

Five Cataclysms

House of Flowers
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With Maps created in Dungeonographer

An Adventure for Low to Mid Level Characters
For the *Five Cataclysms* Rules Set
With Conversion instructions for old school versions of the original fantasy Role-Playing
Game

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How to Use this Adventure

If you plan to use this mostly as-is and you're a lazy referee (like myself), I'd recommend at the very least reading through all the text before the room descriptions so you have an idea of how the dungeon functions and what its various moving parts do. You can run this without much difficulty even if you haven't read the room descriptions beforehand, provided you read the all the information before the room descriptions. The magic items in the Chapel of the Void you should probably roll up or choose beforehand though, since some of them have campaign wrecking power, and some of them require a lot of improvisation or prep.

How to read room descriptions

Room # ♦ Room Name

Wing of Dungeon the Room is in

Obvious Feature #1 • Less obvious features and secret descriptions pertaining to feature.

Obvious Feature #2 • Other less obvious features; players become aware of them when it makes sense for them to. This can be upon further investigation, when triggered, etc.

How to read monster stats

of Monster Name AC # (Armor Class), HD # (Hit Dice), ATT # (Number of Attacks)/(Damage Dice), Special Feature 1, Special Feature 2, Move # (Movement Speed), (Default Attitude)/ML # (Morale number)

For many reasons, you may not want to dump this adventure in your campaign due to its tendency towards a high rate of character death or its tendency for major changes to your campaign world. In that case, I'd recommend reading through it to borrow ideas, scrapping it for parts, or taking it as inspiration to write a better adventure!

There's no need to use any of this as written. File off the serial numbers and make it your own.

Some notes on conversion: I fully expect people to run this adventure on different rule sets than *Five Cataclysms*, so here's some useful tips for converting.

Most important here is the Hallow and Corruption; you can easily replace Corruption with level drain or harmful mutations of some kind. Hallow isn't so simple, but you can effectively use it as is while understanding that each point of Hallow allows a character, once per adventure per point of Hallow, to change any die by one (+1 or -1) after the dice are rolled. This can be split any way, so a character with 5 Hallow could add a +3 to one roll and then a +2 to another later. Hallow normally caps out at 15, but this adventure allows some exceptions.

Conversion to Other Systems Guide

- **Armor Class is Ascending**
- **Armor Class starts at 10**
- **Attack Bonus = Monster HD**
- **Save = 18 - Monster HD (Min 4)**
- **Move of 12 is Human Average**
- **Morale checks are rolled using 2d6, rolling above means failure**

Five Cataclysms doesn't use alignment, but the following can be assumed: Undead, Demons, and other creatures defined primarily by Corruption are Chaotic, the Heart of Eternity is Lawful, the Heart of Chaos is (obviously) Chaotic; their servants are aligned as they are, and Void creatures are Neutral aligned.

The goal when writing this module was that perfectly clever and thoughtful players should be able to get through and out with a large amount of treasure and no negative repercussions *without a single die roll*. Wandering Flower Things aren't going to be initially murderous to any group, only possibly attempting to grapple and drag off people so they can meet with one of the Hearts directly. Of course, since players are human beings, there's going to be dice rolls and death and the potential for several apocalypses, but the intention is for this module to be *fair*, if lethal.

This module should provide a challenge from 1st level all the way up to 10th or 11th, given the save or die nature of some of the monsters and the general nastiness of some of the traps.

History of the House

The Chapel That Always Was

First, there was the Chapel of The Void. It held at bay monsters from beyond creation, imprisoning them behind glass. It was a vault for many items with great power, sometimes power that threatened existence. In this time, the Chapel had a will of its own.

The Hearts fall to Earth

Eons before the present day, the Heart of Eternity and the Heart of Chaos fell to earth. Strange gods, struggling against one another. Why they fell so close together even they do not know, but it may be the Chapel of the Void bound them together to restrain them both.

The Hearts are Bound

Although the influence of the Heart's opposite prevented them from razing creation entirely, it still threatened the life that was new to the planet. The Chapel, or the will behind it, desired silence. To this end, it wrapped the Hearts in its essence, **Void Essence**. With this, the Chapel greatly diminished the threat of the Hearts to intelligent creatures, long before such creatures even existed. It is not known whether the Chapel willed the growth of the House of Flowers, or if the Heart's strange influence caused a structure as odd as the House to exist, but the House came to be all that the Hearts could know or see from within their Void Essence prisons. With this, whatever will the Chapel of the Void possessed faded, leaving only a few guardians in its wake, and silence.

Void Essence – This substance seems to not be any color identifiable to the eye; it defies visual description. It responds to thoughts of intelligent beings by rippling, and intelligent creatures that are not beings of extremity like the Hearts can shape it into many forms with their thoughts alone. This "shaping" requires a Turn of concentration. Shaped into specific forms, the Void Essence has the following effects:

Weapon: Counts as a +3 Weapon, weighing nothing. Deals extra damage to a creature equal to that creature's Corruption rating.

Armor: Grants +3 to Armor Class, weighs nothing.

Charm: Acts as a ring of Telekinesis.

Other effect may be created as you deem appropriate

The Creation of the Pawns

The wildflowers that formed the house grew strong, and strange. The Heart of Chaos mutated them into forms that could walk, and The Heart of Eternity ensured they could thrive. With no will of their own, these *Flower Things* fell under the control of the nearby Hearts, becoming the main soldiers in the battles these Hearts fought. Because these pawns were under the control of the Hearts, they would melt to mush as soon as they left their awareness. No true progress could be made in this fight, because the moment a Flower Thing got too close to one of the Hearts, it would fall under that Hearts control. This was a stalemate that lasted from before the birth of humanity to the present day.

The Present

With the will of the Chapel gone, the Hearts slowly regained awareness of the world outside the House. They began to recognize intelligent creatures outside, but they could not control them as they controlled the Flower Things. However, they could communicate with them when their minds were most vulnerable. Intelligent life was most valuable to the Hearts: it could free them from their prison! It could slay the rival Heart!

Soon, the peoples that had settled around the House began to receive dreams promising great power, if only they would kill the other Heart on the altar in the Chapel of the Void. Those that lived nearby knew that the place was cursed, however: none who had entered before the dreams had returned alive. Civilizations grew and travelers arrived at the village by the House of Flowers, and although they were warned not to enter, some found the promise of wealth and power that came from the dreams a tempting offer. Few of these adventurers returned alive. Those that did return were often maimed, mutated, or scarred forever, having encountered some horrid thing inside the House.

There are still those that would enter, however.

Flower Thing Generator

d12	Color	Flower	Power A	Power B
1	Red	Anthurium	Poison Spores	Steals DNA on Attack
2	Orange	Bells	Charm Spores	Plants Seeds on Attack
3	Yellow	Calla	Self-Destruct	Transforms into Slime
4	L. Green	Chrysanthemum	+1d6 Damage	Drinks Memory of Person
5	D. Green	Daffodil	Extra Attack	Flower Conductor
6	Cyan	Gardenia	Free Grapple	Virus Carrier
7	Blue	Iris	Acid Spray	Hallucination Spores
8	Indigo	Lotus	Vampiric Attacks	Mimic and Teleports on Attack
9	Magenta	Orchid	Flight	Absorbs Spells
10	Pink	Rose	Ranged Attack 50'	Adapts to Physical Attacks
11	Black	Sunflower	Sleep Gas	Steals Mental Attributes
12	White	Tulip	Expels Regrowth Chemical	Sings Stunning Song

Flower Things

Your basic flower thing has the following stats:

- **Armor Class:** 12
- **1d6 Hit Dice**
- **#1 Attack/1d6 Damage**
- **Move** 12
- **Morale** 12
- **Attitude** depends on situation
- **Take +1 Fire Damage per Die**

When generating Flower Things, either for placement in a room or for random encounters, roll their hit dice and once on each column. You can roll these either for individuals, as an entire group, or in sections, as desired.

Power Descriptions

A1: Poison Spores

The flower thing blasts a black wave of spores at a single creature within 10 feet. If the creature wasn't prepared by holding its breath, the creature must make a save vs. Death/Poison or fall to the ground, writhing; they will die in 2d6 rounds.

A2: Charm Spores

The flower thing shoots a yellow wave of spores at a single creature within 10 feet. If the creature wasn't prepared by holding its breath, it must make a save vs. Spells or act as if *Charmed* by the Plant Thing for the next 24 hours or until it dies. If a flower thing within 30' on the same side as the current one is a Flower Conductor, the charmed creature takes commands from the associated Heart. Otherwise, the creature acts to protect this particular flower thing from harm but is otherwise under their own power.

A3: Self-Destruct

The flower thing starts emitting high heat for a round, then boom! It explodes in a 10' radius the next round for half its hit dice (round up) in damage, save vs. Burst halves.

A4: +1d6 Damage

The flower thing's attacks deal an additional 1d6 damage.

A5: Extra Attack

The flower thing has an additional attack each round.

A6: Free Grapple

Whenever the flower thing hits with an attack, it also gets a free grapple attempt courtesy of some curved thorns and tangling vines.

A7: Acid Spray

One of the bulbs the flower thing is carrying bursts, spraying acid in a 10' long line, 5 feet wide. This deals one-third the flower thing's hit dice in damage (round up), save vs. burst for half.

A8: Vampiric Attacks

Whenever the flower thing deals damage with an attack, it heals the number of hit points it dealt.

A9: Flight

The plant creature uses either a kind of vine-like wing or spinning helicopter appendages to fly at its movement speed.

A10: Ranged Attack 50'

The plant creature can attack from 50' away.

A11: Sleep Gas

The plant creature sprays a gas in a 10' radius around it; any creature that doesn't explicitly hold its breath in this radius must Save vs. Death/Poison or fall asleep for 3d6 Turns.

A12: Expels Regrowth Chemical

The flower thing constantly exudes a green mist in a 10' radius, which heals any flower thing in the mist for 1d3 hit points every round.

B1: Steals DNA on Attack

The flower thing, if it successfully lands an attack, takes the DNA of a creature and stores it. Plant clones of the creature DNA was taken from will spawn in the Clone Room (Room 4).

B2: Plants Seeds on Attack

Any creature struck by the flower thing in combat must make a Saving throw vs. Paralysis. Failure indicates that the flower thing implanted seeds, which will temporarily reduce Constitution by 1d2 every day, and produce a newly generated one hit die plant thing when it does. If the plant thing is created outside the influence of either Heart, it is feral but possesses a mild level of self-awareness; it will attempt to escape to heavily populated areas to mulch and plant more seeds. If produced inside the influence of a heart, it acts as an ordinary plant thing. These seeds can be dug out with blades, dealing 1d3 damage per seed removed. A new seed is planted every time a saving throw is failed.

B3: Transforms into Slime

The flower thing's thorns and vines are coated with a strange viscous substance; a creature struck in combat must save vs. Death/Poison or transform into a pile of blue slime; the creature's movement is reduced to 3, it cannot speak, it gains a natural slime pseudo-pod attack that deals 1d6 damage, and it must Save vs. Paralysis to take the shape of something, as well as Save vs. Paralysis to remain in that shape every round. The slime can't cast spells due to not being able to speak. The creature can be restored with Remove Disease, and can carry items inside of it.

B4: Drinks Memory of Person

The flower thing, on a successful attack, consumes the memories of that creature. The creature's memory dims. The Heart that the flower thing serves learns more about the world through these memories. The memories of these people are stored in Headlock (Room 11).

B5: Flower Conductor

This flower thing serves as a telepathic coordinator for the Heart's commands; it has a mass of neuron-like cells embedded in it, and flower things within 30' of this flower thing under the control of the same Heart use highly coordinated tactics despite being unintelligent themselves.

B6: Virus Carrier

Any creature successfully struck by this flower thing must make a saving throw vs. Death/Poison, or contract a magical disease. The default disease contracted is benign, shows no symptoms, and merely allows the Heart to perceive through the eyes of infected creatures. However, the disease can be mutated on the fly if the creature is within 60' of the Heart or in range of a Flower Conductor. It's your call what these mutations do.

B7: Hallucination Spores

The flower thing can expel a cloud of green spores in a 10' radius around it, and all creatures not holding their breath must save vs. Death/Poison or begin hallucinating, seeing all creatures as twisted hybrids and beings, in general, unable to tell which are allies. Roll randomly for the next 1d6 Turns to see what the targets are of the affected creatures attacks and spells.

B8: Mimics and Teleports on Attack

A creature struck by the attack must Save vs. Spells or be instantaneously replaced by a mimic carrying all their gear, and the creature is teleported to the chamber of the controlling Heart. Don't reveal what happens until the mimic dies or leaves the House, as it will dissolve into plant matter. The player controlling the character won't know this happened until said mimic is rendered unplayable.

B9: Absorbs Spells

The Flower Thing isn't harmed or affected by magic; instead, it absorbs the spells cast at it where it is the sole target, and may regurgitate them at any target in range as an attack.

B10: Adapts to Physical Attacks

Whenever this Flower Thing is struck by a physical attack, it adapts to that form of attack (crushing, stabbing, etc.) only taking 1 damage from that sort of attack from then on. This doesn't apply to magical attacks (excepting magic weapons).

B11: Steals Mental Attributes

On a successful attack, the creature struck must Save vs. Paralysis or lose 1d3-1 points of Intelligence, Wisdom, and Charisma. The Flower Thing has a blank "brain case" where it stores this shards of mind. The creature's thoughts,

memories, and personality is sapped by the Flower Thing. If the creature dies from mental attribute loss, the Flower Thing will stick around to preserve the entire personality, draining the other attributes to 0 before leaving. These fully preserved personalities will be duplicated and put in random clone bodies.

B12: Sings Stunning Song

This Flower Thing has several stiff reed-like tubes it pipes air through in a precise fashion, creating an unearthly sort of music. Any creature who hears this music must save or be stunned for 3d6 rounds; a creature who saves is effectively immune for the next 12 hours. In either case, the music communicates telepathic imagery about what the controlling Heart wants, about what the rewards will be for serving the Heart, and what the Heart *is*, in a cosmic sense.

Hearts and Flowers

Heart Transplant

If the PC's decide that they want to perform an amateur heart transplant with one of the two Hearts in the dungeon, it works as following: first, they cut open the patient's chest and bust open the sternum. Then, the current heart needs to be removed, with any degree of precision. Last, the new Heart needs to be placed in the cavity; fortunately for the medieval era untrained surgeons, just shoving it in there really does work. To even survive this procedure, the patient must make a Save vs. Death/Poison; failure indicates near immediate death. On success, the patient heals nigh-instantaneously from the surgery, restored to full health. The new Heart keeps them alive despite its odd shape much as the old Heart did. See the sections Transplanting Eternity and Transplanting Chaos for more information.

A Prison of Flowers

Anything fully under the thrall of either of the Hearts and the Hearts themselves can't leave the House or enter the Chapel of the Void. Creatures created by the Hearts melt into goop upon exiting the threshold of the House, and thralls lose consciousness until returned to the House. The Hearts themselves are imprisoned due to a small sphere of Void Essence surrounding them. If they were ordinary thinking beings, they would have no issue simply *thinking* aside the Void Essence. However, as beings of extremity, not

only are they not able to affect the Void Essence with thought, they aren't even able to *comprehend* it. So, they have the Flower Things, which have no mind and the Flower Clones, which have no free will; neither can affect the Void Essence. The Hearts, which are both intelligent beyond mortal comprehension and have incredible force of will, can't affect the Void Essence because they are universal extremes with minds that have no room for deviation.

Burning the House Down

If the PC's approach the house, say, "fuck this" and try to set the place on fire; good on them! Because the House is made of wet plant matter, it'll take a deliberate attempt to actually start a fire; Flower Things and other thrall creatures inside will attempt to put the fire out as best they can, most likely taking damage in the process. Sufficiently prepared and determined PCs can easily burn down the whole thing by setting multiple fires, and there's little that can be done to stop them. This will kill all the Flower Things and Flower Clones, as well as shatter the stained glass in the Chapel of the Void and let all of the skeletons in the Chasm of Unquiet Dead out. These various creature will rampage across the countryside, fanning out as they go. Unlucky for the PC's, they probably won't have much of a head start.

Heart of Eternity

What it Wants

An eternal existence, all that surrounds it to follow the same path, day in and day out, with no variation. A perfect order where every particle knows its place, a schedule with no deviation, repeated forever.

Eternal Influence

Every two Turns a creature is in an area that is under the influence of the Heart of Eternity, it must make a Saving Throw vs. Paralysis. Failure indicates the following below; tell players to record how many saves they've failed.

All Failures: Gain 1d3 in lowest ability score.

One Failure: Nothing Extra.

Two Failures: Deal 1 less damage per die to servants of Heart of Eternity, servants also have +2 to saves vs. effects creature causes.

Three Failures: Deal Half damage to servants of Heart of Eternity, servants also have +4 to saves vs. effect creature causes.

Four Failures: The creature must save vs. Spells every time they attempt to harm servants, failure means they can't.

Five Failures: Lose free will and all Hallow, creature is totally under control of Heart of Eternity and is subject to same limitations as those servants.

Protection from Evil and similar effects prevent the need for saves for as long as they function.

Transplanted Eternity

If a creature survives having the Heart of Eternity transplanted into them, they are granted great power. Every day, all of their ability scores improve by 1d3 until hitting 18, and they re-roll their hit dice, taking the new value for maximum hit points if it is greater than their old. In addition, instead of a situational Hallow bonus, they add their Hallow rating to all d20 rolls they make. The creature also has the added benefit of counting as the Heart of Eternity for the purposes of Eternal Influence. This newly found power comes at a price, however; every day, the creature must make a Save vs. Death/Poison; they don't add any bonuses other than the bonus from their class for this roll. Success indicates that the character gains a point of Hallow, but failure indicates they are one step closer to just being a shell that the Heart of Eternity

controls. As above, the player should record how many Saves they've failed. At four failed saves, the personality of the character is barely holding on, and the player should know that their character's next failed save is their last, as the body becomes nothing more than the skin the Heart of Eternity wears. However, getting to the highest ranks of Hallow also signifies the end for the character.

When the character reaches Hallow 15, they can feel the call of the eternal, the universal, and the unchanging pulling them away. The player should be informed that succeeding one more Save of this kind will render their character unplayable. If the character would gain one more point of Hallow from succeeding a save this way, the character begins glowing with an unearthly light that intensifies over time; the character has 5d6 Turns left, during which time they cannot be harmed by anything short of a god. When this time is up, they briefly glow brighter than the sun, before their soul ascends and their body becomes an immovable, indestructible, perfect statue. A statue with a hole in its chest; the Heart of Eternity rests there.

Eternal Domain

If the Heart of Eternity gets free of the House of Flowers, whether by the sacrifice of the Heart of Chaos or other means, the Heart of Eternity surges forth with full power. The Heart of Eternity's sphere of influence extends out to full range; in my game this is a 12 mile radius, but I recommend the referee write down a range works best for their game. In addition to the effects described under Eternal Influence, the Heart of Eternity's domain causes the same day to effectively repeat over and over; the seasons don't change in this place, and unless directed to act otherwise by the Heart, creatures repeat the same actions over and over again. The area effectively becomes a time locked bubble, where entry is allowed but exit is impossible for all but the most lucky and skilled. In addition to this, the Heart of Eternity summons 3d6 Angels every day, each possessing 2d6 hit dice. These Angels are not bound to the infinitely repeating nature of bubble, but their purpose is to serve the Heart of Eternity. They are often sent outside the Eternal Domain on missions to expand the power of the Heart of Eternity. They aim to trap everything within the ever repeating loop, ending the idea of Future and Past.

Only Eternity will exist.

Heart of Chaos

What it Wants

Constant and infinite transformation. A never ending process of mutation and change. A true, perfect instability, where nothing can be dependable or predictable again.

Chaos Influence

Every two Turns a creature is in an area under the influence of the Heart of Chaos, it must make a Saving Throw vs. Spells. Failure indicates that the creature gains a random mutation, for good or for ill. This mutation can be rolled on the table under Mutations, or you can select an alternate mutation table, provided that mutation table has a decent array of both positive and negative results. Flower Things are unaffected by these mutations, but they and other creatures of less than animal intelligence are subject to control by the Heart of Chaos.

Protection from Evil and similar effects prevent the need for saves as long as they function.

Transplanted Chaos

If a creature survives having the Heart of Chaos transplanted into them, they are granted great power. The creature can transform once per round into any non-unique creature, gaining all powers that creature would have with the exception of Hallow/Corruption and Hit Points. The creature has the added benefit of counting as the Heart of Chaos for the purposes of Chaos influence, except they may choose which mutations to inflict on creatures that fail their saves. This newly found power comes at a price; every day, the creature must make a Save vs. Death/Poison; they don't add any bonuses other than the bonus from their class for this roll. Success indicates that the character gains a point of Hallow, but failure indicates they are one step closer to just being a shell that the Heart of Chaos controls. The player should record the number of times this save is failed. At four failed saves, the personality of the character is barely holding on, and the player should know that their next failed save is their last, as the character's body becomes nothing more than the skin the Heart of Chaos wears. However, getting to the highest ranks of Hallow also signifies the end for the character. When the character reaches Hallow 15, they feel as if their essence has caught fire, and will be transformed into something entirely different. The player should be informed that succeeding one

more Save of this kind will render their character unplayable. If the character would gain one more point of Hallow from succeeding a save this way, the character begins burning from the chest outward, licked by a multihued flame that consumes more and more of them over time; the character has 5d6 Turns left, during which time they cannot be harmed by anything short of a god. When this time is up, they explode in a massive multicolored fireball, dealing 20d6 damage to everything around (save vs. Burst to halve). Their soul ascends, and their physical form is now nothing more than a pile of glittering ash. On this pile of colorful ash rests the Heart of Chaos.

Chaos Domain

If the Heart of Chaos gets free of the House of Flowers, whether by the sacrifice of the Heart of Eternity or other means, the Heart of Chaos surges forth with full power. The Heart of Chaos's sphere of influence extends out to full range; in my game this is a 12 mile radius, but I recommend the referee write down a range works best for their game. In addition to the effects described under Chaos Influence, the Heart of Chaos's domain is in constant turmoil, wracked by earthquakes so strong that bits of the land fly into the air and stay there, torrents of water or some other liquid pour from the sky, sometimes drowning the land or scorching it, multihued flames blaze across the landscape, burning open the thin veil separating this reality and others. Creatures that survive here must be powerful indeed. Every day, 3d6 random summoned creatures come through the rifts opened, having 1d6 + 1d20 hit dice each. These creatures all act under their own power, and are likely to spread out from the Chaos Domain to keep from dying. Many creatures nearer to the center of the domain are mutated into forms useful to the Heart of Chaos, regardless of whether they are willing servants or not. Mindless creatures are often transformed into extraordinarily powerful forms, through which the Heart of Chaos protects itself and expands its domain. These creatures spread the wildness of the domain, shattering causality.

Only Chaos will exist.

Wandering Monsters

On the end of the first turn after the PC's enter the House, and every other turn thereafter, roll a d6 to check for wandering monsters. A roll of 1 determines that a group of 2d6 Flower Things has been encountered. Don't make this roll in the Chapel of the Void; Flower Things and other Heart-controlled creatures can't enter there.

If Flower Clones have been created since the first time the PC's entered the House, there is a 2 in 6 chance of encountering them instead of Flower Things. In the Contested Wing, each group of Flower Things has an equal chance of being under the control of the Heart of Eternity or the Heart of Chaos.

House of Flowers Rooms

Unless described otherwise, assume a floor made of soft soil, walls and ceilings made of many colorful flowers with thorns, ceilings begin at 15 feet and vault upwards to 20 feet, and that all rooms next to the outdoors are faintly lit by sunlight filtering in through the wall to about 10 feet in. None of this applies inside the Chapel of the Void, which is described in its own section.

1 ♦ Entry Hall

Contested Wing

Vines with Flower Bulbs Hanging from Ceiling • Vines Strangle and Drain Blood from Creatures that wander in to sustain House, they hide thorns, no vine within 10 feet of walls so can be maneuvered around; attack when creature approaches within range, uncontrolled

14 Flower Vines AC 13, HD 2, ATT #1/1d6+Free Grapple Attempt, Surprises on 4 in 6, Move 0 Hostile/ML 12

Uneven Soil • 1 in 6 chance 1d6 Flower Things in room, vines don't attack them, Soil has drag marks from bodies taken to the Growing Room

2 ♦ Growing Room

Contested Wing

Crystals glowing with sunlight hanging from ceiling by vines illuminate entire room

• Crystals are valuable as alchemical components, 50 such crystals total, each worth 75 GP to the right buyer, weigh 1/10 stone each; light to 40',

dims after 6 Turns, crystals shed dust intermittently and can be shaved for such dust; dust causes healing of 1d6 hit points but creature must save vs. Death/Poison; failure indicates plant and/or fungal growth internally, dealing 1d2 damage every day; can be removed by remove disease; effects cumulative with each dose

Garden with Growing Flowers • Underneath light coating of soil is rotting bodies of many animals and some humanoids, 1 in 6 chance every Turn of new Flower Thing emerging from garden. The effect of the destruction of this garden on the population of Flower Things is up to the referee.

Flower Things Tending Flowers • 15 of them, a roughly equal amount controlled by either of the Hearts; they try not to fight here to guarantee a supply of new Flower Things, will all attack if creature attempts to do something that would disturb flower growth

3 ♦ Chasm of Unquiet Dead

Contested Wing

Deep Chasm filled with crushed Bone, Thousands of Inanimate Black and White Skeletons, some wearing rotted cloth and jewelry •

Some skeletons are Black Skeletons, all will come to life and kill everything that they can reach if touched by living creatures or attacked, going on a rampage and climbing out of the Chasm. Chasm is 100 feet deep. Black Skeletons are only ones wearing Jewelry, having a 1 in 10 chance of carrying some item of jewelry worth d20 × 100 GP a piece.

4750 Skeletons AC 13, HD 1, ATT #1/1d6, Undead, Takes Half Damage from Slashing and Piercing, Move 12, Hostile/ML 12

250 Black Skeletons AC 15, HD 5, ATT #1/1d6+1 Point Corruption, Undead, Takes Half Damage from Slashing and Piercing, Move 12, Hostile/ML 12

Flower Things in Circle around Chasm • 15 of them, they keep creatures from going in chasm; if skeletons awake, they focus on fighting the skeletons rather than stopping creatures that woke them. If the skeletons filter out of the room instead of being kept in chasm by Flower Things, there is a 5 in 6 chance of encountering 2d6 skeletons instead of Flower Things when

Wandering Monsters are encountered. 1d6 other Flower things have a 1 in 20 chance of being in here every turn, dumping (mostly non-humanoid) skeletons. They have to get rid of the bones somehow, after all. Flower Things are controlled in roughly equal numbers by both hearts here, but avoid fighting in this room.

