

ISSUE # 1

The Dragon Horde

A PUBLICATION DEDICATED TO TABLETOP ROLE-PLAYING GAMES



NEW BIG DRAGON GAMES UNLIMITED

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NEW BIG DRAGON GAMES UNLIMITED

Dragon Breath

LETTER FROM THE EDITOR

As I sit down to write this letter, and I look back over my nearly 35 years gaming experience and a 25-year career in graphic design, I find myself asking, "What the hell took me so long to put out a zine?"

When I sat down in front of my dad's IBM Selectric in the early 80s to put together some of my own charts and monsters for the game, the thought never crossed my mind. When I sat down in front of that Wang workstation in the mid-80s to write my universal RPG The System, the thought never crossed my mind. When I took over as Art Director of the college newspaper in the late 80s and had an entire Macintosh desktop publishing system at my disposal, the thought never crossed my mind.

Then the OSR happened, and as a self-employed graphic designer who loves the "polish" that the computer brings to my work (including the Old School Adventures™ line of products I've been publishing), the thought started to creep in from the back of my mind. So I started to slowly and secretly gather new material for a zine. As readers of my Save vs. Dragon blog can attest, there's nary been a mention of it (and there won't be, until such time as this publication becomes available).

What I've tried to do by "tackling this dragon" is create something that looks "cobbled together" from my early graphic experiences, and keep as much old-school authenticity as possible in the look. In fact, the beguine drawing on page 3, the d30 chart on page 4, and the map on page 10 were all originally created prior to 1986 and came directly out of my gaming "archives."

Readers of my blog may see a couple of familiar items, but I also realize this zine is a chance to get some of that material in front of an entirely new audience. Hopefully they'll permit me the indulgence.

I hope you enjoy what's contained herein, as much as I've enjoyed putting it together. Good gaming!

RICHARD J. LEBLANC, JR.,
New Big Dragon Games Unlimited



Charles Robinson

THE MONSTER ROSTER

LEECH-MAN

Oe/1e Stats

FREQUENCY: Rare

NO. APPEARING: 2-12

ARMOR CLASS: 8

MOVE: 6"

HIT DICE: 2

% IN LAIR: 65%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: M

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

BX Stats

ARMOR CLASS: 8

HIT DICE: 2

MOVE: 60'

ATTACKS: 1 grab/1 bite

DAMAGE: See below

NO. APPEARING: 2-12

SAVE AS: Fighter: 2

MORALE: 6

TREASURE TYPE: Nil

ALIGNMENT: Neutral

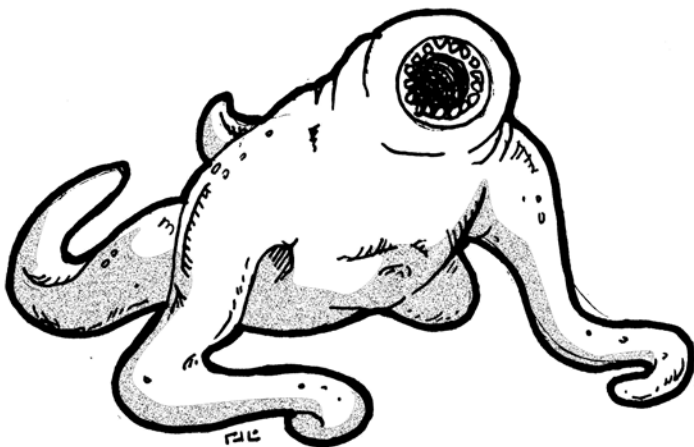
A leech-man appears as a quadrupedal humanoid with tentacle-like limbs, and a neck that opens directly into a mouth-hole that is lined with pointed, shark-like teeth.

On its initial attack, a leech-man will attempt to "grab" its opponent with its two foretentacles.

On a successful "to hit" roll for the grab, the leech-man gets a second attack, attempting to bite its opponent (doing 1-6 points of damage on a successful "to hit" roll on the bite attack.)

On any natural "to hit" roll of 20 on a leech-man's bite attack, beginning during the following round, the leech-man will start drawing blood, doing 2-8 pts. of damage per round until the victim or the leech-man is killed.

Leech-men are susceptible to salt, and if any salt is thrown on a leech-man, it will do 1 hit point of damage per round until it kills the leech-man or until it has been washed off the leech-man.



BEGUINE

Oe/1e Stats

FREQUENCY: Very Rare

NO. APPEARING: 25-250

ARMOR CLASS: 6

MOVE: 9"

HIT DICE: 1

% IN LAIR: 40%

TREASURE TYPE: Individuals M,
B in lair

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 or by weapon

SPECIAL ATTACKS: +2 with bow

SPECIAL DEFENSES: See below

MAGIC RESISTANCE:

40% to charm and sleep only

INTELLIGENCE: High

ALIGNMENT: Neutral good

SIZE: S (4+ tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Bx Stats

ARMOR CLASS: 6

HIT DICE: 1

MOVE: 90'

ATTACKS: 1 weapon

DAMAGE: 1-8 or by weapon type

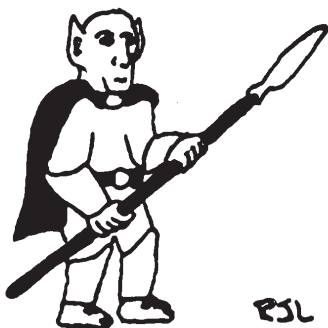
NO. APPEARING: 25-250

SAVE AS: Fighter: 1

MORALE: 9

TREASURE TYPE: B

ALIGNMENT: Neutral



Beguines are a racial mix between elves and halflings. They usually live in humbly-furnished underground dwellings located in large grassy areas. For ever 40 beguines encountered, there will be 2 second level fighters. If 70 are encountered, there will be an additional fighter of third level, and for more than 130 there will an additional of fifth, two of fourth, two of third, and four of second level. If encountered in their lair, there will be females and young equal to 100% and 30% respectively of males indicated.

Usual protection consists of leather, padded, or chain armor. Sometimes a beguine will use a shield.

Beguines are usually armed as follows:

short sword and bow	10%
short sword and spear	15%
short sword	10%
short bow	10%
sling	10%
spear	25%
hand axe	15%
dagger	5%

All higher level beguines have a 10% chance of having magic armor and/or weapons. All normal beguines have AC 6, but those at 3rd and 2nd level have AC:5 and those at 4th have AC:4.

