

Gazebo Gazette

Issue No 2



Back from the Dead Issue

Roll dice.

Kill monsters.

Take their stuff.

Have fun.

 Magic Pig Media

Gazebo Gazette Issue No 2.

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Daniel F. Walthall
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Heather Shinn and J.M. Woiak of the Stinky Goblin, 2016

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Magic Items

The Sword of Wonder

Why should Magic-Users have all the fun with their Wands of Wonder? Devised by an eccentric wizard who grew weary of the constant bragging and attention the “brave warrior” types always received, he created a devious magic weapon just for them.

The Sword of Wonder appears as a normal +1 magical long sword until swung in combat. When the sword strikes an opponent in addition to normal damage, roll on the following chart.

The Sword of Wonder is considered a cursed magic item. Remove Curse spells only have a 50% chance of working. The wielder may attempt to be free of the The Sword of Wonder through the use of a Wish. Or the character may acquire and use another cursed magic weapon for 3d6 weeks. (And hopefully survive.)



Dagger of Spell Power

A seemingly plain dagger with arcane runes etched on its blade.

This magical dagger can be used by a Magic-User to increase the power of his spells. The Magic User inflicts 1d4 damage on himself while casting a spell. The amount of damage equals penalty to the Saving Throw of any targets of that spell. However, the self-inflicted damage cannot be healed magically.

The Sword of Wonder Powers

1	Wielder and opponent are teleported into pocket dimension only to emerge when there is victor. The victor emerges with the appearance of the loser.
2	Wielder and opponent switch alignments.
3	Wielder and opponent switch genders.
4	Opponent is fully healed.
5	Opponent is cleaved in two. Each half with 1/2 maximum HP but all other abilities at full strength.
6	Swarm of butterflies surround the wielder and opponent. Both at -2 to hit.
7	Swarm of carnivorous butterflies surround the wielder and opponent. Each take 1d4 damage per round for 1d6 rounds.
8	All ferrous metals within 20 feet of the Wielder are strongly magnetized. Strength and Dexterity checks required depending on the size and quantity of items in the area.
9	Wielder and opponent are rendered invisible but only to each other.
10	The Wielder hits his opponent as normal.
11	Wielder and opponent teleported 1d6 times 10 feet in a random direction.
12	Everyone and everything within 20 feet heals 3d6 HP.
13	Fireball! Everyone within 30 feet Save or take 6d6 damage.
14	The sounds of battle attract a wandering monster. Roll and see what shows up.
15	Nothing happens. But roll again for an illusionary effect.
16	Wielder is healed fully.
17	A random target within 20 feet of the wielder is dealt normal weapon damage.
18	Opponent hits itself.
19	Opponent takes damage equal to the amount of damage that the wielder has taken (Max HP-Current HP).
20	Opponent must Save vs Magic or be disintegrated.

The Dagger of Logoalth

Forged in the blood of innocents. Dedicated to an ancient forgotten death god. This viscous artifact is prized by thieves and assassins.

The Dagger of Logoalth is considered to be magical. It's more potent powers only activate against living targets. The dagger gets more dangerous with each hit.

First Hit: Normal Damage

Second Hit: Double Damage

Third Hit and beyond: Target Saves or Dies. If the attacker misses with an attack then he must save or die.



Potion of Spell Retention

A simple potion that has saved the life of many an arcane caster.

A Magic User drinks this potion when he prepares spells for the day. Whenever he casts a spell, he rolls a Saving Throw. If the save is successful then the spell is retained in the magic user's memory and the effect of the potion ends. If he fails the saving throw then the potion does not activate.

Note: The magic user has no control which spell, he must save against. It is whenever he casts a spell, whether it be a simple cantrip or a powerful ritual.

The Ring of Fire Protection (Usually)

This ring appears as a normal magical Ring of Protection until it malfunctions. If the character wearing the ring rolls a Natural 20 on a Saving Throw versus a fire based attack then the character still takes the normal amount of damage except that it is considered "cold" damage. If the character rolls a Natural 1 on a Saving Throw versus a cold based attack then the character takes double damage and the ring is destroyed.

Kris of Death

An ornate dagger favored by assassins who also use seduction as a weapon. The dagger's handle is in form of two lovers embracing and stabbing each other at the same time.