4 ♦ Clone Room

Contested Wing

24 Large capsules made of living flower vines

• For every intelligent creature that has had its DNA taken successfully, 1d3 plant clones of that creature will be in this room. These clones are as the base creature, but without the creatures equipment, Hallow, or Corruption. Each clone has an even chance of serving either Heart; they have no free will and cannot leave the House. They are visually distinct from the original creature (greenish skin, growth of plant matter visible), but otherwise have all the original's memories, skills, and abilities. If an intelligent creature had been completely mentally drained, their personality, memories, skills, and abilities might appear in a random clone body instead.

5 ♦ Room of Weird Web

Contested Wing

Room filled to brim with multicolored webs; webs are crawling with masses of Tiny Spiders

• Light only penetrates about five feet into the webs. The tiny spiders here are harmless. Damaging the webs or entering further than 10 feet into the room will result in a sudden screaming noise as Web Weirids awaken and attack. Web Weirids don't deal damage when they successfully strike, instead sticking themselves to the body of the creature they attack. If a number of Web Weirids equal to the target's hit dice stick themselves to the target, the target is paralyzed and can't move. If the number of Web Weirids stuck to the target is half or more than the target's hit dice, the target is slowed to half speed. Web Weirids, when awakened, have a human looking face that is the color and substance of the web, and eight web-like "tentacles" they move around with. They won't chase prey outside the room. The Web Weirids are controlled by a spider with the face of a beautiful woman on its abdomen. This beautiful spider can speak. Although she's happy to have human meals, she

prefers hoarding or eating beautiful things. For 1000 gp worth of jewelry, or 250 gp worth of art objects, she'll let one person go from the Web Weirids as long as the dealer is in a position to bargain. She'll also let people pass through the room without hassle for an equivalent amount. Anyone who isn't so lucky to get away or be rescued will be eaten by her whole, equipment, clothing, and magic items included. This process takes three rounds, during which time the spider can't do anything else besides mentally direct the Web Weirids and speak. This kills the creature, but the creature's consciousness is then infused into the next batch of silk the spider produces, creating a Web Weirid. Any magic items she eats allows her to produce a special kind of silk with the "soul" of the item. If the silk produced this way is used as an ingredient in infusing a new item with magical power, that item will have the abilities of the eaten item.

50 Web Weirids AC 10, HD 2, ATT #1/Stick (See Above), Move 3, Hostile/ML 12

1 Beautiful Spider AC 14, HD 6, ATT #1/1d6 30 ft. Acid Spit, Swallow Whole; Move 15 in Web, Move 12, Hostile/ML 7/10 in Web

Faint Mumbling • Mumbling comes from the the Web Weirids.

Glittering in Web • Deep enough in the web to provoke attack are about 600 SP, a pearl necklace worth 1600 GP, a silver ring set with a brilliant octagon cut emerald worth 3,000 GP, and a jeweled dagger scabbard worth 4,500 GP. In addition to this, there's also quite a few tapestries the spider has woven herself out of multicolored silk. Most have been torn to shreds, but there's five intact, worth d6 × 1000 GP each to the right buyer.

6 ♦ Room of Black Anthuriums

Contested Wing

Walls lined with nothing but Black Anthuriums

• Every creature in this room feels anything from distrust to outright hostility towards every other creature while in this room. Non-player controlled creatures must save vs. Spells at a +4 or begin attacking other creatures, either ones they most distrust or at random. Charm type effects are broken on entry, and are likely to result in immediate attack.

7 ♦ Vibrating Lotus Pond

Contested Wing

Murky Pond of Water covering most of floor

• There's roughly five feet of dry clearance around the pond. The pond itself is about six feet deep.

Lotus Flowers of many colors floating on pond

• If examined closely, it can be seen that these flowers are vibrating gently; occasionally, a gem-colored beetle might be seen rustling through the flower. The lotus flowers are growing directly out of the quartz rock formation. These beetles aren't hostile unless the stem to their lotus flower is severed or shaken severely or they themselves are harmed. These beetles are tiny normally, but below water, they grow to roughly five feet in length. They can breathe underwater, and will typically try to shake other lotus stems to attract the attention of more beetles. These beetles will work as a group to hold creatures in the pond underwater until they drown. There are about 150 lotus flowers, and each lotus flower has 1d6 such beetles. The beetle's hides are worth about 1 GP each, although a merchant might be tricked into buying one underwater for 100 GP.

Water Gemhide Lotus Beetles (While Underwater) AC 12, HD 1, ATT #1/1d3, Move 12 or 15 Swimming, Neutral/ML 12

Multicolored Glittering beneath pond • This is a quartz rock formation in many different colors. The more valuable forms of quartz could potentially be broken off and sold. There's about 1000 GP worth of Amethyst, as well as 1500 GP worth of other assorted varieties. If care is taken to avoid severing or shaking the lotus flowers, half of the quartz can be gathered without making the beetles aggressive. It'll take a Turn to gather 100 GP worth of Amethyst, or 50 GP worth of other quartz, assuming breaks for air.

8 ♦ Heartache

Contested Wing

Craters in floor surrounded by strange multicolored amber

• These craters, each about a foot in diameter, erupt every 1d6 turns with the amberlike substance, bubbling for 1d3 rounds and then suddenly erupting, covering everything in the room. Any creature that gets hit by this am-

berlike substance before it dries must make a Save vs. Paralysis. Failure indicates that the creature is coated in the amber, which rapidly hardens and dries, preserving the creature and magically sustaining their life. It's readily apparent that breaking the amber will harm or kill those trapped within, dealing a creature its hit dice in damage. While inside the amber, the creature must alternate making saving throws as if they were in the Heart of Eternity's influence and the Heart of Chaos's influence until the creature falls totally under the influence of one of the Hearts or is freed. Shortly after any eruption, 2d6 flower things come through the room and drag any amber encased creatures into the Ambered Creature Room (Room 9). They'll fight those who try to stop them, and they are all controlled by a random Heart.

Stream of syrupy substance flowing across floor

• This is the same substance as above; this stream is deep enough to that a creature that falls in needs to Save vs. Paralysis every round they're in the stream.

9 ♦ Ambered Creature Room

Contested Wing

Six creatures encased in multicolored amber, most humans

• Four of these are random 1st level adventurers from different time periods, one is a caveman that must have been trapped accidentally, and the last is a grizzly bear. Determine randomly which Heart each of these fall under the control of.

1 Grizzly Bear AC 14 HD 5, ATT #3/1d6, Move 12, Neutral/ML 8

10 ♦ A Spell Written in Flowers

Contested Wing

A neatly planted arrangement of flowers in rows • A Mage will notice that these flowers are meant to spell out a magic spell of some sort, although it'll take them 2d6 Turns of study to transcribe the spell with appropriate tools. The spell in question is 1st level and causes the amber-like substance in rooms Heartache (Room 8) and the Preserved Creature Room (Room 9) to melt away harmlessly, freeing the creatures trapped within. It melts all amber in a 60 foot radius from the caster.

Flower things in corners • There are eight flower things total; they're here to protect the flowers from being trampled or otherwise destroyed. They'll attack head on any threat to them or the flowers. They won't make a move otherwise.

11 ♦ Headlock

Contested Wing

Flower Petals on Walls look like Human Faces • These are the faces of people who've had their memories consumed by Flower Things.

Occasional mumbling, sentences in various languages • Creatures who actively listen to a face's words actively remember their memories as if they had experienced them. This is most often the memory of being killed by a Flower Thing.

12 ♦ Monolith History

Contested Wing

Three stone monoliths nine feet tall • Each is three sided and positioned equidistant from the others. Each side of each monolith has an inscription of an hourglass at its top; the three inscriptions have the bottom half of the hourglass empty, half filled, and full. The inscriptions below the hourglasses tell the story of the past, present, and future in engravings and some ancient script. The three monolith's inscriptions correspond respectively to the Heart of Eternity, the Heart of Chaos, and the Chapel of the Void. The future of the Hearts tells of what will happen if they get free, see the *Eternal Domain* and *Chaos Domain* headers for more details. The Past of the Hearts tells of them falling to Earth and losing most of their power, being unable to destroy

their most hated enemy, the other Heart, and being trapped. The Present describes the dreams they send in the hopes that a free-willed creature will help them. The Past, Present, and Future sides of the Chapel of the Void are all the same, describing how it balances the power of godlike beings. The Monoliths can be rotated. Turning the three "Present" faces to face the center of the room causes an orb to fade in to existence; this orb is a rare alchemical ingredient known as *The Space between one Moment and the Next*, worth 18,000 GP to a suitable vendor.

13 ♦ Steam Worm Craters

Contested Wing

Deep craters in ground • These craters vary in diameter from one foot to ten feet, and go hundreds of feet down. Steam occasionally emanates from these holes, although it is too cool to burn. If there is a notable magical presence in the room, like an active spell, a magical item, or an alchemical reagent, a Steam Worm will emerge in 1d3+1 Rounds, accompanied by progressively louder rumbling. Another such Steam Worm will arrive every 1d6+1 Rounds after, and they'll fight over food. Oh yes, their food is magic; magic items, alchemical reagents, and spells. This includes eating the spellcaster if they must. A creature grappled by a Steam Worm for one round or longer must Save vs. Paralysis or be swallowed whole, passing into an odd torpor and taking 1d6 damage every hour that they're in the creature's gizzard. Additionally, if the swallowed creature had prepared spells, the Steam Worm absorbs one such spell every hour, absorbing all the remaining spells if the creature dies while in the Steam Worm's gizzard. A Steam Worm has the ability to vomit up any spell it has absorbed; generally, it will only do this as a last resort, as it cannot choose which spell it vomits. Steam Worms also have the ability to exhale steam in a 20 foot cloud around them; all creatures in the cloud must Save vs. Burst or be scalded for 4d6 damage. Worms will attempt to eat and attack in the following order: Magic Items, Alchemical Reagents, Spellcasters with active spells, Spellcasters (highest level first), other creatures. A Steam Worm's corpse, if intact and well preserved, is worth 500 GP per hit point the Steam Worm had. Such a corpse is also immensely heavy, weighing about

half a ton (72 Stones).

Steam Worm AC 20, HD 8, ATT #1/2d6+Grapple Attempt, Move 12 (Burrow 12), Neutral/ML 10

Constant Low Rumbling • Rumbling increases in volume as Steam Worms near surface.

14 ♦ Crystalline Stalagmites

Contested Wing

Rough Cavernous Stone Floor • This floor is an abrupt drop existing directly next to the soil from other rooms.

Crystalline Stalagmites • These are psychic arthropods desperate to avoid the control of the Hearts. They're quite sensitive to the influence of the Hearts, too: being brought into a Heart's domain will cause them to fall immediately under the Heart's control. Although they don't look it, they're mobile, with the ability to crawl quite quickly on spider-like legs. They have the ability to communicate telepathically, but will only use this if threatened, warning creatures not to attack. This is no idle threat, as they can telekinetically hurl creatures quite a distance; this is their attack, and they deal additional damage (use falling damage) by throwing creatures into walls (they can throw up to 30 feet with an attack). If they are seriously threatened, or the creatures passing through want to end the threat of the Hearts, they'll grant them psychic shielding; the next saving throw a creature would fail against a Heart's influence is instead considered successful. It seriously exhausts the stalagmites to do this, though; one can only do so once a week. Their corpses are worth 500 GP each (in battered, busted, or otherwise destroyed condition). If a live specimen is sold somehow, it'll easily be worth 1000 GP.

20 Crystal Arthropods AC 16, HD 3, ATT #1/1d6+Hurl, Move 15 (Climb 12), Neutral/ML 7

15 ♦ Mask Totem Room

Contested Wing

Many Colorful Wooden Masks Hanging on Walls • These masks are of various animals; if a creature decides to wear one, they must Save vs. Paralysis. Success indicates they rip the mask off before it fuses to their face, failure means the mask melds with their face and transforms them and their gear into a brightly-colored animal of the variety the mask depicts. Those the mask transforms must Save vs. Spells a second time. Success means that the creature keeps their will, failure means the creature is under the thrall of the totem in the center of the room. This totem also controls five Flower Things, which will animate and attempt to place masks on the remaining creatures as soon as one creature has been transformed or the totem is attacked. Creatures transformed into animals may use abilities they originally possessed provided they have a way of using said abilities (animals usually can't speak). *Remove Curse* or *Dispel Magic* will reverse the transformation as well as restore the creature's will.

d12	Color	Effect
1	Red	+1 to Attack Rolls
2	Orange	Firey Discharge, 4d6 damage to one, save vs. Burst negates
3	Yellow	Lightning Blast, 2d6 to all in 30' line, save vs. Burst negates
4	L. Green	Takes half damage from physical attacks
5	D. Green	Takes half damage from magic
6	Cyan	Cold Breath, 2d6 damage to all in 15' cone, save vs. Burst negates
7	Blue	Fearful presence, creatures attacked must save vs. Spells or flee in terror, success means immunity.
8	Indigo	Immune to Non-Silver or Magical Weapons
9	Magenta	Vampiric strikes, heals 1 hp for every successful attack.
10	Pink	Charm Gas, one creature must Save vs. Spells or be charmed for 1d6 Rounds
11	Black	Gooley Spit, one creature must Save vs. Paralysis or be stuck in place for 1d6 Rounds.
12	White	Sleep Gas exhalation, all in 10 foot burst Save vs. Death/Poison or sleep for 1d6 Turns.

d12 Animal	Effect
1 Bat	Echolocation (Effective Darkvision), Fly at Move
2 Bear	+1 to all damage rolls
3 Crab	2 Claw Attacks, deal 1d6
4 Crow	Fly at Move, Retains ability to speak
5 Elephant	Trample for 3d6, Save vs. Burst negates
6 Fox	+1d6 damage on one attack
7 Frog	Grapple at 20' Range with Tongue
8 Hawk	Fly at Move, -1 to be Surprised
9 Spider	Attack causes Save vs. Death/Poison or take 1d6 damage for 1d6 rounds
10 Rabbit	Double Move
11 Rhino	Charge and Throw for extra 2d6
12 Wolf	+1 to Hit Dice for Grappling

Tall Wooden Totem with Many Animal Faces Standing in Center of Room • This being seeks to transform all creatures into animals under its control via the masks. Although the totem itself is harmless, the totem can mentally control any mindless or animal-intelligence thing within 30 feet of it in the House, or within 120 feet anywhere else. This control is superseded by the control of the Hearts; the totem hates both Hearts and will attack known agents of either of them. If destroyed, all of the transformations reverse and all of the masks disintegrate. The totem counts as a valuable alchemical ingredient, but only if sold intact. If intact, it is worth 20,000 GP; if broken, the pieces are worth 4,000 GP. It encumbers as much as an adult human would.

1 Totem AC 12, HD 10, ATT#0/-, Move 0, Alien/ML 12

16 ♦ Negative Mud Spires

Contested Wing

Muddy Floor, Mud Puddles • These puddles are actually sinkholes that are quite deep, twenty to thirty feet. Strange Mudmen live at the bottom of these sinkholes, although most of the time they're perfectly content to remain there. These Mudmen are actually a form of unusual Angel, there to slay creatures under the influence of the Hearts or heavily corrupted creatures. If a Mudman sense such a creature in the room, they'll grab them and attempt to drag them down into the mud, or failing that, all the Mudmen will attempt to beat the creature to death. For the most dangerous creatures, a Mudman

will break open a spire.

30 Mudmen AC 13, HD 3, ATT #1/1d6, Move 9 (Swim 12), Neutral/ML 12

Dried Mud Spires • Anywhere from 4 to 7 feet tall, these spires are impossible to scratch by anything but magical weaponry, which would take a full Turn to break through a spire. A Mudman only needs a round to break a spire, though. These spires contain a kind of Void black hole; when a spire is broken, every creature in the room must Save vs. Burst. Those that succeed hurl themselves out of the room or into a mud puddle quickly, those that fail are physically erased from existence.

17 ♦ Hallowed Dias

Contested Wing

Stone Dias in center of room, covered with inscriptions • This dias shows no sign of aging. The inscriptions are partially in an ancient script of some sort, and partially a kind of magical writing. This is a 2nd level Hallowed spell, *Will to Repulse*, which allows those who cast it to blot out all unwanted mental intrusion in a 30 foot radius around them, including the mental intrusion of the Hearts and things like charms. Spells are dispelled, and any creature actively thrall'd is unthrall'd and prevented from coming under the power of such a creature again for 6 Turns. The ancient inscriptions warn of the awful things the Hearts will wreak if they get free, and tells of their influence on creature's minds. It explains that the Void Essence surrounding the Hearts, and the Heart's imprisonment in the House, keeps them at bay.

18 ♦ Hot Spring Spirits

Contested Wing

Steaming Hot spring • This is a mostly ordinary hot spring, save for the fact that the water is exceptionally strong hooch. Even taking a dive in the spring will get one drunk (-2 penalty to attack rolls and saving throws). Don't think this is wholly negative though, the spirits in the hot spring really are spirits, and they're quite protective of their drunk hosts. If attacked, the drunk will hork up some liquid to do fighting for them! This drunkenness passes in 2d6 Turns, once gone, the spirit has evaporated away. These spirits are quite hostile to bottling though; they'll

break bottles the first time this is attempted, and faces the second. The total spirits listed below account for every single one in the spring.

100 Spring Spirit AC 16, HD 4, ATT #1/1d6, Move 12 (Swim 12), Helpful/ML 12

19 ♦ Carrion Lilies

Contested Wing

Overpowering scent of meat • This smell is coming from the lilies; it's what attracts many animals to the house and feeds the flowers.

Beetles covering ground • These are carrion beetles; animals that find their way into this room are often ripped apart by them. They bite with razor sharp mandibles if the room is entered, assaulting as a swarm. These swarms cover many stripped animal bones. They automatically hit when they attack; only one can attack a creature per round. They only take 1 damage from attacks unless that attack covers a wide area.

25 Carrion Beetle Swarm AC 10, HD 1, ATT#1/1d2, Hostile/ML 8

Lilies of many different colors • In addition to meat smell, another chemical is exuded by these lilies; this chemical causes a sort of numbness which makes it difficult to realize that a creature is being attacked. In 1d6 rounds, or if a PC specifically looks down or checks to make sure beetles aren't on them, the PC will only then realize they're being bit severely by the beetles. Many animals die before they realize this.

20 ♦ Windows into Time

Contested Wing

Window-like openings in walls showing strange vistas • These are portals into alternate times and alternate timelines. They're one-way, only allowing matter into the room and not back out. The landscapes revealed by the windows are quite varied, sometimes blasted hellscapes, sometimes frosted glaciers, sometimes a distant alternate past. Of course, in all of these windows, alternate versions of the PC's are likely to be peering in, and some might even try to climb through. Otherwise, conversations can be held with these alternate selves, with the content being up to the referee. If an alternate climbs through, they become irrationally hostile upon seeing their duplicate, attempting to kill them. Charms

and other mind affecting magic won't stop this, as it's an effect of being severed from one's timeline. If the duplicate is killed, it and its gear fade to nothing.

21 ♦ Stairway to Night

Contested Wing

Spiral Staircase of Flowers and Vines, leading up into darkness • This stairway leads up to an extradimensional space, the steps transitioning from flower vines to what looks like solidified night sky beneath the feet of those traveling upward. At the top of the staircase is a strangely bright night sky, filled with dark greens, blues, and purples, with the clouds beneath their feet. This has been painted here by the Starry Starry Knight, a creature at the top of the stairs that looks to be a knight wearing plate, but its entire body looks like it's a glass shard of the night sky, and its weapon looks to be a paintbrush. It will attack the first creature that walks up the stairs with its paintbrush/spear, surprising on a 3 in 6. Creatures struck by its weapon don't bleed as normal, but instead wet the tip of the brush with green, blue, or purple fluid; this is one of their mental attributes being randomly drained. Determine randomly whether 1d3 points of Intelligence, Wisdom, or Charisma is drained; the drained attributes come back at a rate of 1 per day. A creature drained of all of one of its attributes melts into piles of green, blue, and purple paint, dead. If the Starry Starry Knight stabs a creature that has eaten the fruit of a giant sunflower (Room 28), the creature won't be damaged, and instead will bleed a yellow, orange, and red fluid; the Starry Starry Knight will then shatter into pieces, leaving behind a particularly large glowing shard. This is a rare alchemical ingredient, *Shard of the Night Sky*, worth 25,000 GP to the right vendor. This happens whether the Starry Starry Knight is killed normally or killed through exposure to Sunflowers.

1 Starry Starry Knight AC 16, HD 9, ATT #2/1d6 + Attribute Drain, Move 6, Alien/ML 12

22 ♦ Heart's Crater

Contested Wing

Glassed Surface of Ground, Visible Crater •

This is where the Hearts fell to earth.

Wisps of mist drifting about, some appearing to move like fire, others appearing as fractals

• These are wisps of Eternity and Chaos; Eternity wisps are the fractals, Chaos wisps are the ones on fire. There is a 1 in 20 chance of accidentally inhaling one of these wisps if PC's not explicitly avoiding these wisps, with an equal chance of inhaling either. Inhaling a wisp of Eternity requires a Save vs. Paralysis at a -4. Failure indicates the character in question has one more failure for eternal influence with all that entails, but that they also can learn absolutely everything about one room in the dungeon of their choice. Success indicates nothing happens. Inhaling a wisp of Chaos requires a Save vs. Spells. Failure indicates the character in question has one more failure for chaos influence with all that entails, but that they perceive all possible alternate futures for one moment; they may set their next d20 roll to whatever they choose.

23 ♦ Pollinating Butterflies

Contested Wing

Butterflies of every color flitting around room •

These butterflies can and will land on any creature that enters the room, carrying the pollen of many different flowers with them. Unless the creatures wash thoroughly or otherwise find a way to destroy most traces of pollen, the creatures will be coated in pollen for many days; ordinary flowers this creature is exposed to will be pollinated, growing into flower things within 2d6 days. In addition, any creature in the room for a Turn or longer must Save vs. Spells. Failure indicates that a butterfly has merged with them to become a tattoo on their body; this butterfly has an equal chance of being controlled by either of the Hearts. When the creature is sleeping, the Heart can communicate directly with them, as well as send the butterfly off to pollinate flowers and create Flower Things under the control of the Heart; these Flower Things cannot enter the House in the same fashion other Flower Things can't leave. If the butterfly dies, all of those Flower Things melt into nothing. The butterfly can either be burned off when in tattoo form (dealing

3d6 damage, although always leaving the creature at no less than 1 hp) or killed when flying about (AC 20).

24 ♦ Moldy Room

Contested Wing

Multicolored Mold Everywhere, Mushrooms growing in Corners • There's an intelligent mold colony growing here, but it's dormant. . . most of the time. Eating the mushrooms here has a random effect, as they all appear alike and are impossible to tell apart:

1 – Narcotic; the creature gains 2 hit dice worth of temporary hit points, but no longer knows how many hit points they lose, exactly. Effect lasts for 1d6+1 hours.

2 – Stimulant; the creature gains an extra attack! This lasts 1d6+1 Turns.

3 – Trippy; creature gains a +2 bonus to Saves against Spells and Paralysis while under the effects, but a -1 to attack rolls (the colors are quite pretty). Wears off in 2d6+2 hours.

4 – Deliriant; creature can't tell friend from foe, or even if they're attacking illusions or not! In a combat situation, they have a 1 in 6 chance of targeting the wrong creature, and 1 in 6 chance of targeting no creature at all! Lasts 2d6 hours.

5 – Berserking; did these mushrooms have spots? Creature takes half damage from everything and a +1 to all d20 rolls. Effect lasts for 1d6+1 hours.

6 – Mold colony brain structure! That'll be hard to replace; luckily, the colony can just replace it with yours.

Oh yeah, eating that brain structure wakes the entire mold colony up, and it's going to try to incorporate your brain into it. Hands spring up from the mold, made apparently entirely of mold, and a surprisingly human-like face and torso grow out of the mold to take a bite out of the unlucky creature's skull. Killing the torso will subdue it for 1d6 Turns, but it has more than enough biomass to regrow. Same goes for the hands; they have two additional hit dice for the purposes of grappling.

12 Mold Hands AC 10, HD 2, ATT #1/Grapple, Move 0, Hostile/ML 12

1 Mold Head AC 12, HD 6, ATT #1/3d6, Move 1, Hostile/ML 12

25 ♦ Nowhere Waterfall

Contested Wing

Waterfall from above, mist • The waterfall isn't apparently fed from anywhere, just appearing in the middle of the ceiling and falling. Inhaling the mist or ingesting the water from this waterfall requires a Save vs. Spells. Failing this saving throw means the affected creature constantly drips a trail of water for the next 3d6 Turns; the Water Nowhere can use this trail at an inopportune time to grab the creature with one of its tentacles.

Three circular pools, each fed from waterfall

• Each of these are 10 feet in diameter, and start 1 foot deep, rapidly becoming 10 feet deep at their centers. Each of these are portals to each other, going A → B → C → A. Go completely through the surface of one in either direction, be on the other side in another. In one of the pools, glittering can be seen despite the disturbed water. This glittering is actually the collected gold and silver rings and amulets of quite a few adventures, as well as some more valuable jewelry. There are 52 gold rings in total worth 1 GP, 133 silver rings worth 1 SP, and five gold amulets, worth 25 GP. There's also a gold necklace inset with rubies, worth 1,500 GP. There is an odd creature here, the Water Nowhere, that has the capability to form a human like body out of one pool while simultaneously forming tentacles out of the water of the other two pools. The Water Nowhere can throw two orbs of water with great force at a distance, while the tentacles can grab; a tentacle that grabs a creature will almost certainly drag it underwater to be held under the Water Nowhere's main body, or beat it against the rock (2d6 damage) if it proves too much trouble. A creature completely submerged in the water must make a Save vs. Spells every round; beginning with a +4 bonus but taking a cumulative -1 penalty to the roll every round. Failure indicates the Water Nowhere has infiltrated the creature's bloodstream, and will compel them to vomit in a water source large enough; this vomit will contain a nascent Water Nowhere of 2 HD, which will eventually grow to take control of the entire body of water. A creature that completely drowns is transformed into a Water Nowhere "tadpole"; many such nascent creatures can be seen inside the Water Nowhere's body when it forms. The Water Nowhere will attack as soon as a creature

is in the water; it is patient enough to wait before hand; it will prefer to have a creature holding a nascent water weird rather than drown a creature, trying to spawn as many as possible.

1 Water Nowhere Body AC 14, HD 7, ATT #2/1d6, Move 12 (Swim 12), Hostile/ML 10

2 Water Nowhere Tentacles AC 16, HD 3, ATT #1/1d6 + Grapple, Move 12 (Swim 12), Hostile /ML 10

Rocky Pillar splitting waterfall • This is how all three pools are fed simultaneously.

