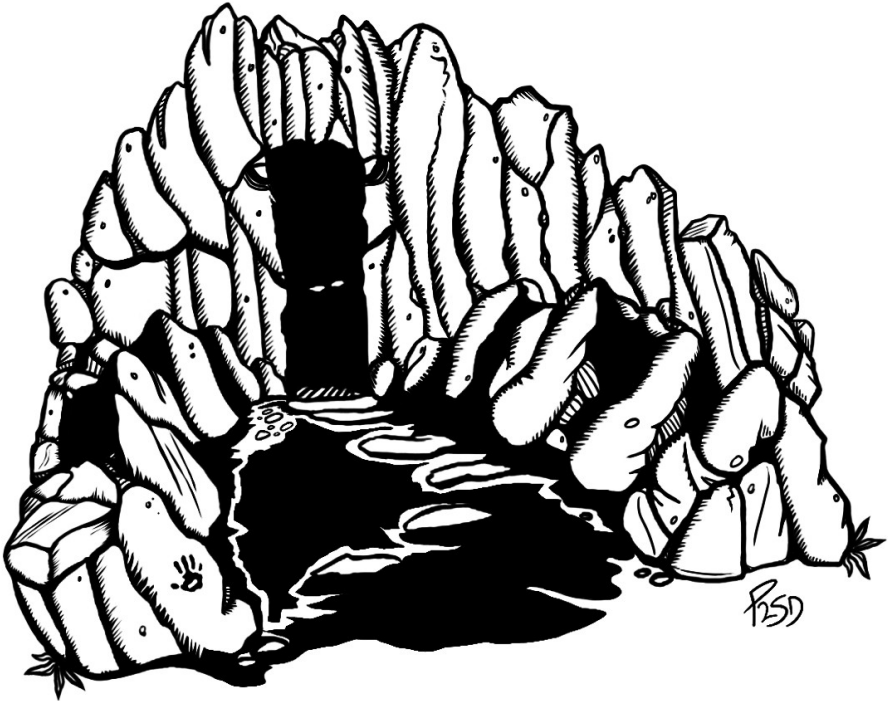


# Gazebo Gazette

## Issue No 3



Roll dice.  
Kill monsters.  
Take their stuff.  
Have fun.

Gazebo Gazette Issue No 3

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# New Spells

## Blessing of Battle

Level 2 Cleric

Range: Self or Touch

Duration: 1 Round/Level

Favored by followers of the Gods of War and Destruction, this spell fills the target with the fervor of battle. The character gains a +2 bonus To-Hit and Damage with melee attacks. The character may ignore any class-based weapon restrictions. If the target of the spell downs a foe then they must succeed on a Saving Throw to attack a different target. (Yes, they keep attacking the downed foe.) Fighters gain a +2 bonus to this Saving Throw. If a cleric casts this on themselves, they gain a +4 bonus to the Save if they follow a god of war.

## Blood Scrying

Level 3 Magic-User

Range: Same Plane of Existence

Duration: 1 Round/Level

The Magic-User can scry through the senses of an immediate family member related by blood (sibling, parent, offspring). At 5<sup>th</sup> Level, the Magic-User only has access to one sense. The Magic-User gains access to another sense for every three levels after 5<sup>th</sup>. The Magic-User must specify the family member. They may not attempt to scry on; "Whoever is closest." or "Whoever is in that town." etc.

## Detect Offspring

Level 1 Magic-User

Range: Touch

Duration: Instant

The Magic-User immediately knows if the target of the spell is a direct descendant. An unwilling target is allowed a Saving Throw to resist.

## Divine Retribution

Level 3 Cleric (must be Lawful or Chaotic)

Range: 30 foot radius centered on the caster.

Duration: Instant

The Cleric calls down the divine wrath of their god, doing 1d6 damage/level (Save for Half Damage) to all characters (including other player characters) who are of the opposite alignment of the Cleric. Any Neutral characters within the area take 1d4 damage/level (Save for Half Damage).

