RPG. For 5th Edition D&D, multiply Hit Dice by 7 to get hit point totals and add 5 to all damage.

If you need help translating or have any other questions, get in touch: zakzsmith AT hawtmayle dawl calm.

PART ONE: CASTLE TERRAVANTE

The point of this part of the scenario is NPCs making drama. If you use it, squeeze the NPCs for as much drama, intrigue, romance, and/or comedy as you can. The more personality you give them, the more it will pay off later.

The Referee will be obliged to choose which PC (and corresponding player) would best respond to the following predicament:

Everyone agreed you were good for Hollis of the Frail March (gender, if any, left up to the Referee), and everyone agrees it was a very bad break-up. You're very tired of being reminded that somehow, afterward, they managed to marry into the (LotFP standard: Portuguese/Fantasy standard: Broceliande Elvish) aristocracy. After making some Duke or Duchess' life hell for two years, the noble spouse died, leaving Hollis March inexplicably in charge of a duchy in a land where they still haven't learned the language.

And, really, who cares? Except the word now is that there is a magnificent treasure somewhere below the immensely well-guarded Castle Terravante. And Porcelino—an old mutual friend now serving as advisor to the Duke or Duchess—is saying that your former lover has been behaving erratically, and that if you would only visit, perhaps your presence could have a calming effect. You seemed so good for each other.

The Approach

An easy way to start is with the players on the road to Terravante. They'll meet up by chance with the Count or Countess of Otranto (see below), who will be overbearing, full of questions, and insist on joining the party once they realize they're headed in the same direction.

The Count/ess will happily help the party with any random encounters along the way, and will at least try to give an outward show of helpfulness. If the Count/ess dies or otherwise doesn't turn up on time this is fine: it'll make everyone in the castle panic, which will be good for some drama down the line.

The Castle

Once the party arrives, they'll meet everyone:

Hollis the Difficult, Duke or Duchess of Terravante

...will agree to see you and your dirty friends, but grudgingly. Still quite dishy, perhaps even somewhat improved by the skin care regime and expanded opportunities for bathing, but also still a big fan of "You *know* what you did!" (you don't), "What are you even doing in Portugal/Broceliande?" and (about any other party member) "Is that so-and-so?"—as if they can't quite conceive you still deign to spend time with them. Though they will admit it's nice to speak to someone from the old days. They're quite exhausted with the tribulations of running a great house and duchy, especially one at war and where they still don't speak the language—and, quite secretly, still sweet on you. Hollis is vulnerable to flattery, gossip and practical advice and repulsed by threats, boasting, fighting, rudeness and asking what's in the basement. The basement? Why do you want to see what's in the basement? What's even going on here? Why are you so obsessed with going under the *ground* all the time? Is this about *treasure* again? God you're impossible. There's always a chance things might get physical, so:

HD 4 HP 16 Speed 120' Armor 12 Morale 6 Attack +5 rapier (d8hp), letter opener (d4hp), or thrown goblet (d2hp) Special: Hollis will not kill their former lover, and will have to morale check to kill one of their companions, unless it's someone of whom they are jealous.

The Count or Countess of Otranto

...is a frequent visitor to Castle Terravante, and covets both the affections of the Duke or Duchess and the superior station a connubial resolution to their ambitions would bring. Attractive in an arrogant kind of way. Hates Hollis' ex-lover with a cold and practical passion but is surprisingly good at disguising it, and will even attempt to take the role of friend and confidant to the newcomer and/or their party. Not above seducing

or killing any of them if there's a convenient way to cover it up. A duellist of some renown.

HD 10 HP 50 Speed 120' Armor 14 (leather) Morale 9 Attack +10 rapier (d8hp) or dagger (d4hp) **Skills:** Stealth 3, Sneak Attack: 3

Porcelino

An obliging, practical, and often cheerfully—inebriated man. A former dragoon and pub owner, he has most of the necessary military and administrative skills to pick up the immense slack left by Hollis' utter disinterest in the lives of Portuguese/Elvish merchants and peasants. Injuries and age have left him useless in a fight but he has Languages 5 and knows at least a little about everyone in the castle.

Father Vedras

...acts as chaplain and spiritual advisor to the Duke or Duchess. He found out about the secrets in the basement after the deceased previous Duke or Duchess (their spouse) seized the castle years ago. Vedras main concern is to hide the dungeon entrance at all costs from the Inquisition/Church of Vorn who will, he has no doubt, view it as evidence of-, and material for the pursuit of-, witchcraft. If he in any way gets the impression that the party's visit has anything to do with the dungeon he will attempt to find a way to disgrace them and so have the party expelled from the castle. His secondary concern is to just sort of wandering around being a dick to the staff, reminding them to follow the Castle's numerous obscure social rules. He has Sleight of Hand: 4 and Stealth: 3.

Sylvia Torres

...is a pretty handmaid in Hollis' service. She will fall hopelessly in love with one of the party members at first sight and will be as forward about pursuing a liason as propriety will allow. She eats gossip like candy and, once her appetites are satisfied, exudes it like perfume.

The Guards are never more than a scream away (d6 of them) and do what they're told, though one is sleeping with Sylvia Torres. There are 100 of them.

HD 2 HP 10 Speed 120' Armor 16 (chain) Morale 9 Attack +3 short sword (d6hp) or halberd (d10hp) or (in battle) crossbow d8hp

Physically, the situation is as follows:

Things in the castle tend to be about a 5 minute walk (and one chance encounter with one of the nosy NPCs above) away from one another. The Duke/Duchess' quarters are at the top of the tallest tower.

The dungeon entrance itself is on the first floor, at the end of a forgotten, windowless 40' hall which is itself behind a concealed and locked door behind several tons of wheat at the back of a pantry attached to the main kitchen. Only Father Vedras even knows where the pantry door leads.

The entrance is sealed with wax and incised with prayers to Christ/Vorn designed to keep evil spirits inside. It works, too, unless some idiot breaks the seal, which is easy so long as you have something pointy and are not a vampire, tiefling, part-demon, or otherwise supernaturally evil force. The incantations, notably, do not repulse werewolves.

If the party enters, then unless the PCs do something to make this impossible, Father Vedras and ten guards will be waiting for the players when they come out of the Vault.

If you just want to deal with the intrigue in the castle, you can just put a very heavy and inconvenient to move treasure here instead of a dungeon entrance.

Physically, the castle is fairly formidable: 30' wide 30' deep moat, drawbridge, murder holes and crossbow slits into the gatehouse, 80' walls, on a craggy hilltop.

In additional to all this, at a dramatic moment—like when the players return from the dungeon or like at dinner or as they wake up there will be a rebel army at the gates and a great battle will ensue outside the castle (soldiers' stats as Guards above) which will (if the party doesn't do anything about it) turn into a siege. While the Terravante forces will eventually prevail (unless the party initiates something that prevents it), the siege will last 4+d10 days.

The opposing army is nothing too unusual, its just there's a lot of them. The idea is that the players will have to:

- Fight their way through this army with their loot,
- Sneak their way past this army with their loot.
- Join in the defense of the castle
- ...or do something else clever.

PART TWO: THE VAULT OF OMNILEX

Referee notes:

The main thing about this opening part of the dungeon is *darkness*. Visibility is always a maximum of fifteen feet here due to part of the enchantment keeping Omnilex, Demon Prince of Ooze, entombed. This includes torches, lanterns, infravision, ultravision, darkvision, and any and all magic spells. Nothing, not a laser, not a halogen lamp, not a house on fire is even dimly visible if it's more than 15 feet away. If the sun was down here, you would be burned to a crisp long before you even saw it.

This part of the dungeon is about weird things emerging from the dark and split-second decisions about what to do because of it, the monsters are the kind low-level parties should run away from. The map provided is what *you* know, chances are the PCs will

only see a tiny, confused sliver of what's drawn there.

The Set-Up:

Look at the map. The players enter on top left onto a narrow staircase without railings (I just colored it pink on the map to distinguish from the platform beneath, it's actually weathered grey stone) through a door incised with powerful clerical magic incantations on both sides. Total darkness and silence in every direction—the only visible thing are the narrow steps down.

Once the staircase flattens into a path, it is twenty feet above another narrow platform path (so the party won't see it unless they make a special attempt to see what's below). At the south end of this lower platform is another wax-sealed door, much like the one leading into this area, which leads to the Crypt. Twenty feet beneath the lower platform is what appears to be an endlessly churning black liquid occasionally interrupted by streaks and rumors of colossal eyes, mouths and far stranger orifices—this ocean is the demon prince Omnilex, and he is, mercifully, asleep (due to the magic that imprisons him here).

Omnilex

Also mercifully, he's soft—falling onto him only does d4 damage for every ten feet fallen, less mercifully: touching him instantly causes terrifying apocalyptic visions which act as a *Confusion* as spell every round until you stop touching him and save two rounds in a row.

You can't really wake him up or hurt him and he is, functionally, infinitely deep and infinitely extensive in every compass direction. In this dungeon he's basically just the floor, but PCs who go to extreme lengths to hurt or awaken him are welcome to get instantly killed in some gruesome way.

Hunting Eyes

The hunting eyes are 7'-10' eyes which help the other creatures imprisoned in the vault find and kill PCs. They can (only) see 15 feet, and have no other senses—however all the creatures on the platforms can see whatever the eyes see and the nearest ones will converge on any prey they locate.

The eyes stay completely still until the PCs come within 15 feet, at which point they will begin to roll toward them and attempt to stay close to allow the monsters to find the party. They have no offensive abilities of their own.

As soon as an eye fixes its gaze on a party member, the party will hear the monsters in the dark coming closer, they are not stealthy. Make a big deal about these sounds in the

darkness.

The eyes can't roll up and down the stairs but can roll along the narrow walkways.

HD 5 HP 25 Speed 120' Armor 15 Morale 12 Attack None

The Creatures

These are a few of Omnilex's sons and daughters that were imprisoned here when he was, in aeons past. They'll try to kill and eat any animate thing that comes into the vault, *but they have no senses except sight*. They can see through their own eyes (15') and through the eyes of the Hunting Eyes.

Smart parties will probably try to run past or around them, so I haven't gone out of my way to make them too interesting, mechanically.

Upper Platform Creatures:

8-Eyed Goat

A 10' tall monstrosity, ragged, moaning.

HD 10 HP 40 Speed 120' Armor 13 Morale 12 Attack +10 d12hp gore Weakness No senses other than sight.

Hook Thing

15' tall thin, gaunt mockery of mankind, staggering stiltlike with long steel hooklike limbs where its forearms and fists ought to be.

HD 10 HP 40 Speed 120' Armor 14 Morale 12 Attack +10 d12hp stab Weakness No senses other than sight.

Ice Lizard

17' long, scrambling on eight legs and leaving a trail of ice behind

HD 10 HP 40 Speed 120' (including climbing) **Armor 15 Morale 12 Attack +8 d8hp bite Special** Leaves a trail of ice wherever it crawls, walking on the ice requires a save to avoid falling. **Weakness** No senses other than sight.

Oriac Ooze

Favored daughter of Omnilex, a 12-ish foot long carpet of hissing blue plasm. Note that in her starting position, she drips acid onto the platform below.

HD 10 HP 40 Speed 120' (including climbing) **Armor 12 Morale 12 Attack +8 d8hp pls** lose a point of AC to her acid touch **Special** Weapons will damage her but are useless afterward unless they're magic **Weakness** No senses other than sight.

Lower Platform Creatures:

Albino Ny'Mok

A pale and awful leech bloated to the size of a baby hippo on long, striding insectile

legs.

HD 10 HP 40 Speed 120' Armor 12 Morale 12 Attack +8 d8hp bloodsuck Weakness
No senses other than sight.

Rot Phoenix

A repulsive bird with a 70' wingspan corroded far beyond the capacity for flight.

HD 2 HP 10 Speed 120' (including climbing) **Armor 13 Morale 12 Attack +10 d12hp**
claw **Special** Regenerates d4hp per round after its killed. Undead. **Weakness** No
senses other than sight.

PART THREE: THE CRYPT OF THE WRETCHED

Referee notes:

The point of this area is atmosphere and spookiness. At least until the party starts a fight with the panthers.

The Set-Up:

From the Vault, this area appears to be a large rectilinear stone structure hanging in black space (or would appear to be if you crawled all over it shining your 15' visibility light). It is apparently only accessible from the wax-sealed door at the south end of the grey platform. These doors, in case you haven't already guessed, both repel evil and lead to extradimensional spaces.

The creatures from the Vault will not follow PCs into the Crypt.

Lighting conditions in the Crypt are normal, though note that in the Outer Crypt there is no light except what the party brings. The Den is lit by torches in wall sconces.

The Crypt is made of streaked and weathered marble, the ceilings are 20' high.

The Pools are filled with fresh, clean, holy water and consecrated to the White-Lipped Goddess. They are 20' deep.

The Healing Pool keeps the panthers alive. It is filled with holy water which, once per day per creature, will heal d4 damage and cure hunger and, of course, thirst. However, anyone drinking from the Pool is filled with a desire to stay in the Crypt—they must save three rounds in a row to cease doing everything in their power to remain.

The Black Panthers who occupy the crypt are ordinary animals, under an ancient geas to protect this place—their five senses work normally. They will attack anyone who disturbs the Crypt—which they interpret as touching anything, including the pools, statues, tombs or the door inside the Den. Basically the only thing they'll allow intruders

to do is walk respectfully around, admiring the tombs, in which case the panthers will just slink around the tombs nearby, looking spooky.

If there is a fight then the nearest other panther will move toward any sound of struggle on the second round, another the third round, another the fourth, etc until the cats can neither see movement or hear growling. If the party manages to subdue the cats and keep quiet after, the rest of the cats will assume their fellow has killed whatever threat to the tombs it came upon.

If all the panthers are slain then there will be no immediate change, but the next time anyone sees this place the tombs will be broken open and the dead long gone. The cultists will have returned as liches and evil revenants.

If captured and sold the panthers are worth 500sp/gp each. The captain of the palace guard at Castle Terravante will totally buy them though Father Vedras will swear up and down that it's cursed and evil.

The Statues and Cherubs appear to be ordinary funerary sculptures, though very old, missing the tops of their heads from roughly the nose up.

Those schooled in history or religion will recognize that at least some of these deformations are intentional and that this indicates the statues are dedicated to the White-Lipped Goddess.

The Statue to the East of the Den is different. Close inspection will reveal the hand on the left side has three ordinary fingers and a second opposable thumb where the pinky should be. This hand is warm to the touch and screws off.

The hand is a magic item of living stone which will respond to the commands of the nearest human-intelligence brain and which gains all the abilities of whatever living hand is closest to it. If it is nearest a thief's it can pick locks, if it is nearest a wizard it can do its half of the gestures necessary for spells, etc. "Nearest" is interpreted quite literally, however, so if you hit someone in the head with it or send it scuttling across the floor to pickpocket a sleeping goblin, the target will gain control of the hand.

The Tombs are large, impressive freestanding mausolea (a la Pere Lachaise cemetery) containing the remains of the cultists that summoned vile Omnilex to this plane of existence.

Those schooled in history or architecture will recognize them as being carved in a variety of ancient styles over a period of 150-250 years.

Those schooled in languages will recognize the script on the tombs as being the ancient tongue of the Forest Sauvage in (LotFP: Brittany/Fantasy settings: Broceliande).

Those who can read this language will see that the inscriptions are clearly hostile to their inhabitants and are designed to keep their spirits from ever finding peace, like

“Within these narrow walls sleeps Calumnous Roderick, a liar and taker of lives, may he take no other home”.

Opening the tombs reveals the cultists were stripped of valuables before being interred but...

One of the Tombs (marked on the map but otherwise unremarkable) contains a jewelled stone dagger in multicolored fortification agate inscribed with a dedication to Omnilex and worth 5000sp/gp. Anyone attempting to pick it up will unconsciously grasp it with their off-hand. There it will remain until that creature is dead. It cannot be removed save by removing the hand or via an elaborate and questy curse-removing ritual (a *Remove Curse* spell won't do it).

The dagger grants the user an automatic second melee attack against virgins, at advantage to hit and damage. It also thirsts for virgin blood, however, and the user will not be able to come within ten feet of one without attacking.

Inside the walled Den the majority of the panthers relax and recline on a platform on the far side of a moat amid a variety of luxurious and curiously clean throw pillows. There are 33 of them and they're worth 100sp/gp each.

At the bottom of the the moat lies the partially-chewed remains of a dead tomb robber the cats are too indolent to finish eating.

She is (Portuguese/a Borceliande elf) in chainmail with a shield, clutching a now-worthless pillow and a longsword.

Her pack contains:

-a dagger

-60' of rope

-a grappling hook

-a net

-caltrops

-a tin of lard

-still-preserved iron rations for 4 days

-a skin of fresh water

-a sprig of wolfsbane

-various looted baubles totalling 550sp/gp

-and her body is tattooed with an inscription that *Read Magic* or a familiarity with the Portuguese/elves of this area will reveal makes her invisible to the gods of goblinkind and thus immune to goblin magic. Copying it will do nothing but ripping the skin off and sewing it to someone or something will offer a similar protection.

The door in the south wall of the Den is not locked but contains a sliding latch mechanism just complicated enough that no cat will never figure it out.

It leads to one of two things:

-More dungeon (which I intend to make)

-or, if you want to end this adventure sooner, a big treasure which takes two PCs to lift and which they will get no experience points for until they get it back through the vault and into the castle.

Black Panthers

HD 4 HP 20 Speed 120' (including climbing) **Armor 15 Morale 10 Attack: +4 d10hp**
bite or claw

\$ Secret Door

→ 20' →

■ Locked Door



ELF and Goblin Remains

G.



Pool

I.



stairs UP

20'

L.

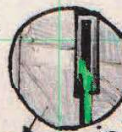


Automaton SHOP



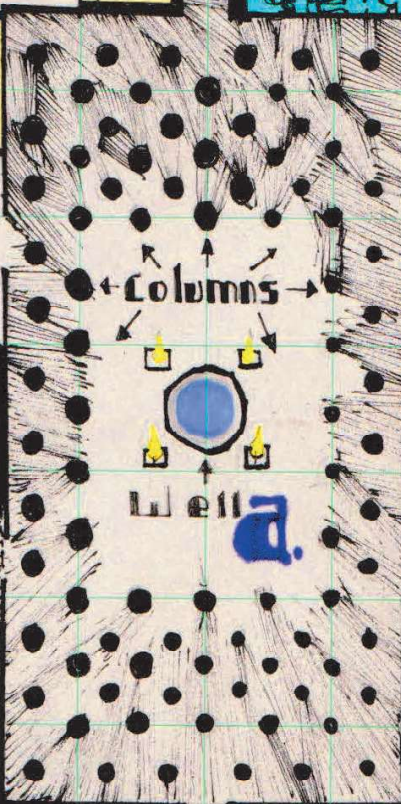
H.

empty arrow slit



d.

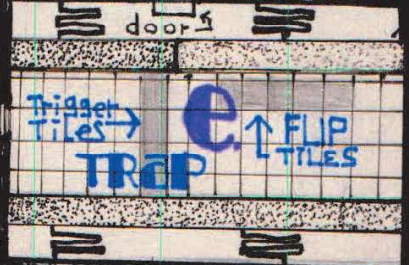
Green Slime in this one



Columns

Well

a.

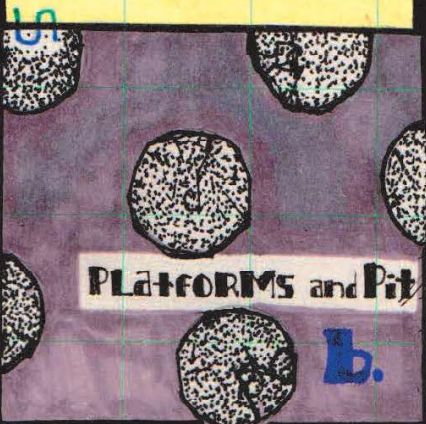


doors

Trigger Tiles

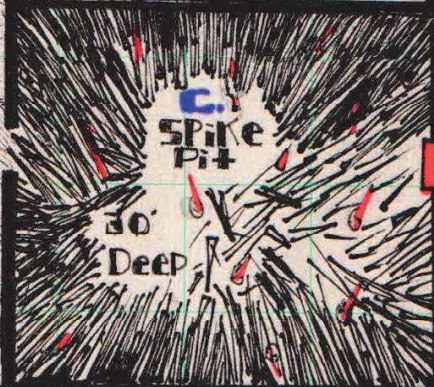
TRAP

FLIP TILES



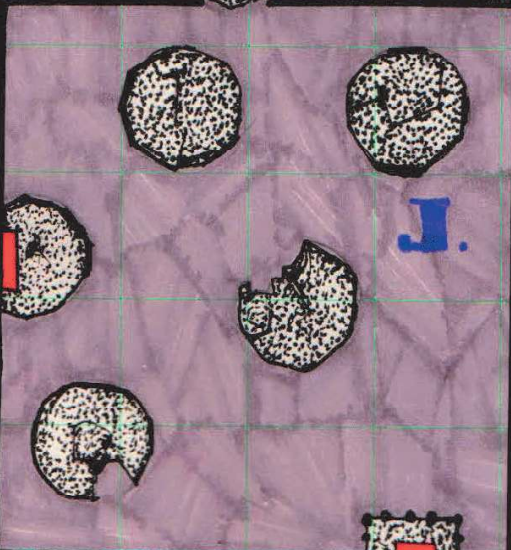
PLATFORMS and Pit

b.

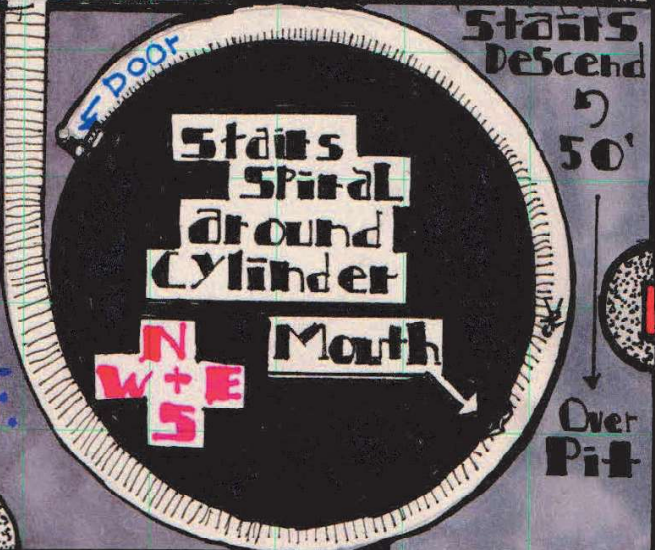


30' Deep

c. Spike Pit



J.



DOOR

stairs Spiral around Cylinder

Mouth

N
W + E
S

stairs Descend

50'

Over Pit

The Inquisitors' Road, The Gray Fortress and The Echo Chambers (plus d100 potions with ingredients)

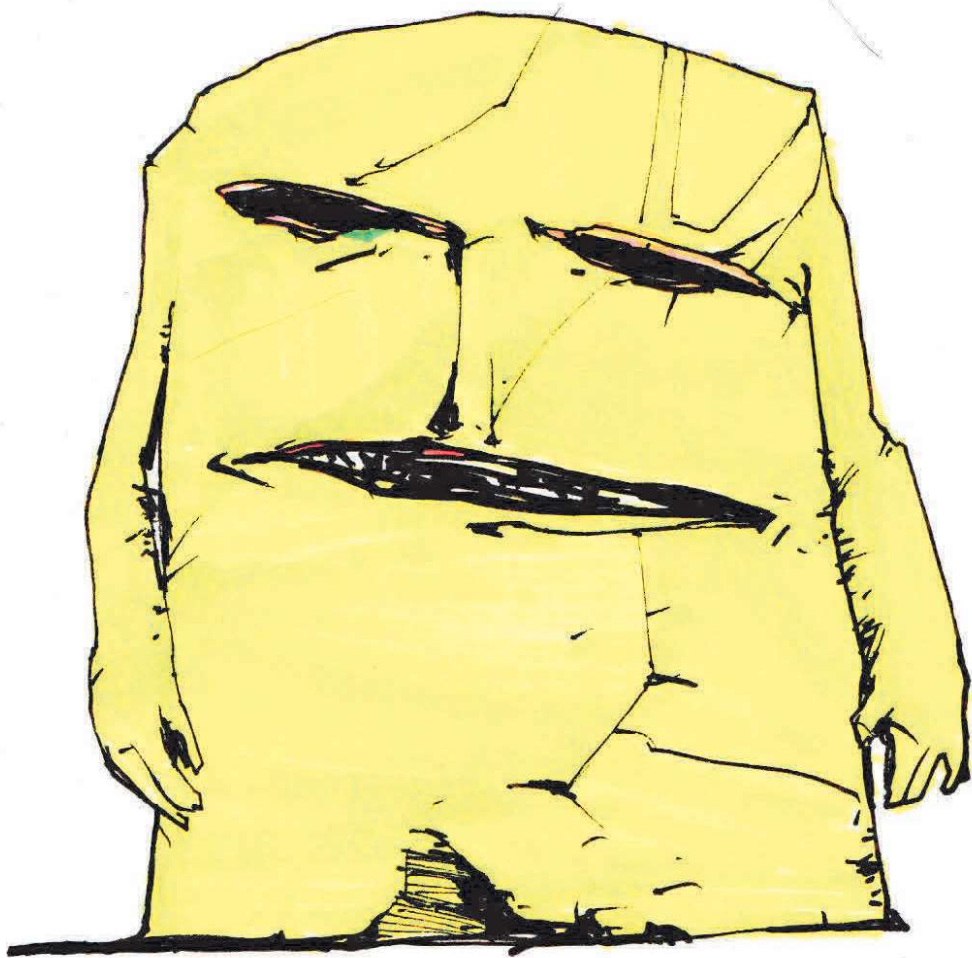
Intro

This installment of the complete Cube World contains three distinct parts: in the first scenario, the party heads through the wilderness to investigate a heresy at the behest of religious authorities, in the second section the party encounters an evil cult in a once-abandoned fortress, and the third section is a dungeon.

Each section leads into the next but there are other ways to run them—you could place a treasure at the end of Inquisitors' Road or The Gray Fortress and have complete scenario, and you can place enemies from the Gray Fortress throughout the Echo Chambers and have a diverting one or two-session dungeon crawl.

The dungeon section—The Echo Chambers—can also be used as part of a larger dungeon, and in that situation it plays a specific role: Its a central “crossroads” section of a dungeon which connects up to nine different dungeon areas. You can hook it up to your own dungeon levels or connect it to the Cube World dungeon levels I'm putting out.

Either way, this installment of Cube World should give you at least six hours of play, and likely much more. It also includes a d100 random potion table along with a list of the exotic ingredients necessary to make each potion.



The Inquisitors Road

The Assignment

5 reliable men of the cloth have been sent to investigate vague reports of heresy originating with a lost farmer in the mountains of Vokk-Eis. They have brought mercenaries along for protection along the way—including, likely, the PCs (at 40gp per day). If the party includes a cleric, they could also be part of the expedition.

The sponsoring church can be Catholic if you're playing Lamentations of the Flame Princess in the default 17th-century setting, in the Cube World its the Church of Vorn—grim god of iron, rust and rain. You may substitute the establishment religion of your choice.

The Road

The trip into the mountains will take eight days on horseback (horses provided by the church) there are no inns in this wild area, so the party must set up camp.

The First Night...is uneventful, the party might just get to know the NPCs. Have them play out a few conversations.

The Second Night...Father Jean-Paul de Hautefeuille will secretly reveal a suspicion to the PCs—in his travels in the north he discovered that the doctrine of the dreaded priestesses of the White-Lipped Goddess demands that each of their number spend at least nine years and nine days impersonating a cleric of another faith. He has found a piece of burnt parchment containing a fragment of the dread *Sapientiam Comedentis Interemptorum* near the camp, and seen a rabbit taken with what he is sure is a werewolf's bite. He offers 4000gp to uncover the impostor.

The Third Night...roll d4 on the Random Encounter table

The Fourth and Fifth Night...roll d10 on the Random Encounter table. De la Puente (see below) will attempt to kill a member of the group during the confusion on any night there's an encounter starting now.

The Sixth Night...choose a Random Encounter.

On the Seventh and Eighth Night...roll d10 on the Random Encounter table. Treat repeated results as "No encounter". If at least two members of the group have not died by now, De La Puente will attempt to kill at least one each night, whether or not there's an encounter.

Random Encounters in the entire area of the desert and countryside d10

1 Slit-nosed viper

2-3 d12 bandits

4 d6 mounted bandits

5-10 No encounter

Once near Vyrefels...