26 ♦ Angry Roses

Contested Wing

Several Red Rose Bushes • If examined at all, it will be obvious that each of the Roses are facing in the direction of the party; less obviously, they're looking at the nearest person. Touching a rose will cause it to steal the anger of the creature touching it, and the rose will quickly grow into a red duplicate of the creature, identical in looks, ability, and creating flower material weaponry. It fails to duplicate magical items, instead producing non-magical duplicates. This creature is irrationally furious, and will strike out at the nearest target with its most severe abilities. The creature that touched the rose has a difficult time feeling angry or performing any hostile action, requiring a Save vs. Paralysis every time they attempt to do so; failure indicates they instead perform no action. This lack of anger lasts for 1d6 Turns. If the angry rose duplicate is killed, it melts into a puddle of red ooze; this ooze is an alchemical ingredient worth 100 GP per level or hit die of the original creature. The red ooze also induces a berserk state in addition to the effects of anything else a mixture it is a part of does; this should cause consequences for PC's.

27 ♦ Shrinking Violets

Contested Wing

Floor covered in Violets, strange violet colored berries • Eating one of these berries has two effects; first, it shrinks a creature to 1/16th of their normal size for 2d6 Turns; gear shrinks with the creature but they count as having an effective Strength of 1 while shrunk. Second, it has a permanent shrinking effect; a creature that grows back will grow back only about 15/16ths of their original size, becoming substantially

shorter and smaller. The second and every subsequent time this shrinkage happens, Strength is permanently reduced by 1 point. The creature's skin is also tinted somewhat violet, very subtly at first, but more and more noticeable with repeated shrinking. They also bloat up a slight amount, which is why they don't gain dexterity. The berries rot away quickly, become putrid in less than a day after being picked.

28 ♦ Giant Sunflowers

Contested Wing

Tall sunflowers growing, some to the height of the ceiling, bearing long orange fruit • Eating this fruit will cause the creature to double in size; their AC drops by 2 points and they have a -1 penalty to attack rolls while this size, but they are treated as having a Strength higher than 18 (21 if it matters for your system). These effects wear off in 2d6 Turns, but leave behind some interesting after effects. First, the creature's skin turns somewhat yellow, subtly at first, but increasing more and more with more consumption. Additionally, their body sprouts strange long orange "bumps", 1d6 of them. Excising these or bursting them deals 1 damage per bump. A creature that hits AC 10 in combat will hit as many bumps as they would have done points of damage, bursting them. The fruits rot away a day after being picked.

29 ♦ Flower Monstrosity

Contested Wing

Giant Treelike thing with massive flowers of every variety growing off of it, several human looking faces • This is the Flower Monstrosity, totally immobile, but completely horrible. Every round, it replaces its current powers with three new flower thing powers from column Power A and three from column Power B. It attacks with great thorny tentacles, grabbing and wrapping creatures in them. Ever face it has used to be human; when it kills a human, it will open its maw and swallow the corpse whole; it will then gain a face and a hit die. It has twelve faces currently. It may replace any attack it has with an offensive power it gained; it may do this once per round for each power. It is utterly insane and will attack at random, able to reach anywhere in the room. If killed, it will melt away, revealing the decrepit bodies of several people as well as a

twisted green gem; this is a rare alchemical ingredient known as *The Twisted Life of a Flowery Creature*, worth 25,000 GP.

1 Flower Monstrosity AC 12, HD 12, ATT #6/1d6+Grapple, Move 0, Hostile/ML 12

Insane Mumbling, Screaming • Usually incoherent, but occasionally snatches of actual language can be caught. Speaks with the voices of the corpses it's devoured.

30 ♦ Elongated Ones

Contested Wing

Darkness • This darkness is magical, impenetrable by most light after 5 feet of illumination. This is because of the Elongated Ones. The first creature that sees a given Elongated One will be pursued by it until the creature is dead or stolen away. Only Magical or Silver weapons can hurt an Elongated One normally, with the exception of the creature it's pursuing, who can hurt it with normal weaponry. The Elongated One, if the creature it's pursuing flees out of its vision, will wait until the creature is sleeping or otherwise unawares to teleport next to it, continuing its assault. It attacks by grabbing a creature and pulling, artificially elongating the part; it will only attack the creature it is pursuing, teleporting away if it is threatened. Creatures killed by Elongated Ones often look like piles of ribbonary flesh. The corpse of an elongated one is intriguing to chiurgeons and mages alike; its flesh contains cells inside of cells inside of cells. . . The corpse itself is worth 10,000 GP intact, but will fade to nothing the moment it is no longer in view. There are innumerable elongated ones in this room, although only one will reveal itself to a creature on each trip through. Elongated Ones are a form of Far Demon.

Elongated One AC 16, HD 5, ATT #1/2d6+1 Corruption, Move ∞, Alien/ML 12

31 ♦ Flowered Fountain

Contested Wing

Fountain made of greenish stone, covered in flower vines and spouting greenish water •

Drinking from this fountain immediately requires a Save vs. Spells, as a randomly determined Heart tries to invade the mind of the drinker. Failure indicates the Heart possesses the creature for 1d6 Turns; because this creature still has its will underneath everything, it will immediately make a beeline for the opposite Heart, attempting to go sacrifice it. It cannot think aside Void Essence in this state. There is also visible coinage at the bottom of the fountain; this totals 556 GP.

32 ♦ Soul Vault Room

Contested Wing

Chests, Safes, and Strongboxes • If these are watched closely, they vibrate gently, if they're listened to, there's a thumping sound from within them. They're unusually pristine otherwise. Opening one springs a very peculiar trap; the soul of a human is chained to the inside of the door of each, and is desperate to get free. If opened as normal, the soul remains chained and will be unable to break free, although it will attempt to attack in a feeble attempt to free itself. If the object is destroyed, the chain will be destroyed as well, freeing the soul to fly around and Hoover up life force at its whim. These souls have gone insane from years in a box, and hate life. They're incorporeal and undead. A creature that has its soul sucked out by one of these creatures falls, and has its body metamorphose into another container, with its soul trapped within. There are initially 30 such containers.

Chained Soul AC 14, HD 2, ATT #1/Level Drain, Move 15 (Fly 15), Hostile/ML 12

Rusty Weapons, Broken Armor, Refuse • All of this is grouped around one container or another.

33 ♦ Charming Bouquet

Contested Wing

Spire of Flowered Vines hold large flower bouquet • This bouquet is exquisitely arranged, having varieties of many kinds of flower in many different colors; the same varieties and colors that show up on flower things. If a creature has the bouquet and sees a flower thing, they must immediately Save vs. Spells not to be charmed by

the flower thing, protecting it from all harm and following it everywhere. Every Turn, the charmed creature loses a point of Charisma, they gain notable plantlike features, and the flower thing gains unsettling human-like features and abilities. If this reduces the creature to 0 Charisma, the Flower Thing is entirely human with the abilities of human that possessed its bouquet, save its complete loyalty to a Heart, and the creature is now a flower thing, where it will give all its possessions to the former flower thing and return the Bouquet to the room it found it in. Killing the flower thing can end the charm before this point, as can removing the Bouquet from the creature's possession. The creature must make this saving throw for every Flower Thing it sees, although it need not make the save once charmed by a Flower Thing.

34 ♦ Grey Rain

Contested Wing

Clouds hanging by ceiling, downpour • Any creature in this downpour must Save vs. Spells or fall into a saddened stupor for 1d6 Turns, unable to take any action. No matter the result of the save, this mist immediately coalesces into the form of a cloud monster. This cloud monster is color coded, the first one to form is red, the next orange, progressing through the colors of the rainbow to violet. Each monster is progressively tougher than the last. They cannot leave the room, but any creature entering the room will form a cloud monster and have to make the save vs. spells to avoid sadness. The cloud monsters attack any who enter the room. If all seven cloud monsters are defeated (no more form after the seventh, and no more creatures need make saves after the seventh form), the clouds part, and a large raindrop shaped gem falls, with a concentric formation of smaller raindrop shapes going red at the core to violet at the outside. This is *The Colors of the Storm*, worth 28,000 GP and a rare alchemical ingredient. The cloud monsters have exceptionally long reach, being able to strike up to fifty feet away.

Red Cloud Monster AC 12, HD 2, ATT #1/1d6, Move 9, Hostile/ML 12

Orange Cloud Monster AC 13, HD 3, ATT #1/1d6+1, Move 10, Hostile/ML 12

Yellow Cloud Monster AC 14, HD 4, ATT #1/1d6+2, Move 11, Hostile/ML 12

Green Cloud Monster AC 15, HD 5, ATT

#1/1d6+3, Move 12, Hostile/ML 12

Blue Cloud Monster AC 16, HD 6, ATT

#1/1d6+4, Move 13, Hostile/ML 12

Indigo Cloud Monster AC 17, HD 7, ATT

#1/1d6+5, Move 14, Hostile/ML 12

Violet Cloud Monster AC 18, HD 8, ATT

#1/1d6+6, Move 15, Hostile/ML 12

affect any given individual once this way.

Round Table with Four Crowns • A gold crown with rubies, a silver crown with sapphires, an obsidian crown with diamonds, and a platinum crown with onyxes; each is worth 10,000 GP.

35 ♦ Darkest Winter

Contested Wing

Darkness, Snow covering soil, cold • From the moment the room is entered, the Specter of Inevitability follows the group, appearing as a massive looming darkness with a skeletal face. If the party attacks the Specter, or they stay in the room for a full Turn, the exits to the room seal over with darkness and it begin attacking in full force. The Specter of Inevitability is a Demon. Every round at least one person attacks it, not attempting merely to survive or run away, the Specter loses a hit die. If a member of the party performs a particularly brave or heroic act, the Specter immediately loses three hit dice. For every four hit dice the Specter loses, it loses an attack, and for every hit die the Specter loses, it loses a point of Armor Class. The Specter in full form appears as a massive cloak with five horrible claws and Skull with teeth filed to a razor point. If it dies, all exits open up, as well as the entrance to Invincible Summer.

Specter of Inevitability AC 30, HD 20, ATT #5/1d6+1 Corruption, Move 12 (Fly 12), Hostile/ML 12

Solid Wall of Ice • This is the entrance to the Invincible Summer; a hole will melt if it is opened; it is otherwise impossible to open.

36 ♦ Invincible Summer

Contested Wing

Bright, Sunlit Sky, Warmth • An illusion of a sky is here, lighting this room brightly. Random encounters won't happen here.

Neatly Planted Rows of Trees • They're real.

Pedestal with Bowl of Water • Touching the water in any way removes all Corruption, as well as negating any loss of Hallow in the past 24 hours. It also increases Hallow to a minimum of 3, and at least by 1 point. This water can only

37 ♦ Flowering Tree

Contested Wing

Large tree with White Flowers • This tree has a calming aura around it, making it impossible for creatures to commit any violent action in this room. It will become apparent to Mages or others with similar skill-sets that the flowers have unique calming properties. If tea is made from the flower petals of the tree, drinking the tea grants a +2 to Saving Throws but a -2 to Attack Rolls for 3d6 Turns. There are 2d20 × 25 such flowers; they regrow at a natural rate and are worth 5 GP each.

Transparent sunlit sky visible before ceiling • Brightly lights the room.

Eternal Wing

This area, in addition to the things that are a part of the House of Flowers as a whole, tends to give off a feeling of timelessness. Flowers on the walls grow in perfect patterns, and the soil is smooth and undisturbed. Flower things and clones encountered here are always under the control of the Heart of Eternity unless described otherwise.

38 ♦ Perfect Aviary

Eternal Wing

Hummingbirds flitting around, drinking nectar from flowers on walls • These birds are flying in a pattern around the room, not deviating until it's their "turn" to go back to their nest. All the while, they're chirping a constant song. If they or their nests are disturbed, they'll start chirping in a different alarm tone, causing flower things to enter the room in 1d6 Rounds as well as causing the Flower Thing custodians to attack.

Vines hanging above in perfect parallel, with round bulges equidistant • These round bulges are hummingbird nests. There are 10 vines each, each containing 5 nests (50 nests total). Each nest contains 1 crystal egg, all different colors,

worth 25 GP each. These eggs are fragile, and will break if they fall at least ten feet. The vines are about 10 feet up. There are two hummingbirds for every nest.

Two Flower Things circling the room • These flower things are custodians, and they work quickly to clean the room of hummingbird waste and dead birds. The flower things mirror each others movements unless in combat.

39 ♦ Eternal Armory

Eternal Wing

Weapon racks made of vines line walls, with well preserved weapons arranged neatly • Most sorts of mundane melee weapons can be found here.

Armor stands made of bushes, with well preserved armor • Several suits of Medium and Heavy armor can be found here, in good condition.

Single Flower Thing, standing in center of room • This flower thing is only here to keep the armor and weapons pristine. It will do nothing unless it or the items are disturbed.

40 ♦ Still Living Room

Eternal Wing

Couches and armchairs of various different kinds, well preserved • If a creature rests on this furniture, they are frozen in time. They still make saves against the Heart's influence, however, and another creature can come along and pull them up.

People sitting on furniture, perfectly still • All of these people were at one point adventurers of varying class and level, but were left here. There are three such people, each of a random class and level 1d6. They are all under the thrall of the Heart of Eternity, but will try to hide this, attempting to pretend to be allies of any intelligent creature that frees them, trying to persuade their new "allies" into sacrificing the Heart of Chaos or replacing their heart with the Heart of Eternity.

41 ♦ Flowered Curtains

Eternal Wing

Curtains made of vines and flowers covering walls • Every three turns, a new set of three Flower Things are born out of the curtains here. These Flower Things are unusually tough, possessing 3 additional hit dice, as well as twice as many powers (roll again on columns A and B). However, these particular Flower things have an incredibly short lifespan, dying in 1 Turn. Behind the curtains is a green porous fleshly substance, from which these Flower Things emerge. Attacking this causes spasms, the production of 1 more tough flower thing, and cause a group of 1d6 Flower things to arrive in 1d6+1 rounds. A creature, if they press against this, finds that they can sink into it as if they were sinking slowly into an ooze. Pushing all the way in causes the creature to get stuck and mutate in an odd way; a vine of flowers grows in and throughout their body. The creature will reemerge 1d3+1 Turns later, with two additional hit dice, but will be drained a level every day. The Heart of Eternity can attempt to assert control of the creatures body at any time, although the control is imperfect; the vine itself is forcing the body to move and the creature can make a Save vs. Paralysis every round to resist. The vine can be excised, either by magic or by cutting it out (deal the creature their hit dice in damage if it is cut out). Removing the vine also removes the two additional hit dice.

Pile of Dead Flowers and Vines • The tough flower things usually just stand in this room, dying and becoming decaying husks if nothing happens.

42 ♦ Topiary Animals

Eternal Wing

Topiary Flower Bushes of Lion, Bear, Eagle, and Large Wolf • Eyes of these animals are all red roses. The bushes are purely decorative.

43 ♦ White Haired Heads

Eternal Wing

Hair on ground • This hair is white, and it belong to the ghostly white haired vaguely female heads (and necks) floating above by the ceiling. These creatures desire the blood and bile of living beings to color their skin and their entrails to

wear as scarves, as otherwise they appear as ugly, translucent floating heads, completely fish-belly white skinned save for black eyes. They'll attack any living creature that is at least ten feet within in the room, swarming them. The ten foot long hair of these heads is prehensile, and they use this hair to strike, grapple, and strangle creature to extract their precious fluids. The heads count as having an additional hit die for the purposes of grappling. These creatures, if successfully grappling another, can deal 2d6 damage per round to the creature they're grappling. If threatened, the White Haired Heads are most likely going to fly away, with whatever creature's they're grappling in tow. If the White Haired Heads kill a creature, they'll use their hair as a paintbrush, attempting to apply blood and bile as makeup to their face. The White Haired Heads will be easily distracted by offers of "makeup" (like paint or blood), and won't attack, instead fighting with each other over the new makeup. Same goes for colorful articles of clothing worn on the neck up.

5 White Haired Heads AC 18, HD 2, ATT #1/1d6+Free Grapple Attempt, Move 15 (Fly 15), Alien/ML 6

44 ♦ Eternal Children

Eternal Wing

Ghostly Children • These creatures appear wearing clothing from many different periods, but none appear older than twelve. They'd like nothing better than to play hide and seek with new passerby, although they'll let those who refuse through without much fuss. If attacked, they'll swarm the attacker. They are immune to non-magical weaponry; they count as undead for the purposes of things like holy water. Every time a creature is struck by the level drain, they feel, and are in fact, a few years younger. Being killed by this level drain results in the slain person becoming a ghostly child like the rest, body and all, leaving behind only magical possessions. The children also have the ability to shrink creatures and objects to 1/1000th their size, although they'll only do so for a game of hide and seek. The kids will offer a prize to those who win; everything that's in the chest at "Home". All of the children are seekers in this game and all the hiders are living; if a hider is caught, a child will run up to them and poke them, draining levels. Running away or fighting back will be met with calls of "Cheater" and all of the children rushing the

found. Every round, there's a 1 in 20 chance of running into 1d3 ghostly children. The first child to touch a hider after a hider has been caught, provided that hider is completely level drained, will fade away, their spirit released.

20 Ghostly Children AC 10, HD 2, ATT #1/Level Drain, Move 9, Friendly/ML 12

Miniature Green Trees at Feet • This is actually a forest, complete with roads and abandoned shacks, shrunk down to 1/1000th of its normal size. "Home" is the abandoned shack in the dead center of the room. Within the shack is a crude wooden chest, embedded with worthless glass, where a crude wooden sword rests under piles of more glass "gems" as well as a few real stones; a Ruby and Diamond, worth 1000 GP each. The wooden sword is magical, however. As long as this sword is held in the hand or otherwise clutched tightly, the wielder is immune to emotional effects, and will not experience nightmares.

45 ♦ Century Timepiece Shop

Eternal Wing

White Stone Walls, Ceiling, Floor, Well Lit •

The light comes from nowhere. While in this room, don't count Turns that pass; effects with a duration are as if that duration was indefinite while in this room.

Shelves on Walls, with Many different varieties of timepieces and weird contraptions •

All of these are timepieces, some from the distant past, some from the far future; this includes everything from primitive sundials to modern day mechanical watches. There are ten such timepieces from the future, worth 500 GP each if all sold to the same merchant, or worth 1000 GP if one is sold to a merchant that doesn't know about the existence of the other timepieces, believing they're buying a one-of-a-kind item.

Man wearing tailored gray suit, white gloves, with Stone Sphere for head •

This creature, Mistet Tid, has an appearance similar to a man, but is actually both a servant and aspect of the Heart of Eternity. He'll freely admit to being a servant of the Heart, as well as speak cordially with all present about any topic. He'll attempt to convince those who talk with him to either sacrifice the Heart of Chaos, or to replace their own heart with the Heart of Eternity. Treat Mistet

Tid as a source of exposition about the Hearts to the players, albeit biased in favor of the Heart of Eternity. Mistet Tid will be honest about the risk of death involved in replacing one's heart with another, but he'll speak of the rich rewards of helping to destroy "that hated enemy" or the great power that will be gained by surviving replacing one's heart with the Heart of Eternity. Mistet Tid will offer his timepieces as rewards if the Heart of Chaos is sacrificed, but is extremely protective of them. If someone attempts to steal the timepieces or attacks Mistet Tid, he'll become hostile to that person alone, giving them one warning to cease before he begins attacking. This is good, as Mistet Tid can stop time at will, even during the actions of other creatures. Ordinary combat is useless against him; only if completely surprised will others get a chance to act against Mistet Tid. When he takes off his gloves (his hands are pitch black) and touches a creature, one of several things can happen (roll a d6):

1 - The creature is replaced with a similar alternate timeline version. Swap two non-prime attribute ability scores randomly.

2 - The creature is displaced in time to the past; roll another d6 to determine how far in the past. Such a creature isn't noticed by those in the past, nor can they interact with anything, until they catch up to the present. This may result in death by thirst or starvation if the creature is displaced far enough in time. 1 - Previous hour, 2 - Previous day, 3 - Previous week, 4 - Previous Month, 5 - Previous Year, 6 - Previous Decade.

3 - The creature is displaced in time to the future; roll another d6 to determine how far in the future. They appear in the same space after the appropriate amount of time. 1 - Next hour, 2 - Next day, 3 - Next week, 4 - Next Month, 5 - Next Year, 6 - Next Decade.

4 - The creature is frozen in time until Mistet Tid touches them again. He may use this as a bargaining chip for helping the Heart of Eternity.

5 - The creature is transformed into a period appropriate time-piece. This will go on the shelf with the others. The character is effectively dead.

6 - The creature is dislodged in time, their personal time stream appearing randomly during the actual time stream. Most of this

time stream was before they were born or after they died; a 1 in 20 chance, checked every Turn, means they are at a point in their timeline when they are alive, and can act. Dispel Magic or Remove Curse gets rid of this effect.

Mistet Tid can remove any of these effects by touching the creature again if he desires. Mistet Tid cannot perceive or move beyond this room, although he does know anything the Heart of Eternity knows.

1 Mistet Tid AC 10, HD 1 (1 hp), ATT #1/Time Displacement, Move 12, Friendly/ML 12

46 ♦ Heart of Eternity

Eternal Wing

Pulsing, Glowing Fractal, roughly fist sized, surrounded by sphere of strange transparent matter on Pedestal of Flowers • This is the Heart of Eternity. It has Hallow 15 and communicates telepathically through sensation. The pulsing is like a heartbeat. The sphere is half a stone of Void Essence, which can easily be thought into any shape by an intelligent creature concentrating on it.

Flower Things guarding Sphere • Twenty of them, all ready to kill anyone that attempts to take or harm the Heart of Eternity. Flower things here have an additional 2 hit dice.

Chaos Wing

In addition to the things that are a part of the House of Flowers as a whole, this area seems to give off a sense of wildness. Flowers on the walls appear to be moving or burning when viewed out of the corner of one's eye, and occasional dust devils form from nothing. Flower things and clones encountered here are always under the control of the Heart of Chaos.

47 ♦ Bone Mutant Room

Chaos Wing

Floor Covered in Bones, Bones have odd knobby growths • This is effectively the graveyard of many creatures that succumbed to their mutations; now, a place of horrid spirits. If the bones are disturbed violently or for a long enough time, the bones rise up as weird Bone Mutants. These creatures attack wantonly; a save vs. Death/Poison is required every time they suc-

cessfully strike. If this save is failed, the struck creature acquires a random mutation. I recommend using your favorite table for this, but you can always use the one included in this module. The Bone Mutants are, once again, undead.

5 Bone Mutant AC 11, HD 4, ATT #1/1d6+Mutation, Move 12, Unfriendly/ML 12

48 ♦ Drowned Room

Chaos Wing

Turbulent Milky liquid fills room to brim without exceeding the boundaries • This liquid is the body of the Vortex Thing; it has the ability to digest creatures that inhale or swallow its liquid; creatures that do so must Save vs. Death/Poison or begin taking 1d6 damage every round for 1d6 rounds; this damage is cumulative and the duration additive to a maximum of 12 rounds. This is in addition to the normal effects of drowning. Killing the Vortex Thing causes the liquid to dissipate into gas. A creature moving through the fluid must make a Strength check to swim; failure indicates the creature is at the mercy of the vortex. Any creature hit by the Vortex Thing's chunks must Save vs. Paralysis or begin drowning, inhaling the fluid as well. Fire, Cold, or Lightning can damage the fluid, with fire dealing half damage. Weaponry cannot harm the fluid, although it can harm the Vortex Thing's core. Being under the Thrall of the Heart of Chaos, the Vortex Thing will allow the strongest intelligent creature to pass one way into the Heart of Chaos's direction after the others are killed.

1 Vortex Thing AC 12, HD 6, ATT #4/1d6, Move 0, Hostile/ML 12

Pockets of air in liquid, appearing and disappearing • Due to the currents of liquid, air pockets are consistently forming and vanishing. A creature swimming through the liquid has a 1 in 6 chance of having access to such an air pocket, being able to breathe it.

Chunks in fluid • These are the congealed waste of what the Vortex Thing has eaten; it uses them to attack and slam other creatures. One of the rounded chunks is faint ochre tint; this is the Vortex Thing's core.

49 ♦ Wind Wight Room

Chaos Wing

Strong Wind Blowing from center of room •

This Wind is caused by the Wind Wight, an corporeal undead creature. The Wind Wight is invisible to all but its chosen victim, and it only reveals itself psychically to the creature it believes is the weakest willed; in game terms, this is the creature with the lowest Save vs. Paralysis. When the Wind Wight is seen, if the Save vs. Paralysis is failed, the creature is paralyzed with fright, being unable to move as long as it can see the Wind Wight. The Wind Wight then begins feasting on the creature's soul, draining a level with each strike, while simultaneously pushing other creatures away with wind (Save vs. Burst to avoid being pushed away that round). Creatures completely drained this way rise as Wights within 1d6 Turns. The Wind Wight can be attacked, although only weapons that are Silver or Magical can harm it as well as spells or Holy Water. The Wind Wight will spare the last intelligent creature, blowing it in the direction of the Heart of Chaos.

Wind Wight AC 10, HD 5, ATT #1/Level Drain, Move 24 (Fly 24), Hostile/ML 12

Desiccated Corpses Strewn about Room • 3 of them in total, all Wights under the control of the Wind Wight. When the Wind Wight first attacks, they also animate and attack. They have 3d100 worth GP in coinage on them.

3 Wights AC 14, HD 3, ATT #1/Level Drain, Move 9, Hostile/ML 12

50 ♦ Heavy Colored Mist

Chaos Wing

Strangely Colored Mist • This mist obscures vision to the nearest five feet. The mist is also a random color, changing color every 6 Turns. Breathing this mist has different effects based on its color. A Save vs. Death/Poison is allowed to avoid the effect after breathing in the gas for one Round. A *Remove Disease* will remove most of these effects, which are otherwise permanent.

d10 Color

Effect

- 1 **Red** When in dangerous situation, must Save vs. Paralysis or go berserk, attacking the nearest creature for the next 3d6 Rounds or until all nearby creatures are dead.
- 2 **Orange** Cannot tell friend from foe.
- 3 **Yellow** -1 penalty to all damage dice, may reroll one saving throw per day.
- 4 **Green** Immune to Fear, always acts after every other creature in initiative.
- 5 **Cyan** Loses ability to feel emotions. Immune to *Charm* and other emotional effects; has -10% experience earned penalty.
- 6 **Blue** Has a +1 to attack rolls and saving throws when fighting alongside other creatures that were in the room when this creature failed their save; has a -1 penalty to attack rolls when not fighting with those creatures; this is cumulative for each missing creature.
- 7 **Purple** Has a bonus of 2 on reaction rolls with creatures of the same species, a penalty of 2 with creatures of different species.
- 8 **Pink** Heals 1 hit point every 6 Turns. If this would heal creature over maximum, tumor grows instead, reducing creature's AC by 1. Hitting one of the tumors deals an additional 1d3 damage and causes it to burst, effectively removing it.
- 9 **Black** Take 1 extra damage per die from fire, 1 less damage per die from cold.
- 10 **White** Death.