## Reanimate Self

Level 6 Magic-User

Range: Self

Duration: Permanent

Special: Requires a 5,000 GP Black Gem which is consumed in the casting of this spell.

By casting this spell, the Magic-User forms a pact with the Lords of the Undead. The round immediately following the Magic-User's death, his corpse is reanimated as a special form of undead. The character has the standard immunities, resistances, and vulnerabilities of an undead creature. The character has as many HD as Levels and can be turned as an undead of that many HD. The character cannot be healed and does not "naturally" or supernaturally heal. The character is doomed to die again. The character cannot then be raised in any manner.



# Magic Items

## Boots of False Tracks

These magical boots have the ability to disguise the tracks of a group of no more than a dozen medium-sized humanoids. The boots do not hide the tracks but make them appear as the tracks of something else. Each pair of boots leaves a different set of tracks. Roll 1d6 for the type of tracks or whatever the GM thinks up.

1	Herd of sheep or goats
2	Herd of cattle
3	Group of Goblins
4	Group of Orcs
5	Group of Ogres
6	Group of Giants

## Chef's Knife of Miracles

A magical kitchen knife that is nearly useless in combat. However, when the knife is used on iron/dry rations, its true properties come to light.

1. When used to divide one day's iron rations in half, the two half rations will now provide a day's nourishment for one person. NOTE: These spoil in a few minutes. Just enough time to eat them. This prevents the knife being used to create more rations to sell back to the local merchant.
2. The knife can also be used to prepare one day's worth of iron rations and actually make them taste good. This gives the diner a+1 bonus to their next Saving Throw within 24 hours.



## Security Blanket

This ordinary looking blanket has special magical qualities that help a character recover from even the most dire of circumstances.

A character may wrap themselves up in the blanket and go to sleep. While sleeping, the character is invisible and every hour spent sleeping (up to 8 hours) counts as a day of natural healing.

A character suffering from a disease or poison may spend 8 hours sleeping with the blanket. At the end of the 8 hours, the character is allowed a second Saving Throw (-4) against the poison or disease. The blanket will cure one disease or poison at a time and this may only be attempted once per ailment.

A dead character may be wrapped in the blanket and then set on fire. The character attempts a Saving Throw at -4. If successful then the character returns to life as the *Raise Dead* spell. If the character would have succeeded the Saving Throw if it wasn't for the -4 penalty then the character returns to life as the *Reincarnation* spell. If the character completely fails the Saving Throw then the body is consumed by the flames. Regardless of the results of the Saving Throw, the Security Blanket is destroyed in the attempt.

## Magician's Hat of Spell Storing

A Magic-User can use this hat as special extra dimensional storage space. It will only hold the character's spell book and a number of scrolls equal to the character's Intelligence score/3. The character may unerringly reach into the hat and pull out the correct item.

The hat also absorbs the magical power of the character and the items stored within it. The Magic-User may attempt to use the hat to cast a spell that is not memorized but still in their spell book. The character must succeed on a Saving Throw with a -4 penalty to cast the spell. If the Saving Throw fails then a different random spell is cast. Note: This spell will have the same target as originally intended by the caster.

The Magician's Hat of Spell Storing is covered with constantly changing magical symbols and runes. Any Magic-User or other character skilled in the Arcane Arts may spend a round studying the hat and attempt a Saving Throw. If successful, the character knows exactly which spells the wearer of the hat currently has memorized.

## Cursed Gauntlets of Battle

These magical plate gauntlets at first appearance are beneficial. They grant the wearer a -1[+1] bonus to Armor Class. However, there is a downside. At the beginning of each combat encounter, the wearer must succeed on a Saving Throw. If the character fails then the gauntlets' curse is activated.