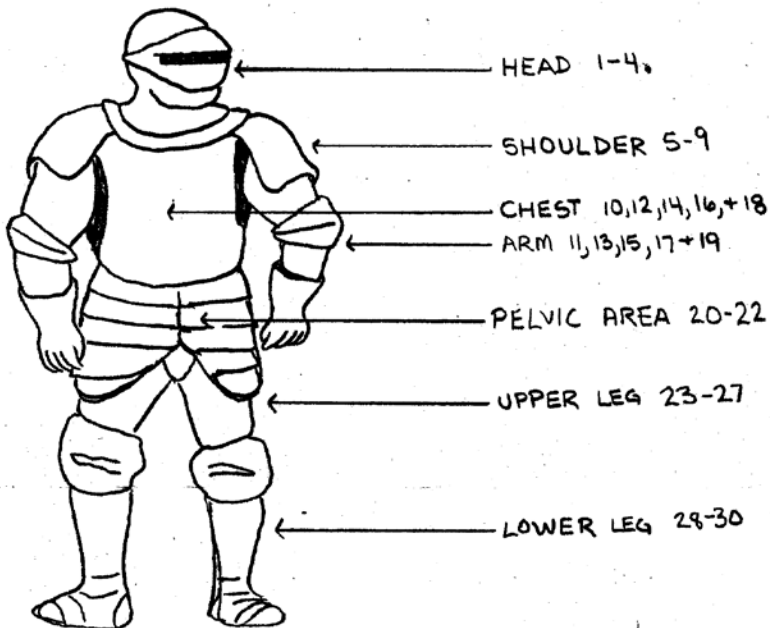
Magic and poison resistance of beguines (from halfling lineage) let them save at 2 levels above their actual. They are clever at quiet movement and hiding. They surprise on a die roll of 1-2 (on 1d6) and in natural terrain, they are treated as invisible if there is any form of vegetation in which to conceal themselves. They have infravision (60') and dislike water, but will agree with it if necessary.

DESCRIPTION: Beguines have pale skin and little or no hair. They usually have yellow eyes and their clothing is very colorful (usually red and blue). They have a life expectancy of 200 years or more.

D30 FEATURE

WHERE DOES THE WEAPON HIT?

ATTACKER'S HEIGHT	CENTRAL AREA HIT
0-1'	+20
1'-2'	+18
2'-3'	+10
3'-4'	+2
4'-5'	-
5'-6'	-2
6'-7'	-5
7'-8'	-8
8'-9'	-15
9' and above	-20



IF AN ATTACKER SCORES A HIT, THE REFEREE CAN DETERMINE THE CENTRAL AREA IN WHICH THE HIT IS SCORED. THIS IS DETERMINED BY A ROLL ON A THIRTY-SIDED DIE.

IF DIFFERENT PARTS OF THE BODY ARE ARMORED DIFFERENTLY, FIRST THE ATTACKER MUST ROLL TO HIT. THEN ROLL FOR THE AREA. IF THE TO HIT ROLL IS SUFFICIENT FOR THE BODY PART, A HIT IS SCORED. THEN ROLL FOR DAMAGE.

OPTIONAL RULE

IF THE BEST TO HIT ROLL POSSIBLE AND FULL DAMAGE IS SCORED, THE BODY PART LOSES USE FOR THE NEXT 1-4 (d4) MINUTES.

BROUGHT TO YOU BY THE THE D30 DM COMPANION
NOW AVAILABLE AS A PDF FROM RPGNOW.COM AND IN PRINT FROM LULU.COM.

FAMILIARS FOUND

Guidelines for Spellcaster Familiars in New Big Dragon's Universal RPG The System

A familiar is an animal or spirit closely linked to a spellcaster. The relationship between familiar and spellcaster should be one of mutual admiration and respect rather than ownership, as a familiar is not something to be "owned." With their own names, personalities, desires, and thoughts, familiars "choose" to serve a spellcaster as a sort of "peer." Furthermore, the role of familiar is far more than that of a companion, engaging in such tasks as carrying messages, standing watch, performing surveillance, acting as a guide, and aiding in spellcasting.

At the GM's discretion, a spellcaster character may be granted a familiar under the following guidelines and constraints:

- :: The spellcaster has no control over the familiar that will "find" him or her (familiar at GM's discretion).
- :: A familiar will fight for the life of the spellcaster only in life-and-death situations, and will seek shelter in most other combat situations.
- :: Any bonuses bestowed by the familiar (see below) are good to a range of no more than 100', but the familiar may send a telepathic "warning" from as far as 1 mile away.
- :: If a familiar is dismissed by the spellcaster or dies, it may not be replaced before the passing of one year and one day.