The Kris of Death acts as +1 dagger/+5 vs anyone (or anything) that wielder has been "romantic" with.

The Sword of the Damned

An ebony bladed long sword fueled by demonic power. When it consumes a soul green eldritch runes glow along the blade's length.

+2 Long Sword with the following extra powers.

When the character strikes the death blow to a living target, the sword draw the life force of the target into it. The sword gains a number of charges equal to the HD of the target. Here's how the charges are used.

Heal Wielder: The character must use this power immediately after striking the death blow. The wielder heals 2 HP/HD of the victim.

Hide Alignment: 1 Charge. The alignment of the sword and wielder are hidden from detection for a day. Note: The sword automatically uses this power every day. The wielder cannot stop the sword from doing this.

Invisibility: 3 Charges. Wielder becomes invisible as per the spell.

Poison Blade: 6 Charges. The sword is coated with a vile demonic poison for one round. If the wielder hits a target then the target must Save or Die.

When wielder of The Sword of the Damned is slain; the character cannot be raised by any means and the sword teleports to some mysterious and probably very dangerous place.

Potions of a Different Sort

The Little Blue Potion: Yep basically what you think it is.

One Shot: One shot and you're drunk.

Up All Night: The character stays awake and alert all night but gains no benefit from "rest".

Sort of Invisibility: Drink it and you're invisible but you're also blind at the same time.

Stunt Flying: Like a potion a Flying but the drinker flies in a random direction each round.

Invisible Potion: What is says. The potion is invisible. That's it.

Lucky Halfling's Foot

The bearer of this mummified halfling's foot may gain a +2 bonus to any Saving Throw or Attack Roll (3 times per day). The Foot must be activated before the dice are rolled.

Monsters

Scab Golem

A long forgotten sect of necromancers sought out a quick and relatively easy method to create golems. The result of their horrendous experiments is the Scab Golem. The creature is created with the blood and viscera left over from other experiments. The resulting creature is a bizarre necromantic construct sharing traits of both the undead and a golem.

HD 8

AC 9 [10]

Atk 2 fists (2d6)

Move 8

Save 8

CL/XP 12/2000

Special:

- Hit only by magic weapons
- Magic Resistance 75% (Magic-User spells only),
- Anyone seeing a Scab Golem must make a Saving Throw or flee in terror as the Fear spell.
- A Scab Golem maybe turned by clerics as an 8 HD undead creature (Mummy).
- Bits and pieces of dozens of souls make up a Scab Golem. Often this will make the creature behave erratically. There is a 10% chance each combat round that the Scab Golem will act as if it under the influence of a Confusion spell.

The Rat Roach

Many wizards don't keep the neatest of laboratories and when an accident happens there may be some unforeseen consequences. Such is the Rat Roach. A creature spawned from common vermin and alchemical waste. Part rat. Part cockroach. And all nuisance. However, in large numbers they can cause plagues or worse.

HD: 1d4 HP

AC: 9[10]

Attacks: Bite 1 to HP Damage

Saving Throw: 18

Move: 6

Special:

- Immune to poison.
- Magic Resistance 30%
- Carries disease. Save at +2 or contract the Plague.
- It just won't die. The first time a Rat Roach is "killed", it gets a Saving Throw. If successful then it's still alive. Barely but still alive.

Keeper of Souls

A dark-robed skeletal creature who roams the world and collecting the souls of the living. The Keeper of Souls does not have a liar but will hide during the day anywhere that is available. It's only treasure is the souls that it collects.

HD: 7

AC: 3[16]

Attacks: 2x Claws (1d8) on a successful hit the target must make a Saving Throw or be drained of 1d4 points of Constitution.

Saving Throw: 9

Move: 12

Challenge Level/XP: 10/1,400

Special:

- Undead Traits
- Requires magic weapon to hit.
- Any character killed by a Keeper of Souls cannot be raised by any means;
- Release The Souls: When a Keeper of Souls is "killed", its hold on its collection of souls is broken and a hoard of mad undead are released. Roll 1d6 and consult below to see what arises:



1	4d6 Skeletons
2	1d6 Shadows
3	1d4 Wraiths
4	1 Specter
5	Roll 1d4 twice on this chart.
6	Roll 1d4 thrice on this chart

Ethereal Dungeon Kraken

An ambush predator lurking in deepest depths of the most insane dungeons. This creature can see through the walls and pull it's prey through the walls all the while being in an adjacent room or level.