51 ♦ Souls Ensnared

Chaos Wing

White-blue orbs of light, blinking in pattern

• These orbs are the trapped spirits of people who've died in the House of Flowers. The blinking carries an emotional weight to it, feelings of desperation and sadness; all creatures viewing this will get this sense from the orbs. They are immaterial and it is possible to move through them. The orbs are constantly moving about, so it's difficult to avoid moving through them. More than anything, these spirits want to live again. They're far too weak to override the wills of an adult human (nevermind the PC's), but they'll hitch a ride and take over the bodies of anything with a weaker will; this can mean animals, but more often means human children. If an merges into a PC, tell them there's no immediate effect and then smile. Keep a running tally; then next time the PC's in a settlement with children or animals, the orbs will fly out and possess them in the middle of the night. The souls are powerless to leave this room on their own.

52 ♦ Chaos Urchins

Chaos Wing

Muddy Floor, Mud Puddles • The puddles are less than a foot deep. Digging in the mud or feeling through the puddles will eventually reveal old bones.

Squat Round Flower Bushes • These are the Chaos Urchins; they are similar to Flower Sea Urchins, with one notable exception. When they aren't aware of any observation, they will turn upwards and converse with each other in an odd babbling language, they each have the face of a young boy. They want to play, both with each other and with any creature that enters the room. Sometimes they use those other creatures as toys; makeshift bludgeons or balls that they throw. They'll hide their true nature until a creature touches one of them; they secrete a poison that paralyzes on contact for 1d6 Turns as well as dealing 1d6 damage (Save vs. Death/Poison negates). They'll then toss this paralyzed creature to each other or at other creatures; this is an attack that deals 2d6 to the tossed creature as well as 1d6 if the creature it's thrown at has an AC lower than 18. These Chaos Urchins can hurl themselves with great force, dealing 2d6 to those

they impact.

5 Chaos Urchins AC 18, HD 3, ATT #1/2d6 or 2d6/1d6, Move 6, Alien/ML 6

53 ♦ Skeletal Piranhas

Chaos Wing

Large Skeletal Fish Swimming in Air • Air in this room behaves normally, save that liquids disperse as if they were in water instead of behaving normally. These skeletal piranhas will ignore most things passing through the room unless they are actively bleeding, at which point that creature will be swarmed. These fish are obviously undead. If these fish leave the room, they begin to flop around as if "normal" fish outside the room.

40 Skeletal Piranhas AC 11, HD 1, ATT #1/1d3, Move 0 (Air Swim 12), Neutral/ML 12

54 ♦ Reality's Thin Walls

Chaos Wing

Room covered in Kaleidoscopic Light, no flowers visible, black stone floor • Lights the room brightly, doesn't seem to be coming from any source. Spells cast in this room tear at the veil of reality, causing an uncontrolled summoned creature to appear for 3d6 Rounds of hit dice equal to the spell's level. Use your favorite summoning tables for this.

Creature made of multiple floating crystals held together by beams of light in humanoid form • This creature is a vestigial part of the Heart of Chaos, known as the Chaos Imager. Once per round, it can pull an "image" of a creature it can detect from an alternate reality and control it, doing this every round it can. This image has all of the abilities of the creature as it existed when copied, but only has as many hit points as the original creature has hit dice. The images are under the control of the Chaos Imager, and persist until destroyed or until a Turn has passed without the original creature in the room. The Chaos Imager speaks through these images, trying to convince any who pass through to either sacrifice the Heart of Eternity, or replace their own heart with the Heart of Chaos. It'll be honest about the risk of death, but will neglect to mention the other ill effects of having the Heart of Chaos inside oneself. Use the Chaos Imager as source of exposition on the

Hearts and the House, albeit one heavily biased in favor of the Heart of Chaos. The Chaos Imager's body is made up of exceptionally pure crystals, worth 5000 GP if unharmed, and worth 100 GP less for every hit point worth of damage it takes. The Chaos Imager appears somewhat transparent as long as it has at least one image of another creature under its control, and is immune to harm while this is the case. The Chaos Imager cannot move or perceive outside this room, although it does know whatever the Heart of Chaos knows.

1 Chaos Imager AC 10, HD 4, ATT #0, Move 12, Friendly/ML 12

55 ♦ Heart of Chaos

Chaos Wing

Sphere of Spinning, Pulsing Multicolored Fire, surrounded by sphere of strange transparent matter on Pedestal of Flowers • This is the Heart of Chaos. It has Hallow 15 and communicates telepathically through sensation. The pulsing is like a heartbeat. The sphere is half a stone of Void Essence, which can easily be thought into any shape by an intelligent creature concentrating on it.

Flower Things guarding Sphere • Twenty of them, all ready to kill anyone that attempts to take or harm the Heart of Chaos. Flower Things here have 3 random positive mutations.

Chapel of the Void

The Chapel of the Void is a stark contrast to the surrounding House. The walls are of a black, unnaturally strong stone. In fact, this stone requires magic to even chip. The interior of the Chapel of the void is lit by sconces on the walls, placed every five feet. These sconces glow with an eerie red-yellow light. The ceilings of rooms in the Chapel of the Void are domed, starting at 20 feet and reaching 30 feet at the center. The doors in the Chapel of the Void are of an odd white metal as difficult to damage as the surrounding stone. The hinges are hidden from easy view, and the doors both push and pull. The floor is made up of 1 foot tiles in a chess pattern, white and black. Assume these descriptions are the default for everything in the Chapel of

the Void unless described otherwise.

Flower Things, Clones, and other creatures created by or under the direct control of one of the Hearts can't enter the chapel; if they try, they disintegrate into nothing.

Noise Level

Initially, when the players enter the Chapel of the Void, the entire place is dead quiet. As the player characters take certain actions, such as making loud noises or disturbing that which should not be disturbed, indistinct static and rumbling noises begin to be heard, and intensify. This is the noise level in the Chapel of the void. Below are two tables that describe the effects of Noise Level, as well as the actions players might take to raise it.

Noise Level, Effects, and Sounds

Level	Effect, Cumulative	Noises, Cumulative
0	Nothing.	Dead Silence.
1	Nothing.	Faint, indistinct whispering.
2	Occasional shapes can be seen moving behind windows in Antichamber.	Faint static.
3	—	Occasional distant rumbling.
4	Antichamber windows vibrate if felt.	Louder whispering, still indistinct.
5	Shapes sometimes linger at window, and characters get sensation they are being watched.	Static at a little less than conversation volume.
6	Antichamber windows start shaking.	Less distant rumbling, more common.
7	—	Stomping from adjacent rooms.
8	Wandering Antibody Angels start appearing; they aren't hostile initially. On a roll of 1 in 6 every Turn, one such Angel is encountered. See <i>Antibody Angel Generation</i> below.	Odd string music. Loud static.
9	Shapes occasionally pound on windows.	Growling, occasional indistinct shouting.
10	Antibody Angels become hostile to everything. Windows in Antichamber shatter, allowing many abominations to stream in. These are mostly Far Demons, although they can be many other things. Twenty of them appear immediately, with 1d6 appearing every hour after for the next week. 5d6 Antibody Angels appear outside House of Flowers, destroying anything and everything, prioritizing moving creatures first. 5d6 more appear every hour thereafter until the area around the House is cleansed of all living creatures.	Shattering Glass, echoing forever.

Actions that Change Noise Level

Action	Change
Make sound as loud or louder than shouting.	+1
Take Magic Item from its room.	+2
Kill creature.	+2
Cast spell.	+1
Sacrifice one of the Hearts on the Altar of the Void.	+10
Destroy the House of Flowers.	+10
Stay out of the Chapel of the Void for full 24 hours.	-1
Return Magic Item that was originally taken back to its room.	-2

56 ♦ Antichamber

Chapel of the Void

High Vaulted Ceiling • Nothing special about this, except that it can't be seen from outside despite being taller than the House itself. The ceiling is 100 feet high.

Tall Stained Glass Windows • There are twenty such windows in total, ten on the east side and ten on the west side. They are 10 feet tall. The windows can't be broken unless the noise level is raised to ten, at which point they shatter automatically. When the windows shatter, the shards freeze in midair forever, slicing up anyone who isn't careful moving through them. A creature must either move only up to one half their regular speed or Save vs. Burst to avoid 1d6 damage if the shards are frozen in midair like this. See Noise Level, Effects, and Sounds for information on what happens when the windows break. Beyond the windows is nothing but a black void. Oh, and the monsters.

57 ♦ Hallway of Death

Chapel of the Void

Many Bleached and Charred Skeletons, some wearing armor and wielding broken weapons • Nothing organic, with the exceptions of bone, hair, nails, and other extremely hard organic material. No wood, flesh, or leather remains on these bones. All metal material survives, so weapons and armor may be refitted.

Fine white dust on ground, in air • This is ground bone. The dust in the air in particular is highly flammable, and will explode if exposed to flame, dealing 3d6 damage to all in the room (save vs. Burst for half). The dust is kicked up again after a full 24 hours away.

Downward Slope toward center of hallway •

The floor dips to its lowest point at the center and its highest point at the doors.

Hallway two Tiles Wide, only Black tiles at midpoint of hallway, only White tiles at doors • These tiles are five feet to a side. If a black tile has an intelligent creature put their weight on it before the midpoint of the hallway, or an intelligent creature puts their weight on a white tile after the midpoint, a wall of fire appears at the door from the Antichamber and advances toward the far door at a rate of ten feet per round. This wall of fire will cause 10d6 points of damage to anyone that passes through it, as well as explode the dust floating in the air. At the same time this wall of fire appears, an oily fluid starts streaming forth from the far door. This fluid is harmful to organic matter, dealing 1d6 damage every round to a creature at least partially submerged in it. The midpoint of the hallway will be submerged to ankle level by round 3 (this is the point where creatures start taking damage), and chest level by round 7. This fluid will cause creatures on a slope to slide down, and is impossible to climb without some sort of handhold. The torch sconces can be used, but are a bit far apart. After round ten of this trap, the fluid drains and the wall of fire vanishes. This trap can be simply avoided by walking only on the white tiles until the midpoint of the hallway, and only the black tiles after that point. If the creatures are walking from the Guardian Chamber door to the Antichamber, this trap won't trigger. All the triggers involved here are magical.

58 ♦ Guardian Chamber

Chapel of the Void

Odd Humanoid Shaped Creature standing as half as tall as the ceiling, Looks "Dark", doesn't make sense to the eyes • This creature is a Void Elemental; when it strikes in combat, it deals damage to maximum hit points as well as current hit points. It is initially not hostile to any creature, but will block creatures from entering the door to the Altar of the Void, and attack them if they persist in attempting to open the door.

1 Void Elemental AC 17, HD 10, ATT #1/3d6, Move 15, Neutral/ML 12

59-62 ♦ Magic Item Rooms

Chapel of the Void

All these magic item rooms are identical, with the exception of the magic item they contain.

Item on Pedestal in Center of Room • Roll on the d100 Magic Items in the Chapel of the Void to figure out exactly what item this is. If it's significantly large, like a throne, it instead sits on the floor.

63 ♦ Altar of the Void

Chapel of the Void

Black Stone Altar, White Stone Dagger •

Any creature placed on this altar and successfully struck with intent to harm is killed instantly, regardless of immunities or any other preventative measure. Their body disintegrates, and they cannot be returned from the dead. Sacrificing one or both of the Hearts here causes the Impossible Door to open.

Strange White Door behind Altar • This is the Impossible Door. There's no handle on it and no way to open it beyond magic or sacrificing one of the Hearts.

64 ♦ The Impossible Door

Chapel of the Void

Six-winged, six-armed angel wearing crown, holding many different weapons and covered in eyes, standing ten feet tall • This is Ujian, an angel whose purpose is to test the power of creatures against a far greater threat, long forgotten threat. He's wielding five different magical weapons, as well as wearing the Crown of the Godslayer. He'll initially be pleasant to creatures encountered, only attacking them after fair warning, even if they attack him first. The five magical weapons he carries, as well as the Crown, are described below:

- A +1 Longbow that a spellcaster can "charge" with a single spell. The wielder of the bow can forego an attack with the bow to fire the spell alongside an arrow. This "discharges" the spell in the bow. The bow is currently charged with *Lightning Bolt* with as cast by a 7th level mage.

- A +1 Two-handed Sword (wielded in one hand by Ujian). All attacks with this sword may be foregone to slice through and dispel one spell cast at the wielder. This can only be done if the wielder wins initiative.

- A +1 Battleaxe; when it successfully strike a creature, a ghost of the axe appears and attacks them again one round after.

- A +1 Lance (wielded in one hand by Ujian). For each successive successful attack against a creature, this weapon's bonus against that creature increases by 1. This bonus only goes away if the wielder attacks another creature with the lance or a Turn has passed without attacking the current target with the Lance.

- A +1 Mancatcher, normally a two-handed weapon, but wielded in one hand by Ujian. Instead of dealing damage, a Mancatcher allows the wielder to grapple a target, using the normal grapple procedures. If a creature is successfully grappled by this Mancatcher, they are held similarly to the effect of a *Hold Person* spell for one round, no save allowed.

- The Crown of the Godslayer. It's powers are hidden to all, only gradually revealing themselves as a worthy bearer of the crown continues to wear it. In metagame terms: come up with appropriate artifact level abilities for the crown as it suits you.

Ujian may trade attacks from the appropriate weapons to use their special abilities. Ujian is

partially immune to instant death, instead taking his hit dice in damage instead. If Ujian seems really powerful, and six powerful magic items seems like too much, well, that's the point! Ujian will only attack if attacked first, and will readily accept a surrender – once. If attacked after accepting a surrender, he'll destroy the party without mercy.

1 Ujian AC 16, HD 25 (150 hp), ATT #5/As appropriate for weapons, Move 12 (Fly 24), Neutral/ML 12

Pitch Blackness beyond the door • The door leads outside the known universe. What lies beyond is incomprehensible and, more importantly, utterly hostile to terrestrial life. Creatures that step through the door take their hit dice in damage every round they're out there.

d20 Beneficial Mutations

- 1 Ablative Flesh • The first damage taken that day is negated.
- 2 Iron Flesh • +2 to Armor Class.
- 3 Flexible Tissue • +1d6 Dexterity.
- 4 Muscle Mass Growth • +1d6 Strength.
- 5 Increased Cellular Health • +2 on Saves vs. Death/Poison.
- 6 Adrenal Burst • Chance to be surprised in 1 in 6 less.
- 7 Durable Tissue • +1d6 Constitution.
- 8 Increased Neuron Density • +1d6 to Intelligence
- 9 Increased Sensory Processing • +1d6 to Wisdom
- 10 Pheromones • +1d6 to Charisma
- 11 Weak Psionic Power • Able to channel random 1st level Mage spell 3 times per day.
- 12 Adept Psionic Power • Able to channel random 2nd level Mage spell twice per day.
- 13 Strong Psionic Power • Able to channel random 3rd level Mage spell once per day.
- 14 Mild Alternate Timeline Awareness • Additional hit die.
- 15 Redundant Nerve Clusters • +2 on Saves vs. Burst.
- 16 Magic Absorbant • +2 on Saves vs. Spells.
- 17 Strong Mental Barrier • +2 on Saves vs. Paralysis.
- 18 Angelic Tissues • +2 on Saves vs. Corruption.
- 19 Increased Spatial Awareness • +1 on Attack Rolls.
- 20 Clotting Blood • +4 to Death and Dismemberment rolls, 1 in 6 chance enemies weapons stick to blood and they must spend next round getting them free.

d20 Harmful Mutations

- 1 Rapid Muscle Atrophy • -1d6 Strength.
- 2 Calcified Tissue • -1d6 Dexterity.
- 3 Flimsy Tissue • -1d6 Constitution.
- 4 Rapid Neuron Decay • -1d6 Intelligence.
- 5 Decreased Sensory Processing • -1d6 Wisdom.
- 6 Repugnant Stench • -1d6 Charisma.
- 7 Nerve Misfires • -2 to Saves vs. Burst.
- 8 Reality Bending Genetics • -2 to Saves vs. Corruption.
- 9 Poor Cellular Health • -2 to Saves vs. Death/Poison.
- 10 Thin Mental Barrier • -2 to Saves vs. Paralysis.
- 11 Magic Attractive • -2 to Saves vs. Spells.
- 12 Decreased Articulation • -3 to Movement Speed.
- 13 Corpulence • Armor and clothes don't fit properly, need to be special ordered.
- 14 Emaciation • Take 1 extra damage per damage die,
- 15 Paralytic Startle • On surprise, freeze up and fall over for 1d6 rounds.
- 16 Light Sensitivity • -1 to Attack Rolls in bright light.
- 17 Nightblind • -1 to Attack Rolls in dim or shadowy light.
- 18 Narcolepsy • 1 in 6 chance of falling asleep every Turn for 1d6 rounds.
- 19 Increased Metabolism • Requires two times as much food.
- 20 Flower Conductor Sensitivity • In presence of flower conductor, must save vs. paralysis every round or be controlled by relevant heart that round.

Antibody Angel Generator

Antibody Angels have the following Base Stats: AC 10, Move 12 (Fly 12), A number of attacks equal to the number of eyes they have (1d6), a 60 foot range for ranged attacks, immunity to mind affecting effects. They also have the traits all angels possess. Their purpose is always "Prevent the Corruption of Reality". All Antibody Angels have a Color, Surface, Shape, Size, and Attack Method. Some have Tattoos or Runes, and some have special Blood.

d12 Color

- 1 Red
- 2 Orange Red
- 3 Tangerine
- 4 Yellow
- 5 Light Green
- 6 Malachite
- 7 Turquoise
- 8 Blue
- 9 Indigo
- 10 Violet
- 11 Magenta
- 12 Iridescent

Transparent

Surface

- Hard Shelled (+6 AC)
- Fractilized (1d6 Damage in melee automatically)
- Scaled (+2 AC)
- Cratered Shell & Oozing Blood (Blood Table)
- Fleshy with Tattoos (Tattoos Table)
- Spiked (+1d6 damage in Melee)
- Enameled (+4 AC)
- Gelatinous (Free Grapple on attacks; if larger than grappled creature, deals 3d6 every round)
- Reflective (3 in 6 chance of deflecting single target spell at random creature)
- Fleshy with Boils (When hit in combat, boils burst on attacker with blood from Blood Table, Save vs. Burst avoids)
- Enameled with Runes (+4 AC, Tattoos Table)
- Incorporeal

d12 Shape

- 1 Sphere
- 2 Circle
- 3 Trefoil
- 4 Quatrefoil
- 5 Bean Shape
- 6 Concave Triangle
- 7 Two Connected Spheres
- 8 Manta Ray
- 9 Torus
- 10 Convex Triangle
- 11 Capsule
- 12 Ellipse

Hit Dice (Number Rolled) / Size (1d6 instead of 1d12 indoors)

- One Inch (+2 AC)
- Six Inches (+1 AC)
- One Foot
- One Yard
- Two Yards
- Three Yards
- Six Yards
- Twelve Yards
- Twenty-Four Yards
- One Hundred Yards
- One Eighth Mile
- One Quarter Mile

Attack Method

- 1 **Absorbing Eye:** Melee 1d6, Save vs. Paralysis or begin to be absorbed by the eye. Creature is fully absorbed in three rounds, must succeed strength check to escape; others may attempt to pull creature free. Absorption means death.
- 2 **Blood Eye:** Melee 1d6, creature struck is subjected to blood (Blood Table)
- 3 **Conflagration Beam:** Automatic 1d6 in 60 foot long by 10 foot wide beam, those struck must save vs. Burst or catch fire; taking 1d6 every round they're on fire.
- 4 **Cursed Eye:** Creature must make save vs. Spells; failure indicates 1d6 points of random ability score is damaged (recovery at 1 point per day). If a score taken to 0 this way, creature unravels.
- 5 **Eyebite:** Creature struck in melee takes 1d6 for every 3 hit dice antibody angel possesses (minimum 1d6).
- 6 **Frost Beam:** Automatic 1d6 in 60 foot long by 10 foot wide beam, creatures must save vs. Burst or be rendered immobile for 3d6 Turns.
- 7 **Luck Theft:** Ranged 1d6, and next roll creature makes, the creature rolls twice and takes worse result.
- 8 **Radiance Ray:** Ranged 1d6, and creature must save vs. Paralysis or be blinded for 3d6 Turns.
- 9 **Radiance Reverberation:** The Antibody Angel here glows. All light sources within 60 feet intensify and expand to fill the same area; all creatures except antibody angels take 1d6 for each light source expanded this way. Save vs. Burst negates this damage.
- 10 **Telekinetic Beam:** Creature must save vs. Paralysis or be picked up by Angel's eyebeam, can be slammed into surrounding landscape and creatures for 1d6. Angel may only grasp one such object or creature this way.
- 11 **Tumor Growth:** Creature must save vs. Death/Poison or take 1d6 damage, growing a cancerous tumor that reduces their movement speed and AC by half the damage amount. Cutting off the tumor deals another 1d6, and requires 1 Turn.
- 12 **Void Ray:** Ranged 1d6, and reduce target's maximum hit points by that amount.

Blood

- 1 **Acidic:** 1d6 damage and non-magical armor, shield, and weapons might dissolve (1 in 6 chance)
- 2 **Adhesive:** Spends 1d6 rounds breaking out of dried blood, can't move or attack.
- 3 **Agonizing:** Writhe in pain for 2d6 rounds, unable to act (Save vs. Death/Poison negates)
- 4 **Calcifying:** Save vs. Paralysis, if failed once, begins to harden in place, if failed twice, is Petrified
- 5 **Combusts:** 2d6 damage
- 6 **Dazzling:** All in melee are blind for 1d6 rounds due to radiant blood (Save vs. Paralysis negates)
- 7 **Fertile:** Save vs. Death/Poison or become breeding ground for Antibody Angels; 1d6 days later 1d6 1HD antibody angels tear off of body, dealing 1d6 damage each.
- 8 **Gaseous:** Those within 10 feet must hold breath or begin coughing and vomiting.
- 9 **Living:** Each wound spawns 1 HD of blood, AC 10; dies within 1d3 rounds.
- 10 **Parasitic:** Save vs. Death/Poison or take 1d6 damage, healing Antibody angel for equivalent amount
- 11 **Poisonous:** Save vs. Death/Poison every round until successful; takes their own hit dice in damage every failure
- 12 **Viral:** Save vs. Death/Poison or contract horrible, highly contagious disease. Creatures that touch them must also Save vs. Death/Poison or contract disease. Deals 1d6 Constitution Damage every day until death or successful save (one allowed every day). If death caused by this, transforms into Antibody Angel of equivalent hit dice.

d12

Tattoos and Runes

- 1 **Ablative:** Creates shield every round that protect from first 2d6 points of damage recieved that round
- 2 **Alacritous:** Double movement speed and double attacks
- 3 **Ameliorating:** Grants +1 to Attack rolls of allied creatures (including itself) and -1 to Attack rolls of opposed creatures
- 4 **Beatific:** Creatures that see the Angel must save vs. Paralysis, those that succeed can't be affected for next 24 hours, those that fail can take no action as long as the angel is in view.
- 5 **Charming:** Creatures that see the Angel must save vs. Spells, those that succeed can't be affected for next 24 hours, those that fail must act according to Angel's whims as long as the angel is in view.
- 6 **Dissipating:** Creatures that approach within 30 feet of Angel must save vs. Death/Poison; those that succeed can't be affected for next 24 hours, those that fail begin turning into dust; the first round, extremities such as fingers and toes begin disappearing, the second round, limbs start turning to dust, the third round, the creature dissolves completely. A saving throw is allowed at each round of this process, success reverses the process at the same speed it began.
- 7 **Dizygotic:** Creatures within 60 feet of Angel must save vs. Spells, those that succeed can't be affected for next 24 hours, those that fail have duplicate of them appear in front of them; it shares their abilities and equipment, minus magical equipment.
- 8 **Explosive:** Creatures that strike the Angel must save vs. Burst or take 3d6 damage; Explosion doesn't harm Angel
- 9 **Fearful:** Creatures that see Angel must save vs. spells or flee in fright at top speed for 3d6 rounds; those that succeed can't be affected for next 24 hours.
- 10 **Haematic:** All blood shed within 60 feet of the Angel collects into the angel; after the angel absorbs its maximum hit points in damage worth of blood, it gains another hit die.
- 11 **Katabolic:** Creatures that see Angel must save vs. spells, those that succeed can't be affected for next 24 hours, those that fail begin taking cumulatively greater amounts of damage each round as their metabolic processes run out of control, taking 1d6 more each round (so 1d6 the first round, 2d6 the second, etc.) A save is allowed every round during the process, a success stopping the effect.
- 12 **Summoning:** Once every 6d6 Turns, Angel may summon 1d6 Antibody Angels.

d100 Magic Items in the Chapel of the Void

- 01 **Snow Globe** • When shaken, causes intense blizzard to spring up in 50 foot radius around snow globe for 1 Turn, making ranged attacks impossible and reducing visibility. If thrown with intent to break, causes enormous glass shards to rain in radius for 10d6 damage, Save vs. Burst to avoid.
- 02 **Black Glass Pendant** • When wearer would otherwise die, other consciousness takes over and controls body; treat new consciousness as creature of level equal to wearer with hit points the maximum amount a Fighter could possibly have and attack bonus of Fighter, with Mage and Cleric casting of equivalent level and randomly prepared spells. New consciousness will do what it thinks is most appropriate to preserve wearer's life. After out of dangerous situation, wearer loses one level.
- 03 **Cloak in shape of Feathered Wings** • Whenever the wearer desires, they may transform into a randomly determined angel of equivalent hit dice to wearer's level, with the form, powers, and purpose that entails as well as keeping their hit points and class abilities; however, when they transform back, they keep the purpose; if they act in direct opposition to the purpose, they vanish from existence much as angels do. The wearer can accumulate multiple purposes this way.
- 04 **Crown of Thorns** • Upon placing this crown on their head, the wearer takes 1d6 damage as it fuses to scalp; it cannot be removed without the use of *Remove Curse*. The wearer now has the ability to grant a 1st level Cleric spell slot to any 0th level human; anybody granted spells this way always has the most favorable reaction possible when encountering the wearer, to the extent of worshiping them. Undead and Demons hate the wearer and will attempt to destroy them above and beyond anyone else.
- 05 **Vial of Boiling Blood** • The blood is a creature. Upon coming into contact with a living creature that has blood, that creature must save vs. Death/Poison or the boiling blood diffuses into the creature's bloodstream, dealing them 1d6 damage every round through burns and replacing the blood in the creature's bloodstream (*Cure Disease* expels the creature). Upon killing the creature, it takes possession of them; consider it as having half the hit dice (minimum 1) of the original creature and losing all special abilities; it attacks (making an attack roll) by vomiting boiling blood, effectively reproducing this way. The boiling blood is a hivemind, and is considered to have 1 point of intelligence for every ten creatures it possesses.
Boiling Blood AC 12, HD 1, ATT #1/Touch, Move 12, Hostile/ML 12
- 06 **Red Scarab** • Whenever this item is clutched tightly in the hand, a fiery red energy engulfs the holder, dealing 1d6 damage to them and any creature within melee range every round. The holder makes attacks, saving throws, and casts spells as if they were four levels higher than they are.
- 07 **Painting with New Color** • A watercolor of splotched colors, including one color never seen before, any intelligent creature that studies this new color for a round or longer must Save vs. Paralysis. Those that succeed don't have to worry; they're immune. Those that fail begin to dream about the painting; every morning they awaken, they must again Save vs. Paralysis. Failure means that the first attack made or spell cast instead sprays the new color in a 20 foot radius, coloring the area that color; all creatures hit that aren't immune must Save vs. Paralysis or be transformed into New Ones. New Ones look like the original creature, but entirely in the new color; they are a strange extra-dimensional form of life. They aren't innately hostile, but things that are the new color simply fail to react with ordinary matter; this doesn't prevent damage, but oxygen of the new color doesn't allow breathing, food and water of the new color doesn't hydrate or provide nutrition, etc.
New One AC 15, HD 5, ATT #1/1d6, Immune to Most attacks, takes 2d6 damage from Solvents (Normal Water is Solvent), Fly at Move, Move 12, Neutral/ML 12
- 08 **Iridescent Monocle** • When worn, provides a view into a strange alternate dreamland; when-