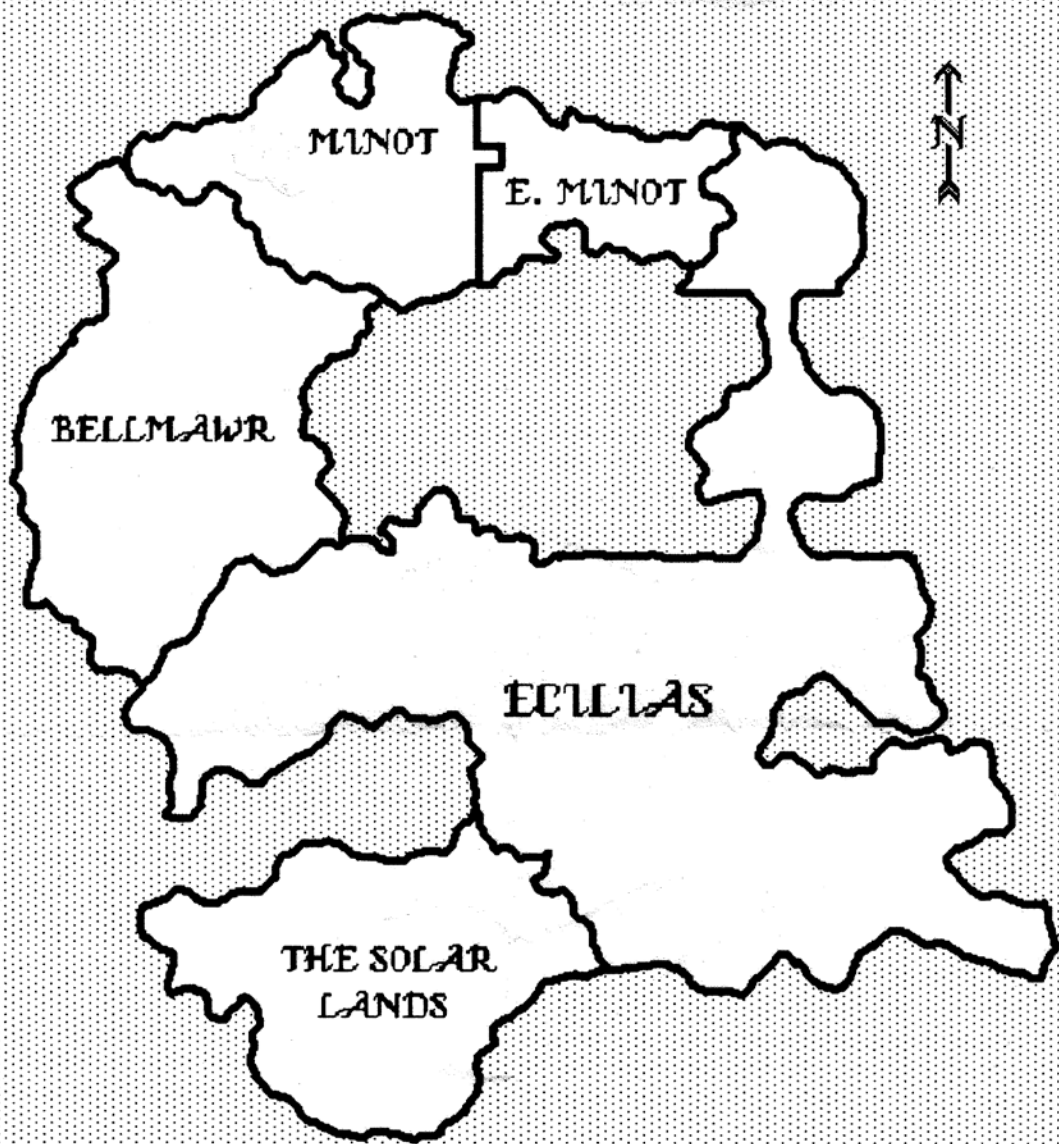
Walter Crane

Familiar Bonuses. Generally, a familiar will provide its companion spellcaster with a bonus to all surprise checks, a bonus to defense (in combat), and a bonus to all saving throws vs. ranged attacks. Furthermore, at the GM's discretion, a familiar may provide the spellcaster one or more bonuses or special abilities as determined by the type of familiar (e.g., an owl might provide its spellcaster with darkvision).

At the GM's discretion, a familiar may be given a special ability which is not "transferrable" to the spellcaster (e.g., the ability to walk through walls, cause fear, or turn invisible).

Only the following spellcaster types are permitted a familiar:

- :: **Wizards.** Typical wizardly familiars include cats, lizards, owls, toads, constricting (non-poisonous) snakes, rats, lizards, monkeys, rabbits, squirrels, and birds of all sorts (including parrots, hawks, falcons, and eagles).
- :: **Witches (Ritual Spellcasters).** Typical witch's familiars include ravens, crows, bats, cats, poisonous snakes, and rats. There is a 50% chance (1-3 on 1d6) the animal is actually possessed by a demonic spirit which is controlling the animal while pretending to be the animal.
- :: **Shamans.** Shamanic familiars tend to be either birds or mammals found in the wild, including foxes and wolves, great cats, birds of prey, and all varieties of rodentia, bovidae and cervidae. There is a 50% chance (1-3 on 1d6) a shaman's familiar is actually in "spirit" form, and is non-corporeal.
- :: **Faeries.** Faerie familiars tend to be small woodland rodents (chipmunks, squirrels, beavers, moles, shrews, etc.) or birds (jays, finches, thrushes, warblers, woodpeckers, etc.) Any faerie with a bird familiar gets a bonus to all attacks using faerie magic if the bird is sitting on the faerie's shoulder and singing while the spell is cast.



YAL CARAMON

Lerdyn Chrisawn's Chronicle

For silence I pray the mother born,
for great and small with blow of horn,
shall all the deeds of they fathers mount,
as I call, recall, remember, recount.

- Lerdyn Chrisawn, Chronicle, Volume I, Quatrain I

The stories of Yal Caramon pre-dating Chrisawn's Chronicle are spotty at best, relegating themselves more to myths and legends than to history. There is the story of Arech, the great white bird with one hundred eyes and consumed in blue flame, who watched over the first children of Yal Caramon born from the icy pit of Syhin. There is the epic of Nikin and his nine sons and their nine sons, who ruled in both blood and compassion. There is the saga of the Estians, the diminutive blue race whose legacy continues to be discovered to this day in archaeological finds, but whose supposed extinction remains a mystery, and whose mere existence continues to be questioned.

And then there is Chrisawn's Chronicle.

Begun as little more than a personal diary in what is now 4,987 A.C. (ante chaos), the Chronicle is now it's sixth millennium of expansion and its 15,424 volumes have seen the hands of more than 3,500 annalists.

Ante Chao ("Before the Chaos")

VOLUMES 1-400 chronicle what would become The War of Division, detailing the ongoing series of conflicts between the northwest territories (soon to become the Northern lands, now Bellmawr, Minot, and East Minot) and the southeastern territories (soon to become the Southern Lands, now Ecilias and the Solar Lands). Begun three years into the near-century-long era known as the "Age of Agony," Chrisawn's life work of these twenty-score volumes details countless generals, patriots, martyrs and terrorists, born of humble and high, dedicated to lofty or little. The work itself is so extensive that the scholar Oasolore once noted, "It would not surprise me if more than a dozen fellows that lived in these lands at that time were not included in its pages."¹

Chrisawn died three days shy of the signing of the Treaty of Egethe, but was noted as saying upon his deathbed, "As my days become darker, I find comfort in the promise of peace. And hope that my record has taught all that if we arm ourselves with understanding, there is nothing we cannot conquer." These words grace the opening page of **VOLUME 401**, a thin tome by Chronicle standards, executed under the First Council of Votereko and detailing the Days of the Great Reconstruction of the newly established Northern and Southern Lands of Yal Caramon.

