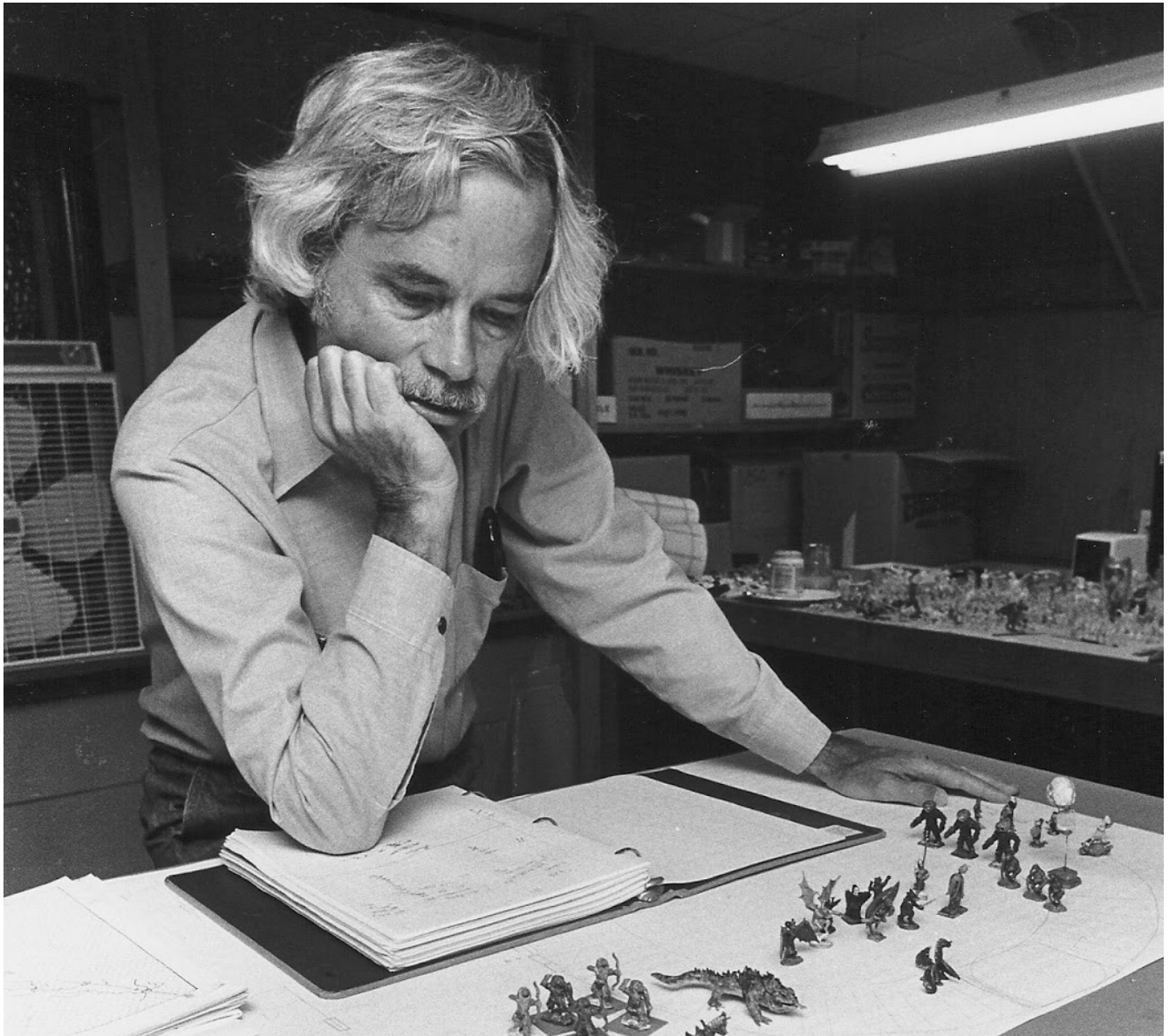


UNDERWORLD LORE

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JOHN ERIC HOLMES (1930-2010)

PATRON DEITY

biopunk, fadedearth, Greg Gorgonmilk, Logan Knight, JD, Needles, rorschachhamster,
satyre, Matthew Schmeer, Porky, Tom, Ynas Midgard, and Zachary Zahringer

REFEREES / JUDGES / MASTERS OF DUNGEONS

Greg Gorgonmilk

EDITOR

Table 1-A.

Magical gems and sundry marvels

found in the eye-sockets of particular animated revenants

One-in-thirty animated skeletons are equipped with 1d2 magical gems or objects that have been carefully fastened into their vacant eye-sockets. Roll on the table below to determine type(s).

d30	gem/object type	page#
1	Copper Coin	3
2	Rusted Metal Spheres (pair)	3
3	Tear of Turjan	3
4	Eye of the Navigator	4
5	Peacock Pearl of Pargethast	4
6	Refracted Plight	4
7	Oracle of Remorse	5
8	Sharded Jale	5
9	Amber Stone of Lahrissima	5
10	Hastur's Tooth	6
11	Gastrolith of the Bugbear Worm God	6
12	The Akin'e	7
13	Cyclamen Orb of Inhuman Voracity	7
14	Eye Teeth of the Mouthless Tongues	7
15	Sapphire of Atonement	7
16	Eye of Homenth	8
17	Celautine's Xoriodite	8
18	Bezoar of the Jackal	9
19	Plain Opal	9
20	Eye of the Beholder	9
21	Umber Diamond	10
22	Silver Crystals of the Gnomish Giants (pair)	10
23	Eye of Chaotic Power	10
24	Ovum of Ner'ak	10
25	Gall of Blackwood	11
26	Tear of Blue Chalcedony	11
27	Seed of the Eternal Forest	12
28	The Turquoise Teat	12
29	The Heart of Net'al Ya'al	12
30	Obsidian Dice (pair)	12

(1) Copper Coin

One coin gives the skeleton the ability to come back from destruction at 1 hp the round afterwards (does not work with destruction by turning).

Two coins give the skeleton this ability three times, and even works with destruction by turning.

rorschachhamster

(2) Rusted Metal Spheres (pair)

A pair of rusted metal spheres. The skull is packed with black powder and the revenant always carries a torch. If successfully turned it tries to eat the torch.

One-in-twenty pairs are enchanted to bestow the curse of undeath on anyone they hit once the black powder is ignited (or 1d6 negative levels, or similar).

fadedearth

(3) Tear of Turjan

Pale rose in colour, these large, tear-shaped gems softly call out to the living and the undead alike, somehow singing an irresistibly beautiful song to charm any living creature with an eye socket big enough to hold it.

Any living creature within 12 feet of a loose Tear (...and with an eye socket large enough to accommodate it...), must make a save vs Spell or fall under the gem's thrall and attempt to insert it into their eye.*

Those charmed will scramble to fight over possession of it—the winner placing it in their (un)empty eye socket—and immediately begin to gain control any nearby lesser undead** in a 360 yard radius of the wearer of the socketed gem. Those undead creatures that fail their Spell save will then obey simple, one-word commands given them by the gem's possessor.

Any undead creature may also attempt to possess the gem. If they successfully do so, they may influence a number of undead (1d12 x their HD) to follow them, as long as they are of equal or lesser HD to the controller.

If an actual tear that falls from the eye of a living victim to the earth is then mingled with a drop of blood from the first kill of that gem's newest possessor, this then forms the seed for another pale rose gem in one month's time.