The gauntlets clamp down on the character's wrists and thus severing both hands (doing 2d6 damage). The gauntlets will fly around (at 30 feet/round) the battle field and attack random targets taking along the character's hands, weapon(s) and/or shield. The gauntlets attack with the same bonuses and damage as if the character was the attacker. The gauntlets also have the same HP and AC as the character.

The gauntlets will only stop attacking if they are reduced to 0 HP, the character dies, or *Dispel Magic* or *Remove Curse* is cast.

## Bone Necklace of Undead Protection

This macabre necklace is constructed from the finger bones of a powerful necromancer.

The necklace protects the wearer from the special attacks of undead. The character is immune to paralyzation, level drain and ability score damage/drain with a successful Saving Throw. If such attack normally allows a Saving Throw then it is made with a +4 bonus.

There are some unfortunate side effect to the Bone Necklace as well. The wearer will detect as Evil/Chaos when such spells or abilities are used. The character gains no benefit from *Bless* and *Protection from Evil* spells.

If a Paladin, Lawful Cleric, or similar virtuous character will never knowingly wear the necklace. If the character does wear it then they lose access to their spells and other divine powers. The character will not regain their powers until a month has passed and the character has undergone a purifying ritual at a Lawful temple.



## Barbarian Class

Level	XP	Saving Throw	Attack Bonus
1	0	13	+0
2	2,500	12	+0
3	5,000	11	+1
4	12,000	10	+2
5	25,000	9	+2
6	50,000	8	+3
7	100,000	7	+4
8	175,000	6	+5
9	275,000	5	+6
10	550,000	4	+7

**Prime Attribute:** Strength and Constitution, 13+ (+5% experience points).

**Hit Dice:** d8

**Armor/Shield Permitted:** Leather and Shields

**Weapons Permitted:** All melee weapons. Ranged weapons are considered dishonorable and cowardly.

**Races:** Human (or Dwarf with GM approval)

### *Barbarian Class Abilities*

**Combat Instincts:** A Barbarian has a 1 in 6 chance to avoid surprise

**Hard Body:** Double the AC bonus (not the penalty if there is one) for a high Dexterity. A Barbarian's AC also improves by one at Levels 5 and 8.

**Mighty Thews:** The character does +2 Damage with melee attacks.

**Thief Skills:** Barbarians have access to a limited number of Thief Skills per the above table. The Barbarian gains a +3% bonus to these skills if they have a Dexterity score greater than 15.

## Thieves' Skills for Barbarians

Level	Climb Walls*	Move Silently*	Hear Noise
1	75%	15%	2 in 6
2	76%	20%	2 in 6
3	77%	25%	3 in 6
4	78%	30%	3 in 6
5	79%	35%	3 in 6
6	80%	40%	3 in 6
7	81%	45%	4 in 6
8	82%	50%	4 in 6
9	83%	55%	4 in 6
10	84%	60%	4 in 6



# Purple Orcs of the Wastelands

Adventurers are used to the gray and green skinned orcs but the outposts on the edge of civilization know the terror of the Purple Orcs of the Wasteland.

The tribes of the Purple Orcs worship the great Purple Worms found in the wastes. They use various plants and minerals to dye their skin purple and tend to herds of young Purple Worms which they train as mounts. Overtime they have developed not only an immunity to the stings and poison of Purple Worms but also the ability to form an empathic link with the creatures. They make their armor from the hide of Purple Worms and their weapons from the stingers of the creatures.



They often raid humanoid settlements for prisoners who are offered up as sacrifices (food) to the Great Worm.

## Special Equipment of the Purple Orcs

Purple Worm Armor: AC: -3[+3]; Weight (Pounds) 25; Cost: 50 GP

Purple Worm Dagger: Damage: 1d4+1; Cost: 1 GP

Purple Worm Sword: Damage 1d6+1; Cost: 3 GP

Special Rules for Purple Worm Weapons: On a roll of a Natural One on the Attack Roll, the weapon breaks. With a successful Attack Roll, there is a 1 in 6 chance that the blade breaks off inside the target. This renders the weapon useless but the target takes 1 HP damage each round that they are physically active (like in combat) until the blade is removed. Purple Orcs often carry multiple weapons in case their weapons break.

