

UNDERWORLD LORE

No. 2, Vol. I

NOVEMBER 2013



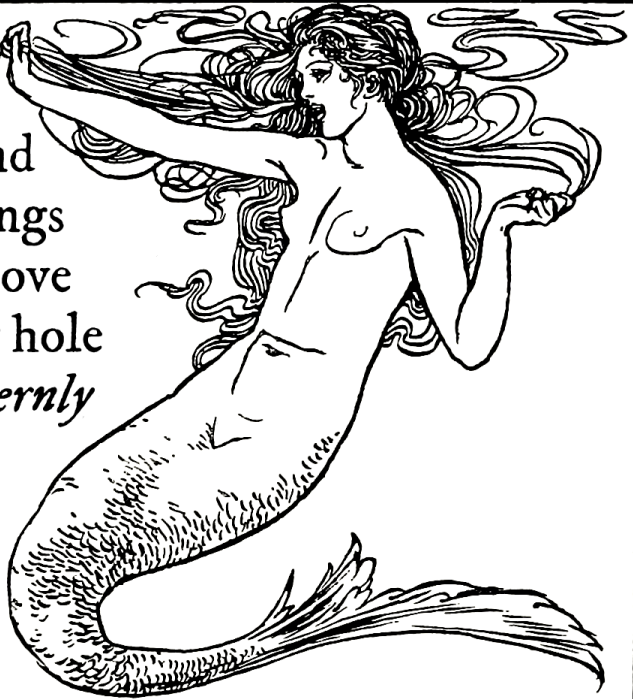
"World-Wide Weirdies" by Ken Reid (c. 1970s)

gorgonmilk.blogspot.com


EIGLOPHIAN LODGE

Fifty
messages and
crude etchings
scrawled above
the shitting hole
in the *Slatternly
Mermaid
Taphouse*

EXPLORING THE
UNDERBELLY



IT IS COMMON KNOWLEDGE among astute adventurers that tavern lavatories, out-of-the-way outhouses and humble shitting holes are the postal system of the criminal element. The watercloset at the Sign of the Slatternly Mermaid is no exception. Hidden among the crude and obscene drawings, lowbrow poetry and otherwise filthy sentiments are coded messages that may reveal some critical piece of information to the particularly attentive PC. (Results may vary.)

TRANSCRIPTION TEAM

PATRICK HENRY DOWNS, VICTOR GARRISON, GREG GORGONMILK, GARRISON JAMES, KITCHEN WOLF, KNOBGobbLER, KONSUMTERRA, MICHAEL MOSCRIP, JONAS MUSTONEN, PORKY, RASKOLNIK, RORSCHACHHAMSTER, MATTHEW SCHMEER, TEDANKHAMEN, THUNDERSTONECAMPAIGN

What follows is a by no means exhaustive transcription (or description [in italics], in the case of an "art" item) of the knowledge to be gleaned while relieving oneself at the Slatternly Mermaid, perhaps after enjoying a few pints of the seaside tavern's finest brown suds.

No.	Inscription
1	Captain Boone buggers goblins with his tiny cock
2	<i>Splashes of a fluorescent, glaucous ichor and the daubed letters 'H', 'E' and 'L'.</i>
3	Dinnae order da meed! Iz not meed but giant snot!
4	The Brotherhood watches! The Brotherhood judges!
	<i>And, in a different style: The Brotherhood stinks!</i>
5	<i>An exhortation in a supposedly long-dead script:</i> Whomsoever further besmirches this place shall besmirch never more
	<i>Found near a pictogram of a heavily swollen figure.</i>
6	Ware the otyugh tentac <i>Followed by an ink smear leading down.</i>
7	I found a fingernail in the sausage
8	<i>Drawing of a chubby mermaid bent over exposing her bung hole while looking back with left eye shut and her tongue sticking out the right side of her mouth.</i>
	<i>Words found underneath: balls reker (wrecker)</i>
9	Shit at your own risk. – The Management
10	I use the chalk and make the line, I raise my hand and make the sign. To the barman, never mean, keep me well, and make me clean.
11	Beware the Cooted Bumsnatcher!
12	<i>An etched tally standing at 42; the first seven marks have been partially scratched out and the last converted to a hanged humanoid and mandragora.</i>
13	dazza im having your baby, find me you know where

No.	Inscription
14	<i>A series of concentric geometric shapes – being a first-level spell for solidifying bowel movements, reversible.</i>
15	Saljuz spreads prick-rot
16	3000 coppers at the bottom <i>Found above an arrow pointing down.</i>
17	Toffer pisses in the brew kettle
18	Note to self: nevermore mystery stew
19	just shat a fecking baby my arse is burning
20	<i>A drawing of a rat, standing up with hat and cane and an enormous erect penis. Underneath is written:</i> Lord Pest <i>This name is scratched over and a series of other names (illegible) orbit it with signifying arrows.</i>
21	If it burns going down, it burns pissing out
22	The hole may reek Your bowels may clench Your dingle might tingle the slatternly wench But when you're done doing your dastardly deed Please clean up your slop for the next man in need
23	Looking for my sweet, blonde Alice and that Flame haired bitch she travels with!! <i>A heart is drawn around the name Alice.</i>
24	Raffan: Go left then right then left then left then left. Secret door in back sun-side corner. Down hall. Then left, left, left, left, left, right. The book is in the back. See page 29.
25	<i>Two-thirds of an exorcism transcribed from a cuneiform tablet scratched extra deep with a very sharp dagger. Bits and pieces of the clay tablet litter the floor of the latrine.</i>
26	1st mate Morbertt is a right choad chugging prick. The Devil take him.

No.	Inscription
27	I just shat out a level
28	That third stool isn't furniture
29	Buy him a drink and he'll steal your heart; Bring him to bed, he'll do nothing but fart
30	Attendant not responsible for grimp attacks.
31	<i>A word in Old Gnomish characters written thirty-seven times in cramped script.</i> <i>Translation: DINGLEBERRY, DINGLEBERRY, DINGLEBERRY, etc.</i>
32	May yer mother fall into an orgy of pigs!
33	I am the mermaid <i>These words are accompanied by a single stylised mammary gland and intricate lunate tail, both etched in charcoal.</i>
34	The First Mate on the _____ buggers a corpse he keeps in an oblong box packed with pink salt <i>Indicated in the blank space above are six different ship names, each scratched out.</i>
35	The waters off Maliz-Kon boil in the winter
36	<i>A neatly inked line of advice on fibre intake alongside roughly charcoaled sketches of various fruits and vegetables.</i>
37	Rufues HEART Burne
38	Have you seen the Violet Trefoil?
39	Beware Borchard. He sells drunks to foreign captains. Bastard.
40	<i>The remaining smudges of a chalked astrolabe marked with several lewdly named and apparently fictional constellations.</i>
41	We left them there chained to one another
42	Drow wipe two handed
43	Lord Peter von Phenix is a vampire! <i>This is accompanied by detailed drawing of angry fat man with bat cape, toothbrush moustache and fangs.</i>

No.	Inscription
44	<i>A poorly labelled diagram of the known erogenous zones of one of the clientele.</i>
45	The South Current past Aligdal is the right one
46	A GRIMP TICKLED ME ARSEHOLE
47	Lights off of the Eastern Reef can't be trusted
48	<i>Drawing of a local dignitary being anally penetrated by an orc warrior.</i>
49	For a good time call CTHULHU
50	<i>A series of foreign pictographs; their meaning unknown.</i>

NOTE: Including the several examples listed above, there are numerous references to creatures known as “grimps” found scattered among the latrine's inscriptions. An obscure relative of the troll family, the grimp is a diminutive bogey that lacks all sense of smell and subsists on sewer rats and various worms found in or near sewage. Local legend holds that a family of such filthy creatures dwells directly beneath the Mermaid's shitting hole, though this rumor has yet to be properly substantiated.

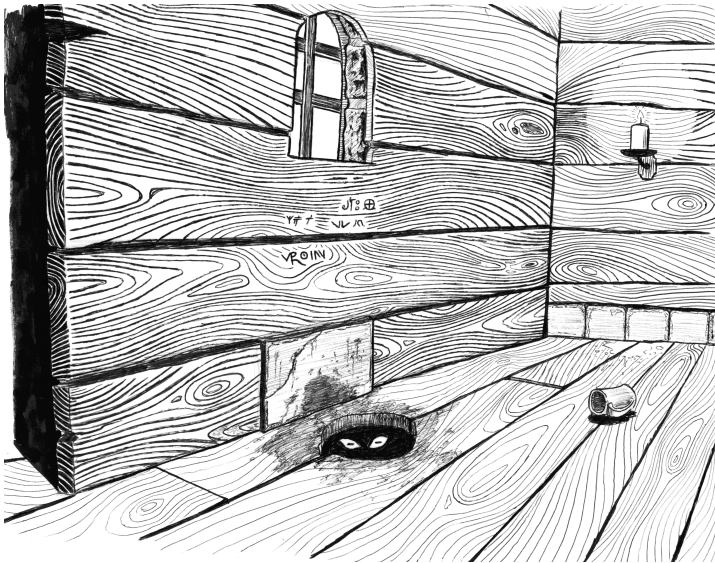


Illustration by Joseph Cole

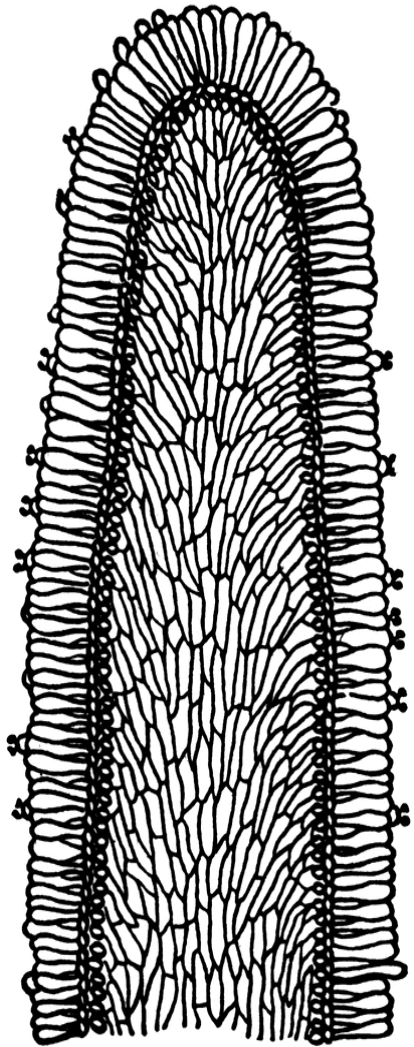
The Honey-Veiled Recursive Webcap

by **Dr. Logan Knight**,
professor of mycomancy

YOU'LL SMELL THEM BEFORE YOU SEE them, saccharine amongst the musty bowels of the earth, inviting beyond belief. Despite the look of their lurid violet caps, marred with collapsed spots like a cancer, they are the most delicious thing you will ever eat while hidden away from the sun. Belly full, licking deliquescent honey spores from your fingers you will walk away without a second thought for the fruit offered up to you by the earth.

