

BLUEHOLME

EXPLORER ENCOUNTERS



FANTASY ROLEPLAYING SUPPLEMENT
MICHAEL THOMAS

BLUEHOLMETM

EXPLORER ENCOUNTERS

FANTASY ROLE PLAYING GAME FOR 3 OR MORE PLAYERS AGE 12 AND UP
FOR TABLE-TOP PLAY WITH PAPER, PENCILS, AND MINIATURE FIGURINES

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FOR USE WITH THE BLUEHOLMETM FANTASY ROLE PLAYING GAME

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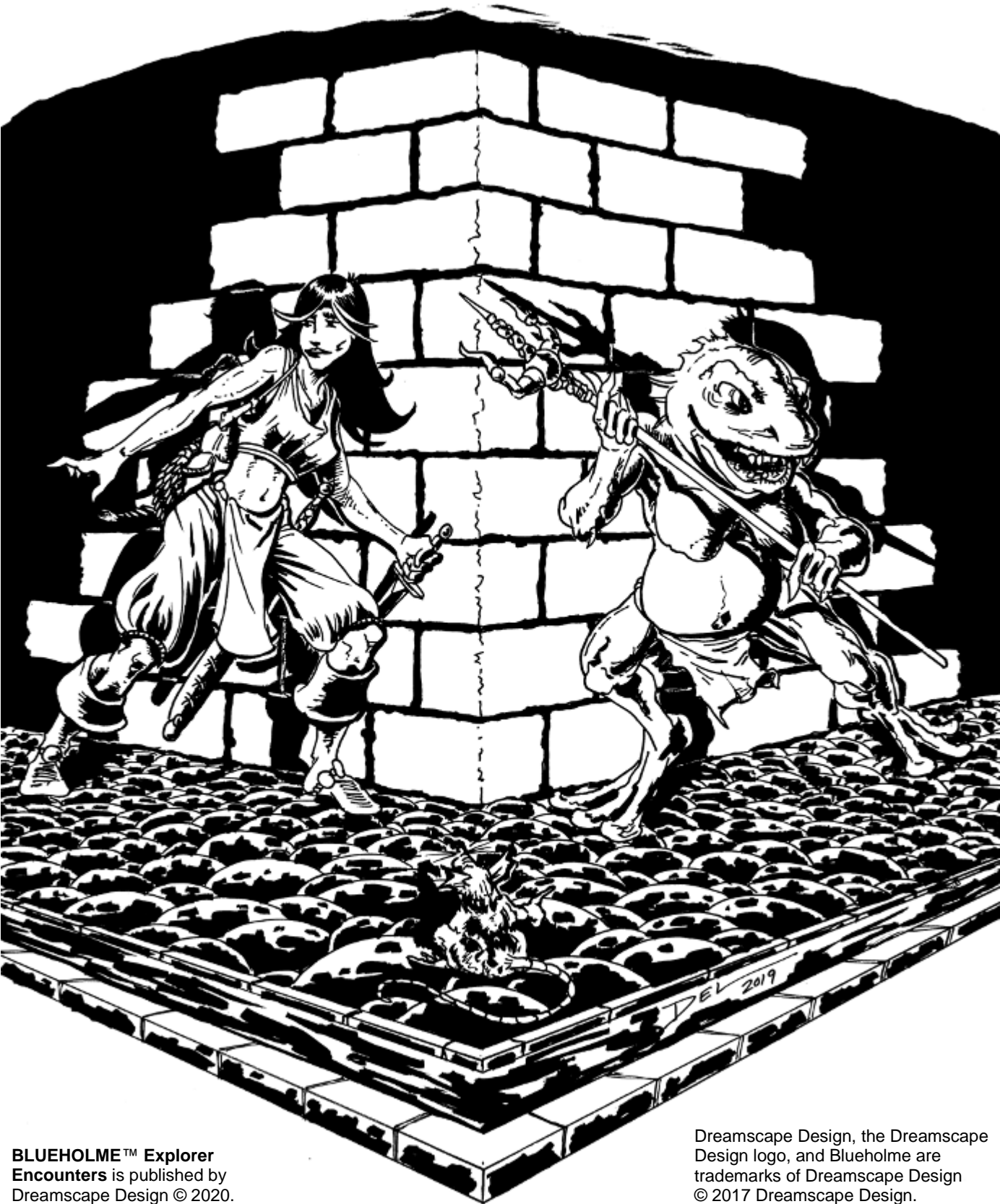
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TABLE OF CONTENTS

TRICKS.....	1	TRAVELLERS.....	8
TRAPS.....	6	TREASURES.....	24



TRICKS

The Underworld is in no way subject to the same laws of physics that bind the Realm. The most obvious manifestations are the doors which resist adventurers but open easily for denizens, and the seemingly endless supply of treasure (and guardians). However, the referee should take every opportunity to remind players of the alien and inimical nature of the subterranean mazes which their characters dare to tread.

While some tricks can certainly lead to character deaths, their main purpose is to confuse and amuse the players. Sometimes the fear of death is preferable to actual risk, unless the group is used to frequent replacement of characters. Of course, the referee must ensure that the fear is real even if the risk is not!

ANIMAL, TALKING

A raven, parrot, dolphin, or other talking creature offers advice, wisdom, or insults to passing characters. Animals could be helpful, misleading, malicious, or simply red herrings. Talking red herrings.

CAVE, NULL-MAGIC

A cave of phosphorescent blue rock. All magic is blocked within, magic items cease functioning, spells still running end immediately, spells cast from outside dissipate at its boundaries. Permanent effects may reactivate outside the cave, but any fixed-duration spells or effects will not.

CAVE, SEA

A flooded cave connects to the sea, directly or via an underground passage or a completely submerged tunnel. The cave may be a lair for smugglers, pirates, or invaders from foreign lands or even under the sea. There is bound to be a dangerous denizen of the deep lurking under the water – a giant octopus, a sea snake, or a group of weresharks.

CHARMED PERSONS

Normally trustworthy persons who have been charmed by an evil magic-user, an enemy of the party, or just someone whose interests lie at odds with the Realm. Examples could be a knight of the church who tries to misdirect people seeking her “friend”, the town cleric who acts as a matchmaker for the lord’s daughter and his new “friend”, a wise dragon who is convinced his new demon princess “friend” has reformed and the young maidens he refers to her are better off ... etc.

REBOUNDED RESCUES

This kind of trap involves setting up a situation where the players will probably perform a rescue that will result in another fight when they are least prepared. For example, a beautiful Chaotic/Evil female is kept in a drugged sleep in a bed-chamber by another chaotic MU and, if rescued, will eventually attack her rescuers.

COMPARTMENT, HIDDEN

Chests, drawers, cupboards, shelves, may all have false backs or bottoms leading to hidden compartments, secret rooms, or other dimensions.

CORRIDOR, DEAD-END

A corridor previously explored is blocked by a solid wall the next time characters enter, seamlessly merging into the existing construction.

CORRIDOR, DISTORTED

The corridors seems shorter or longer than it is. Characters within speed up or slow down accordingly, so that the time/space distortion is not evident.

CORRIDOR, MOVING

A corridor which moves in one direction or the other, imperceptibly or noticeably. Characters walking against the direction of movement make no progress unless they run. Still creatures slowly move along the corridor. Walking in the direction of movement results in a faster rate of travel.

DEVICE

Apparently mechanical (but possibly magical) device with a number of buttons, levers, and/or dials, which may do nothing or have a random effect. Examples include missiles fired at a particular spot in the room, teleportation to another location, opening secret doors or pits, activating alarms, ejecting items of treasure or food, changing the character’s alignment of gender, delivering damage to or healing the character, etc.

DOOR, INTELLIGENT

Intelligent doors may be helpful, annoying, or malign. They may or may not be able to communicate, e.g. via telepathy or a talking door knocker.

EXPLORER ENCOUNTERS

DOOR, LATRINE

A door is hidden inside a latrine shaft. Only small creatures can enter easily, human-sized must save vs. breath or get stuck, anything larger cannot fit down the latrine at all. Save vs. poison to avoid nausea.

DOOR, MANURE

An ordinary trapdoor leading to an underground chamber or maze, but hidden under a layer of manure in an animal pen. Save vs. poison to avoid nausea.

DOOR, ONE-WAY

Once characters pass through, the door closes behind them and cannot be opened again. It might simply jam immovably, or disappear entirely. Perhaps the door can be opened normally, but there is only a blank wall behind.

DOOR, RESTRICTED

This door only opens to a specific class or set of classes, alignment, species, etc.

DOOR, TELEPORTING

Stepping through the door teleports the character to another location, perhaps in the same building or in a far-distant location (or another dimension altogether!). The view through the door may be of the actual destination or of an apparently normal room. Return is impossible, except through mundane means.