VOLUMES 402-1,325 depict great times of prosperity for the peoples of Yal Caramon. In her treatise "Prosperity and Politick," the populist philosopher Eteece remarked, "As you read through the pages of (these volumes), you can almost see the technology, culture, and commerce growing from the rows and rows of words across each page, harvested from the farmlands of our forefathers."² Many have lauded the First, Second, and Third Councils of Votereko for their commitment to the endeavor as both scholastic and poetic, and praise them for inspiring the people of politically separated lands to enable a perpetual and (supposedly) unbiased account of the peoples of Yal Caramon.³

Though **VOLUMES 1,326-15,423** (under the Fourth through Twenty-seventh Councils of Votereko) continue to detail the prosperity and growth of the lands of Yal Caramon, they are not generally held in the same regard as those executed under the first three Councils of Votereko.⁴ One wonders if the scholastic and poetic precedents set by early Councils were too demanding for the succeeding Councils, given that these volumes detail "so much information, about so many people, in so many places."⁵

This "business as usual" attitude is most apparent in the final five volumes of this span, in which the prose is reduced to "little more than nouns and verbs"⁶ delineating the following: 1) the discovery of ores in the western portion of the Northern Lands (now Bellmawr), 2) the relatively peaceful (though contentious) split of Bellmawr (newly named after the family that discovered the first ore deposits) from the rest of the Northern Lands, 3) the dedication of the remaining portion of the Northern Lands to science and philosophy (renaming itself Minot, after the great philosopher), 4) the democratization of Bellmawr, 5) the Minot Civil war and the separation of East Minot (the newly established democracy) from Minot (the existing monarchy), 6) the growth of the great port cities along the coasts of the Sea of Yal Caramon, and 7) the democratization of the Southern Lands and their renaming as Ecilias (an irony, given that King Ecilias was the country's "Great Monarch").

Then The Chaos came.

Praeter Chaos ("Beyond The Chaos")

"In the midst of one hundred years of death and destruction, even the master historian Chrisawn himself could not have imagined the devastation of The Chaos."⁸

For a thousand days, the southwestern peninsula of Ecilias shone as a thousand suns. It smoked and smoldered for a thousand more. The peninsula was walled off and these "Solar Lands" separated from the remainder of the continent. Some say it is to protect the rest of Yal Caramon as it struggles to piece itself together. Others say it is to hide the truth. Fear and anarchy have grown from city and hamlet and senate and throne. Communities have been torn apart. Beliefs have been divided. Only conjecture persists.

VOLUME 15,424 began under the last Council of Votereko, but the entirety of the volumes of the Chronicle (including its newest) have been stolen away by the ancient order of the Yal Raga and "appropriated" for supposed preservation and perpetuation, bolstering rumors they were the cause of The Chaos that devastated the peninsula.

A haze of uncertainty bathes the continent in chaos. Perhaps the truth lies in the unwritten pages of the Chronicle.

Footnotes

1. Turek Oasolore, "Commoners, Kings, and Conviction," 458 A.C.
2. Synoribu Eteece, "Prosperity and Politick," 1,535 A.C.
3. Adyte Cymes, "Viva Votereko," 879 A.C.
4. Fafes Featherstone, "Record of Our Times," 343 A.C.
5. Fafes Featherstone, "Record of Our Times Revisited," 341 A.C.
6. Aiteeldo Nextaum, "Before the Chaos," 54 P.C.
7. Cawino, Dyforr, "From the Patriarch to the People," 652 A.C.
8. Bodeky Laromn, "From the Ashes," 3 P.C.

New NPC Class: Chroniclist

Level	Title	Exp. Pts.	Hit Dice	Branches			
				1	2	3	4
1	Amanuensis	0	1d4	-	-	-	-
2	Recorder	1,500	2d4	1	-	-	-
3	Transcriber	3,000	3d4	2	-	-	-
4	Writer	6,000	4d4	2	1	-	-
5	Annalist	12,000	5d4	2	2	-	-
6	Scripter	25,000	6d4	2	2	1	-
7	Historian	100,000	7d4	3	2	1	-
8	Historiographer	200,000	8d4	3	2	1	1
9	Chronicler	300,000	9d4	3	3	1	1
10	Chronicle Keeper	400,000	10d4	3	3	2	1
11	High Chronicle Keeper	500,000	11d4	3	3	3	1
12	Arch Chronicle Keeper	600,000	12d4	3	3	3	2
13	Great Chronicle Keeper	700,000	13d4	3	3	3	3



Morris Meredith Williams

The prime requisites for chroniclists are intelligence and dexterity, both of which must be 13 or above. If both are 15 or above, chroniclists earn an receive a 10% bonus to earned experience points.

RESTRICTIONS: Chroniclists use d4 to determine their hit dice, may not wear any armor, and may use only a dagger for a weapon. Chroniclists fight and save as a cleric of a level equal to their own. Chroniclists may not attain a level higher than 13th. Furthermore, there may only ever be 16 High Chronicle Keepers, 4 Arch Chronicle Keepers, and 1 Great Chronicle Keeper. These positions open only upon the death of a current office-holder, and each replacement is chosen on merit by a conclave of the living High and Arch Chronicle Keepers. Retirement by a living Chronicle Keeper is almost unheard of.

SPECIAL ABILITIES: Chroniclists have the following special abilities:

Chroniclists gain a number of new languages at each level equal to that level. For example, at first level, a chroniclist will learn 1 new language (in addition to any starting languages as determined by their intelligence), attain 2 additional languages upon reaching 2nd level, attain 3 more languages upon reaching 3rd level, and so on. A chronicler is able read, write, and speak these languages.

At 3rd level, chroniclists gain the ability of perfect memorization. With this ability, they are able to remember anything they have heard or read (by rolling their intelligence or lower on 3d6). This ability applies only to those languages known by a chroniclist.