Until the second morning.

Overnight the Honey-Veiled Recursive Webcap bears forth from your own skin in a violet splay of fruiting bodies. It does not itch, it does not burn, the fungus has grown to exist in harmonic mycorrhizal symbiosis with those that consume its fibrous flesh. As you bear it throughout the underworld dripping its honeyed spores it absorbs the nutrients it needs to survive not only from your body but by the things you inadvertently splash upon it, and in return provides you with a portable, infinitely renewable food source grown from your very flesh.



After the 5th meal, save vs Poison each time you gorge on the webcap.

First Failure: Lack of carnage exhausts you. You don't care for exploration and hidden secrets, gold has lost its sheen, you want contact

with flesh, you want spilt blood. Insects crawl across your skin and you seem not to notice.

Second Failure: Mycelial hyphae crowd your nervous system, touching your brainstem like nervous teenage fingers. The mushrooms provide everything you need, why would you want to eat anything else? The simple smell or vivid description of ordinary food and drink makes you retch.

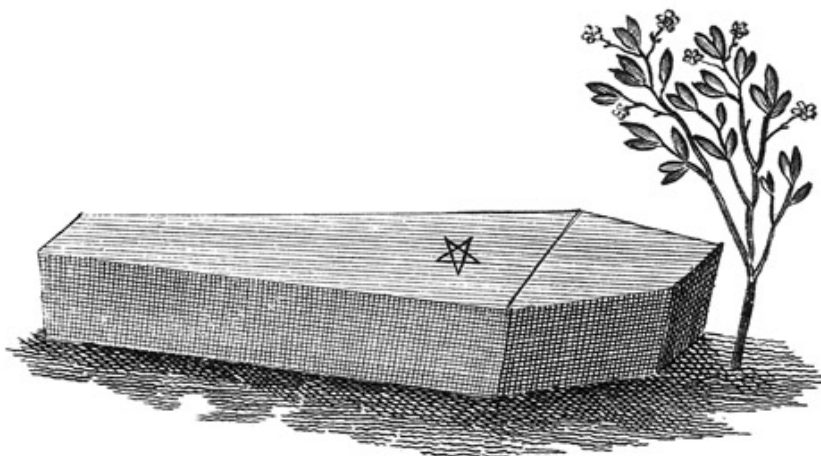
Third Failure: It's difficult to see your skin for the fruiting bodies, they thrum together as you walk, creating sprays of tiny spore droplets that mist around you, it would be beautiful in a backlit slow-motion close-up.

Fourth Failure: Your body is so riddled with mycelium it can hardly bear the strain of movement. You lack the strength to force flesh down the throats of your companions. And so you seek a cool, dank place to lie down, secret enough to avoid destruction, accessible enough for the fruit of your rotted remains to be stumbled upon by the next sporebearer.

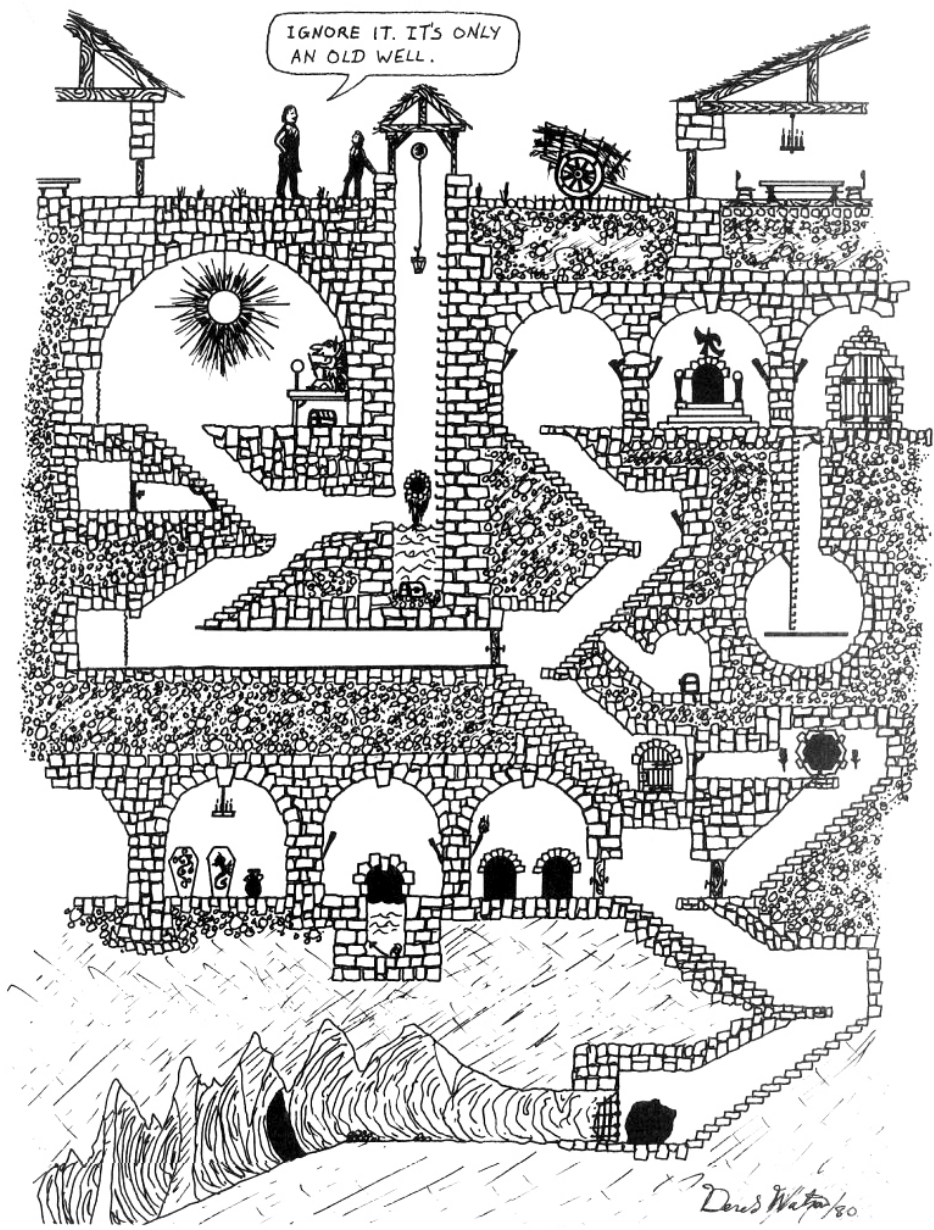
Your honey scent drifts on beneath the earth.

for more from Logan Knight:

www.lastgaspgrimoire.com



Bognar's funeral was, mercifully, a closed casket affair. (*artist unknown*)



PETTY GODS*

*an Underworld Lore guide
to minor godlets and arch-phantoms*



RATACUS GANT

created by Erik Tenkar

illustration by Gus L

* PG is a deity-catalog-homage-concept created by Blair Fitzpatrick of Planet Algol and James M of Groggardia.

Ratacus Gant

Symbol: A single copper piece

Alignment: Chaotic

Movement: 120'

Armor Class: 9

Hit Points (Hit Dice): 2000 (1 HD + 1992 hit points)

Attacks: Bite and Special

Damage: 1d30 and Special

Save: M30+

Morale: 10

Treasure: 2,000 Coppers, Assorted Jewelry

XP: 2,000

Ratacus Gant, Slayer of Young Delvers and Patron of Giant Rats is worshipped by giant rat cabals. Such cabals are always in numbers of nine. (Nine is the number, and the number shall be nine.) The Cabals of Nine, as they are known, accumulate copper pieces as part of the worship of their god, and when the coinage reaches 2,000 coppers in number (no more, no less) they begin the *Rite of Summoning*.

The *Rite of Summoning of Ratacus Gant* requires the giant rats to bury the 2,000 copper coins they have accumulated beneath assorted debris and their own excrement. To complete the ritual requires the blood of a young delver, adventurer or random humanoid. If the cabal can kill their target within the area of summoning and the sacrifice's blood mixes with the coppers, debris and excrement, there is a 9% chance that Ratacus Gant will be summoned.

Ratacus Gant takes on the appearance of a normal Giant Rat, if "normal" means fur the color of copper and beady, intelligent, red eyes. Ratacus has no special defenses, but is able to absorb so much damage that he is nearly impossible to kill. He is, however, easily distracted by copper pieces, and if copper pieces are thrown in his direction, there is a 9% chance per copper thrown (to a maximum of 10 coppers and 90%) for him to be distracted long enough for a party to flee. Ratacus has no normal save against this effect.

As a special attack, Ratacus can cast *Flesh to Copper*, which in all effects is identical to a *Flesh to Stone* spell, except that the target is turned to copper. This can be cast at will, once per round.