Any enterprising necromancer privy to the written works of Eris the Ever-Living, might then dig these "seeds" up and conduct the ritual to fashion them into more Tears of Turjan.

The curse of a Tear on a living creature may be removed only by a goodly healer of high level and in an elaborate ceremony of great cost.

*A Good aligned creature is granted a +2 to their Will save vs. the effect of the gem.

**Lesser undead are considered to be animated skeletons, zombies, and ghouls; they are allowed a save vs Spell +2 if the new controller is of a Good (Lawful) alignment.

biopunk

Delusion—Causes the user to think he has undergone the effect of any of the other potions on this list, whichever he seems to desire. In actuality, nothing happens to him.

From *Dungeons & Dragons* (1978) by John Eric Holmes

(4) Eye of the Navigator

These thrice-damned jewels are found within the skull of their last owner and shine with an unholy light when discovered. Three instances per day (for up to 1d6 turns at a time) an Eye may be used to peer into nearby planes and dimensions. (The owner is invisible to extraplanar entities during these scryings.) Inconveniently, in order to access the Eye's sensory apparatus it must be surgically implanted into a vacant eye-socket. Though their authorship remains unknown, it is clear that the Eyes were originally used in pan-dimensional navigation between planes.

Additionally, once per day the Eye can summon a temporary gateway into the Darkness Between—a sort of hyper-dimensional short cut that runs betwixt the fabric of the planes. The owner of the eyes is undetectable to the dangerous inhabitants of this quasi-plane but not companions.

The Eye may also distill one minor secret per day from those around it and will audibly whisper secrets to its owner regardless of their opinion on the matter. All Eyes are incredible gossips and are likely to know many embarrassing tales of the gods and demon-lords. They are given to babbling on at inopportune moments.

Eyes may cast one or two clerical spells per day. They receive these indulgents from certain gods in exchange for their silence on topics of especial sensitivity.

Needles

(5) Peacock Pearl of Pargethast

An iridescent blue-black pearl the size of an eyeball, usually set in the left eye socket of a skeleton. The pearl's magic imbues the revenant with a tidal life-force. At high-tide, the undead is fully healed and attacks ferociously (+2 to hit). At low-tide the skeleton will fall inert, becoming immune to clerical influence. Between these extremes, the skeleton serves the last command of the one who set the pearl in the socket.

satyre

(6) Refracted Plight

Your hammer shatters through the skeleton's ribcage, snapping its spine. It collapses to the floor, staring at the ceiling, its rotten jaw falls slack with the far-off sound of dry leaves. Barely visible purple light seems to emanate from the black gemstone bulging from its eye-socket. Then a hammer falls across your outstretched hand, crushing bones against the stone floor.

A ring of distorted doppelgängers closes around you, hazy purpled reflections of your hate on their faces as their hammers raise high.

Upon the destruction of the revenant bearing them, each Refracted Plight gemstone conjures 1d20 copies of that which caused its demise. In the case of physical beings, they inherit the abilities of the original, but a single attack will rend them asunder in chunks of flesh, flashes of dark light escaping in the wake of your blade. But within 1d4 rounds the pieces flow back together on rivers of dark purple ooze to coalesce back into a working form, until the gems themselves are shattered.

Physical forms are easy, if you pushed the skeleton down a chasm you're going to have a whole other set of problems.

Logan Knight

The central room—it seemed to occupy the entire pyramid—contained a black stone altar behind which sat a small golden statue about four feet high. On closer inspection it appeared to be humanoid—a robed, cowled figure seated in a vaguely distorted crosslegged position. The face beneath the cowl was not clear and seemed fish-like.

From *The Maze of Peril* by John Eric Holmes

(7) Oracle of Remorse

The eye sockets of this skull are filled with a pair of large amethysts and a simple gold circlet mounts its brow. The Oracle of Remorse is used as a temple guardian by the Matriarchs of Fate. The Matriarchs bring the skull to life by placing a sacred candle within, causing its gemstones to project their light.

Anyone bathed in the purple light of the Oracle's eyes must make a saving throw vs spells each round. Failure means that the Oracle has reached into their mind. The skull will take on the appearance of the head of the person that the victim has disappointed the most.

The victim will be trapped in place, held by crushing guilt while the Oracle berates him or her with every incident where the victim failed the person whose guise the Oracle now wears. These words and images are projected into the victims' minds.

The Oracle can hold multiple victims and will appear differently to each victim. Once under the spell the victim is held until the purple light of the skull no longer shines on them.

In a final twist of cruelty, anyone holding the skull may cause it to recite out loud the accusations of failure that it has heaped on any past victims.

Tom

(8) Sharded Jale

Pulling out this gem results in a 1-in-10 chance of an aspect of the Jale God manifesting within 20 feet. He will demand the return of the gem to its rightful eye socket upon pain of an impossible Quest (save vs Spell -4). The gem itself is worthless to any possible buyer or trader, and if the gem is given away, it will find its way back into the PC's possession within an hour.

However, if the PC gouges out his own eye and replaces it with the Sharded Jale, he will receive the gift of hindsight, being able to simultaneously see what is behind him and in front of him at the same time; his brain will automatically adapt to this new vision system with no ill effect. Once the gem is inserted into the eye socket, it is bonded to the PC's flesh until death.

Matthew Schmeer

(9) Amber Stone of Lahrissima

It is believed that upon defeating and imprisoning Lahrissima, the Mistress of Dormant Hatred and Familial Murder, the thirteen gemstones used to fuel her powers were extracted from her body and sold to anonymous collectors; no one knows, however, where they are now, and only a few would realise what immense power they are capable of holding. Each of these gems grant an extra spell per day (without limiting of which level the spell must be) as long as they are in the possession of a Magic-User. If such a gem is surgically installed to the body of a female spell caster, she may choose a single spell of level 3 or less and gains the ability to cast that spell 3 times per day, in addition to memorised spells.

The operation, however, is not without risks; a failed save vs Death results in the following (roll 1d4):

- (1) The caster's body starts to rot slowly; her STR, DEX, and CON scores are drained 1 point per week permanently, unless she regularly tastes the flesh of children.
- (2) The caster's skin, nails, and teeth become amber-coloured, her fingers grow unnaturally long, and touch petrifies food and water.
- (3) The caster's menstrual blood, as if some strange ooze, escapes during the night and finds shelter somewhere away from the sunlight (abandoned well, sewers, dungeons, etc.), where it slowly grows into a Lesser Blood Elemental.
- (4) The caster dies; her body immediately rises as an Amber Wraith (it is also the standard outcome of the surgery with male patients).

Ynas Midgard

(10) Hastur's Tooth

This pale, dull trillion-cut topaz is the size of a dwarf's thumb knuckle and radiates a thin, sickly yellow pulse of light that is invisible unless in the darkest of rooms. All who lay eyes upon Hastur's Tooth must save vs Insanity or be overcome with madness for 1d6 rounds and run away screaming and spouting gibberish. Those who fall under the gem's effects will see horrible visions of cities beyond the rifts of time and space, filled with the spectacle of the Old Gods feasting on the liquified fear of their conquered subjects. These feverish dreams will occur for several nights, perhaps even enough to interrupt spell preparation.

Those who make their save against seeing the tooth must then make a save vs Death Ray every 4 rounds they are within the presence of the gem or take 1d12 radiation damage for each failed save. Anyone touching the gem with bare flesh must make this save every 2 rounds.

The gem may be safely handled only by those wearing Gloves of Dwarvenkind.