At 7th level, chroniclists gain the ability of insight, by which they are able to detect the true meaning of someone's words (by rolling their intel-

ligence or lower on 3d6), even if the words are false or misleading in nature. This ability applies only to those languages known by a chroniclist

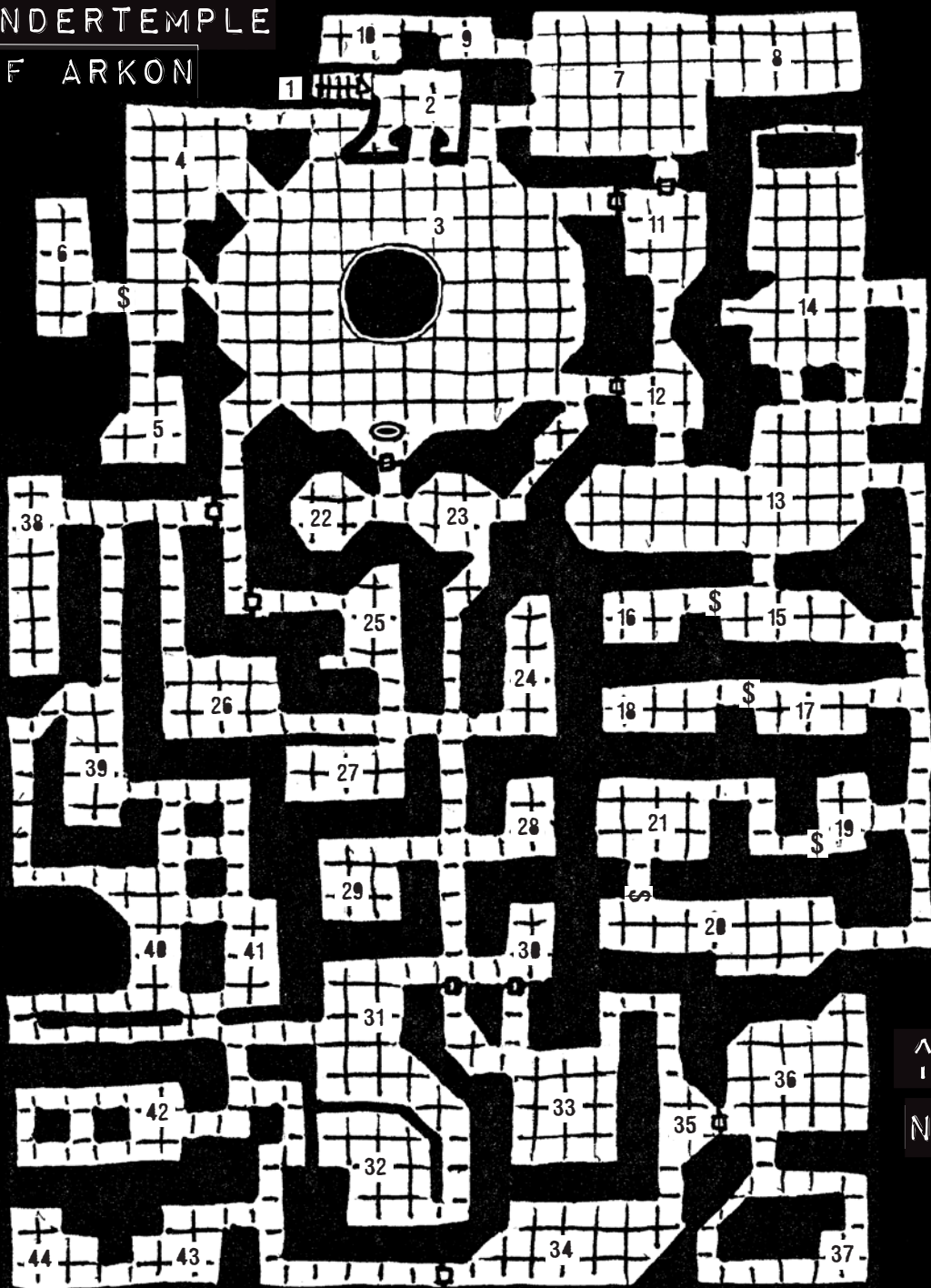
At 9th level, chroniclists gain the ability of comprehension. With this ability, they are able to decipher ancient or unknown languages, both written and spoken (by rolling their intelligence or lower on 3d6). There is a 1% chance for each 25 words translated that the chroniclist will be able to learn the language in addition to languages known by level. For example, a sample of approximately 250 words would give the chroniclist a 10% chance of learning the language.

At each level above first, chroniclers learn an area of historical expertise known as a "branch." Each 1st level branch represents a geographical area (e.g., Ecilias, Minot, etc.). The 2nd level branch represents a general knowledge area in that geographical area (e.g., military history or cultural history in Ecilias). The 3rd level branch represents a specific branch of that area (e.g., key battles or key figures of military history in Ecilias), and the 4th level branch represents a specific figure or event from a 3rd level branch. Chroniclists are able to answer questions from their branches of knowledge as outlined below:

Depth of Question	Depth of Relevant Branch			
	1st	2nd	3rd	4th
General	50%	75%	90%	99%
Specific	25%	50%	75%	85%
Exacting	10%	20%	40%	70%

+5% per character level to chance of answering question, with a maximum chance of 99%

UNDERTEMPLE OF ARKON



THE UNDERTEMPLE OF ARKON

An Adventure for Characters Levels 1-3



"When my father was young, he heard stories of a large cat, black as the night and tremendous in size. It was said that to look into his eyes was to fall under his spell. The locals called him 'Shadowcat,' not knowing if the creature was real, or a story fabricated to frighten children of the shadows of night.

"The cult that formed in his honor called him 'Arkon,' a name that supposedly mimicked the sound of his roar. The cult grew quickly... almost too quickly. If the stories of the cat's charming abilities were true, then the cult was only going to get bigger. This alarmed the locals. So with hammers and torches in hand, a throng assembled and assaulted the temple. Every cultist was killed and the structure was leveled to a pile of rubble. The threat seemed to be eliminated (though no evidence of the cat was ever found).

"And so, the peoples in the area slept sounder at night... for a while. Rumors have begun to populate the lips of the locals--rumors that the cult is once again growing in number, rumors that the shadowcat lives, and rumors that the shadow of death is creeping closer.

"A recent report tells of a group of cultists disappearing into the ground where the temple once stood. Perhaps the cult is re-forming in some sort of underground lair. If this is true, then the gods help us.

"And if you should undertake an expedition to discover the truth, then may the gods be with you."