TONYA

created by Matthew Schmeer
illustrations by Andrew Walter

Tonya

Symbol: A child's incisor

Alignment: Chaotic (neutral)

Movement: 30' (15')

Armor Class: 4

Hit Dice: 8

Attacks: 1 tentacle / 2 toothy squeeze

Damage: 1d8 lash / 1d12 crushing damage + 1d6 bit

Save: F78

Morale: 11

Treasure: XXI¹

XP: 3,800

Tonya, Petty Goddess of Children's Teeth, appears as a fifteen-foot-tall tongue embedded with the missing teeth of thousands of children arranged scale-like across her frontside. She has no features beside her red pulsing body and the teeth, and she communicates via telepathy or other psionic means.

Tonya was banished to the material plane by Ywehbobbobhewy, Lord of Waters, King of Mirrors, Patriarch of the Most Profound² for attempting to steal the teeth of his favored daughter, Curdle, the Petty Goddess of Blind Milk Maids³. She now spends her time plotting ways to get back into Ywehbobbobhewy's good graces. She believes the gifts of money she deigns to leave beneath children's sleeping heads will bring her back into Ywehbobbobhewy's fold. She is mistaken, as metal coins are worthless trinkets to the minor corpus gods who make-up Ywehbobbobhewy's court.

Tonya despises the common misconception that fey and/or hobgoblins are responsible for retrieving teeth from beneath children's pillows. In fact it is Her Toothiness's wormy minions (which are minature, toothless versions of Herself⁴) which wriggle beneath the sheets of sleeping children to snatch away the enamaled prizes she treasures.

It is rumored she is building a temple to Ywehbobbobhewy with all the milk teeth her minions gather.

1 *Given as "Hoard Class"*

2 *See PETTY GODS Revised & Expanded (coming soon)*

3 *Ibid*

4 *See page 15*

Tonya herself rarely retrieves teeth from beneath a child's head. She will only do so for nobles and clerical orders.

Encountering Humans

Tonya and her minions are invisible to children whose natural age is 12 years or younger. Between the ages of 13 and 16, teenagers can sense their presence but only see wriggly shadows. At 17 or older, adults can see Tonya and her minions' true form and must roll on the *Human Encounters Reaction Table* (1d6) below:

d6 Human reaction

1	<u>Disgusted</u> . The human is disgusted and vomits immediately for 1d4 rounds, and suffers a -2 to hit and to all damage dealt during this time.
2	<u>Repulsed</u> . The human is nauseated and feels faint for 1d4 rounds, and suffers a -1 to hit and to all damage dealt during this time.
3 – 4	<u>Indifferent</u> . The human has no reaction and is able to converse with Tonya.
5	<u>Intrigued</u> . The human is curious about Tonya and/or her minions and Tonya will treat the human favorably with no attempts at deceit.
6	<u>Charmed</u> . The human is Charmed by Tonya and will do her bidding for 1d6 rounds. Her bidding usually has to do with extracting teeth from fellow humans. Additionally, the human will believe anything Tonya says during the charmed period.

Tonya favors humans and will act friendly to them regardless of their reaction to her.

Encountering Fey-like Creatures and Demihumans

Fey-like creatures and demihumans will immediately recognize Tonya's true form (and her minions as well). Because of the false rumors about tooth retrieval, Tonya has a particular hatred for these creatures (especially fairies and hobgoblins) and will attack them on sight. She will even attempt to strangle their children as they sleep if offered the opportunity.

Tonya attacks with a whip-like lash from the tip of her tongue-like body, doing 1d8 lashing damage. Alternately, if a victim is within 9 feet, she can grab her victim in a toothy squeeze, inflicting 1d12 crushing damage and 1d6 biting damage from the embedded teeth.

Mouthless Tongues

(Minions of Tonya)

No. Enc: 1-2

Align: Chaotic (neutral)

Movement: 10' (5')

AC: 10

Hit Dice: 1 (5 HP each)

Attacks: N/A

Damage: N/A

Save: F1

Morale: 5

Treasure: 1-5 cp each /
child's tooth

XP: 5

Mouthless Tongues are the devoted minions of Tonya, Petty Goddess of Children's Teeth, and they are tasked with retrieving teeth from and delivering payment to the undersides of children's pillows.

Mouthless Tongues are 3-to-4-inch long sentient tongues which resemble fleshy pink slugs. They worm their way across the ground in a manner mechanically similar to inch worm locomotion. They are eyeless and mouthless, absorbing nutrients from their environment to survive.

Each Mouthless Tongue has a small fleshy pocket on the underside of its "foot" which is used to carry small coins or children's teeth.



Roll 1d6 to determine what the Mouthless Tongue is carrying:

d6 Loot

1	Nothing
2	Child's molar
3	1-3 cp
4	Child's canine tooth
5	4-5 cp
6	Child's incisor

20% of Mouthless Tongues have the ability to teleport themselves (and only themselves) to their lair when distressed. They will leave their burden behind. If it was a tooth that was abandoned, then the Mouthless Tongue will be psionically destroyed by Tonya (as children's teeth are more precious than coins to Her Pettiness) and Tonya will seek out the fool who made her minion drop its load.

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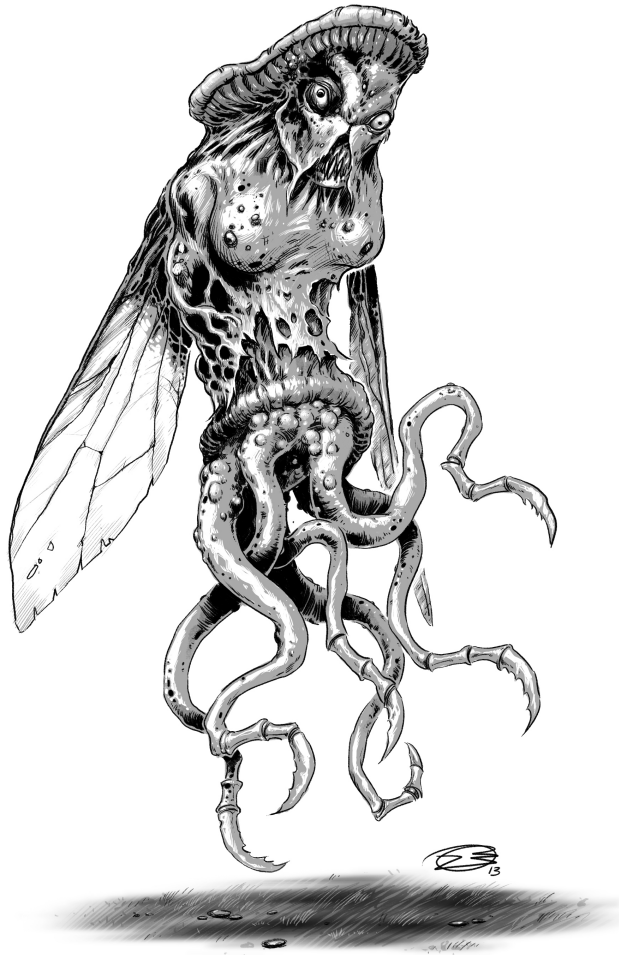
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JEXVENNA

created by Dennis "Lord Gwydion" Laffey
illustration by Rom Brown

Jexvenna

Symbol: A black weevil

Alignment: Chaotic

Movement: 150' (50')

Armor Class: -3

Hit Points (Hit Dice): 75 (10)

Attacks: 2 claws / 1 bite

Damage: 1d8/1d8/2d6

Save: C10

Morale: 9

Treasure: XIX¹

XP: 4,600

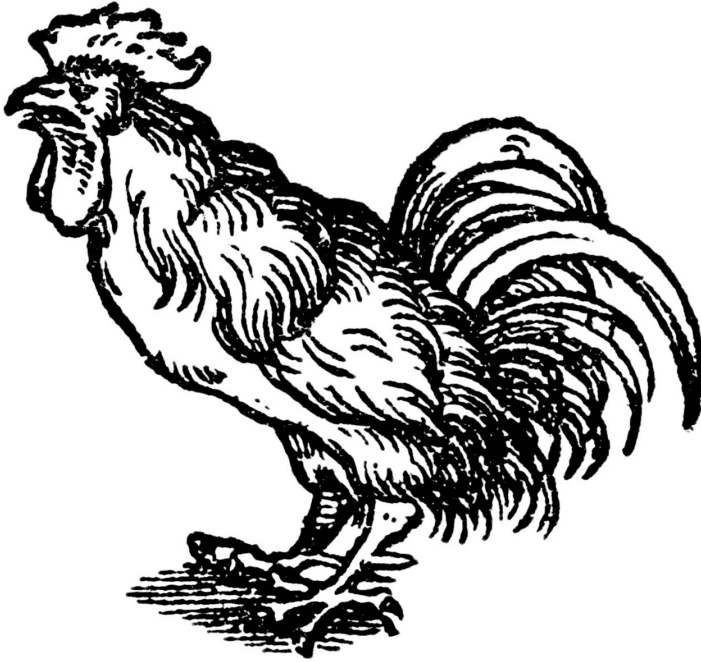
Jexvenna the Despoiler is the demon-goddess of hard-tack weevils, hard cheese mold, and the desalination and rehydration of jerky. She presides over the spoilage of tack and other preserved foods, ensuring that despite their long shelf-lives, Entropy always wins in the end. She appears as a large greenish-purple, partially humanoid fungus with insectile wings and several claw-tipped tentacles dangling from the bottom of the fungal stalk. All iron rations, and other preserved foods such as jams or pickled vegetables, spoil within 60' of Jexvenna's presence. Non-preserved foods and water are unaffected. Those eating foods ruined by the Despoiler must save vs Poison or suffer from food poisoning, suffering a -2 penalty to attacks, saves and checks for 24 hours, and running the risk of violent retching during periods of excitement. Anyone suffering Jexvenna's food poisoning must make a save vs Poison at the beginning of each combat encounter or be unable to act for 1d4 rounds due to vomiting. Jexvenna may cast Clerical spells of levels 1 to 5 at will.

Jexvenna is worshipped by small isolated, suspicious halfling communities of vegan, raw-foodist homebodies, who sacrifice travelers apprehended carrying iron rations into their closed communities. They offer up the travelers and their rations in great bonfires during the new moon, then feast on fresh-picked vegetables and the raw meat of any pack animals used by the travelers. Certain debased elven families have also been found worshiping the demon-goddess.