...the party will notice a strange blight on the land. A bizarre color-loss extends into the surrounding landscape, some of the local flora and fauna are simply more muted than expected, some things seem to be infected with specs of a black or white mold. The closer to the castle, the more gray things become.

The heresy will first appear explicitly in the form of a field of vandalized statues of Vorn near Vyrefels Castle—the tops of their heads removed just above the mouth to symbolize the dominion of the White-Lipped Goddess.

De la Puente will attempt to kill everyone left when the statues are discovered.

You can end the scenario after De La Puente is defeated or you can move on to The Gray Fortress below.

The NPCs

Father Jean-Paul de Hautefeuille

59, leathery, short. A stout missionary sent because of his extensive theological knowledge and experience on traveling expeditions. Int 17, otherwise average.

Ludovico Possevino

A friar, 38, soft-spoken, doughy. Sent because he witnessed and recorded an earlier apparition of Vorn in Broceliande, when a fountain-statue of a satyr became an image of the Vorn overnight. He drinks heavily and apologizes frequently for it, as well as for his lack of facility in the common tongue and for being a “a burden of the company”. Average stats.

Jeronimo Elespe

37, a captain of the army sent by the crown as bodyguard to the expedition. Skeptical, hilarious, lazy. If the PCs are not hired as retainers, Elespe will be in charge of 4 soldiers with the same stats as the bandits below, if they are, he is nominally their boss.

HD 4 HP 20 Speed 120' Armor 14 (leather) Morale 8 Attack +5 longsword d8hp or +5 crossbow d6hp

Ian Alistair McKenzie

30, former gambler and soldier turned priest, volunteered to protect his fellow clergy. Ascetic and redemption-obsessed, but useful in a fight.

HD 3 HP 15 Speed 120' Armor 14 (leather) Morale 8 Attack +3 knife d4hp

Diego Francisco Uslé aka Puerco Espín/The Porcupine because of his hair

43, jocular, worldly, but an experienced witch-hunter. Sent from the capital as an agent of the inquisition and as a spy for the crown. Actually has cleric levels!

HD 3 HP 8 Speed 120' Armor 12 Morale 8 Attack +1 dagger d4hp Spells *Detect Evil, Protection from Evil, Cure Light Wounds*

Ignacio de la Puente

38, kindly, generous, a friend of the local bishop, sent to represent the Diocese of Vryia and act as guide in the more civilized areas. Actually a priest of the White-Lipped Goddess. He is constantly placing “antisolar unguents” on his face—this is to preserve Ignacio’s (stolen) face as per the *Steal Face* spell below. He will take advantage of any opportunity to diminish the strength of the party before seizing the capsule.

HD 10 HP 45 Speed 120' Armor 12 Morale 8 Attack +6 khopesh sword d6hp or cursed dagger (see below) Spells *Putrefy Food & Drink (reverse of Purify Food & Drink), Army of One, Animate Dead, Chaos, Charm Person—Mass, Command, Cure Serious Wounds, Force of Forbiddment, Bestow Curse (reverse of Remove Curse), Lower Water, Insect Plague, Gust of Wind, Hallucinatory Terrain, Suggestion—Mass, Thousand Claws (as Web but clawed arms reach from a surface. They inflict d4 damage per round—Level 3), Steal Face (take and convincingly wear someone's face until it rots off or they get it back. Range: Touch. Level 4.)*

Special Wears a vial of “holy water” around his neck which prevents *Detect Evil* or similar magic from grasping his true nature.

Cursed dagger

Does d4 when it goes in, then d4 each round it's stuck in thereafter. If you pull it out, in which case it spurts a Japanese horror-movie-esque fountain of blood for d20 hp. The wounds cannot be magically healed short of *Remove Curse*.

Bandits

HD 2 HP 10 Speed 120' Armor 14 (leather) Morale 8 Attack +3 d6 crossbow or short sword

Horses

HD 3 HP 9 Speed 240' Armor 15 Morale 8 Attacks (3 attacks per round) Hoof: +3 to hit d6hp (only two hoofs per round) Bite: +3 to hit d4hp

Slit-nosed viper

HD 1 HP 4 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 and save vs Poison each round until a save is made, taking 1hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take 4hp every morning until it is treated.

The Gray Fortress

For years the people of Vokk-Eis whispered of the corruption at Vyrefels, the graying of the trees and the fierce monochrome of the rocks upon which the castle sprawls, the empty town squares with their half-decapitated Generals, Gods, Saviors. Long ago something happened at Vyrefels, and it has kept happening ever since.

The castle was taken long ago by the Church of the White-Lipped Goddess, The Queen in the Moon—to whom all broken idols are sacred. Regardless of who they once depicted, the Moon's Church believes they are all her now, once their eyes are gone. They carry hammers and chisels, create werewolves, and are expanding.

On the nights of the full moon, the clerics and their lycanthropic slaves take to the terraces and squares of the forsaken hillside town below and practice strange rites.

The inquisition will expect the group to root out the cult and will reward them for it—but you can also dangle rumors of the Moon Church's great wealth if that isn't enough motivation.

If running this after The Inquisitors' Road, roll an encounter every ten minutes the party is within sight of Vyrefels castle, starting when De La Puente is defeated or whenever the party makes a lot of noise.

If you're running this scenario by itself, roll an encounter when the party is one hour away from Vyrefels and every ten minutes thereafter.

To end the adventure here, place a sizable treasure inside the fortress' keep.

To link to the next scenario, place the entrance to the dungeon in the keep, and have the remaining sisters and werewolves flee into it once the entire party is inside the fortress.

Encounters in and around Vyrefels

1-15 None

16 Werewolf

17 4 Sisters with soon-to-be sacrifice (random villager—head above jaw already knocked off)

18 d4 Sisters

19 Escaped villager fleeing, pleading for help (1hp left)

20 Sister with 2 werewolves

Vyrefels Fortress

There are ten Sisters and one werewolf inside.

Outside, there's a moat—20 feet across—channeling a low creek filled with sharp stones (d6hp+falling damage).

The lowest windows are 22 feet up.

Due to the smoothness of the walls, climb checks are at minus two, minus 4 in snow.

The initial volley from the towers in case of an unexpected attack will be dropped barrels of rock and bone (d8hp). The second volley in case of a siege, an anticipated attack, or a small but persistent raiding party (like a bunch of PCs) will be white-hot coals (d12hp).

Sisters of the Moon Queen clerics—average levels 2-8

HD 2d4 **HP** 6-24 (HDx3) **Speed** 120' as human, 180' as wolf **Armor** 18/19 (plate+shield) **Morale** 10 **Attacks** +1 rock hammer d8 or + spells

Special: Clerics of the Moon Queen can control lycanthropes within 25 miles of Vyrefels and can choose (at the appropriate level) *Faerie Fire*, *Howl of the Moon* and any magic-user spells dealing with rock or stone in addition to those off the cleric list

Werewolf

HD 9 **HP** 45 **Speed** 120' as human, 180' as wolf **Armor** 16 **Morale** 11 **Attacks** (2 attacks per round)

(as human) Claw +4 to hit d6hp

(as wolf) Bite: +9 to hit for 3d6hp and save vs Poison or contract lycanthropy (see below).

Defense

Werewolves can only take damage from silver weapons, holy water, holy magic items or clerical magic cast by a Cleric that has already successfully hurt the werewolf in some other way (they will feel their faith becoming stronger). Werewolves are immune to arcane magic.

Special

Werewolves may change from human to wolf at will.

(Effects of Lycanthropy on the next page)

Lycanthropy

If a character contracts lycanthropy, *Remove Curse*, *Cure Disease* or the like will fix it—if the condition goes untreated the character will turn into a voracious NPC wolf on the night of the next full moon (with the defenses above), and will be human in the morning. This will continue each month until the wolf draws the blood of a friend or an innocent, at which point the character will become a full werewolf, with the attacks and defense listed above (if the PC has a better attack bonus, substitute that).

Once this occurs, the character is controlled by their appetites—if in an inhabited area, they must kill and eat a human each day, if isolated, they must kill at least 100lbs worth of living flesh of some kind. Failure to do so within a 24-hour period means the Referee takes control of the PC for one (in-game) hour, during which the creature will rampage wildly and without mercy.

In addition, during combat the werewolf character must make a Wis check each time it deals or takes damage or be under the control of the Referee during the subsequent round. After such a Referee-controlled round, the player will have one round to do as they please before they must go back to making Wis checks each round. The werewolf will attempt to eat anything slain by its own hand and will fight anyone who gets in its way.

The Echo Chambers

This dungeon area is designed to be an interesting, atmospheric place to explore and to chase enemies around. Emphasize all the classic dungeon elements—lack of light, stone corridors, ancient architecture—and don't be afraid to go slowly the first time. It's designed to be connected to something else—like the Fortress above, more dungeon all around, or both. If you use it all by itself, it's pretty boring.

The most important feature is, naturally, the echoes: any sound anywhere here echoes throughout the entire map. If someone slips and falls in area A it'll be audible all the way from B to L. Emphasize this as soon as the party enters. It's eerie.

Any time a spell is cast here, the incantation will echo—roll d4:

1. Spell echoes and is cast twice in a way that harms or endangers the party
2. Spell echoes and is cast twice in a harmless way
3. Spell echoes and is cast twice in a way that helps or harms both the party and its enemies
4. Spell echoes and is cast twice in a way that helps the enemy

If a result makes no sense, treat it as 2.

All the doorways are arched, and don't have doors unless marked otherwise.

The only light comes from four torches around the well in A.

Ceilings are very high—30'.

The walls and floor are weathered gray limestone.

As part of a larger dungeon...

...despite its central location and the presence of fresh water, the dungeon creatures have an almost superstitious fear of this area because predators can hear any movement within. Its location at the crossroads of several different areas effectively keeps them separate. Each locked door and the door at the end of the stairs in area F all lead to different levels.

The first time the party enters this area it will be from the long hall to the north and a wandering monster will be somewhere inside, roll location below:

D6

1. A (probably drinking from the well)
2. B (on the central platform)
3. C (likely in the pit but avoiding the spikes)
4. D (near the entrance from A)
5. Near the entrance to E
6. F (on the stairs)

If the party makes any noise, the creature will flee from the sound of the party's approach and it will be easy to hear which direction they're fleeing. However, the creature will not use any secret doors or be able to open the locked doors and will not know about the trap in E. Creatures will not fight until cornered.

If this creature is killed, another wandering monster will come a half an hour later—otherwise just let the party knock around until they decide where to go.

If the party re-visits this area there may not be anyone here—see table below.

To continue from The Gray Fortress...

...the first job is to hunt down the remaining cult members through the chambers.

In addition to the wandering monster above, whatever enemies are left will separate and flee toward F, G, J and L. If there are less than three left, add a werewolf and then enough sisters to total four creatures already hiding inside the dungeon.

Like the native creatures, the priestess and werewolves will flee and don't know this place well—the cult only enters this “sacred” place to gather water. They will not use any secret doors or be able to open the locked doors and will not know about the trap in E. Likewise, they won't fight until cornered.

To end the adventure here instead of using it as an entrance to a larger dungeon...

...leave out the red doors and instead of a door at the bottom of the stairs in F, have the stairs end in a crumbling ruin. Put a decent amount of treasure on the fleeing sisters.

MAP KEY

A

- The well has fresh water nearly up to the rim.
- The torches are always lit. If the party extinguishes them they'll be lit again if they return.
- The columns reach the ceiling and make the exits a little hard to spot.

B

- The platforms are atop stone columns rising out of a bottomless pit.
- The secret door in the Northwest corner of the room* is swinging stone on rusty hinges and very old. There's a small gap between wall and platform.

C

- The room is a pit 30' deep and thick with spikes 15' tall and a foot apart.
- The locked door on the east wall is at the same height as the rest of the dungeon (30' above the pit floor).
- Careful examination reveals* there used to be a floor here.

D

- This hall is lined with arrow slits, long-unused.
- A **green slime** drips from one of the slits.

E

- A few stairs lead down to the only tiled area.
- The walls are in fact a trap that crushes anything inside with a vise-like motion. Save or take D20 damage.
- The trap is triggered when anything steps where it says "trigger tiles" on the map. These look like regular tiles.
- It automatically resets after d4 rounds.
- Careful examination reveals that the tiles marked "Flip tiles" have a slight gap around them allowing all 5 to be raised as one stone slab, five tiles wide and 3' high. Pulling up this slab prevents the northeast wall of the crusher trap from moving any further than the slab, and, if the trap is activated, reveals the spring mechanism and door on the north wall of the room.

F

- A set of stairs curls around a cylindrical structure (essentially a giant column) over a bottomless pit.
- The stairs are 7' wide, no railing.
- A magical stone mouth is carved 5' above the stairs. It speaks only First War Dwarvish (the tongue of about 300,000 years ago) and, left to its own devices, will simply announce the species of any creature that passes (which will echo throughout the area). Anyone speaking any modern dwarvish tongue will recognize the word on an Int roll of 17 or better. If spoken to in its own language it will honestly report whatever has passed this way, it knows nothing else but its memory is infinite.
- If this is part of a larger dungeon*, both the locked door and the door in the column lead to other dungeon areas.

G

- The pool here is brackish and repulsive.
- Careful examination reveals* something swimming in it (**8 albino lampreys**) and something human-sized at the bottom (a corpse).
- It's 30' deep.
- The secret doors* are built like the one in area B, there's no gap underneath but there is a slight discoloration (ancient bloodstains) on the stone beneath.
- If the corpse is examined* it's a largely-eaten Drownesian (southern dark elf) most of its gear is rusted or water damaged beyond repair. but it has a stoppered glass vial in an insulated case (a *Sleep* potion) and a completely uncorroded silver ring on its right hand (it constantly emits a shrill dog-whistle-like sound only elves can hear which only stops when its submerged in water. It can be used as a beacon and cancels out any magic that has to be heard to be effective—like a *Command* spell—for elven targets).

H

- Clearly no-one has been here for centuries.
- The site of an ancient battle between undergoblins and blue elves. Choked with cobwebs, skeletons of both extinct species, corroded equipment, shield fragments.
- Searching for ten minutes* reveals a pouch of gems worth 750gp.
- Searching for another ten minutes* reveals a wholly uncorroded crossbow bolt etched with goblin runes that causes total permanent amnesia (no save) on a successful hit.

I

-The site of the same ancient battle as H above.

-For every *ten minutes* of searching roll d6 below:

1-Key (roll d100 and have the player write it down. Don't tell them this but that is the chance the key will open any ordinary lock it's used on in this dungeon. Once used, it won't work on any other door.)

2-PC is attacked by a **green slime**

3-Trinkets and baubles worth d10 x minutes searched so far

4-*Potion of Ventriloquism*

5-Caltrops

6-Nothing. Stop rolling.

Treat repeated results as no result.

J

-As B above

-Railing on southernmost platform is 4' high.

K

-Room is filled with dust, cobwebs, strange puppetlike machines, wheels, pulleys, gears.

-If you or the PCs are bored, one of the **automata** can spring to life and attack, but otherwise they're inert.

-Though very old, the tools here add +1 to any tinkering rolls or rolls to deal with complex machinery.

L

-Almost entire room is filled with a large, angled, marble staircase

-The star in the northeast corner indicates an impressive statue of a dwarf fighting a frilled lizardman.

WANDERING MONSTERS

Roll d8 the first time the party enters the area and any time the party is here more than a half an hour. Roll d20 any other time.

1 Pit Grub

2 Crawling thief

3 Goblin

4 Familiar demon

5 Eye of Fate

6 Giant Isopod

7 Rustbeast

8 Phiratheg

9-20 No encounter for half an hour

Location

1. A (probably drinking from the well)

2. B (on the central platform)

3. C (likely in the pit but avoiding the spikes)

4. D (near the entrance from A)

5. Near the entrance to E

6. F (on the stairs)

Creatures

Albino Lampreys converge on anything in the pool

HD 1 HP 5 Speed 120' (swim only) **Armor 13 Morale 8 Attacks:** +1 to hit, d6hp bloodsuck

Automata these jerkily moving puppet-golems with rusty springs and painted cheeks come in all shapes and sizes

HD D4 HP D4xD8 Speed 120' Armor 15 (take half damage from edged weapons) **Morale 12 Attacks:** +2 to hit d6 claw or bite

Crawling thief 2' tall humanoid with the head of a crow and a backpack full of treasure

HD 2 HP 8 Speed 120' Armor 15 (high dex) **Morale 7 Attacks:** +2 to hit, d6hp lt crossbow or d4hp dagger **Special** Sneak Attack 3, Climb 5, Stealth 5

Treasure Thieves tools, tiny grappling hook, silk rope, d100 x d100gp

Eye of Fate The hand of a thief with a lunatic's eye in the palm, set atop a serpent's body. On an errand for some witch or another.

HD 3 HP 12 Speed 120' Armor 13 Morale 7 Attacks: +3 to hit, d4 grab or by spell **Spells** Looking into the eye causes the target to save or act as if under a *Confusion* spell as if cast by a 5th-level caster

Familiar Demon 6 inches tall on spindly insectile legs, skin a random color, tiny horns, on some mission for its master

HD 2 HP 8 Speed 120' Armor 17 (high dex) **Morale 7 Attacks:** +1 to hit 1 hp bite **Special** Spells, at will: *Sleep, Command, Darkness, Silence* Demons don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic without their true name. Animals will avoid the demon. Holy water does d6hp. Only weapons coated in holy water, the blood of another demon, or blessed by a cleric (or wielded by a blessed individual) do double damage. **Treasure:** D100gp plus one Random Potion (see table below) plus the ingredients for another (see table below).

Giant Isopod Google "giant isopod" only this version is 10' long, bluish, and eats people

HD 5 HP 20 Speed 120' including climbing **Armor 18 Morale 6 Attacks:** +5 to hit bite for d10hp

Goblin Big green faces with spindly arms. Each is a bad idea made flesh. They always say the opposite of what they mean—so they thank you for hitting them, etc.

HD 2 HP 8 Speed 120' Armor 14 Morale 7 Attacks: +2 to hit, d6hp lt crossbow, d6hp shortsword or throw a (single) vial of green slime (see below)

Treasure d100gp worth of random looted stuff, 1 in 6 chance of a random potion (see below)

Green slime a bubbling puddle of green trouble

HD 1 HP 2 Speed 60' Armor 11 Morale 12 Attacks: +1 to hit, on a successful hit lose point of armor class if you're in armor. If you're not or your armor is depleted, the slime begins changing you into a slime yourself (npc). The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does.

Phiratheg Oh boy: Pinkish, creepily slight hairless nude humanoid with three heads (two of the heads have no features). d4 legs, a big mouth in their chest, arms ending in fleshy spikes and one other random extra limb. Eats people of course.

HD 2 HP 8 Speed 60' Armor 12 Morale 6 Attacks: +3 to hit, d10 spike attack **Spell-like abilities:** *Mirror Image* (at will), *Command*

Pit grub a fat, centipede-like creature 10' long with a face full of paralyzing tentacles

HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attacks: d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Rustbeast A crawling, chitinous insectile thing the size of large dog with a pair of long, probing tentacles on its face, sacred to Vorn

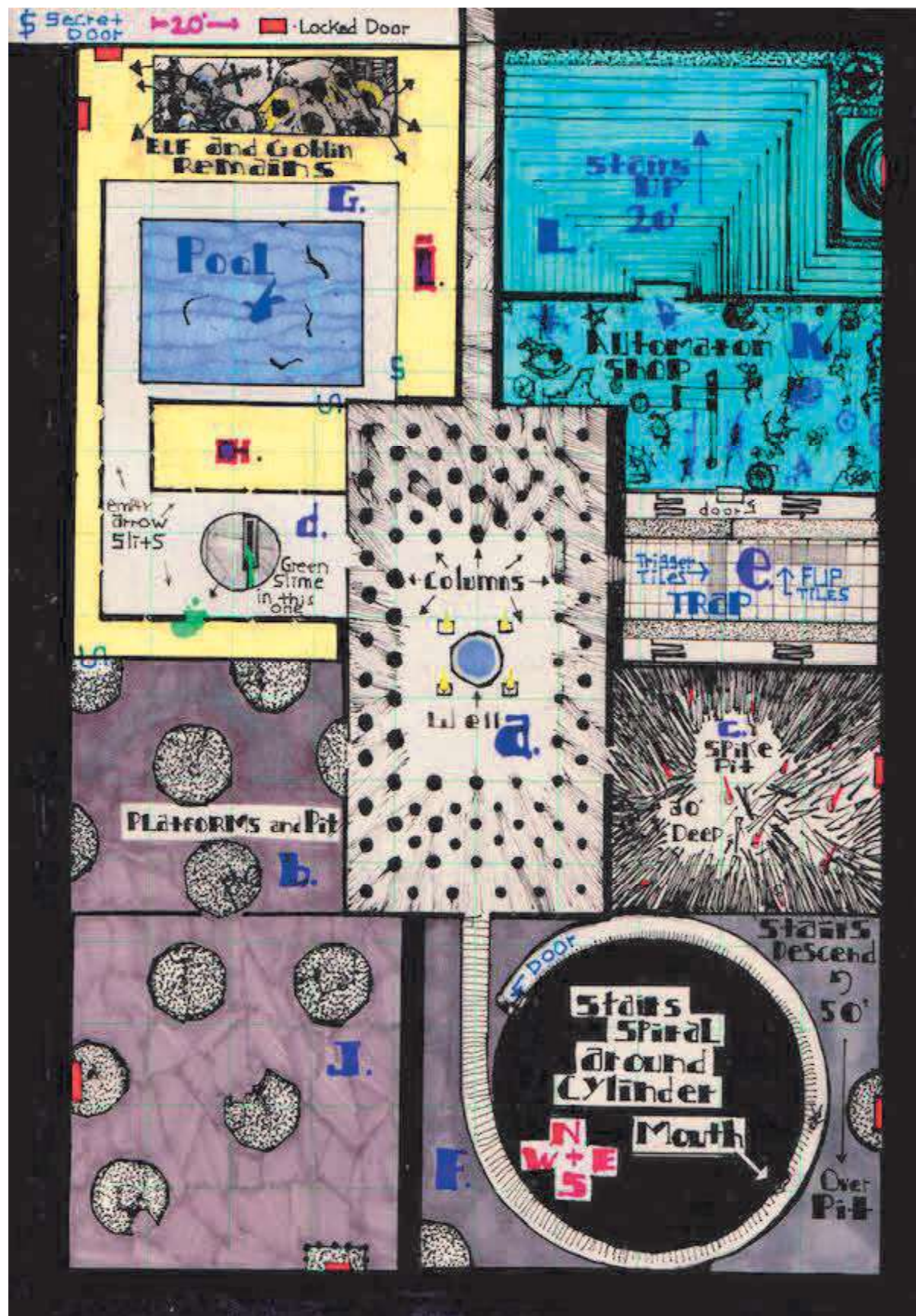
HD 5 HP 20 Speed 120' Armor 17 Morale 7 Attacks: +5 to hit destroys metal on contact. Magic items get a saving throw. **Defense** Takes no damage from metal weapons

Random Potions, with ingredients—

Making a potion requires: A) Skill in alchemy, B) 1000 x D100gp worth of ordinary ingredients, C) The special ingredients below

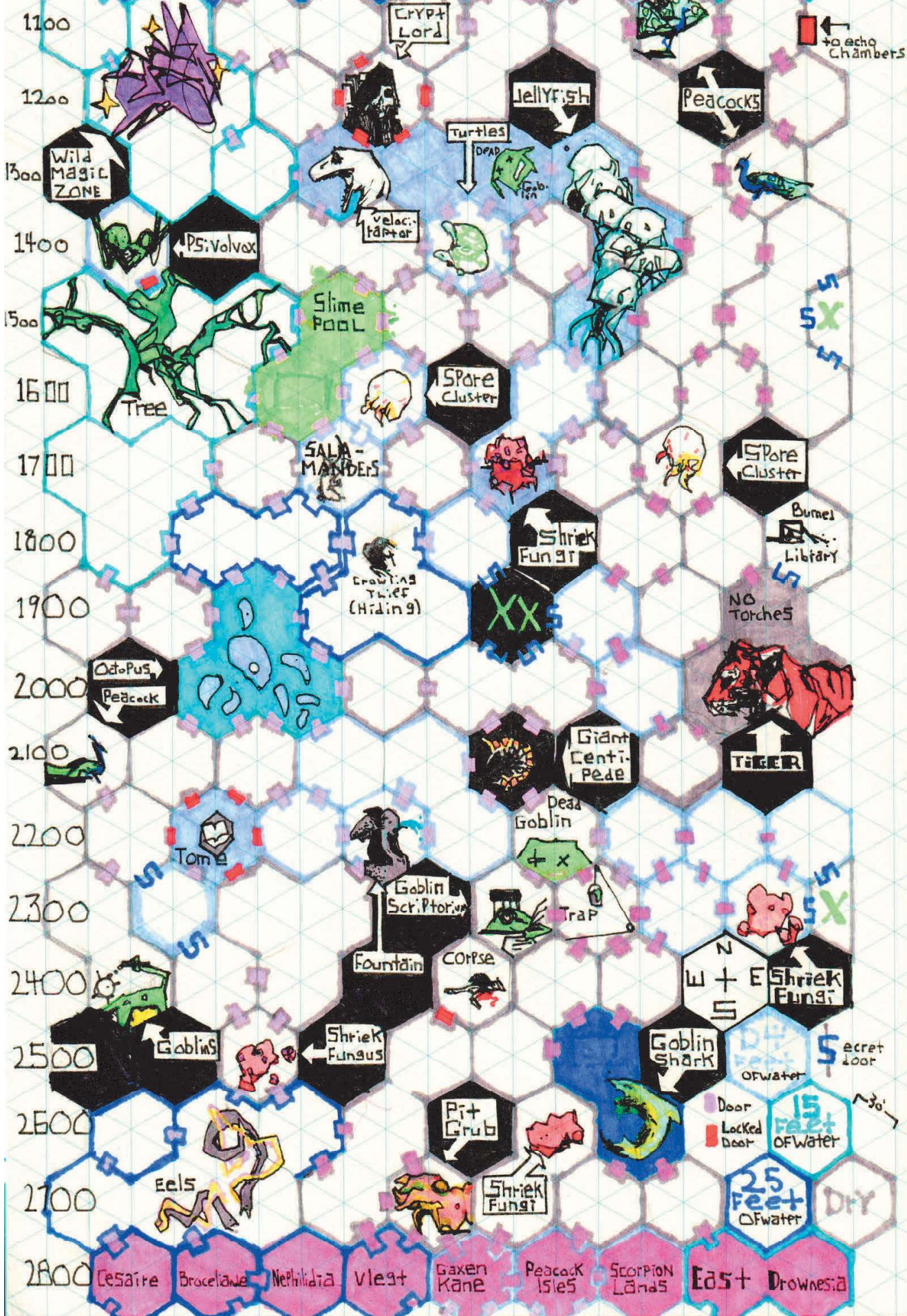
- 1-2 Acid resistance — Black Dragon blood
- 3 Aging — Hag's flesh
- 4-5 Amputation — Giant spider fang
- 6-7 Antidote — Kidney from a giant serpent
- 8-9 Blindness — Eye of dark elf
- 10 Charisma — Fae legs
- 11 Clairaudience — Al'mi'raj blood
- 12 Clone — Hydra's blood
- 13-14 Cold resistance — Frost giant blood
- 15 Constitution — Treeman sap
- 16 Delusion — Cyclops vitreous humor
- 17 Dexterity — Sinew of three panthers from three nations
- 18 Disenchantment — Pope's heart
- 19 Electricity resistance — Giant eel's skin
- 20 ESP — Powder of a true crystal ball
- 21-22 Extra Eye — Eye of an eye tyrant
- 23-24 Fire breathing — Salamander egg or a gallon of red dragon spit
- 25-26 Forget — 10 ogre brains
- 27-28 Frog tongue — Giant toad's tongue and blood of a changeling
- 29 Fumbling — Heart of a king's jester
- 30 Growth — Giant's heart
- 31-32 Healing — Blood of a giant insect, lizard, salamander or serpent
- 33-34 Heat resistance — Scales of a giant desert reptile
- 35 Inflation — Dessicated gelatinous block
- 36 Infravision — Eye of a gray elf
- 37 Intelligence — Owl brain
- 38 Invisibility — Fae king's heart
- 39-40 Invisibility to Demons — Cardinal's blood
- 41-42 Invisibility to Fae — Satyr's hoof
- 43-44 Invisibility to Reptiles — Dragon scales
- 45-46 Invisibility to Undead — Vampire's eye
- 47 Invulnerability — Aspidochelone, giant turtle or xortoise shell
- 48-49 Laughter — Jester's skin
- 50-51 Love — Succubus sweat
- 52-53 Madness — Cthulhoid tentacle
- 54-55 Magic detection — Faerie wing
- 56 Muteness — Blue whale's tongue
- 57 Oil of Sharpness — Dragon or megalodon 's tooth
- 58-59 Oil of Slipperiness — Fat of any giant mammal
- 60-61 Oil of Mouths — Flesh of a dripping mouthmound
- 62-63 Poison — Sac from a poison animal
- 64 Polymorph — Changeling's heart
- 65-66 Prophecy — Freshly-ground crystal from a crystal ball
- 67 Purify food — Blood of a halfling lord
- 68 Purify water — Fishwife's gills
- 69 Regeneration — Troll's blood
- 70 Remove paralysis — Ghoul bones
- 71 See Invisible — Giant hawk's eye
- 72-73 Shark teeth — Shark teeth and lycanthrope blood
- 74-75 Shrinking — Pixie wings
- 76-77 Sleep — Elf queen's tears
- 78-79 Slow — Mucus from a giant snail
- 80-81 Speak with animals — Ten druids' tongues
- 82-83 Speak with dead — Mummy or lich's tongue
- 84-85 Speak with monsters — Vomiter's tongue
- 86-87 Speak with plants — Dryad's tongue
- 88-89 Speed — Blood of a hasted faerie
- 90 Stone to flesh — Cockatrice feather or medusa fang
- 91 Strength — Giant's bones
- 92-93 Suggestion — Tongue of a lying king or honest thief
- 94-95 Tongues — Tongue of a changeling
- 96-97 Ventriloquism — Lips of a two-headed ogre
- 98-99 Water breathing — Mermaid lung
- 00 Youth — Blood of 100 elves

The Echo Chambers



Century ↓
1000

C B N V G P S E D



Cesaire Bracelawa Nephilida Vlast Gaxen Kane Peacock Isles Scorpion Lands East + Drownesia



balcony shelves
10'

Torch

Lower Shelves
15'

Velociraptor

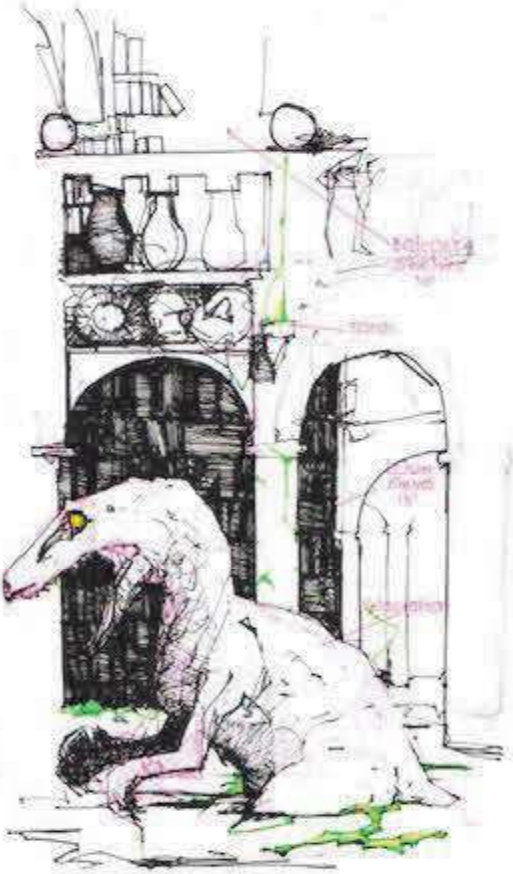
THE CURATED DESTRUCTION, or The Library

A gray elf wizard native to Broceliande would instantly recognize this area of the dungeon based on the architecture alone. If there is no such character in the party, whichever PC most closely matches that description *will* recognize it.