Wandering Monsters

ABOVE GROUND
Check every 3 turns.
Roll 1d8

1. 1d4 acolytes
2. 1d4 bugbears
3. 1 giant oil beetle
4. 2d4 goblins
5. 1d4 skeletons
- 6-8. No encounter

UNDERTEMPLE AREA
Check every 3 turns.
Roll 1d12

1. 1d8 acolytes
2. 1d4 bugbears
3. 1 giant oil beetle
4. 1 gelatinous cube
5. 1d4 goblins
6. 1d4 giant shrews
7. 1d4 skeletons
8. 1 giant black widow spider
9. 1 shadow
- 10-12. No encounter

THE UNDERTEMPLE OF ARKON

ENCOUNTER KEY

- 1. Stairwell Entrance.** The stairs leading down into the undertemple area are actually a set of sliding stairs. The fifth of the ten steps down is the trigger. When stepped on, there is a 1-2 chance on 1d6 that the trap will go off, causing all on the steps to slide to the bottom. Once triggered, the stairs will remain in the "slide" position. Thieves attempting to make their way back up do so with a 5% bonus on the attempt.
- 2. Antechamber.** This room smells sweet, with hints of pine and basil. The columns framing the doorway to the south are smeared with blood and spotted toward their bases with small bloody handprints. The fingers of the hands that left the prints are long and slender--otherwise, it might appear they were left by children.
- 3. Pit Room.** This massive, semi-octagonal room features 2 pits--a 30'diameter and 20' deep pit in the center of the room, and a 20' deep pit that is 10' wide and 5' across located in front of the door on the south end of the room. At the bottom of the larger pit are 3 bugbears (hp:1 pt. each). They are unclothed, emaciated, and appear to be near the edge of death; they are too weak to walk, much less fight. In fact, they have to muster up the strength just to whimper to anyone that above that might listen. If anyone speaks bugbear, there is a 1-in-6 chance (roll of 1 on 1d6) they will be misunderstood to say, "end our misery," when in truth they are asking to be saved (heard on a roll of 2-6 on 1d6). If anyone attempts to speak to the bugbears using goblin or hobgoblin, the chance to be misunderstood rises to 50% (1-3 on 1d6). At the bottom of the pit at the south end of the room is a **black panther** (AC:4; HD:4; Mov:210/70; #Att:2 claws/1 bite; Dam:1d4/1d4/1d8; SA:Fighter/2; Mor:8; Align:N) and the skeletal remains of several bugbears.
- 4. Shrine of the Black Panther.** In the northwest corner of the room is a black marble statue of a seated black panther with a regal look about him. Piled on the floor around the base of the statue are the belongings of the bugbears (living and deceased), including 2 shields, 4 axes, a sword, a dagger, their grungy clothing (misc. skins and hides), and a variety of trinkets (primitive charms, tooth necklaces, etc.)
- 5. Vestments Room.** Mounted to the walls here are a dozen or so iron hooks that appear to be for hanging clothing, but nothing is hung here. One of the hooks is a trigger to open the secret door that accesses the Aromatic Oils Storage Room (area 6).
- 6. Aromatic Oils Storage.** The air in the room here swirls with all manner of smells--from sweet to sour to pungent to subtle. The west wall is lined floor-to-ceiling with shelves, upon which rest shapes and sizes of bottles filled with aromatic oils. Searching the shelves for 1 full turn will reveal a small blue bottle tucked into the back of the bottom far right corner. It contains a **potion of gaseous form**.
- 7. Arena.** Painted in the middle of the floor here is a large circular symbol filled with arcane markings. The room is otherwise empty. If one of the figurines from area 8 is placed anywhere within the circle, it will take 1 round for the figurine to "grow" to full size and come alive, at which point it fight to the death with any and all creatures inside the circle, beginning with the nearest opponent. If no one is standing in side the circle when it comes to life, it will not attack until someone steps inside the circle. Any and all creatures that step inside the circle at any time while the creature is alive become an opponent to the death, even if they leave the circle. Figures placed inside the circle will fight with other figures placed inside the circle.

8. Gallery of Figurines. Along the north and south walls of this room are shelves lined with dozens of small clay figurines of varying size and types, varying in size from 3" to approximately 6". These figures will come to life (as flesh and blood) when placed in the symbol "arena" in area 7 (see 7. **Arena.** for details). The figures are worth only a few copper pieces each, and have no magical properties except when placed inside the arena in area 7. The DM may use the following space to list number and types of figures present in the room. The figures are easily broken/smashed. Smashed figures will not come to life in the arena (and will remain only broken pieces of clay).

Creature Type	#	Creature Type	#	Creature Type	#
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

9. Clay Shards. Shards of clay and remains of the broken figures from area 8 strewn about here.

10. Pottery-making Room. There is a pottery wheel here, as well as large clay urns filled with water and fresh clay. There is nothing magical about the urns, the clay, or the wheel. Whatever power creates the figures as flesh and blood must come from the symbol, and not the figurines.

11. Empty Room. The doors that access this room (from the north and west) are locked.

12. Empty Room. The door that accesses this room (from the west) is locked.

13. Skeleton Guards. Facing the door, armed and at the ready (cannot be surprised), are **5 skeletons** with swords and shields (AC:6; HD:1; Mov:60/20; #Att:1; Dam:1d6 or weapon; SA:Fighter/1; Mor:12; Align:C).

14. Empty Room.

15. Skeleton Guards. Facing the door, armed and at the ready (cannot be surprised), are **2 skeletons** with swords and shields (AC:6; HD:1; Mov:60/20; #Att:1; Dam:1d6 or weapon; SA:Fighter/1; Mor:12; Align:C).

16. Secret Room. Small pedestal in center of room supporting **poison potion.**

17. Skeleton Guards. Facing the door, armed and at the ready (cannot be surprised), are **2 skeletons** with swords and shields (AC:6; HD:1; Mov:60/20; #Att:1; Dam:1d6 or weapon; SA:Fighter/1; Mor:12; Align:C).

18. Secret Room. Small pedestal in center of room supporting **cursed sword, -1.**

19. Skeleton Guards. Facing the door, armed and at the ready (cannot be surprised), are **3 skeletons** with swords and shields (AC:6; HD:1; Mov:60/20; #Att:1; Dam:1d6 or weapon; SA:Fighter/1; Mor:12; Align:C).

20. Skeleton Guards. Facing the door, armed and at the ready (cannot be surprised), are **2 skeletons** with swords and shields (AC:6; HD:1; Mov:60/20; #Att:1; Dam:1d6 or weapon; SA:Fighter/1; Mor:12; Align:C).