Jexvenna never answers when her followers call upon her, but she is 1% likely to appear any time an adventurer in the wilderness or a dungeon makes a

¹ Given as "Hoard Class"

comment stating how much they actually enjoy eating iron rations (or similar comments). Unless all iron rations and other preserved foods are immediately offered up to her, she attacks until her opponents are dead or her morale fails.



“Hey, nice Crypt Cockerel!”

A guide to dungeoneering cocks

by **Greg Gorgonmilk**

Like the near-extinct *grimalkin* and the ubiquitous *dungeon cur*, the crypt cockerel is a domesticated beast bred to serve those who venture underground. More than a pet or companion, these animals are specialized scouts trained to communicate simple details and warnings to their masters.

In the words of Dalt Doogins the Delfer, the notorious explorer and tomb-pilferer: “I’d trade ye five cowardly henchmen for a single, seasoned crypt cock.

For one, the fowl is smarter. For another, he's more loyal. And of course he'll taste better when ye've reached the end of yer rations."

Appearance & Characteristics

Leaner and somewhat longer than their common yard bird cousins, crypt cocks are keen of eye and eminently skilled at squeezing through small spaces. They can fly short distances horizontally (usually 10 feet, but some have achieved up to 20). Most notably, these birds are completely silent until they are required to communicate. Feather colors vary according to the several sub-breeds available, with the blue-and-red Archplume being the most common.

Skills & Habits

Until his services are called for, the crypt cock is well-adapted to riding in a light basket which can be slung over his owner's shoulder. His need for sleep is minimal and his feeding requirements are modest – a handful of dried corn and a bit of water will keep the bird sated for an entire day. Crypt cocks find rancid goblinflesh to be incredibly delectable, and owners must be cautious to keep their birds from over-gorging themselves when such fare is available.

Crypt cockerels have 60' infravision.

The creatures have three distinct modes or skill sets and will carry out instructions given in short cluck-commands. They prefer to travel five to ten yards ahead of the party while on-task and will usually (90%) report back to their masters immediately when hand-signaled.

- Cocks can zero-in on sources of fresh water (springs, streams or underground lakes) with 4-in-6 accuracy from distances of up to one mile.
- Cocks can scout out rooms and tunnels in advance of the party and then relay both the number (5-in-6 accuracy) and the type of occupants (varies; usually 3-in-6 accuracy) through a system of scratches and clucks. They are trained to act with extreme caution in such situations and possess the ability to Hide in Shadows equivalent to a sixth level thief.
- Finally, in a combat situation crypt cocks will attempt to blind their foes either by pecking or scratching out eyes. They attack as fighters of a level equivalent to their age in years (cocks are adults at one year and may live up to twenty years or more), maxing out at 12 years as the equivalent of a 12th level fighter. Each successful attack does 1d4 points of damage and has a 2-in-6 chance of blinding one eye. Cocks have 1d6 HP.

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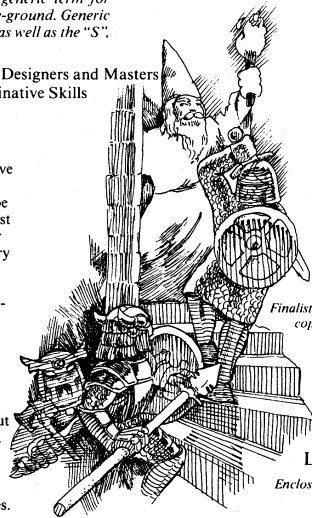
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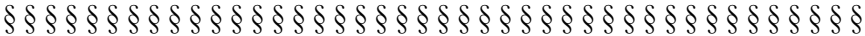
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Cost

An adult (1-year-old) cockerel typically sells for 50gp. Seasoned (3 years in the field or more) cocks can fetch up to 400gp in some cases.

Additional Notes

Most goblins (5-in-6) have an instinctive dread of crypt cocks and will flee from them on sight as though they are under the effects of a *Fear* spell.

Crypt cockfights are a common occurrence behind taverns frequented by adventurer-types.

The oldest crypt cockerel on record, *Molf's Brigand*, lived to be 86 and ½ years old. Rumor has it that he was regularly given healing potions in lieu of water.

“That's a great idea, let's just go into town and ask if anyone has strangled a Kobold recently.”

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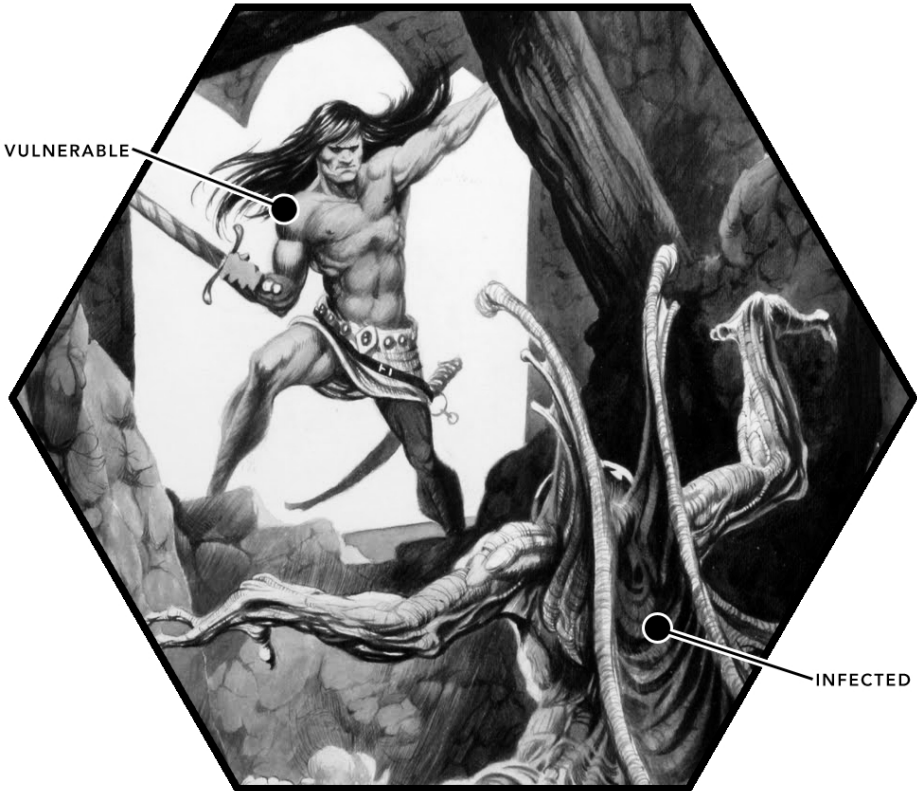


Illustration by Bernie Wrightson

PRETERNATURAL PESTILENCES

A D30 CATALOG OF
MAGICAL DUNGEON-FUNKS



Definitive Classy Edition
compiled by M. SCHMEER & G. GORGONMILK

Table 2-A.

Magical diseases carried by monstrous inhabitants of dungeons and Underworld grottoes

Any sentient dungeon resident has a 1-in-3 chance of carrying a magical illness. When infected creatures make successful touch, claw or bite attacks against player characters, roll 1d30 on the chart below to determine the funk type communicated.

d30	dungeon funk type	page#
1	Tomoachan's Insidious Revenge	26
2	Magic Mites	26
3	Dungeoneer's Jock Itch	27
4	Nose-rot	27
5	Eye Bogies	28
6	The Raging Doom	28
7	Tenebrites	29
8	Flay Mites	29
9	Luminarium	30
10	Bite Tongue's Plague	30
11	The Dishonourable Member	31
12	Mini Me	32
13	Ghosts of Dead Fleas	32
14	Burning Urine	33
15	The Lucky Shits	33
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1 Tomoachan's Insidious Revenge

Just like the middle-aged man at the barbecue in countless television commercials, the need to...you know...will happen at the most inopportune time. For our purposes, that time is combat.

The afflicted player makes all rolls at a severe penalty unless he opts to "just let go," which will have the effect of immediately attracting every large, carrion-eating monster within a three mile radius. Skillful magic-users armed with some kind of "create food" spell may attempt an "instant fiber" variation. If successful, the now-almost-cured player will have two combat rounds of movement available to him before he is obliged to, er, sit out on this particular melee because of other obligations requiring intense concentration and a really long book.

(Next time, think before you drink. Just because it's a well of standing water in a dark, dank dungeon doesn't make it safe.)

2 Magic Mites

The character has become a host for 1d4 microscopic vermin of the eldritch variety. Different from mundane fleas or ticks, however, magic mites feed off dweomers released with magic activity. If the infected character casts a spell, uses a magic rod, ring or staff, or reads a scroll, the fleas imbibe enough dweomer to begin their transformation into gigantic pests. Not only does the spell or scroll fail to have effect, now the victim must deal with the gigantic, hideous monstrosities that cling to his body.

Roll 1d6 to determine the equivalent to what the mites have morphed into:

1. Stirges
2. Giant ticks
3. Giant crabs
4. Carrion crawlers
5. Giant centipedes
6. Rot grubs

Note that DMs should inform the player that their character feels itchy all over when magic mites are contracted, but that there are no penalties to action and the reason is unknown. If the character pays a Sage 100gp to check, they will find the mites. For an extra 100gp they will also teach the remedy– bathing in a solution of orc’s blood and unicorn piss. Good luck questing for both of those while unable to use magic! Note also that magic weapons and most items are immune due to the contained nature of their dweomer.

3 Dungeoneer's Jock Itch

PC develops an extremely irritating and itchy rash in his or her groin area. Cure Disease will remedy this, but otherwise, the condition lasts 1d4 days. The condition is so discomforting that Dungeoneer’s Jock Itch sufferers get a -1 penalty to all attacks and actions while the rash persists.

4 Nose-rot



Free-floating particulates from the creature’s backside have invaded the character’s nostrils and begun gnawing into the flesh of his/her nose. Chronic nose-bleeds begin in 1d6 rounds.