FORCE FIELD

An invisible field of any shape protects an item, guards a treasure, bars a room, or encloses an entire town. The field may simply be impenetrable, or it may shock or burn on contact, or it may reflect all attacks against it back at the aggressor. There may be controls on either or both sides to operate the field, but uninitiated meddlers will be subject to a variety of effects ranging from the harmless to the deadly.

ORACLE

A mask or carved face on a wall will open its eyes and speak if triggered by entering the room, rubbing its eyes, shining a light on it, or some other means. There may or may not be an inscription detailing the procedure. Once activated, it says, *"Speak, and I shall answer."* It will answer any one reasonable question, and then say, *"I have answered once, now go away; I shall not speak again today."*

PHOSPHORESCENCE

Many parts of the Underworld produce their own light through bioluminescent plants, fungi, or other organisms; glowing crystals; or other unearthly illumination. The light may be gloomy and cheerless, comforting, or blinding.

PANDORAN BOX

A secure container, room, vault, or fortress which is actually designed to keep something in, not to keep people out. The contents could be a demon, an army of undead, a deadly plague, etc.

PIT, ONE-WAY

A smooth-walled pit leads down into the depths, with iron rungs set into one side. Something can be seen glinting in the depths. A weight of more than 100 lbs placed on the floor of the pit causes the rungs to retract into the wall, leaving anyone at the bottom stranded with no way up. The glinting comes from the belongings of previous investigators.



RIVER, UNDERGROUND

Characters with Strength less than 15 will be swept away, those wearing metal armour will sink unless they shed it immediately (chance of 1-3 on 1d6). They will be swept along, taking 1d6 damage per 50' travelled (save vs. touch every 50'). The river may pass through another location on the same or a deeper level, or may exit the area altogether – perhaps as a waterfall!

ROOM, CLONING

Any character who steps into this room is immediately split into two identical characters of opposing alignment and inimical nature. The clones will fight until one is victorious, whereupon the loser vanishes. The victor retains their new alignment.

ROOM, CLUMSINESS

All characters in this room are reduced to a Dexterity of 3 (unless it was already lower), and are unable to do anything but stumble around or crawl on the floor. A save vs. gaze must be made to successfully leave the room, and the effects stay with the sufferers for 6 turns.

ROOM, DISORIENTATING

A number of absolutely identical interconnected circular rooms with two doors on opposite sides. A pedestal in the centre of the featureless floor has two levers, side-by-side. Pulling or pushing either lever cause the room to smoothly rotate to align the doors with those of another connecting room – roll 1 on 1d6 to notice a faint sensation of movement (1-2 for dwarves). Characters will tend to believe they are moving between rooms they have already visited.

ROOM, ELEVATOR

The walls of this circular room are perfectly smooth, as are the inner surfaces of the doors (treat as secret doors). A rope hangs from the exact centre of the ceiling, with 30' of its length coiled on the floor. As soon as the room is entered, the doors close and the room spins imperceptibly (dwarves may notice on a roll of 1 on 1d6). Tugging once on the rope causes the room to descent, tugging twice causes it to ascend, and tugging three times causes it to stop.

The room is actually a shaft connecting upper and lower levels. There are secret doors at various points along its length. If the occupants descend much more than 30' the rope will be out of reach, and the room keeps moving down ...

ROOM, GAMING

A gaming hall where great treasures may be won, but games are fixed and the stakes are high (or deadly).

ROOM, SHAKING

Once characters enter, the doors slam shut and the room shakes and rumbles as though it was descending rapidly, but in fact it stays in place.

ROOM, SINKING

Once characters enter, the doors slam shut and the room descends one or more levels. This may be obvious through shaking, scraping or a sense of vertigo, or it may be completely unnoticeable.

ROOM, SLIDING

A long corridor has a number of side doors leading to small rooms. When one is entered and the door closed, the room imperceptibly slides along the corridor so that when the characters exit they enter another section of the corridor from where they left.

ROOM, SUCTION

The ceiling of this very clean room is an open grid, with an inverted funnel leading to a duct. Once people enter the room, the door slams shut and a tremendous suction pins everyone in the room to the ceiling. Small objects and hand-held items may be sucked through the grid.

Everyone takes 1d6 damage from being slammed into the grid, and another 1d6 from falling to the floor when the suction switches off after 1 turn.

ROOM, TELEPORTING

Once a specific action is performed (opening a door, touching an object, stepping on a certain flagstone, etc.), all characters in the room are transported to another identical room on the same level, a different level, or even another part of the world.

ROOM, TEMPTATION

This room appears to contain something to tempt the adventurer: a moderate treasure, some useful supplies, a group of rude kobolds, and the like. This is a mere illusion, as is the floor – anyone rushing in will fall, but they will take no damage as their landing is cushioned by a thick layer of yellow mold.

ROOM, TILTING

The floor of this room is supported on an axel across the centre. Entering by either of the two opposing doors causes a sliding block beneath the floor to support that side. However, once two or more human-sized beings are almost at the far door, the floor tilts and anyone in the room slides down a chute to the level below.

Characters can make a Dexterity roll to try to avoid sliding down, but the floor won't level out until everyone is back on the other side of the room – which is a difficult climb for anyone but a thief.

EXPLORER ENCOUNTERS

SPRAY, CREATURE ATTRACTING

An apparently harmless spray mists characters in a 10' volume, roll 1-2 on 1d6 to notice. The spray is odourless, colourless, and tasteless, but acts as an attractor for other creatures. It may be generic, e.g. a scent not noticeable by creatures with more sensitive noses than most humanoids, or a glow visible to creatures with darkvision at double the normal range. Or it could specifically attract and/or agitate a specific species such as a hell hound.

STAIRS, FALSE

Apparently going up or down, these shallow steps actually result in no change in level. Dwarves and other species with similar instinctive knowledge of construction may be able to detect this.

STAIRS, MISLEADING

Stairs which lead to a subtly sloping passage. Explorers may think they are going up or down a level, but are actually still on the same level, or moving up or down.

STAIRS, MOVING

Steps which move up or down, imperceptibly or noticeably. Characters walking against the direction of movement make no progress unless they run. Standing still moves them up or down. Moving with the direction of the stairs results in faster than normal travel.

STAIRS, ONE-WAY

Stairs which appear to lead up, but then head into deeper and more dangerous parts of the Underworld. Return is impossible, with the way back being blocked by bars or stone blocks, or simply disappearing as characters move along.

STATUE, BROKEN

A statue with a part broken off and missing. If the piece is found and reattached, the statue comes to life and may reward the character, flee, or attack.

STATUE, ENCHANTED

Statues which perform one of a number of different actions when approached within 20'. They may point towards the nearest treasure or in a random direction, recite bad poetry or a riddle giving a clue to the location of the party's goal, offer a real or false magical item, heal characters with a touch or pursue and attack, or do anything else the referee deems appropriate.

STATUE, MOVABLE

A statue which may be moved or rotated, or contains a cunningly concealed switch or lever. Once operated, a secret door or compartment is revealed. If manipulated incorrectly, a trap may be sprung, such as an alarm or a gas attack.

TREASURE, ELECTRIFIED

An iron strongbox is suspended above the floor of a flooded room by a chain. An electric current is running through the chain and the box, and anyone touching either while standing in the water will be knocked out by the shock for 1d6 turns (save vs. touch). The box may or may not contain anything valuable.

TREASURE, FAKE

A seemingly valuable hoard is a convincing fake, using semi-precious and glass gems, gold-plated lead coins, and costume jewellery. Some items detect as magical, but have no useful powers.

TREASURE, ILLUSIONARY

A seemingly real hoard is merely an illusion. It is insubstantial and cannot be moved, but touching it does not make it disappear.

TREASURE, INVISIBLE

A hoard of gold, gems, or other treasure has been hidden in plain sight by casting *invisibility* upon it.

TROLL, FROZEN

A supply of frozen meat in a larder is actually troll flesh. If it thaws, each piece will eventually regenerate into a whole (angry) troll.

VALLEY, HIDDEN

A verdant paradise lies hidden in a crater below an illusion of barren rock. Perhaps it is a lost world filled with long-extinct creatures, or a refuge for a race of beautiful. Innocent immortals.

WALL, ILLUSIONARY

An ordinary-seeming section is actually a portal or door. The illusion may disappear if touched, or allow things to pass through without disruption. It may require a save vs. spells to "disbelieve", without which it feels perfectly normal and solid.

WALL, THIN

A thin paper wall hides a small chamber. The chamber could contain an armed guard observing through a peep-hole, a long-dead (or undead) prisoner, treasure, poison gas, or any other number of surprises.

WORKSHOP, MAGICAL

A room where powerful beings create almost any magical item for an exorbitant price in gold or services, or an eccentric wizard practices his craft for a reasonable fee.