The gem grants the possessor the ability to Speak to Elder Gods once per month with a 50% chance of success, at the cost of permanently losing two points of INT each time this is attempted (whether successful or not).

Matthew Schmeer



(11) Gastrolith of the Bugbear Worm God

This perfectly 1-inch diameter sphere of highly polished purple fluorite came from the gizzard of a purple worm which had been worshipped by a bugbear warren for generations.

The worm itself was killed by a band of intrepid retired adventurers now working as interior designers when they were completing a makeover of Danny the Lich's 384 room, six-level dungeon in Lancashire. They accidentally broke into the warren when moving a wall and were immediately confronted by a tribe of angry bugbears and the largest purple worm ever recorded in the district. With a bit of quick thinking and the use of several +2 wallpaper paste trowels, they quickly dispatched the bugbears and subdued and gutted the worm, finding in its gizzard thousands of small stones bubbling and slowly dissolving in the worm's acidic fluids. This stone alone was untouched by the worm's acids.

The Gastrolith normally glows with a subtle flow of pale purple light which grows bright as the sun if bugbears are present. Any bugbear seeing the stone will immediately begin vomiting uncontrollably and go to its knees in supplication. If the stone is touched to a bugbear's forehead, it will be polymorphed into an owl bear and be under the control of the stone's holder. No one knows where the stone came from or who created it, although ancient bugbear tales speak of a mighty Owlbear Army raised in this way by Gagleeon the Foul, the bugbear warrior-shaman of legend—*Dhuur daan tuukaan dan duulaal duun daan maal or Duul'daakhaar ac kuun, maan dan khruun ghuugaan ac a dec khruur akelaan ac ol ac or khruur akelaan a rhaar tuul rhaakluugaan an.*

Anyone holding this stone may also summon and control 1d6 smaller purple worms or 1 gargantuan purple worm—including the animated skeleton.

Matthew Schmeer

(12) The Akin'e

A scratched and clouded gemstone, faintly blue in hue. Colours any landscape viewed through it in tones of the viewer's greatest happiness, but riven now with strife and threat: in an idealised version of the current scene, populated with loved ones past and present, friends are swift to turn on friends, and murderously so. A first-time viewer must save vs. death or be cursed to view again every 2d12 hours for 1d100 minutes each time. For each such viewing, a further save must be made; if failed, the gem merges gradually and inseparably with an eye over the course of the viewing. Thus grows the madness.

Porky

(13) Cyclamen Orb of Inhuman Voracity

Skeletons enhanced with this gem are capable of detecting life forms from 120'; they also gain an extra bite attack, dealing 1d6 damage. A living creature carrying an Orb feels insatiable hunger all the time, which ultimately results in the consumption of completely inedible materials and objects (roll a save vs Spells to resist such a strong urge for 1d4 days). The upside is that the character also gains the extra bite attack and the ability to detect life within 120'.

Ynas Midgard

(14) Eye Teeth of the Mouthless Tongues

These are two small children's teeth, highly polished and engraved with intricate carvings of The Mouthless One and her minions.

Removing these precious jewels from the skeleton will summon 10d1000 mouthless tongues, which will attempt to retrieve the gems. PCs must make a save vs Insanity based on their CON. Failure means the PC is violently, nauseously ill and suffers a -3 penalty to any and all rolls for 1d4 rounds.

Successfully retaining the Eye Teeth of the Mouthless Tongues grants the possessor the ability to speak and understand all languages at will, but only if one tooth is shoved deep into each ear. Additionally, there is a 30% chance that once a year The Mouthless One will send her minions to attempt the gems' retrieval.

Matthew Schmeer

(15) Sapphire of Atonement

Weighing roughly 5gp, this oval-shaped uncut green sapphire causes any flesh that touches it to wither and rot without any hope of recovery except for a Resurrection spell cast by a same-aligned cleric of twice the sufferer's level. Virgins are immune to this effect.

Matthew Schmeer



(16) Eye of Homenth

This enchanted diamond will be found embedded in the back of a skull. If viewed in low light it will glow faintly, even after being removed from the skull. If the diamond is pressed against the back of someone's head, it will graft itself to their skull. This process is exceptionally painful and will inflict 2d8 damage immediately. Save vs Magic Item for half damage.

If the new host survives the process they will find that they can see through the diamond, now having a magical eye in the back of their head. Getting used to the new eye will take 3d6 weeks during which time the player will be at -4 to all rolls. Completely covering the eye will remove this penalty, but will prolong the time required to adjust accordingly.

Once the bearer has adjusted to their new vision, it will not be possible to sneak up behind him or her unless the eye is covered.

The jewel cannot be removed without damaging the bearer's skull, save through the use of a Wish spell.

Tom



(17) Celautine's Xoriodite (Singing Bones)

These crystals are harvested from asteroids that fell to earth during the last cataclysmic event of your choosing. They emanate a strange yellow light that cascades from the eye-socket like a mist would, but behaves like light in every other aspect (in that wind wouldn't move it and fingers going through it would cast a shadow, etc.) It's radiation changes the property of bones, giving it a glass like quality, but far more robust and dense. When the skeleton is moving, the bones will vibrate and start singing in faint and varying eerie tunes (imagine a mix between a musical saw and a jaw harp). Hitting a skeleton with this stone in its eye-socket is like hitting a sound box. It will produce a sound so vile as to do half the damage dealt to it to everyone within a 10-foot radius (save vs Death Ray negates). Most hits won't harm the skeleton, but if 20 points of damage (or more) are dealt to it in a single round, it'll burst into thousands of splinters with a shrill and nasty bang, dealing 2d10 damage to everyone within 5 feet and 1d10 to everyone within 10 feet (save vs Wands for half damage). It won't destroy the Xoriodite, though.

Exposure to the radiation of those stones will alter the bone structure of a living being within 1d6 weeks. The effects will be the same as described for the skeleton above, the damage mostly being inner damage, with those hitting the victim only hearing a strange and faint noise. Those with the altered bone structure certainly will feel the bones vibrating (which in itself could drive a person crazy...) If they're dealt 20 points of damage or more, it will get very gory, but the damage to those standing within 5 feet of the victim will only be 1d10 (save vs Wands for half damage) and those further away will only get dirty.*

To the right buyer those stones will each sell for 1d10 x 1000 gp.

*It is believed that the wizard Celautine (the first to research the strange properties of those strange stones from outer space) met, much to his surprise, exactly this fate while falling down some stairs in the tower he lived in...

JD

(18) Bezoar of the Jackal

This polished green stone is actually a mass of calcified fur retrieved from the stomach of a jackal that once belonged to the first high priest of the God of Thieving Lies. Unlike most magical bezoars which protect against poison, this stone has the ability to turn any liquid it touches into a poison so deadly that it is said that one drop is enough to kill a tarrasque (this has not been confirmed). However, if the liquid contains but a trace of vanilla, the bezoar will not be able to transform the liquid to poison.

Rumor has it that if the bezoar is dissolved in a solution of sugar, citrus oils, cinnamon, vanilla, and phosphoric acid mixed in roughly equal parts (the exact recipe is unknown), the stone will dissolve and from the gelatin-like fibrous mass a wizard may attempt to resurrect the jackal with a 25% chance of success. If successful, the jackal will appear similar to a giant hellhound and will do the wizard's bidding.