Without treatment the character’s nose will completely disintegrate in 1d3 days, giving him/her that ‘skull-faced’ look that typifies the veteran dungeoneer (4-6 point CHA loss).

Nose-rot can be abated by a Cure Disease spell or the application of cloths soaked in

the foetid juice of the black gnostra berry. *(Illustration by Joseph Cole)*

5 Eye Bogies

A type of fungus/amoeba, the Eye Bogies enter the eyeball (d6: 1-3, the right eye; 4-6, the left eye) and nest on the retina, where they quickly multiply. Within 1d4 hours, they will have completely covered the retina. From that point forward, the PC's vision in the afflicted eye will be subject to strange visions and hallucinations as the light hitting the retina is filtered through the magical cytoplasm of the Bogies.

The nature of these visions can vary, but possibilities include: seeing into the Astral or Ethereal Plane, seeing every living creature as dead and decaying, seeing double, triple, or more, seeing in two dimensions, losing sense of the fourth dimension of time (such that everything appears to happen at the same time), etc. Unless extraordinary precautions are taken, there is a 50% chance per day that the infection will be transferred to the other eye.

6 The Raging Doom

During combat, there's often a lot of blood flying round. The Raging Doom parasite is transmitted via blood and once inside its victim, makes its way to the gland centres that produce adrenaline and testosterone. For the latter reason, this parasite does not seem to affect females as such; males are its primary vector. Once it has arrived at its target glands, it causes them to produce many times more hormones, causing aggressive and irrational behaviour in its victims. They tend to seek out combat situations and initiate actions that will lead to bloodshed and further transmission of the parasite.

The parasite also has a secondary effect inasmuch as it stimulates production of pheromones that act as a signal to nearby predators and other creatures, causing them to home in on the victim's location. This is probably an insurance policy to make sure that there are enemies to fight. In practical terms, this means that anyone infected with Raging Doom will cause a doubling in wandering monster rolls.

7

Tenebrites

In the very darkest cave pools, there is a parasite that, when it enters its victims, causes their skin to become very photosensitive. Over the course of the following 42 hours, the skin becomes more and more sensitive, taking damage as follows:

Hours 0-7: Victim takes damage from full sunshine only, 1d3 hp per round exposed; the skin will begin to flake and blister.

Hours 8-14: Cloudy days– the skin will take 1d3 damage per round. The previous category of damage will double.

Hours 15-21: Twilight– the skin will take 1d3 damage per round. The previous category of damage will double.

Hours 22-28: Moonlight– the skin will take 1d3 damage per round. The previous category of damage will double.

Hours 29-35: Continual light– the skin will take 1d3 damage per round. The previous category of damage will double.

Hours 36-42: Torchlight– the skin will take 1d3 damage per round. The previous category of damage will double.

The parasite will, however, stimulate the sight of the victim, causing them to become progressively better at seeing in poorly lit situations until by the 36th hour, they are able to see extremely well with no light whatsoever. The parasites will leave the body by means of its excrement but short of a Cure Disease, there is no real cure once the victim is infected.

8

Flay Mites

These tiny organisms thrive on sunlight, but in order to get their nourishment, they produce an alarming side-effect. As soon as they enter a host, they begin to spread to all the skin cells on the body. Once they have completely infected every cell, which may well take up to seven days, they start to absorb sunlight and

produce a by-product which causes the skin to become invisible. The invisible nature of the skin actually increases the nutritional effect of sunlight for the parasite, which will continue to produce the substance. The victim therefore takes on the appearance of a flayed body, although he will suffer no other adverse effect. Needless to say, his new appearance will cause considerable alarm and upset amongst those who see it.

9 Luminarium

A strain of micro-organism that, once inside a victim, stimulates the dermal layers to produce a substance that glows with a vivid brightness (the same effect as Continual Light). The effect of this is that the victim is almost impossible to hide in the darkness of a dungeon environment and of course, achieving surprise is very difficult as well. A rumoured cure is to imbibe a potion made of the crushed glands of drow elves.

10 Bite Tongue's Plague (BTP)

Originally created by the ancient alchemist Bite Tongue to smite his enemies from afar, BTP is a fast-moving disease which infects the victim's mouth and throat. Those infected with BTP immediately find the inside of their cheeks, their tongues, their gums and their esophagus swelling with small white nodules that seem annoying and painless at first, but eventually burst and emit noxious fumes and fluids, causing much pain. This fluid itself is toxic, and is also the primary method of infection. While infected, the victim loses the ability to speak.

Those affected must save vs Disease, or become infected and remain mute for 1d8 days, and at the end of that time period, save vs Poison or suffer 1d10 points damage. All those within 10 feet of the victim when the nodules burst must save vs Disease or become infected.

Cure disease spells and potions have a 5% chance of curing the infestation. Otherwise, the only known cure for BTP is gargling this

recipe recently discovered written in Bite Tongue's cramped handwriting in a tome stored under a leaky wine cask in the cellar of the Rutting Rooster Tavern in Eastern Opfalkam:

1 owlbear beak, ground to a fine powder
1 manticore claw, crushed
3 drams oil of mistletoe
2 drams oil of oregano
1 flask fortified wine

(Anyone can mix this curative– no special knowledge or skill check required.)

11 The Dishonourable Member

The victim of this extremely embarrassing disease will not notice any effects until the night following infection. His dreams will be particularly erotic and memorable, perhaps involving a recent conquest or infatuation. However, during these dreams, his manhood acquires a mind of its own and is able to detach itself and go off looking for nearby sleeping females to bother. In its detached state, it is likely to be mistaken for a large slug or invertebrate. It is not particularly fast-moving and can be easily trodden on. If this happens, the luckless owner experiences the pain even though he may be some distance away.

The dishonourable member will return to its owner and reattach once its nightly business is done, full of smug self-satisfaction. If its owner is woken in the middle of a period of absence, he will realise the awful truth and must save vs WIS or become temporarily insane (either 1d10 rounds or until the dishonourable member is located and reattached).

It is said that experienced houris (per *White Dwarf* #13) know a spell or incantation that can cure this affliction. Otherwise, a very strong strapping device may (at DM's discretion) keep the errant part in place. If this is done, there is a chance that the victim may go insane due to overwhelming and unfulfilled carnal urges.

12

Mini Me

An infestation which triggers an unusual effect if the victim takes any damage. The stress of the wound causes the sufferer to reduce in size over the course of 1d4 combat rounds. He will become the size of (assuming that he is human):

1. Dwarf (4' tall)
2. Hobbit (3' tall)
3. Pixie (2.5' tall)
4. Sprite (2' tall)
5. One foot tall
6. Six inches tall

This transformation will last between 1 and 4 hours, whereupon the sufferer will return to his normal size. Note that his clothes, armour and possessions will not shrink.

The most commonly known cure for this affliction is to imbibe a potion made from the pulped brains of hill, stone, fire or frost giants (the efficacy of the cure increases with the strength of the giant). However, there is a 10% chance that drinking such a concoction will instead inflict the victim with Supersize Me, in which he grows rather than shrinks to the following sizes:

1. Bugbear (7' tall)
2. Ogre (9' tall)
3. Hill Giant (10' tall)
4. Fire Giant (12' tall)
5. Frost Giant (15' tall)
6. Cloud Giant (18' tall)

The DM may wish to assign a slight risk of any one of these states becoming permanent.

13

Ghosts of Dead Fleas

These minuscule spectral parasites are nearly invisible, appearing as translucent blue fleas. Their bite is, however, extremely

discomforting and results in an itchy, scaly rash. Those afflicted suffer a -1 penalty to all attacks and actions while the infestation persists. Ghost fleas are semi-incorporeal and are very difficult to remove. Bathing in holy water or having the fleas turned usually clears up the problem.

14 Burning Urine

Reputedly only caused by engaging in the good kind of dungeon-funk (aka *Dungeon Lovin'*), the true source of this affliction is unknown because no one will admit to doing the deed with the Harpy in Room 3A. 3d4 days after the act, the afflicted will start to urinate pure streams of fire (doing 2d8 points of damage per turn, per Holmes) for 2d4 days to follow. Urinating comes randomly and causes the afflict to "fire" in any random direction, the pain causing him to lose control. Also, there is always a chance of "splash back" causing the afflict to burn himself.

15 The Lucky Shits



This highly contagious intestinal germ causes the victim to have intense diarrhea for 1d4 days, ultimately resulting in the victim shitting a gold piece.

If immediately swallowed upon excretion, the gold piece will permanently increase the victim's DEX and CON by +5 each, but will also permanently lower the victim's INT and WIS by -5 each.

If the gold piece is not consumed within one round, it will disintegrate into a fine powder, and everyone in a three-foot radius must save vs Disease or be infected with the Lucky Shits themselves. If the victim drinks an entire flask of vinegar before passing the gold piece, a normal copper piece will emerge instead, and the victim's CHA will be permanently raised by +1.

Stirge Styge, or The Blindness of Bats

Reputed to occur in those who have been exposed to the guano of stirges, this disease initially causes a mild itching and watering of the eyes (for 1d4 days with a -1 to attack roll penalty for this period).

If the infected dungeoneer remains out of direct sunlight for 72 hours after exposure, they will adapt a infravision of up to 30 feet in distance and not suffer the -4 penalty to hit in complete darkness, if human. If dwarven or elven, they will have their infravision halved (down to 30 feet) and dwarves will also lose the ability to detect traps, false walls, hidden construction, or notice sloping passages.

The disease will cause a blindness in humans, which only becomes apparent when the character returns into the daylight of the surface world (-5 to hit when attacking in daylight). Dwarves and elves will have teary, blurred vision with a -2 to hit in daylight.

Any other light source, magical or otherwise, will have no effect on the diseased character's vision.