TRAPS

As well as the usual poisoned needles in locks and hidden pit traps, there are infinite possibilities for other inanimate threats to the lives and well-being of characters. The following are intended to be used as presented or as a spur to the imagination, to help the referee keep the players in their toes!

ALARM

Part of the floor is rigged to sound an alarm when stepped upon by a halfling-sized or larger creature. The alarm may be deafening and draw wandering monsters from all around, or it may be quiet or even silent, designed only to notify those listening for it.

BUBBLE, EXPLODING

Giant rainbow-coloured bubbles float about randomly, exploding when they contact living beings (3d6 damage to the being they contact and 1d10 damage to all within 10').

BUBBLE, FLOATING

A giant white bubble floats and bounces in pursuit of a character. If it contacts its target, the victim is enveloped and carried off, unconscious (save vs. touch).

CAVERN, LIVING

A cave complex which is actually the inside of a living creature, the entrance being the mouth, the rooms being its digestive system, and the exit ...

CREATURES, POISONOUS

A hidden ceiling hatch is released when a string is tripped, dropping poisonous scorpions, snakes, or spiders on the person below (save vs. poison).

DEADFALL

Part of the ceiling is rigged to collapse when characters pass beneath, causing 1-3d6 damage. Saving vs. breath reduces the damage by half.

DOOR HANDLE, ELECTRIFIED

Touching the metal door handle with bare skin or metal gauntlets results in an electric shock for 1-4d4 damage. There is a secret off-switch.

DOOR HANDLE, TRAPPED

If the door handle is pulled, a trap is sprung (poison gas, a steel spike, etc.). Simply pushing the door open is perfectly safe.

FURNITURE, ANIMATED

Carpets and rugs which trip, capture, or smother; chairs and tables which move, tilt, or attack; tapestries which blind or entangle; and so forth.

FURNITURE, STICKY

Sitting on or even touching this seemingly-normal furniture results in the character becoming stuck fast. Nothing can break or dissolve the glue. Characters may escape by removing clothing. If their flesh is in contact with the furniture, they can carefully cut themselves free (1 turn, 1d6 damage), or use brute force to rip away (1 round, 2d6 damage). The furniture may be loose or fixed to the floor.

GAS, MIND-AFFECTING

Exposed characters become violent towards their companions, are overpowered by greed, become subject to a *geas* or *curse*, believe they are a different gender or species, or any other delusion the referee's imagination can deliver.

PARASITES

When a monster is slain, dangerous parasites move from it to the characters. Depending on the size of their former host, these could be small and not noticed until they cause discomfort or disease, or monsters in themselves like giant ticks.

PIT, GELATINOUS CUBE

Some gold and random treasure lies scattered at the bottom of this otherwise seemingly empty pit. In fact, the whole of the pit is filled with a gelatinous cube.

PIT, GREY OOZE

A grey ooze fills a pit to the rim, almost indistinguishable from the surrounding damp stone floor. Characters who fall in automatically take 2d6 damage from the ooze, and must roll vs. DEX (or climb smooth surface) each round to get out or continue taking damage.

PIT, PUDDLE

One of many puddles of murky water is actually a 20' deep pit.

PIT, SPIKED

Sharpened stakes at the bottom of the pit cause an additional 4d4 points of damage to falling characters.

PIT, TELEPORTING

Characters falling into this pit are teleported to another location, such as a dungeon cell. Characters may or may not take damage from the fall.

PIT, TRAPDOOR

A trapdoor disguised as part of the floor is hinged, and deposits any halfling-sized or larger creature in the pit below on a roll of 1-2 on 1d6. The door is sprung, and snaps back immediately.

STAIR, ROLLER

A trip wire near the top of a long stair releases a large stone sphere. Anyone on the stairs takes 3d12 damage as it rolls down at a move of 60. A successful save vs. breath results in half damage.

STAIR, SLIDE

When tread near the top is stepped on, each step rotates to create a smooth slide depositing anyone on the stairs back down at the bottom for 1d6 damage.

TRAP, BAITED

A baited trap is activated by its victims. Examples are a rope which seemingly leads out of a pit but actually releases a rockfall, an apparent treasure chest which contains only poison gas, or a baited mouse trap.

VEGETATION, ANIMATED

Otherwise normal-seeming vegetation (grass, trees, shrubs, vines, or brambles) hurls missiles, screams, whips (1d4 damage), entwines (Strength roll to escape), trips (Dexterity roll to avoid), caresses (Wisdom), etc.

VEGETATION, EMITTING

Plants emit perfumes or spores which cause laughter, forgetfulness, sleep, death, healing, etc. If the effects can be avoided they may have considerable value to perfumers or poisoners.

WEAPON, BLADE

A scything blade swings from the ceiling, catching unaware explorers in its arc for 2d6 damage. The attack is equivalent to a creature HD chosen by the referee and appropriate to the encounter level.

WEAPON, GUILLOTINE

A guillotine is concealed in a doorframe or other opening. Anything placed in the opening is struck for 3d6 damage. Hands or other extremities placed in such openings are sliced off and must be reattached or regrown somehow. The attack is equivalent to a creature HD chosen by the referee.

WEAPON, MISSILE

An engine built into the wall fires 1d6 arrows, crossbow bolts, or javelins through concealed holes when triggered. Each missile is a ranged attack equivalent to a creature HD chosen by the referee.

WEAPON, SPIKE

A sharp spike shoots out of a hidden crevice when triggered (1-2 on 1d6 for everyone who passes), and retracts and resets immediately. Even after the attack it remains hard to spot (1 on 1d6, or 1-2 for dwarves).



TRAVELLERS

INTRODUCTION

Encounters in BLUEHOLME™ can take many forms, and lead to many different outcomes: ambush, parlay, melee, flight or pursuit, a friendly chat, or a heated argument. Certainly not every chance meeting should lead to a fight, nor even most!

The players and the referee are in control of how their respective parties want to approach an encounter. The referee can base this entirely on choice, on the nature of the creatures in question, or even allow the dice to decide via a reaction table of some sort.

Every adventure ideally has its own encounter tables, based on the population of residents and wanderers in the area. If time or interest does not allow, the basic encounter tables in the BLUEHOLME™ rules can serve at a pinch.

The examples below are intended as inspiration for the types of unplanned encounters which might occur during a game. They are not necessarily typical, and certainly not prescriptive – the referee should always adapt to taste, and be ready to change tack according to the player characters' actions.

STAT BLOCKS

Each entry is accompanied by standard stat blocks, followed by a list of equipment and/or special abilities:

L/N/C: Lawful/ Neutral/ Chaotic (Good or Evil)

M: Move/ Swim/ Fly/ etc.

AC: Armour Class

HD: Hit Dice

hp: Hit Points

DEX: Dexterity

AT: Damage per Attack

SURPRISE

When an encounter occurs and one or both sides are not aware of the other, either will be surprised on a roll of 1-2 on 1d6. Sometimes both sides are aware of their opponents, sometimes neither is, and sometimes only one side is. If one side but not the other is surprised, those aware of their opponents can act for one round before their opponents.

Each surprised character or monster must roll 1d6, and on a 1 will drop any hand-held items in shock. Picking up a dropped weapon or readying a different one not immediately available takes 1 round.

REACTIONS

The table below is reproduced from the BLUEHOLME™ rules in case the occasion demands a little randomness.

REACTION TABLE

2d6	Non-Player Character or Creature Reaction
2	Extremely hostile, attacks at once.
3-5	Unfriendly but uncertain, ready to attack.
6-8	Neutral, re-roll after further negotiation.
9-11	Positive, willing to listen to offers.
12	Welcoming, happy to help if possible.

AMAZONS

This expedition from the Amazonian queendom is investigating reports of dagonite activity along the coast.

Two small galleys and 100 male slave rowers are concealed in a hidden anchorage, guarded by 5 amazon warriors and 5 amazon archers.

The shore reconnaissance is led by the Lady Hortensa, 5 scouts, and 10 warriors. Second-in-command is sergeant Lemnos with her 20 archers. The troop is further backed up by three 2nd level clerics.

Helena Hortensa

LG; AC:1; HD:4; hp:12; DEX:11; AT:1d6
Plate+1, shield, sword, lance, 150gp in gemstones.

Hippothoe (Unicorn)

LG; AC:2; HD:4; hp:20; DEX:11; AT:1d8/1d8
Gore/ kick, teleport 360ft/yd 1/day, +6 save vs. magic.

Lykapis Lemnos

LG; AC:5; HD:3; hp:13; DEX:15; AT:1d6
Chain, sword, composite bow.

Clerics (3)

LG; AC:2; HD:2; hp:7; DEX:9; AT:1d6
Chain, shields, maces, 1 x 1st level spell, holy water.

Scouts (5)

N; AC:7; HD:2; hp:12; DEX:15; AT:1d6
Leather, daggers, composite bows.

Warriors (10)

N; AC:4; HD:1; hp:12; DEX:10; AT:1d6
Chain, shields, spears, short swords.