Matthew Schmeer

(19) Plain Opal

This translucent opal looks perfectly worthless. And it is. Unless you happen to be a male one-legged, bearded thief-acrobat assassin. If you are, then you are in luck, as this opal will regenerate your missing leg and improve your dexterity to a natural 18—but only if you slice open your scrotum and replace one of your testicles with the opal.

Matthew Schmeer

(20) Eye of the Beholder

This large white pearl has a hypnotic blue-black swirl radiating from its center to the outside of the stone. The gem is rumored to be a fossilized Beholder eye, but this rumor is only partly true; it is a fossilized tear duct from a Beholder's eye stalk.

Anyone who stares at the pearl for more than 15 seconds will find themselves at the mercy of one of two effects. Roll 1d6:

On any result other than a 1, the PC finds himself open to a Suggestion spell that lasts up to 1d6 turns (no save).

Anyone under the Suggestion spell will immediately carry out any off-hand remark or suggestion as if it was a command; anything from "I wouldn't do that if I were you" to "Go stick your head up your arse" to "Cover me!" will result in the PC attempting to carry out the literal meaning of the remark. This effect cannot be dispelled by magical means.

On a roll of 1, the pearl emits a Finger of Death; the PC must make a save vs Death Ray. If the PC fails the save, he dies and is immediately reduced to a pile of ash and bone fragments. If the PC succeeds the Save, he takes 3d6+13 points of damage.

Both of these effects are possible during combat with the animated skeleton in which the gem is housed.

Matthew Schmeer

If a character, fearing to contact some harmful magic item, has a hireling or non-player character flunkie try out a newly found piece of equipment, the Dungeon Master must take stringent measures against the character. The morale of those in the character's employ will plummet if they learn of such conduct. The person made to act as guinea pig by testing the magic item will, of course, demand to keep it if it proves to be beneficial, or if it is a harmful item the person putting it on will seek revenge on the character who had him try the item out.

From *Dungeons & Dragons* (1978) by John Eric Holmes

(21) Umber Diamond

Removing these causes the skeleton to transform into (roll 1d6):

- (1) Ghoul
- (2) Ghast
- (3) Vampire
- (4) Mummy
- (5) Zombie
- (6) Wight

The transformed skeleton will have all the stats and abilities of the creature whose shape it takes, but upon defeat will crumple into a pile of broken, dusty bone fragments. This effect can be repeated by placing the Umber Diamond in the eye socket of another (humanoid) skeleton, ad infinitum.

The gem itself is worth a mighty price to the right buyer; several wizards would kill for it.

Matthew Schmeer

(22) Silver Crystals of the Gnomish Giants (pair)

These pair of ice-blue spinels, one slightly larger than the other, are magically imbued with the ability to make the possessor grow or shrink three times his size. To grow larger, the larger crystal must be held in the right hand and the smaller crystal held in the right; to shrink, the crystals must be held in the opposite configuration. Upon the utterance of the command phrase "*Uckfay isthay, iyay'may outyay ofyay erehay!*", the PC will change size. To return to normal size, the PC must drop one of the crystals.

Alas, despite these crystals' name, they cannot be used by gnomes.

Matthew Schmeer

(23) Eye of Chaotic Power

One into whose eye socket this gem of swirling colours is implanted has access to a random ability, changing each time the creature makes a successful attack or suffers the effects of one (roll 1d6):

- (1) See invisible creatures and objects
- (2) Petrifying gaze (saving throw negates)
- (3) Darkvision (120')
- (4) Mistake friends for enemies and vice versa
- (5) Gain the ability to shoot heat rays from eyes that deal 2d6 fire damage (save vs Wands for half damage)
- (6) Confusing gaze (save vs Wands or as per Confuse)

Ynas Midgard

There is a possibility the animals will do some service for the cleric, and they will not attack his party.

From *Dungeons & Dragons* (1978) by John Eric Holmes

(24) Ovum of Ne'rak

This sparkling agate cabochon is engraved with a cameo of Ner'ak, Reemhik goddess of desire. An ancient stone, created before craftsmen developed the ability to facet-cut precious gems, the Ovum is a supreme example of relief carving, featuring a voluptuous and seductively posed nude Ner'ak glancing backward over her shoulder.

If a character rubs the cameo thirteen times, there is a 1-in-6 chance that Ner'ak will manifest and demand one of three things from the PC that rubbed the cameo (roll 1d3):

(Ovum of Ner'ak cont.)

- (1) The PC must make love to her. There is a 25% chance that this results in PC death (no save).
- (2) The PC must pick another character to make love to Ner'ak. There is a 30% chance this results in PC death (save vs Death Ray; if successful, take 2d12 damage).
- (3) The PC must immediately leave the party and become the concubine of Ner'ak's high priest/priestess. After serving 1d4 days in this role, the PC will be returned to the party.

Submitting to any of these demands results in a permanent +7 to Charisma.

On the un-engraved side of the stone is a message written in ancient Reemhik runes. Translated, it says "I am not worthy to kiss Her hem." This is a Reemhik euphemism for a particular sexual act. If the PC making love to Ner'ak performs this act, Ner'ak will grant the PC a reasonable boon.

Finally, if the Ovum is placed in a bowl of goat's milk, it will imbue the milk with a powerful aphrodisiac; anyone who drinks this liquid lust will be immediately attracted to the person who gave them the drink and will act as if Charmed by that person—but will still make any and every attempt to seduce the target of their affection, too. A Cure Disease spell cast by at least a 11th level caster can remove this effect.

Matthew Schmeer

(25) Gall of Blackwood

This black lump of unfinished coal contains an uncut diamond worth 7,500gp. Good luck getting it out, though, as this lump of coal has been cursed by Starblack Blackstaff of Blackwood, the legendary vivimancer supreme.

The skeleton in which the Gall is lodged has all the abilities of a 7th level Vivimancer, and will attack with all the strange and disturbing spells it has available, including summoning spells. The skeleton itself is a quasi-magical construct having no inherent intelligence; it has been imbued with a shard of Blackstaff's own soul which directs its actions from beyond the veils of death. The Gall can only be retrieved by destroying the shard of Blackstaff's soul—which requires at least a +2 silver weapon and a Holy Word spell or scroll.

If the Gall is retrieved and the diamond removed from the coal, the unfinished gem will act as a Lens of Sublime Refraction when held against the right eye, and as a Gem of Seeing if held against the right. Placing the gem in the mouth will allow the PC to polymorph at will into any creature with equal or lesser hit dice. Swallowing the gem when polymorphed will cause the polymorph to be permanent, even if the gem is retrieved via purging or passing.

But remember, the gem is cursed. Each time the gem is used in any of the above manners, the PC permanently loses 2 hit points. Additionally, anyone who claims ownership of the gem becomes the target of a band of bounty hunting trolls bound by Blackstaff for all eternity to seek the re-interment of the gem in a skeleton's skull—preferably the PC's.

Matthew Schmeer

(26) Tear of Blue Chalcedony

The moment a skeleton with this gem is destroyed, it will appear to its destroyer in the seeming of a beloved one (mother, father, sibling, or lover) that just was killed by him. Save against magic or feel crushing despair and remorse for 1d6 rounds. No actions apart from weeping and moving at half speed.

rorschachhamster

(27) Seed of the Eternal Forest

Revenants enhanced with these brown oval seeds are very territorial in nature and furiously defend their surroundings (+2 to-hit and damage); it also appears that their bones are covered in brownish bark (AC improved by 2), which is very much like a living tree (double damage from axes and fire). When one of these seeds touches the ground, a Guardian of the Eternal Forest grows there within 1d3 turns.