They will know all of the following things:

It is the Curated Destruction, a semi-legendary library created by the elves to contain all useful knowledge and literary art. While the hexagonal shape of the libraries' galleries derives from the shaft libraries of the ancient serpentmen, the name derives from the method the elves employed to make these collections their own: since the serpentine libraries reportedly contained all literally possible literary works (all masterpieces, all possible inaccurate plagiarisms of these masterpieces, all accurate predictions, all false ones, texts containing only the letters xvi over and over, utter gibberish, this module, etc) the elves compiled their vast libraries by looting the shaft libraries and destroying every meaningless work.

The party has just found every book they could ever want...in among a practical infinity of ones they don't.



The Library's Rooms

Each room of the library consists of one or more hexagonal galleries lined with shelves, with each gallery possessing a second balcony-level held aloft by wooden columns (reached by an immensely tasteful winding staircase in the southeast corner of each room), all executed in the warm and scholarly middle-fae style of southern Broceliande during the Second War. Unless otherwise noted (or flooded past 10'), each is lit by six torches in sconces set along each column. If extinguished, the torches will be re-lit the next time the party returns.

(Kind of like:

https://s3.amazonaws.com/photo.goodreads.com/misc/1435003181-1435003180_goodreads_misc.png

<https://ak.jogurucdn.com/media/image/p25/place-2014-10-06-09-Bodleianlibrary70c5006aea3b6abf2bb7c5bb2d5adf3f.jpg>)

Many of the rooms are moldy, damp, decaying or even outright flooded. Most of the doors still close and seal perfectly (Second war craftsmanship), and so keep water from rushing from one room to the next. They are also hinged both ways, so opening a door into a flooded room causes water to rush in until it seeks its own level, with the total volume of water distributed across all the rooms. A few fish will always be swimming in any flooded room.

Each room contains all useful books (according to gray elven reckoning) from the millennia matching its north-south position and from location(s) matching its east-west position.

The Pink Rooms

Take a look at the map—it represents a series of hexagonal rooms lined with bookshelves, variously connected.

Along the bottom edge of the map for this section you'll see a line of pink rooms labeled with the names of the various lands and continents of the Cube World: Broceliande, Gaxen Kane, the Peacock Isles, etc. Along the top edge of the map you'll see another series of pink rooms labeled with letters. These are just the first letter of the lands below. So, like, The "C" in the pink room at the top left stands for "Cesaire"—the name in the pink room at the *bottom* left.

Moving Through the Pink Rooms

I'll go into why the names are there in a moment but the important thing for right now is: each pink room at the top is the same room as the pink room beneath it at the bottom. The library is a loop. Walking off the top of the map makes you reappear at the bottom.

So if you're at the room marked "C" at the top and walk through the northwest door, you'll end up near the bottom of the map in the room northwest of where it says "Cesaire". Likewise if you're in the room at the bottom marked "Peacock Isles" and walk southeast, you'll appear near the top of the map in the room southeast of the room marked "P".

It's like those gates Pac-Man goes through if you ever played that.

Organization of the Library

The Vertical Labels

The place names along the bottom and their initials along the top show the organization of the library: all books, scrolls, etc from the same place in the Cube World are in the same vertical column. So, for example every shelf in the vertical strip between the room marked "P" and the room marked "Peacock Isles" contains texts from the Peacock Isles, everything in the strip between room "S" and room "Scorpion Lands" contains works from the Scorpion Lands, etc.

The Horizontal Labels

Down the left edge of the map you'll see numbers: 1000, 1100, 1200, etc. These represent centuries in the Elven calendar, so the first horizontal row of hexagonal rooms represents books from the 1000th Century until the 1099th Century, the second books from the 1100th Century to the 1199th Century, etc. (Note this is far vaster than human-scale time—the third row isn't books from the 1200s—that is the Thirteenth Century—it's books from the Twelve *Hundredth* Century through the next thousand years).

Contents of Rooms

Before it all was laid to waste and invaded by velociraptors and all that, the library had a simple organizational scheme: each text was assigned an east-west position according to its place of origin and assigned a north-south position according to the century in which it was written.

So, for example, *The Nyctythatic Text*, which was written in the Scorpion Lands in the 2659th Century, would be in the same room as the Goblin Shark (and probably quite water-damaged).

Since every other horizontal row of rooms is staggered, these "off" rows (Row 1100, 1300, 1500, etc) contain hexagonal rooms which have books from one place on the east side and another on the west side. So, for example, the room directly to the southwest of the goblin shark room would have books from the Peacock Isles on the west side and books from the Scorpion Lands on the East side, both from the 2700th-2799th centuries.

The Magic of the Library

So how does such a structure manage to contain *all* useful works (or at least all useful works by Elven reckoning, which, admittedly, is a bit suspect especially when it comes to works of humor and the brewing of intoxicating ales)? This is due to the magic woven into the library's geometry.

When I said earlier that heading north off the top of the map loops puts you at the bottom of the map I wasn't exactly telling the truth: you actually appear in another section of the library where *everything is the same except the books*.

If you head north from the top line of pink rooms you'll end up in rooms that are just like the ones at the bottom of the map where the books are from the 900th-999th centuries, and if you head south from the bottom line of pink rooms, you'll end up in rooms which are just like the ones at the top of the map where the books are from the 2900th-2999th centuries.

Changes to the library (other than the books) remain constant—so if the party kills the goblin shark and then heads off the bottom of the map, the carcass of the goblin shark will still be in the room if they keep heading south and loop around eventually to the same place. However, the room will no longer contain the Nyctythatic Text, it'll contain books from the 4500th-4599th centuries.

This can lead to oddities in the warp of spacetime. For example, if a cruel goblin takes a heavy book and pins one of the turtles in the Gaxen Kane 1400s room under it, if you loop around the poor creature will be stuck under a completely different book. However, books taken from their room will retain their identity.

A stranger problem occurs if one PC loops around while another stays put—what books will they see when they meet up? The answer is strange: each PC will see books and be able to interact with books appropriate to their own movement so far. The PC who travels north off the edge of the map and loops around to meet a companion in a given room will see and be able to hold, peruse, throw and burn older books than a PC that never left the room. As soon as either PC touches a book in "their" era, it will become real to both characters.

Other paradoxes can also occur, but it's probably more fun for you and your group to puzzle them out as they come up than for me to invent answers here and list them all.

THE SECTIONS

Regions

Cesaire

Cesaire is a land of savannah, stone cities beneath palaces with moats full of cheetahs, and blue-leaved tropical jungles haunted by lions, gnolls, packs of wild dogs, and great elephants. Home to the Chameleon Women—who rule the Place of Endless Night—and traveling merchants wrapped in cloaks of ostrich-leather and leopardskin.

Broceliande

A green, fae land of knights and jousts inhabited by elves, dwarves, halflings, foxes and hares and two courtly human empires: The elvophilic, cheese-and-wine obsessed Hunger Kingdoms and the staid and comfort-craving halfling-influenced empire of Annwn (whose Pale King is currently on a state visit to the *Red & Pleasant Land*, if you have that book).

Nephilidia

The cold and ruinous half-drowned isle and kingdom of the amphibious vampires, ruled by Nyvyan, the Colorless Queen (also visiting *Red & Pleasant Land*). Deep in the northern sea, this isle is barred save for the occasional giant sea-spider, black-armored knight, or lone raider, encumbered by tusked and insectile helmets designed to filter the toxins from the air.

Vlegt

The unlovely middle-gray-Elvish word for The icy Northern Continent which includes the decadent gray maze of Vornheim, the pitiless city of Nornrik—home to the endlessly scheming white elves, Deathfrost Mountain, and the brutal Devoured Land, home to frost giants and Amazon women (see *Vornheim: The Complete City Kit*, *Death Frost Doom*, and *Frostbitten & Mutilated* respectively).

Gaxen Kane

The Goblin Kingdom, north of Broceliande and south of Vlegt, where all things are awry. The goblins prefer it that way.

Peacock Isles

Tropical and forested archipelago of thousand-armed gods, tigers, and warriors trained with the dreaded *chakram*. The Isle of Eliator (see *Maze of the Blue Medusa*) is here, and the dreaded Nassim, opium priest of a nomadic cult that roams and raids on the backs of a phalanx of armored elephants.

Scorpion Lands

A broad desert begemmed with glittering city-states ruled by clever pashas and their cleverer viziers, rich in trade and philosophical speculation. Home of the fearsome and ancient manscorpions, the cults of jackal and locust, and the Red Pyramid of the Negapharoah.

The East

Empires built on the body of a vast dragon who fell into in the sea before the earth had cooled. Home to the City In the Skull, where the advisors to the emperor have sleeves five-feet-long, and the City In The Claws, where the emperor's samurai contend endlessly with the rebellions of treacherous daimyo. Home of cruel ogre mages, skin-eating-demons, beaked goblins, and strange ghosts.

Drownesia

Archipelago linking the East to the Peacock Isles, home to the dark elves, who wear golden armor and battle atop dinosaurs. Their elegance of their pagodas and shadow-theaters are the envy of the few western elves who have lived to see them. These isles also house massive lizards, white tigers, the temples of Rangda, the Spider-Witch and the wise and terrible octophant. The serpent-people—who built the first libraries—originated here.

Time Periods

It would be a pointless and undue burden on the DM to even summarize the history of the Cube World here.

However, it might be helpful to know that, by the Elven calendar that organizes the Library, the Second Goblin War ended in the 2200th Century (2/3rd down the map), the same century in which the Library was originally built and where it used to end. That's why the entrance is relatively nearby.

This coincides with the rise of the first globe-spanning human empires (as opposed to just the first humans period, who everyone had been keeping in cages for millennia), who inadvertently caused the Third Goblin War sometime after the 3000th Century and who missed out on the First Goblin War back before the 1000th Century because they didn't exist yet.

We're currently at the beginning of the 5021th Century by Elven reckoning, so that's where the Library ends. The Third Goblin War is arguably still going on.

SEARCHING FOR BOOKS

-When searching for books in the Curated Destruction, calculate the searching part of the party's Library Skill. Likely some party members will be searching for books while others are keeping guard, so only use the party members actually searching to figure out the party's Library Skill. It equals:

(All the searchers' points of Languages skill added up) + (all the searchers' points of Search skill added up) +/- (all the searchers' Intelligence modifiers added up) + 1 per wizard +1 per elf + 10 if Comprehend Languages or similar magic is being employed

If you're not using LoTFP's skill system, know that basically the first and second terms, Languages skill and Search skill, need a number between 1 and 6 and estimate. In LoTFP those are skills mostly only Specialists/Thieves have.

-Finding anything good takes at least ten minutes—roll on the Wandering Monsters and Search Results table below for every ten minutes of search.

-When the roll indicates an interesting book is found, then roll d100+700 on the Random Treasure Table.

-Interesting book results have three entries listed: VALUABLE, MANUAL, and SPECIAL. What those result means depends on a few things:

-If none of the characters searching understand any of the languages of the region corresponding to the library hex they are in (for example, if none of them speak any of the languages of Cesaire while they're searching on the extreme left of the map) then use the VALUABLE number: they've simply found a rare or beautifully illustrated and bound book, scroll or tablet worth gp = the number rolled, it's treasure. You'll get xp if you can get it out of the dungeon.

*-If any of the characters speak any of the languages of the region concerned **and** the position of the Hex they are searching in matches the dates and region given under Special (for example, if they are in the Psivolvox room and the SPECIAL says: Cesaire Before 1700) then the Special book is found. Special books have special rules given on the table. Copies of important books are common, even in other languages, so they can be found in period long after they're written.*

*-If any of the characters speak any of the languages of the region concerned **but** the position of the Hex they are searching in doesn't match the dates and region given under Special (for example, if they are in the Psivolvox room and the Special says: Cesaire After 1700 or Drownesia Before 2400) then a MANUAL is found. Manuals are nonfiction books on various subjects. Any character can gain advantage to an intelligence check on that subject if they spend ten minutes consulting the book when the question comes up and the book will grant a permanent +1 to checks involving that subject if they possess it while they level up (this is permanent)—no PC may gain the benefit from two books during one level-up and no two PCs can benefit from the same book at once. When in doubt: the books will not be applicable to concepts invented after they were published.*

-If a character just examines the first book they find off the shelf, roll d20 on the Useless Books table at the end of this document.

The Black Rooms

You'll notice a few places on the map are blacked out so that I could write a label there—like "Pit Grub"—and draw an arrow. There are no doors leading to these areas. If the party members announce they are looking for secret doors, or do any kind of search or somehow accidentally knock down the walls they'll find nothing.

However, if one of the players creates an accurate map and then announces that they've deduced from this map that there *must* be a room in the void left over and then commences looking for a secret way in to that implied space, at that point—and only at that point—will they find a secret door. Behind this door there will be the expected room, completely unlit and containing only one book (indeed only one object). This book will be titled, in the modern common trade tongue, "World's Greatest Interior Cartographer" and the front of it will be illustrated with a picture of the PC that found the room.

That's what happens the first time a player pulls that trick. If they manage it a second or third time, put 2000gp worth of treasure in the room each time after.

Map

Each hexagonal gallery consists of a bookshelf-lined room with two levels, the second level overlooks the first from a balcony.

-First level: 15' tall.

-Balcony level: 10' tall.

-Ceiling: 30' tall

The doors are on the first level. They are stout oak and form a waterproof seal when closed—they are also hinged to swing both in and out. This means its easy to open doors into flooded rooms.

Rooms drawn with blue walls are flooded, ones with gray walls are dry. The darker the blue the deeper the water, as indicated in the bottom-right of the map:

-The lightest-blue walls indicate d4 feet of water.

-The medium-blue walls indicate a room filled with fifteen feet of water, enough to fill the lowest level of each room, completely flooding the lowest level's stack of shelves.

-The darkest-blue walls indicate a room filled with 25 feet of water, half-covering the balcony shelves.

Pink rectangles are doors

Red rectangles are locked doors.

\$ is a secret door. These can be found with a standard check and use whatever mechanism you like unless otherwise noted.

Each line segment is 30'.

All the rooms are filled with books unless otherwise noted.

Pink rooms show when the dungeon repeats, and the labels on them are explained in the Organization of the Library section.

The number-labels down the left-hand side are explained above in the same section.

Roll a random encounter every ten minutes or whenever there's a lot of noise.

WANDERING MONSTERS AND SEARCH RESULTS

Roll every ten minutes or whenever the party is making a lot of noise

1-50 If the party is searching for interesting books this turn: If the party's Library Skill equal to or less than the number rolled, the party has found one (and only one, no matter how many characters are searching). Roll d100+700 on the Random Treasure Table.

51-54 A torch goes out

55-56 A torch or lantern goes out

56-57 Someone's hungry. The last party member to eat must eat a day's rations.

58-60 Thirsty. The last party member to drink must drink some water.

61-71 Sure is quiet in here.

72-74 Living spell (see Wild Magic Zone above)

75-79 D10 Electric Eels (if there's no water here, treat as no result)

80-83 Jellyfish (just one: roll to notice it or take d4 hp from the sting, killing it is trivial) (if there's no water here, treat as no result)

84 Crawling Thief (sneaking)

85-89 Spore Mine

90-94 Velociraptors—D4 of them

95 Narcissus Peacock

96-00 Pit Grub

Special rooms: (in alphabetical order by the label on the map)

Burned Library

Someone wanted the works in this area destroyed and hidden—likely because they were filled with works of Drownesian witchcraft from the Second War. There isn't much left, but any magic-user will instantly recognize the value of the forbidden knowledge contained in the strange pictographic works here and will know that it will take an hour of work in the library to assemble the scraps and notes into coherent formulae. Once compiled, they will allow anyone—even a non-magic user—to cast a *Summon* spell given an hour of preparation. It will not take up a spell slot and can be attempted once per week. Also roll once on the Random Treasure Table here.

Centipede, Giant see Giant Centipede below

Corpse

A rich smell of death escapes as this door is opened. The party will feel a strange pull toward the body which is clearly years old, but still not fully decomposed. Whoever they were they'd just made a major score: their pack contains 4500gp and a small, grenade-sized magnetic device. When twisted into the proper alignment, the device exerts a magnetic pull on anything metal equal to a Str score of 19 minus the number of feet away (so at 5 feet, it's strength 14). The objects will be pulled toward the device (and whoever wields it), not the other way around. It's basically impossible to use in combat while wearing metal equipment, though. Also roll once on the Random Treasure Table here.

Crawling Thief

2' tall humanoid with the head of a crow and a backpack full of treasure. This little guy does not want to have anything to do with the party and will hide on the balcony until they leave, hoping not to be noticed. He won't attack them unless he has no other choice or the odds are *extremely* in his favor.

HD 2 HP 8 Speed 120' Armor 15 (high dex) Morale 7 Attacks : +2 to hit, d6hp lt crossbow or d4hp dagger **Special** Sneak Attack 3, Climb 5, Stealth 5 **Treasure** Thieves tools, tiny grappling hook, silk rope, d100 x d100gp, one Interesting Book (roll d100+700 on the Random Treasure Table).

Crypt Lord

Behind the locked doors to this room are a second set of heavy stone doors—not locked, but quite ominously carved with lugubrious designs. Beyond them is a tomblike stone hexagonal chamber lit by torches, quite unlike those in the rest of the library. On a raised dais (5') in the center of the room sits an ancient carved throne upon which sits a seemingly inert skeletal figure in a black robe (Nasikk Theed, the Crypt Lord, brother of Ooling Theed, the Eye of Flame and Fear, who dwells on another throne). There are no books here but the floor is carpeted in cobwebbed treasure dating back to at least the First War—cups, coins, ornamental daggers, rings, gems totalling 10,000gp. Also roll once on the Random Treasure Table here.

If an individual tries to scoop up this treasure they can acquire Dex x Int x 5gp per round up to a maximum of Str x Int x 10 total gp worth of goods.

However if anyone touches the treasure or the skeletal figure, the latter will begin to move and use its teleportation power to banish every living thing in the room.

If the PCs notice the Crypt Lord beginning to move, roll initiative, if not, or if they lose initiative, it will simply banish them all before they have the chance to do anything (include secure any treasure).

HD 6 HP 30 Speed 120' Armor 17 Morale 12 Attack +5 d8hp (grab) or... **Special**: Teleportation (simultaneously on every other character in the chamber)—save at disadvantage (roll twice and pick the worst) or else be teleported and separated. The 1st foe will be teleported to 2000-V, the 2nd to 2600-C, the 3rd to 1600-D, the 4th to 1800-C, the 5th to 2400-S, the 6th to join their ally at 2000-V, the 7th to join their ally at 2600-C, etc. If the PCs have not seen these rooms they won't know what direction they're facing, though clever ones may note the stairways are always in the southeast corner. These teleportation locations will remain constant even if the Crypt Lord is encountered after the PCs have walked off the edge of the map.

Dead Goblin (up north at 1300)

Stung to death by jellyfish. She has a pack with a morningstar, 350gp, a knife, false teeth, the key to the psivlvox room, and a trained cricket in a cage. The cricket will walk in whatever direction you point and makes a very loud call if it sees a living thing.

Dead Goblin (down south at 2100)

Died guarding the scriptorium from the tiger. Short sword, 290gp, hearing aid trumpet, a book about mushrooms, a shield, and the key to all the doors into the Crypt Lord's room.

Echo Chambers door (at 1100 and D)

In my game, this door leads to the Echo Chambers (see Cube World #2, which you can buy wherever you bought this)—specifically the door in the northwest corner. The door isn't locked on the Library side.

Eels

This area is full of eels. Six electric eels.

HD 1 HP 2 Speed 120' (in water only) **Armor 12 Morale 5 Attack +2** to hit d4 hp electrical damage

Fountain

Clearly built by a later inhabitant culture: doughy winged children spit water from mouth to mouth. It's a source of fresh water, so roll a Wandering Monster check as soon as the party enters, but otherwise it's just a fountain.

Giant Centipede

Giant centipedes plural actually. Five of them each 2 and a half feet long. They sense movement and try to kill anything inside. This room is also filled with a magical *Darkness* as the spell—infravision, et al do not work. PCs will feel the centipedes crawling on them in the dark.

HD 3 HP 12 Speed 60' Armor 13 Morale 7 Attack +3 to hit d4hp plus save or take d12hp more from poison.

Goblins

D4 Catachrite raiders (see entry below) stealthily attempting to file a stack of nonsense texts.

Catachrite Goblins

HD 1 HP 4 Speed 120' Armor 13 (high dex) **Morale 6 Attack:** +1 d6hp morningstar or shortsword **Skills:** Stealth 3 **Special:** Walk on walls and ceilings as *Spider Climb* **Treasure:** A Goblin Key that'll lock any door.

Goblin Scriptorium

Goblins despise all good things. The catachritic raiders of Gaxen Kane once simply burned libraries (or flooded them) but were frustrated by the elves infinite capacity for cultural regeneration. They now most often pursue a subtler course: rendering extant libraries unusable. Catachrites equipped with deer vellum, pheasant quill and unknown binding leathers will infiltrate great libraries, establish a perimeter within, and begin to produce nonsense texts. Thereafter and most diabolically, they will then *file*, deep in the stacks, willy and nilly, these calumnious works of cacology, error and untoward phrase—the better to stymie all learned inquiry. The scriptorium here contains d6 raiders at all times, one of whom will be writing at all times, and a goblin dog, whose pointy nose is relied upon to detect intruders.

The ordinary books are all gone, but the raiders carry d100+50gp worth of looted finery each. Also you can roll once on the Random Treasure Table.

Catachrite Goblins

HD 1 HP 4 Speed 120' Armor 13 (high dex) **Morale 6 Attack:** +1 d6hp stiletto **Skills:** Stealth 3 **Special:** Walk on walls and ceilings as *Spider Climb* **Treasure:** A Goblin Key that'll lock any door.

Goblin dog ordinary dog, though well-trained, and dyed lurid colors

HD 1 HP 5 Speed 120' Armor 14 Morale 10 Attack: +4 d6 bite—a successful bite is actually done by a small goblin dog (1 hd also) whose head is entirely within the original dog's mouth. The original dog then pulls back to release this smaller dog and instantly grows a new one inside its head, as does the dog just released. **Special** +3 to notice any enemy it can smell

Goblin Shark

Sickly green predators, 12' long. Whether they were invented by goblins or are just really appreciated by them is unclear.

HD 10 HP 50 Speed 240' Armor 16 Attack +10 4d4 Special: 934 gp in belly, plus roll once on the Random Treasure Table.

Jellyfish

The water on the floor here is choked with stinging jellyfish. There's enough of them that they can be treated more like a trap than a creature: they will flood through if any of the doors around them are opened and anyone on the other side must save or take d12 damage. Functionally, anyone going in the water on the first floor of these galleries takes d12hp. Jellyfish tentacles still sting even after they're dead so no need for stats—if someone manages to kill the whole swarm (75hp) they'll be harmless d4 hours later.

Octopus

A giant mutant octopus. It's eternally hungry, eternally vigilant, and will attack anything opening one of the doors around it. The only good news is it's so large it can only delegate one or two tentacles per target.

HD 12 HP 50 Speed 120' (but fills the whole suite of rooms) **Armor 14 Morale 11 Attack** One attack per target, on up to 8 targets: +7 to hit D12hp **Special:** Squirt ink underwater. Takes no action. As *Darkness* spell. **Treasure:** 1800gp of indigestible gold treasure inside its weird head-stomach.

Peacock

These are Narcissus-, or Undesirable-, Peacocks. They are magical creatures that paralyze onlooker as they spread their fans and then slowly eat their victims.

HD 2 HP 8 Speed 120' Armor 12 Morale 7 Attacks : +1 to hit d4hp bite, but first...**Special**: Upon seeing any creature the peacock will spread its fan. Creatures must save or stand transfixed. (Theories differ as to what victims see—ask the player—its amazing). The peacock will then eat the victim, who may save each time they take damage. The effect ends if the peacock's slain.

Pit Grub

A fat, centipede-like creature 10' long with a face full of paralyzing tentacles. A subterranean scavenger.

HD 3 HP 17 Speed 120' Armor 16 Morale 7 Attacks : d6 attacks per each round +3 to hit save vs Paralysis or be unable to move until you do.

Psivolvox

This intelligent algae colony eats brains, so a library is a good place to hang out, stretched between columns on a hammock made from its own damp viridian skin. It will use its powers to get any creatures that enter its chambers to fight each other to the death and then kill themselves so it can partake of their delicious cerebella. Its room contains the remains of dozens of adventurers with their heads cracked open. Their gear is everywhere: 50% chance of any specific piece of standard dungeoneering equipment or common local weapon one cares to look for plus 2300gp worth of looted stuff.

HD 5 HP 25 Speed 1' per hour Armor 13 Morale 12 Attack: No normal attack **Special**: All the psivolvox's foes in the room must save or attack their allies. Victims may re-save every time they take or inflict 10 damage or reduce a friend to 0hp. The effect ends if the psivolvox is slain.

Salamanders

Not like fire elementals or anything. Totally normal salamanders—dozens of them crawling all over this library. Harmless but maybe it freaks your players out.