Archers (20)

N; AC:7; HD:1; hp:12; DEX:13; AT:1d6
Leather, daggers, composite bows.

ANGEL

Rafael's main duty is coming to the aid of needy knights of the church, but he freely hands out punishment or succour to those he meets along the way. His magical sword produces an effect similar to daylight in a 30' radius, and causes 1d6 damage per round to evil creatures who try to wield it. His cutting wit injures all irrespective of alignment.

Rafael

LG; M:30/90; AC:0; HD:6; hp:25; DEX:16; AT:1d6
Sword +1 vs. evil, immune to normal weapons and mind-affecting spells, flies at 90.

BANDITS

Mordred the Magnificent (called the Malodorous by his gang when he's not listening) leads a small band of 12 highway robbers. Their lair is a mostly ruined village in the forest, where they are currently holding a terrified tax collector hostage. They are hoping to ransom the poor woman, as they unfortunately waylaid her before she had actually collected any taxes.

Their treasure, buried in an old kettle in their lair in the ruined inn, consists of 50cp, 20sp, 55gp, a fine riding dress and cloak (belongs to Elfrida, worth 50gp), and a *wand of light* (22 charges). The wand is capped with crustal at one end, and is activated by twisting the cap. Mordred has heard that one needs a magic word, and so hasn't figured this out.

Mordred the Magnificent

CE; M:30; AC:4; HD2, hp:15; DEX:9; AT:1d6
Chain, shield, battle axe, composite bow, 35gp pearl.

Black Bettie (Mordred's Medium Horse)

N; M:40; AC:5; HD2, hp:10; DEX:13; AT:1d6/1d4
Barding, kick/ bite, not spooked by combat.

Bandits (6)

N; M:30; AC:7; hp:5; DEX:9; AT:1d6
Leather, shields, assorted melee weapons, 1d4sp.

Archers (4)

N; M:30; AC:7; hp:3; DEX:13; AT:1d6
Leather, shortbows, assorted melee weapons, 1d6sp.

Riders (2)

N; M:30; AC:7; hp:6; DEX:12; AT:1d6
Leather, shields, assorted melee weapons, 1d4sp.

Light Horses (2)

N; M:45; AC:7; HD2, hp:8; DEX:13; AT:1d6/1d4
Kick/ bite, not spooked by combat.

Elfrida Electrum

LE; M:30; AC:9; hp:4; DEX:11; AT:1d6

Number Nine (Elfrida's Mule)

N; M:30; AC:7; HD:2; hp:9; DEX:16; AT:1d6/1d4
Kick/ bite, extremely ill-tempered.

BANDITS

Exiled from Vyones for his excessively brutal religious practices, the Feeder of the Flame fled with a large force of fanatical soldiers from the queen's guard. His second-in-command, Red Robin, is the ruthless but effective commander of the bandit troops. They always travel with a few children for impromptu immolation, taken from the pool of kidnapped innocents kept for sacrifice at their secret forest hideout and chapel.

The band's treasure was recently stolen by adventurers. Consequently they are even less welcoming of strangers than normal, although they are not interested in material wealth for its own sake. Their main aim is to spread the fear of god through the area, and to wipe out false religions and cults wherever they find them.

Feeder of the Flame (Cleric)

LE; M:30; AC:1; HD:8; hp:27; DEX:7; AT:1d6(+2)
Plate, shield +2, mace +1/+2 vs. magic-users.

Red Robin (Fighter)

LE; M:30; AC:0; HD:6; hp:25; DEX:17; AT:1d6; T:1
Plate +1, shield, sword +1 flaming.

Captains (4 Fighters)

LE; M:30; AC:2*; HD:5; hp:30; DEX:11; AT:1d6; T:1
Plate, shield, lance, sword, each also has **one** item:
Plate +5 cursed, shield +1, lance of sleep, sword +1.

Sergeants (8 Fighters)

LE; M:30; AC:4; HD:4; hp:20; DEX:10; AT:1d6; T:1
Chain, shield, lance, sword.

Officers' Horses (Medium Horse)

N; AC:5; HD2, hp:8; DEX:10; AT:1d6/1d4
Barding, kick/ bite, not spooked by combat.

Skirmishers (95)

LE; M:30; AC:6; HD:4; hp:20; DEX:10; AT:1d6; T:1
Leather, shield, spear.

Archers (60)

LE; M:30; AC:7; HD:4; hp:20; DEX:10; AT:1d6; T:1
Leather, light crossbow, shortsword.

Light Cavalry (60)

LE; M:30; AC:6; HD:4; hp:20; DEX:10; AT:1d6; T:1
Leather, shield, lance.

Light Horses (60)

N; M:45; AC:7; HD2, hp:9; DEX:13; AT:1d6/1d4
Kick/ bite, not spooked by combat.

Medium Cavalry (25)

LE; M:30; AC:4; HD:4; hp:20; DEX:10; AT:1d6; T:1
Chain, shield, battle axe.

Medium Horses (25)

N; M:40; AC:7; HD2, hp:8; DEX:13; AT:1d6/1d4
Kick/ bite, not spooked by combat.

Sacrificial Victims (25)

LG; M:30; AC:9; HD:1; hp:2; DEX:13; AT:1d6

EXPLORER ENCOUNTERS

BEGGARS

This group of small children rends the heart of anyone with a conscience with their thin limbs, ragged clothing, and big, sad eyes. They will mob characters if allowed, feebly pulling on sleeves and asking for food. If given a generous handout they will disperse, and may even offer their services as guides or servants. If ignored they may eventually choose another target. If treated abusively, they will observe from a distance. When characters are vulnerable, when they will rob them of all their belongings, beat them severely, or even kill them – all dependent on the character's earlier behaviour.

Whatever happens, they are all pick-pockets and will relive characters of small valuables at any opportunity. Their skill assumes they are in a group and able to distract the mark.

Children (12)

N; M:30; AC:9; HD:1; hp:2; DEX:18; AT:1d4
Improvised weapon, pick pocket 50%.



BUGBEARS

Jack Jacaranda and his family are footloose travellers, as much by choice as through necessity forced on them by their evil ways. Their depravity is only matched by their love for one another.

Jack's mate, Jacinta, carries the family wealth in a large sack stitched out of tanned goblin faces: 70cp, 45sp, a 50gp gold candlestick, and a 1,200gp bottle made of unbreakable adamantite (currently filled with a deadly poison).

Jack Jacaranda

CE; M40; AC:4; HD:4; hp:17; DEX:17; AT:1d10
Chain, shield, ironbound club.

Jacinta (wife), Jeffrey, John, Johannes (sons)

CE; M40; AC:6; HD:3; hp:18; DEX:12; AT:2d4
Leather, shield, battle axe (Jacinta)/ swords (sons).

Jess (daughter), James (son)

CE; M40; AC:7; HD:2; hp:10; DEX:15; AT:1d6
Leather, slings, 2 daggers (Jess), spear (James).

CENTAURS

A tribe of centaurs is on the move: young, old, warriors, infirm, household goods, and supplies. The better of their gear and jewellery could fetch 300-500gp.

Chieftain

N; M:30; AC:6; HD:4; hp:18; DEX:11; AT:1d6
Shield, lance, horse bow.

Witch Doctor (4th Level Cleric)

N; M:30; AC:6; HD:4; hp:14; DEX:11; AT:1d6
Carved stone club (90gp).

Warriors (4)

N; M:30; AC:6; HD:2; hp:11; DEX:11; AT:1d6
Leather, shield, lance, horse bow.

Runners (32)

N; M:30; AC:7; HD:1; hp:7; DEX:11; AT:1d6
Leather, shield, lance, horse bow.

Old, Young, Infirm (14)

N; M:25; AC:8; HD:1; hp:2; DEX:11; AT:1d6

CLERIC

Odo the Odorous is a high priest of the demon princess Kevokulli, a frightful lamia-like being with multiple arms and terrible powers. He travelling alone on a mission, riding a chimera enslaved by Kevokulli. His purse contains gems worth 340 gp in total.

Odo the Odorous

CE; M30; AC:0; HD:9; hp:39; DEX:10; AT:1d6
Plate, shield +1, staff of control (45 ch.),
ring of feather falling, 8 random clerical spell scrolls.

1st: *Darkness, protection from good, inflict fear*

2nd: *Conceal alignment, hold person x2*

3rd: *Dispel magic x2, locate object*

4th: *Inject poison, speak with plants*

5th: *Commune, finger of death*

Number Three (chimera)

CE; M:30/40; AC:4; HD:9; hp:746; DEX:13; AT:as below
3 bites (3d4 each) + 2 claws (1d3 each)
50% to breathe fire (3d8, 50' x 20' cone, 3/day)

CYCLOPIANS

A mixed group, 7 female and 3 male, of cyclopians are scouring the countryside for lost sheep. Cerca, the leader, carries a bag of mixed coins to the value of 150gp should it prove necessary to buy back any captured escapees, though they will prefer to just take them by stealth or force if possible.