## Purple Orcs Game Stats

### **Purple Orc**

HD: 1+2  
AC: 6[13]  
Attacks: By Weapon (1d6+1)  
Saving Throw: 16  
Special: Immune to Poison  
Move: 9  
Alignment: Chaos  
Challenge Level/XP: 2/30

### **Purple Orc Champion**

HD: 2+1  
AC: 5[14]  
Attacks: By Weapon (1d8+1)  
Saving Throw: 16  
Special: Immune to Poison,  
Immune to Fear Effects  
Move: 9  
Alignment: Chaos  
Challenge Level/XP: 4/120

### **Purple Orc Chieftain**

HD: 4  
AC: 4[15]  
Attacks: By Weapon (1d6+1)  
Saving Throw: 13  
Special: Immune to Poison  
Move: 9  
Alignment: Chaos  
Challenge Level/XP: 5/240

### **Purple Orc Shaman**

HD: 2  
AC: 6[13]  
Attacks: By Weapon (1d6+1)  
Saving Throw: 16 (+2 Save vs  
Magic)  
Special: Immune to Poison,  
Summon Purple Wormling  
(Summons 1d2 Purple Wormlings  
or 2d4 Purple Maggots), Spells:  
*Cause Light Wounds(2/Day)*,  
*Hold Person (1/Day)*, *Web  
(1/Day)*  
Move: 9  
Alignment: Chaos  
Challenge Level/XP: 5/240

### **Worm Speaker**

HD: 4  
AC: 4[15]  
Attacks: By Weapon (1d6+1)  
Saving Throw: 13  
Special: Immune to Poison;  
1x/day may summon 2d6 Purple  
Wormlings.  
Move: 9  
Alignment: Chaos  
*Challenge Level/XP: 5/240*

## More Purple Worms

### ***Purple Wormling***

HD: 5

AC: 6 [13]

Attacks: Bite (2d4), Sting  
(1d4+Poison)

Saving Throw: 12

Special: Immune to Poison

Move: 9/Burrows

Alignment: Neutrality

Challenge Level/XP: 6/400

### ***Purple Maggot (Larvae)***

HD: 1

AC: 8 [11]

Attacks: Bite (1d2)