Ynas Midgard

(28) The Turquoise Teat

This longish, highly polished turquoise stone was originally part of a small statuette of Curdle, the Petty Goddess of Blind Milkmaids. If the stone is stroked in a manner similar to that of milking a cow, a thick, inky-black, milk-like substance will burst forth from the stone in thick, sticky ropes. This gel-like substance writhes in the air as if alive, twisting and smoking but not bursting into flame. Anyone touching this "milk" will experience 2d6 points of burning damage. Any character attempting to drink this fluid before it hits the ground must make a save vs Sanity. Failure means the character removes all armor and weapons and runs away screaming gibberish for 1d6 rounds (which might attract nearby monsters).

Should the character make a successful save while attempting to drink this liquid, the black milk will allow the PC to go 1d8 days without rations and also allows them to heal at twice the normal rate during that time period.

Matthew Schmeer

(29) The Heart of Net'al Ya'al

This black-red blood diamond burns with the agony of a million tortured souls. Created in one of the lower rings of the Hell Planes, this was once the crown jewel in a demon-lord's coronet and was lost to the ages during the fabled Firlith Incursion of the fifteenth ring and the resulting schism of the demonic order. It was lost for ages before being found in a Hellwraith's temple in the Golarion Mountains several centuries ago, when it was stolen by a troupe of nomadic acrobat assassins.

The gem will melt the bare flesh of any human, dwarf, or halfling, causing 2d20 fire damage. Additionally, merely possessing the diamond causes incessant nightmares regardless of alignment; clerics and magic-users will find they cannot rest if they own the gem. The nightmares are so intense that they cause 1d12 psionic damage for each night the gem is in a PC's possession.

Elves are unaffected by these effects, as they have no souls.

If the gem remains in a PC's possession for more than a week, there is a 2-in-6 chance that a prince of Hell will appear to reclaim the gem.

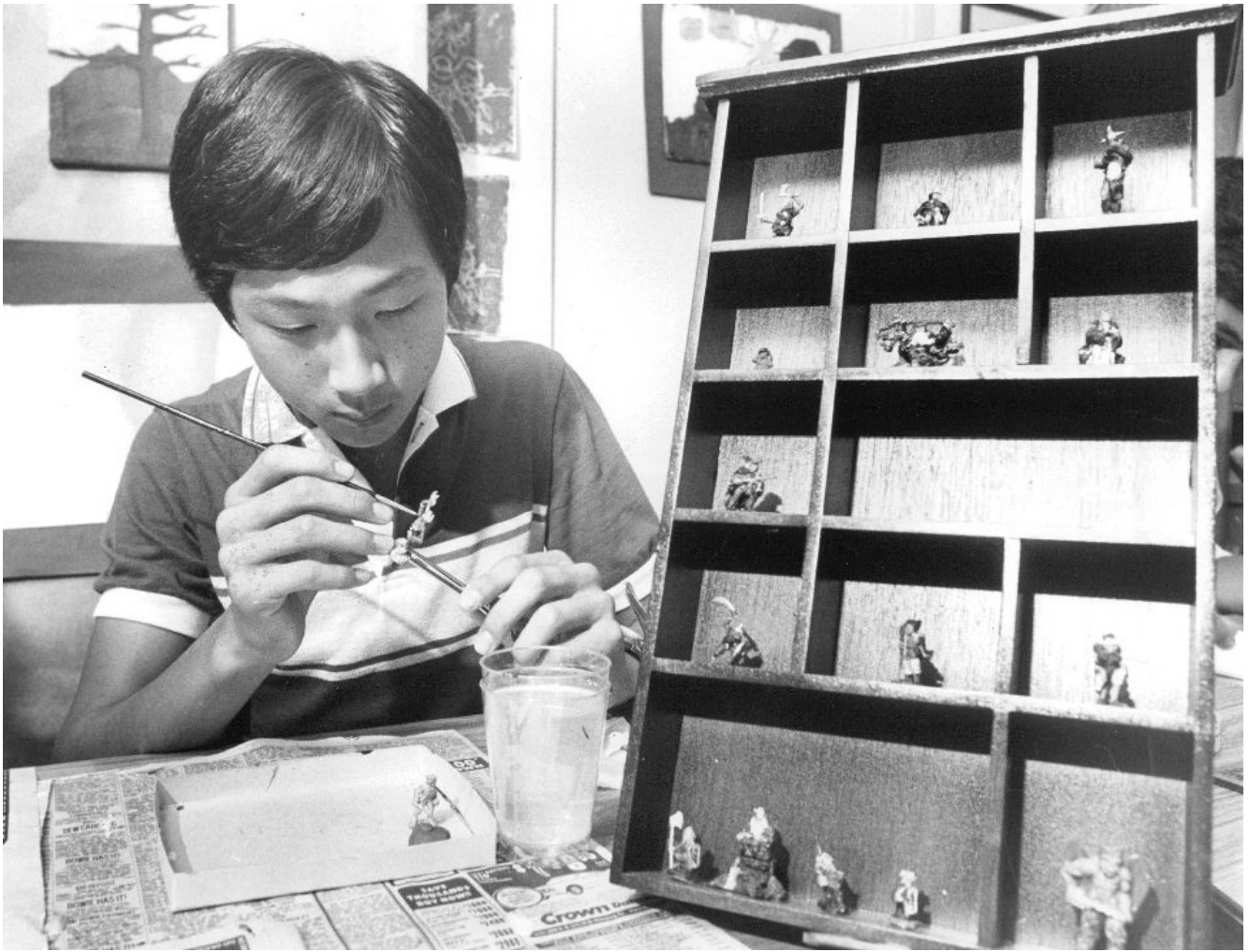
The gem is an ultra rare item. The referee can assign value accordingly.

Matthew Schmeer

(30) Obsidian Dice (pair)

A pair of six sided dice carved from smooth obsidian. These dice are extremely lucky thus giving the revenant an edge any time there is such a question of fate. If plucked from the skeletons sockets the wielder receives the same fortune. Used for gambling the dice always roll a win for the owner no matter the type of game. Every time a such a game is won, the dice have a 1-in-6 chance to take the life of a close NPC or player character. The method and time of the death is up the the referee.

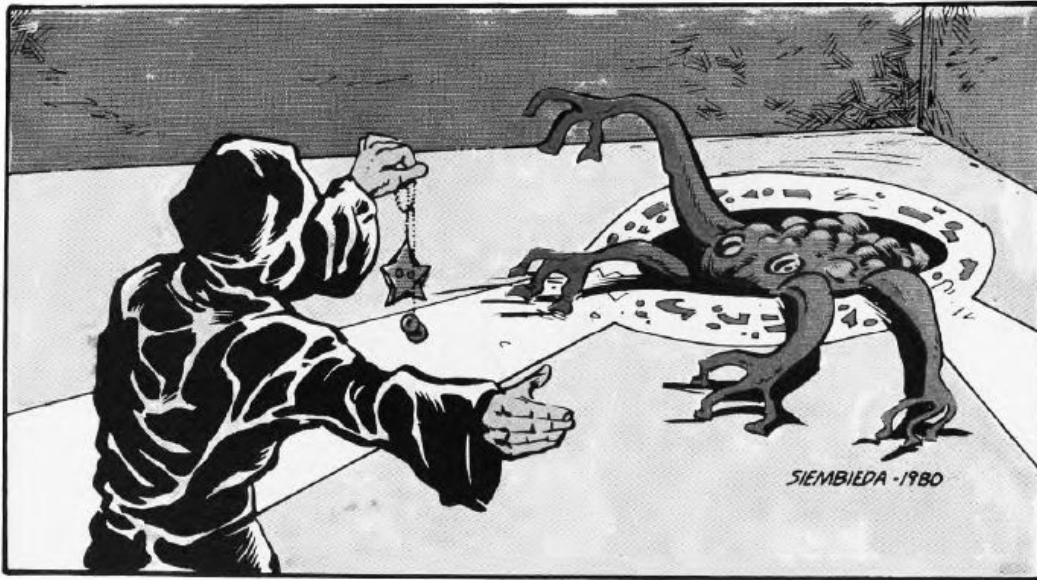
Zachary Zahringer



Painting miniatures (1982)



Product packaging (1981)



Save vs Insanity

When an event or effect is determined to be a threat to a player character's reason, the referee may ask that player to make a save vs Insanity. In cases where the threat is decidedly non-magical, the player may add his PC's WIS modifier to the roll. The precise outcome of a failed save (eg. temporary madness or confusion) is the purview of the referee.