Herders (10)

N; M:30; AC:8; HD:2; hp:12; DEX:11; AT:1d6
Spears, slings, travelling packs.

DAGONITES

The shrouds and hoods worn by this group of “lepers” disguise their nature as they search for magic items to offer to their god. They may become desperate if they see a group of adventurers – everyone knows they are loaded with magic. The leader, Mudskipper, obsessively polishes an ornate bronze dagger – this is their only treasure, and its only magic is to make its bearer buff and clean it at every opportunity. A *remove curse* will end the compulsion, but Mudskipper is slowly being driven insane by his conflicting desires to serve his god but also to keep his precious weapon for himself.

Mudskipper

CE; M:20/30; AC:9; HD:2; hp:9; DEX:11; AT:1d6
Rattle, dagger (100gp).

Pilgrims (4)

CE; M:20/30; AC:9; HD:1; hp:6; DEX:13; AT:1d6
Quarterstaves.

DEEP ONES

A group of deep ones have found a way into the sewers, stalking the streets at night to supplement their diet of blind fish and cave crickets. They have a pig’s bladder filled with assorted small coins and gems taken from their victims, worth 100gp but weighing 25lbs.

Ancient Deep One

CE; M:30/30; AC:7; HD:6; hp:22; DEX:8; AT:1d10
Large silver-bound trident (50gp).

Mature Deep Ones (3)

CE; M:30/30; AC:8; HD:3; hp:13; DEX:10; AT:1d8
Harpoons and nets.

Young Deep Ones (5)

CE; M:30/30; AC:9; HD:1; hp:8; DEX:12; AT:1d6
Harpoons.

DEMON

This fiery, winged demon sits astride a subdued small juvenile red dragon with an open wound in its chest. The dragon would turn on its master in an instant were it not for the fact that Balrok keeps its heart in a jar in its lair, and its minions would destroy the vital organ if the demon failed to return home when expected.

Balrok

CE; M:20/40; AC:2; HD:10d8; hp:46; DEX:6; AT:1d10
Balrok will immolate (1-3 on 1d6, check each round) and use its whip to attack opponents and draw them into the flames (4d6 damage per round). Otherwise it attacks +1 to hit with its huge *magical sword*.

Slave (red dragon)

CE; M:30/60; AC:2; HD:9; hp:27; DEX:6; AT:as below
Bite (4d6) + claws (1d6 x2), no breath weapon.

DEMON

This succubus is in disguise as a lady of high birth and the unfortunate victim of kidnapping and robbery. Her real goal, of course, is to seduce good mortals and cause them to betray their beliefs, lovers, friends, and anything else they hold dear. In her natural form she is still beautiful, but sports horns, a tail, and bat-like wings. A night spent with Meridiana drains one experience acts as a *charm* spell on the partner. Each subsequent encounter imposes a cumulative –2 penalty to the save.

Meridiana

CE; M:30/180; AC:2; HD:4; hp:18; DEX:16; AT:1d4 x3

DEMON

This blob “gifts” random demon features to victims.

Chaos

CE; M:30/180; AC:1; HD:5; hp:20; DEX:18; AT:1d6 x3

DEMONS

A necromancer has been summoning gaggles of these small winged fiends for years, but she is doing something wrong. They appear in random locations, run amok, and vanish in a puff of sulphur. They ferociously attack anything in the vicinity, alive or inanimate.

Quasits (12)

CE; M:40/20 AC:5; HD:1; hp:4; DEX:18; AT:1d3 x3

DEMONS

These three identical demons are on a quest to murder the former mistress of a high-ranking cleric. The cleric ordered them to leave no witnesses to their actions, which the trackers interpret to mean they should kill and eat anyone they encounter on the way. The cleric was careful to exclude himself from this clause! Pitch-black and unreflective except for their green cat eyes which are actually gemstones (65gp each), they surprise on a roll of 1-4 on 1d6).

B'krath (3)

CE; M:30; AC:2; HD:4; hp:19; DEX:16; AT:1d4 x3

DJINNI

An enraged djinni bursts forth from a 6' diameter carved crystal basin filled with swirling mist and attacks madly with both fists. He will fight until slain, unless the basin is destroyed (1 blow with any +2 *magic weapon*, or 50 points of mundane damage). If the basin is broken, Windrobin thanks the adventurers, gifts them his four jade armbands (50gp each), and departs.

Windrobin

N; M:40/80; AC:5; HD:7; hp:37; DEX:16; AT:1d8 x2

EXPLORER ENCOUNTERS

DOPPELGANGERS

This pair is playing a double bluff, acting as female human thieves disguised as fighters. They rely on the charm of their assumed personas to ingratiate themselves with a party even if they are unmasked as thieves, and hope their victims will not look further.

Duchess and Candela

N; M:30; AC:5; HD:4; hp:19; DEX:11; AT:varies

DRAGON, WHITE

Saxo is an old white dragon who carries on an ancient feud with a red dragon. Saxo dwells on an icy mountain range while his rival makes her home in a volcanic vent to the west. His hatred is tempered with fear, based on a prophecy given to his foe by a young magic-user who claimed that he was doomed to be defeated by her.

Saxo

N; M:30/60; AC:2; HD:6; hp:36; DEX:9; AT:as below
Bite (4d6) + 2 claws (1d6 each)
Cold breath (36 pts., 80' x 30' cone, 3/day)

DRAGON, BLACK

Although justly proud of her beauty, Bess is vain to the point of insanity even compared to most young adult dragons. Her hall of mirrors is avoided by all other swamp-dwellers, though if approached in the right manner she can be very accommodating – at least that is the boast of a notorious bandit who once gained her services in transporting him hundreds of miles overnight to escape his pursuers at the cost of his considerable fortune in gems and jewellery. Bess disdains coinage, and converts all her treasure into art objects and jewellery to enhance her appearance.

Black Bess

CE; M:30/60; AC:2; HD:6; hp:24; DEX:16; AT:as below
Bite (4d6) + 2 claws (1d6 each)
Acid breath (24 pts., 60' x 5' line, 3/day)

DRAGON, BRASS

The ancient Rudyard dwells in a vast, crumbling city long reclaimed by the desert. He has lived so long that he often confuses the past with the present, mistaking explorers for his former followers or invading barbarians. His lair is a once magnificent palace, with its treasures piled about his throne room. If approached deferentially – or if he is in the right state of confusion – he might even make gifts to his “supplicants”.

CG; M:30/60; AC:2; HD:8; hp:24; DEX:6; AT:as below
Bite (4d6) + 2 claws (1d6 each)
Fear/sleep breath (70'x20' cone or 50'x40'cloud, 3/day).



DRAGON, RED

Uther is an ambitious and confident adult dragon, who might achieve his dream to rule a kingdom if he can control his urge to set fire to things. He roosts on a massive tower, its ancient stone fused and hardened by frequent exposure to his moods. Uther is convinced of the righteousness of his cause, and will let nothing stand in his way. The locals have long learned to appease his hunger with livestock, prisoners, and wandering strangers, and will obey his every whim in the hope that he remembers who they are and doesn't thoughtlessly immolate them one day.

Uther

CE; M:30/60; AC:2; HD:10; hp:50; DEX:16; AT:as below
Bite (4d6) + 2 claws (1d6 each)
Fire breath (50 pts., 90' x 30' cone, 3/day)

DREENOI

Jeh is one of those unusual dreenoi warriors who are not only intelligent, but independent of their hive. It roams the Known World as a mercenary and adventurer, though its actual motivations are a mystery.

Jeh

N; M:30; AC:2; HD:4; hp:25; DEX:16; AT:1d6
Plate, shield, light crossbow, +1 spear, 60gp.

DREENOI

This troop of 12 mindless warriors is led by their commander. Its mission is not obvious to outsiders, but anyone deemed to be in danger of interfering with it will be attacked. When not directed by their commander, the warriors simply squat, eat, or sleep.

Commander

N; M:30; AC:2; HD:2; hp:9; DEX:10; AT:1d6
Plate, shield, sword, 20gp.

Warriors (12)

N; M:30; AC:6; HD:1; hp:5; DEX:13; AT:1d6
Chain, shields, spears.

DWARF

Gorn is an ex-mercenary with a marked inclination towards law and order and a deep dislike of elves and all things elven. He is a skilled weaponsmith, armourer, and blacksmith. His violent temper often results in his resolving disputes with thieves, corrupt officials, or ungrateful clients with his magical smith's hammer. The hammer is +3 to hit and damage, can be thrown and returns to the thrower's hand. Its powers are usable only by dwarves.

He has a peg leg, a legacy from his youth as a dragon keeper. He is extremely well-versed in dragon lore, and can converse for hour on the subject. He will answer negative comments about dragons with his hammer.