Shriek Fungi/Shriek Fungus

Endemic in moist underground areas, floating or growing in damp corners, these organisms grow in patches of up to 3' across emit a horrible banshee-like wail whenever any living thing is within 60' feet. This sound will attract a wandering monster and it will appear in 1-2 rounds. It doesn't move, is easy to hit, and has 20 hit points.

Slime Pool

These galleries are filled 4' deep with an inert form of green slime. If you touch it, you lose a point of armor class if you're in armor. If you're not or your armor is depleted, the slime begins changing you into slime. The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does.

Spore Cluster

Floating gas-filled, popcorn-colored fungi 3-4' across. These are living proximity mines bred by goblins and let loose in libraries because goblins hate the idea of anyone having access to useful information—especially *fucking* elves. When they sense movement within 30' they immediately move toward it and explode (roll initiative as an ordinary creature):

HD 1 HP 4 Speed Human Armor 13 Morale 12 Attack Explosion: everyone within 15' of the explosion has to save or take d12hp and then clean the rest of the spores off of them (save again) in subsequent rounds or take d4hp from smaller explosions for d4 more rounds. Killing the cluster will cause it to prematurely explode

Tiger

This three-gallery room never has any torches lit. The tiger likes to hunt in it for exactly that reason. The secret door sliding in the northeast corner is identifiable by the fact that it's the bookcase on that wall is the only one without half the books torn off it shelf (they're all fake).

HD 6 HP 24 Speed 150' Armor 16 Morale 10 (6 vs fire) Attack 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target.

To Echo Chambers see **Echo Chambers** above

Tome

The sole book in this room sits open on a raised lectern in the center of a low pool. It is the only book written in Broceliande in the 2300th century: the book naming and commemorating the deeds of all those who died in the Second War against Gaxen Kane, the Great Goblin Empire, written at the end of that centuries-long war. It is a solemn place.

Carved into the walls, in deep relief, are the outlines of thousands of locally common weapons: morningstars, spears, daggers, short and longswords, rapiers, chains, darts, bows, whips, (crossbows had not been invented), etc. Any elf will recognize the set-up:

If anyone places a weapon into the stone it will be possessed by the spirit of an elf that died in the war. Possession takes one minute during which time the weapon cannot be moved and a slowly rising discordant sound will be audible just behind the weapon-wielder's right ear, which breaks when the possession is complete. Afterward the weapon will grant advantage to hit and damage against goblins and orcs but will also constantly interrupt the owner's thoughts with whispered bloodthirsty psionic PTSD monologues about the Second War and insist on being called after the dead warrior's name in life—Yllysande Blackteeth or Jack-of-the-Four-Spit or whatever. The wielder may occasionally be able to mentally question the voice and thus learn something worthwhile about goblins, elven magic of the Second War period, etc but opening your mind to the voice to that degree is dangerous and will cause the PC to be distracted enough that they will roll their next saving throw at disadvantage. Getting anything worth knowing in response to a question requires a successful Wisdom check vs a 15.

Touching or even carrying two or more of these possessed weapons will immediately strike any sane PC as a terrible idea, but it will allow the wielder advantage to hit and damage against everyone and everything for the next fifteen minutes during which they will refuse to relinquish the weapons and after which they will go permanently out of their mind and become a disturbing omniscient NPC. The process of meltdown is inevitable, even if the weapons are forcibly taken from them.

This book does not change to another if you head north or south and loop around, the entire library is consecrated to the memories contained within.

Tree

A large and twisting tree, slick and green with algae extends throughout this suite of rooms.

Turtles

2d8 small harmless, dinner-plate-sized turtles. Just vibing. On careful examination, one of them is a mapback turtle—almost indistinguishable from the Broceliandaise emerald-eye pond turtles its mixed in with. The mapback has a hexagonal pattern on its back approximating the northern part of the library. The turtle room is marked in blue-green with the grey elven rune for “home” marked on it, the Crypt Lord's room is red, the wild magic hexes are purple, the slime pool is yellow-green, the line of jellyfish rooms is white.

Velociraptor

Technically this is a utahraptor or a deinonychus, real velociraptors were boring—this is essentially a horse-sized dinosaur that looks and acts like the one in Jurassic Park. Its hungry.

HD 4 HP 20 Speed 240' Armor 16 Morale 9 Attack 2 claws or bites: +6 2d4hp

Wild Magic Zone

These galleries contain remnants of magical warfare between scavenging spellcasters. There will always a be a Living Spell loose in this area and it will attack PCs as soon as they enter. In addition, casting spells in this area is unpredictable—any spell cast will take effect, but afterwards roll D6: on a 1 the spell turns into a living being and acts in a way harmful to the party, on a 6 it turns into a living being and acts in a way helpful to the party. On any other roll something strange happens, related to the spell effect but not immediately helpful or harmful. For example, a healing spell may begin “healing” the wood of the library shelves back into living trees.

Living Spell —a 3-5' inchoate plasm floating in mid-air

HD 2 HP 8 Speed 120' Armor 12 (magical weapon to hit) **Morale 12 Attack** no normal attack, the spells can cast themselves (see Special) every other round **Defense:** Dispel magic kills it.

Special: Roll d6 to see what kind of spell you've got—

1 Fireball: 3d6 fire damage, save for half

2 Charm: Save or you want to get more spells cast in here so the spell will have “friends”

3 Web: As the spell. The noise it makes after triggers a Wandering Monster check, roll until you get a creature.

4 Forget: Save or forget everything for an hour.

5 Stinking Cloud: As the spell, triggers a Wandering Monster check, roll until you get a creature.

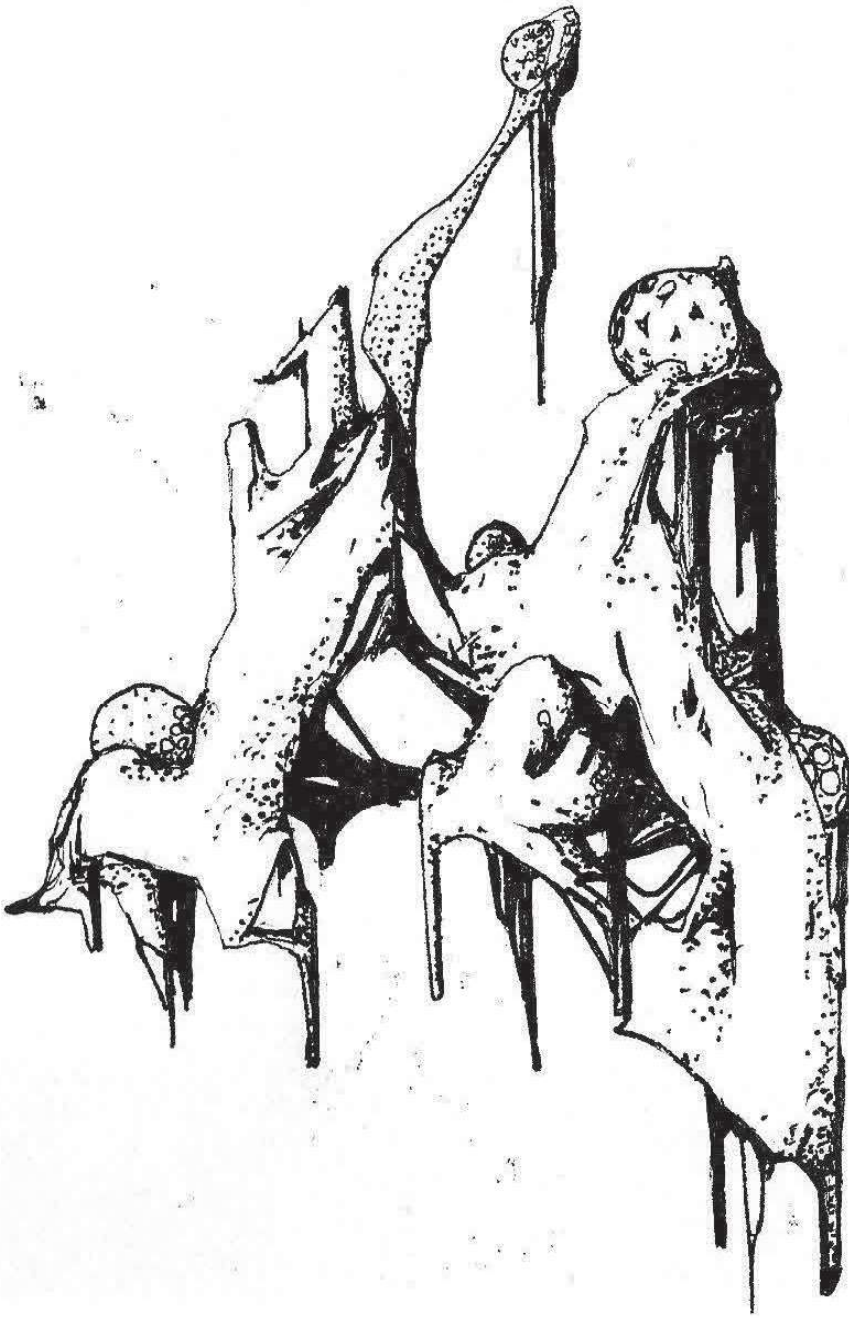
6 Suggestion: Save or believe a random contrafactual assertion (“books are bread”, “water is lava”, etc) for an hour.

X

These are secluded study rooms tucked into the space left over when the floorplan was divided into hexagons by its architects. They contain the remains of abandoned researches. They contain no ordinary books but for every ten minutes a wizard spends examining these notes they may attempt to roll an Int check vs an 18 to learn a new spell. They can keep rolling every ten minutes until it works. Basically the research allows the wizard to gain one extra spell slot at the highest level they're able to cast.

XX

This hidden area contains the remains of a dead party of 5 adventurers. They have 2 suits of chainmail, one bow, two longswords and one parcel of random treasure (roll below) each. The room is filled with a twisting stairwell going down to another level of the dungeon. Eventually I'll release that level or you can write your own, but if neither of those appeal, just give each corpse two rolls on the Random Treasure Table and have this be a normal room.



The Psivolvox

Random Treasure Table d1000

Random Key: roll d100 here

Random Items: roll d100+500 here

Random Potion: roll d100+600 here

Interesting Book: roll d100+700 here

Magic Weapon: roll d100+800 here

Other Magic Items: roll d100+900 here

1-99 Key. Roll d100. (roll d100 and have the player write it down. Don't tell them this but that is the chance the key will open any ordinary lock it's used on in this dungeon. Once used, it won't work on any other door.)

100-500 Amount of gp worth number just rolled x 10

501-600 Random items (some are minor magic)

501-502 Candle-eels—d8 fatty fish that can be burned and last as long as a torch.

503-504 Map showing (only) the path from one of this area's exits to the closest other exit.

505 Silver dagger and sprig of wolfsbane.

506-507 Glowstone. Provides 5' of blue light when wet.

508-509 Taskmaster dust--put it on yourself (first) and then someone else and you'll be able to copy their dex for the rest of the day. 2 doses.

510-511 Goblin moon putty: fix any broken thing which uses gears with a tinkering roll.

512-514 Grappling hook, 50' rope, dagger, backpack

515-516 Net

517 Drafts of semi-literate marriage proposal written by last intelligent creature PC's killed.

518 Elephant's tusk knife.

519 Sketches, clearly from life and by a talented hand, depicting daughter of a noble house in compromising positions.

520-521 Small mirror.

522 D10 x 100 living snails with specially-made shells cast from pure silver worth 1 sp. Snails are sentient, communicate telepathically, and will beg PCs not to trade them away.

523-525 Padlock (Strength 17) and key.

526-530 d6 Days rations and fresh water

531-532 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.

533 Bag of flour

534 Bear trap

535 d4 vials of acid (d8 damage to flesh)

536-37 Bag of marbles

538 Small glass sphere filled with water and lodestone shavings. Works as a compass.

539-540 Telescope

541 Caltrops and 700gp

542 Jar of black ink

543 Spare suit of leather armor

544 Spare suit of chain armor

545 Jar of angry bees

546 Wax seal of the Goblin King (goblins will obey any order written there if its sealed) Enough wax for 2 impressions

547 Alchemist's kit

548-549 Severed head (nearest species besides this one)

550 Cat in a box

551-553 561 Brick of salt

562 Box of chalks

563 Svengali deck for performing card tricks

564 Stopped tank of helium (enough for one pig-sized balloon)

565 Recipe for elephant-shaped cake involving three hit points of blood and 3 drops of sweat.

When baked, it will know whatever the blood donor knows and will answer whatever questions about that information the sweat-donor asks. This information is in the recipe.

566 Vial containing fresh human blood

567 3.5 liters of glue.

568 Scrawled note: "Crypt Lord in library"

569 Scrawled note: "Dragon on the last level"

570 Scrawled note: "Some goblins are nilbogs and attacks heal them"

571 Scrawled note: "Manticores love poems"

572 Scrawled note: "Toad gods hate the Insect Cult"

573-575 Blonde halfling mead from the Pudding Coast, 6 bottles

576-578 Heavy ale from the Dwarves of the Freak Mountains, 6 bottles

579 Anesthetized bats held in individual baseball-sized cheesecloth nets. Throwing them with full strength will wake them up in midflight. They are bloodthirsty and will attack whatever they're thrown at. 5hd total.

580 Smoking tobacco and pipe

581 Baby

582 10' of chain

583 Pulley

584 100' of string and a fishhook

585 Bag of living worms

586-587 Poisoner's ring

588 Crumpled musical composition in unknown notation. Any bard can roll an intelligence check + (level divided by 3) to understand it. Playing it will require will require 8 hours of intensive study as well as modifications to any musical instruments present requiring 3 hours of peaceful, solitary work. The song, when finally played, will cause all intelligent creatures within hearing range to go "Wow. That's a song alright. I'm so glad we brought you down here."

It resembles "Pop Goes The Weasel" in most important respects.

589-590 Vial containing a form of perfect glue. Sets instantly and covers 1' square area.

591 Animated severed hand (1 hd). Obeys whoever finds it.

592 Fancy hinged box. Inside is an elaborately-wrought carved scalpel and illustrated instruction book (in a foreign tongue) in a velvet-lined case. The scalpel can be used to remove an eye from any creature (of roughly equal size) and insert it into another creature's head, enabling them to use any vision-related abilities or gaze attacks of that creature. The surgeon can't be either patient and must make a dexterity roll. Rolling over dex means the operation fails and causes d20 hp damage. Rolling under causes d20 minus (number of points under dex rolled) hp. Works once. Whenever the recipient of the new eye rolls a 1 it means the new eye has rebelled and will spend the next d4 rounds causing as much trouble as it can for the PC.

593 Claw shoes: d4 on a kick, advantage to climb checks. They have a hinged platform you can fold over to walk on floors.

594 Frost mask. This icy substance, when painted over a creature's eye will lighten and twist it into a shape which frightens fire. No flames, magical or otherwise will come within 5 feet of the creature. Lasts 1 day. 3 doses.

595-596 Halfling Pie from the Pudding Coast. Carefully wrapped and unaccountably fresh. "Just" a pie but anyone who's been in this dungeon more than a day will give quite a bit to get their face into one.

597 Null paint. This substance will only function if applied to living flesh. Any part of the body covered in this paint becomes nonreflective black and intangible. Weapons cannot be held in a painted hand, clothing cannot be worn over a painted body part (it will pass through), etc. If painted over sensory organs they become useless. If painted in a stripe pattern on the skin then items may be held or worn and 50% of all piercing or slashing attacks will pass harmlessly through the wearer. Lasts one day.

598-599 Net trap kit. Tripwire activated, catches up to 4 humanoids.

600 Diary of dead adventurer describing dungeon in sketchy detail (mostly worthless but has 2d20% chance of working on any device the PCs consult it about. HOWEVER, once it works, that's it.)

601-700 Potions

601 D4 aqua-green potions: each heals d6.

602 Acid resistance potion (half damage lasts and hour)

603 Aging Potion (double your age permanently)

604 Digestive juices of a rustbeast.

605 Amputation Potion (save or lose a random limb)

606-607 Antidote Potion (cures any poison)

608 Vial of liquid shadow. Not the kind in Ptolus, which just gives you a bonus to shadow magic (though it does that, too, why not?). This stuff can be used to create a deep shadow--about twice human-sized--where there shouldn't be one. A thief can hide in it as if it were an ordinary shadow, at -20%. It can also be used to move from any liquid shadow to any other pool of liquid shadow the character knows about. It can also be used to replace a lost shadow.

609 Blindness Potion (save allowed)(lasts an hour)

610 Charisma Potion (score: 18 lasts an hour)

611 Clairaudience Potion (like Clairaudience but lasts 10 minutes and you can only hear, not see)

612-614 Cold resistance Potion (half damage lasts and hour)

615 Constitution Potion (score:18 lasts an hour)

616 Pinking Draught (You think it's exactly the potion you want but it isn't, the delusion lasts an hour)

617 Dexterity Potion (score: 18 lasts an hour)

618 Disenchantment Potion (makes a magic item nonmagic)

619 Electricity resistance Potion (half damage lasts and hour)

620 ESP Potion (as Clairvoyance spell, lasts ten minutes)

621-622 Extra Eye Potion (rub it on and get an eye wherever you want, advantage on perception checks)(permanent)

623 Potion reincarnates you as the last thing under 10hd that you killed.

624 Fire Breathing Potion (save take 3d6, lasts ten minutes)
625-626 Confusion (as spell, lasts 5 rounds)
627-628 Frog tongue Potion (you get a long sticky tongue—6', forever)
629 Fumbling Potion (Dex 3 for an hour)
630 Growth Potion (as Enlarge spell, ten minutes)
631-632 Healing Potion (d8+1 or removes a condition)
633-634 Heat Resistance Potion (half damage from heat for an hour)
635 Inflation Potion (you're super-fat for an hour, you can be rolled around)
636 Infravision Potion (lasts a day)
637 Intelligence Potion (Int 18, lasts a day)
638 Invisibility Potion (as the spell)
639-640 Invisibility to Demons Potion (as the spell but only on demons)
641-642 Invisibility to Fae Potion (as the spell but only on fae, kinda works on elves and goblins, too—they perceive you at disadvantage)
643-644 Invisibility to Reptiles Potion (as the spell but only on reptiles)
645-646 Invisibility to Undead Potion (as the spell but only on undead)
647 Invulnerability Potion (lasts 5 rounds)
648 Vial of medusa tears. Application to a body part will turn it to stone for 5 minutes. 2 hand-sized doses.
649 Laughter Potion (save to get anything done each round except laugh, lasts 5 rounds)
650 Looks similar to healing potions but it's actually a love potion. Drink it and fall in love with whoever last wounded you.
651 Love Potion (lasts a day)
652 Vial of mirror water. Anyone reflected in a puddle of mirror water must face the evil clones of themselves who crawl out of it.
653 Madness Potion (lasts a day, you can't do anything helpful to your allies)
654-655 Detect Magic Potion (as spell, lasts 10 minutes)
656 Muteness Potion (lasts an hour)
657 Oil of Sharpness (put it on a weapon, it inflicts +5 damage)
658-659 Oil of Slipperiness (perfect lubricant, permanent)
660 Vial of infinite water. A puddle of infinite water is a shaft as deep as an ocean.
661 Oil of Mouths (as 537 above)
662-663 Poison (save or d20hp)
664 Polymorph Potion (as spell, lasts 10 minutes)
665 d6 vials of holy water
666 Prophecy Potion (your eyes go milky and you deliver a Fortune as in *Vornheim*, if you don't have it, buy one from me)
667-668 Purify Food and Water Potion (as spell)
669 Regeneration Potion (regrow lost body parts and 3d6 damage)
670 Remove Paralysis Potion
671 See Invisible Potion (lasts an hour)
672-673 Shark Teeth Potion (inflict 2d6 on a bite, lasts a day)
674 d6 vials of unholy water
675 Shrinking Potion (as *Reduce* spell, lasts an hour)
676 Language in a bottle. GM's choice which.
677 Sleep Potion (as spell cast by a 5th level wizard)
678 Oil of Disruption (Rub it on a weapon and it does triple damage to undead and acts as a magic weapon. Can kill a vampire. Lasts 5 rounds.)
679 Slow Potion (as spell, lasts 5 minutes)
680-681 Speak with Animals Potion (lasts an hour)
682-683 Speak with Dead Potion (lasts ten minutes)
684 Vial of a substance derived from mindeater digestive juices. If a PC drinks it immediately after eating the brain of another living creature it will allow the PC to know everything the creature knew. However the PC must save or gain an insanity. 1 dose.
685 Speak with Monsters Potion (lasts ten minutes)
686-687 Speak with Plants Potion (lasts a day)
688 Speed Potion (as *Haste*, lasts 5 minutes)
689 Spike Potion. (If rubbed on any part of the body (5 square inches), spikes made of fused bone and hardened flesh will form there. A successful strike with these spikes will cause d4 damage or normal punch damage plus 2 hp damage, depending on system. 2 doses.)
690 Stone to Flesh Potion
691 Strength Potion (Str 18 lasts an hour)
692 Oil of Brutal Noise. Anyone drinking this or stabbed with a blade coated in it becomes painfully sensitive to all sounds. Mechanics here are up to you. d6 doses.
693 Suggestion Potion (as spell)
694 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
695 Tongues Potion (lasts ten minutes)

696 Razor potion. 1 dose. Drinking it and then spitting it out allows the imbiber to spit a cone-shaped "breath weapon" full of gnat-sized barbs which does 3d6 damage to exposed flesh.
697 Ventriloquism (throw your voice up to 60 feet, lasts a day)
698-699 Water Breathing Potion (lasts 24 hours)
700 Youth Potion (become half your age permanently)

701-800 Interesting books. If the party's searching the shelves, see Searching For Books above. If they aren't and just found the book while looking for treasure, roll d6: 1-the Valuable entry 2-4 Manual entry 5-6 Special entry

701 VALUABLE: Worth # of GP just rolled
MANUAL: Far Eastern Languages
SPECIAL: East after 1600C—Book of Ten Thousand Fists: Level up with this and do double damage on an unarmed strike.

702 VALUABLE: Worth # of GP just rolled.
MANUAL: Goblin/Orc Languages
SPECIAL: Gaxen Kane after 1200C—The Offices of Ool: Level up with this and learn ritual breathing methods that grant 50% immunity to magic cast by elves

703 VALUABLE: Worth # of GP just rolled.
MANUAL: Librarian/Serpent Language
SPECIAL: Peacock Isles before 2400C—The Naga-Ta: Allows anyone spending an hour to conjure a serpent-demon, otherwise as the Summon spell.

704 VALUABLE: Worth # of GP just rolled.
MANUAL: Grey Elven Languages
SPECIAL: Broceliande after 2200C—Codex of Unutterable Tedium by Ryne Bland. This book is so boring. Anyone reading it will fall asleep after a number of rounds equal to their wisdom for d10 rounds. Reading aloud from the book will cause anyone hearing it and able to understand it to make a save or just walk out of hearing distance. If the reader pursues the fleeing creature and continues reading, the creature will be affected as with a Sleep spell (even Elves). Anyone hearing or reading the book more than three times will attempt to destroy or discard it.

705 VALUABLE: Worth # of GP just rolled
MANUAL: Nephilidian Language
SPECIAL: Nephildia after 500C—Naxyrite Codex: Contains a six hour spell to change a vampire back into a human.

706 VALUABLE: Worth # of GP just rolled
MANUAL: Languages of Cesaire
SPECIAL: Cesaire after 1400—The Book of Leopards: Magic users leveling up with this can gain a Command spell (1/day) that works on animals, requiring no spell slot.

707 VALUABLE: Worth # of GP just rolled
MANUAL: Languages of the Peacock Isles
SPECIAL: Peacock Isles after 400C—The Fire Wheel: New second level spell. A flaming hoop circles the caster for 10 minutes, inflicting d8+level damage on anyone within 5'.

708 VALUABLE: Worth # of GP just rolled
MANUAL: Languages of the Scorpion Lands
SPECIAL: Scorpion Lands before 2400C—The Jewelled Moon Scroll: A spell of exorcism. A cleric must plant their feet and chant the incantation in the demon's presence. Each round the demon must save, at the first round at -1, the second at -2, etc so long as the priest chants from the book. Each successful usage has a 50% chance of destroying the book.

709 VALUABLE: Worth # of GP just rolled
MANUAL: Dwarvish Language
SPECIAL: Broceliande or Vlegt after 300C—The Orders of Gryy Ironeye: Revered dwarven weaponsmithing manual. Level up with this and gain the ability to customize or forge a "perfect" steel weapon to fit a specific wielder. One weapon per client, takes three weeks. Weapon is not magic but +1 to hit and damage.

710 VALUABLE: Worth # of GP just rolled

MANUAL: Drownesian Languages

SPECIAL: Drownesia before 1800C—Rangda Nasaka Amm: Sacred text of the spider-cult: Valuable beyond anything to Drownesian NPCs and spider cultists, they'll trade almost for it. Level up with it and gain a Web or Summon (spider-demons only) spell that takes up no spell slot.

711 VALUABLE: Worth # of GP just rolled

MANUAL: Old Selenian and Eliatoran Language (see Maze of the Blue Medusa)

SPECIAL: Peacock Isles or Scorpion Lands after 1300C—Labyrinth of the Pavonated Gorgon: Ritual in this book takes ten minutes and transports everything within a 10-foot radius to the Maze of the Blue Medusa. It will also transport you back to wherever you cast it.

712 VALUABLE: Worth # of GP just rolled

MANUAL: Reptileman/Chameleon Woman Languages (incl. Ancient Saurian) (see Maze of the Blue Medusa)

SPECIAL: Cesaire after 800C—The Book of the Night Princes: This sad tale induces uncontrollable weeping in any who hear it read aloud. Save each round to do anything but cry.

713 VALUABLE: Worth # of GP just rolled

MANUAL: White Elven Languages

SPECIAL: Vlegt before 2300C—The Kelth Ochnyn: The sacred brands and strange tortures here take half an hour to inflict but will induce any creature to tell the truth.

714 VALUABLE: Worth # of GP just rolled

MANUAL: Sea Elven Languages

SPECIAL: Peacock Isles or Nephilidia before 2400C—Gyth Asculum: Incantation here takes half an hour and turns any humanoid into a cannibal mermaid.

715 VALUABLE: Worth # of GP just rolled

MANUAL: Human Languages of Broceliande & Vlegt

SPECIAL: Broceliande or Vlegt before 1200C—The Vorn Vekt: A sacred text of Vorn. A cleric may use it once per day to bless any weapon, so that it will damage lycanthropes, demons, and immaterial and otherwise protected undead—it will also do d6 extra damage. Lasts one day.

716 VALUABLE: Worth # of GP just rolled

MANUAL: Demonic Languages

SPECIAL: Vlegt before 2500C—The Registry Infernal: Contains the true names of 70% of all demons.

717 VALUABLE: Worth # of GP just rolled

MANUAL: Dead Languages

SPECIAL: Cesaire or Scorpion Lands Before 1200C—Gnysic Gospels: Contains a minute-long incantation that banishes elementals within 30'. Requires no spell slot to use.

718 VALUABLE: Worth # of GP just rolled

MANUAL: Obscure Languages

SPECIAL: East after 1400C—The Hours of the Malachite Dog: Contains a fifteen-minute spell which summons a massive storm which lasts 24 hours. Anyone may use it.

719 VALUABLE: Worth # of GP just rolled

MANUAL: Maps/Atlas of a random region (i.e. the regions in the library)

SPECIAL: Broceliande after 2200C—Map of the Curated Destruction.

720 VALUABLE: Worth # of GP just rolled

MANUAL: Diseases

SPECIAL: Vlegt after 2600C—Codex of Iptis Os: Cure any disease once per month by performing the half hour ceremony under a full moon.

721 VALUABLE: Worth # of GP just rolled

MANUAL: Surgery

SPECIAL: Vlegt after 2400C—Codex of Ospis Ipt: Graft a dead limb onto a living host to replace a missing arm or leg. Takes 6 hours. The limb will work.

722 VALUABLE: Worth # of GP just rolled

MANUAL: Medicinal herbs

SPECIAL: Cesaire after 700C—Book of Hadru: Tale of a monkey prince who solves puzzles. Serendipitously contains clues to three conundra the reader may face (“As you look at the door, you remember reading in the Book of Hadru...”). It doesn’t work unless the player brings it up. Works three times, maximum.

723 VALUABLE: Worth # of GP just rolled

MANUAL: Medicine in general

SPECIAL: Drownesia after 1200C—The Pagoda in White: Identify any disease in two minutes by consulting this book.

724 VALUABLE: Worth # of GP just rolled

MANUAL: Alchemy

SPECIAL: Gaxen Kane after 2200C—Orbik Hekk: Identify any harmful chemical in two minutes by consulting this book.