Note that the save values in the chart below actually get worse as characters advance in experience. High-level magic-users are the most at-risk adventurer population, especially when one considers that they are the most likely class to be exposed to mind-warping realities on a semi-regular basis. Fighters and thieves—being the most rational of adventurer types—maintain a slightly better grip on things than their magically-inclined counterparts.

CLASS	EXPERIENCE LEVEL						
	1-3	4-6	7-9	10-12	13-15	16-18	19-20
Fighter	4	5	6	7	8	9	10
Magic-User	6	7	8	9	10	11	12
Thief/Specialist	4	5	6	7	8	9	10
Cleric	5	6	7	8	9	10	11



FOR THE "GYGAXIAN NATURALIST"

Dungeon Fruits

Being an assortment of edibles for fungi foragers
from the erratically illuminated journals of

MATTHEW SCHMEER
& PORKY of the EXPANSE

ANALYSIS

Ancient lore tells of sundry adventurers who survived their delves into the underdark by subsisting on various fungi foraged from beneath the depths. Why and how these spores spread and sprout is matter for further speculation; suffice to say that only mere whispers of these unusual edibles have been handed down through the ages. Descriptions of these fungi are scant—too often they are compared to their more widely known above-ground cousins. Only a subterranean language composed of unguessed concepts could describe the abnormal genius of the following flora with something akin to accuracy.

COMMONS

Copper Pox

A field of delicate nodules. Tangy. Solidifies tissues, affecting one new body part per week, with a 50% chance each time of -1 DEX and AC improving by one point.

Earthenfur

Brown shaggy mass. Chewy and mildewy. A single portion forms 1d6-1 hairballs, one brought up every 1d3 turns.

Garlic Funk

Crusty yellow fungal balls. Roughly hand-sized, occurs in clusters of six or more. Smells and tastes like garlic. Grants ability to bodily repel vampires and attract ghouls for 1d30 days.

Glowstink

Bright pink glowing mushrooms. Emits false magical aura and smells like rotting corpse. Eating more than 1d6 makes PC bioluminescent for 1d4 days.

Henry's Bleeding Tooth

Colorless, bulbous fungus with large conical cap. When harvested, seeps a black, mild-smelling, vinegar-like liquid that dissolves tooth enamel upon contact. Must be swallowed whole or take 1d4 chewing damage.

UNCOMMONS

Dwarf's Beard

Distinctive, gray, beard-like stringy fungus. Grows up to five feet long. Poisonous to dwarves. Provides ability to detect magic for 1d4 days with temporary penalty of -6 INT.

Gnome Bread

Breadloaf-like white fungal mass. Tastes like buttered sourdough bread. Grants +2 to Saves vs. Spells for 1d6 days.

Hot Poker

A puce speckled rod. Extremely spicy. Forces a save to prevent an ongoing internal exothermic reaction, granting a permanent partial immunity to cold, with only half damage suffered.

Owlbear Beak

Small, phallus-shaped fungus with dark, curved tip. Found growing in moderately-fresh corpses. Not generally considered edible once tip turns dark. Spores grant non-clerics ability to turn lesser undead for 1d6 days.

Pig's Tail

Stringy, purple fungus, found in small clumps. Often grows in Purple Pig fecal matter. Tastes like soured mead. Heightens hearing and provides +2 to find traps for 1d6 days.

Purple Retch

Fine fuschia sheets. Slightly sweet frosting. Colonises and colours the digestive tract, with a 50% chance of neutralising any fungus later ingested and forcing a save to avoid immediate and violent expulsion.

Stiff's Sinew

A braided mass, the finer strands of which can be woven into a tough rope. Bitter. Consumed regularly for 1d3 months or more will fuse with a central nervous system and reinforce muscle, granting +1 STR but forcing a save vs -1 CON.

Yellow Firelight

Small mushroom with distinctive, flame-like coloration. Poisonous except to elves. Allows eater to recover spells with half-rest for 1d4 days.

RARES

Demon's Pipeweed

Pentagram-shaped fungus; considered rarest of underground delicacies. Dark green in color, harvested it fades to dull brown. Fatal if eaten raw. Must be sliced and dried for 1d4 days before consumption, at which point emits smoke and fumes as if aflame until eaten. Grants permanent +7 to CON in exchange for a permanent -1 to STR.

Draconite

Soaring caps growing on draconic faecal matter, often faintly colour-matched. Largely flavourless. For 1d3 months modifies all dragon reaction rolls negatively by one point.

Flying Amanda

Thin white stalk supports large maroon cap. Grows upside-down from cavern ceilings. Highly toxic to demi-humans. Grants ability to fly at will for 1d4 days with -7 DEX penalty.

Gardak's Brain

Fist-sized mushroom with an irregular, brain-shaped cap, blood red in color. Fatal if eaten raw. Edible only after roasted over open flame for two minutes. Grants the ability to see in complete darkness for 1d4 days.

Giant's Dingleball

Roughly the size of an orc's head and more or less round, sometimes larger and more blobish. Ranges from grey to dark brown in color. Grants giant's strength for 1d4 days, with 50% chance of Dungeon Funk.^a

Hard Luck

Iridescent fractal pyramids, often mistaken for crystals. If consumed, requires a save vs Overwhelming Visions of Underlying Reality^b forcing a reroll of every success for the next 1d3 days; if the period is survived, +1d3-1 WIS.

Rainbow Yawn

Garishly coloured with pronged caps. Woody. Breath becomes luminous, fading over 2d6 turns.

Table 1-B. Determine underworld fungus type

When an exceedingly fortunate player character successfully locates or stumbles upon an edible fungus type while underground, roll 1d20 and consult the table below.