- ever the wearer desires, they may transform into a randomly determined dream being of equivalent hit dice to the wearer's level; however, when they transform back, they acquire a random mutation.
- 09 **Rusted Torc** • Whenever the wearer desires, they may transform into a random Far Demon of equivalent hit dice to the wearer's level; however, when they transform back, they gain 1d3+1 points of Corruption, no save.
- 10 **Green Glowing Stone Mushroom** • About the size of a fist, the possessor of the green glowing stone mushroom is immune to any poison produced by a fungus and can identify any kind of fungus on sight. In addition, all fungal creatures treat them with the utmost reverence and will not attack, following any command the possessor issues. They are the mushroom king (or queen) now. This item is not without its drawbacks, however. Every day, the possessor must make a saving throw against Death/Poison; failure indicates a spreading fungal infection, slowly turning them into a mushroom person. The infection does them no physical harm as long as they possess the mushroom, but they lose a point of Charisma for every failed saving throw to a minimum of 3; the amount of times this save has been failed should be recorded. If the possessor ever stops possessing the mushroom, say, by dropping it on the ground, then they immediately lose 1 point of constitution for one of these saving throws they've failed up to this point; if that would reduce them to 0 constitution or less, they die. The constitution and charisma can be restored by passing three consecutive death/poison saving throws after relinquishing possession (failures continue to reduce charisma and constitution) or via *Cure Disease*.
- 11 **Black Envelope** • This envelope has enough space to place a single folded up piece of paper or a small object, and a space on the outside to write a name. As soon as the name is written and the envelope sealed shut, it vanishes; it immediately arrives to the named creature's location. Within the next week, the recipient will be placed in a potentially lethal situation as a result of the contents of the envelope. If it contains a dagger, that dagger will be used in a murder attempt against them. If it contains poison, someone will attempt to dose them with that poison. If it contains a flower, their lover will assume they've been cheating and will retaliate by attempting to kill them, or something like that. These events can be survived, but all saving throws made during this deadly event are made at -4, and others are at +4 to hit them during this time. The recipient, of course, can send the black envelope after they receive it; the envelope itself is resilient to damage. If the envelope is empty when it is sent, a tear in reality appears both at the point of departure and arrival, and 1d6 summoned creatures of 1d20 hit dice pour out of the tears every round for the next 3d6 turns.
- 12 **Skeletal Hand growing Flowers** • When pointed and the wielder speaks words with the intent of triggering the item (any words, as long as the intent is there), flowers grow in the area or thing pointed at, up to 5 feet in diameter. If pointed at the ground, flowers grow in that area. If pointed at a vase, flowers grow inside (and around) the vase. If pointed at a stone brick, they grow from and around the stone brick, significantly reducing the structural integrity. If pointed at a creature, the creature must make a Save vs. Spells or take 3d6 damage as flowers grow from them, using their body as nutrients. If a creature were to die from this, they would become an intelligent Flower Thing instead; they feel pain and hatred and want to kill the creature that transformed them. If pointed at a Flower Thing, the Flower Thing gains one hit die.
- 13 **Violin and Bow strung with Human Hair** • When played, any creature that has a mind and can hear the music goes into a killing frenzy on a failed Save vs. Spells, first attacking other creatures in a frenzy, then other creatures around (the musician is immune); once only one creature other than the musician is left, the creature will take the remains of the slain creatures and craft them into instruments. They will then kill themselves. These new instruments have the same effect as this item.
- 14 **Page with Weird Rules** • The DM picks another RPG rule system that can hypothetically be converted to. Anytime this page is held in one hand, reality functions on that other system; this

includes separate, equivalent character sheets for each character in this new system.

- 15 **Portable Stained Glass Window** • Functions as a portable version of the Stained Glass Windows in the Antichamber (Room 56).
- 16 **Horseshoe Magnet** • Whenever a roll would be made on a table for a random event that involves the magnet's owner, in lieu of rolling, the referee chooses the most interesting, strange, or bizarre result on the table. If the table is rolled on often, they pick a different result every time.
- 17 **Inconspicuous Hat** • Is it a broad brimmed straw hat? A visor? Hard to tell, it's so unmemorable. Whenever the wearer is actively trying not to attract attention to themselves, they fall beneath the attention of all passerby. They're still seen, but they aren't noted as exceptional; if guards were looking for the wearer in a crowd, they wouldn't recognize them. However, if the wearer does something to attract attention, like attack or cast a flashy spell, they'll be enormously conspicuous (this effect can't be avoided by removing the hat). For the next 1d6 Turns, all hostile creatures will target the wearer first, all other parties will notice and speak with the wearer first, and it will be incredibly easy to find the wearer in a crowd of thousands. In the dungeon or wilderness, double the number of Wandering Monster rolls.
- 18 **Socks Stitched with Anchors** • These socks keep the wearer mentally grounded; the wearer is immune to anything that would change their emotional state or mentally control them while wearing these socks, whether the cause be mundane or magical. However, the wearer doesn't feel emotions at all while wearing these socks and consequently has the personality of sandpaper; the wearer effectively has Charisma 3 while wearing these socks. The wearer also gains a propensity for sinking; they fall through the air at twice the speed (double the damage they would take) and they can't swim, instead sinking to the bottom.
- 19 **Nesting Boxes** • All these boxes are made of a strange dark metal, and open from the center into two separate halves. The first box is 2 feet by a side, opening to reveal the next box in sequence 4/5th's the size; these boxes continue infinitely inward following this pattern. Each of these boxes has a button on the outside of the top and bottom segments; pressing this button causes the two halves, and the halves of all smaller boxes, to snap together (enclosing the smaller boxes) at a point equidistant between the largest halves. This occurs at any distance, with the boxes rapidly approaching terminal velocity while approaching each other; if they can't snap together due to sufficient obstruction, they simply remain still. A box that impacts in this state a creature and is half an inch or larger deals 1d6 damage from sheer force.
- 20 **Vial of Strange Bile** • The bile is actually an alien symbiote; if drunk, will begin to live in the body of that creature. The drinker now can no longer digest normal food, instead needing to eat ferrous metals for nutrition. They gain an acidic saliva that helps with breaking the metal down. These metals slowly replace the drinkers physical makeup; for every week they eat enough metal for nutrition, they gain one point of Constitution to a maximum of 18, and every two weeks of eating metal gives a +1 to AC and Death/Poison saving throws to a maximum of +4; However, the increased metal in the drinker's makeup makes them appear odd and slows them. For every three weeks the drinker eats enough metal, they lose a point of Dexterity and a point of Constitution, to a minimum of 3. The symbiote can be killed with a *Cure Disease* spell, however, this instantly reverses the constitution and AC gain as well as dealing the drinker their hit dice in damage; lost dexterity and charisma is regained at the rate of one point per week.
- 21 **Helmet with Box Shaped Protrusion** • The box shaped protrusion is roughly the size of a human head, making the helmet unwieldy. When worn, the wearer's brain is teleported into the protrusion, which is a life support structure for the wearer. If the helmet is removed from the body, the body falls inert, but if it's placed on another creature, a struggle of wills ensues. Both the brain and the current wearer roll a d20 + their Wisdom score + their level or hit dice, whichever is higher; if the current wearer succeeds, their brain is teleported into the protrusion,

expelling the old one (likely killing it). If the brain succeeds, the current wearer's brain is expelled and the brain in the box assumes control of the new body, gaining its Strength, Dexterity, and Constitution as well and special abilities tied to physical form, but keeping its Intelligence, Wisdom, and Charisma as well as its hit dice, class, levels, and special abilities not tied to physical form. If the helmet is placed on a mindless creature, the brain succeeds automatically.

- 22 **Sunglasses** • These sunglasses, while worn, render the wearer blind in any lighting condition other than total darkness. While worn in total darkness, however, the wearer can see as clearly as in daylight; and they can also see a very specific type of creature that only wanders when it believes itself to be unseen. Possessing anywhere from four to nine limbs, these creatures look to be made of webs of infinitely fine texture recursing on themselves; their proportions are vaguely human. Call them Weave Walkers. If they think something has noticed them, they and all other weave walkers in the area will attack (1d6 of them), each possessing as many hit dice as they have limbs (1d6+3). Otherwise, the weave walkers will keep their distance from any creatures, making sure that they are unlikely to be seen. The bodies of these creatures, if slain in a way that doesn't destroy the fabric of the webbing (slashing and piercing takes away about half of its value, fire and lightning destroys it completely), are worth 100 gp per hit die of the weave walker for the value of the cloth it can be woven into and as an alchemical ingredient. The sunglasses also look dope as hell, providing a bonus of 1 on reaction rolls while worn.

Weave Walker AC 15 (Fast), HD 1d6+3, ATT #1/1d6+Free Grapple Attempt, If target grappled for longer than one round they must Save vs. Paralysis or be sent to other dimension, Makes no sound when moving, Move 12+HD, Neutral/ML 8.

- 23 **Ugly Wig** • This wig has thick greenish-black braids; when worn, the wearer must save vs. Paralysis. Success indicates they tear the wig off before it fuses to their scalp. If they fail, they take 1d6 damage and the braids on the scalp transform into serpents; these serpents are under the control of the wearer and poisonous. In melee, the wearer can command the serpents to bite, attacking at the wearer's attack bonus; if they hit, they deal 1 point of damage and the creature bitten must Save vs. Poison; failure indicates that they are now taking 1d6 damage every round for the next 1d6 rounds. The wearer may also command a snake to leave their head and order it about telepathically; this snake will die in 1d6 turns, is a 1 hit die creature, has an AC of 10 and a move of 12; it keeps its poisonous bite but attacks as a 1 HD creature. The wig has 3d6 such serpents, and regrows 1 per day, to a maximum of 18. Every week the wearer wears the wig, they must Save vs. Death/Poison; failure indicates that the snakes have laid eggs in their brain. The wearer will come down with a terrible headache, inflicting a -1 penalty to all their rolls. In 1d6 days, provided the eggs aren't killed by a *Cure Disease* spell, the eggs hatch and eat the wearer's brain; the wearer becomes a shambling zombie that produces poisonous snakes; treat as half the original wearer's hit dice and as producing a poisonous snake every round. A *Remove Curse* will remove the wig; so will scalping the wearer (dealing them their hit dice in damage).
- 24 **Box of Vials of Watery Whitish Liquid** • 5d6 such vials are in this box. These vials are airtight; in contact with air, the fluid inside them rapidly expands and hardens into a glue about as strong as stone. A living creature that has this applied to them has a Save vs. Paralysis to avoid getting bound.
- 25 **Green Bottle in Brown Paper Bag** • The bottle stinks strongly of gin. If drunk in one sitting, the imbiber experiences unusual effects. In addition to becoming extraordinarily drunk (-2 penalty on all d20 rolls), the wearer hallucinates pink elephants following them around. These elephants will attack anything they view as a threat to the imbiber; they attack as 5 HD creatures for 1d6 damage and are invisible to those that aren't the imbiber; at any time, 1d6 are in the area. If successfully attacked (AC 10 + bonus from invisibility) the pink elephant pops. This entire drunken bender lasts 2d6 hours.
- 26 **Small Mirror in Black and Red Steel Frame** • When the players first look in this mirror, ask

them "What does your character value most about themselves?" This answer, no matter how strange or silly, is reflected in the mirror; creatures that value their strength seem themselves as hypertrophic; creatures that value money seem themselves with a hoard of wealth. If this mirror is touched to bare flesh, it will drain a portion of the thing the creature values most; the referee will determine how much is lost, but it should be roughly one-tenth of how much that creature has. The mirror also acts as a portal for non-living matter, so anything stuck in the mirror will not meet its surface, instead passing through. The mirror will drain away roughly 10% of whatever is stored within it per day, but what is stored within could potentially be grabbed and reclaimed by non-living matter.

- 27 **Worn Blanket** • Anything covered by this blanket cannot be seen or noticed by reality. *Describe the item as just a blanket on the ground, and reveal it was sitting on a pedestal after it is removed.* Not only does the creature or object covered become invisible, spells no longer work on them, and they can't be attacked. However, the blanket is patchy and has some holes in it, which are noticed as soon as the creature makes itself known. A creature that sees these holes can aim attacks at them (cut the penalty for invisibility in half) and may also cast spells at them. A creature successfully attacking through the blanket's holes not only harms the wearer, they also cause a random magical effect to occur. A creature that successfully casts a spell through the hole sees the spell come alive; a creature that can cast itself any number of times, has 2 times spell level hit dice, AC 12, Move 12, ML 12/Hostile to everything.
- 28 **Miniature Door** • This door is about one inch wide and two inches tall; placing it on any surface a foot or less thick allows it to be used as a peephole. However, the peephole is two way, and the door can be taken off the wall from either side.
- 29 **White Coral Spiral Earring** • Upon piercing a body part, the earring fuses to the wearer's body and will be painful to remove. Any time an effect would mutate the wearer, they may roll twice on the mutation table and take the preferred mutation. In addition to this, any time the wearer is mutated by an effect, the nearest living creature to them mutates in the same way. The wearer is randomly mutated once every week.
- 30 **Porcelain Cup full of Black Liquid** • The liquid in this cup never depletes and has a bitter taste; one sip will instantly heal all of the drinker's injuries and keep them awake for the next 24 hours, preventing any sleep they may get but preventing exhaustion. 2d6 hours after drinking from the cup, a random creature from the drinker's nightmares appears, furious that the drinker is avoiding it. Treat as a random dream creature with 1d6 + the drinker's hit dice. The nightmare creature is hostile to the drinker, and will target them above all else, moving on to kill other living things only once the drinker is dead. Drinking and healing multiple times will cause multiple such nightmares to appear at the same time.
- 31 **Tattered Fishing Net** • This net, if used to try and grapple a creature, doubles the wielder's hit dice for purposes of grappling. If a creature successfully escapes or is damaged through the net, there is a 2 in 6 chance that they rip the net further and cause a large hostile sea creature to appear from the hole torn (determined by referee). This creature breathes and swims through air as if it was water, and will attack anything in range, although it will prioritize the net wielder if close enough.
- 32 **Mortar and Pestle** • This acts as an ordinary mortar and pestle most of the time until something ordinarily unmixable is introduced into the mortar, at which point it solidifies. The pestle can capture such things as a currently burning fire in solid form, the last breath of a dying man, or the darkness of a cavern. It is up to the referee exactly what these materials do when, and how valuable they are.
- 33 **Bloodstained Bucket** • This works like an ordinary bucket except in two specific cases; if used to scoop up blood, the blood is absorbed into some other dimension and the bucket remains bloodstained as before. If any amount of water is added to the bucket, all of the blood from this extra dimension erupts from the bucket in a geyser until all the blood is gone from the other di-

mension. This bucket contains 5d20 gallons worth of blood when it is first found.

- 34 **Necklace of Human Nails** • 3d20 nails in total. When the wearer touches a creature other than himself, that creature must immediately save vs. Death/Poison or have nails begin growing throughout their body and internal organs, dealing 3d6 damage immediately and 1d6 every day thereafter; this continues until the body of the creature is entirely made of fingernail or a *Cure Disease* spell is cast. When a creature fails or succeeds their saving throw against this effect, a fingernail on the necklace blackens and falls off. When the last fingernail falls off, the wearer must save vs. Death/Poison or be inflicted by the same growth of nails. If they die from this effect, all of their nails magically add themselves to the necklace.
- 35 **Block of Soft Clay** • When the clay touches a living creature directly when unattended, it morphs into a perfect statuette of the naked creature, attuning itself to the creature and sloughing off excess clay. The creature is permitted a Save vs. Spells to avoid attunement; if the creature succeeds, the clay can't be attuned to the creature for one week. Any modification made to the statuette is also made to the creature, including adding parts (which can be added by any variety of clay), removing parts (which deals damage), or crushing the statuette outright. When the attuned creature dies, the clay reverts into a soft block once more.
- 36 **Strange Box Shaped Contraption with Pin in center and needle on side** • This is a record player without mechanical components inside, instead containing six record "blanks". The record player has a switch on the front; when it is up, it is recording every sound around it on a blank; when it is down, it is playing the currently placed record. Any sound picked up by the record that has magical effect retains that effect when played, but it targets the box. The box is not magically resilient to damage, instead having 100 hit points and breaking forever when it breaks.
- 37 **Scroll** • This scroll contains instructions on how to perform a dance. This dance takes a week of practice to perfect by anyone who wants to learn it. When someone who has learned the dance from the scroll performs it, every humanoid creature that can see them must save vs. Spells or join in, mirroring their movements exactly. This dance takes 10 Rounds to complete; anybody physically prevented from completing the dance is broken out of the trance, and stopping the original dancer from dancing breaks everyone out of the trance. Everyone who dances this dance to completion is joined into a hivemind, where everyone obeys the greatest will of the hivemind. When members of the hivemind disagree, every suggested course of action is voted on, and a d20 + the combined hit dice of the voters is rolled for each side, with the highest total winning (less that 1 hit die creatures count as 1/2 hit die for this purpose).
- 38 **Chalk and Slate** • Any words or images drawn on the slate with this chalk (which never depletes) appear in the mind of every creature within 120 feet of the slate. The creature will think these thoughts are from their own mind. This doesn't necessarily compel the creature to act on these thoughts, but it can influence them.
- 39 **Small Colorless Jelly Cube** • The cube is a living creature, albeit one that doesn't tend to do a lot on its own. When the cube touches a substance or creature, it absorbs that thing's color and essence. If it touches steel, it becomes the color of that steel as well as gaining its strength, hardness, and flexibility, and the steel itself loses its luster and becomes weak and jellylike. If touched to a living creature, it deals 1d6 damage to them as well as draining a relevant point of ability score, while the cube itself gains that property. This becomes most interesting if touched to the brain of another creature, as the jelly will become intelligent from this. If the jelly successfully kills a creature of 1 HD or more, it gains a hit die. The cube has no upper limit to abilities it can gain this way.
Jelly Cube AC 10, HD 1, ATT 1/1d6, Move 3, D/ATT Neutral/ML 12.
- 40 **Flat Black Stone Disk** • Upon further examination, a circular crevice can be found running around the interior of the disk. If the outside is rotated, the outside ring extends from this disk, held in place by magic, and progressively grows larger the more it is rotated out. When the ex-

terior ring is rotated out from the interior disk, the distance needed to get to the disk increases up to a maximum of ten times the normal distance necessary (based on the distance the ring is rotated out). This spatial warping extends out to what would ordinarily be 100 feet away from the disk.

- 41 **Balancing Scales** • These scales balance not by weight, but by what the holder thinks is most valuable, with more valuable objects being heavier. The platforms on the scales are a foot in diameter.
- 42 **Shining Sewing Needle** • This needle can sew together any two physical objects into one conceptually complete object. For instance, if a magic sword is sewn together with an ordinary bow, that bow will magically fire miniature swords that are magically aerodynamic and each possess the magical properties of the sword. This sewing ability includes the ability to sew together creatures.
- 43 **Key with Skull on End** • When found, this item has 1d6 charges remaining. This key can unlock or lock any opening, consuming a charge. When doing so, the eyes in the skull flash a noticeable red. Anything unlocked or locked by this key remains so permanently, unless *Dispel Magic* is cast on the affected object or the key is used on it again. Unlocking or locking something in this way consumes a charge. If the key has no more charges and is used to lock or unlock something, the Skull's mouth opens when it is turned and drains a level from the user. The key can be recharged by touching it to the heart or the brain of a still living creature and turning it, which will drain all of the creature's levels and add that many charges. The heart or brain must be *exposed* for this to work.
- 44 **Sausage** • Upon eating the entire sausage, the consumer transforms into a creature only known as "The Butcher". The Butcher is a six-legged obese monstrosity with six bladed hooks attached to chains, which the butcher can attack and grapple with up to a range of 20 feet. The Butcher will attack any creature, prioritizing those made of flesh over others, and of those creatures, flesh with unusual qualities is highly prized. After killing one flesh creature, the Butcher will insert the entire corpse into its chest cavity, which will turn the entire body into sausages; this process takes 2d6 rounds, during which time The Butcher can't move but may still attack. The Butcher returns to the creature it originally was after 1d6 days, or after it is killed. Killing The Butcher also kills the creature it was, however.
The Butcher AC 15, HD 9, ATT #6/1d6+Free Grapple Attempt, Move 9, Hostile/ML 12
- 45 **Rusty, Pitted Knife** • This knife is mostly ineffective as a weapon at first, dealing 1d6-1 damage ordinarily, and having a -1 to hit. However, for every helpless living creature the knife is used to execute, the knife gains a +1 bonus to hit and damage, becoming visibly less damaged and sharper. If the knife currently has a bonus and deals damage in combat, however, the wielder must make a Saving throw vs. Spells with a penalty equal to the knife's bonus. Failure indicates the wielder flies into a killing frenzy, attacking the nearest creature and continuing to attack until every creature the wielder can sense is dead. This knife loses all bonuses if it doesn't kill a single creature in a 24 hour period, becoming a rusted knife again.
- 46 **Padlock** • At first glance, this padlock appears to be unable to lock closed, rendering it useless. If the padlock is attached to a door or container however, a spirit inside the padlock protects the contents. Any creature that threatens the contents of a container or passes through the threshold of the door the padlock is attached to will be attacked by The Shattered One, and the Shattered One will stop attacking as soon as the creature goes back through the door or stops threatening the contents. This extends to the owner of the container or door, as The Shattered One doesn't distinguish. If The Shattered One is killed, it reforms 3d6 Turns later. Creatures killed by The Shattered One fall to the ground and shatter like glass.
The Shattered One AC 10, HD 6, ATT #1/Level Drain, Flight at Move, Incorporeal, Move 12, ML 12
- 47 **Glass Prism** • Any object or creature that this prism is stuck against (whack them with the

prism or throw it at them) is split into seven different colored versions of itself for seven turns, called rays. The rays of an object have any numerical attributes possessed by the original divided by seven. The rays of a creature have the level, hit dice, and experience of the original creature divided by seven. Any rays destroyed or killed reduce the split attributes of the original creature by 1/7th. If all the rays are killed or destroyed, the original ceases to be. Round down when dividing.

- 48 **Dunce Cap** • While wearing this cap, the wearer cannot use special abilities, class abilities, skills, spells, and has their attack bonus from class become 0. However, the wearer also rolls all saving throws twice, and takes the higher result.
- 49 **Wand with Infinity Sign Engraving** • This acts as a wand for casting spells, but with two exceptions; it never runs out of charges, and every time it is used, a new randomly determined mage spell is cast.
- 50 **Wooden Holy Symbol** • This holy symbol appears to be of the viewers religion, appearing as a simple wooden ring necklace to the faithless. When worn by anyone other than said faithless, the wearer has a Saving throw vs. Paralysis. If successful, the wearer feels something enormous intruding on their mind and quickly throws the symbol off of themselves. On failure, the wearer's deity possesses them, removing any corruption the wearer might have had. Although still possessing the wearer's stats, the deity may use any power it possesses through the wearer. Each power used reduces the wearer's maximum hit points by 1d3; on reduction to 0 maximum hit points, the wearer's body bursts into divine flame. This possession lasts until death or until the symbol is removed.
- 51 **Crown with One Heart Cut Ruby, Many Diamonds** • This crown has whatever powers those viewing think it has, at least before it is worn. Take the player's out of game conversation about what they think the crown might do; as soon as the crown is worn, it functions as the player's mention they think it works. Once the crown is worn, it no longer gains abilities from thoughts; it loses all its other abilities and regains this ability in 100 years of in-game time.
- 52 **Staff with Ram Horns at End** • Any subordinates of the person wielding this staff have a Morale of 12 as long as the wielder is not incapacitated. They are fanatically loyal and will perform any command. A Save vs. Spells is permitted to permanently negate this effect from one wielder. If the wielder is somehow incapacitated, all of the subordinates Morale immediately drops to 1 and they flee in terror, become suicidally depressed, or fly into a killing frenzy on everything around them (equal chance of each; Save vs. Spells allowed for all).
- 53 **Silver Mitre** • Upon placing this hat on one's head, the wearer hears a voice in their head, asking them for one belief they'd like everyone to share. This can be as complicated as a religion, or as simple as the idea "Murder is good", but upon definitively answering the voice, the mitre vanishes and the belief sinks into the subconscious of everyone, worldwide. Every intelligent being will at least know about the belief, and it will be strongly held by those susceptible to it. For instance, a pacifist will likely dismiss "murder is good" as an idea outright, but a bandit group encountered will be much more likely to kill everyone. Ultimate effect adjudicated by referee.
- 54 **Two Necklaces with Wooden Broken Heart Halves** • When the necklaces are worn by two different people, they are effected as by a permanent *Charm Person* effect on each other, no save. They also can generally sense where the other is, and what emotional state the other is in. At any time, one of the wearers may take on the other's injuries and maladies from any distance. The charm effect is broken on both individuals when one of the necklaces is removed. If a single person wears both necklaces; any time they would die or otherwise be permanently incapacitated in some way, they roll a d20. On a roll of 2 or greater, they return to full health and avoid death entirely. This threshold increases by 1 every time the wearer is saved by the necklaces in this way.