Saving Throw: 17

Special: Immune to Poison

Move: 6/Burrows

Alignment: Neutrality

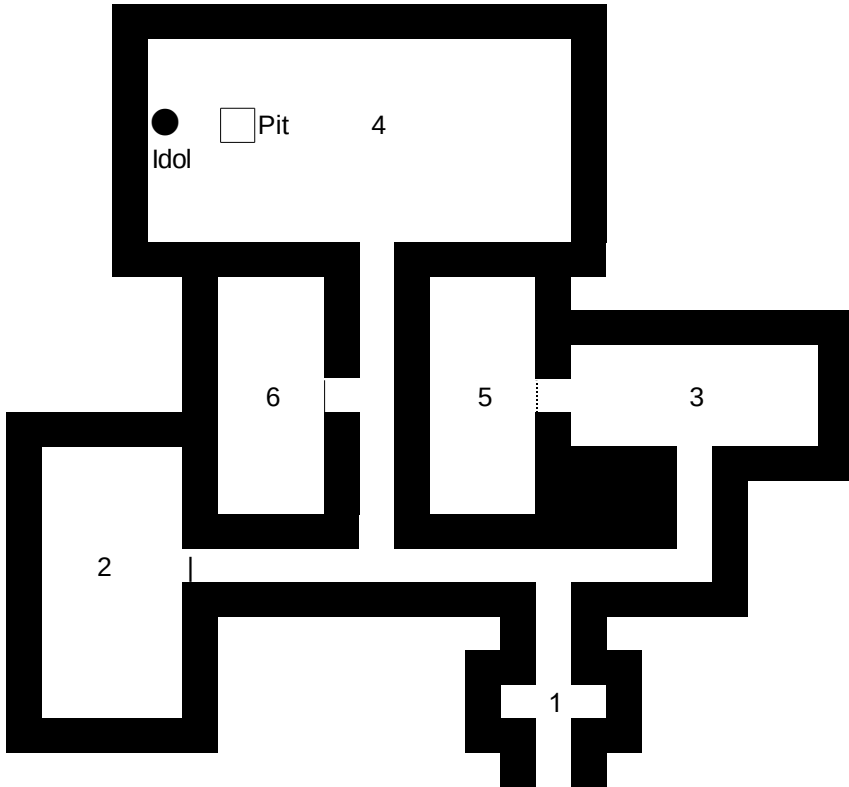
Challenge Level/XP: 2/30



## Random Purple Orc Encounters (d6)

1. Purple Patrol: 3d6 Purple Orcs
2. Raiding Party: 2d6 Purple Orcs+ 1 Purple Orcs Champion
3. Successful Raiding Party: 2d6 Purple Orcs + 1 Purple Orc Champion + 2d4 Captives
4. Worm Cult: 2d6 Purple Orcs + Purple Orc Shaman
5. Herd of Worms: 1d4 Worm Callers
6. War Band: 4d6 Purple Orcs + 1d4 Purple Orc Champions + 1 Purple Orc Shaman + 1 Purple Orc Chieftain

# Temple of the Purple God



**Getting the party to the Temple:** The party may wander across in the wastelands. They could be given to mission to rescue someone who was captured by the orcs. Or even may be there's some ancient and powerful magical item hidden within. It's what ever method that the GM determines best fits the campaign and the party.

The exterior of the Temple is constructed from a single huge stone formation that juts from the wastelands. The Purple Orcs have crudely carved the entrance to appear as the gaping maw of an ancient purple worm.

1. **Guard Post:** Four Purple Orcs guard the entrance. They have a small campfire and are roasting some sort of small animal (maybe a rat or a lizard).

Roll 1d6. On a roll of 1 or 2, the Orcs are on high alert. On the roll of a 6 then they are not paying any attention and can be easily surprised.

Purple Orcs (4); HD: 1+2; AC: 6[13]; Attacks: By Weapon (1d6+1); Saving Throw: 16; Special: Immune to Poison; Move: 9; Alignment: Chaos; Challenge Level/XP: 2/30

Loot: 36 CP, 27 SP, 12 GP

2. **Shaman's Quarters:** The walls of this chamber are covered with various runes and sigils painted with dried blood. Any character who can understand Orcish can puzzle out the following passage mixed into the arcane writing:

*Mother Burrower From Below, we have fed you the flesh of our enemies.*

*Come forth now and crush their bones and dissolve their flesh.*

*Turn their remains into the filth of the Wastes.*

*Swallow their souls and digest them with your holy bile.*

*We summon you, Queen of the Worms.*

Any character who reads this aloud will cause the Spirit of the Worm to be summoned in the Worm Temple (Room 4).

If the party makes noise then the Shaman will head to the Temple area. If they are quite and stealthy, he will be found in here, in his quarters.