725 VALUABLE: Worth # of GP just rolled

MANUAL: Demonology

SPECIAL: Scorpion Lands after 1100C—The Vyracohedron: Level up with this book and be able to spot any portal or object that takes you to another dimension or extradimensional space.

726 VALUABLE: Worth # of GP just rolled

MANUAL: Cosmetics

SPECIAL: East after 1400C—The Book of the Black Crane: Gain +1 Charisma by leveling up while in possession of this make-up manual.

727 VALUABLE: Worth # of GP just rolled

MANUAL: Decorative Arts

SPECIAL: Broceliande after 2500C—The Yew Thistle Manual: Level up with this and be able to identify when any elven object was made.

728 VALUABLE: Worth # of GP just rolled

MANUAL: Music

SPECIAL: Cesaire after 1400C—Allows for the creation of hypnotic musical compositions so long as the target species is known. Takes one hour to compose and the music must be played by a competent musician (though it can be on any instrument). So long as the music plays, members of the target species cannot move. A new song must be composed after each full moon.

729 VALUABLE: Worth # of GP just rolled

MANUAL: Poetry and fiction

SPECIAL: Vlegt after 800C—The Octarium Of Leucis Threen: You’ve read the Octarium! Oh I adore Threen! Leveling up with this book allows you to impress any educated aesthete not wholly hostile to you.

730 VALUABLE: Worth # of GP just rolled

MANUAL: Architecture (in LotFP, add a pip if you level up with this book)

SPECIAL: Broceliande after 1000C—The Mead and Pensver Guide to Notable Structures: Legendary halfling travel-writers provide the location of every large temple, palace, castle etc created before the Age of Human Dominion except places the Referee has specifically decided are “forgotten”. Also provides the benefit of the Manual result

731 VALUABLE: Worth # of GP just rolled

MANUAL: Painting

SPECIAL: Vlegt after 1100C—Archnyria’s Lives of the Painters: Leveling up with this work gives the PC advantage to identify paintings and gives them enough information to get twice the usual gp value for selling paintings.

732 VALUABLE: Worth # of GP just rolled

MANUAL: Sculpture

SPECIAL: Cesaire after 1800C—The Incarnations: Allows the identification of statues—culture of origin, religion, etc. 90% accurate.

733 VALUABLE: Worth # of GP just rolled

MANUAL: Puppetry

SPECIAL: Drownesia after 200C—Kaasingha L’Eatte: A grimoire of shadow magic—leveling up with this book in your possession allows a PC to consecrate a weapon to cut off and steal a victim’s shadow. The victim will be at disadvantage to stealth rolls and the shadow can be folded into a 5” tall puppet which acts out their actions in real time wherever they are.

734 VALUABLE: Worth # of GP just rolled

MANUAL: Clothing & fashion

SPECIAL: East after 2200C—The Book of Remnants: Leveling up with this minutely-detailed guide to costume and etiquette will allow anyone following its instructions to perfectly resemble a generic member of any social class of any nonhuman culture on a successful charisma check.

735 VALUABLE: Worth # of GP just rolled

MANUAL: Jokes

SPECIAL: Broceliande before 2000C—Lollard's Guide to Special Japes: These jokes are so funny it was banned in the 2000th century to prevent unnecessary deaths. Anyone leveling up with this book will know jokes appropriate to any intelligent nonhuman culture that inflict d12 damage on anyone of the given culture able to understand (so one joke would only work on dwarves, one only on White Elves, etc). Only works once per individual.

736 VALUABLE: Worth # of GP just rolled

MANUAL: Meteorology

SPECIAL: Scorpion Lands after 2500C—Book of Nine Winds: Get out of one incident of bad weather free, once per sea journey.

737 VALUABLE: Worth # of GP just rolled

MANUAL: Engineering (LotFP: level up with this and add a pip to Tinkering)

SPECIAL: Scorpion Lands after 2400C—Book of Brass Wonders: Level up with this book and do D20 damage to any mechanical golem with one successful tinkering roll.

738 VALUABLE: Worth # of GP just rolled

MANUAL: Construction

SPECIAL: Cesaire at any time—Book of the Blue Viizier: Identify any gem given half an hour.

739 VALUABLE: Worth # of GP just rolled

MANUAL: Siege engines

SPECIAL: Vlegt after 800C—Guide to New Engines: Level up with this and weaknesses in siege engines and fortifications instantly.

740 VALUABLE: Worth # of GP just rolled

MANUAL: Armor and Weapons

SPECIAL: Nephilidia after 1700C—Contains a one-hour ceremony to consecrate an otherwise non-magic weapon to assassinate a specific target. It will do double damage to that target. Only one such weapon can exist at a time.

741 VALUABLE: Worth # of GP just rolled

MANUAL: Golems and alchemical mechanisms

SPECIAL: Gaxen Kane after 800C—The Automachia: Build 1hd golem with the abilities of any 1hd animals after a week.

742 VALUABLE: Worth # of GP just rolled

MANUAL: Flowers

SPECIAL: Broceliande after 1000C—The Chrysanthemum Palace: Elven epic poem/botany manual about every kind of flowering plant. Level up while reading it to gain advantage on any Charisma check to seduce femme-y elves. Note: all poems are prized by manticores.

743 VALUABLE: Worth # of GP just rolled

MANUAL: Trees

SPECIAL: Broceliande after 400C—Nochllys Yst: The names and genealogies of all trees in Broceliande at the time. Probably useful somehow maybe? Luckily also a "Rosetta stone" book translating between elvish and the language of rats.

744 VALUABLE: Worth # of GP just rolled

MANUAL: Unusual plants

SPECIAL: Peacock Isles after 800C—The Green Opus: Leveling up with this book allows the PC to know all the stats and abilities of any plant monster on a successful Int roll of 10 or better.

745 VALUABLE: Worth # of GP just rolled

MANUAL: Herbs and useful plants

SPECIAL: Cesaire after 500C—Nahaii Botanica: gain advantage on all medicine checks if you level up with this book and keep a kit of prepared herbs when adventuring.

746 VALUABLE: Worth # of GP just rolled

MANUAL: Cookbook

SPECIAL: Broceliande after 900C—The Universal Taster: Following this halfling guide's instructions allows the reader to concoct a meal that will attract and please any chosen species in half an hour using simple ingredients. It is also a complete guide to identifying the edible tissues of most species.

747 VALUABLE: Worth # of GP just rolled

MANUAL: Wine

SPECIAL: Broceliande or Vlegt after 1000C—The Imperial Catalogue: Elven aristocracy judge visitors harshly based on the wine they bring. Owners of this guide always bring the right one.

748 VALUABLE: Worth # of GP just rolled

MANUAL: Beer and ale

SPECIAL: Broceliande or Vlegt after 2200C—The Mead and Pensver Guide to Alehouses: Legendary halfling travel-writers provide the location of every extant inn, with maps. Written thousands of years ago but pubs tend to stay put. Still 90% accurate in nonhuman lands and 50% accurate in human ones.

749 VALUABLE: Worth # of GP just rolled

MANUAL: Other alcoholic beverages

SPECIAL: Nephilidia after 900C—The Intoxicantatum: Learn the spell, Drunk Reversal—switch blood alcohol levels of two targets in line of sight. 1st Level Wizard.

750 VALUABLE: Worth # of GP just rolled

MANUAL: Food and agriculture

SPECIAL: Gaxen Kane after 16000C—The Vorphic Cantos: Learn the secret calls that allow goblins to control giant toads, caterpillars, rustbeasts, etc. as easily as elves control horses.

751 VALUABLE: Worth # of GP just rolled

MANUAL: Fishing

SPECIAL: Peacock Isles after 1300C—The Compleat Fisher: Level up with it and know the historical means used to catch and eat any sea creature.

752 VALUABLE: Worth # of GP just rolled

MANUAL: Mathematics and geometry

SPECIAL: Scorpion Lands after 2300—The Five Spheres: Level up with this and you'll be at advantage to checks involving summoning, engineering and anything requiring calculations.

753 VALUABLE: Worth # of GP just rolled

MANUAL: Extradimensional geometry

SPECIAL: Scorpion Lands after 2200C—The Gates of Ni'Hab: Level up with this and you'll immediately recognize the nature of rooms/places with spatial distortions or altered physical laws—as soon as you mention to the DM that you read it.

754 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Tittivila, the flesh-goddess

SPECIAL: Peacock Isles after 600C—The Mistress of All Changes: Sacred text of Tittivila, clerics of Tittivila gain an extra mutation (any) or (any) healing spell per day and a level. Any other caster gains 1000xp.

755 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Gor, bull-headed lawgiver

SPECIAL: Vlegt after 1600C—The House Unchanging: Sacred text of Gor, clerics of Gor gain an extra Command, Detect Lie or Forbiddance spell per day and a level. Any other caster gains 1000xp.

756 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Ch'od, the meta-god

SPECIAL: Gaxen Kane after 200C—The Dungeon Master's Guide: Sacred text of Ch'od, clerics of Ch'od gain an extra Bless, Dispel Magic, or True Seeing spell per day and a level. Any other caster gains 1000xp.

757 VALUABLE: Worth # of GP just rolled

MANUAL: Church of Vorn, grim gray god of iron and rain

SPECIAL: Vlegt after 700C—The Iron Tomb: Sacred text of Vorn, clerics of Vorn gain an extra Heroism, Rusting Grasp (as rustbeast), or Control Weather spell per day and a level. Any other caster gains 1000xp.

758 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the White Web and Rangda, spider-queen

SPECIAL: Drownesia after 200C—Zyr'ot Mol: Sacred text of Rangda (mostly pictographic), clerics of Vorn gain an extra Web, Darkness, Silence 15' Radius or Cause Fear spell per day and a level. Any other caster gains 1000xp.

759 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Akayle Ozph, lord of chaos

SPECIAL: Peacock Isles after 500C—The Sirocc: Sacred text of Akayle Ozph (mostly an incomprehensible word collage), clerics of Akayle Ozph gain a Chaos and Confusion spell once per day and a level. Any other reader gains a permanent mental illness.

760 VALUABLE: Worth # of GP just rolled

MANUAL: Church of White-Lipped Goddess, Lady of the moon and mother of lycanthropes

SPECIAL: Nephilidia after 200C—The Pale Eye: Sacred text of White-Lipped Goddess, her clerics gain an extra Howl of the Moon, Light, or Wall of Fog spell once per day and a level. Any other caster gains 1000xp.

761 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Great Grub, patron of Gaxen Kane

SPECIAL: Gaxen Kane after 100C—The Maggotry: Sacred text of the Great Grub, its clerics gain an extra Cause Paralysis, or Confusion spell once per day and a level. Any other caster gains 1000xp.

762 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Insect God

SPECIAL: Scorpion Lands after 200C—The Sign of the Locust: Sacred text of the Insect God, its clerics gain an extra Insect Plague or Mutation spell once per day and a level. Any other caster gains 1000xp.

763 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the She-Jackal

SPECIAL: Scorpion Lands after 300C—The Sundered Veil: Sacred text of the She-Jackal, her clerics gain an extra Suggestion or Illusion (any) spell once per day and a level. Any other caster gains 1000xp.

764 VALUABLE: Worth # of GP just rolled

MANUAL: Church of the Toad God

SPECIAL: Scorpion Lands or Cesaire after 200C—Ooadd Nad: Sacred text of the Toad Gods, mostly written in the form of musical scores, its clerics gain the ability to leap up to 30' and a 6' sticky tongue. Any other reader gains a horrible cosmetic mutation.

765 VALUABLE: Worth # of GP just rolled

MANUAL: Philosophy

SPECIAL: Vlegt after 2300C—The Gray Opulence: Levelling up in the possession of this work of hedonistic/stoic philosophy inures a reader from fear. They are immune to fear of any kind.

766 VALUABLE: Worth # of GP just rolled

MANUAL: Law

SPECIAL: Broceliande after 400C—The Book of All Restrictions: Text spelling out all the many laws of the Seelie, Unseelie and Goblin courts, as well as Goblin law. Never be caught flat-footed again by such strictures as "Never touch a snail on a Sunday or you'll lose an ear" etc.

767 VALUABLE: Worth # of GP just rolled

MANUAL: Genealogies of the ruling houses

SPECIAL: Vlegt after 2100C—The Diaries of Milia Nul: Legendary and legendarily long-lived half-elven courtesan's memoirs contain blackmail material on 70% of elves encountered and all of their noble houses.

768 VALUABLE: Worth # of GP just rolled

MANUAL: Unusual weapons

SPECIAL: East after 2000C—The Most August Armory: Leveling up while in possession of this book allows for the construction of bizarre collapsing, custom telescoping anime-style chain weapons that do something normal weapons don't but ones in anime do. One can be constructed per year.

769 VALUABLE: Worth # of GP just rolled

MANUAL: Military history

SPECIAL: East after 1900C—The Eight Campaigns of the Obsidian Plain: Moon T'Che's classic work of strategy and history is viewed with a near superstitious awe by many generals and kings. They consider anyone who has read it and can quote it (i.e. anyone who's leveled up with it) to be a great military mind and will appoint them to lead squadrons and armies in times of need.

770 VALUABLE: Worth # of GP just rolled

MANUAL: Goblin Culture

SPECIAL: Vlegt after 2100C—Qurac Neian's Guide to Gaxen Kane: A shockingly complete atlas and travel guide to Gaxen Kane, written during the Second War and still 90% accurate.

771 VALUABLE: Worth # of GP just rolled

MANUAL: Fae culture

SPECIAL: Broceliande after 1900C—Tales of the Grasshopper Prince: A poem describing the courts of the Seelie and Unseelie fae in embarrassing detail. Faeries aware that you possess this book will avoid upsetting you—at least until they can steal or destroy it. Note: all poems are prized by manticores.

772 VALUABLE: Worth # of GP just rolled

MANUAL: Grey Elves

SPECIAL: Broceliande after 2000C—Song of the Scheer Skald: A book of grey elven war magic which anyone can cast including 15 minute rituals that activate Bless, Army of One, and Heroism spells.

773 VALUABLE: Worth # of GP just rolled

MANUAL: White Elves of Nornrik

SPECIAL: Vlegt after 2000C—Song of the Marble Vein: A book of white elven war magic written in Nornrik which anyone can cast including 15 minute rituals that activate Summon, Earthquake, and Wall of Ice spells.

774 VALUABLE: Worth # of GP just rolled

MANUAL: Drownesia

SPECIAL: Drownesia after 2100C—Song of the Jade Fang: A book of dark elven war magic which anyone can cast including 15 minute rituals that activate Charm Monster, Shadow Monsters, and Witchlamp Aura spells.

775 VALUABLE: Worth # of GP just rolled

MANUAL: Cesaire

SPECIAL: Cesaire after 2000C—The Unseen Fortress: An account of a journey undertaken by a Cesairean spice trader to take revenge on a zebra priest. Includes details on geography and legends of Cesaire—70% accurate.

776 VALUABLE: Worth # of GP just rolled

MANUAL: Halflings of Broceliande

SPECIAL: Broceliande after 800C—Glowgut's Guide to Improved Gustation: Halfling cookbook allows for the extension of potions by baking them into wholesome pastries and pies. With an oven and 5gp of ingredients, these baked goods can effectively double the number of doses a potion provides. Works once per potion.

777 VALUABLE: Worth # of GP just rolled

MANUAL: Human Cultures of Broceliande

SPECIAL: Broceliande after 2700C—The Account of the Woodpig War: Account of the war between Annwn in the south of Broceliande and the Hunger Kings in the north. Contains marginal notes by Prince Roualt of Strode proving the true king of Annwn is not the man on the throne.

778 VALUABLE: Worth # of GP just rolled

MANUAL: Humans of the Northern Continent (Vlegt and Vornheim)

SPECIAL: Vlegt after 2600C—Throne of Omnilex: Contains magic which turns one Summon spell into three.

779 VALUABLE: Worth # of GP just rolled

MANUAL: Nephilidia

SPECIAL: Nephilidia after 800C—Gospel of Slime: Sacred text of the Nephilidians, her clerics gain an extra Cause Serious Wounds, Curse, or Power Word spell once per day and a level. Any other caster gains 1000xp.

780 VALUABLE: Worth # of GP just rolled

MANUAL: Gaxen Kane

SPECIAL: Gaxen Kane after 800C—The Grophylic Swoon: The great goblin epic poem of the First War. Reading even a page will drive any non-goblin permanently insane. Note: all poems are prized by manticores. Even this one.

781 VALUABLE: Worth # of GP just rolled

MANUAL: Peacock Isles

SPECIAL: Peacock Isles after 1900C—The Vyradja: General text of magic and philosophy. Any caster gains 1000xp if they spend a week reading it.

782 VALUABLE: Worth # of GP just rolled

MANUAL: Scorpion Lands

SPECIAL: Scorpion Lands after 1200C—The Red Pyramid: a description of the fiendish devices of the Necropharaoh. Leveling up while reading it grants advantage on saving throws vs traps of all kinds.

783 VALUABLE: Worth # of GP just rolled

MANUAL: The Lands of the East

SPECIAL: East after 1900C—The Gates of Discord: A book of magic. 15 minute rituals anyone can perform activate Weird Vortex, Chaos, Contact Outer Sphere, and Forget spells.

784 VALUABLE: Worth # of GP just rolled

MANUAL: Dwarven Cultures

SPECIAL: Vlegt before 1200C—Saga of Vovvynd Spaul: Dwarven epic of wild heroism and vast exaggeration. Leveling up while reading it gives a smattering of dwarven knowledge including advantage to hit on trolls and giant-sized creatures.

785 VALUABLE: Worth # of GP just rolled

MANUAL: Sea Elven Culture

SPECIAL: Cesaire after 100C—The Last Pearl: A book of sea elven war magic which anyone can cast including 15 minute rituals that activate Speak With Plants, Water Breathing, Strange Waters II, and Airy Water spells.

786 VALUABLE: Worth # of GP just rolled

MANUAL: The Devoured Land (see Frostbitten & Mutilated)

SPECIAL: Vlegt before 900C—The Cloven Edda: A magic user who levels up with this spell can access any of the witch spells in Frostbitten & Mutilated. If you don't have it: buy it.

787 VALUABLE: Worth # of GP just rolled

MANUAL: Voivodja (see Red & Pleasant Land)

SPECIAL: Vlegt after 2200C—A Location Vermillion and Desirable: Lists all mirrors through which one can enter and leave Voivodja.

788 VALUABLE: Worth # of GP just rolled

MANUAL: Death rituals

SPECIAL: Cesaire after 1900C—The White Seasons: A book of the dead. Allows anyone to cast Raise Undead as if a 5th level caster.

789 VALUABLE: Worth # of GP just rolled

MANUAL: Traps

SPECIAL: Vlegt after 2400C—The Ozrias Runes: Allows anyone spending 15 minutes to case a spell someone present can already cast to be attached to a drawn, written or tattooed rune, and activate under conditions the caster describes.

790 VALUABLE: Worth # of GP just rolled

MANUAL: Potion-making

SPECIAL: Gaxen Kane after 400C—Omnibus Mil Morpheum: Level up with this manual of alchemy and you can duplicate any potion given an Int check and an hour. Works once per sample.

791 VALUABLE: Worth # of GP just rolled

MANUAL: Reptile biology

SPECIAL: Vlegt before 1400C—Codex Saurianaxx: Everything you ever wanted to know about dragons, including the location, name, kind, disposition and age of the nearest one and the behaviors, garb and rituals of their worshippers.

792 VALUABLE: Worth # of GP just rolled

MANUAL: Insect/arthropod biology

SPECIAL: Scorpion Lands after 2200C—Kyr'Aleen Compendium: Level up with this book and you instantly know the characteristics of any insect species you see, including how dangerous any poisons they have might be.

793 VALUABLE: Worth # of GP just rolled

MANUAL: Bird biology

SPECIAL: Peacock Isles after 700C—The Scrolls of the Simurgh: Level up with this and learn the language of birds.

794 VALUABLE: Worth # of GP just rolled

MANUAL: Mammal biology

SPECIAL: Cesaire after 1800C—The Hunter's Enchiridion: Level up with this and get advantage to damage on any animal you can sneak attack.

795 VALUABLE: Worth # of GP just rolled

MANUAL: Unnatural (monster) biology

SPECIAL: Gaxen Kane after 700C—Thee Folio of Fiends: Describes every monster. Takes two minutes to consult. As accurate as any rules-as-written game book ever is.

796 VALUABLE: Worth # of GP just rolled

MANUAL: Marine biology

SPECIAL: Cesaire after 1500C—The Iltar Text: Describes rituals and formulae which allow up to ten creatures to grow gills permanently. They can breathe water but will need to drink twice as much as normal when on land.

797 VALUABLE: Worth # of GP just rolled

MANUAL: Hallucinogens and drugs

SPECIAL: Broceliande after 800C—The Lavender Pearl: Decadent elven poem also doubles as a drug guide, allowing those who level up while reading it to save at advantage versus intoxicants and hallucinatory effects. Note: all poems are prized by manticores.

798 VALUABLE: Worth # of GP just rolled

MANUAL: Lycanthropes

SPECIAL: Vlegt after 500C—The Vealdean Lycanthropica: Contains a two-hour ritual which reverses lycanthropy.

799 VALUABLE: Worth # of GP just rolled

MANUAL: The undead and death rituals

SPECIAL: Vlegt after 1200C—The Second Path: Anyone reading aloud from this book casts Turn Undead as a cleric of their level.

800 VALUABLE: Worth # of GP just rolled

MANUAL: Lockpicking (LotFP: level up and add a pip to Tinkering)

SPECIAL: Broceliande after 1900C—Fourfiths Guide to Mechanisme: A guide to locks, allows the same benefit as the Manual result above plus allows the user to open one non-magical lock that isn't supposed to be able to be unlocked with normal lockpicking skills.

801-900

Magic Weapons

801 Attachable steel fangs. Enables bite for d4 (even if grappled, usually).

802 Iron fist gauntlet: Wearer's punch does d8+Str bonus. Only someone with a Str bonus can use it.

803 Magic goblin shortsword Earcutter—d20 damage to elves but makes you talk backwards

804 Hammer of Exorcism: Does d8 damage and drives out any demon possession. Does d12+Cleric level hp to demons.

805 Thursday Blade: Longsword does triple damage once per day every Thursday.

806 Consecrated dagger, advantage to hit and damage vs whatever humanoid species the nearest hostile humanoid species considers its enemy.

807 Shield made of null-magic metal. Basically gives a reflex save/dex check against magic attacks that might be blocked by a shield.

808 Morningstar of Ridiculous Wounding. This magic weapon can hit gods, demons, etc. as if it were a +6 weapon (though it has no bonus), however a successful hit on an intelligent creature will strike the target as hilarious, causing them to laugh so hard their armor class is reduced by 1. Successive hits will seem even more hilarious, again reducing the target's AC by 1 for each hit. If the target survives the combat s/he/it will continue laughing for 8 more rounds.

The user becomes increasingly grim and humorless. His/her charisma is reduced by 1 for all purposes except intimidation checks for each foe slain with the morningstar.

809 Lachrymaxe. This weapon appears to be merely a very ancient and finely-made battleaxe, however, it feeds on misery, and gains a +1 for each intelligent creature whose tears are rubbed onto the blade (up to a maximum of +5). Each application of tears must be from a different species.

The Lachrymaxe is intelligent, though it will never engage in a duel of wills with its owner. It will, however, whisper to the wielder constantly, subtly encouraging him/her to slay, to conquer, and to tread the jewelled thrones of the Earth under his/her feet.

810 *Hideous Cleaver*: Inflicts d12+Str damage at advantage to exposed flesh. Save each round to stop chopping living things.

811 Runic arrow inflicts 3d6 lightning damage—works once
812 Runic arrow causes enemy to act as *Faerie Fired* and fail all saves until removed—works once
813 Runic arrow sticks into anything (penetrates any AC) and powerfully magnetizes on contact, everything metal in 20' leaps toward target—works once
814 Runic arrow disintegrates metal on contact—works once
815 Runic arrow inflicts Sleep as 5th level caster—works once
816 Runic arrow covers enemy in paralyzing ice every round until the victim breaks out (Str roll)—works once
817 Runic arrow inflicts blindness every round until victim saves—works once
818 Arrow contains reservoir full of powerful intoxicant—target must save or be drunk—works once
819 Runic arrow teleports foe 10' in a random direction—works once
820 As 811 but shuriken
821 As 812 but shuriken
822 As 813 but shuriken
823 As 814 but shuriken
824 As 815 but shuriken
825 As 816 but shuriken
826 As 817 but shuriken
827 As 818 but shuriken
828 As 819 but shuriken
829 As 812 but chakram
830 As 813 but chakram
831 As 814 but chakram
832 As 815 but chakram
833 As 816 but chakram
834 As 817 but chakram
835 As 818 but chakram
836 As 819 but chakram
837 As 811 but chakram
838-839 As 812 but crossbow bolt
840-841 As 813 but crossbow bolt
842-843 As 814 but crossbow bolt
844-845 As 815 but crossbow bolt
846-847 As 816 but crossbow bolt
848-849 As 817 but crossbow bolt
850-851 As 818 but crossbow bolt
852-853 As 811 but crossbow bolt
854-855 As 819 but crossbow bolt
856-857 As 813 but dart
858-859 As 814 but dart
860-861 As 815 but dart
862-863 As 816 but dart
864-865 As 817 but dart
866-867 As 818 but dart
868-869 As 819 but dart
870-871 As 811 but dagger
872-873 As 812 but dagger
874 As 812 but dagger
875 As 817 but dagger
876 As 818 but dagger
877 As 815 but dagger
878 As 815 but sickle
879 As 817 but sickle
880 As 818 but sickle
881-882 As 812 but caltrops
883-884 As 816 but caltrops
885-886 As 817 but caltrops
887-888 As 818 but caltrops
889 *Slicer*: Throwable shortsword on magic wire, the wire extends up to 100' but it always taut and inflicts d4hp on anyone who trips over it.
890 *Tooth of Vorn*: Bastard sword. Choose to-hit and damage: for every minus to hit it's +2 to damage.

- 891 *Steel Cyclone*: Morningstar of far-eastern chain weapon with a 10' chain, when swung it increases the user's AC by 2 and always entangles while doing (d8) damage. Instead of entangling, the user may choose to attack all targets in range for d6. Save to avoid leaping into swarms of enemies.
- 892 *Mutilator*: Dwarven axe, advantage vs creatures over 15' tall: to hit, to damage, to climb on them, escape grapples, everything etc. Always save to avoid attacking giants though.
- 893 *Vorpal Blade*: Longsword inflicts d100hp and decapitation on a critical hit but this has a 50% chance of slicing open the fabric of reality and releasing d4 demons of 2d4 hd.
- 894 *The Krullwheel*: Magic throwing axe, chakram, or telescoping shuriken always returns to the users' hand and does d4hp to every target in a 180 degree arc. Roll one to-hit roll and see who is hit.
- 895 *Despiser*: Morningstar coated in ancient blood, triple damage to irongith, gnolls, and jackalmen. Possessor must save to not attack them on sight.
- 896 *The Serpentine*: Linked steel whip, inflicts d6 hp and entangles a limb or weapon on a hit.
- 897 White-elf warmask, finely made: +1 AC
- 898 *Bludgeon of Vorn*: Spikeless flail rusts anything on contact and inflicts d8. Possessor must save to not attack enemies of Vorn on sight.
- 899 *Gorhorn*: Long knife of polished horn does 3d6 damage to lawbreakers. Possessor must read the relevant local law aloud first.
- 900 *Star of Akayle Ozph*: Pulsating oversized misbegotten shuriken, when thrown does d20 damage to every creature in the room, including the user.