Gorn

LG; M:30; AC:3; HD:6; hp:37; DEX:10; AT:1d6
Plate, +3 *dwarven hammer*, 300gp.

**DWARVES**

These seven dwarves lead a bachelor existence in their hut deep in the forest. Although they have remarkably diverse dispositions, they seem a generally affable lot. However, they work an extensive diamond mine, and woe betide any stranger who stumbles on their secret. They call themselves the Diamond Dogs – only to each other, of course.

Diamond Dogs (7)

N; M:30; AC:4; HD:3; hp:18; DEX:11; AT:1d6
Mail, shields, warhammers, 7 diamonds (20gp each).

DWARVES

The Mummers appear to be a troupe of dwarven tumblers. In reality they are spies for the Queen Under The Mountain, travelling the Realms to recover loot taken from the Underworld, which the Queen naturally claims as rightfully hers.

The Mummers (4)

N; M:30; AC:7; HD:2; hp:8; DEX:15; AT:1d6
Leather, daggers, light crossbows, 10gp

ELVES, HIGH

These quadruplet fighting mages and their lammasu allies are the self-appointed guardians of high elven law and order, and travel between elf settlements to try to impose their views on morality on the inhabitants. They are very persuasive, and have swayed more than one elf king or queen.

Amaryll, Braerindra, Quaela, and Sinnafein

CG; M:30; AC:6; HD:6; hp:25; DEX:13; AT:1d6
Silver mail +1, sword, long bow, 10gp

1st: *Charm person, feather fall, sleep, ventriloquism*

2nd: *Forget, read thoughts*

3rd: *Lightning bolt, suggestion*

Brula, Hedo, Mardina, and Shefrin (4)

LG; M:30/60; AC:6; HD:6; hp:30; DEX:10; AT:1d6 x2

ELVES, WOOD

This goblin-hunting party will not take kindly to anyone who interferes with their sport, although they may become temporary allies with parties who strike their fancy, especially if they contain elves.

Wood Elf Hunters

N; M:30; AC:7; HD:1; hp:4; DEX:13; AT:1d6
Leather, longbows, short swords.

ELVES, DARK

This party of dark elves are looking for one of their kin, named Zereth, and will pay for information on his whereabouts. They will not say why they are searching for him, but he *charmed* and absconded with their queen's favourite giant spider.

Zathokan (Fighting Cleric)

N; M:30; AC:5; HD:3; hp:4; DEX:13; AT:1d6
Chain, *staff of clouting*.

1st: *Cure light wounds, detect magic*

Dark Elf Fighters (4)

N; M:30; AC:7; HD:1; hp:4; DEX:13; AT:1d6
Chain, swords, composite bows.

FELINES

This scouting party of felines will rarely be seen unless it wants to be, surprising on 1-4 on 1d6. The troop is pathfinding for their tribe, which is following a safe distance behind. The scouts carry no treasure.

Alquta

N; M:35; AC:7; HD:2; hp:11; DEX:19; AT:1d6/ 1d3 x3
Leather, composite bow, short sword.

Feline Scouts (8)

N; M:35; AC:7; HD:1; hp:5; DEX:16; AT:1d6/ 1d3 x3
Leather, composite bows, spears.

EXPLORER ENCOUNTERS

FIGHTER

Rammseel is a likeable sword for hire, trustworthy and brave as well as a witty companion. Unfortunately, thanks to his *flaming battle axe*, he is also a pyromaniac. Any time he finds himself unobserved with the opportunity to set fire to things, "Flicker" – as he calls the axe – will try to tempt him (save vs. touch). Rammseel saves at +1 vs. fire-based attacks and throws oil at +1 due to long familiarity.

Rammseel

CG; M:30; AC:4; HD:2; hp:12; DEX:13; AT:1d6
Mail, shield, +1 *flaming battleaxe*, 6 flasks oil, 10gp.

Flicker

+1 *flaming battleaxe*; +2 to hit and damage *hippogriffs, pegasi, raptors, and trolls*; +3 vs. *plant creatures and the undead*.

FIGHTER

Kelmar is a burly but attractive woman who inadvertently fell in with an evil party recently. She is actually very pious, and is trying to make up for her mistake. However, she is of a pessimistic bent and believes she is doomed to bad luck until she makes atonement. Others might question how bad her luck can really be with that much gold to her name.

Kelmar

CG; M:30; AC:2; HD:2; hp:13; DEX:10; AT:1d6
Plate, battle axe, +1 *shield*, 357gp.
Scroll of protection from lycanthropes.

FIGHTERS

Frederik, William, and Charles are inseparable mercenaries who will only take hire as a group. They are well-known for their incredible luck, and often hired because of it. In fact, while together they gain a +1 bonus on every roll. What is less well-known is that their luck doesn't extend to their employers, and they tend to take risks and make mistakes that end badly for any party they accompany.

They are jolly, moustachioed, and rather loud. They have a habit of rushing in, touching things, giving well-meant advice, and generally causing all manner of problems.

Frederick The Fearless

N; M:30; AC:4; HD:1; hp:9; DEX:17; AT:1d6
Leather, spear, dagger, 40gp.

William the Watchful

N; M:30; AC:4; HD:1; hp:9; DEX:17; AT:1d6
Leather, spear, dagger, 45gp.

Charles the Courageous

N; M:30; AC:4; HD:1; hp:9; DEX:17; AT:1d6
Leather, spear, dagger, 50gp.

GHOULS

Pickman is a veteran and unusually erudite ghoul, who has made it his vocation to travel the underworld and break into church vaults to further his religious education. If forced to fight he will use paralysis, but won't kill the victim afterwards. He loves to debate on obscure ecumenical matters, though he still appreciates a finely-aged corpse for dinner.

Pickman

N; M:30/5; AC:6; HD:2d8; hp:12; DEX:13; AT:see below
Miner's pick, sack of religious tomes and relics (850gp).

GIANT, HILL

This stunted hill giant has made a virtue of his misfortune by leaving his tribe and becoming the leader of a gang of ogres, instead. They roam the countryside waylaying travellers, never staying in one place long. He prefers to hang back and throws rocks (range 200, 2d6 to all within 10' of impact).

Dobbin

N; M:20; AC:6; HD:7; hp:42; DEX:7; AT:2d8/ 2d6 rock
Huge club, bag (10 rocks, assorted loot worth 900gp)

Ogres (3)

CE; M:30; AC:6; HD:4; hp:27; DEX:9; AT:1d10
Clubs, 3 javelins, .bags (loot, food, filth worth 50gp).

GIANT, STONE

These stone giants are returning from a mining operation. So closely do they resemble the rock of their surroundings that they surprise on 1-5 in 1d6.

Rock Giants (2)

N; M:20; AC:9; HD:9d8; hp:28; DEX:12; AT:3d6
Thrown rocks to 240', 2d6 damage in 15'radius.
Goatskin sacks containing nuggets (4,000gp each).

GIANT, FROST

This frost giant sits astride a large, ancient white dragon. While it looks like the dragon is the giant's steed, it is in fact the real power behind the throne.

King Bergelmir

N; M:30; AC:6; HD:10d8; hp:37; DEX:7; AT:4d6
Thrown rocks to 200', 2d6+1 damage in 10'radius.
Silver torc, 2 silver armbands (1,000gp each).

Vintr

CE; M:30/60; AC:2; HD:7d8; hp:56; DEX:16; AT: below

Vintr prefers to use its breath weapon (56 points of damage) to its bite and claws (4d6/1d6/1d6). It wears an *amulet of charm giant*.

GIANT, FIRE

With four faces around her head, Yonmen can never be surprised. Furthermore, each of her “left” eyes can see the invisible. Her excellent hand-to-eye coordination allows her to attack twice per round, either with two huge axes or two thrown rocks.

Yonmen

CE; M:20; AC:5; HD:11d8; hp:57; DEX:16; AT:5d6 (x2)
 Thrown rocks to 200', 2d6+2 damage in 10' radius
 Sack made of halfling-foot fur containing 2,000gp

GIANT, CLOUD

Alto makes a peculiar spectacle in his gleaming armour, mounted on his trained carnosaur. He is convinced that he has discovered an invincible weapon system, using his gargantuan lance or shield exclusively and eschewing thrown rocks as “uncultured”. He is really too heavy, and his two-legged mount too unstable with him on top (Dexterity 5 when so burdened). However, several thousand pounds of irritated muscle, fangs, and steel are not to be laughed at even when they topple over in tight turns.

Alto Cumulata

N; M:30; AC:2; HD:12; hp:45; DEX:10; AT:6d6
 Plate, shield, lance (charge damage x 2), sword.