Cure Blindness will result in the restoration of full infravision in elves and dwarves, however:

- If the victim is in direct sunlight when the Cure Blindness spell is cast, the spell will result in the afflicted experiencing extreme blurred and painful vision with a -6 to hit rolls for the next 3 days.
- After 3 days, the -6 penalty will drop to -3 and then decrease by 1 for each day thereafter until their normal vision returns.
- Cure Disease will only be successful if cast before the afflicted enters direct sunlight. It will allow any dwarves to regain their detection abilities, but not their full infravision.
- It will not affect the penalties or bonuses to elven or human vision.

A Heal spell will remove all the effects that the disease caused and will result in any penalties and/or bonuses being removed, regardless of when it was cast. Half-elves are immune to the effects of this disease.

17 NUMBER 17 (also known as Mite Be, Mite Not Be)

The tiny creatures that carry this infection are believed to have originated either in the temple of the god Kuantum where the high priest Heisenberg is said to have created them as a punishment for those who relied too much on certainty, or in the laboratory of the mad wizard Schrodinger, where they lived on his pet cats for many years before moving on.

The infected character becomes the vector for an intense uncertainty field which causes any die roll made by them to be rolled twice. A d6 is then rolled to determine which of the two rolls apply. 1-3 the first one, 4-6 the second one.

Curing the disease means eradicating the mites, which is tricky as they are both there and not there at the same time. Strangely enough, the bite of a blink dog is a potent cure for this condition as is the venom of a Displacer Beast.

18 Balding Dandruff

This annoying disease starts out as a scaly rash on the scalp and brow which develops over 1d4 days. The rash itself is only an outward sign of the disease's manifestation, and the dandruff, while severe, is merely an irritant.

However, on the day of full infection, all of the victim's hair falls out. All of it. Even eyelashes.

The infected must make a save vs Disease, or suffer a -3 to both CHA and CON until their hair re-grows to at least a 6-inch length (normal human hair grows at 6 inches per year). Bearded dwarves suffer the penalties until their facial hair regrows to at least a 12-

inch length. Halfling thieves suffer an additional -3 to DEX until their top foot hair regrows.

If victims are already devoid of body hair, then they just get a bad case of the itchies and suffer a -1 to DEX, CHA, and CON for 1d20 days.

The only cure for Balding Dandruff is to lather the scalp and brow with troll dung for 1d4 days. Those applying the cure suffer a -7 to CHA and CON for the duration of the cure, because troll dung is just gross.

19 The Black Blessing of Nibbith-Abn

This is often acquired by those dungeoneers who are loathe to remove their helms while sleeping. It manifests as a hazy coin-sized black diamond shape in the center of the sufferer's forehead. If spotted by a companion early on, it may be rubbed off with alcohol. If not spotted by a companion, it will begin feeling odd, much like a sweaty brow, about 24 hours after infection.

If rubbed, the afflicted may notice a weird oily ash on their finger. At this point, a Cure Disease will still stop it.

Within 1 hour of the 'sweaty brow' sensation, the center of the black diamond takes on a tacky hardened-pitch quality and begins to lose feeling. At this point, only knowledge and ingredients gained in a quest related to the Great Old Ones will reverse the process.

Over the next 24 hours, the skin immediately around the diamond shape blackens, peels back, and falls off, leaving a roughly 3 inch patch of open skull, weeping at the edges. The skull shades darker inward to the diamond shape, which remains pitch-like in consistency but shines like jet or obsidian. During this period, the afflicted is plagued with horrific thoughts: black gulfs and yawning chasms seem to open in the fabric of the world around them; Cyclopean non-euclidean ruins; etc. Insanity points are garnered if present in the campaign.

After this 24 hr. period, the 'wound' stops weeping and is unsightly but 'healed.' (-2 CHA) The Black Blessing now has a life of its own. At will, and for its own purposes, it may extend and grasp as a black tentacle up to a distance of 6 feet. It knows, however, that the death of its host will waste its time, as it will have to wait for its spores to find another living host.

20 Green Thumb

One morning, adventurers might awake to discover that one or both of their thumbs are painfully swollen and a light shade of green. Over the course of the day (assuming no magical healing is forthcoming) the thumb continues to swell, becoming unusable. After six hours, the thumb secretes a mucus that quickly hardens while the base of the thumb withers. One hour after this, the thumb falls off. An hour after this, it completes its transformation into a goblin and scurries off into the dark. Although as wicked as the average goblin, the thumb will retain a strange fondness for its former owner.

21 Stalagmorphism

The fungus that causes this lives in clusters on the sides of stalagmites and appears to be a slight encrustation that may be anything from a deep red to a warm amber in colour. However, should anyone brush against it, the fungus at once sends out a cloud of spores that, once breathed in, begin to grow in the victim's lungs. They do not kill the victim at once, or even affect the breathing much, although the victim may well develop a hacking cough that could cause problems in a dungeon environment from the perspective of silent movement.

What is actually happening is that the fungus is producing a substance which enters the blood and starts to travel round the whole body. As it does so, it begins to affect the body tissues, causing them to swell and enlarge. After about eighteen hours, the victim will begin to resemble more a doughy parody of themselves, at least 50% larger in all aspects except height.

Movement will slow considerably, and no clothing or armour will fit. The victim's size will increase by 10% per six hours thereafter until they are too heavy to move. When they sink to their knees, the doughy flesh will begin to calcify and harden; the body will lose shape and harden as it does so until it is very similar to a normal stalagmite. Once the hardening process is complete, the fungus appears on the outside of the new formation.

22 Oil Spores

Floating in some areas of water is a slimy black oil-like substance that appears to be harmless. It will not burn or sting, and merely adheres to the skin of its victim. A scrubbing with vinegar or lemon juice will be enough to kill it. However, if its victim has any open wounds (in this case, if any combat damage has not been healed completely), the oil-like substance will enter the body and its true nature will become known.

It is a colony of tiny spores which secrete the mucus that binds them together. Once inside the body, they will attack the blood, using the cells as breeding grounds to produce more spores. Over the following 12-36 hours (d3 x 1d12) the victim will begin to turn grey as his blood becomes steadily more and more oily. He will die at some point within those 12-36 hours unless a Cure Disease is carried out. No wounds he has sustained will heal and after a while, they will begin to weep black oil.

23 Crave Fungus

A careful examination of the outcroppings of the fungus in the dungeon will show that they are growing on bones and the remains of armour and clothing. When disturbed, this fungus shoots out a cloud of spores. If any person inhales these spores, they become filled with a strong hunger for the fungus (save vs Poison to avoid this effect) and are driven to consume as much of it as possible, of course disturbing it and causing the release of more spores.

The fungus, once inside a human body, will begin to produce more of itself, slowly taking over its host and causing their body to become bloated and distended until it can take no more and bursts, at which point the fungus will finally consume the remaining flesh, forming the basis for a new colony of fungi. Once the fungus is inside the body, only a Cure Disease spell will be able to eradicate it.

24 The Writhing Darkness

These little beauties are black worms about an inch long and need to roll to hit their victim, with a THAC0 of 20. However, if they do hit, they at once burrow into the skin and make their way deep into the body, where they locate the vital organs and lay their eggs within them. The eggs then hatch into tiny larvae that slowly eat the organs away over a period of days, during which the victim sickens and withers.

However, the victim does not die straight away. The worms are more cunning than that. As they eat, the larvae release a chemical into the blood of the victim that causes him to crave immersion in water as a respite from the pain. Once total immersion is achieved, the body bursts open and the myriad larvae are released into the water. Once the eggs are laid within a victim, only a Cure Disease can kill the eggs. Once the larvae hatch and begin to eat, there is little hope, although the DM may wish to specify a cure that will halt the deterioration.

25 Undead Head Lice (UHL)

These little beasts are the animated corpses of common head lice, created when common head lice infect zombies and other contagious undead. They are a common dungeon parasite, sucking the vital fluids of their hosts, but like other undead they cannot breed by normal means. UHL are only present in their adult form.

If UHL are present, the DM should roll 1d6 to determine the severity of infestation:

(1-2) **minimal infestation** (10-25 UHL)

Hair loss and rash. -1 to CHA or CON per length of infestation.

(3-4) **medium infestation** (26-50 UHL)

Hair loss, rash, minor skin decay. 1 hp damage per day if left unchecked.

(5-6) **massive infestation** (51+ UHL)

Undead contagion, save vs Disease. PCs making their save suffer at medium infestation level. PCs failing their save will contract Zombie Leprosy and die in 1d3 days, and will reanimate as Leper Zombies in 1d6 rounds thereafter.

If a PC is infested by the common head louse, then it should be assumed that the UHL turns that common infestation into a medium or massive infestation of UHL (the DM should adjust the above table roll accordingly).

UHL cannot be turned by clerics, and normal Cure Disease spells do not work to cure undead contagion inflicted by UHL. A minimal-to-medium size infestation can only be cleared by shaving all body hair, burning said hair and all clothing worn by the PC, and full immersion of the PC in Holy Water or full body anointing by Holy Oils. Alternatively, a DM may wish to specify a cure, potion, spell, or ritual that will halt the infestation or cure the effects of undead contagion.

Undead Head Lice: HD 1; AC 9 [10], Atk 1 (bite); Move 1; Save 187; XP 1/25 Special: disease.

26

Magus Worms

These can be found in the fur of, well, furred creatures. They are harmless, and will enhance magical powers— as long as there's

only one group. To determine the effects, roll 1d4:

(1-2) **one group**

All spells are cast as though the caster is d6 levels higher than they are.

(3) **two groups**

These will cast any spells that the host knows against each other. What did you say a Magic Missile does if cast inside someone?

(4) **three or more groups**

Effects are as two, but worse.

27

Giant Seed Ticks

The nymph or larval form of the giant tick, these arachnids are about the size of a typical adult tick. A total of 1d6 ticks will attach to the victim. Due to their small size, it is common (75% chance) for the initial bite of these creatures to go undetected.

If giant seed ticks are found within the first few hours of attachment, removing them is almost effortless. The ticks, however, will begin drinking their host's blood and rapidly grow in size. During the first 6 hours the victim will lose 1 hp per tick every two hours.