1d20	FUNGUS TYPE	1d20	FUNGUS TYPE
1	Hard Luck (r)	11	Henry's Bleeding Tooth (c)
2	Draconite (r)	12	Earthenfur (c)
3	Gardack's Brain (r)	13	Glowstink (c)
4	Yellow Firelight (u)	14	Gnomebread (u)
5	Owlbear Beak (u)	15	Stiff's Sinew (u)
6	Purple Retch (u)	16	Pig's Tail (u)
7	Hot Poker (u)	17	Rainbow Yawn (r)
8	Dwarf's Beard (u)	18	Flying Amanda (r)
9	Garlic Funk (c)	19	Giant's Dingleball (r)
10	Copper Pox (c)	20	Demon's Pipeweed (r)

a See UNDERWORLD LORE #2

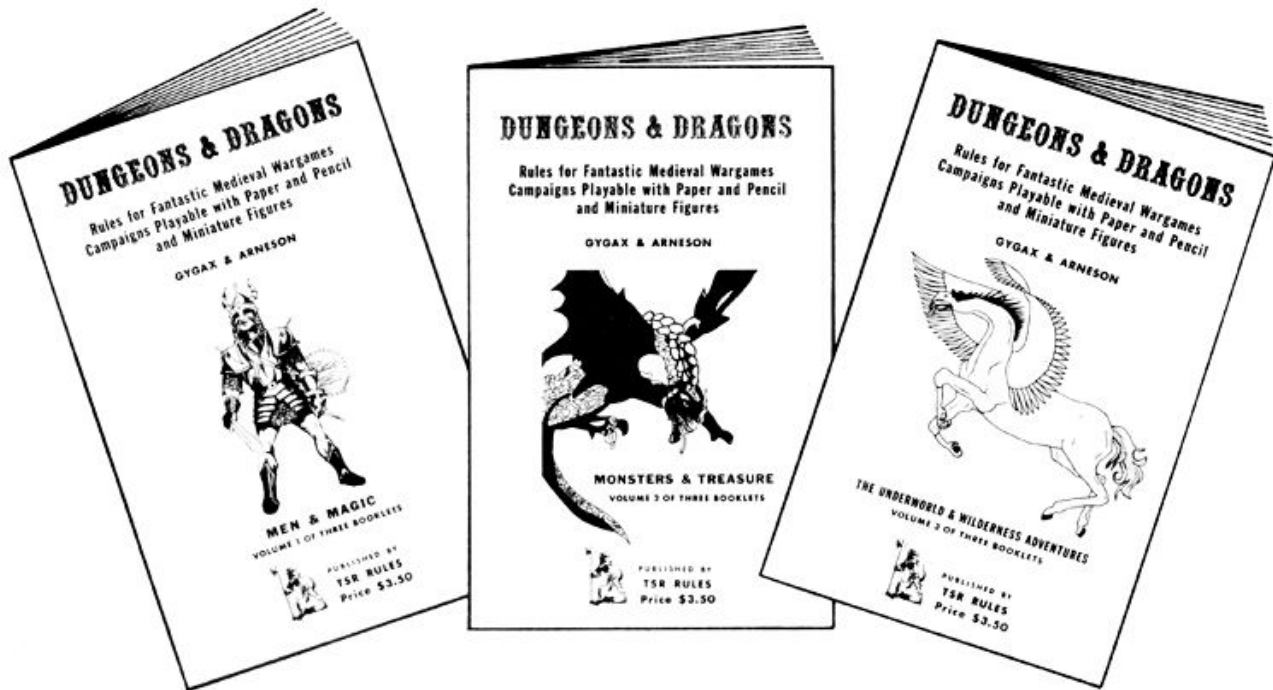
b Treat as save vs Insanity with -4 penalty to roll (see page 14)

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DUNGEONS & DRAGONS is the ORIGINAL Adventure Game in Worlds of the Strange and Fantastic.

In DUNGEONS & DRAGONS You are a Wizard, Hero, Elf or Dwarf. Go on fantastic adventures through tunnels deep beneath the earth or into uncharted wilderness in search of treasure and magic which are guarded by Trolls, Dragons or other Fearsome Monsters. A truly unique game which allows you to unleash your imagination and make your fantasy world come alive.

Dungeons is playable with paper and pencil or miniature figures and it comes in a sturdy box designed to be stored on your bookshelf. The set contains three booklets, with separate reference sheets, all heroically illustrated for ONLY \$10.00 postpaid.

PETTY GODS

an Underworld Lore exclusive



FUBAR, LORD OF MAGICAL MISHAPS

*A petty deity created by Darcy Perry
Illustration by Rom Brown*

www.darcyperry.co.nz

Fubar

Symbol: A flaming, simple five-pointed star

Alignment: Chaotic

Movement: 120' Flying

Armor Class: 9

Hit Points (Hit Dice): 9 (3d4)

Attacks: 1 bite or Special

Damage: 1d4 or Special

Save: Always fails

Morale: 9

Treasure: Nil

XP: 350

Fubar is a somewhat reluctant minor god associated with death by magical mishap and misadventure. He was once a living, breathing magic-user of the third circle of power. A conjurer. Almost a theurgist. His career in the arts arcana ended abruptly when he cast a spell from an unidentified scroll in the heat of battle. The ratmen cultists had summoned a giant demon rat¹ and the bloody tide was turning against his party of dungeon delvers. Faced with a deadly set of iridescent teeth and his own imminent death, Fubar drew forth a newly found scroll from its case and read it hastily. An act of desperation that resulted in a tremendous ball of flame engulfing the demonic rat, the remaining ratmen and a few of his unfortunate companions. All were incinerated, including himself. The survivors recounted his astounding error of judgement at a tavern a few days later and the legend of Fubar was born. Legend became myth and myth became a small cabal of magic-users that cursed his name for the ill-repute he brought upon their profession. Nowadays the story is told as a warning to apprentice wizards, lest they become Fubar.

Fubar still has no idea how he became a petty god, which irks him. He's also almost certain his name was Bundy. What upsets him even more is that before becoming a divine entity, he was firmly of the belief that gods were nothing more than religious mumbo jumbo to help the 'weak of mind' with their fear of the unknown. The fact that he appears as a smoking, disembodied floating skull with eerie glowing eye sockets annoys him no end. He will only turn up whenever and wherever a spell or saving throw versus a magical effect has failed miserably, proudly wearing his most prized possession: a burnt, pointy, wide-brimmed hat with a fiery five-pointed star emblazoned on it. Fubar can only be seen by magic-users (and their familiars), which he can 'speak' with telepathically (as he has no vocal chords). On a favourable reaction roll he can offer sagely advice of dubious merit, identify magic items (75% accuracy), or conjure a bronze cylinder containing a magic-user spell scroll (random, 1d3 level magic-user spell). However, should he deem the spell caster unworthy, Fubar will recount dreadful stories of doomed dungeon delvers and the dangers of eldritch magic.

¹ See *Ratacus Gant* entry in UNDERWORLD LORE #2

Something weird always happens upon Fubar's arrival. Roll 1d6:

(1) Sagely Advice. Fubar offers wisdom, garnered from his own experience (earned the hard way through his lack of wisdom). One question on any subject matter may be asked by the magic-user. Because Fubar is trying to improve his reputation, the answer given is often cryptic, though rarely accurate. Upon answering, he self-combusts and vanishes in a puff of smoke.

(2) Heavy Rain. Hundreds and thousands of flaming rats fall from above. Damage is 1d3 hit points per round unless cover is found. Flammable items will combust. The downpour lasts 1d4 hours.

(3) Conjures Scroll. Fubar disappears in a puff of smoke and a charred scroll case drops to the ground. Within, unharmed, is a scroll (random 1d3 level magic-user spell).

(4) Soul Switch. Each player hands their character sheet to the player on their left. Play on!

(5) Yellow Ruin. Everything the magic-user is wearing turns to custard (no save). For rules lawyers, if it's on the character sheet, it's custard.

(6) Overly Familiar. A ghostly owl haunts the magic-user, telling woeful tales for 2d6 days and nights, disturbing any chance of rest for the magic-user. When he finally departs in a fiery howl-hoot, the magic-user gains +1 Wisdom and a five-pointed star upon his forehead.