- 55 **Black and White Wheel** • This wheel magically changes size to fit any vehicle it's attached to, initially being the size of a chariot wheel. Any vehicle this wheel is attached to may move up to double the speed it normally would without tiring the animals. In addition, any creature riding in the vehicle this wheel is attached to gains a +2 bonus to hit and AC on top of any other benefits they may gain from being inside the vehicle.
- 56 **Tiny Lion Statuette** • The person carrying this figurine on them possesses Strength above 18 (as if a Strength spell had raised their strength score that high), but only as long they don't harm another living creature. The magical effect takes 24 hours to begin functioning again if the possessor does harm another creature.
- 57 **Old Gray Cloak** • Once a character dons this cloak, they vanish from the world, entering some foggy otherspace. Although lonely and impossible to rest in, this otherspace is completely safe. Once the character removes the cloak, they reappear in the world at the spot they were at originally. Only one creature may wear the cloak at a time.
- 58 **Miniature Wheel of Fortune** • Any given creature may spin this wheel once, and then the wheel will never spin for that creature again. There is an equal (1 in 10) chance of the following effects happening, with the corresponding picture in italics. *1 - Skull* Instant death, no save. *2 - Crossed Swords* Double the amount of the next kind of monster encountered, excluding unique monsters. Automatically hostile, and all preferentially targeting the victim of this effect above all others. *3 - Fly* All food turns to ash in the victim's mouth, providing only a bare amount of nutrition. Constitution drops by 1 point every week under this effect, to a minimum of 3 unless the character stops eating even ashes. *Remove Curse* removes this effect and lets the character's Constitution go back up 1 point a week to its original total. *4 - Man with Boils* Failing a save vs. Death/Poison results in the victim contracting a horrible deadly disease, reducing their Strength, Dexterity, and Constitution by 1d3 every day until one is reduced to 0 or less, at which point the victim dies. *Cure Disease* cures. *5 - A Rusting Silver Coin* Loses all non-magical material possessions, whether they vanish or are taken from them in a seemingly mundane way. *6 - A Silver Coin* Gain 3d6 gems, each worth 1d6 x 250 GP. *7 - Staff with Snakes Entwining around it* Gain permanent +4 bonus against Poisons, Diseases, and other physical maladies. *8 - Cornucopia* Creature can go a week without food or water with no ill effect; can miss three days of sleep without penalty. *9 - Crossed Flags* The next kind of monster encountered (excluding unique monsters) is automatically friendly, only being willing to harm the party if they act repeatedly violently against them, and they are willing to travel with and assist the party for a time. *10 - Ankh* The next time the character would die for any reason, they return to life fully healed.
- 59 **Noose** • If a character is hanged with this noose, they reenter play as the same character in a new body, rerolling attributes as if they were creating a new character. They may choose a new class, entering play at the level they would have with that class at their current XP total, and they must reroll their hit dice as if they were gaining a level. Once used, the noose vanishes to elsewhere.
- 60 **Bleached White Skull** • Upon holding this skull, the wielder knows that it can command the death of any one creature, but only at the cost of their own life. The wielder also knows that creatures killed this way may not return to life. Upon issuing the command to the skull, both the targeted creature (which may be anywhere on the same plane) and the wielder crumble into dust. Both creatures must die for the effect to take place, and the wielder must give the command of their own free will.
- 61 **Pitcher of Blue Liquid** • This small glass pitcher is filled with ten swallows worth of liquid. Depending on how many swallows are in the pitcher at time of drinking, the liquid has different effects and different coloration. *10 Blue* - The liquid heals the drinker for 4d6. *9-6 Green* - The liquid heals the drinker for 2d6. *5-2 Yellow* - The liquid heals the drinker for 1d6, and they have a -1 penalty to all d20 rolls for the next 3d6 Turns. *1 Red* - The drinker must Save vs.

Death/Poison or die. The liquid inside the pitcher refills at the rate of one swallow per week unless the pitcher is totally emptied, at which point the pitcher stops refilling.

- 62 **Small Metal Pentagram Pendant** • When the wearer of this pendant gives another creature wealth, even a single copper piece, that creature slowly becomes entangled to their will. The creature must save vs. Spells or become totally willing to do whatever the wearer asks, so long as they are offered wealth for the task. Being asked to do a task totally against the creature's nature allows another Save vs. Spells to break the effect. Removing the pendant breaks the effect as well. The wearer becomes bonded to those they've gifted, however. If an affected creature takes damage, the wearer also takes half that damage.
- 63 **Tiny Broken Statuette of Tower** • The possessor of this small statuette, and any creature that can sense the possessor, takes a -2 penalty to all d20 rolls and a -1 penalty to all other rolls (except rolls made as part of leveling). All creatures affected also will critically fail on a roll of 3 or less. The possessor cannot get rid of the statuette unless another creature willingly takes it from them, through any means.
- 64 **Trumpet with White and Black Banner** • When this trumpet is blown, 15 hit dice angels of the same (randomly rolled) variety appear, one for every intelligent creature that heard the trumpet. The angels automatically know which creatures have acted against or violated their purpose, and will attempt to kill those creature (or subdue them and transport them elsewhere if that violates their purpose). Creatures that haven't acted in any particular way for or against the angel's purpose are ignored. Creatures that have actively acted for or perpetuated the angel's purpose will be willingly served by one such angel for the next 24 hours.
- 65 **Book with Lock, Bloodstained Keyhole** • If a creature drips their own blood (the blood of other creatures won't work) into the keyhole, the keyhole animates and jumps at their wound, sucking blood until 1d3 points of Constitution have been permanently drained. The book then snaps open to a random page and the page imprints the creature's mind with knowledge of a randomly determined spell. If the spell is of a type the creature can cast, they may prepare the spell as normal. If the creature wouldn't ordinarily be able to cast spells of this spell's type, they may cast the spell once per day as if they were a caster of equivalent level to their level. If the spell is of a type the creature would be able to cast if they were higher level, they may cast it once per day as above, until they are high enough level to cast it normally, at which point they must prepare it. There is a 25% chance that the spell is actually two random spells of the same level combined together, but that casting these two spells at once causes the caster to gain corruption points equal to one third the spell's level (round up).
- 66 **Oversized Boots** • If the wearer of these boots manages to jump or land feet first on top of a creature, they deal that creature 3d6 damage. Any benefit that applies to a normal attack applies to these boots.
- 67 **Grey Candle** • Burns for an hour, while burning, stops time for everything but the holder.
- 68 **Tiny Hourglass** • When found, the bottom half of this hourglass will be filled with white sand. If turned over, the sand will fall through to the bottom in a round, changing color to black. If the hourglass is flipped upside down while the sand is black, time moves in reverse for everything but the hourglass for the time it takes it to fall through (one round), changing back to white during that time. The possessor of the hourglass keeps their memory of previous events when this time reversing effect happens. Whenever time is reversed in this way, there is a 1 in 6 chance of the one of the following effects happening (roll on a d6): 1 - the possessor ages 1d20 years; 2 - An insane duplicate of every creature within 60 feet appears, hostile to all; 3 - The possessor continues to act in reversed fashion for 1d6 Turns; 4 - A reversed duplicate of every creature within 60 feet appears, repeating everything they've done in reverse up until the moment before their existence, even if those actions no longer make sense. They don't physically intersect with the originals. 5 - The possessor is frozen in time for the next 1d3 Turns; 6 - The possessor falls outside of the timeline. A wish might be able to bring them back, otherwise

game over.

- 69 **Marionette held up as if by invisible Strings** • The marionette, although lacking a will, is intelligent enough to understand commands, and will obey anyone it "thinks" is holding it's strings. This includes the last person who touched it while it wasn't moving. If commanded to strike in combat, the Marionette will hit with one of its arms, one of its legs, its head, or its body. The creature hit by the marionette must Save vs. Paralysis or have an equivalent limb controlled. The motion is as if by pulled string; if the limb is used to attack, it's as if a 1 HD creature was attack. The marionette can only control one such limb of the chosen type at a time, and won't attack with limbs already linked to another creature. This control is indefinite, but breaks after the creature gets 60 feet away from the marionette.

Marionette AC 14, 3 HD, ATT #1/Control, Move 12, D/ATT Morale 12

- 70 **Robe covered in imagery of Eyes** • The wearer of this robe has 360 degree vision, seeing out of all of the eyes. The wearer can also pull eyes off the robe (there are 100 such eyes) and throw them, seeing through them as if at range. These eyes can fly and hover at the wearer's normal movement speed, mentally commanded by the robe's wearer. If an eye is struck, or the wearer is struck while wearing the robe, they take double damage from the attack and must save vs. Paralysis to not keel over in pain for 1d6 rounds.
- 71 **Golden Throne with Smiling Face, Unfocused Stare** • If a character sits on the throne, they hear the face behind them whisper in their ear "All edicts you issue from this throne will become true, emperor." This is true enough; each edict being one sentence long and reshaping reality much like a wish. However, for every edict issued, the throne drains 1d6 points of Charisma, and this Charisma drain is only noticed once Charisma drops to 0 or the person sitting on the throne stands up. If a creature is drained to 0 charisma this way, all of their edicts are unwound as if they never were true, and they are absorbed into the throne, becoming the smiling face.
- 72 **Yellow Powder in Pouch** • The creature that inhales this power falls comatose for 24 hours, during which time nothing can awake them. While their body lies inert, the creature wanders the world in an invisible and incorporeal dream form that has all of the creature's abilities and gear, except that they can only affect incorporeal things. While in this form, the creature may fly at their ordinary move speed. The dream body is not invisible to other incorporeal creatures however, and if the dream body encounters them, it can take damage as well, the wounds appearing as if magic on their normal body. After the 24 hours are up, the dream body vanishes and the creature wakes up. There are 2d6 uses of powder in this pouch.
- 73 **Empty Rusty Syringe** • When a fluid is injected into a creature with this syringe, each creature within 60 feet has a 2 in 6 chance of being affected as if the fluid was injected into them as well. Fluid includes both gas and liquid.
- 74 **Pair of Large Crystalline Six-Sided Die** • When these dice are rolled, they produce an effect depending on the number shown on each individual die, with an additional effect happening if the dice come up doubles. 1 - Deals 1d6 damage to thrower. *Doubles* - Deals an additional 2d6 damage to thrower. 2 - Blinding light flashes, all within 60 feet must Save vs. Paralysis or be blinded. *Doubles* - Light causes the shadows of all nearby to become angry at the living and attack; they animate as shadows. 3 - Cacophonous rumble, all within 60 feet must Save vs. Burst or be knocked prone. *Doubles* - Additionally, all within range must save vs. Death/Poison or take their hit dice in damage as their insides jellyfy; creatures killed this way become hostile cacophonous slimes. 4 - The area within 60 feet fills with mist for 1 Turn, preventing creatures from seeing more than five feet away. *Doubles* - The mist is actually a gooey fog, all within must make Strength checks to move at half speed. 5 - All within 60 feet become invisible for 3 Turns. *Doubles* - All within 60 feet switch bodies randomly for 3 Turns. 6 - The thrower gains a +1 to all d20 rolls for the next 3 turns. *Doubles* - The thrower gains an additional +2 to all d20 rolls for the next 3 turns.

Cacophonous Slimes AC 10, HD 2, ATT #1/1d6 + Save vs. Paralysis or Stun for 1d6 Rounds, Move 3, D/ATT Hostile/ML 12

Shadows AC 12, HD 2, ATT #1/1d6 + 1 Point Strength Damage (heals in 24 Hours), If person damaged to 0 strength this way, they become Shadow, Move 9, D/ATT Hostile/ML 12

- 75 **Mummified Human Hand on Bracelet** • When the bangle is worn, the next four saving throws the wearer would fail are treated as successful. For every saving throw dealt with this way, the finger of the hand close around the wrist of the wearer; first the thumb and forefinger, then the middle finger, and so on. When the pinky closes around the wrist; the entire hand compresses with great force to sever the wearer's hand at the wrist (dealing the wearer their hit dice in damage). The mummified hand then grabs the severed hand and runs away on free fingers to create another mummified hand. The fingers of the mummified hand can be severed as normal fingers, but then the mummified hand ceases to function.
- 76 **Bovine Rib-cage** • This rib cage is large enough to allow a human to wear it around their chest, but seems to fit snugly once fit there. When worn, it grants a +1 to the Armor Class of the wearer, and imprisons the souls of any creature the wearer slays, up to a maximum of the number of ribs the rib-cage has (26). The wearer can expend a soul to increase the power of their spells and rituals; for every soul expended this way, they are treated as two levels higher for the purposes of that spell or ritual. However, every soul gets a Save (equal to the save they had in life) when expended this way; if a soul's saving throw succeeds, they can cause the spell or ritual to go awry. An attack spell might change targets to the caster themselves, a healing spell may cause the soul to attempt to possess the creature healed. It's up to the referee exactly the extent of this effect.
- 77 **Small Round White Egg** • This egg "imprints" on the first creature that touches it, starting its growth and hatching process. The egg absorbs the emotional state of the imprinted creature during the growth process, determining the future personality of the hatchling. The egg will hatch in 4d6 days after imprinting, a small metallic humanoid creature. The creature has an AC of 10, four hit dice, 1 attack dealing 1d6 damage, and a move speed of 12. The hatchling grows larger; gaining 1 hit die every week (maximum of 24 hit dice total), as well as gaining a point of AC every other week (up to a maximum of 18), one attack every four weeks (up to a maximum of 4), and one movement speed every week (up to a maximum of 24). The hatchling's personality somewhat mirrors the personality of the imprinted creature during the days before it hatched; if the imprinted creature was murderous, greedy, or peaceful, the hatchling will be as well. The hatchling bears these feelings and personality traits particularly strongly against the imprinted creature.
- 78 **Bronze Elephant Censer** • When incense is burned in this censer and inhaled, the creatures inhaling it grow to gigantic size for the next 3d6 Turns. The creatures grow roughly as large as elephants (their gear growing with them), and their strength increases to twice normal (treat as having a +3 modifier if above 18 strength). However, this increase in size comes with some drawbacks. Each creature inhaling the incense must save vs. Spells or have the following happen to them (roll on a d6): 1 - Rampage; the creature attacks all in sight with no regard for friend or foe or their own safety. 2 - Drunk; the creature acts as if extremely inebriated, having a -2 penalty on all d20 rolls and needing to make a saving throw vs. Paralysis to stay standing every round. 3 - Hallucinating; The creature cannot tell friend from foe. If they decide to attack, referee determines randomly which creature is actually attacked. 4 - Gentle; The creature loses all will to fight and harm. Although they may act normally for the duration, they cannot attack or take any offensive action. 5 - Fearful; the creature perceives everything around it to be a threat and flees at top speed until there are no other creatures around. 6 - Normal; the creature acts normally.
- 79 **Miniature Castle** • This miniature castle is roughly the size of a human fist, and includes many perfectly detailed rooms and a drawbridge. Any creature that lowers the drawbridge is

magically shrunk (along with anything they're carrying or touching) and transported onto the drawbridge. Walking off the drawbridge outside of the castle restores the creature to ordinary size. The castle is haunted, however, and any time the castle proper is entered, there is a 1 in 6 chance of encountering a malevolent spirit. These spirits attack as 6 hit dice creatures and have a movement rate of 12. If the spirit hits with an attack, the creature struck must make a Save vs. Paralysis or be possessed by the spirit. A *Remove Curse* will force out the spirit. It is up to the referee what the spirit wants.

- 80 **Flag with White Background, Blue Stars** • If this flag is flown as a symbol for an organization, the organization will begin attracting fanatical recruits at a phenomenal pace. Members of this organization always have morale 12 when defending the organization, and are completely loyal to it. However, when members of this organization encounter even a little dissent, they react with violence. If the flag stops being flown, the fanaticism goes away, and the recruits may leave as well.
- 81 **Relief Plaque** • The relief plaque at first appears to depict a city, but the architecture is quite alien. The details in the plaque are fractal and go infinitely deep. The plaque doesn't just depict an alien city; it is an alien city. The aliens are significantly more intelligent and technologically advanced than humans, but are curious about the biology of things in the outside world. They communicate directly into the minds of those who stare at the plaque, telling them they will be rewarded with material goods or arcane knowledge if they bring live specimens to the plaque. The plaque itself acts as a one way portal for living matter, allowing living things in but not out. Going through is effectively a death sentence. In return for giving the aliens a living specimen of a sort they haven't seen before, they will give a requested material reward (a stone's weight of any single non-magical material) or knowledge of spells and rituals. No matter what the spell or ritual is claimed to do, it actually opens a portal from the alien city, allowing hundreds of aliens to pour forth. It is up to the referee exactly what these aliens are, and how strong they are.
- 82 **Black Strongbox with White Keyhole** • The box is unlocked. Once opened, innumerable streams of locusts and hornets pour forth, stripping the land. Their bites and strings are horrid, and any creature in the area must Save vs. Death/Poison every round or take 1d6 damage for every round the box has been open, as well 1d6 points of damage to a random ability score (maximum HP for creatures with no ability score). Creatures reduced to 0 in an ability score this way transform into more bugs for the swarm, dead. This swarm continues for nine rounds, but on the tenth round, instead of locusts and hornets, glowing golden butterflies fly forth. Any creature in this soft glow is healed of all negative effects (save death) they have taken. Each individual golden butterfly is worth 500 GP if captured intact (1000 if alive), or 50 GP if in pieces. Bugs stop pouring forth on the eleventh round. The bugs disperse into the surrounding area after three rounds. If the box is closed prematurely (before butterflies start flying forth), the box refills with locusts and hornets and the process starts over again. Once the box is empty of butterflies, it becomes an ordinary box.
- 83 **Straitjacket** • When a creature is securely fastened into this straitjacket, their imaginings about monsters become real. Use the player's out of game conversation to spawn these monsters if a player character is fastened into the jacket. The monsters created this way can be mentally controlled, but only if the wearer concentrates; the wearer may only move half their speed during this concentration, and may take no other actions. The wearer may only control one such creature created this way; all others run berserk. If the straitjacket is taken off or unfastened to free the wearer's arms, all creatures created by it run amok.
- 84 **Watercolor Storybook** • Entitled only "The Adventure: A Moral Tale", this watercolor depicts the adventures of the party so far. The last page is unfinished, with blurry indistinct coloring and no text. If text is written to complete the book, but no moral is presented, the ending happens as written, but immediately after, things go horribly wrong for the party in a way related

- to the ending. You're the referee; be creative in screwing them over. If the book is completed and a moral presented, the ending happens as depicted, and from that point on, all of the members depicted in the book are judged by how well they fulfilled the moral by everyone they meet. Mechanically, this can be represented by a 2 point bonus or penalty on reaction rolls for individual party members.
- 85 **Golden Meat Hook on Chain** • Preserves whatever it pierces perfectly, freezing it in time. Makes for a poor weapon (-4 to hit with it).
- 86 **Thimble** • Smells faintly of rum and brimstone. When slammed against a surface while worn, causes an explosion in a 20 foot radius for 3d6 damage (Save vs. Burst for half). The wearer automatically takes half damage, with no need to roll.
- 87 **Wishbone** • When two creatures pull this wishbone to snap it, they both state wishes beforehand. Both sides roll d20's, the creature with the higher roll gets their wish as desired, or as beneficial a wish as possible if their wish was too great. The creature with the lower roll also gets their wish, but they get a corrupted version of it; one that is a reverse or horrible extension of their intent. If the d20's tie when rolled, both creatures get a corrupted version of their wish granted.
- 88 **Small Paintbrush** • The bristles at the end of this brush appear to be uneven, but they are actually dripping with a substance that removes what it touches from reality. If painted on the surface of something, will only remove the surface layer of that thing, but if painted around the circumference of an object (say, an arm), will remove the entire area as if the object was cut through the circumference.
- 89 **Glass Jar, no Lid** • Will catch and store any spell that would affect the holder of the jar. Upturning the jar or flinging it will release the spell, either at the holder or in the direction that the spell was flung. If the jar catches a spell while already holding a spell, both spells spill over and target the nearest valid object, point, or creature.
- 90 **Hand Bell** • When this bell is rung, it awakes all creatures that can hear its chime, as well as freeing them from any mundane or magical effect on their mind. The sound also shatters all glass, clay, porcelain, and other fragile materials within the sound's range. This range is typically 60 feet.
- 91 **Jester's Hat** • This hat has three flaps, each capable of extending up to five feet in length and attacking for 1d6 each. Each flap has its own personality. When the hat is worn, wearer must save vs. Spells immediately and every d6 Turns after; a successful save means the wearer controls the actions of the hat. A failed save represents one of the hat's flap's personalities, determined randomly, taking over the wearer for the next d6 Turns. The first personality of the hat is murderous, attacking any creature that comes near and only fleeing from an overwhelming fight. The second personality mimics the actions of the nearest creature, walking as them, attacking when that creature attacks, saying what they say. They'll always switch to mimicking the nearest creature when possible. The third personality, while stopping short of being directly violent, will always do the thing that enrages the most creatures nearby when possible.
- 92 **Blue Acorn** • If this acorn is planted, it grows a tree that looks similar to an oak, except the color of the tree is entirely in shades of blue. This tree grows to maturity and bears fruit in 2d6 weeks. The tree will produce 3d6 blue spherical fruit every month after growing to maturity. Each fruit, when eaten, heals the consumer for 1d6+1 hit points as well as granting a +2 to saves vs. poisons and diseases. This benefit comes at a price, however; a creature that eats the fruit must Save vs. Death/Poison or become addicted, taking a -1 cumulative penalty to saving throws and attack rolls every day they don't eat a fruit. The penalties go away when a fruit is eaten or the creature recovers from addiction. It takes 2d6 weeks to fully recover from the addiction. Each fruit has another blue acorn at the center.
- 93 **Ribbon** • When worn, this ribbon grants a mild precognitive ability; any time a dangerous sit-

uation is about to happen, there is a 3 in 6 chance the ribbon shows a vision of the immediate future. This is in time to prevent the wearer from being surprised or avoid triggering a trap. However, the wearer must save vs. Spells at a +2 or be paralyzed by the visions of many possible futures for 1d6 rounds.

- 94 **Ten Foot Length of Rope** • This is actually an infinitely long rope creature that has a section of itself extending into this dimension, suspended between two portals. Pulling or feeding the rope through what seems to be the ends results in one end of the rope disappearing through one portal and more rope coming through the other portal. If the rope is cut, it can be pushed or pulled from both ends, extending infinitely or being fed back out of this dimension, but the rope will knit itself back together in 2d6 hours.
- 95 **Scarf** • This scarf is frayed at the ends. When worn, it becomes noticeable that a few threads are hanging quite long from the scarf. These are the people who truly love the wearer (1d3-1 if the character's history isn't well defined). When the wearer would be harmed, one of the people represented by the thread is harmed instead; their spirit briefly appears to absorb the harm. If one of the people represented by the thread dies, the thread falls out of the scarf.
- 96 **One Faced Coin** • This coin has only one side, which is physically impossible. This side has a face on it, to any creature holding the coin, it is their face. Anyone viewing this coin knows it is infinitely valuable (don't award any experience for this). This coin can purchase anything, however the holder knows trading away the coin would also mean trading away their face. A creature that gives away the coin lacks a distinct face, instead having perfectly smooth featureless flesh appearing there. This doesn't prevent them from seeing, speaking, or eating; although how they do so is unclear.
- 97 **Golden Three-Pronged Trident with Inscriptions running up side** • Inscriptions are of some ancient language that is well known enough to be read by some scholars in the world. The inscriptions tell of all of the powers of the trident, and warn of its dangers. If three creatures, willing or otherwise helpless, are impaled on the prongs of the trident at the same time, the trident causes the wielder to act as if they had three times as many actions a round for the next three Turns. If the trident kills fewer than three creatures in a single strike, the wielder dies.
- 98 **Oar** • When attached to a seafaring vessel, causes mist to roll in once land is no longer in sight and leads to one of many lands of the dead.
- 99 **Shovel** • For every foot deep this shovel exhumes, it also exhumes material one year in the past. If someone were to use this to rob a grave six feet deep of someone who died five years ago, they might find a very surprised, very alive person beneath the dirt. Memory is returned to that previous state, and the clock of death is only turned back. If you exhumed your friend who died yesterday after burying them a foot beneath the ground, they'd return with the memories (and experience!) of the previous year missing, and they would drop dead once a year had passed.
- 100 **Vial Containing Polychromatic Liquid** • Drinking this vial causes the imbiber to begin the process of fusing with the cosmos, transforming into something more godlike. For the next 1d6 Turns, the drinker is invulnerable and has access to every spell, being able to cast them without preparing them or having access to that spell's level. At the end of that duration, the character ascends to godhood, burning their body into glittering ash. Necessarily, this means that character is no longer really playable by the player. The next character that player rolls up is favored by the new deity; they may roll twice for each ability score and take the better result. This favor may also take other forms, as determined by the referee.

Hallow and Corruption

In lieu of the alignment system, *Five Cataclysms* uses a system of Hallow and Corruption. **Hallowing** is what happens when the gods find a character worthy of their blessing; the character has done something extraordinary, completed some quest, or has pledged themselves to their service. The in-game effect of being Hallowed is subtle for quite a while; most of the time, it has little to no effect. **Corruption**, on the other hand, is something that happens to a character. They stay in a corrupted place too long, get hit with a corrupting attack, or they do something anathema to reality. Corruption is eldritch forces infesting a character, changing them in ways both physical and mental. If a character reaches a Corruption rating of 15, they transform into an unplayable Demon.

Most characters, with the exception of Clerics, start without a Hallow or Corruption rating at all. They are net value 0. Clerics start with a Hallow rating of 1; they have pledged themselves to either a god or some over-arching philosophy– this graces them. Note that Hallowed and Corruption ratings are opposed: gaining a point of Corruption when you have a Hallowed rating causes you to lose a point from your Hallowed rating instead. It looks something like this:

More Corrupt															Neutral										More Hallowed									
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				

Keep in mind, a Hallowed character can be a murdering sociopath, and a Corrupted character can be a saintly altruist. Good and evil are not what hallowed and corrupted represent. Corruption is more the corruption of reality, the forces threatening to tear existence apart infused in a living being, while Hallowing is the favor of the gods, becoming more real than the things that surround a person through questing and proving worthiness. Different gods may have different standards for awarding Hallow.

When awarding a point of hallow, you either increase the recipient's hallow rating by 1 if they have a rating of a 0 or greater, or you decrease their Corruption rating by 1. The same applies in reverse for gaining points of Corruption.

Hallow Benefits

These, along with miscellaneous benefits that may come up in certain locations, are the bonuses a character gets at certain hallowed ratings.

Hallowed Rating	Benefit
1	Can prepare 1st level Hallowed spells
2	Can prepare 2nd level Hallowed spells
3	Can prepare 3rd level Hallowed spells
4	Can prepare 4th level Hallowed spells
5	Can prepare 5th level Hallowed spells
6	Can prepare 6th level Hallowed spells
7	Can prepare 7th level Hallowed spells
8	Can prepare 8th level Hallowed spells (Clerics prepare them in 7th level slots)
9	Can prepare 9th level Hallowed spells (Clerics prepare them in 7th level slots)
10	Treats Charisma modifier as one higher for all purposes
11	No longer requires food or water
12	No longer requires breath, comfortable in extreme non-magical temperatures
13	Gains +1 bonus to Saving Throws, heals to full for one day of rest
14	Gains ability to fly at movement speed
15	Doesn't Gain Corruption (can lose Hallow, however)

In addition to the above effects, a creature has a number of "Hallow Points" equal to their Hallow Rating. They may spend these Hallow points after any die is rolled to add or subtract from the die roll. The modifier (positive or negative) is equal to the amount of Hallow Points spent.