HD: Main Body: 7/Each Tentacle 2

AC: Main Body: 4[14]/Each Tentacle: 7[12]

Attacks: Main Body: Crunchy Beak (2d6)/10x Tentacle: (1d6)

Saving Throw: Main Body: 9/Tentacles: 16

Move: 6

Challenge Level/XP: 11/1,700 (4/120)

Special:

- See Through Stone Walls (20 feet).
- Half Damage From Non-Magical Weapons
- Constrict (Automatic Damage after successful attack with a tentacle. Saving Throw to escape),
- Pull Through the Wall (When the Ethereal Kraken has a poor character in its tentacles, the beast may attempt to pull the character through the wall. The character attempts a Saving Throw. If it fails then the character passes through the wall and is now in the primary lair of the monster. If it is successful then the character doesn't pass through the wall but the tentacle does. Smashing into the wall causes 1d8 damage but frees the character from the tentacle),
- Regenerate Tentacles (It can regenerate in a tentacle in 3d6 Turns).

Air Hound

Air hounds appear as large black hunting dogs with red glowing eyes and bat-like wings. A few powerful wizards have tamed these beasts to act as guards or send them out in packs to hunt down their enemies.

AC: 6[13]

HD: 5

Attacks: Bite (1d6)

Saving Throw: 11

Move: 12 (Fly 24)

Challenge Level/XP: 6/400

Special:

- See Invisible
- Immune to illusions
- Track by scent

Necro-Locust Swarm

Normal locust swarms can strip the land in a minutes. When such a swarm is corrupted by necromancy then the danger and destruction is

AC: Special (Swarm Defense)

HD: 5+

Attacks: Special (Swarm Attack)

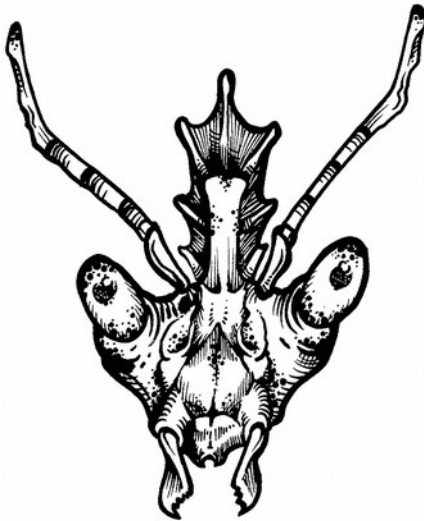
Saving Throw: 11 or by HD for larger swarms

Move: Fly 12

Challenge Level/XP: 6/400

Special:

- Undead Traits
- Swarm Attack: Any character caught within the Swarm, must attempt a Saving Throw or take 2d8 Damage from bites and stings. A successful Saving Throw halves the damage.
- Swarm Defense: The Swarm's AC is considered 9[10] for purposes of targeted attacks. However, any such attack including spells which would only affect a single target do only 1 HP damage to the swarm. Area effect spells and attacks do normal damage to the swarm.
- Create Swarm Zombie: Any character (or creature) killed by a Necro-Locust Swarm will rise again as a zombie in 1d6 rounds.
- Turning The Swarm: A cleric may attempt to turn the swarm. The Turn Undead check is handled as normal except consult only the HD of the creature type turned in the attempt. The swarm takes that number of d8 damage. For example, if the Turn Undead result is 4 HD undead (Shadow) then the Swarm takes 4d8 damage.