Other Magic Items

- 901 Ring of Vomiting (save each round)
- 902 Deck of Illusions
- 903 Pair of 1' diameter holes. Put anything in one and it comes out the other.
- 904 Ordinary-looking (but fresh) apple. Cures d8 hp.
- 905 Spell-reflecting ring: works half the time, even on area-effect spells.
- 906 Candle that stops burning only when undead are within 100'.
- 907 Ring of Bat Control: Works for ten minutes per day
- 908 Shield of Arrow Attraction (cursed)
- 909 Scroll: Steal spell spell. Any Magic User can use it. Save or lose a spell to the caster (who may not be able to cast it).
- 910 Billiard-ball-sized sphere rolls toward the nearest enemy. Takes three rounds to activate.
- 911 Gauntlet removes curses so long as it is worn.
- 912 Small inscribed cube has a lock. If removed it releases one of each kind of Living Spell.
- 913 Unwinding hourglass: turn it over and the last hour didn't happen. Works once.
- 914-915 Charm of immunity: *Sleep*
- 916-917 Charm of immunity: 1st level spells
- 918-919 Charm of immunity: 2nd level spells
- 920-921 Charm of immunity: *Polymorph*
- 922-923 Charm of immunity: *Slow or Hold*
- 924-925 Charm of immunity: Mind-affecting magic
- 926-927 Charm of Immunity: Death magic
- 928 Assassin's face: This mask allows the wearer to imitate the last humanoid creature they slew.
- 929 Serpentsphere: Crushing this small glass ball turns everything snake-shaped in a 60' radius into snakes: arrows, sticks, rods, etc.
- 930 Webglove: Throw a web-spell, 1/day.
- 931 Brooch of perfect hair. Wear it and your hair is always perfect.
- 932 Cloak of Obscurity: Animal-intelligence things ignore you, other creatures just don't care that you're there unless you're intruding or hostile.
- 933 Grappling claw on rope. Animated steel claw holds stronger than any grappling hook.
- 934 Cloak of Tentacles: d6 tentacles automatically come out and attack anyone who comes within 10'. D4 damage 12 Str. But if you sleep in it, it will kill you.
- 935 Ring allows one wearer to walk through one wall once per day.
- 936 Wine of Immediate and Total Inebriation (bottle). Save.
- 937 Ale of Alternate Friendliness and Pugnacity (2 bottles) No save. Act as charmed by server, then attack, then charmed again, alternating rounds for 12 rounds.
- 938 Carcosan wine (bottle): Drink enough to be drunk and you'll understand lunatics' motivations.
- 939 Gin of Vorn (bottle): Drink enough to be drunk and you'll smell demons.
- 940 Voivodjan punch (bottle): Drink enough to be drunk and you'll be good at puzzles.
- 941 Chaos Waste vodka (bottle): Drink enough to be drunk and you'll be immune to fear, attack at advantage to hit and damage and fight whoever you see for 10 rounds.
- 942 Broceliande Brandy (bottle): Drink enough to be drunk and it heals d4 and makes you immune to cold for an hour.
- 943 Halfling Whiskey (bottle): Drink enough to be drunk and you make all your saves for an hour.

944 Sign of Antithesis. This talisman looks like the holy symbol of some local god or demon only upside-down and with a closed eye superimposed on it. It makes the wearer entirely invisible to the deity or power in question. Cleric spells and paladin abilities granted by the entity in question will not affect the wearer. The sign is made of ordinary materials and can be destroyed as easily as any piece of jewelry. Any cleric will recognize one.

945-946 Chalk of Sealing: Drawing a protective perimeter with this chalk will prevent anyone inside from being seen or harmed in any way so long as they remain asleep. Enough chalk to draw one circle, 15' radius.

947-948 Vial of multicolored dust. When opened or shattered it creates a cloud filling about a refrigerator-sized area in mid-air. It lasts for 5 days. The mist affects any magic effect passing through it as follows: (d4 1-disperses effect 2-redirects effect toward randomly determined other target 3-Wild magic effect 4-Solidifies effect into a small mammal which drops immediately to the floor, where it sleeps for d4 hours.) The vial can be opened or broken in the middle of someone else's turn on a successful dex check.

949-955 Scroll: 1 spell. Level d4, Random. Usable by anyone.

956 Hand of Glory: Pickled murderer's hand candle emits a light only the user can see. Works five times.

957-958 A small vial of blue forgetting dust—inhaling it causes the victim to forget the last hour.

959-960 Dropping this cube into water will cause a hallucinatory steam. Hallucinations result in effects equal to a *Confusion* spell.

961-962 Dropping this cube into a body of water at least the size of a bathtub will cause a 60x60x60 area of it to turn into a jello-like substance. No effect on the water inside living things but does *Slow* water-elemental monsters.

963 Device the size of a pocket watch containing inlaid images of clouds, suns, etc. capable of predicting the weather one day ahead of time.

964 Deck of working Tarot Cards (Works as a *Fortune* in *Vornheim: The Complete City Kit*)

965 Ring: Invisibility to attractive people

966 Magic user scroll: Steal Face (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)

967 A Goblin Key that'll lock any door.

968-969 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

970 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing.

971 Scroll: Rust Object (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)

972 Mineral salts. Adding these to a pool of water and bathing in it for 20 minutes heals 2 hp of damage and grants spellcasters full rest.

973-978 Scroll: 1 spell. Level d8. Random. Usable by anyone.

979-980 D4 magic cigarettes: Smoke is charm spell

981-982 D4 magic cigarettes: Smoke grants invisision

983-984 D4 magic cigarettes: Looking through smoke reveals invisible

985-986 D4 magic cigarettes: Blowing the smoke in someone's face acts as a *Stinking Cloud* on them alone.

987 Ivory statuette of a crocodile. Will turn into a real crocodile if immersed.

988 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual in a swamp-strips off armor to keep from sinking

989 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Spiders attacking-individual strikes/attacks floor area to kill them

990 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual has shrunk-shouts for help to return to normal size.

991 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Item held is a viper-individual.

992 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual is suffocating-runs gasping in random directions.

993 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Associates are diseased-avoids everyone.

994 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Leech on back-individual tears off anything worn on back and attacks it.

995 Vial of hallucinogenic spores (4 doses) Causes hallucinations in d4 targets until they save: Individual is HUUUGE, keeps trying to stomp everyone.

996 Harpy's egg. If a witch or wizard subjects it to a certain alchemical process before it hatches it will give birth to a natural disaster. If not, a harpy the size of a cornish game hen will hatch and assume the nearest PC is its mother. It will act like an evil, flying child of its age.

997 Set of 5 rods, 1-foot long. They will hang in space exactly where the owner sets them until they remove them with their own hand.

998 Mushroom. Makes you 2 feet tall for an hour.

999 Magic warpaint-- +2 hit and damage, -6 wisdom. Lasts half an hour. d4 doses.

1000 Yellowish goo. Purifies water, makes water elementals docile.

Useless Books

Occasionally a PC may pull a random book off the shelf. It'll be one of these. They have hidden clues in them to adventures they may one day have.

1. The Scolding of Queen Principia

A garbled farce. Seven ruined men poke a chicken with sticks. None survive.

Sample:

Montague

She's off her guard! Now is the time sir!

Lord Scropshire

Very well, I shall...ah! I've been peck't!

Cropsford

Really, Lord Scropshire, I do...

Lord Scropshire

Ah! The pecking has not in any way abated! I'm now bleeding from the eyes!

Hidden clue: This (and the presence of other works like it nearby on similar themes) may tip the players off to the fact that the fearful avian creature they will soon encounter near the library (perhaps a gargantuan ibis, a roc, or an eldritch cock) is, like the creature in the book, immune to physical attacks.

2. The Sallow Bridegroom

Sisters compete for the love of a Duke who turns out to be a piece of cheese carved in the shape of a man. They share him. Suppressed by the church.

Sample:

Cornucopia

I dare not touch him for to touch him is to touch myself in my most slender places.

Andyne

"Slender"? What?

Cornucopia

I never liked you. But I liked that boy—even though he is made of cheese.

Hidden clue: The drama is based on a true story from the much younger days of the powerful crone Andyne. If the PCs should ever encounter her, they might realize she still still possesses a fondness for cheeses—and a hard time distinguishing the living from the inanimate.

3. The Pinking Draught

A magic elixir causes no end of trouble for a family of assholes.

Sample:

Ephesius
But I put it in my butt!

Albinioni
Well take it out, I want to suck on it!

Ephesius
I'll take it out when I'm done absorbing its magical properties through my butt!

Hidden clue: If the PCs ever come upon a potion labelled "Pinking Draught" (not too soon, let it lie) they may realize it's nothing but trouble. It is: the potion causes anyone who uses it to become sure it does exactly what they most wish it would—though in truth it has no effect. The illusion lasts one hour and there is no Save.

4. The Wolves of West Clopping

A brooding tale of slow revenge wherein a cobbler and a tart bandit contrive a nightmarish demise for a priest caught fondling their daughters on All Hallow's Eve.

Sample:

Bagatelle
Would you like some tarts?

Father Sloque
Where, good sir, did you acquire so many tarts?

Bagatelle
Oh, I have my ways. Of...acquiring tarts.

Father Sloque
Well they're very good tarts.

Bagatelle
Thank you!

Father Sloque
So you wanted to talk to me about...mmm...excuse me. Wow these are really good tarts.

Bagatelle
Yes I...acquired them specially for you. Because I wanted you to....have tarts.

Father Sloque
Well I definitely got them. Boy howdy!

Bagatelle
(tenting fingers)
Yes...

Hidden clue: A former cobbler named Ella Tagab ("Bagatelle" backwards) will eventually come into the lives of the PCs—and he will be wealthy, secure, and possessed of something the PCs want very badly. If the PCs realize he is the same Bagatelle from the play and threaten to expose the murder he committed in his youth, he will fold immediately.

5. The Clutching Cow

A rogue ungulate seizes the scions of a great house. Considered the apex of Baroque literature by many critics at the time, and a precursor to the gothic novel by modern scholars, this jagged psychodrama explores the ever-splintering relationships between the self and the demands of the external world, construed both as a natural and social construct.

Sample:

Silas
Hey, it's that cow!

Cow
(grabbing Silas)
Moo!

Silas
It hath me!

Cow
Moo!

Silas
This sucks! I am being dragged off by a cow!

Cow
Moo!

Silas
Fuck!

Hidden Clue: This work is beloved of the "Philosophic Prince" Morach Van Heem of Battaviglia, and any who have read it may come into his good graces by discussing with him its symbolism and themes.

6. The Severed Blessing

Considered an early example of socially-engaged theatre, this gripping tragedy depicts a pair of nuns who discover their love for one another just before the Inquisition does.

Sample:

(Inquisitor pulls lever)

Sister Clara
Oh no I'm being executed in an awful way!

Sister Anastasia
I wish social mores were more advanced than they are presently!

Sister Clara
I as well my love! Aghhhh...

(Clara is dropped into Excellent Beadle)

Hidden Clue: One of the torture devices in the book is called "The Excellent Beadle". If the PCs later encounter a seemingly innocent priest, monk, priestess, etc who says they are taking them to meet The Excellent Beadle they'll be tipped off their host is not what they seem.

7. The Erotic Beaks

A philandering pair of plague-doctor brothers deceive their respective inamorata by refusing to remove their pointed masks. A lewd travesty, universally despised.

Sample:

Madame Orvieto
Oh Cyril it's so long and fascinating!

Jeremy
Yes, and filled with aromatic herbs!

Hidden Clue: The brothers are named Cyril and Jeremy. The wicked twins the PCs will one day encounter (also using their semblance to dissemble) are also named Cyril and Jeremy.

8. The Eight Mistakes of Oswald de L'Orme

An unsettling work of experimental theatre by the depraved genius Andromache Parlour—executed for witchcraft and heliocentrism. All the lines are spoken by nude and corpulent men standing astride statues of their own children caked in red ice.

Sample:

Ninth Shadow
You have made another mistake Oswald de L'Orme!

Oswald de L'Orme
What is it? Was it the thing I did with the wine bottle?

Angel of Prostitution
Calumny! Striation!

Ninth Shadow
(whispering)
Fun cakes

Hidden Clue: If the PCs should come across statues of children caked in red ice, they might be clever enough to say something like “Ah, I didn't know you were putting on a production of the Eight Mistakes” and thereby give their host impression of being cultured.

9. These Pale and Rigid Ranks

A savage satire of contemporary morals, this tragicomic tale relates the life of an unscrupulous dentist as told by his own teeth. As his rates skyrocket and his handiwork decays, they begin to take on dark, paranoid personae reflecting the ills of both dentistry and society as a whole.

Sample:

Molar
How can I see a cavity when I have a cavity inside myself?

Bicuspid
Your mother was twenty whores.

Canine
Arf.

Hidden Clue: The PC will one day come upon a statue of a colossal head with the phrase “Hi gradus pallidus tensa atque rigida efficiuntur” carved into its base. Any cleric or anyone making a language roll will realize it's a reference to the title of this play—and that they should, therefore, examine the teeth carefully.

10. The Tale of Snodgrass

A man loses track of his mother on market day only to find she has been kidnapped by Poseidon.

Sample:

Poseidon

Though she once whelped and raised you, a slave to your whims and mewlings, Irma is now my queen and will reign with me beneath the waves for all eternity .

Snodgrass

Um, ok? She seems happy.

Irma

(whispers)

Look at his abs!

Poseidon

Ok cool.

Snodgrass

Cool.

Hidden Clue: A mountebank will one day attempt to run a long con the PCs by claiming their mother was “kidnapped by a seaman on market day”. Familiarity with this work may put them on their guard.

11. The Egotist

A captain in the king’s guard tortures those around him with his overweening arrogance until a humble but perspicacious lady challenges him and wins his heart. Said to have been a great inspiration to Jane Austen.

Sample:

Nurse

What have they done to my puddings!

Captain Poquelin

I don’t know dumbass but I’m impressive.

Lady Almondine

(enters)

Nurse there’s not nearly enough boning in this corset!

Captain Poquelin

I’ll say!

Hidden clue: The reserved, uxurious and pious Captain Raphael Poquelin has suffered much on account of this play as he feels it has caused the women of the Broceliandaise court to mistake him for a cad and a bounder. Any who remark upon the coincidence of the names and share his woes will be brought into his confidence.

12. The Impregnable Fortress

From the pen of Rollo Ortega del'Osoria comes this groundbreaking and early attempt at the Theatre of Inertia concerning a fortress that's really hard to get into.

Sample:

General
Are we in yet?

Calderon
Nope.

General
Did you try the battering ram?

Calderon
Yep.

General
What about the catapult?

Calderon
We threw the rocks right at the door.

General
And?

Calderon
Nada.

General
What about the Iron Rhinoceros?

Calderon
That's not a thing.

General
Hm.

Hidden Clue: del'Osoria would become a mystic obsessed with the notion of an "impregnable fortress", filing the book that would be known as the "del'Osoria Codex" with architectural diagrams and protection spells. Anyone reading it will gain two levels in Architecture and access to d6 new protection spells. While the book is occasionally referenced in lists of lost tomes, this play is the only clue as to its contents.

13. The Carrot

This play, written entirely in rhyming couplets, deals with attempts by a humble peasant to locate a carrot belonging to his cruel lord, a vegetarian as strict as he is voracious.

Sample:

Peasant
Over dale or under hill?
Perhaps upon some window's sill?

King
If you don't find my fucking carrot,
I'll make a hat from your ass and force you to wear it

Hidden clue: The Countess of Crewthe has heard in passing—she cannot remember from who—that this play is of interest—and will ask the PCs if they've heard of it and what it is about. If they know, (or better yet, have it with them) she will mark them as quite erudite, and shower the favor of the court upon them.

14. The Knight of Noses

A curse obliges a knight to store thirty noses in his chambers and wear a different one on each day of the month. The courtiers mock his affliction until a savage reversal occurs.

Sample:

Serial Mutilator
(cuts off everyone's nose)
Lol

Courtiers
Ub...coulb we borrow...

Knight of Noses
Seriously?

Hidden Clue: There's also a tavern called the Knight of Noses. Each day of the month it "clones" a different other tavern in the city: the personnel, decor and events within mirror those in some other inn precisely, save for any interference from those who wander in to the Knight itself off the street.

15. The Glossy Chop

A pair of diners differ over the origin of a thin coating of moisture atop a piece of pork loin. Much praised in its day for its striking realism.

Sample:

Obragon
Mayhap a mignonette sauce!

Voynich
I think that it is pee.

Hidden Clue: The PCs may run into an alchemist obsessing over a mysterious goldish potion they fear to open labelled "The Voynich Solution" created by his dead mentor (a great enthusiast of the theatre). The play should tip them off as to its contents.

16. The School for Emperors

A pair of mighty rulers gamble on the outcome of a duel between two beggars, not knowing the beggars are themselves their own parents, once thought dead but in fact driven into destitution by the stresses of their office.

Sample:

Emperor of the East Wind
Ha look at that jerk!

Emperor of the Western Desert
Yep he sucks because unlike us he doesn't have royal blood in his veins and is instead a normie.

Beggar
Actually I'm your dad, fucking zing.

Hidden Clue: In a few months the PCs may find themselves on a flyblown street watching a pair of beggars circle one another with flensing knives while a pair of high-born fops look on from a high balcony. They may then realize the text was a premonition and all four men are emperors in disguise.

17. The Expedition

The elders of a small town menaced by unknown forces from beneath the earth hire a band of adventurers to harry the terror to its lair and defeat it.

Elders
But who shall assay this perilous task?

Thief
(spinning dagger on fingertip)
I have for decades apprenticed to the crafts of stealth in movement and the opening of locked doors!

Elders
Indeed? Excellent!

Warrior
(hefting an axe the size of a child)
I, veteran of a dozen wars, am skilled with shaft, steel and all arms of combat.

Elders
Outstanding!

Wizard
(as lightning erupts from cupped hands)
I enslave the very forces of the cosmos, conjuring fire and terror from the very air.

Elders
Right on!

Bard
(strikes harp)
My silver tongue sways any man to my cause, and my songs inspire heroic courage!

Elders
Hahahahahahahahahahahahaha

Bard
No seriously I want to go

Hidden Clue: To prevent the unlettered from befouling the stacks, Kharsos The Examiner demands any visitor to the Library of Nachtim-Nightwalling answer three of five questions about books before permitting them entry. One is—which adventurer was not hired by the Elders to go on The Expedition in the play of that name?

18. The Masterpiece

A fierce and passionate artist, encouraged by his loyal muse, contrives his finest work yet: a portrait of the goddess of mercy in alabaster and red-veined marble, but the attempt only reveals his flaws and ultimately leads to his undoing.

Lorraine
Is it finished? May I see it?

Lagneau
Almost, almost...Wait, how many arms does a girl have?

Lorraine
Two, my love

Lagneau
Merde!

Hidden Clue: On the next level of the dungeon is a statue of the goddess of mercy in alabaster in red-veined marble. It will have two arms, but—upon careful examination—the right arm and shoulder will be shown to have been added at a later date by a less-talented hand. Cracking off the second arm will reveal a lever which opens a secret door.

19. The Second Expedition

A sequel to The Expedition, the village (saved at the end of the previous work) is once again bedeviled, this time by demons accidentally unleashed by the first party. A new company is formed to face this threat.

Sample:

Bard
(still brandishing harp)
Look, I can do magic!
(Strums aggressively, a fireball flies from the harp)

Elders
Yyyeah. Next.

Hidden Clue: Another of Kharsos the Examiner's questions (see 17 above) is "What is the name of the sequel to The Expedition?"

20. Glendower The Brephophagist

A maiden's long search for a husband appears to have reached a happy conclusion until it is revealed that her suitor eats babies.

Sample:

Elizabeth
Glendower, have you seen Doctor Minniver, he...AGHHH!

Glendower
...ngumb...num...Oh hey Elivabeff

Hidden Clue: Well now the party knows what "brephophagist" means—and this is LotFP so it will likely come up. Don't let them look it up if they don't remember.

Dalafesh OPNOW

(in Drownesia)

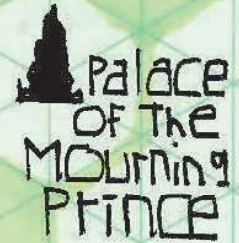
TOWER
OF
THE
OCTOPHANT

6 MILES

12
MILES



TEMPLE
OF
RANGDA



PALACE
OF THE
MOURNING
PRINCE

Cobweb
Lake



PALACE
OF THE
SNAKE-
TEACHING
PRINCE

Meadcorpse

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Random Encounters while Looking For The Octophant's Tower



← Cursed White Bats: They don't fight. When a swarm appears roll a save. Failure means they turn to dust and deliver their curse:

- Torches and lanterns go out
- CONFUSION spell effect: 5 rounds
- Roll another encounter

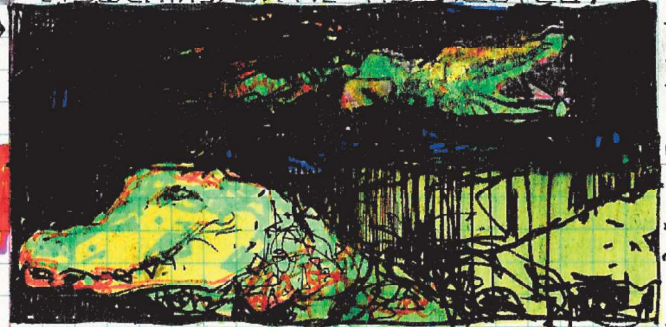
Reticulated Python →
 UP +0 20' LONG
HD: 3 HP: 10 AC: 13
ATK: +4 to Hit
 D4hp - CONSTRICTS
 while GRAPPLING



← Venomous Snakes
HD: 1 HP: 3 AC: 14 ATK: +2 to Hit
 Hit = save vs POISON. ROLL D10 FOR POISON LEVEL. Take that amount per failed save, but it will stop once you save. HOWEVER YOU'LL take damage each morning (+swelling) until it's treated.



Saltwater Crocodile →
HD: 3 HP: 13 AC: 15
ATK: 2 atks
 Bite: 2d4 / Claw: d12



← White Tiger
HD: 5 HP: 24 AC: 16
ATK: 3 ATKs: +5 +0 Hit
 d4+1/d4+1 / 110hp if the first two hit



Chameleon Women →
HD: 2 HP: 8 AC: 15 ATK: +2 to hit
 D6+2 Machete, Nets,
 throwing knives D4
STEALTH: 5/6
CLIMB: 4/6



ROLL ONCE FOR EVERY HOUR OF SEARCHING. ROLLING THE SAME **D10**

1. TIGER
2. CURSED WHITE BATS
3. RETICULATED PYTHON
4. VENOMOUS SNAKES
5. SALTWATER CROCODILE
6. CHAMELEON WOMEN (D4)
- 7-10. NO ENCOUNTER

AFTER 4 HOURS OF SEARCH MEANS YOU HAVE FOUND THE TOWER.

THEY SAY THAT THOSE WHO DISTURB THE CRUEL HYBRID'S MEDITATIONS ARE NEVER SEEN AGAIN.

IT MOVES EVERY NIGHT.

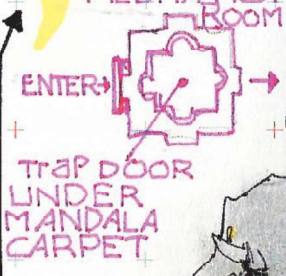
LOCALS WILL JUST SAY: "It's somewhere in that Jungle" AND POINT.

CLAWS IT CAN DO + WHO MORE CLAWS

The tower of the Octophant is 1 large meditation room

He collects philosophy and poetry

The tower of the Octophant appears only at night



Dungeon Entrance Inside



Royal Fist Monkeys protect the tower

2D4
ROYAL FIST MONKEYS
 HD: 2 HP: 6
 ATK: +3 Gauntlet
 Punch 2d6hp
 Treasure: Glove is worth 500gp.

The ONLY WAY UP IS TO CLIMB

Octophant
 HD: 15 HP: 75
 ATK: (3/rnd) +8 d10/2hp
 SPELLS: (2/d6y, each)
 (Using his trunk he can cast 2 at Once)
 • Gust of Wind
 • Wall of Fog
 • Animate Dead
 • Statue Slow
 • Rock to Mud
 • Shadow Monsters
 • Levitate
 • Mirror Image
 • Forget
 • Dispel Magic
 • Comprehend Languages
 SPECIAL: Squirt Ink (as Darkness spell).
 • Fears daylight & ceases to exist until dusk
 • Double damage from gold weapons.

10'

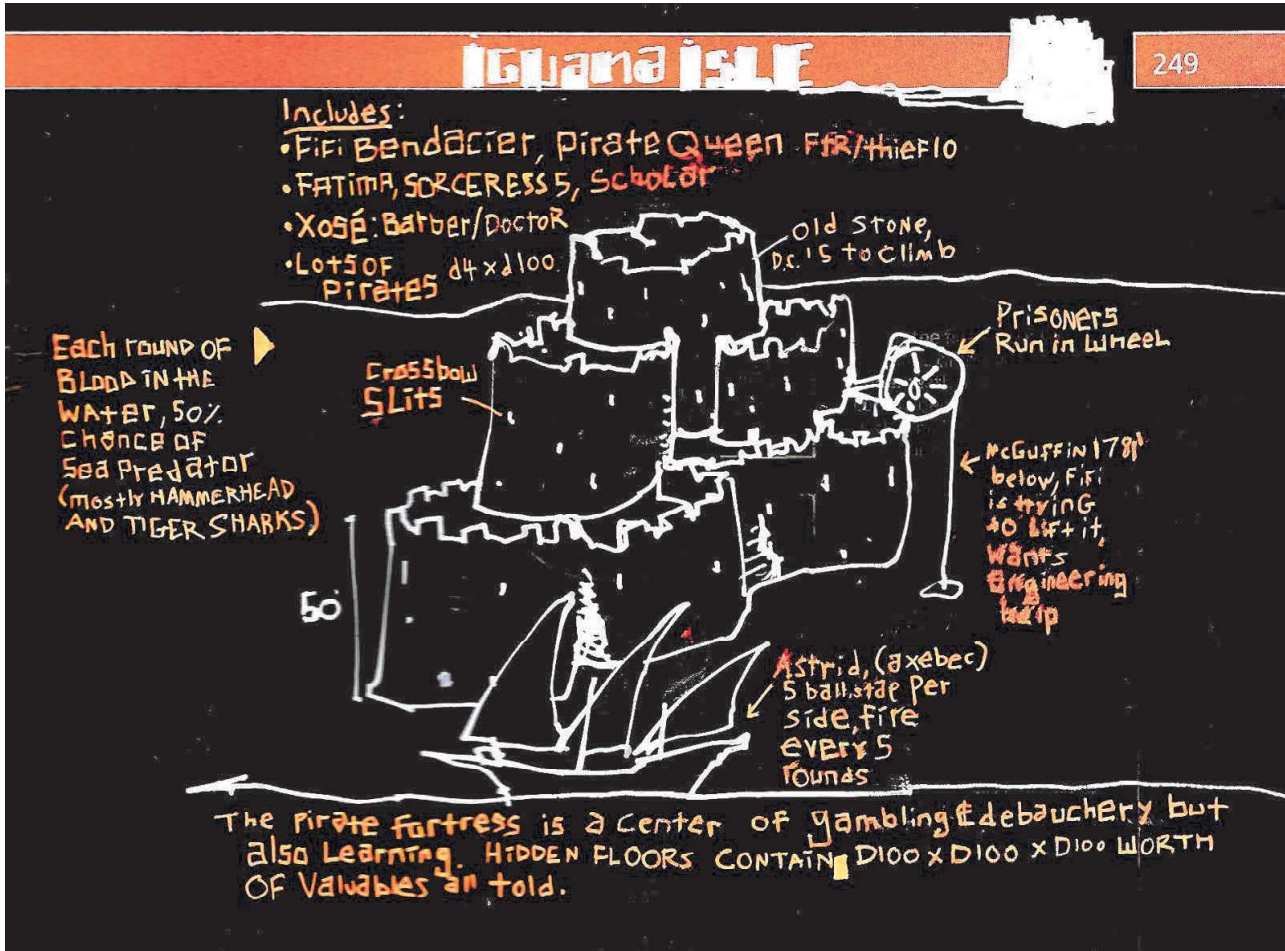


Iguana Isle

The fortress of the red-haired pirate queen Fifi Bendacier—located off the North African coast/coast of the Scorpion Lands—has never been breached. It is remarkable in two other ways, as recently divined by her ally, the learned sorceress Fatima: (1) it is very slightly magnetic—causing a disproportionate number of doomed ships to drift into its orbit, and (2) *something* large and interesting is lodged in the coral-encrusted rocks 178' below the fortress. For the last seven months Fatima and Fifi have been engaged in calculations and engineering experiments designed to drag the thing from the depths.

What the inhabitants of the pirate fortress will make of PCs depends on what they bring to the table—if party members are skilled in any arts that might be employed to bring the object to the surface they may be invited to stay. If not, they'll likely be stripped of valuables and fed to the hammerheads—unless Bendacier needs help fending off a royal navy, rival pirates, or some other menace to her operation.

This is a place where PCs can hear rumors of the Megacorpse, the Tower of the Octophant, and a princess of Drownesia offering a reward for her own kidnapping.



Iguana Isle

Walls reach 30 feet above sea level, with arrow/artillery slits every 15 feet, though the rough stone is reasonably easy to climb. Approximately a mile across, the island fortress is a center not just of gambling and rum-inspired debauchery, but also of learning. Fatima maintains a small library and laboratory adjacent to her quarters dedicated to experiments with diving bells, chains, hooks, sheaves (pulley wheels) and magnets.