Hallow can be lost if the character commits true blasphemy (posing as a false god, for instance), but usually doesn't happen except as a result of gaining Corruption.

Corruption Mutations

Corruption doesn't nearly have such a neat

progression. Instead, for every point of corruption, a character gains a mutation. Corruption ratings of 1 through 6 give a minor mutation, corruption ratings of 7 through 11 give medium mutations, and 12 through 14 give major mutations. At a Corruption rating of 15, the character becomes a Demon.

Minor Mutation

d20 Roll	Mutation
1	The smell of corpses constantly exudes from the character
2	The character's skin becomes fish-belly white
3	The character's eyes constantly leak mucousy tears
4	The character has vivid, horrifying nightmares on the regular
5	The character's skin becomes extremely warty
6	The character's skin becomes thick and leathery, covered in cracks
7	Character is plagued by a wracking cough
8	The Character's hair turns an unnatural color (pure white, green, or blue)
9	Character's gums bleed profusely
10	Character's fingernails grow as round, blackened growths with blood vessels in them
11	Character constantly attracts flies, even in unseasonable climates
12	Character's fingers and toes are webbed
13	Character's hair and nails grow at massively accelerated rate, a foot a day for hair and an inch a day for nails
14	Character is constantly covered in yellowish, viscous sweat
15	Character eyes turn unnatural color (Red, Yellow, or White)
16	Character's skin becomes translucent and veins become highly visible
17	Character vomits without warning every 1d6 hours, vomit contains strange and foreign objects.
18	Character is surrounded by an aura of eerie cold
19	Character feels mildly feverish all the time
20	The whites of the characters eyes are now completely black

Medium Mutations

d20 Roll	Mutation
1	Character's eyes constantly leak blood.
2	Character has horns similar to a rams
3	Character has an extra finger on each hand and an extra toe on each foot
4	Character grows two extra eyes on their forehead
5	Character knees are reversed in direction
6	Character hears horrific voices on occasion
7	Character's nose rots away and shows the skull
8	Character has ear on their belly
9	Character coughs up live wasps on occasion (they don't sting the character)
10	Character has gills on their neck
11	Character has tail with spade
12	Character's tongue is like a hand, with fully functioning fingers
13	Character's teeth are like a sawblade
14	Character has thorns growing all over their body
15	Character has eyes on the back of their hands
16	Character has horns similar to a bulls
17	The character's hands constantly leak a noxious liquid (that doesn't harm the character)
18	The character has sensitive antennae protruding from their forehead
19	The character has tunnels open and close in their skin that ants crawl out of
20	Character grows teeth on their skin randomly

Major Mutation

d20 Roll	Mutation
1	Character grows extra arm out of their rib-cage
2	Character's arms and legs have additional bend in them (elbow/knee)
3	Character has large but vestigial leathery, bat-like wings
4	Character has two additional legs and an elongated body, becoming a quadruped
5	Character's feet terminate in hooves
6	Character's blood is acidic, dealing 1d6 damage to things it splashes on
7	Character has second neck and head that is vestigial and brainless
8	Character has second mouth on their neck that gibbers insanely
9	Character's mouth grows six several feet long tentacles
10	Character's skin becomes scales, like that of a dragon
11	Character is constantly growing new phalanges and having the old ones rot off
12	Character hallucinates vividly on occasion
13	Character hears several hateful voices at all times
14	Character's skull is elongated to twice normal length
15	Character's skin constantly sloughs off and regrows
16	Character loses all physical characteristics of gender
17	Character vomits venomous spiders every 1d6 hours (they don't attack anyone, instead running off to find homes)
18	Character feels constantly hungry for humanoid flesh
19	Character no longer has bones but can move normally as well as squeeze between incredibly thin spaces
20	Character has unidentifiable organs internally

A character who loses corruption (usually from a spell or from gaining Hallow) loses a randomly determined most severe mutation first (Major > Medium > Minor).

Transforming into a Demon

A.K.A. So you've hit Corruption 15

When a character hits Corruption 15, they don't gain a mutation. Instead, they transform painfully and gorily into a demon. The demon oftentimes resembles the original creature, but is freakishly twisted, morphed, mutated, and really quite hostile. The player should roll up a new character as this one has become an NPC. The transformed character changes in the following ways:

Level and Hit Dice

The Demon has as many hit dice as the base creature has levels or hit dice, whichever is higher. If this would increase the base character's hit dice total, roll the extras and add them to the demon.

Class

If the Demon in question had a class, they keep all class abilities with the exception of Clerics (and other classes that gain power from a divine source). Clerics gain abilities that replace their spellcasting; other classes with a divine power source may gain other abilities as referee decides.

Cleric: They lose their cleric spell casting and instead gain a number of Corrupt Channeling abilities equal to highest spell level they could cast as seen on the table below. Corruption Channeling abilities that require use count as spells for the purposes of initiative and disruption.

Attacks

The Demon keeps all of the original attacks it had, but also deals 1 point of corruption every time it hits with an attack, Save vs. Corruption negates. Attack bonus is recalculated according to Monster Rules.

Special

The Demon gains one special ability on the Demon powers table below for every three hit dice it possesses, minimum of one special ability.

Armor Class

The Demon's Armor Class increases by 2; in addition, if the demon was wearing any armor, this armor is now permanently fused to their flesh except in the case of uncorrupted magical armor, where it sheds off them harmlessly.

Saving Throws

Recalculated according to Monster Rules.

Corruption Rating

Is 15, the highest rating. If the Demon is only there temporarily or a polymorph, counts as Corruption Rating 15 while in that form but without being made an NPC (if they were a PC previously).

Demon Abilities**d20****Ability**

- 1 Spit causes Save vs. Death/Poison or cause Cancerous disease that kills creature in 1d6 days if they don't receive a Cure Disease spell
- 2 Absorbs happiness and energy of target creature; drain creature's level and creature must Save vs. Spell or be unable to take actions for 1d6 rounds
- 3 Presence causes dead creatures to reanimate as unintelligent undead after 1d6 rounds of exposure; either 1 HD skeletons or zombies
- 4 Vomits a Wasp-Spider every round Demon is in combat, see Wasp-Spider below
- 5 Looks in eyes of target creature; Creature must save vs. Corruption or disappear for 1d6 turns; reappears in place with 1d6 extra corruption
- 6 If previously didn't possess Flight, gains Flight at Move Speed; otherwise add Move Speed to existing Flight
- 7 Demon Howls; all creatures that can hear within 100 feet Save vs. Paralysis or can't move for 1d6 rounds
- 8 Demon gains long range grappling attack (up to 20 feet away), creature successfully grappled by demon takes 1d6 damage per round and must Save vs. Corruption or gain 1 point of corruption per round; Demon can act normally while grappling one creature
- 9 Demon may both cast a spell/channel corruption and take another action in the same turn; if Demon has no ability to cast spells or channel corruption, demon instead vomits ball of black ichor in line; Save vs. Death/Poison or take 3d6 damage
- 10 Demon is Incorporeal
- 11 Any creature a Demon grabs, must, if still grappled by the next time that Demon acts; make a Save vs. Death/Poison or be swallowed whole and fall into an extra-dimensional hell; that creature is dead.
- 12 If the Demon is grappling a creature, the creature must Save vs. Corruption or be Charmed by the Demon. The creature is charmed and unplayable until the Demon is killed or otherwise no longer a Demon.
- 13 The Demon has 3 additional Hit Dice.
- 14 Any creature struck in melee or touching the Demon must make a saving throw vs. Death/Poison or begin taking 1d6 damage for 1d6 rounds.
- 15 The Demon has two additional attacks per round.
- 16 Demon may attempt to infest creature it is in melee with; creature must succeed a Save vs. Corruption or be infested by the demon; the demon bodily inhabits the creature.
Every day a creature is infested by the demon, they must make a saving throw vs. Corruption or be drained of a level and gain 1d3 points of corruption. If the creature is killed or hits 15 points of corruption while infested; the creature's body disintegrates and they do not become a demon or simply die; the Demon gains hit dice equivalent to the amount of levels drained from the creature. This effect can be prevented by a *Protection from Evil*, and the infested demon can be forcibly removed with a *Remove Curse* spell or damaged by the infested creature drinking Holy Water.
- 17 The Demon gains the ability to shape-shift to resemble creatures of its native race.
- 18 Demon gains the ability to, as part of an attack, regain in hit points the damage dealt.
- 19 Demon stares creature in eyes; creature must make saving throw vs. Death/Poison or have their eyes burst into flames and have their eardrums burst and bleed as well as take 1d6 damage.
- 20 Demon breathes cone of Corrupting substance; all creatures in range must save vs. Corruption or take 3d6 damage and gain 1d6 points of corruption.

Skeleton

Armor Class: 13

Hit Dice: 1d + 1

Attacks: Claw (1d6) or Weapon (Full Combat Options)

Special: Takes half damage from Piercing and Slashing

Move: 12'

Wasp-Spiders

Armor Class: 13

Hit Dice: 1d - 1

Attacks: Stinging Bite (1d6 + 1d6 Poison)

Special: Fly at Move

Move: 12'

Zombie

Armor Class: 13

Hit Dice: 1d + 1

Attacks: Maul (1d6)

Special: Takes no damage from Piercing
Move: 6'

Corruption Channeling**Ability****d20**

- 1 Demon commands single creature of 5 or fewer hit dice; creature must succeed Save vs. Spells or be both charmed by the demon and transformed into whatever sort of creature the demon wishes, as per *Polymorph Other*.
- 2 Demon can touch creature and drain one level; this also takes a randomly determined facial feature. If the demon steals all of a creature's facial features, it can wear their face and imitate its voice! Creature that have both their nose and mouth stolen must have a tracheotomy performed or they will die of suffocation. d6 1- Right Eye, 2- Left Eye, 3- Nose, 4- Mouth, 5- Right Ear, 6- Left Ear
- 3 Demon can steal voice of any creature; creature must save vs. Spells or lose voice for 3d6 Rounds; if creature was casting a spell when its voice was stolen, demon casts spell instead!
- 4 Creatures lower level than Demon must Save vs. Spells to enter area within 10 feet of Demon; Demon can allow creatures in at will.
- 5 Demon points at armored creature; creature must save vs. Paralysis or have their armor lose half its protective value; demon gains the difference as AC for the next 3d6 rounds (Demon can gain up to a maximum of double the highest value drained). Reduction is permanent for non-magical armor.
- 6 Demon can hold hostage the souls of the slain! Whenever Demon slays a creature, a face appears somewhere on their body, screaming. Demon can absorb this face at any time to heal a number of hit points equal to the deceased creature's HD.
- 7 Demon deals additional 1d6 damage on attacks.
- 8 Demon surrounded by swarm of corrupted insects; any creature entering within 10 feet must Save vs. Corruption every round or gain 1 point of Corruption. Additionally, creatures with 2 hit dice or fewer can't enter the area at all.
- 9 Demon touches corpse of recently slain creature; it returns to life as a Demon.

- 10 Demon touches single creature; creature loses all but 1d6 hit points and must Save vs. Corruption or gain 1d6 points of Corruption.
- 11 Demon tears hole to extra-dimensional hell in reality; A tiny 1 hit die Far Demon pours out every round. The demon may tear this hole in a 15 foot radius around a creature, trapping them, or may use it to cover a portal of up to 30 feet in diameter. Creatures that enter this portal are effectively dead.
- 12 Demon causes hellish storm to erupt over the area; rains of blood and acid hail is not uncommon.
- 13 Demon speaks blasphemy; all creatures who can hear must save vs. Corruption. Those who fail encounter different effects based on their hit dice. *4 HD or less:* Slain instantly. *7 HD or less:* Paralyzed for 1d6 Turns, and gain 1d6 Points of Corruption, *11 HD or less:* Slowed for 2d6 Rounds, gain 1d3 Points of Corruption. *12 HD or More:* Deafened, have -2 to hit for 1d6 Rounds, and gain 1 point of Corruption.
- 14 Demon constantly grows new flesh; heals 1/10th of their maximum hit points every round.
- 15 No Magic can harm the Demon's flesh; magical weapons gain no bonus to damage against the demon.
- 16 Demon confounds the senses, fills the eyes and mind with lies; for every spell cast and every attack aimed at the demon, there is a 1 in 6 chance that a random ally of the attacker is targeted instead.
- 17 Demon gains a +1 to all d20 rolls for every round it has been in combat; all creatures fighting it have a -1 to all d20 rolls for every round they've been fighting the demon. This lasts until combat ends or the Demon is slain.
- 18 Demon causes fissure to form; fissure is 60 feet long and 5 feet wide forms and rotted hands begin to grasp at creatures nearby. Any creature standing in the area must save vs. Paralysis every round or be pulled into the fissure; dropping 70 feet and Saving vs. Corruption at a -4 or taking 1d6 points of Corruption.
- 19 Demon points at weapon; it begins to burn with Corrupted Flame that doesn't damage the material. Creature holding takes 1d6 damage and must Save vs. Corruption or gain 1 point of corruption every round they hold the weapon. This doesn't affect Artifact weapons.
- 20 Demon touches creature; creature must Save vs. Corruption or instantly gain 30 Corruption.

Summoning

(These summoning rules were originally included in another player-facing text; they are included mostly verbatim for completeness sake).

Summoning otherworldly creatures is sometimes difficult, often expensive, and usually dangerous. Any creature that can cast Mage or Cleric spells can do it though, so here's some rules on it.

Random Summoning

To summon a random creature, first state how many hit dice you would like the creature to have. At this point, you need to make a Save vs. Spells. If you succeed, the creature you summon will have the hit dice you want. If you fail, then follow the instructions on the table below to find out how many hit dice it will actually have. If you roll the maximum number on the dice, add the hit dice and re-roll as if you had chosen its current hit dice.

If you would like it to have...	...then roll and add or subtract the total
1-5 Hit dice	1d3-1
6-10	1d6-3
11-15	2d6-7
16+	3d6-10

After determining hit dice, roll on the table below to see the basic sort of creature it will be:

d8 Roll	Type
1	Angel
2	Far Demon
3	Alien Sin
4	Elemental
5	Dream Being
6	Alternate Creature
7	Symbolic Being
8	Unknown

Type Summoning

If the summoner already knows what sort of creature they'd like to summon, they may forego rolling on the random table above and just select. Hit dice should still be rolled for as with Random Summoning, and then summoning proceeds as normal.

Name Summoning

If the summoner knows a specific creature they'd like to summon, they can name their name and summon them directly. This doesn't work for types of creatures, for instance, the summoner can't summon "An Angel". However, a summoner can summon "Greg the Angel", so long as the summoner knows who Greg is specifically. It's also worth mentioning that a summons must come from another plane of existence, so one can't summon a creature that is already on this plane.

Domination Roll

Once the summoner has fully summoned the creature, the caster and the creature both roll a d20; the caster adds their level and the creature adds its hit dice. If the caster succeeds by 5 or less, the caster may control the summoned creature for a short length of time, controlling them to complete a task. This is typically the length of a battle, and is almost always less than a turn in length. At the end of this, the creature returns to wherever it came from. If the caster succeeds by more than 5 but less than 15, the creature is controlled for longer, such as the length of one adventure. The creature disappears the same as previously. If the caster succeeds by 16 or greater, the creature is permanently controlled by the caster, only disappearing upon the caster's death. However, if the creature succeeds by 5 or less, the creature is free to do as they please, and is unlikely to be happy with the summoner. If the creature succeeds by more than 5 but less than 15, the creature obtains control over the summoner for the length of up to a turn! If the creature succeeds by even more than that (16 or greater), the caster is permanently under the control of the summoned being. The summoner can forego this roll to instead try and make a deal with the summoned creature, without the benefits or heavier risks of domination. The summoned creature may also be on friendlier terms, although there are never any guarantees. The summoned creature may choose to disappear when it succeeds at a domination roll of 6 or greater, and with a roll of 16 or greater, may take the summoner with them.

Circle Summoning

This is the more traditional method of summoning, creating a summoning circle out of special materials and odd arcane markings, and securing a term of service out of a summoned creature. The ritual takes 2 minutes for every hit die the summoned creature will have. The cost for the materials to summon a creature in place is 100 GP per hit die the summoner wants it to have for a Random Summoning, 300 GP per hit die the summoner wants it to have for a Type Summoning, and 500 GP per hit die the creature has for a Name Summoning.

Bound Summoning

Unlike circle summoning described above, this kind of summoning involves making every roll to summon the creature except for the Domination Roll, and binding the ritual to an object without summoning the creature immediately. This object can then be carried around, and lasts indefinitely. When the object is destroyed, the creature is summoned and the Domination Roll is made. Because this version of summoning involves compressing an otherwise large summoning circle to a tiny object, the costs are greatly increased. Its 300 GP for materials per requested hit die for this method of summoning with a Random Summoning, 600 GP per requested hit die with a Type Summoning, and 1000 GP per hit die for a Name Summoning. Keep in mind what this object is when it's created, and take care that it isn't accidentally destroyed.

	Circle Summoning	Bound Summoning
Random Summoning	100 GP per RHD	300 GP per RHD
Type Summoning	300 GP per RHD	600 GP per RHD
Name Summoning	500 GP per HD	1000 GP per HD

Angel

An Angel is an enforcer of some law, be it physical, symbolic, or even a law in the more mundane sense of the term. If the law an Angel enforces becomes inapplicable or unnecessary, the Angel vanishes from existence. An Angel's base stats are as follows: AC 14, Move 12, Attack for 1d6, does not eat, breathe, or sleep, and may *Quest* target once per day. All Angels can speak and understand any language, as well as read and write any non-magical language. Angels cannot gain Hallow or Corruption. All Angels share these traits:

- Belongs to a Choir
- Have a number of powers equal to the Choir they belong to (re-roll duplicates)
- Have 1 Form
- Have 1 Law

Angelic Choir

If the Angel has ____ Hit Dice...	...then the Angel belong to this Choir (Choir #)
1-3	Angels (1)
4-6	Archangels (2)
7-9	Principalities (3)
10-11	Powers (4)
12-13	Virtues (5)
14-15	Dominions (6)
16-17	Thrones (7)
18-20	Cherubim (8)
21+	Seraphim (9)

Angelic Form

d20

Form

- 1 Ordinary Human (All Weapon and Armor options)
- 2 Orb of Floating Light (Flight Move 12)
- 3 Classic Winged Angel (All Weapon and Armor options, Flight Move 12)
- 4 Flaming Wheel of Flesh with Eyes on Rim and Spokes (Flight Move 12, Attack with Fire for 2d6)
- 5 Ball Lighting (Flight Move 24, Detonate to deal 5d6 damage in 10 foot radius, Save vs Burst for half)
- 6 Giant with Four faces (Move +3, cannot be surprised, All weapon and Armor Options)
- 7 Platonic Solid (Flight Move 12)
- 8 Chess Piece (Looks of appropriate power to Choir)
- 9 Humanoid Hole in Reality (If they successfully grapple, sends grappled creature to home plane)
- 10 Humanoid Figure covered in closed eyes (If eyes open, Save vs. Spells or all creatures watching become blind)
- 11 Sphere with Eyeball and Choir + 1 Wings (Flight Move 12, can fire 1d6 damage laser out to 50 feet)
- 12 Mechanical Monstrosity that always carries mask; when wearing mask, illusion makes them appear as human (Move +3)
- 13 Indescribably beautiful being (Creatures viewing must Save vs. Paralysis or be paralyzed for as long as they look plus 1d6+1 Rounds after; creatures who save are immune to looking at that particular angel)
- 14 Several floating hands clustered around single eye (Flight Move 12, All Weapon and Armor options, three attacks per round)
- 15 Swirls of color that look like eye or face (Flight Move 12, Creatures looking on must save vs Paralysis or hallucinate and be affected as if by Confusion; forever on, they see an image of the angel when they close their eyes)
- 16 Geometric Solid similar to Platonic, but not following Euclidean Laws (Flight Move 12, Viewers must save vs Spells every time they try to attack or they miss)
- 17 Humanoid Suit of Full Body armor with Light pouring out; Suit contains only light (All Weapon and Armor options, AC 18)
- 18 Holy Fire (Flight Move 12, If uncontrolled, tries to possess nearest intelligent creature; angel and target roll opposed d20 rolls, adding hit dice or level, whichever is higher; if angel wins, it possesses creature forever and gains both the creatures abilities and knowledge while in the creatures body; if the creature wins, it can no longer be a target for the angel)
- 19 Angel with Six Wings covering Body, Body glows with horrific light (Flight Move 24, Angel reveals body, all creatures looking must Save vs. Death/Poison or be incinerated, creatures who save cannot be affected by same angel)
- 20 As classic winged angel, but completely white and face has no features or hair (All Weapon and Armor options, Flight Move 12)

Angelic Powers

d20

Power

- 1 Summoned Creatures that are not Angels within 120 feet must save vs. Spells, a failure means that creature is banished to their home plane and cannot return for a number of weeks equal to the Angel's choir
- 2 Angel may summon a number of beams of light equal to their choir which strike targets, each deals 1d6+1 damage unless target saves vs. Death/Poison
- 3 Angel may create a Fireball of holy flame once per day; deals double damage to creatures with a corruption rating
- 4 Angel is immune to non-magical weaponry
- 5 Angel may cause massive fissure (50 feet long, 30 foot wide at widest point) to appear in ground; creatures in fissure area must save vs. Death/Poison or fall a very long distance deep into the earth; fissure closes in 2d6 Turns.
- 6 Angel may Part Water as per the spell; water so parted is treated as Holy Water for a number of days equal to the angel's Choir.
- 7 Angel passively heals 1d6 hit points per round
- 8 Angel may channel energy into target creature within 30 feet; to undead this deals 1d6+ choir points of damage per round (they may save to negate this), to living creatures this heals them for 1d6+choir points per round with the capability of healing a creature past their maximum hit points. If this ability heals the creature past their maximum hit points, they must Save vs. Death/Poison or explode.
- 9 If the angel destroys an object or kills a creature; it ceases to exist. Raising or reincarnating is impossible.
- 10 The angel has a halo which sheds light and stores shards of life force within; the angel gain an attack that drains 1 level instead of dealing damage and causes that level to be stored within the angel's halo. The angel may consume a level once per round with no action to restore 1d6+1 hit points.
- 11 The Angel stares at target creature; creature must save vs. Paralysis or be frozen in ice. The ice melts within 1d6 Turns or can be chipped away from the creature in 2d6 rounds; if chipped away, it deals the creature 1 damage per round of chipping.
- 12 The Angel stares deep into a creature's soul; the creature must save vs. Paralysis or see every possible moment of their death and flee at top speed.
- 13 A creature attack and damaged by an angel, in addition to damage dealt, must Save vs. Death/Poison. Failure indicates that the creature permanently loses 1 point of Dexterity from muscles calcifying.
- 14 A creature attacked and damaged by an angel, in addition to damage dealt, must Save vs. Death/Poison. Failure indicates that the creature permanently loses 1 point of Constitution from aging rapidly.
- 15 Angel may sever shadows of creatures it hits instead of dealing damage; these shadows are immaterial, attack the creature they were created from until they die, deal 1d6 damage per attack, and have an AC of 10 in the case that the shadow is somehow attacked. If the angel dies or the shadow is somehow dealt any damage at all, the shadow dissipates.
- 16 Angel may summon 1d6 Crystalline Statues with hit dice equivalent to its choir once per day.
- 17 The Angel has two additional attacks
- 18 Angel may cause magic that is not theirs or clerical magic to cease functioning within 30 feet of it for 1 Turn per day
- 19 Target creature slain less than 1 Turn ago may be targeted by angel; if so, it is transformed into a new angel with the current Angel's purpose and hit dice equal to the hit dice or level (whichever is higher) it had while alive. Doesn't function on corrupted creatures
- 20 Summons angel half their hit dice, round down; new angel appears in 1d6 rounds; only one such angel may be summoned at a time.

Crystalline Statue

Armor Class: 11 + Summoning Angel Choir

Hit Dice: Summoning Angel Choir

Attacks: Crystal Slam (1d6 or 2d6 if Summoning Angel Choir 5 or greater)

Special: Immune to mind affecting spells, Takes half damage from piercing and slashing, double from bludgeoning

Move: 12

D/Att: Summoning Angels

Description: These look like perfectly formed pure crystal statues of men and women, or animals, or alien monstrosities.

Angelic Law

d20

Law

1	First Law of Thermodynamics
2	Second Law of Thermodynamics
3	Third Law of Thermodynamics
4	Law of Gravitomagnetism
5	General Relativity
6	De Morgan's Laws
7	Godel's Incompleteness Theorem
8	Conservation of Mass-Energy
9	Special Relativity
10	Zeroth Law of Thermodynamics
11	Prohibition on Killing Intelligent Beings
12	Prohibition on Killing Sentient Beings
13	Prohibition on Killing
14	Principle of Lex Talionis
15	Prohibition on Theft
16	Law of Mortality
17	Prohibition on Heresy against (Random god)
18	Prohibition on creating Intelligent new Species
19	Prohibition on Planar Merging
20	Principle of Integral Reality

Angels, if summoned on relatively friendly terms and the summoner hasn't committed any crimes against the Angel's law, might agree to a term of service to the summoner if the summoner first performs a quest for them.