Random Tables

D30 Cataclysmic Events

1	An earthquake rocks the land.
2	Major floods. It's probably with just water.
3	Massive volcanic eruption. Cities buried. Lava Flows. Clouds of volcanic ash.
4	Landslides/Mudslides/Avalanches bury mountain towns or block passes.
5	Tidal wave/Tsunami lays waste to the coastal areas.
6	Hurricane/Typhoon makes landfall. The damage spread inland.
7	Massive drought makes fields barren and water scarce. May even create new deserts.
8	Wild fires scorch a large area.
9	Freak blizzard or sudden unseasonal freeze destroys crops and makes life miserable.
10	Meteorite crashes to earth. Did it bring something else besides destruction?
11	A miles-wide sink hole swallows up whatever happened to be there. Maybe something crawls out.
12	Plague wipes out large portions of the population.
13	Famine strikes. Food is scarce.
14	Two powerful kingdoms go to war.
15	A powerful group or race begins a genocidal purge of another group or race.
16	A powerful group, city, or kingdom is taken over by a fanatical element.
17	A "good" kingdom is usurped by an "evil" ruler.
18	An entire race is rendered sterile. Is there a cure?
19	A species of normal animals suddenly become sentient and start forming their own society.
20	A new moon appears in the night sky. Tidal patterns go crazy. Maybe other things happen.
21	A huge mysterious object is floating in the sky. Is it a city or something else?
22	A strange alien city suddenly appears. Are the inhabitants friendly or not?
23	A major city just disappears.
24	A new dangerous magical artifact is created.
25	A magic rift opens. What horrors invade the world?
26	The dead rise from their graves and attack the living.
27	A gigantic monster rampages across the land.
28	A god dies or is killed.
29	An ancient and long forgotten god returns.
30	A new god rises.

Droo Weird Alchemical Ingredients

1	Blood	34	Oil	67	A Beer
2	Skull	35	Dust	68	A Bottle Of Smoke
3	Rainbow	36	Meteorite	69	Tadpoles
4	Lots of Sand	37	Spices	70	Charcoal
5	Phlogiston	38	Bones	71	Yogurt
6	Morning Dew	39	Halfling Toe Nail Clippings	72	Ashes
7	Barrel of Rotten Fish	40	Unicorn	73	Maggots
8	Teeth	41	Bale of Straw	74	Glue
9	Fingers	42	A Tuning Fork	75	A Bucket
10	A brass bell	43	Soap	76	A Kitten
11	Feathers	44	Wheel of Cheese	77	Loaf of Bread
12	Night Soil	45	Chocolate	78	Lye
13	Bottle of Wine	46	Sweat	79	A Cow
14	Very Spicy HOT Sauce	47	Pig Skin	80	Tape Worm
15	Crystals	48	150 Lbs of Garlic	81	Tears
16	Pixie Dust	49	Truffles	82	Snails
17	Clay	50	Silver Ingots	83	Some Marbles
18	Lard	51	Eggs	84	Ball of Red Yarn
19	Apples	52	Ink	85	Poison
20	Lint	23	10 lbs of Sulfur	86	Lots of Spit
21	Plague Rat	54	Buttons	87	Mountain Dew
22	Jar of Leeches	55	2,000 CP	88	Ears (Elf?)
23	Whale Blubber	56	A Baby	89	A Piglet
24	Jar of Scabs	57	A Leper's Skin	90	Giant Vampire Leech
25	Mercury	58	Bag of Dog Poop	91	Dragon's Breath
26	Black Lotus	59	Dye	92	A Jar
27	Vinegar	60	7 Secret Herbs & Spices	93	Cadaver
28	Bag of Cat Hair	61	Mandrake Root	94	A Birthday Cake
29	Whiskey	62	Tea	95	Magic Mushrooms
30	Hand of a Holy Man	63	A Tree	96	Gems
31	Sack of Flour	64	A Pound of Gold	97	Star Dust
32	Sugar	65	A Cord of Firewood	98	Pure Water
33	A Dead Chicken	66	Diamond Dust	99	Precious Bodily Fluids
				100	You don't want to know

Spell Quirks

Spells aren't always perfect. Ancient texts or their translations may be inaccurate. Sometimes magical research doesn't quite work out the way intended or maybe that wand has some other side effect.

3	Target saves at +4. If spell has no save, Target still gets one to avoid (without the +4).
4	Caster Takes Spell Level HP Damage.
5	Casting takes an extra round.
6	1 in 6 Chance that the spell just fails.
7	Takes Spell Level X 5 GP Exotic Components to cast.
8	Loud Incantations and exaggerated gestures.
9 to 11	No Side Effect.
12	There's always an unpleasant odor when cast.
13	Caster must be naked to cast this spell.
14	Spell Level % chance that random demon is summoned.
15	Caster haunted by poltergeist for a day (cumulative).
16	Cannot move and will take an "Attack of Opportunity" when casting.
17	Counts as two spells for "spells/day".
18	Roll on this chart twice.

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