- 21. Treasure Room.** Guarding this room is a **shadow** (AC:7; HD:2+2; Mov:90/30; #Att:1; Dam:1d4 + 1 pt. strength drain; SA:Fighter/2; Mor:12; Align:C). A wood chest in the far northwest corner contains 3000gp.
- 22. Shrine of Nine Lives.** Placed around the perimeter of the room are 9 small alcoves acting as shrines. Each contains a black onyx statuette (10gp each) of a black panther sitting in a regal pose; these are essentially 8"-tall versions of the larger statue in area 4. All of the alcoves are trapped; unless detrapped, there is a 2-in-6 chance that any statue removed will trigger an arrow that shoots straight out of the back of the alcove, doing 1d4 points of damage to the first creature standing in the alcove's "line of fire."
- 23. Empty Room.** This room smells of vaguely of ammonia. There is a 1-in-6 chance that any PC will recognize the smell as some sort of feline urine.
- 24. Panther Cage.** This room contains a cage which holds a **black panther** (AC:4; HD:4; Mov:210/70; #Att: 2 claws/1 bite; Dam:1d4/1d4/1d8; SA:Fighter/2; Mor:8; Align:N) gnawing on a bugbear arm. The room is consumed with the smells one would think accompanies a caged beast of this sort.
- 25. Empty Cage.** There is a cage here, large enough to hold a panther. This room reeks of ammonia. There is a 1-in-6 chance that any PC will recognize the smell as some sort of feline urine.
- 26. Panther Cage.** This room contains a cage which holds a **black panther** (AC:4; HD:4; Mov:210/70; #Att: 2 claws/1 bite; Dam:1d4/1d4/1d8; SA:Fighter/2; Mor:8; Align:N) gnawing on a bugbear arm. The room is consumed with the smells one would think accompanies a caged beast of this sort.
- 27. Panther Cage.** This room contains a cage which holds a **black panther** (AC:4; HD:4; Mov:210/70; #Att: 2 claws/1 bite; Dam:1d4/1d4/1d8; SA:Fighter/2; Mor:8; Align:N). **3 acolytes** (AC:5; HD:1; Mov:60/20; #Att: 1 mace; Dam:1d6; SA:Cleric/1; Mor:7; Align:C) armed with maces. They are trying to get the panther to eat. The panther is not interested in the bugbear leg they are forcing upon it.
- 28. Empty Room.**
- 29. Empty Room.**
- 30. Napping Acolyte.** In the corner of this otherwise empty room is an **acolytes** (AC:5; HD:1; Mov:60/20; #Att: 1 mace; Dam:1d6; SA:Cleric/1; Mor:7; Align:C) taking a nap, his mace propped next to him against the wall.
- 31. Empty Room.**
- 32. Arkon Alcove.** The recessed portion of this room to the northwest features a large statue (nearly 20' wide) of a preying panther, the base of which reads "ARKON." Anyone coming within 5' of the statue must save vs. spells or be overcome with fear, causing them to act "cautiously" and striking with a -1 "to hit" penalty for a duration of 3 turns.
- 33. Praying Acolytes.** Gathered in a circle in the middle of the room are **9 acolytes** (AC:5; HD:1; Mov:60/20; #Att: 1 mace; Dam:1d6; SA:Cleric/1; Mor:7; Align:C) gathered in prayer, maces hung from their belts. With them is a **3rd-level cleric** (AC:5; HD:3; Mov:60/20; #Att: 1 mace; Dam:1d6; SA:Cleric/3; Mor:7; Align:C) armed with a mace, that has the following spells memorized: *cause light wounds*, *fear*.

34. Empty Room.

35. Skeleton Guards. Armed and at the ready (cannot be surprised), are **2 skeletons** with swords and shields (AC:6; HD:1; Mov:60/20; #Att:1; Dam:1d6 or weapon; SA:Fighter/1; Mor:12; Align:C).

36. Arkon's Lair. Inhabiting this room is **Arkon the black panther** (AC:2; HD:6; Mov:240/80; #Att: 2 claws/ 1 bite; Dam:1d6/1d6/2d6; SA:Fighter/3; Mor:12; Align:C). He is massive (almost twice the size of a normal black panther) and the streaks of grey peppering his fur indicate he is ancient for this type of creature. His age, however, is not indicative of his combat prowess, as he is quite dangerous. Furthermore, he is magical; anyone looking into his eyes must save vs. spells or be charmed by him. Those failing the saving throw will want to serve him, even fighting on his (and the cult's) behalf.

37. Arkon's Horde. Arkon's treasure is stored here and includes the following: a gold necklace (1200gp), a black sapphire (1000gp), a **shield +1**, a **word +1**, and a **ring of invisibility**.

38. Webbed Room. This room is strewn with spiderwebs. Should anyone enter with an exposed flame, there is a 1-in-6 chance per turn they will accidentally set the webs alight, causing 1d2 damage to all creatures inside the room, including the **giant black widow spider** (AC:6; HD:3; Mov:60/20, 120/40 in web; #Att:1 bite; Dam:2d6 + poison; SA:Fighter/2; Mor:8; Align:N) hiding at the south end of the room. Scattered about the room are a total of 60 copper pieces.

39. Webbed Room. This room is strewn with spiderwebs. Should anyone enter with an exposed flame, there is a 1-in-6 chance per turn they will accidentally set the webs alight, causing 1d2 damage to all creatures inside the room.

40. Empty Room.

41. Empty Room.

42. Webbed Room. This room and the hallways to the west are strewn with spiderwebs. Should anyone enter these areas with exposed flame, there is a 1-in-6 chance per turn they will accidentally set the webs alight, causing 1d2 damage to all creatures inside these areas, including the **giant black widow spider** (AC:6; HD:3; Mov:60/20, 120/40 in web; #Att:1 bite; Dam:2d6 + poison; SA:Fighter/2; Mor:8; Align:N) just inside the doorway. In the southwest corner of the hallways, lies the shriveled corpse of a goblin with chain armor (will fit a small dwarf), a wooden shield, and a short sword. Tucked into a pouch hung from his belt are 10 silver pieces and a **potion of levitation**.

43. Treasure Room Antechamber. Guarding this room is a **shadow** (AC:7; HD:2+2; Mov:90/30; #Att:1; Dam:1d4 + 1 pt. strength drain; SA:Fighter/2; Mor:12; Align:C).

44. Treasure Room. In the center of this is a small iron chest that is locked and trapped. When the chest is opened it will release a cloud of gas that fills a 30' diameter and (on a failed saving throw vs. breath weapons) causes blindness for 1d4 turns (unless detrapped). The chest contains 2000 gp and a **sword +1, +3 vs. undead**.