Far Demon

A demon found on our world is usually a creature that has been so corrupted that its personality, beliefs, and body all become a puppet for the corruption. These horrifying monsters at least resemble the sort of creature they once were, and appear to make sense. This demon represents this person's greed, or their repression, or the mass genocide they caused. Far Demons are not like that; they are as close to pure corruption as a creature can be. They only have the barest veneer of existing on this plane; think corruption filling with a candy reality shell. There aren't descriptions of their forms here; they don't tend to make sense, physically, so that works out. A Far Demon's base stats are as follows: AC 12 + 1d6, Move 12 + 1d6, Attack for 1d6 + 1 Point of Corruption. A Far Demon also possesses a Corruption Rating of 15 (obviously). Far Demons also possess the following:

- One Power for every 3 hit dice they have (round up)
- 2 in 6 chance of Flight at movement speed
- 1 in 36 (2d6 both roll 1's) of casting spells as a Mage of Equivalent level to their hit dice
- 1 in 6 chance of being able to speak all languages; otherwise, they howl, clack, clatter or whisper mindlessly

Demon Powers

d20

Power

- 1 Spit causes Save vs. Death/Poison or cause Cancerous disease that kills creature in 1d6 days if they don't receive a *Cure Disease* spell
- 2 Absorbs happiness and energy of target creature; drain creature's level and creature must Save vs. Spell or be unable to take actions for 1d6 rounds
- 3 Presence causes dead creatures to reanimate as unintelligent undead after 1d6 rounds of exposure; either 1 HD skeletons or zombies
- 4 Vomits a Wasp-Spider every round Demon is in combat, see Wasp-Spider below
- 5 Looks in eyes of target creature; Creature must save vs. Corruption or disappear for 1d6 turns; reappears in place with 1d6 extra corruption
- 6 Whispering, clacking, and howling becomes mind-numbing; all creatures exposed for longer than 1d3 rounds must save vs. Paralysis or go permanently insane (*Remove Curse* fixes, acts as *Confusion* in combat).
- 7 Demon Howls; all creatures listening in 100 feet Save vs. Paralysis or can't move for 1d6 rounds
- 8 Demon gains long range grappling attack (up to 20 feet away), creature successfully grappled by demon takes 1d6 damage per round and must Save vs. Corruption or gain 1 point of corruption; Demon can act normally while grappling one creature
- 9 Demon may both cast a spell/channel corruption and take another action in the same turn; if Demon has no ability to cast spells or channel corruption, demon instead vomits ball of black ichor in line; Save vs. Death/Poison or take 3d6 damage
- 10 Demon is Incorporeal
- 11 Any creature a Demon grabs, must, if still grappled by the next time that Demon acts; make a Save vs. Death/Poison or be swallowed whole and fall into an extradimensional hell; that creature might as well be dead.
- 12 If the Demon is grappling a creature, the creature must Save vs. Corruption or be Charmed by the Demon. The creature is charmed and unplayable until the Demon is killed or otherwise no longer a Demon (turned to Stone, maybe).
- 13 Demon, once reduced to half it's hit point maximum or less, splits into two identical demons with half the current demon's maximum hit points. If the demon has 1 or fewer maximum hit points, they instead die from damage.
- 14 Any creature struck in melee or touching the Demon must make a saving throw vs. Death/Poison or begin taking 1d6 damage for 1d6 rounds.
- 15 The Demon has two additional attacks per round.
- 16 Demon may attempt to infest creature it is in melee with; creature must succeed a Saving throw vs. Corruption or be infested by the demon; the demon bodily inhabits the creature. Every day a creature is infested by the demon, they must make a saving throw vs. Corruption or be drained of a level and gain 1d3 points of corruption. The creature cannot recover experience with bed rest while under this effect. If the creature is killed or hits 15 points of corruption while infested; the creature's body disintegrates and they do not become a demon or simply die; the Demon gains hit dice equivalent to the amount of levels drained from the creature. This effect can be prevented by a Protection from Evil, and the infested demon can be forcibly removed with a Remove Curse spell or damaged by the infested creature drinking Holy Water.
- 17 The Demon has ability to shapeshift to resemble natural creatures around it; shapeshifting is thin veneer that still allows them to use their abilities. They know and speak creature's language.
- 18 Demon gains the ability to, as part of an attack, gain in hit points the damage dealt.
- 19 Demon stares creature in eyes; creature must make saving throw vs. Death/Poison or have their eyes burst into flames and have their eardrums burst and bleed as well as take 3d6 damage.
- 20 Demon breathes cone of Corrupting substance; all creatures in range must save vs. Corruption or take 5d6 damage and gain 1d6 points of corruption.

Skeleton

Armor Class: 13

Hit Dice: 1d + 1

Attacks: Claw (1d6) or Weapon (Full Combat Options)

Special: Takes half damage from Piercing and Slashing

Move: 12'

D/Att: Hostile, Morale 12

Wasp-Spiders

Armor Class: 13

Hit Dice: 1d - 1

Attacks: Stinging Bite (1d6 + 1d6 Poison)

Special: Flying

Move: 12'

D/Att: Hostile, Morale 12

Zombie

Armor Class: 13

Hit Dice: 1d + 1

Attacks: Maul (1d6)

Special: Takes no damage from Piercing

Move: 6'

D/Att: Hostile, Morale 12

Alien Sin

Alien Sins are odd creatures; they feed on and are created by the emotions and beliefs of sapient beings. Normally, they linger around on adjacent planes of existence, manipulating and influencing creatures to have something to feed on, but sometimes they have an opportunity to enter the plane that the creatures they're feeding on exist in, allowing them to more directly feed. Alien Sins have the following stats: AC 12, Move 12, Attack for 1d6, 2 in 6 chance of Flight, ability to Telepathically communicate with creatures. Alien Sins also have the following:

- One Form
- One Sin and associated Power Set

Unless noted otherwise, creatures are immune to an Alien Sin's power for the day if they succeed the saving throw once.

Alien Form

d20

Form

- 1 Strange Vulture Human hybrid, complete with wings, arms, and sharp beak (Flight 12, or +3 to Flight if it already has Flight)
- 2 A humanoid figure made of metaphorical flames. Also Literal Flames. (Two Attacks at 60 feet, 1d6 damage each, immune to fire, can automatically deal 1d6 damage per round during grapple)
- 3 Humanoid figure with many mouths covering skin and eyes with six separate irises and pupils (automatic 1d6 damage per round during grapple)
- 4 Humanoid figure with goat head, flaming eyes (can fire beam as attack once every 1d6 rounds that deals 3d6 damage)
- 5 Humanoid figure wearing Plague Doctor Mask and clothing, mask is not mask (can breathe cloud of poisonous gas once every 1d6 rounds in 30 foot cone; creatures that breathe must save vs. Death/Poison or be unable to take any action other than sputtering and struggling for breath for 2d6 rounds, taking 1 damage each round)
- 6 Completely Black or White skinned humanoid with three horns and leathery wings (Flight at 15, or +6 if Flight already possessed)
- 7 Ghostly Humanoid Head with trailing wisps (Incorporeal)
- 8 Lamprey with eyes on stalks (+1 to dice while grappling, drains one level per round grappling)
- 9 Six armed humanoid with four glowing eyes and strangely colored skin (2 extra attacks)
- 10 Humanoid with Over-wide Mouth and Sharp Teeth (Head has ability to separate and fly at move 12, attacks separately, shares hit point total with body)
- 11 Humanoid made out of shadow with glowing eyes (Surprises on 1 in 4)
- 12 Floating perfectly spherical eye; opens into a mouth (Flight at 12, or +3 if Flight already possessed)
- 13 Extraordinarily Obese Humanoid with Six Spindly Legs (Can climb at speed)
- 14 Human-sized Marionette with strangely painted face and strings that vanish above it
- 15 Humanoid that flickers constantly, revealing muscle and bone beneath
- 16 Humanoid that floats and instead of a lower half, has another set of chest, arms, and head, similar to a playing card (Extra attack)
- 17 Pitch Black or Pure white head with leathery wings for ears and spiked tail (+2 AC, Flight at 12 or +3 if Flight already possessed)
- 18 Extremely Gaunt Humanoid with Massive Head and Mouths for Eyes
- 19 Dancing humanoid statue, made of a variety of unearthly stones (Move +3, AC +2)
- 20 FUCK! A clown (If not observed, can teleport behind doors and other things right before they are opened)

d20 Sin

Alien Sin Power Set

- 1 **Pride** Target creature must save vs. spells or believe themselves to be invincible and infallible; if creature is PC, they no longer know their hit point total and aren't told when they take damage or how much damage they take; saving throws vs. damage are made in secret by the referee. NPC's act accordingly to their beliefs. Lasts one day.
- 2 **Envy** Target creature must save vs. spells or be unable to take actions that directly help or benefit creatures with equal or greater level than themselves. This includes shielding one another in combat, healing, etc. Lasts one day.
- 3 **Wrath** Target creature must save vs. spells or begin attacking with their deadliest abilities at the most threatening creature that is not the Alien Sin. If there are no creatures around other than the target and the alien sin, the creature attacks itself. This lasts until the creature rolls a successful saving throw against the effect, rolling once per round.
- 4 **Lust** Sin has the ability to appear as attractive member of any species; target creature must save vs. Paralysis or be Fascinated by the Sin, only acting to defend the Sin or attack other Fascinated creatures, seeing them as competitors. Lasts until Sin is out of sight.
- 5 **Greed** Target creature must save vs. paralysis or see an object the Sin indicates as possessing great value, defending it and having the paranoid belief that other creatures wish to possess it. In combat, the creature will take no other action than protect the object and attack other creatures that come near. Lasts 2d6 Turns.
- 6 **Gluttony** Target creature must save vs. Death/Poison or begin consuming whatever is at hand, starting with food and drink, moving up to potions and papers, and finally eating things such as dirt, rock, and drinking oil. The creature takes no other action during this time. Lasts 2d6 Rounds.
- 7 **Sloth** Target creature must save vs. Paralysis or drop; taking no action. Lasts 3d6 Turns.
- 8 **Pain** Target creature must save vs. Death/Poison or be wracked with pain, losing 1 hit point per round, take a -4 penalty to all d20 rolls, and may not cast spells. Lasts 2d6 Rounds.
- 9 **Despair** Target creature must save vs. Paralysis or take a -2 penalty to all d20 rolls, the penalty increasing by 1 for every roll they fail. Lasts one day or until afflicted creature succeeds at two d20 rolls in a row.
- 10 **Terror** Target creature must save vs. Spells or flee from the Sin using whatever means available, cowering or lashing out wildly if unable to flee. Lasts 3d6 Rounds.
- 11 **Hope** Target creature must save vs. Paralysis or have a +2 bonus to all d20 rolls. For every roll they make, however, they take a cumulative -1 penalty to their roll. Lasts one day or until a major and serious loss is suffered (Like, say, the death of a companion).
- 12 **Elation** Target creature must save vs. Spells or be unable to effectively defend themselves, taking a -4 penalty to armor class. Lasts 2d6 Turns
- 13 **Calm** Target creature must save vs. Spells or be unable to attack or cast spells. Lasts 1d6 Turns.
- 14 **Disgust** Target creature must save vs. spells or be disgusted by every living creature, standing at least 10 feet away from each creature or attacking them viciously. Lasts 3d6 Turns.
- 15 **Guilt** Target creature must save vs. spells or be overwhelmed by guilt, being unwilling to attack living creatures and making all saving throws at -2. Lasts 1d6 Turns.
- 16 **Shame** Target creature must save vs. spells or have shame overtake them, taking action to avoid the sight of all. They also take a -2 penalty to attack rolls during this time.
- 17 **Obsess** Target creature must save vs. spells or be fascinated with an object or creature the Sin designates, taking actions to protect the object or creature from harm but otherwise only studying the creature.
- 18 **Hatred** Target creature must save vs. spells or attack creature or object sin designates in a way that causes the most pain. Lasts 3d6 rounds or until creature is dead/object is destroyed.
- 19 **Insanity** Target creature must save vs. Paralysis or be *Confused*.
- 20 **Wishes** Target creature must save vs. Death/Poison or be forced to utter a wish, which will be granted in heavily corrupted fashion. The creature then loses a level.

Elemental

An elemental is one of the simpler creatures to describe; it is a creature made entirely of a single substance. Elementals are describe almost entirely in terms of what they're made of and how large they are. Elementals have the following base stats based on their hit dice:

Hit Dice	Size	Armor Class	Movement	Attack	Damage
1-4	Small (Cat Size)	15	12		1d6
5-9	Medium (Human Size)	16	12		2d6
10-14	Large (Giant Size)	17	15		3d6
15-19	Huge (House Size)	18	18		4d6
20+	Tremendous (Apartment Size)	19	21		5d6

Elementals don't need to breathe, eat, or sleep.

Elemental Substance**d20 Substance****Special**

- | | | |
|----|------------|--|
| 1 | Air | All moves as Flight, Movement +6, can't grapple or be grappled |
| 2 | Earth | Movement -6, Can meld with and move through Earth and Stone at double speed |
| 3 | Fire | Can teleport by entering through and exiting any flame; Immune to Fire, Creatures hit by attack must Save vs. Burst or catch fire, taking 1d6 damage per round for 1d6 rounds, creatures grappled take 1d6 per round |
| 4 | Water | Has swim speed equal to double move speed; has +1 on hit dice for the purposes of grappling; grappled creatures must hold breath or drown |
| 5 | Ice | Takes double damage from Fire, Creatures hit by attack save vs. Paralysis or be slowed to half their movement speed for 1d6 Turns, creatures grappled take 1d6 per round |
| 6 | Lightning | Immune to Lightning, Creatures hit by attack save vs. Paralysis or drop prone and are unable to act for 1d6 rounds; can't grapple or be grappled |
| 7 | Magma | Gives a fiery hug that deals its attack damage per round (Grapple pr being grappled), Immune to Fire |
| 8 | Mud | Has +1 on hit dice for the purposes of grappling; grappled creatures must hold breath or choke on mud; killed instantly by Transmute Mud to Rock |
| 9 | Blood | Creature hit by attack must save vs. Death/Poison or contract random disease |
| 10 | Thought | Creature hit by attack must save vs. Spells or be affected as if by the spell Confusion for 2d6 Rounds |
| 11 | Acid | When grappling, deals its damage to creatures it's grappling with; Immune to Acid. |
| 12 | Force | Immune to Non-Magical Weaponry, can freely pass through Wall of Force and similar things |
| 13 | Light | Immune to Non-Magical Weaponry, Illuminates a radius of 240 feet, Flies at Move Speed |
| 14 | Darkness | Immune to Non-Magical Weaponry, Radiates darkness a radius of 30 feet, Flies at Move Speed |
| 15 | Death | Creatures hit by attack are drained 1d3 levels, crumbling into ash if this kills them. Takes damage and receives healing as Undead do. |
| 16 | Life | Creatures hit by attack are not damaged; instead they are healed equal to the damage the elemental would do. Creatures who are healed can gain hit points over their maximum, but must make a saving throw vs. Death/Poison every time they are healed over their total. Failure means they explode. |
| 17 | Gravity | Creatures hit by attack make Save vs. Spells; if they fail, roll a d6 and the following happens to them: 1-2 Gravity stops functioning for them, 3-4 Gravity reverses for them, 5-6 Gravity increases 30 times in strength for them pinning them to the ground. Flies at Move Speed |
| 18 | Time | Creatures hit by attack make Save vs. Death/Poison; if they fail, roll a d6 and the following happens to them: 1 they age severely, losing 1d3 points of Strength, Dexterity, or Constitution, determined randomly, if any of these stats are reduced to 0, the target dies of old age; 2 they de-age 2d6 years, if this would reduce them below 0 years of age, they die; 3 they are completely frozen in time for 3d6 rounds, unable to act or be affected by anything; 4 they are Slowed as per the Slow spell for 1d6 Turns; 5 they are Hasted as per the Haste spell for 1d6 Rounds; 6 they are aged several thousand years |
| 19 | Void | Creatures hit by attack also lose the damage total in maximum hit points; creatures killed this way cease to physically exist. |
| 20 | Candy Cane | Creatures hit by attack die a most pepper-minty death (if they take enough damage to die, that is). |

Dream Being

Unknown to those not well versed in the arcane, the dreams people have at night are very real and co-existent with most planes of existence. Whatever happens to a human during a dream, they wake up physical intact, even if they wake up in a cold sweat. The dream doesn't fade when the person leaves though; it continues to exist within the larger continuum of dreams. Sometimes, aspects of these dreams can be summoned into the real world. These aspects are from the dreams of many, and most likely not from the dreams of the caster or nearby people.

Dream Beings are incredibly variable; they have AC 10 + d10 and Move d6 times 3, with a 1 in 6 chance of being able to fly at that movement rate. Dream beings all share these characteristics:

- 1 Form
- 1d2 Twists on that Form
- 1d3 Powers

Dream Form

d20

Form

1	Human
2	Animated Furniture
3	Animal - Pet
4	Animal - Livestock
5	Animal - Wild
6	Animate Foodstuff
7	Animate Tree
8	Animate Plant
9	Animate Weapon
10	Animate Clothing
11	Animate Armor (+2 to AC)
12	Animate Tool
13	Dwarf
14	Elf
15	Crystal
16	Angel
17	Demon
18	Alien Sin
19	Flower Thing
20	Roll Twice more and Combine

Dream Being Twists

d20	Twist
1	Made of Colored Glass
2	Ghostly (Incorporeal)
3	Rotting (Undead)
4	Demonically Corrupted (Corruption 15)
5	Glowing
6	Covered in Blood
7	Bloated
8	Freakishly Large (+3 Move)
9	Cosmic Transparent Body
10	Sexy
11	Permanently on Fire (Immune to Fire)
12	Covered in Insects
13	Highly Intelligent (can talk and reason)
14	Sticky (Extra hit die for the purposes of Grappling)
15	Covered in Glittering Gems (if 2 6's are rolled on d6's, they're real)
16	Covered in Boils
17	Stinking
18	Inexplicably Terrifying (Creatures Save vs. Spells on first seeing creature or flee in terror)
19	Split in Two (half hit points for each half, treat as individual creatures)
20	Made of Clockwork and Gears

Dream Being Powers

d20

Power

- 1 Blows Bubbles at creature, creature must save vs. Paralysis or become confused for 2d6 rounds
- 2 Target creature must save vs. Spells or have their legs turn to tasty jelly, causing them to have to crawl along the ground (Move 3) and take 3d6 damage. This wears off in 3d6 turns
- 3 Dream Being makes Whistling noise; all who hear must save vs. Spells or have random sense register as random other sense, I.E. Hearing what you see instead of seeing it. Roll d6 twice, re-rolling duplicates; 1- Sight 2- Sound
3- Touch 4- Smell 5- Proprioception 6- Temperature. This lasts for 2d6 turns, afterwards, the creature has a permanent synesthesia with those senses. Dream being can only affect any individual creature with this once a day
- 4 The dream being, if successfully grappling a creature, may swallow the creature whole, no matter the disparity in size between the two or whether or not the dream being has a mouth (it grows one if it doesn't). The swallowed creature floats in a strange void filled with doors; if they open a door and go through, the following happens: 1 - They take a number of d6 in damage equal to the Dream Creature's hit dice due to passing through their digestive tract; 2-4 - The creature proceeds through the door into a similar void; 5 - The creature appears 2d6×10 feet above where they were swallowed; 6- The creature appears where they were swallowed. The swallowed creature can enter one door per round; the swallowed creature escapes if the dream being dies.
- 5 The dream being, if successfully grappling a creature, may make that creature attempt a saving throw vs. Spells. If the save is failed, the dream being and the grappled creature switch bodies. The creatures now fully inhabit their new bodies, dying with them; the only way to reverse this is either via Dispel Magic (which reverses the body switch) or by getting the dream being to switch back.
- 6 The dream being may cause target creature to make a saving throw vs. Spells; if the creature fails, they transform into a being similar to the dream being with the dream beings form and twists, although none of their powers. This lasts for 3d6 turns.
- 7 Dream creature causes shower of lights and sparks to explode around them in a 30 foot radius; all creatures within must Save vs. Burst or dance uncontrollably for 3d6 rounds; during this time, they cannot do anything other than move and dodge.
- 8 Creature must save vs. Spells or enact a portion of the dream that the dream being came from; they act as a dreamer would, hallucinating the things that are a part of the dream
- 9 Creature must save vs. Spells or be charmed by the Dream Being, generally working to protect them, following their instructions, and helping them.
- 10 Creature appears to be everywhere, treat as a permanent mirror image spells with 3d6 mirror images

- 11 When no one is looking at the dream being, can teleport up to 100 miles away
- 12 All creatures other than the dream being within 30 feet must save vs. Paralysis or have an out of body experience, watching as they act without their will, but controlling some other creature. If this happens to the players, make those affected switch character sheets around. Lasts 2d6 Turns.
- 13 The dream being can target another creature that has the ability to cast spells, and weave themselves into a spell the creature has the ability to cast (determine randomly). The next time that creature casts that particular spell, the dream creature is brought into being and may cast that spell whenever it wishes.
- 14 You know how in dreams, sometimes you're incredibly clumsy and everything you do seems to be ineffective? Target creature must save vs. Paralysis or roll every d20 roll twice, taking the lower result. If both dice roll 20, however, the result is spectacularly effective above and beyond what it ordinarily would be. Treat as a critical on steroids. Lasts an entire day.
- 15 You know how in dreams, sometimes you have the ability to ninja out and everything you do is ludicrously effective? Target creature (which can include the dream being) rolls every d20 roll twice, taking the higher result. Only one creature may be affected by this power at a time. If both dice roll 1, however, the result is a spectacular failure, one that shouldn't even normally be possible. Lasts an entire day.
- 16 You know that dream being you killed? Now it's something else. When the dream being dies, re-roll its form, twists, and powers and it returns to life; re-roll further rolls of 16 on the powers table.
- 17 Dream being makes high pitched beeping noise; all creatures that hear must Save vs. Spells or cease to exist for 4d6 hours; at the end of the duration, all those creatures return to existence without remembering the intervening time.
- 18 Dream creature may, every 1d6 rounds, spout a rainbow aura that acts as a *Prismatic Spray*. The aura affects creatures out to a 10 foot radius, the dream creature itself is unaffected.
- 19 Target creature must save vs. Paralysis or transform into an inanimate marshmallow version of themselves; a caster who know *Flesh to Stone* and prepares a modified version can reverse this process.
- 20 Transports a target the Dream Creature touches into the dream realm, wherever it is (Save vs. Spells to avoid)

Alternate Creature

Sometimes, the summoning ritual gets creatures from very nearby planes indeed. All of the creatures here are human, or close to it, but have some differences from. They behave as a human pulled from their own dimension would if not placed under control. All these creatures have stats as a human, with differences noted in the table below. All speak Common unless noted otherwise below. These humans have an equal chance of being equivalent to a Fighter (1-2), Mage (3-4), or Cleric (5-6); Fighters and Clerics are always armed and Mages have a 3 in 6 chance of being armed.

Alternate Creature Differences

d20	Difference
1	Has Wings (Flight 12)
2	Has Third Eye, is Psychic (Has <i>Detect Thoughts</i> as constantly active effect, can cause target creature to Save vs. Paralysis or take 1d6 damage, can communicate telepathically)
3	Is wearing vaguely futuristic gear and bubble helmet (If armed has Ray Gun which requires target to Save vs. Death/Poison or take 10d6 damage, being disintegrated if dying)
4	Speaks Ancient instead of Common, wears strange flowing clothing (+4 to AC and +2 to Saving Throws)
5	Has skin made of metal (+6 to AC)
6	Lacks Eyes entirely (Echolocation to 120 feet)
7	Has Conspicuous holes in hands and center of chest (Can fire purple bolts that deal 2d6 damage as an attack)
8	Strangely animal eyes (Lycanthrope of some variety, has full control)
9	Gaunt and rotting (Undead, consumes the living when killed, hostile)
10	Half the height of a normal human (+1 to AC)
11	Missing Arms and Legs; Hands and Feet float where they would ordinarily be (+1 to AC)
12	Wearing strange leather and scrap welded metal clothing (If fighter, will be armed with firearms)
13	Has strange mask instead of face, either stands still and doesn't talk or attacks mindlessly (Creatures within 10 feet must save vs. Death/Poison or transform into similar being; Remove Disease cures)
14	Two are summoned (Both act on same initiative and have same HD, if one dies, the other dies as well)
15	Has strangely fluid motions (Immune to Suffocation/Drowning, can dissolve into water and flow along current)
16	Has Hard Reptilian Scales instead of skin (Low-light vision, +2 AC)
17	Has horns and pitch black or pure white skin (Can breathe beam of fire in line, deals 5d6 damage, Save vs. Burst for half)
18	Suffused with bright glow, especially around the head (Immune to normal missiles, can forego this immunity to fire ray of light that deals 10d6, save vs. Death negates)
19	Growing Leaves and Branches out of body (+1 to grapple rolls, creatures successfully grappled must save vs. Death/Poison each round or have parasitic plant implanted in their body)
20	Strange amalgamation of several humans (Treat as all classes at once, Move halved from normal, humans grappled for longer than one round must save vs. Paralysis every round or be absorbed into the hive mind and mass of flesh; this is effectively character death)

Symbolic Being

Contrasting sharply with the alternate creatures, Symbolic Beings are almost the ultimate form of abstraction made flesh. Every Symbolic Being that exists is unique in some way, representing some different thing. Here, there isn't a table, just a few example creatures and suggestions for the power level of certain summoned creatures. The creature should either be created then and there by the player and referee, or the table should be re-rolled on if not practical at the time. Unless stated otherwise, all Symbolic Creatures can communicate with any sapient creature.

Tarot XIII - Death

Armor Class: 16

Hit Dice: 11d + 11

Attacks: Bannered Sickle (1d6 three times per round)

Special: Rebirth, Strike Dead and Reincarnate

Move: 12', 18' while Mounted

D/Att: Special, Morale 12

Description: Although the Rider-Waite tarot deck certainly doesn't exist in this universe, the idea of death and rebirth is universal enough that the symbolic creature can be summoned. Clad in Plate Armor and riding a white horse, this skeletal creature carries a sickle that is supremely effective at striking down enemies. What's more, though, is that any creature killed by death is reincarnated 3d6 days later, as per the *Reincarnate* spell. If Death is killed, it returns in 3d6 days in a different form as some other thing, and another symbolic creature takes Death's place. The purpose of death is to enforce the cycle of change, whether that be by serving the party and striking down enemies, or slaying the party to be reborn again.

The Greed of King Varo the Fifth

Armor Class: 14

Hit Dice: 3d + 3

Attacks: Golden Hammer (1d6+1)

Special: Ignores charms that prevent its purpose, Wealth Consumption

Move: 9'

D/Att: Special, Morale 12

Description: King Varo the Fifth may be lost to history, but during his reign, his greed was infamous, resulting in the declaration of several wars until his assassination. This became a symbolic creature, appearing as a golden suit of armor, fit for an obese, almost round man, with glittering jewels for eyes. The purpose of this creature is consume any wealth it finds, with every 100 GP worth of treasure it consumes healing it 1 hit point. The Greed cannot heal in any other way, and the treasure so consumed vanishes forever, gone. The Greed can be negotiated with, and will agree to go on adventures in exchange for at least 50% of the treasure, and will steal more if it thinks it can get away with it. If attacked, it will fight back viciously, and consume the remains of any it kills.

Cosmic Impetus

Armor Class: 20

Hit Dice: 20d + 20

Attacks: Impetus (10d6+10)

Special: Immune to anything that would prevent its travel

Move: 480' right now

D/Att: Special, Morale 12

Description: The cosmic impetus is the literal manifestation of unstoppable force; a spear of energy driving across the sky. It has no interest in mortals, and summoning merely delays its course from one point to another. Any mortal foolish enough to summon it is likely to be standing in its way, and anything standing in its way will take the damage from its Impetus attack; this includes silly things like humans, buildings, or the earth. Once it leaves the area, everything should remain safe, at least. The most a summoner can do is point it in the direction of their enemies, hoping that the Impetus rips them to pieces instead of the summoner's self.

The hit dice of the symbolic being should reflect the general broadness of the concept reflected; the more universally applicable the concept, the higher the hit dice. Powers tend to directly reflect what the Symbolic Being represents, as does the being's attitude, personality, and goals. If the player and referee don't feel up to creating an entirely new symbolic being from whole cloth, the summoning table should be rolled on again, ignoring further rolls of 7.

Unknown

This represents a creature outside of the other categories; break out a summoning spell from another game. It's also a Wild Card for the referee, players beware.

House of Flowers Map