After the 6th hour, the ticks will be sufficiently large that they will be noticed by any conscious victim and they may be removed and killed with some effort. Also, at this point, the bites will cause 1d4 hp damage per hour if the ticks are not removed. This situation will be particularly dangerous if the victim sleeps without noticing the ticks.

After 8 hours of blood drinking the monsters will be full grown Giant Ticks (2HD, AC 4, 1-4 damage per round). There is a 50% chance that each tick will transmit to the host Eiglophian Mountain Spotted Fever or some other horrid disease.

Lich Lichen

This scaly grey-green malady can be found on any corporeal undead, but is most common with ghosts, wights and lichens. If infected, patches of dry lichen-like growth will begin to show 1-3 days after exposure. After becoming apparent, it will spread rapidly, covering an area equivalent to 1 limb per day.

For each day after it starts to show, the victim loses 1 point of CHA. For every 2 days of growth, 1 point of DEX is lost as well. Scrubbing with holy water or oil will remove visible lich lichen, but will not cure the disease, with more growing visibly again in another 1-3 days. Only a Cure Disease spell will end the infection.

After becoming apparent, flakes will fall from the skin regularly, and anyone coming in contact with these risks infection as well.

Those familiar with the infection will advise against picking or peeling the dry scaly lichen. Although it will painfully (1hp per 1/2 limb peeled) separate from the raw, pus-covered skin beneath in big chunks and sheets, these will then surprisingly animate in 1d4 rounds, attacking the nearest animal life as a 1HD creature. The shape of the area peeled off might have an effect on combat.

If allowed to entirely cover an individual, lich lichen will then turn inward, killing the victim in 1-3 days. They will thereafter rise as an infected ghost after a further 1-3 days, unless burned or otherwise entirely destroyed. Mere dismemberment will result in a multitude of the 1HD creatures instead.

Stray Neurons

The chaotic neural fibres of dungeon monsters are rarely content to stay put inside a single skull, and may leak out of a monster's ears, eyes or nose. Characters coming into contact with these sticky secretions have 1d2 rounds' grace period to try and wash them off before the stray neurons make for the nose and enter the character's brain. There, they will gestate for 1d4 days, before beginning to take over.

Every subsequent day the character must make a save vs Poison, with failure indicating that the monstrous neurons have become dominant that day, causing the character to behave as if he or she were the monster which 'donated' the Stray Neurons.

The save operates on a daily basis, meaning that the character may behave normally some of the time. Cure disease kills the stray neurons but has a 50% chance of permanently reducing the character's INT by 1d6 points. A regeneration spell allows the character's native neurons to destroy the invaders and returns the brain to normality.

30 Mind-fever

This foul affliction destroys all links of the brain to the muscles, save those needed to sustain life. The victim must make a save vs Petrification or find himself trapped within his own body.

Credits

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 2. Tedhankhamen @ Cro-Magnon Poetry
 3. Carter Soles @ The Lands of Ara
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 6. Daddy Groggnard @ Daddy Groggnard
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 8. Daddy Groggnard @ Daddy Groggnard
 9. Daddy Groggnard @ Daddy Groggnard
 10. Matthew @ Rended Press
 11. Daddy Groggnard @ Daddy Groggnard
 12. Daddy Groggnard @ Daddy Groggnard
 13. The Drune @ ix
 14. JJ @ MORE&BIGGER LOOT!
 15. Matthew @ Rended Press
 16. biopunk
 17. Daddy Groggnard @ Daddy Groggnard
 18. Matthew @ Rended Press
 19. megilito @ The Grumpy Old Troll
 20. Matt @ Land of Nod
 21. Daddy Groggnard @ Daddy Groggnard
 22. Daddy Groggnard @ Daddy Groggnard
 23. Daddy Groggnard @ Daddy Groggnard
 24. Daddy Groggnard @ Daddy Groggnard
 25. Matthew @ Rended Press
 26. C'nor @ Lurching on Lamias
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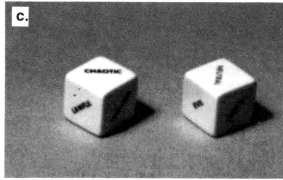
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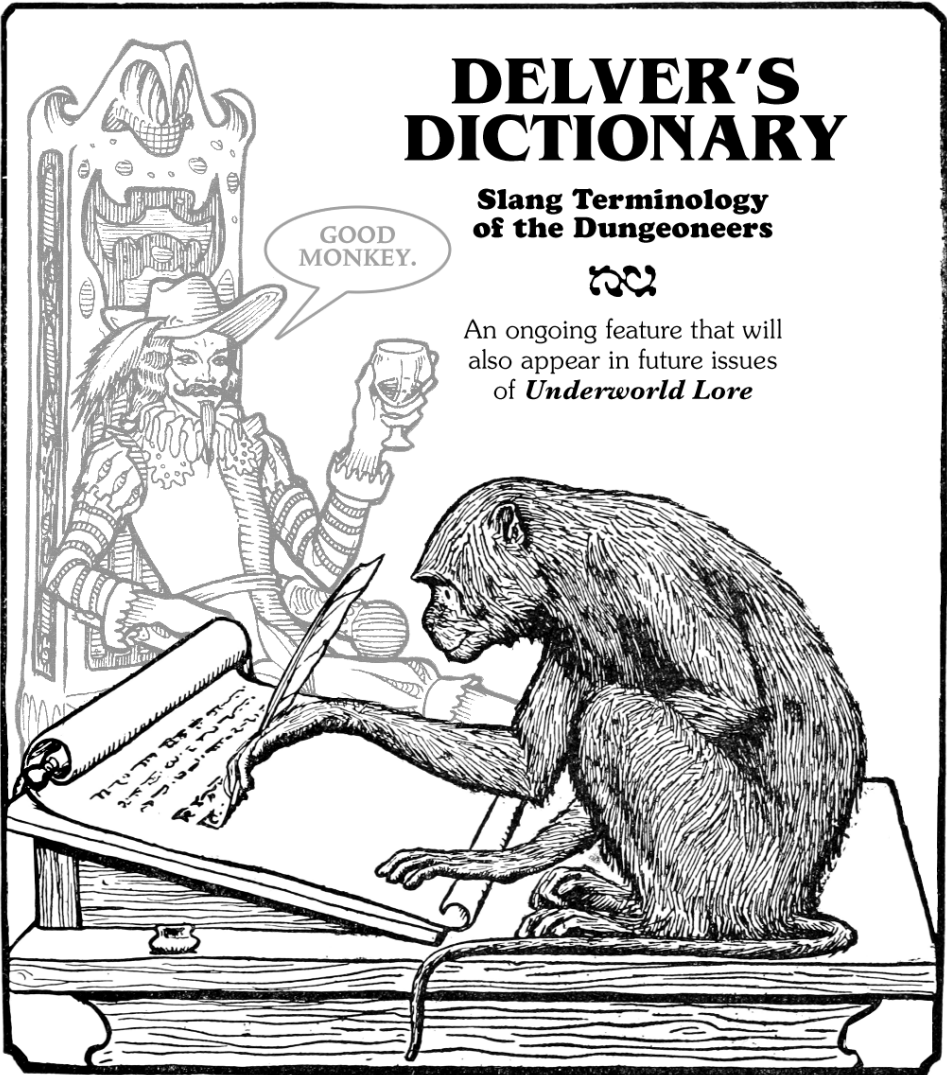
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DELVER'S DICTIONARY

**Slang Terminology
of the Dungeoneers**



An ongoing feature that will
also appear in future issues
of *Underworld Lore*



Adventurer illustration by Erol Otus

BARON VON VORPAL DESCRIBES THE PATOIS AND LEXICON OF THOSE WHO EXPLORE THE UNDERWORLD TO HIS TRUSTY MONKEY-SCRIBE AND MAJOR-DOMO, MISTER NANNERS.

In any setting where adventurers are a distinct sub-culture, it is only natural that this loosely-knit group would eventually develop a host of terms and expressions that would be incomprehensible to those who never delve beneath the world's crust. What follows is a selection of such words culled from the authoritative work on this subject, Von Vorpals well-known (and occasionally suppressed) *Torchlight Grammar*.

BACKYARD *n.* Any area outside of a secondary (or hidden) entrance of a cave or dungeon.

"Hey, you know Rollocks Cave? It's got a backyard that leads out to behind that waterfall near Snake River."

CLATTER *n.* Anything metal inside of a cave or dungeon that does not have any significant value, such as items that are broken beyond repair or items too worn for further use. These items will be deposited back to the locals or, at the least, outside of the cave or dungeon to avoid it being used as improvised weapons by potential enemies.

"Ask the locals if they want any of this clatter. It's just a few chains and... What looks like barrel rings or something."

CLORTHO *v.* Shoot in the groin. Named for a delver with the knack.

"Let's clortho this bugbear and clear out."

DETH SAUCE *n.* The mixed and pooled detritus and effluvia left over after a pitched encounter. Monster blood, unburned oil, smashed potion containers, slime corpses, zombie pus, incinerated humanoids, ghoulish spooze and of course the cranial fluid of fools. Said by some to be the fluid that births all slimes, oozes and puddings..

"Warrch yer boot-path. You prolly don't warnta slup in tha' deth sauce yonder."

CRAPOUT *n.* A dead-end passage, esp. one filled with DIRKLE.

"Let's take the eastern tunnel. Nothing but crapouts if we continue southward."

DEADTRAP *n.* A trap inside a cave or dungeon that, while still set, can not be triggered because of decay or some other mechanical flaw.

"There's a deadtrap beyond the stairwell... That blade is supposed to swing down when you step on the pressure plate but it hasn't. We've tied the blade up until we can dismantle the trap."

DIRKLE *n.* Calcified feces of unknown origin found in abandoned lairs.

"Bah! What kind of hoard is this? 'Tis nothing but a handful of coppers and dirkle!"

DOORMAN *n.* **-MEN** The members of the party left outside at the entrance of the dungeon to guard against the rest of the party being ambushed from behind.

"We're leaving Pavel and Drake as doormen here."

DRAGGER *n.* The member(s) of a dungeon exploration party tasked with the removal of dead bodies from a cave or dungeon as a result of combat.