The Astrid (flagship) a 3-masted, triangular-rigged xebec

Length 160' **Width** 16' **Depth** 12' (main deck is 7' above the waterline) **Ship HP** 300 **Crew:** 15 necessary to run the ship, 400 max capacity **Armament:** If your campaign has gunpowder, the Astrid has 20 cannons on each side. Each do d20 ship hp, take 3 minutes to reload and are always fired at +0 to hit. If not, it has 5 ballistae per side, which can be fired once every 5 rounds and do 1 ship hp and can be used to fire grappling lines.

Otherwise the Astrid can be treated as a "cutter" as on pg 43 of the current *LotFP Rules & Magic* book, as can the 12 other ships in Bendacier's fleet.

Fifi Bendacier

HD 10 HP 50 Speed 120' Armor 16 (leather+dex) Morale 10 Attack +12 to hit with cutlass d8hp or throwing knife d4hp
Skills Climb 4, Languages 3

Fatima (Magic-user and natural philosopher)

HD 5 HP 12 Speed 120' Armor 12 Morale 8 Attack +1 to hit with short sword d6hp

Skills Tinker 6, Languages 4 **Spells** *Summon, Sleep, Reduce* (reverse of *Enlarge*), *Forget, Wall of Fog, Water Breathing*

Xosé (Bendacier's physician and barber)

HD 2 HP 6 Speed 120' Armor 14 (leather) Morale 7 Attack +1 to hit with knife (d4) **Skills** Climb 2, Languages 4, Sleight of Hand 3, Tinker 2, has the abilities of a physician as described in the *Lotfp Rules & Magic* book (pg 50 current edition).

Fifi's pirates (approximately 600)

HD 2 HP 10 Speed 120' Armor 14 (leather) Morale 8 Attack +3 to hit with cutlass d8hp or light crossbow d6

Skills Climb 3, Languages 2, Stealth or Sleight of Hand 2

If your campaign has gunpowder, all of these characters carry pistols (d8).

The waters around the Isle are thick with carnivorous sealife. Each round of blood in the water will bring (d6)

1-3 Nothing

4 d4 Jellyfish (save or take d4, trivial to kill)

5 Hammerhead shark

6 Tiger shark

Hammerhead shark

HD 6 HP 30 Speed 240' Armor 16 Attack +6 2d4 bite

Tiger shark

HD 8 HP 40 Speed 240' Armor 16 Attack +8 3d4 bite

The Megacorpse

Somewhere off the coast of Thailand/Drownesia it is said that a god went to die. What this "god" was, is unclear, but many sailors have gone in search of the body of this god.

While hunting for it, roll 2d20 on the table below for each day of sailing. Ships in these seas carry rumor of the Octophant, and a hidden island of dragon-riding princes (below). The first time you roll a repeated result (not the same exact number, just the same result twice), instead of that result you find blood and weird flesh in the water and a pterosaur attacks the ship—you're getting close. After that, the next time you roll a result you've gotten before, you've found the island. Keep rolling encounters 5 more times if the party sails away with some godflesh, roll 5 more days on the Today At Sea table as they leave.

The island will contain 4+2d4 pterosaurs (reroll each hour) pecking at the massive body. A shipsworth of flesh is worth 8,000gp to any wizard.



Today At Sea —2d20

- 2 Small ship— crew inexplicably both immensely attractive and good-natured
- 3 Medium—Prisoners being transported, still chained up, crew dead.
- 4 Small ship—lone eccentric out for a quiet sail.
- 5 Small ship—refugees from a coup or political shift
- 6 Medium ship—refugees from natural disaster
- 7 Medium ship, just raided—empty.
- 8 Small ship—exploratory mission-oceanographers, biologists, etc.
- 9 Local warship (Historic: Japan, China, Southeast Asia, Fantasy: Drownesia, the Far East, Peacock Isles, etc)
- 10 Foreign warship
- 11 Small fishing boat
- 12 Large slaveship
- 13-14 Small islet, you can stop here if you need to
- 15 Storm. Captain must make an Int check or you're in need of repairs
- 16-18 A quiet day at sea
- 19-20 Pirates
- 21 Doldrums/calm sea for 2d4 days, on a 6 on a d6 you'll be out of food and water in 2d12 days
- 22-24 Merchant ship. Gp of goods on board equal to number just rolled times 100.
- 25 Small ship—prisoners being transferred
- 26 Small missionary ship
- 27-29 Pirates in act of piracy (roll again to determine target, ignoring nonsensical rolls)
- 30 Rats or disease in your food supply, on a 6 on a d6 you'll be out of food and water in 2d6 days
- 31 Warships fighting—two local ships
- 32 Warships fighting—two foreign ships
- 33 Warships fighting—one foreign, one local
- 34 Clever general and his men, returning from a great war after much tribulation
- 35 Warship delivering urgent diplomatic dispatch to foreign government.
- 36 Slaves have taken over slave-ship
- 37 Exiled local prince—alone.
- 38 Small ship: 3-8 adventurers not unlike yourselves.
- 39 Small former pirate ship, pirates died—now inhabited entirely by their pet macaws and monkeys.
- 40 Small ship includes passengers heading away from a PCs native land. One is a PCs mother. What the hell?

Ship classes For a small ship roll d6, for a large ship roll d6+4. These ship classes are on LotFP p 43.

- 1-2 Caravel
- 3-4 Cutter
- 5-6 Carrack
- 7-8 Frigate
- 9-10 Galleon

Pterosaur 30' wing span

HD 4 HP 15 Speed 150' (walking) **Armor 15 Morale 9 Attack +6 to hit 2d4hp**

Tower of the Octophant

Though legend claims he came from North Africa/Cesaire, The Octophant now dwells in a tower in the cliffs of a small island somewhere in Đại Việt (modern day Vietnam)/Drownesia (land of the dinosaur-riding dark elves). It is said the tower only appears at night—and that none who disturb the cruel hybrid giant's meditations are ever seen again.

While searching for the tower, roll on the table for every hour of searching. Rolling the same encounter twice or making a successful Bushcraft roll after at least 4 hours of searching indicates the party has found the tower—though remember it can only be found at night.

2d4 Royal fist monkeys will attack the party as they climb the 100' of rock to reach the tower.

The tower itself contains only one large room, where the slab rests along with 8,000sp worth of scrolls of poetry, philosophy and magic, as well as a great mandala tapestry worth 2000sp. This is also a good place for a dungeon entrance.

The attached "cheat sheet" has most of the same information as in this doc so you just run the adventure off of that (it's what I use at home), but I figured it'd be easier to read it the first time this way.



Random Encounters D10

1 Swarm of curse bats Large bats that the Octophant sends out to discourage visitors. When a swarm appears, roll a Dex check, failure indicates the bat turns to white dust and casts its threefold curse: any torch a PC is carrying is been put out, the PC acts as if under a Confusion spell for 5 rounds, and another encounter is rolled in d4 rounds. They don't fight.

2 Reticulated Python—up to 20' long, golden-scaled

HD 3 HP 10 Speed 120' Armor 13 Morale 8 Attacks +4 Constricts while grappling—d4hp

3 Venomous snakes Level of venom varies by exact species—roll d10 for venom level.

HD 1 HP 3 Speed 90' Armor 14 Morale 8 Attack Bite +2 to hit d4 plus venom—save vs Poison each round until a save is made taking venom-level hp per failed save. If any saves are failed the affected body part will swell grotesquely and the character will take venom-level hp every morning until it is treated.

4 Historical setting:

Asian water monitor around 6 ft long and 50lbs

HD 2 HP 10 Speed 120' Armor 13 Morale 7 Attacks +3 to hit d2hp save vs Poison or take d4 more

Fantasy setting:

Chameleon Women (D4) color-adapting humanoids who want you out of their jungle

HD 2 HP 8 Speed 120' Armor 15 Morale 9 Attacks +2 to hit d6+2hp machete, also: nets, throwing knives (d4hp) **Special:** Stealth 5/6, Climb 4/6

5 Saltwater crocodile

HD 3 HP 13 Speed 120' (swimming or on land) **Armor 15 Morale 7 Attacks 2** attacks Bite 2d4 Claw d12

6 White Tiger

HD 6 HP 24 Speed 150' Armor 16 Morale 10 (6 vs fire) **Attack** 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target.

8-10 No encounter

2d4 Royal fist monkeys each of these douc langurs—agents of the Octophant—wears one jewelled bronze glove worth 500sp. They will wait until their victims are in a precarious position before they strike

HD 2 HP 6 Speed 120' (incl climbing) **Armor 14** (dex) **Morale: 9 Attack:** +3 gauntlet punch 2d6hp

The Octophant 30' tall, this elephant-headed giant's trunk is divided into eight thick tentacles

HD 15 HP 75 Speed 120' Armor 17 Morale 11 Attack (3 attacks/rnd) +10 to hit d10+2hp **Spells**—each twice per day (the Octophant may use its tentacles to cast 2 spells at once) *Gust of Wind, Wall of Fog, Statue, Animate Dead, Animate Dead Monsters, Transmute Rock to Mud, Shadow Monsters, Slow* (reverse of *Haste*), *Levitate, Mirror image, Forget, Comprehend Languages and Dispel Magic* **Special** The Octophant may, as an attack, squirt a cloud of ink into the air which acts as a *Darkness* (reverse of *Light*) spell. The Octophant will flee from daylight and disappear until the next dusk as soon as it is out of sight. It takes double damage from weapons made of gold.

Drownesia

Located somewhere in the South Seas, many consider the gold-rich islands of Drownesia only a sailor's legend—which suits the inhabitants entirely.

Recently, hostilities between the allies of the "Mourning Prince" Nakajin and those of the "Snake-teaching" Prince Zeed have ceased and a new alliance is to be cemented by the wedding of Princess Djahlia to Nakajin, with 3 giant pandas from China/The City In The Skull (sacred, for being colorless) as dowry. However, the Princess is—unbeknownst to any but her family priest—plotting to arrange her own kidnapping (preferably at the hands of foreigners unconnected to the archipelago's intrigues) before this union can take place, so as not to be wed to the ill-tempered and uneducated Mourning Prince. This is an easy place for the PCs to come in.

She will hire them to "kidnap" her and take her far from both families—deep into the jungle, or perhaps, if they gain her trust, back to where they came from.

Random Encounters d100 roll every 10 minutes

1-15 Dalanese commoner

16 Prince on crowned lizard with 2+d6 bodyguards on stalking lizards

17-23 Patrol/Scout on stalking lizard

24-25 War party—general on Hundred-tooth lizard with 10+d20 soldiers on stalking lizards, shield lizards and spike lizards

26 Daughter of Rangda

27-29 Reticulated Python

30-32 Venomous snake (roll d10 for venom level)

33-34 Komodo dragon

35 White Tiger

36-00 None



Drownesian warriors—usually mounted on dinosaurs, in golden armor, tapering like the points of a pagoda

HD 2 (average) HP 10 Speed 120' Armor 16 (light chain/plate combination) **Morale** 10 **Attack** +3 shortsword (kujang or kris) d8, +3 shortbow d6 **Special:** Cause Darkness once/day



Stalking Lizard (Utahraptor) Essentially a horse-sized velociraptor. 6' at the shoulder, 19' long including tail.

HD 6 HP 30 Speed 240' Armor 16 **Morale** 9 **Attack** 2 claws or bites: +6 2d4



Crowned Lizard (Parasaur)—Although herbivorous, the genus' size (18' at the shoulder when bipedal) and unique crested head make it the most prized mount among the Dalanese.

HD 7 HP 35 Speed 240' Armor 16 **Morale** 9 **Attack** Kick/shove +7 d6



Hundred-tooth lizard (Albertosaur)—A smaller relative of the t rex, intermediate in size between the parasaur and utahraptor

HD 8 HP 40 Speed 240' Armor 17 **Morale** 10 **Attack** Bite +8 2d12

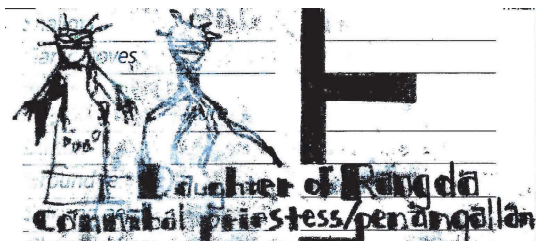


Shield lizard (Triceratops)

HD 16 HP 64 Speed 60' Armor 18 **Morale** 10 **Attack** D8/D12/D12

Spike Lizard (Stegosaur)

HD 10 HP 40 Speed 60' Armor 18 **Morale** 10 **Attack** 2D8



Daughter of Rangda—These are cannibal priestesses of a witch-goddess, Rangda. They are a form of penanggalan

HD 3 (average) HP 9 Speed 120' Armor 12 **Morale** 10 **Attack** +4 bite d6 or grapple and choke **Spells** As Cleric of their HD **Special** Their heads can detach from their bodies and their heads can walk on their entrails (and cast spells)—they cannot see gold, so Dalanese wrap golden wire around their homes to protect them.

1.

Mimolette

(A war-torn area on the edge of Gaxen Kane)

Eynis - An elven village made invisible to avoid goblin raiders.

War dead have been burning on this pyre for 300 years

Octhyā - A tumbledown castle. Goes back & forth between sides

Boulette d'Avesnes

(A once-pleasant valley, likewise war-torn)

Proud elven Prince Davynne, a famed goblin-killer, rules from castle with.

Warrior bandits attack Elf and goblin alike. Goblin Commandos disguised as army of frogs

Peach orchard - One in ten is for food + magic

Swamp - Now a wild magic zone after centuries of war. An absolutely idyllic, peaceful pond. Newts, toads.

Undead carrion birds (Vultures, Crows) pick at a battle field.
Dying elven lord begs you to take letters to three distant (wealthy) relatives in three places.
A cache of vital war dispatches. The courier is dead.
Fort Endless Murder - (100) (Elven).

3.

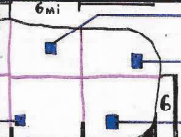
Rollot

(A troubled elven settlement on the edge of human lands)

Goblins and elves battle over an old 12' field wall.

Goblin Sniper hidden in ruined complex looks potions at passersby

Flooded elven city. Goblins & elves fight using small boats. Flooded 15' deep.



Packet of goblin dogs (3d6) grown wild. They are dyed wild colors and will attack anything.

The Great Elven war poet, Ors Arctoris, travels in search of subject matter.
Bridge with shriekers growing underneath.

4.

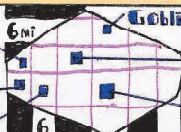
Maroilles

(Another border area, where Princessisa rules with an iron fist)

Impressive cliffs they plunge into clouds.

An extremely competent physician, Nizlikk the Surgeon, inexpensive.

Warrior Princess Isid eats goblins for lunch and rules from fort Orping



Goblins riding giant evil caterpillars that know all stats of enemies (3d4).

Castle Gooze is covered in slime from ancient slime attacks by goblins.

Spore minefield, many of the bodies have treasure but, y'know, mines.

5.

Port Gobelins

(A London-sized elven metropolis, with canals instead of streets)

Port Gobelins is a sprawling port city. Goblins disguised as masked merchants haunt the streets - stealing, smuggling, and sabotaging the waterfront.



Bouta/Bushbear: 1HD4

Bellakes: 2 First lvl cleric spells

Morella Mouthless Mute - 4 thieves

Larva: Dr of from ceiling

Pantalone/Hobbitin: Alchemists

On Sealed Pig, Corpse

Arlecchino/Harlequin: Jugglers - throw eggs with Hallucinogen gas inside

Zanni/Gremlin: 2 First level wizard spells

Goblin Dogs: Wardogs dyed weird colors

Rule thru canals

On Sealed Pig, Corpse

On Sealed Pig, Corpse

(Nympharium A2 - masked goblins (often mistaken for child thieves) haunt the sewers and tunnel canals of the Port! They can walk on walls)

6.

Coeur de Bray

(A typical grey elf region, other than the sizable minority of half-elves)

A giant's shoe that's been colonized by halfling traders. Inn, liquor, halfling stables, armorer, general store, cartographer, and one other.



Corvus SKYLF, famed elven bowyer. His custom bows and crossbows cost 400gp and are +1 to hit for the intended owner. Each requires a unique substance (wood, string, etc).



Halfling bandits mostly rob spider goblins but they'll rob anybody, especially if they have tasty food.

Church of Ealah, a disturbing, wide-eyed elven faith with lots of creepy music. They hate spider goblins.

7.

Bondon

(Mostly forest, but not fair - elves and quicklings abound)

Elves in iron masks tend a "golden" of iron tubes used as a musical instrument. It can be heard throughout Bondon.

A massive tree the size of an orchard, ancient, wise, needy, sessile, indifferent.



Vorpix, an elven ranger, giant slayer, and sworn democrat seeks aid killing Oares and tyrants.

Gurvel the Untold, an elven wizard-prince, rules from Castle Gondax and Quaker hates Vorpix.

George's Waterfall. A tribe of Oares collects a "tax" to cross near it.

Remains of a giant, city-sized clock taken over by quicklings. They are impatient and desperate for new experiences, inquisitive but easily bored.

8.

North Hexenbrachen

(A dangerous witchwood)

Looking at the statue of the death goddess here causes blindness, the first victim gets no save but the others do. It can be cured by bathing in the Spoun Lake (56).

Old and Rusty Church of Vorn, now infested by ratmen. They have rusty, cursed weapons that cause wounds. Vorn cleric can't heal.

Permanency Spell carved into a tree. Castable by anyone. Works once.

A caravan of halfling traders heading toward Averique (97). Most of their (Dwarven) escort is now dead and they seek new caravan guards.

Only bridge around Velded. 15HD troll who demands onghant's pass.

Stag caught in a bear trap. The trap belongs to a bandit camp - there's tracks.

The Dry Hunter Inn - Archery contests, brandy, hot half-elfen waffles, spicy pork pie, moon dust, dogs guard patrons' horses

Veiled the Witch seeks unusual artifacts, substances, and ingredients and turns those who disappoint her into fungi. Wild boars serve her.

Vine-choked tower trapped chest w/1000gp inside

Dead in a gnarled tree here will reward any who bring "despoilers of the forest" to her. The rewards will be dried-style buffs delivered via kiss.

Kenku/crawman with a scythe seeks sacrifices for a crossroads demon in Bondon. he needs a victim who attacks him first. He will throw them in a sack and drag them to Bondon.

One of this year's elven birthing last cons. Elves don't give birth in the ordinary mammalian way - the pregnant female vomits an egg which incubates in water. Those who bring in moon goblins (they are heretics) will be for questioning. The temple appears abandoned at first but is well-protected. It contains 8,000 gp worth of stuff

The "island" in the center of the pond here is a big turtle's back. It's ancient and wise, like the massive treat in Bondon, but they hate each other and will try to use PCs against each other.

Wyrd Market (see 87)
Temple of the White Lipped Goddess, a twin in the forest, the light filtering in once a year cures lycanthropy. The moon cult will help those who bring in moon goblins (they are heretics) will be for questioning. The temple appears abandoned at first but is well-protected. It contains 8,000 gp worth of stuff

North

B

Goblin Sea

(Sea of Dead ELVES)

Boulette d'Avesnes

2

6

7

7

Coeur de Bray

5

8

Port Gobelins

North Hexenbrac

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ROCHELLE

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Mimollette

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Maroilles

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Broceliande

(Note: I know some of you are native french-speakers, so god knows what you'll make of the names in Broceliande. However, you will have an advantage in discovering the secret origin of the Broceliande map, so I hope that makes up somewhat for having to probably change the place-names if you want to use this area for your own game.)

Though all of the Cube World is littered with labyrinthine ruins poking up through the grass, Broceliande is unusually lovely and green, with tall castles, jousts, quests, wild forests, foxes, frogs and fae, elves in the north, halflings in the south, dwarves in mountains, the stylish and pleasure-loving empire of the Hunger Kings along the east coast and the staid and comfort-fond kingdom of Annwn nearby.

Unfortunately, its closest neighbor is Gaxen Kane, the horrible Goblin Empire, with which the various nations of Broceliande have been at war on-and-off since the earth first formed from the stone that the twelve medusa sisters turned the primordial demons into. This installment is just about the wartorn northern reaches of Broceliande, where the gray elves and goblins contend much as they have for many lifetimes of men.

The gray elves are the closest to the fae folk, and the most innately magical of their kind—and the shortest. Gray elves of any class can cast a specific first-level spell once per day.



The Map

I should've made the water blue but I liked the way this map looked and you're smart so let me just explain: over on the left/West is what elves call The Goblin Sea and what goblins call The Sea of Dead Elves, the bluish-white mass coming from the bottom is the tip of Broceliande, the area on either side of the northern protrusion of that mass is Gaxen Kane and the small black triangle southeast of Maroilles is part of the Sea of Ignorance and Pain, which defines the east coast of both continents.

Broceliande consists of a substrate of politically-disorganized forest periodically interrupted by roughly-geometric principalities, dukedoms, fiefs, duchies, etc. Whether this is because these areas grew outward in an orderly-and-elvish manner from the sites of ancient city-states or because the demiurge that created the world based his Broceliande map on a photograph depicting various blocks of cheese sitting on a bed of leaves is a matter for the philosophers: what's important is:

- Each politically organized area is roughly geometric.
- Each area is separated from the others by dense forest.
- Each organized area has its own number and entry in the key.
- The forest between is handled with one big random encounter table rather than individual forest maps.

If all goes well, the areas all around in every direction will eventually be released in their own pdfs, including the unlabelled ones.

Random Encounters (d20)

Travelling parties roll every 6 miles on foot or 12 on horseback, camped and resting parties roll every 4 hours

Forest:

1-4 Monster **5** Civilian **6-12** No Encounter **13-20** Pick an animal (fox, raven, deer etc) --harmless but spooky.

Areas 1-4 (Heavy fighting)

1-4 Monster

5-6 War party, roll d10 on Monster list

7-8 Battle: Roll 2d4 a pair of d4s on the monster list for one side and add goblins, roll 6+d4 for the other

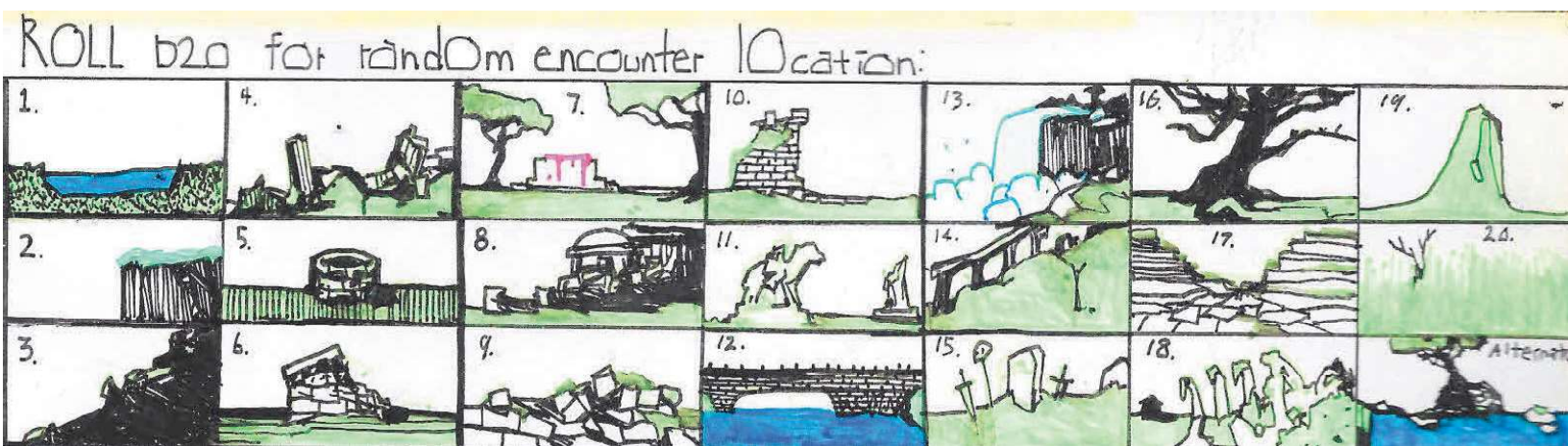
9-12 Civilian

13-20 No Encounter

Areas 5-8

1-2 Monster **3** Civilian **4** Fae of some kind (pick) **5-12** No encounter **13-20** Elven civilian

On these tables, if there's a monster you don't recognize you can google "dndwithpornstars" and the name or just skip it.



Civilians (species)	Civilians (motive)	Monsters			
1-2 Human	1-2 Hunters	(1-5: Implies a warband, roll d6 here for leader) 1 Dark Elves	17-18 Mermaids (implies a pond, etc)	45-46 Harpy	71-72 Werewolf 86 Needleman
3 Elf	3-4 Pilgrims	2 Beastmen	19-20 Caryatid	47-48 Hobgoblin	73-74 Witch 87 Humunculus
4 Dwarf	5-8 Merchants	3 Orcs	21-22 Talking crow	49-50 Nilbog	75 Small Water Elemental 88 Horned she-wolf
5 Halfling	9-13 Stereotype of species, dwarf miner, elf poet, etc	4 Centigors	23-24 Spider-elves	51-52 Mushroom men	76 Vomiter 89 Gray jester
6 Mixed species	14 Escapees	5 Necromancer + d6 undead	25-26 Giant Butterfly	53-54 Pit Grub (see Cube World 2)	77 Flagellant religious zealots 90-91 Lizardmen/Reptile women
	15-16 Entertainers	6 Wizard	27-28 Treant	55-56 Nymph	78 Vampire 92 Mouthing Mound
	17 Relocating	7 Humans	31-32 Fey	57-58 Ogres	79 Unicorn 93 Giant
	18 Weird motive	8 Halflings	33-34 Quickling	59-60 Narcissus Peacock	80 Tower golem 94 Doppelganger
	19 Visiting friends	9 Dwarves	35-36 Foxwoman	61-62 Scarecrow	81 Thogs 95 Disenchanter
	20 Inspector	10 Gray elves	37-38 Giant gloom moth	63-64 Shriek fungus	82 Succubus 96 Demon
		11-12 Wolves	39-40 Gnolls	65-66 Thornchild	83 Spawntoad 97 Danse Macabre skeletons
		13-14 Blindheim	41-42 Goblins	67-68 Troll	84 Toad demon 98 Cockatrice
		15-16 Giant Boar	43-44 Hag	69-70 Wererat	85 Skrath 99 Banshee 00 Al'mi'raj

The next page has the regions of North Broceliande, don't worry if it's confusing: there are explanatory notes soon after.

1.

Mimollette

(a war-torn area on the edge of Gaxen Käne)

Eynis- An elven village made invisible to avoid goblin raiders.

War dead have been burning on this pyre for 300 years

Octhyd- A tumbledown Castle. Goes back & forth between sides

Boulette d'Avanes

(a once-pleasant valley, likewise war-torn)

Proud elven Prince Davynne, a famed goblin-killer, rules from Castle Vith.

Werbeor bandits attack Elf and goblin alike. **Goblin Commandos** disguised as army of frogs

Peach orchard- One in ten is fair food + magic

Swamp- Now a magic zone after centuries of war. **An absolutely idyllic, peaceful pond**. Newts, toads.

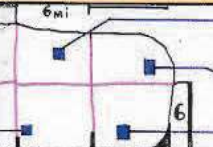
Rollot

(a troubled elven settlement on the edge of human lands)

Goblins and elves battle over an old 12' field wall.

Goblin Sniper hidden in ruined complex lob's potions at passersby

Flooded elven city Goblins & Elves fight using small boats. Flooded 15' deep.



Packet of Goblin Dogs (3d6) grown wild. They are dyed wild colors and will attack anything.

The Great Elven war poet, Ors Arctorts, travels in search of subject matter. **Bride** with shriekers growing underneath.

4.

Maroilles

(another border area, where Princessisa rules with an iron fist)

Impressive cliffs they plunge into clouds.

An extremely competent physician, Nizlirk the Surgeon, inexpensive.

Warrior Princess Isid eats goblins for lunch and rules from Fort Orping



Goblins riding Giant Evil Caterpillars that know all stats of enemies (3d4).

Castle Groozers covered in slime from ancient slime attacks by goblins.

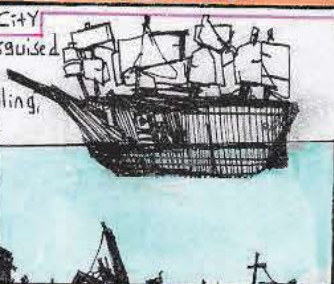
Spore Minefield, many of the bodies have treasure but you know mines.

5.

Port Gobelins

(A London-sized elven metropolis, with canals instead of streets)

A sprawling port city Goblins disguised as maskedurchins haunt the streets, stealing, smuggling, and sabotaging the waterfront.