Tyrant (huge carnosaur)

N; M:60; AC:5; HD:13; hp:58; DEX:13(5); AT:4d6

**GIANT, STORM**

Repun is a mischievous young storm giant with a particular affinity for orca. He makes his home in a fantastical castle of living coral, surrounded by his family and a large transient and permanent population of orca, but spends most of his time roaming the seas with his two life-long friends, a mated pair of orcas

Repun

CG; M:45/45; AC:4; HD:15; hp:75; DEX:10; AT:7d6
Lightning Trident can shoot a 7d6 lightning bolt 3/day.

Kami and Kamuy (Orcas)

N; M:45; AC:5; HD:12; hp:60; DEX:15; AT:3d6

GNOLL

Skiv suffers from a severe allergy to animal products, forcing him to observe a strict vegetarian diet. This may have contributed to his generally more amiable disposition compared to most gnolls. He is quite an accomplished baker.

Skiv

N; M:30; AC:0; HD:6d8; hp:35; DEX:10; AT:1d8
 Leather, Spear
 Pack filled with cooking utensils, recipes, and spices

GNOLLS

The Emerald Company are an unusual gnoll mercenary troop. Their captain, Ashton, is more intelligent than most, and he has forged his force into a well-trained and equipped team. The “Emeralds” are in demand as an effective assault force, provided their employer doesn't expect to see any prisoners or loot or fully-intact buildings when they are done.

Captain Ashton

N; M:30; AC:0; HD:6; hp:35; DEX:10; AT:1d8
 Plate +2, shield, flaming sword +1, dagger
 Pouch with 33gp and 100 emeralds (1,200 gp total)

Lieutenant Grimes

N; M:30; AC:1; HD:4; hp:28; DEX:12; AT:1d8
 Plate, shield +1, sword, dagger, 52gp

Sergeants Wrill, Tralk, Frek

N; M:30; AC:2; HD:3; hp:20; DEX:15; AT:1d8
 Plate, shield, sword, dagger, 10gp

Archers (1 troop of 8)

N; M:30; AC:5; HD:2; hp:14; DEX:14; AT:1d8
 Mail, longbow, battle axe, dagger, 12sp.

Troopers (2 troops of 8)

N; M:30; AC:4; HD:2; hp:14; DEX:14; AT:1d8
 Mail, shield, spear, battle axe, dagger, 12sp.

EXPLORER ENCOUNTERS

GNOMES

Master Rumble and his work crew are famous throughout the upper levels of the Underworld for their excellent maintenance and repair track record. They are not cheap, but everyone agrees their works are well worth the price. What is less well-known is that Rumble is a master jeweller who actually uses his contracts to get access to undiscovered gem deposits, which he considers part of his pay.

Rumble

N; M:25; AC:5; HD:3; hp:12; DEX:15; AT:1d6
Mail, war hammer, *gem of seeing gem deposits*, 200gp

Gnome Contractors

N; M:25; AC:7; HD:1; hp:4; DEX:15; AT:1d6
Leather, war hammer, tools, 20gp

GOBLIN KING

The Goblin King is a near-mythical creature. Physically much more imposing than his subjects, his labyrinthine lair is hidden away in another dimension. However, he regularly visits the material world to oversee his minions' works, and to observe the other sentient species. He is particularly fond of abducting young maidens in order to woo them, and snatching babies to raise as goblin princes. He is also a highly experimental artist, and those who can understand his works will pay almost anything for them.

No statistics are given for the Goblin King. He is known to be a powerful magician. Though rumours persist that he can be killed, no-one has yet found a way.

GOBLINS

These three goblins are tasked with stealing babies to bring back to their lair – to be eaten or raised as goblins, no-one knows. For once they are not returning empty-handed, having found not only a human infant but also a *wand of pyrotechnics* (54 charges) which is shaped suspiciously like a unicorn's horn. Unfortunately for them, if they are not intercepted on the way home they will likely cause their own demise through careless handling of the wand.

Blix

LE; M:30; AC:5; HD:2; hp:8; DEX:15; AT:1d6
Mail, scimitar, composite bow, 7cp, 6sp, 4ep

Pox

LE; M:30; AC:5; HD:1; hp:5; DEX:13; AT:1d6
Mail, war hammer, short bow, 4cp, 3sp, 3ep

Blunder

N; M:30; AC:5; HD:1; hp:3; DEX:9; AT:1d6
Mail, short sword, light crossbow, 1cp, 3sp, 1ep

GOBLINS

Weyoun is the ambassador leading a goblin troop on a mission to deliver gifts from the Goblin King to a vassal lord, and collect tribute in return. Unbeknownst to him the captain of the goblins has other plans. She intends to kill Weyoun, steal the tribute, and claim the human lord took the gifts and refused to pay (unconvincing).

The gifts consist of three crystal globes which can be set spinning in the air by themselves (500gp), a painting of an impossible stair (350gp), 3 belts made from the golden tresses of elven girls (100gp each), and a silver-tipped quill with the feather of a cockatrice (100gp).

Weyoun

N; M:30; AC:9; HD:2; hp:6; DEX:8; AT:1d6
Dagger (50gp), letter of embassy from Goblin King

Captain Pest

N; M:30; AC:2; HD:2; hp:10; DEX:15; AT:1d6
Plate, shield, scimitar, composite bow, 6cp, 2sp, 3ep

Goblin Honour Guard (20)

N; M:30; AC:5; HD:1; hp:5; DEX:13; AT:1d6
Mail, short sword, short bow, 2cp, 2sp, 3ep



HOBGOBLINS

Foraging party with slaves. Stoner and his second, Kiesel, are not interested in conflict and will avoid contact if possible, but the goblin slaves are excellent thieves and may try to pilfer any useful supplies they come across.

Stoner

N; M:30; AC:5; HD:2; hp:12; DEX:13; AT:1d6
Mail, spear, composite bow, 31gp

Kiesel

N; M:30; AC:7; HD:1; hp:7; DEX:15; AT:1d6
Leather, spear, composite bow, 6cp, 2sp, 3ep

Goblin Slaves (10)

N; M:30; AC:9; HD:1; hp:2; DEX:17; AT:1d6
Dagger, bag of supplies



HOBGOBLINS

Unattached mercenary company looking for work. Martin, their captain, is a relatively moral person, but his second Karsthans and the rest of the troop will obey all orders no matter how repulsive. Martin and Karsthans are old friends, but Martin knows that one day his sergeant will challenge him for command.

Martin

N; M:30; AC:9; HD:4; hp:18; DEX:13; AT:1d6
Plate, great sword, jewels (230gp)

Karsthans

LE; M:30; AC:2; HD:3; hp:14; DEX:10; AT:1d6
Plate, shield, short sword, jewels (105gp)

Hobgoblin Mercenaries (20)

LE; M:30; AC:5; HD:1; hp:5; DEX:10; AT:1d6
Mail, shield, short sword, short bow, 2sp, 10ep, 3gp

KOBOLDS

This group of kobolds have been secretly aiding a village for generations, fixing and improving things in the inhabitants' houses and around their farms. Of late, however, one union leader is encouraging them to make mischief because of declining rewards left by their beneficiaries. If she gets her way, the village will be in serious trouble soon, having come to rely on their mysterious helpers.

The kobold lair is well-hidden and even better defended, with numerous quite nasty surprises awaiting any uninvited guests. The lair contains treasure mainly in the form of gifts from the villagers, thus somewhat difficult to transport and convert to cash.

Kobold Helpers (40)

N; M:25; AC:9; HD:1; hp:2; DEX:15; AT:1d6
Spear, dagger

LAMIA

Nycea travels in a palanquin carried by what appear to be eight burly elf women (actually charmed cyclopians, as evidenced by their slightly greenish hair). She wishes to employ characters to kidnap a prince with whom she has fallen in love so that they can elope. Although the prince has proven immune to her magic, she hopes her considerable personal charm will ensnare his heart.

Her exquisite conveyance is worth 5,000gp, but if broken up for gems and silks will only fetch 1,000gp.

Nycea

LE; M:30; AC:2; HD:3; hp:14; DEX:10; AT:1d6/ drain
2 poisoned daggers (100gp each)

Cyclopians (8)

LE; M:30; AC:5; HD:2; hp:5; DEX:10; AT:1d6
Scimitar, gold ornaments (50gp each)

LICH

Tomeron is an ancient lich king who interacts with the world through an eidolon, a cunning animatronic figurine designed to resemble a young man in his prime. He casts spells as a 17th level magic-user. His actual abode is a forgotten secret. The eidolon is immune to mind-affecting spells and poisons. Electrical attacks restore hit points instead of causing damage. Tomeron is able to use the eidolon's senses as his own, and cast spells through its mechanical body.

Tomeron

LE; M:30; AC:2; HD:3; hp:14; DEX:10; AT:1d6/ drain
Knows all magic-user spells.