"Tell the draggers we've got another five goblins for them."

EARWASHER *n.* A narrow, low-ceiling water-filled passage which must be crawled through while dragging one ear in the water and one on the ceiling in order to pass

"When you hit the big pool, head to the left and take the earwasher through to the treasure room!"



FACE *n.* The size, upkeep and sophistication of the main entrance of a cave or dungeon.

"Typher Dungeon? You can't miss it. Go past the river to the first bridge, cross it and then head left. The face on that dungeon is huge— two lit torches at the entrance and a statue of some wizard."

FIREFOOD *n.* Anything wooden inside of a cave or dungeon that does not have any significant value, such as items that are broken beyond repair or items too worn for further use; *eg.* a broken chair or wobbly bookcase with extremely worn shelves. As the word implies, firefood is usually burnt by the exploration party for warmth or simply to clear rooms of potential makeshift weaponry.

"Tell the goldies that all the furniture in here is firefood and they can drag that up, too."

FRONTYARD *n.* The area in front of the main entrance of a cave or dungeon.

"We've got two or three trolls living in the frontyard there, you can see one of them constantly patrolling near the river."

FRUMP *v.* To explore or enter previously unexplored underground passages.

"We somehow frumped our way into a flail snail mating cavern— it was horrible!"

FRUMPING CANARY *n.* The person taking point and leading the way through a previously unexplored underground complex. *See also:* FRUMPING THRUSH, FRUMPING FOOL.

"As Dalt's second hench, you're in line to be frumping canary when Sotho bites it."

GOBNOBLER *n.* Slur for a goblin or goblinoid creature; suggests that the goblin is obsessed with sucking on its own warty genitals (gob). Sometimes applied to other fey or fey-like creatures.

"All ye ugly green gobnobblers can go fellate yourselves!"

GOLDY *n.* **-IES** The members in a dungeon exploration party designated as those who will examine or carry the assorted treasures out of the cave or dungeon. They are usually non-combat oriented and unarmed.

"Alright, goldies, this is cleared to be carried back up."

GOOSH *n.* Water-softened rations warmed over a lantern or torch and thus sooty and foul-tasting.

"Gimmie some of that there goosh, Artrec— don't hogs it all for yourself!"

GROTH *n.* Cold, humid smog coiling at great depths, formed from sump mists, gas traps and hurriedly stamped-out campfires, and flit through with ethereals and the disrupted; believed variously to be a soul of the Underworld, one of the purgatories for disembodied delvers, and the first stirrings of a Wydgies Tew.

"Yer groth in me bones, 'N me bones in yer groth, Lone moan, quaff scroff." —CHANT

HALFMASK *n.* A specialized leather mask used by people who frequently carry torches (to prevent TORCHBURN). The mask covers either the left or right side of the face. Flimsier masks (usually made of softer materials other than leather) are reversible, allowing for the mask to cover either side fairly well but provide no combat protection whatsoever. Stiffer masks provide some limited combat protection but are not reversible. Torch-bearers are known to customize their halfmasks extensively.

"Put your halfmask back on before you get torchburn!"

HARDY *n.* **-IES** The group of members in a dungeon exploration party designated as those who will initiate combat or who will initially defend against an attack.

"Let the hardies pass through; They haven't cleared the entire hallway yet."



¹ Famously used by CHURLIE'S ANGLERS in an attempt to ward off the Spune.

HOLDER *n. v.* A member of the dungeon exploration party assigned to watch over the TOWNERS, especially if incidents occur which suggest that the towners are inept at dungeon-fighting but do not realize their own ineptitude. A holder will usually be told to escort the towners very quickly out of the dungeon if significant fighting begins to occur.

"I want you guys to hold our towners in place. Anything big happens, you grab them and run out. No heroics. If you need to, convince them they're reinforcing our rear. Got it?"

KNOBBY GOBLIN *n.* A quickly improvised ladder using rope and any convenient rungs lashed to the rope by any at-hand means.

"It was too far to jump down, so we made a knobby goblin out of some rope and our spears and quickly made the descent."

LATE ARRIVAL *n.* A trap inside a cave or dungeon that was sprung some time ago, not reset, that also killed someone not from the dungeon exploration party.

"Hey, check this out - Looks like we're a late arrival to a spike pit. Poor guy... At least it looks like he died quick."

MOLETOWN *n.* A section of cave or dungeon that was clearly lived in earlier but is now completely barren of light or furnishings.

"Yeah, we're in moletown now. Whatever was here, we missed it."

ÖRÖRÖR *interj.* Imitative mocking of humanoid speech meaning delver treats it as unintelligible gibberish.

RED CARPET *n.* Any path created by bloodstains on the floor of a cave or dungeon.

"Hey, I've got a red carpet over here leading to a stairwell."



RINGER *n.* A member of a dungeon exploration party that stays behind in a part of the cave or dungeon to serve as guidance should the party need to escape quickly. A ringer will have a bell or other loud instrument to play to aurally guide the explorers to their position.

"I want a ringer set up here at the bottom of this staircase."

SCRAPESIGN *n.* A fairly obvious series of scrapes, carpet wear, stone wear, or other signs of significant wear or usage, either on the wall or floor, that signifies a hidden entrance or switch.

"Check out how worn that book in the middle of the bookcase is compared to the others? Think it's a scrapesign?"

SLOSH *n.* Non-gold, non-jewel valuables found inside of a cave or dungeon; *eg.* small ivory figurines, scrolls of an academic but non-magical nature, etc. Valuables that do not have a readily available market for reselling or trading.

"It was an OK haul but, beside a few jewelry boxes, there was just a lot of slosh. You know anyone who wants scrolls written in Orcish?"

SNAKE *n. adj.* A hallway that is uncomfortably small, narrow, or otherwise causes a significant amount of claustrophobia.

"Ditch your gear... The hallway snakes out ahead."

SNUFFLER *n.* An extremely narrow passage that can only be traversed naked and by not inhaling.

"We'll have to turn back unless Red here is willing to take on this snuffler."

STICKMAN *n.* **-MEN** Torch-bearers for professional dungeon exploring parties. These individuals usually carry a dozen or more torches in their inventory at any one time.

"Where's the stickman? I can't see a thing!" "He's over there with the wizards near the hieroglyphs."

THROAT *n.* The amount of area inside of a dungeon lit from natural sunlight when the main entrance of that dungeon is open.

“How much of a throat does that cave have?” “Not much, it makes a bend about a few feet in.”

TORCHBURN *n.* A skin condition associated with carrying a torch too close or too often to one’s face or hands. The condition includes redness and dryness of the skin or sometimes excessive redness of the eyes.

“Here, let me take that torch... You’ve got torchburn all over the left side of your face.”

TOWNER *n.* A native of the area, usually added to the dungeon exploration party, to oversee the dungeon exploration as a condition for the exploration to occur. Towners are usually privately looked down upon by the exploration party as being under-skilled for the event. They are never with the hardies and are usually in the back of the group for safety purposes.

“They’ll agree to our conditions as long as we take along two towners, their choice.”

TRASH CAN *n.* A room (or a chest) at the end of a hallway or level that, despite its appearance, contains no significant treasure.

“All that work for a freakin’ trash can... I’m half-tempted to take this stupid chest outside and use it as firewood.”

UPSCALE *adj.* Instance when explorers find that a cave or dungeon has better accommodations than the beginning section of that cave or dungeon, such as better walls, better treasure, living conditions or the such.

“You know that abandoned mine down by the river? It goes completely upscale after the second stairwell down. Tapestries, wooden floors, lighting... You name it. It’s like a castle down there.”



UULATE *n.* (Most likely derived from the Gnomish EWLATTE: the first breath of a new-born gnome.) The low, incessant hum pulsing from the earth in the deepest, darkest parts of the underdark when one stops, stands still, and breathes. No one has discovered its true source, but rumors abound that it is the breath of an Elder God or deity of Goetic Magic that has been trapped between planes.

“The uulate takes on a weird pitch in these caverns.”

WINKIE *n.* A fraying rope, esp. one fraying while lifting or lowering a heavy load.

“Hurry up and drag Balton up here--that rope is a winkie and we don’t want him making any noise if it lets loose!”

WINSLER *n.* A vertical shaft in a mine or cavern that appears to lead to the surface but merely bridges two levels.

“There we were six levels beneath Crackton’s Tower and I saw a light up the shaft right above us. It had to have been the way we got down there in the first place, so I hit myself with a Fly spell and took off up the shaft only to slam my head into the top of that damn winsler!”

Credits

Greg Gorgonmilk, Legion McRae, Ryan Miller, Jonas Mustonen, Porky, Sbartok, Matthew Schmeer



Tune in for the second installment of Delver’s Dictionary slated to appear in UNDERWORLD LORE #4.

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LOST: Angry dwarf. Usually drunk. Regular dwarf height, greyish-brown beard, beady eyes. Has no clan name, but will respond to "Vlaaran" or "Vlark". Last seen in Dolmvay. If found or sighted, please report to Filchard Fallagen at Guard House 2, Walthamthorp.

WHERE OH WHERE HAS MY LITTLE DOG GONE? Will pay top coin for return of my little poochie-woochie. Wolfhound/hellhound mixed breed answers to the name "Norris"—but not always. Beware his nip! If found,

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LOST PACK MULE. Medium-sized gray mule with trimmed mane and tail. Last seen near Borderkeep Caverns. If found, please contact Brother Agnon of the Order of the Fist, Taverntoss.

BEAT THE LICH AND WIN FREE DRINKS! Come on down to the Toasty Harlot this Middlesday for another round of "Drink Down Danny!" By popular demand, Danny the Lich, undead bard of wide renown, will be on hand to inspire and disgust all comers. If you don't vomit during his rendition of "The Scourge of Al'mhet Ra" then you win FREE DRINKS for the rest of the night!

FOUND: Three-legged milk stool. Slight fire damage and smells like soot. Carved initials on underside: CPGBMM. Come see Luft at at Goatshire's blacksmith shop to get it back.

Credit: Matthew Schmeer