Wendy Pini (co-creator of ELFQUEST) as Red Sonja c. 1979

CLASSIFIED

A THOUSAND USES FOR SOUR ALE! Since ancient times sour ale has been known to ward off ill health and prevent evil wards. Send for a FREE scroll to find out how! Send 12sp to cover courier costs to Upturn Potsherd, Barthian Way, Narlick.

FATHER GILGARTH restores luck, love, health, and happiness. Narwith Abbey, east door. Reasonable prices.

PSYCHIC READINGS by Malach the Black. Find out who plagues your soul. Helps with love life, health, job, and relationships. Immediate results or no charge. Flargeth Alley, Kingskeep, Brookshire.

ROSEBRIAR THIMBTHWIT can change your life overnight. Send 25sp and emergency prayer request via courier to Dimswit Ditch, Doorchester.

I WILL BUY YOUR TRINKETS! See Timberbull in Stall 17, Marketsquare.

HEMPSTEAD'S CURE-ALL! Doctor Hempstead, the healer's healer, has right potion to cure your ills. Hempstead's Cure-All is excellently adapted to carry off morbid excretions, restore and amend the appetite, and prevent sickness of the stomach and severe headaches. See Doc at Ye Old Emporium in Narlick for a free sample to cure what ails you!

BECOME A COURIER AND SEE THE REALMS! Our business is booming and we need couriers to expand our reach! If neither orcs nor trolls nor blighted dark can keep you from your oath-sworn route, we want to talk to YOU! Stop by our offices in Kingskeep today to learn how Kingsworn Couriers can help you achieve your dreams!

SKELETON KEYS FOR SALE. Must provide own skeleton. W.S. Largish & Sons, Locksmiths.

WANTED: BROKEN WANDS & STAVES. Bargard Billquarrel will buy your broken and discharged wands and staves for top dollar, no questions asked. See Stall 72, Marketsquare.

ADVENTURERS WANTED! Cowardly villagers seek foolhardy and short-sighted rogues to sacrifice life and limb for paltry reward and bragging rights in an attempt to kill black dragon disrupting local sheep-based economy. Interested parties must provide own weapons and mounts. Interested applicants please inquiry with Old Man Slathery at Goatshire's blacksmith shop.

WALTER WITHCROFT, Ph.D, M.U.F.C, R.O.T.C., Br.OF (ret.), will repair and recharge your magic items for minimal cost. No guarantee of normal function after upgrades or recharges. Also have small number of special items for sale, including lover's knots, bracelets of clasping, wands of mendacity, pendants of stag's endurance, and rings of hope. Hours: one hour after sun-up till mid-day, every day, unless sign on door says otherwise. Stall located behind Yaga Babba Bakery, next to cobbler shop. Discrete transactions available at extra cost.

THARWICK'S FEED & LIVESTOCK MULE TRAIN SPECIAL! Why buy when you can rent? We have mules available for as low as 5gp per day. Rent five mules, get a sixth for free! Carts and mule drivers available at extra cost. Come on down to Tharwick's: It's your move, so trust us to haul it right.

DWARVES NEEDED for dangerous mission to retrieve lost birthright. Must be stout of heart, sober of mind, and fast with fists. Ability to speak Northlander helpful, but not required. Come to the Shady Dragon Tavern and ask for Walker.

ALL CLASSIFIEDS POSTED VIA MATTHEW SCHMEER OF YE RENDED PRESS: RENDEDPRESS.BLOGSPOT.COM

WANTED: Small, jewel encrusted bronze statue of a demon laughing in its sleep. Will pay 1,000gp for same. I'll know it when I see it. Bring it to Yalek Aieleek, Master of Sleep, at Zabit's Magic Shop in Darkwood Shire.

DELIVERY MAN NEEDED. The Brothers of the Order of the Fist in Northern Kirlangen, brewers of the realms-famous Miasmimosa bittersweet brew, have immediate need for a delivery driver. Must be able to lift a half-cask unaided and be amenable to being the subject of multiple spell protections. Apply in person to Brother Bendover, Prior of Kirlangen Abbey.

OFFICIAL NOTICE: Be it herewith known that Raffles Kuntfingers of the Shire of Darkwood has been found guilty of theft from the royal treasury and is to be executed at dawn on the second day after this notice is circulated. He is to be drawn and quartered in the public square. The convicted's personal belongings were sold at auction under sealed bid to the highest bidder, as per royal custom. All citizens of title of the kingdom are invited to attend the execution. Refreshments will be follow the spectacle courtesy of the Baron Walthamthorp.

100GP REWARD! Clear crystal pendant in shape of stag's head. If found, return to Bethda Tillminder at the Sign of the Wrinkled Tit.

SISYPHUT'S MISCELLANEOUS LABOR SERVICES. No task unreasonable or too dangerous. Trained and untrained laborers ready to work at reasonable rates. Special orders our specialty. Just whistle and we'll work!

DUNGEONEERS! Have your latest forays beneath the earth left you feeling you've lost your mirth? Has crawling through the underdark taken away your divine spark? Perhaps a case of raging doom has left you confined to your room, or maybe your gut is in a fit because of a case of the lucky shits? Whether it's tenebrites, ghosts of fleas, fly mites, undead lice, or just scraped knees, HARPOOL'S APOTHECARY HAS THE CURE! Our trained apothecaries are supervised by a fully royal-licensed alchemist of the sixth degree. No ailment too small or to large. Conveniently located in Market Square next to Yaga Babba's Bakery.

YOU: Handsome halfling rogue with velvet touch. Me: The drunk bar maid at the Wrinkled Tit with dishwater hair and a small mole under her left eye. Lost: My trust, my heart, my crystal pendant. If I see you again, you turd on an owlbear's ball sack, this wench will wrench your furry little toes clean off.

ALCHEMIST IN NEED of rare and hard-to-find ingredients seeks to hire intrepid explorers to secure such. Inquire at front gate of Stonefist Keep. Show ad for admittance.

GUNTHER'S FINEST TAXIDERMY, located in Walthamthorp, will stuff and mount your trophy in true-to-life fashion. Gunther Fishkiller has 30 years experience in helping customers relive the hunt through tasteful taxidermy. In his years in service to Baron Walthamthorp, Gunther learned to hunt the big ones and mount them! Drop by our showroom to see our handiwork and discuss how we can help you furnish your home, guild, or keep and help you keep your memories alive. Gunther Taxidermy: Preserve The Adventure!

CURSES REMOVED. Reasonable prices. Come to stall 7 on market days. Ask for Renata.

REPENT, REPENT! YWEHBOBBOBHEWY, LORD OF WATERS, KING OF MIRRORS, PATRIARCH OF THE MOST PROFOUND DEMANDS YOU REPENT! Run this ad three times and your prayers will be answered. For details, send 1 cp to Ywehbobbobhewy, Lord of Waters, King of Mirrors, Patriarch of the Most Profound, c/o Bob Dacat, Temple Felinis, Whiskeryshire.

FOUND: Stag Head Pendant. Has curious properties only true owner would know. Inquire at Harpool's Apothecary. Ask for Kenwise. Be prepared to bargain.

ESCORTS PROVIDED for single knights in need of companionship to all court-required social engagements. Our girls are fully trained in small talk, friendly gestures, and royal social graces. Special services available for paladins. Jaleen's Social Circle is here to serve. Two blocks off Market Square on Guilds Way. Ask for Lefpth.