SEVEN NEW MAGICAL



Name	Description	gp Value
Fumbleblade	+1 dagger; on a natural 20 "to hit" roll, causes target to drop any thing being held in hands (no saving throw); wielder can never unintentionally drop the dagger (e.g., due to a <i>fumble</i> spell)	4,000 gp
Sickening Sword	+1 longsword; on a successful "to hit" roll, causes target (on a failed saving throw vs. poison) to become nauseous and strike at -1 "to hit" for 1d4 turns	6,000 gp
Baffling Blade	+1 short sword; allows wielder to create a mirror image of him/herself once per day for a duration of up to 2 turns	5,000 gp
Plague Mace	+2 mace; on a successful "to hit" roll, causes target (on a failed saving throw vs. poison) to become plagued with disease for 2d6 days, striking at -2 on all "to hit" rolls	7,500 gp
Watermaker Axe	+1 axe; when struck to stone, creates a spring of water that supplies 10 men and their mounts for 1 day (about 40 gallons of water), once per day	3,500 gp
Ethereal Arrow	+1 arrow; once released from bow, becomes ethereal, and will strike any phased or ethereal creatures (on successful "to hit" roll), but will not affect any non-phased or non-ethereal creatures in its path	1,000 gp
Splitting Spear	+1 spear; when thrown, splits into 2 separate spears, each of which makes a separate "to hit" roll vs. the single target, each doing normal damage (for a +1 spear) on a successful "to hit" roll	8,000 gp



WHO SPEAKS WHAT

A crib sheet for languages spoken by the creatures of the world's original fantasy role-playing game.

Race	common	brownie	bugbear	centaur	dryad	elf	gnoll	gnome	goblin	halfling	hobgoblin	kobold	nixie	nymph	ogre	ogre mage	orc	pixie	satyr	sprite	other	alignment
brownie	•					•			•									•				LG
bugbear		•						•														CE
centaur			•																			N-CG
dryad					•																	—
dwarf	75%				•			•			•											LG
elf	•					•		•														CG
elf, aquatic						•																—
elf, drow						•																—
elf, half-elf, gray	•					•		•			•											CG
elf, gray	•					•		•			•											CG
elf, wood						•																—
elf, wood						•																—
giant, hill														50%								CE
gnoll										60%				60%								CE
gnome	•					•		•			•											—
goblin						•		•			•											LE
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Who's in the Tavern?



Christian Krohg

DIRECTIONS

1. Roll on Table 1
2. Roll on Tables 2A–2F as indicated by Table I
3. Roll on Table 3
4. Roll on Table 4
5. Roll 3d6 for Charisma

TABLE 1: GENERAL TYPE & AGE (Roll 2d6)

Result	General Type	Age	Roll on:
2	local, non-human, female	by race	2D
3	traveler, human female	10+4d6	2A
4	local, human female, young to middle-aged	12+3d6	2D
5	local, human female, middle-aged to old	24+4d6	2D
6	local, human male, young	12+2d6	2E
7	local, human male, middle-aged	24+3d6	2E
8	local, human male, old	36+4d6	2F
9	local, non-human, male	by race	2D
10	traveler, human male, young	12+2d6	2B
11	traveler, human male, middle-aged	24+3d6	2C
12	traveler, human male, old	36+4d6	2C

TABLES 2A: TRAVELING FEMALE OCCUPATION (Roll 1d6)

Result	Occupation
1	+d3: dancer/minstrel/poet
2	+d3: cook/jeweller/seamstress
3	+d3: teacher/scribe/sage
4	merchant, +d3: antiques/books/clothing
5	merchant, +d3: jewelry/perfume/oil/spices
6	merchant, +d3: magic items/potions/scrolls

TABLES 2D: LOCAL FEMALE OCCUPATION (Roll 1d6)

Result	Occupation
1	+d3: glass blower/weaver/winemaker
2	+d2: baker/cook
3	+d3: teacher/scribe/sage
4	homemaker: wife, no children
5	homemaker: mother to 1d6-1 children
6	homemaker: widow w/ 1d6-1 children

TABLES 2B: TRAVELING MALE OCCUPATION I (Roll 1d6)

Result	Occupation
1	+d3: animal trainer/assassin/mercenary
2	+d3: fletcher/goldsmith/tailor
3	+d3: construction/smithing/leathermaker
4	merchant, +d3: leather goods/tools/weapons
5	merchant, +d3: weapons/armor/weapons&armor
6	merchant, +d3: magic items/potions/scrolls

TABLES 2E: LOCAL MALE OCCUPATION I (Roll 1d6)

Result	Occupation
1	+d3: barber/butcher/undertaker
2	+d3: armorer/leathercrafter/smith
3	+d3: bowmaker/carver/fletcher
4	merchant, +d3: feed&seed/livestock/farming tools
5	merchant: tools, torchers, & lamps
6	merchant: weapons

TABLES 2C: TRAVELING MALE OCCUPATION II (Roll 1d6)

Result	Occupation
1	+d3: interpreter/orator/politician
2	+d3: astrologer/mapmaker/teacher
3	+d3: alchemist/scribe/sage
4	merchant, +d3: leather goods/tools/weapons
5	merchant, +d3: weapons/armor/weapons&armor
6	merchant, +d3: magic items/potions/scrolls

TABLES 2F: LOCAL MALE OCCUPATION II (Roll 1d6)

Result	Occupation
1	retired (roll on 3B for previous profession)
2	+d3: sage/scribe/teacher
3	+d3: bowmaker/carver/fletcher
4	merchant, +d3: feed&seed/livestock/farming tools
5	merchant: tools, torchers, & lamps
6	merchant, +d3: antiques/books/obscurities

3: BODY TYPE (Roll 1d2 + 1d6)

Result	Male Body Type	Female Body Type
1-1	fragile	delicate
1-2	lean	lean
1-3	lightly muscled	slightly curvy
1-4	athletic	slightly muscled
1-5	small-shouldered	thin
1-6	broad-shouldered	thick
2-1	rectangular-shaped	hourglass-shaped
2-2	excellent posture	poised
2-3	thick	curvy
2-4	soft	pear-shaped
2-5	pudgy	round
2-6	heavyset	heavyset

4: PERSONALITY (Roll 1d2 + 1d6)

Result	Personality
1-1	enthusiastic
1-2	friendly
1-3	analytic
1-4	good-natured
1-5	pragmatic
1-6	quiet, reserved
2-1	kind, conscientious
2-2	reflective
2-3	serious
2-4	sensitive
2-5	assertive, outspoken
2-6	impatient

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