Purple Orc Shaman; HD: 2; AC: 6[13]; Attacks: By Weapon (1d6+1); Saving Throw: 16 (+2 Save vs Magic); Special: Immune to Poison, Summon Purple Wormling (Summons 1d2 Purple Wormlings or 2d4 Purple Maggots), Spells: *Cause Light Wounds(2/Day)*, *Hold Person (1/Day)*, *Web (1/Day)*; Move: 9; Alignment: Chaos; Challenge Level/XP: 5/240

Treasure: 500 SP, 350 GP, 3x Potion of Healing (inside a locked chest protected by a poison needle trap (Purple Worm venom, Save or Die); +1 Short Sword, 5x +1 Arrows

### 3. Purple Orc Common Room:

Purple Orcs (8); HD: 1+2; AC: 6[13]; Attacks: By Weapon (1d6+1); Saving Throw: 16; Special: Immune to Poison; Move: 9; Alignment: Chaos; Challenge Level/XP: 2/30

Purple Orc Champion (2); HD: 2+1; AC: 5[14]; Attacks: By Weapon (1d8+1); Saving Throw: 16; Special: Immune to Poison, Immune to Fear Effects; Move: 9; Alignment: Chaos; Challenge Level/XP: 4/120

Treasure: 300 CP, 250 SP, 100 GP, Key to the Holding Cell (5), and miscellaneous gear belonging to the prisoners (at the GM's discretion).

**4. Worm Temple:** This is the unholy shrine to the Orcs' Purple Worm God. At one of the room is the "idol" of the Purple God. Even a cursory inspection reveals that the idol is amazingly detailed and lifelike. This is the Spirit of the Worm

xxPrimitive Idol mess with it and release the Spirit of the Worm.

*Spirit of the Worm:* HD: 6; AC: 6[13]; Attacks: Bite; +Save or be Paralyzed for 1d6 Rounds; Saving Throw: 11; Special: Undead Traits, +1 or better weapon required to hit; Move: 9; Alignment: Chaos; Challenge Level/XP: 8/800

xxSacrificial pit/feeding tube More Treasure down there

attacks if climbing down by rope by Purple Maggots

The bottom of the pit is covered with bones, carrion, and other debris. Eight Purple Maggots are hiding there.

*Purple Maggot (8);* HD: 1; AC: 8 [11]; Attacks: Bite (1d2); Saving Throw: 17; Special: Immune to Poison; Move: 6/Burrows; Alignment: Neutrality; Challenge Level/XP: 2/30

Loot (Hidden in the debris at the bottom of the sacrificial pit): 6x Gems worth 50 GP each, 8x Gems worth 25 GP, 2x Silver Rings worth 25 GP each, Gold Bracer worth 250 GP, Silver Earring worth 50 GP; Silver Holy Symbol (to a Lawful God) worth 200 GP



**5. Prisoner Holding Area:** The following prisoners are being held here. They have no equipment.

Name	Race/Class	Notes
Lily	Human/Peasant	Lily has dreams of adventure. She'll attach to one of the party members and do her best to "help" during the adventure. If she survives, she'll try to follow/join the party.
Viggo	Half-Elf/Thief-2	Viggo looks out for Viggo. And has the annoying habit of referring to himself in the third person.
Tesha	Human/Fighter-1	Quiet. Stoic. And a wee bit mysterious.
Yongo	Halfling/Merchant	Greedy and talks too much. Will only fight in self-defense.
Prince Ruprecht	Human/Noble	Cowardly, selfish, arrogant, and considers everyone else below his station. There may be a large reward for his return if the party can tolerate him.
Dudley	Dwarf/Blacksmith	Thinks he's a better fighter than he is. Fighting or drinking can solve anything.

**6. Holding Pen:** The floor of this chamber is covered with sand. Bones from various humanoid bones are scattered about it. Any character who walks into the room while disturb the sleeping Purple Maggots and Wormlings beneath the surface.

*Purple Maggot (4);* HD: 1; AC: 8 [11]; Attacks: Bite (1d2); Saving Throw: 17; Special: Immune to Poison; Move: 6/Burrows; Alignment: Neutrality; Challenge Level/XP: 2/30

*Purple Wormling (1);* HD: 5; AC: 6 [13]; Attacks: Bite (2d4), Sting (1d4+Poison); Saving Throw: 12; Special: Immune to Poison; Move: 9/Burrows; Alignment: Neutrality; Challenge Level/XP: 6/400

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