Bouta/Buubar: 1HD4

Bellapest: 2 First lvl cleric spells

Moréta Mouthless Mute thieves

Larva: Drop from ceiling

Pantalone/Robbin: Alchemists ride thru canals. On Sealed Pig Corpses

Arlecchino/Harlesoblin: Jugglers - throw eggs with hallucinogen gas inside

Zanni/Gremlin: 2 First level wizard spells

Goblin Dogs: Wardogs dyed weird colors

Nympharium A2- Masked goblins (often mistaken for child thieves) haunt the sewers and tunnel canals of the port! They can walk on walls

6.

Coeur de Bray

(A typical grey elf region, other than the sizable minority of half-elves)

A grant's shde that's been colonized by halfling traders. Inn, liquor, hairstylist, stables, armorer, general store, cartographer, and one other.



Corvus Skult famed elven bowyer. His custom bows and crossbows cost 1000gp and are +1 to hit for the intended owner. Each requires a unique substance (wood, string, etc).



Halfling bandits mostly rob spider goblins but they'll rob anybody, especially if they have tasty food.

Church of Eloh, a disturbing, wide-eyed elven faith with lots of creepy music. They hate spider goblins.

7.

Bondon

(Mostly forest, but not fae - elves and quicklings abound)

Elves in iron masks tend a "Garden" of iron tubes used as a musical instrument. It can be heard throughout Bondon.

A massive treant the size of an orchard, ancient, wise, nearly sessile, indifferent



Vorpix, an elven ranger, giant slayer, and sworn democrat seeks aid killing ogres and tyrants.

Greivel the Untold, an elven wizard-prince, rules from Castle Gorgax and Louker hates Vorpix.

Gorgeous waterfall. A tribe of Ogres collects a "tax" to cross near it.

8.

North Hexenbrachen

(a dangerous witchwood)

Looking at the statue of the death goddess here causes blindness, the first victim gets no save but the others do. It can be cured by bathing in the Spown Lake (56).

Old and rusting Church of Vom, now infested by rotmen. They have rusty, cursed weapons that cause wounds. Vom clerics can't heal.



Permanency spell carved into a tree. Castable by anyone, works once.

A caravan of halfling traders heading toward Averique (97). Most of their (dwarven) escort is now dead and they seek new caravan guards.

Only bridge around Veldred. **ISHD troll** who demands a head to pass. **Stag** caught in a bear trap. The trap belongs to a bandit camp - there's tracks.

The Dry Hunter Inn- Archery contests, brandy, hot half-elfen wartstuffs, spicy pork pie, moon-dust, dogs guard patrons' horses

Veldred the witch seeks unusual artifacts, substances, and ingredients and turns those who disappoint her into fungi. Wild boars serve her.

Vine-choked tower, trapped chest w/1000gp inside

Dead in a gnarled tree here will reward any who bring "despoilers of the forest" to her. The rewards will be druid-style buffs delivered via kiss.

Kenku/Crawman with a scythe seeks sacrifices for a crossroads demon in Bondon. He needs a victim who attacks him first. He will throw them in a sack and drag them to Bondon.

One of this year's elven birthing lagoons. Elves don't give birth in the ordinary mammalian way - the pregnant female vomits an egg which incubates in water.

The "island" in the center of the pond here is a big turtles' back. Its ancient and wise, like the massive treant in Bondon, but they hate each other and will try to use PCs against each other.

Wyro Market (see 87). **Temple of the White Lipped Goddess**, a ruin in the forest, the light filtering in once a year cures lycanthropy. The moon cult will help those who bring in moon goblins (they are heretical). **For Questioning**, the temple appears abandoned at first but is well-protected. It contains 8,000 gp worth of stuff.

Random Town Generator

To make a Broceliande town, drop at least one of each kind of die onto a piece of graph paper--the dice fall where the major features of the town are. Circle the dice, label them, and note what the results indicate about them.

TYPICAL Broceliande Town

Roll all the dice - MORE dice, MORE buildings
the dice fall where the buildings are



D4 - Church

1. Ruin Or roll twice
2. Vorn
3. Tittivilla
4. White-Lipped Goddess



D8 Inn

1. NO vacancy
2. They have drugs
3. Attractive staff
4. Interesting Entertainers
5. strange games
6. Violent
7. Palatial, multistorey
8. Two inns, roll d6 twice
On this table



- 1-4 City wall ends here
- 5-7 Bridge (implies river)
- 8 Park/Garden
- 9 Pond/Lake
- 10-12 Market



Number: Number of homes in
densest clump/cluster



D6 - Castle

1. in a lake
2. Single tall tower on a Peak
3. Built into City Wall
4. Small Squat Tower
5. Partial ruin
6. Total ruin



- 1-4 City wall ends here
- 5-6 Bridge (implies river)
- 7 Park/Garden
- 8-9 Pond/Lake
- 10 Market



The Organization of this Next Bit

Here we have the area as written up in my own DM notebook. What you'll get is those images as-is, plus notes here in regular type-written text for anything that is obscure, hard-to-read, or where I used a shorthand. Some things don't have extra notes--if I don't clarify something; make it up. I have also attached it as a separate document so you can zoom in if you need to.

Most of the sections on each region have small maps divided into 6 mile x 6 mile squares with pink lines with notes on the most interesting things in each of those 6x6 areas. (The document is marked marked North_Broceliande_Key_cube5_pack)

1. Mimolette

Eyris: Goblins know Eyris is somewhere around here, but they don't know exactly. Anyone who enters the village limits becomes visible to everyone inside. If you need a layout, I've included a Broceliande town generator at the end.

Orzigut-Aonce: Good place for a dungeon or dungeon exit. Also a good place for PCs to walk out of a dungeon and find themselves in if you want to introduce them to Broceliande.

Undead Carrion Birds (3d6)

HD d4 **HP** 4 (crow)-16 (vulture) **Speed** 60' (walk) 180' (fly) **Armor** 13 **Morale** 8 **Attack:** Attack Bonus equal to their HD for D4hp claw
Special: Turn as undead of their level, usual undead immunities

The **war dispatches** and the **dying lord** are both easy ways to introduce the concept of the war in general to players. Even unpatriotic elven PCs will realize there is favor to be gained by delivering these messages.

Fort Endless Murder is a translation from the Elvish, so-named because its been on the border of Gaxen Kane and the grey elven lands for pretty much ever. The "(100)" here refers to a long entry I haven't published yet, so for now you have to make it up.

2. Boulette d'Avesnes

Wereboars

HD 3 **HP** 15 **Speed** 120' as human or hybrid, 180' as boar **Armor** 17 **Morale** 11 **Attacks** (2 attacks per round)

(as human or hybrid) Axe +4 to hit d6hp

(as boar) Bite: +4 to hit for d8hp and save vs Poison or contract lycanthropy (see below).

Defense

Wereboars can only take damage from silver weapons, holy water, holy magic items or clerical magic cast by a Cleric that has already successfully hurt the wereboar in some other way (they will feel their faith becoming stronger). Wereboars are immune to arcane magic.

Special

Wereboars may change from human to boar at will as well as to a bizarre hybrid form with a human body and boar head.

Lycanthropy

If a character contracts lycanthropy, Remove Curse, Cure Disease or the like will fix it—if the condition goes untreated the character will turn into a voracious NPC boar on the night of the next full moon (with the defenses above), and will be human in the morning. This will continue each month until the boar draws the blood of a friend or an innocent, at which point the character will become a full wereboar, with the attacks and defense listed above (if the PC has a better attack bonus, substitute that).

Once this occurs, the character is controlled by their appetites—if in an inhabited area, they must kill and eat a human each day, if isolated, they must kill at least 100lbs worth of living flesh of some kind. Failure to do so within a 24-hour period means the Referee takes control of the PC for one (in-game) hour, during which the creature will rampage wildly and without mercy.

In addition, during combat the wereboar character must make a Wis check each time it deals or takes damage or be under the control of the Referee during the subsequent round. After such a Referee-controlled round, the player will have one round to do as they please before they must go back to making Wis checks each round. The wereboar will attempt to eat anything slain by its own hand and will fight anyone who gets in its way.

Goblin Commandos Stats are the same in either form, but they can only effectively attack in goblin form

HD 1 **HP** 3 **Speed** 120' **Armor** 14 (high dex) **Morale** 6 **Attack:** +3 thrown egg (fillings: *blinding cloud*, save vs poison each round—blind until save is made, *rotten egg*, smell makes you easy to track, *acid* d8 hp 5' radius, *hallucinogen*, save vs poison each round—*Confusion*-like effect until save is made)

Skills: Stealth 4, Sleight of Hand 4 **Special:** Walk on walls and ceilings as *Spider Climb*

Fae Peaches—put you under a geas to the faeries: you must complete a task for them or else the next day you're -1 to all saves, then -2, then -3 etc. The peaches also have random magic: 1-Heal d6, 2-Shrink to a foot tall, 3-Grow an extra limb, 4-Switch brains with the nearest creature, 5-You can only eat peaches, 6-You're blue now. The magic wears off when the geas is completed

Wild Magic Zone—there will always be a Living Spell loose in this area and it will attack PCs as soon as they enter. In addition, casting spells in this area is unpredictable—any spell cast will take effect, but afterwards roll D6: on a 1 the spell turns into a living being and acts in a way harmful to the party, on a 4 it turns into a living being and acts in a way helpful to the party. On any other roll something strange happens, related to the spell effect but not immediately helpful or harmful. For example, a Wall of Ice spell may simply start random ice crystals forming everywhere.

Living Spell —a 3-5' inchoate plasm floating in mid-air

HD 2 **HP** 8 **Speed** 120' **Armor** 12 (magical weapon to hit) **Morale** 12 **Attack** no normal attack, the spells can cast themselves (see Special) every other round **Defense:** Dispel magic kills it.

Special: Roll d6 to see what kind of spell you've got—

1 Fireball: 3d6 fire damage, save for half

2 Charm: Save or you want to get more spells cast in here so the spell will have "friends"

3 Web: As the spell. The noise it makes after triggers a Wandering Monster check, roll until you get a creature.

4 Forget: Save or forget everything for a day.

5 Stinking Cloud: As the spell, triggers a Wandering Monster check, roll until you get a creature.

6 Suggestion: Save or believe a random contrafactual assertion ("trees are bread", "rain is lava", etc) for a day.

3. Rollot

Goblins and elves fighting over the wall are typical fighters, each of D4 HD. The elves have longbows and harpoons, the goblins have nets and slings.

The potion-lobbing goblin hurls (d4)

1. Green Slime—If you touch it, you lose a point of armor class if you're in armor. If you're not or your armor is depleted, the slime begins changing you into slime. The process takes d4+1 rounds. Healing magic will kill it. Scraping, burning, and freezing work, as does cutting off the exposed flesh. Nothing else does.

2. Explosive Goo—save or 2d6 in a 20' area

3. Reduce—Save or become half your size for an hour

4. Screampiasm—Save or scream continuously for an hour. Makes you easy to find.

Flooded Elven City you can use the Broceliande Town generator if you need it

Goblin Dogs

HD 2 HP 6 Speed 120' Armor 14 Morale 7 Attack: +2 2d4hp bite

Ars Arctoris might pay the party to take him someplace dangerous.

Shriekers are fungi that emit a horrible banshee-like wail whenever any living thing is within 60' feet. This sound will attract a wandering monster and it will appear in 1-2 rounds. It doesn't move but the bridge is *coated* in it so cleaning it off might not be practical.

4. Maroilles

Nizlikk is experienced in battlefield medicine. Always makes medicine checks and heals d4 per day.

Warrior Princess Isa is a level 15 fighter. She wields an enchanted two-handed hammer named *Tenderizer* that does 2d8+Str damage but which will cease to be magic if you don't eat what you kill.

Goblins on caterpillars—the goblins are 2dh fighter-types

Giant Caterpillars—7' long and can talk

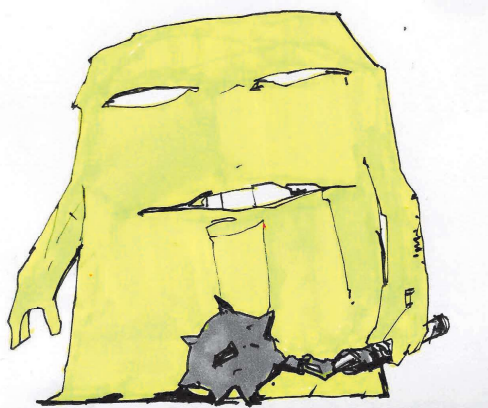
HD 5 HP 20 Speed 120' Armor 13 Morale 7 Attack: +2 d8hp bite

Castle Grooze — see Green Slime under potion-lobbing goblin above

Spore minefield—for every ten minutes of searching the minefield roll twice on whatever Random Treasure table you have or just give 4d6X100gp if you don't want to get fancy. Assume it taps out after 10 parcels of treasure. However a floating mine appears every d4 minutes and there are 40 mines.

Floating gas-filled, popcorn-colored fungi 3-4' across. These are living proximity mines bred by goblins. When they sense movement within 30' they immediately move toward it and explode (roll initiative as an ordinary creature):

HD 1 HP 4 Speed Human Armor 13 Morale 12 Attack Explosion: everyone within 15' of the explosion has to save or take d12hp and then clean the rest of the spores off of them (save again) in subsequent rounds or take d4hp from smaller explosions for d4 more rounds. Killing the cluster will cause it to prematurely explode.



5. Port Gobelins

Although London-sized and now connected to the sea only by wide shipping canals, this otherwise looks a lot like Venice, though the gondoliers are better-dressed. If you've never been to Venice, I was totally unprepared for how Vornheimy it was: the claustrophobic and dungeonish aspect with front doors sitting literally and surreally right on the waterlines of 5' wide canals far outweighs the broad and vacationy vibe given by postcards of the grand canal. There are no streets wide enough to take a cart and horse in Gobelins. If you use the town generator to make parts of Port Gobelins treat a pond/lake result as another bridge (implying a canal beneath) and rivers as canals.



The “Nympharium A2” note refers to a section in the cancelled LotFP product where this was completely started up.

It is said an alchemist created a method of distilling bad ideas and rolling them into a dough, from which they baked the first goblins—small sickly-colored humunculi whose faces expanded to fill and match the contours of the carnival masks they wore to disguise their mischief in the streets. Especially during the carnival, Gobelins is rife with rumors of bands of masked children or dwarves robbing and molesting innocents and dragging them off to the canals.

They live behind a chain of grates at the end of a network of waterways in the heart of the city, deep within floorless warrens. The goblins move through the canals on pontoons made from the inflated carcasses of pigs—the hogs' orifices sealed and their bodies waterproofed with tar and pitch, then shellacked. They are adept at training small animals, including small monsters and stray dogs, on which they ride. They speak backwards, always saying the opposite of what they mean, and walk on ceilings whenever possible.

Goblin society in Gobelins functions according to the type of carnival mask their face resembles:

Bauta/Bugbear (heavy features, jutting, chin) Leaders—fighters

HD 4 HP 16 **Speed** 120' **Armor** 17 (chain+high dex) **Morale** 9 **Attack:** +5 d8 axe **Special:** Walk on walls and ceilings as *Spider Climb*

Dellapest (plague-doctor's beak) Clerics continually seeking for the worst possible gospel to spread

HD 2 HP 6 **Speed** 120' **Armor** 16 (chain) **Morale** 8 **Attack:** +1 beak-shaped pick d6 **Spells:** 2 first-level cleric spells, typically *Cause Fear* (reverse of *Remove Fear*), *Putrefy Food & Drink* (reverse of *Purify Food & Drink*), or *Command* **Special:** Walk on walls and ceilings as *Spider Climb*

Moretta (covers an oval in the center of the face, mouthless) Thieves, mouthless and mute

HD 1 HP 3 **Speed** 120' **Armor** 16 (leather+high dex) **Morale** 6 **Attack:** +1 d6hp stiletto **Skills:** Stealth 4, Sneak Attack 2 **Special:** Walk on walls and ceilings as *Spider Climb*

Larva (covers the face completely, the most “normal” mannequin-like mask) Soldiers—the majority of goblins. They hide in the rafters and drop oil into intruders' eyes.

HD 1 HP 4 **Speed** 120' **Armor** 13 (high dex) **Morale** 6 **Attack:** +1 d6hp stiletto **Skills:** Stealth 3 **Special:** Walk on walls and ceilings as *Spider Climb*

Pantalone/Hobgoblin (upper-face covered, wrinkled old man face, long nose) Alchemists and engineers, builders of devices and traps.

HD 1 HP 4 **Speed** 120' **Armor** 12 **Morale** 6 **Attack:** +1 d8hp hammer **Skills:** Tinker: 4 **Special:** Walk on walls and ceilings as *Spider Climb*

Arlecchino/Harlegoblin (upper-face covered, wide, rounded features, smiling cheeks) Mischief-makers, jugglers, distracters, they often wear preposterous patterns: stripes, diamonds, checks.

HD 1 HP 3 **Speed** 120' **Armor** 14 (high dex) **Morale** 6 **Attack:** +3 thrown egg (fillings: *blinding cloud*, save vs poison each round—blind until save is made, *rotten egg*, smell makes you easy to track, *acid* d8 hp 5' radius, *hallucinogen*, save vs poison each round—*Confusion*-like effect until save is made) **Skills:** Stealth 4, Sleight of Hand 4 **Special:** Walk on walls and ceilings as *Spider Climb*

Zanni/Gremlin (upper-face covered, very long and serpentine nose) Magic-users

HD 2 HP 6 **Speed** 120' **Armor** 13 (high dex) **Morale** 6 **Attack:** +1 dagger d4 **Spells:** 2 first level spells, typically *Sleep*, *Summon*, *Reduce* (reverse of *Enlarge*), *Charm Person*, *Faerie Fire*, or *Darkness* (reverse of *Light*) **Special:** Walk on walls and ceilings as *Spider Climb*

Goblin dogs ordinary dogs, though well-trained, and often dyed lurid colors

HD 2 HP 6 **Speed** 120' **Armor** 14 **Morale** 7 **Attack:** +2 2d4hp bite **Special:** Walk on walls and ceilings as *Spider Climb*

6. Couer de Bray

Giant's shoe: Cartographers are major patrons of adventurers in Broceliande, they'll pay a party to go and find out what's in an area.

Spider goblins: They worship Lolth aka Rangda instead of the usual Great Maggot or chaos lord Akayle Ozph and paint themselves spidery.

The "Spider goblins and quicksand lake" in location 92 is a reference to something that you'll hopefully get to see later, where they're fleshed out a bit, but until then: their temple is in the middle of a disguised quicksand area where they ensnare travelers and fish them out with their nets.

7. Bondon

Garden of tubes: This is the main thing about Bondon—remember to tell players they hear a strange low piping on the wind wherever they are.

The **Treant** has 400 hit points but is useless in a fight. It's a great opportunity to talk verrrrrrry sllllllllllleeeeeee. Has lots of useful information about the entire Broceliande. Hates the turtle in the North Hexenbrachen below.

The **Quicklings** are 3' and fast and carry rapiers and act like Elven meth-heads, there's a longer description of how they are at the end of this document.

Typical Quickling

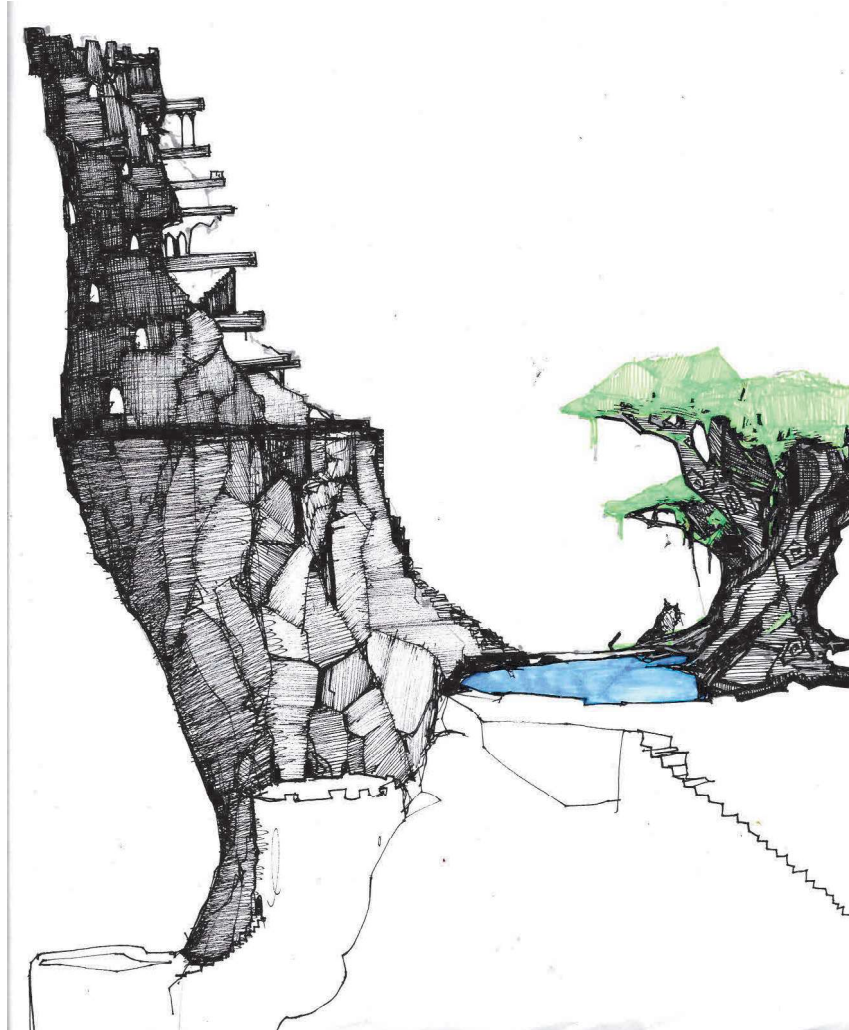
HD 2 HP 8 Speed 340' Armor 20 (all speed) Morale 7 Attack: 3 atks per round +5 d6hp rapier **Special:** Always win initiative

Vorpix is only 5th level but rich and pays well.

Gnievel the Untold is a 12th level wizard.

Ogres: going around the waterfall from this direction is a huge pain and results in 4 more random encounter rolls.

There will be d4+1 guarding the crossing at any time. **HD 5 HP 25 Speed 90' Armor 15 Morale 9 Attack:** +5 d10+2 club



8. North Hexenbrachen

“Spawn Lake (56)” will be described at a later date but for now it’s basically like a Misshaping Pool from *Frostbitten & Mutilated*—you go in it and it mutates you.

Ratmen

HD 2 HP 8 Speed 120' Armor 15 (leather+high dex) Morale 6 Attack: +1 to hit short sword d6hp, lt crossbow or net **Skills:** Stealth 4, Sneak Attack 2, Climb 4 in 6, Senses at +2

Averique—will be described in a future installment but basically it’s a human kingdom way on the other side of Broceliande so the traders are asking for protection on a long journey.

Troll Under Bridge —Classic!

HD 15 HP 60 Speed 120' Armor 17 Morale 11 Attack: +6 to hit claw d10hp **Skills:** Climb 5 in 6

Dry Hunter Inn—Elves don’t much run inns since they don’t have to sleep and their gastronomic habits vary wildly based on subspecies (some eat only moon dust, others only goblins, etc), it’s mostly a halfling and human thing, so a decent inn around here is a landmark.

Veldred is a 12th level magic-user or *Frostbitten & Mutilated* witch.

Her boars

HD 2 HP 10 Speed 120' Armor 14 Morale 8 Attack: +2 to hit 2d4hp

Dryad wears a headband but still hot

HD 2 HP 10 Speed 120' Armor 12 Morale 5 Attack: +2 to hit d8hp spit thorns up to 10' **Special:** *Charm 3/day, Speak to Plants* at will, If she’s unobserved she can always reappear at her own tree, Stealth 5 in 6, buffs she delivers will be helpful Druid spells of a level commensurate with the task accomplished

Crowman

HD 6 HP 24 Speed 120' Armor 14 Morale 10 Attack: +6 to hit d10 scythe **Special:** Stealth: 4 in 6

Turtle like the Treant in Bondon, it has 400 hit points, is useless in a fight and can trade information for useful tasks.

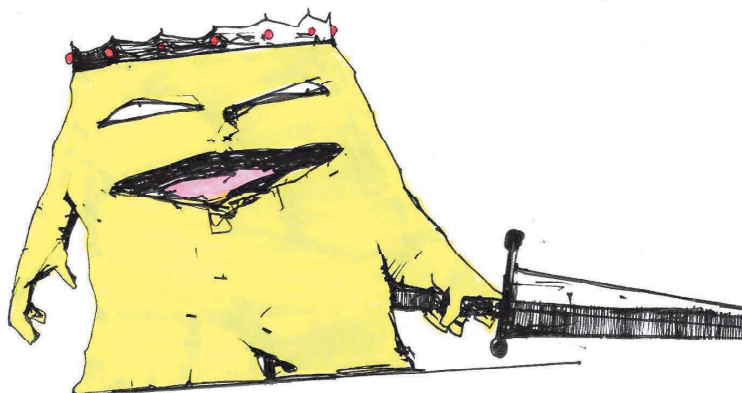
Birthing lagoon the location changes every year, sometimes pregnant elves have to travel for weeks to get to the proper lagoon and will hire adventurers to escort them.

Wyrd Marker (87) Not released yet but for now you can use the Goblin Market
<http://dndwithpornstars.blogspot.com/2015/10/goblin-market-works-like-this.html>

Temple of the White-Lipped Goddess the same moon-worshipping religion as described in the longer scenario in Cube World #2: they consider all statues with their head’s defaced to be images of their faith. They’re not uniformly evil, just opposed to the Church of Vorn and inordinately fond of werewolves. Moon goblins are the oldest and wisest strain of goblin, they are a sickly white-yellow and carry sickles but have the same stats though many have cleric levels.

Sisters of the Moon Queen clerics—average levels 2-8

HD 2d4 HP 6-24 (HDx3) Speed 120' as human Armor 18/19 (plate+shield) Morale 10 Attacks +1 rock hammer d8 or + spells **Special :** Clerics of the Moon Queen can control lycanthropes within 25 miles and can choose (at the appropriate level) *Cure Serious Wounds, Faerie Fire, Howl of the Moon* and any magic-user spells dealing with rock or stone in addition to those off the cleric list



Quicklings

Quicklings, only halfling-tall, are one of the many disasters made possible by the union of man and elf. When the humors mix awry, the resulting offspring inherit the capacity of experience of an elf, but only the mortal span of a human to experience it in.

You ever notice how capricious and stately elves are with their fucking stag horn crowns and twisty lathed smooth wood and shit? This is because they have all the time in the world. They wallow in unacknowledged temporal privilege.

Not quicklings. Their eyes are red with stimulants and bad frenzy, their homes are chaotic with the clicking of clocks. Their lives are desperations. They want more. You move so slow, you talk so slow. You bore them so much.

They always win initiative, their voices are shrill, and they attack three times per round. Their principle occupation is to acquire experience before death. They want more life, fucker.

A typical quickling encounter begins with the local lord awaking to find his cupboards bare, his animals behaving strangely, his maids terrified, his art stolen, his secret doors wide open, his drugs dispersed about the halls and maybe a lone leftover quickling on a chandelier--inebriated and dangling and babbling a poem about smocks or some shit. The rest are long gone.

Occasionally long but barely-legible works of food or art criticism are left in place of the items themselves, the ink still wet. The reasoning in these essays is solid, if unnecessarily prescriptive.

Parties occasionally encounter quicklings because they possess something unique, or have gained access to a unique place. The quicklings must sample it. A ring of fire breathing? Must know what that's like. The Unknown Caverns of Vacuous Glear? Must know them.

What is that? A bootlast? What do you do with it? Why do you do that? Why do you exist? I hate you. Poke poke poke poke poke you full of holes I hate you so much. Now what do you look like inside out?

They are as culturally developed as any elves (they learn fast, naturally) but their culture is deeply unclean. They've already done everything normal-fun and have long-ago moved into fucked-up fun.

True elves (what they call "snail elves") value their counsel* on matters such as aesthetics, fencing and the natural world (their various analyses being the result of far more observation) though, being obviously abominations against the natural order, they are wary of them. A Seelie lord may ask a party to locate (never easy) and bring in a quickling consultant to address some pressing* matter.

They have names like "Skrinthian Ipting" and "Scree-Act Proth".

*In the elven sense of the word, so this could be "What do we do about the fucking orcs over there?" but also "What is the ideal length of a horn to sound on the first day of spring after the meerkats wake?"