Eidolon

Nil; M:40; AC:0; HD:2; hp:5; DEX:10; AT:1d6
Plate, +5 sword, +2 shield, +2 composite bow, 500gp

EXPLORER ENCOUNTERS

LIZARD FOLK

These devout pilgrims are looking for lost souls to save, and attach themselves to any group they come across. They will serving them in any way they can, cleaning, mending, cooking, and more personal services. Once each pilgrim has become true friends with a traveller, they will strangle them in the night to release them from the evils of this world and slip away.

Lizard Folk (10)

N; M:30/30 AC:5; HD:2; hp:10; DEX:12; AT:1d8
Silk sash (10gp, garrotte)

LIZARD KNIGHT

Morrison, Knight of the Cross, travels the land on his magnificent, midnight-black giant lizard. He stays only to right wrongs, and to enquire of travellers whether they know of any evils that need to be eradicated. He gives all wealth he gathers to the poor he encounters, much to the dismay of his ogre squire.

Rodriguez

LG; M:30/30; AC:2; HD:5; hp:31; DEX:18; AT:1d8
Plate, shield, halberd, +1 sword (scabbard 300gp)

Black Beauty

Neutral; M:45/45; AC:2; HD:6; hp:28; DEX:10; AT:3d6

Morano is devoted to his master but despairs of him ever claiming a castle through right of combat, as is his intent. He is immensely pragmatic and practical, however, to counter Rodriguez's honour and gullibility.

Morano

N; M:30; AC:5; HD:2; hp:5; DEX:10; AT:1d10
Iron skilled, sack of supplies (including a huge bacon)

LORD

Lord Hornet is in the habit of travelling alone on his trained hippogriff, much to the dismay of numerous young admirers in his court.

Lord Hornet

LG; M:30; AC:0; HD:9; hp:62; DEX:15; AT:1d6
Plate, +2 shield, +2 lance, +1 flaming sword
Boots of levitation, ring of elemental air, 1d6 potions

Greif

Neutral; M:45/90; AC:2; HD:6; hp:30; DEX:18; AT:1d10
* Also 2 claws for 1d6, +1 weightless plate barding

MAGIC-USER

This half-elf is convinced that he is under the control of his familiar, a fat but otherwise unremarkable-looking black cat. He spends all his time getting drunk, and desperately asking everyone who will listen whether they will be his friend. If anyone says yes, he will smile and inform them of their fate as the cat's new slave.

Edwin the Enchanter

LE; M:30; AC:9; HD:7; hp:17; DEX:17; AT:1d6
Dagger, 12gp

Blacky is generally an ordinary tomcat, who has the ability to *charm* any creature who professes to be his current "owner's" friend, and will not hesitate to transfer his loyalty immediately. Edwin hasn't come across any good prospects in a long time, however, so Blacky remains with him for now.

Blacky the Black Cat

N; M:35; AC:7; HD:7d4; hp:24; DEX:19; AT:1d4



EXPLORER ENCOUNTERS

MAGIC-USER

Ebeneezer the Evermindful is so named for his tendency never to forget a slight. At present he is consumed with dreams of revenge on the dagonites for the destruction of his golem at the hands of an avatar of Dagon. His tower is guarded by a basilisk which roams the lower floors.

Ebeneezer

CE; M:30/60; AC:9; HD:5; hp:16; DEX:11; AT:1d6
4x1st, 2x2nd, 1x3rd level spells
Ring of flying, wand of fireballs, crystal ball

MAGIC-USER

Robin the Resplendent likes to exercise her pack of hell hounds, much to the dismay of inhabitants of the lands around her tower.

Robin

CE; M:30; AC:4; HD:11; hp:30; DEX:18; AT:1d8
4x1st, 4x2nd, 4x3rd, 3x4th, 3x5th level spells
+3 bracers of defence, circlet of brilliance, cloak of displacement, staff of power, ring of regeneration

Spot (5-headed)

LE; M:45; AC:4; HD:5; hp:27; DEX:10; AT:1d6/5d6

Princess (4-headed)

LE; M:45; AC:4; HD:4; hp:20; DEX:12; AT:1d6/4d6

Roly & Poly (2-headed pups)

LE; M:35; AC:6; HD:2; hp:6; DEX:6; AT:1d4/2d4

MAHAL

This cabal of mahal is slowly killing mind-controlled prisoners by forcing them to walk through a submerged pit where mahal young take bites out of them.

Mahal (13)

LE; M:20/90; AC:3; HD:2; hp:10; DEX:13; AT:1d6

Human Prisoners (7)

N; M:30; AC:9; HD:1; hp:4; DEX:10; AT:1d6

MEDUSA

This mysterious veiled beauty carrying an exotic fowl is actually a medusa with her pet cockatrice.

Gorgonzelda

LE; M:30; AC:8; HD:4; hp:18; DEX:8; AT:1d6
Rich silks (3,000 gp), jewelled dagger (100 gp).
Her serpentine hair can strike at adjacent figures (save vs. poison or die), and anyone meeting her gaze may be petrified (save vs. gaze).

Polly

N; M:20/45; AC:6; HD:5; hp:28; DEX:15; AT:1d4
Bite petrifies (save vs. poison).

MUMMIES

These mummies look like any others of their ilk. However, while fire will quickly burn away their wrappings and jewellery, their preserved flesh is immune to all forms of mundane or magical flame. Their touch causes mummy rot as normal.

Fireproof Mummies (3)

LE; M:30; AC:9; HD:5; hp:27; DEX:9; AT:1d6 (x2)
Jewellery (1d4 x 500gp each)

NAGA

Kay-Iro De is most unusual in her current interest, which takes her to the overground world of the Realm. She is extremely careful to hide her true nature from the childish young species, acting the role of Kiri, mistress of a luxurious house of pleasure. In secret she is building a cult dedicated to her true self, which is but another front – this time for the development of a slave population for her people. She is a cleric of 14th level.

Kay-Iro De

N; M:30; AC:8; HD:14; hp:56; DEX:16; AT:1d6/poison
5x1st, 5x2nd, 5x3rd, 5x4th, 5x5th, 2x6th level spells
Amulet of proof against detection and scrying, circlet of telepathy, robe of blending and polymorph, ring of charm creature



OGRE

“General Luiz Cannibal”, as he prefers to be called, cuts an imposing figure mounted on his trained mantichore. He is a magic-user of some ability, but prefers to use his wits and intimidating presence to get his way.

Luiz

N; M:30; AC:6; HD:7; hp:20; DEX:13; AT:1d10
4x1st, 2x2nd, 1x3rd level spells
+1 scimitar of charm creature, +2 ring of protection, wand of lightning bolts (25x3d6)

Ratking

N; M:45/60; AC:4; HD:6; hp:35; DEX:12; AT:1d6x3

EXPLORER ENCOUNTERS

OGRE BANDITS

This gang of ogres roams the Wilderness preying on travellers and isolated villages. They are only interested in plunder and meat, so avoid open confrontation if they can. The gang often act as hired muscle, at least until their employers are at a disadvantage.

Chomplomp

CE; M:30; AC:4; HD6, hp:38; DEX:10; AT:1d10
Mail, shield, polearm, 4 javelins, 2ep, 50gp, 1pp

Chomplomp is remarkably clever – by ogre standards he is a genius. He has often used his quick tongue to avoid a fight only to track and fall upon unsuspecting victims later. He keeps Gert close at hand.

Craglog

CE; M:30; AC:7; HD5, hp:35; DEX:13; AT:1d10
Mail, spear, 12ep, 5gp, 3pp

Craglog is the only female in the group, and the de facto second-in-command. She is cunning for an ogre, and is waiting for a chance to take over.

Ripfist

N; M:30; AC:7; HD4, hp:18; DEX:7; AT:1d10
Great axe, 6ep, 6gp, 4pp

Ripfist is no more intelligent than the average ogre (i.e. not at all), but his age and experience make him a useful tool for Chomplomp.

Darkeye

CE; M:30; AC:7; HD4, hp:28; DEX:10; AT:1d10
Club, 6ep, 1gp, 3pp

Darkeye is Redeye's older brother. He despises Chomplomp, but is close-mouthed and surly.

Redeye

N; M:30; AC:7; HD4, hp:32; DEX:12; AT:1d10
Club, 12ep, 2gp, 2pp

Redeye is the youngest, but because of his size looks the most dangerous. He thinks Fangtongue is the smartest member of the gang, which doesn't say much for his own intellect.

Fangtongue

N; M:30; AC:6; HD4, hp:22; DEX:10; AT:1d10
Iron skewer, 9ep, 3gp, 4pp

Fangtongue is Redeye's best friend. He is also the group's cook, with a huge variety of recipes for children in his head (and not much else).

Gert

N; M:20; AC:7; HD:4; hp:30; DEX:8; AT:1d6/1d4

Gert is a massive draft horse, the only survivor of a farm invasion. The gang's treasure is distributed amongst her unsanitary packs of supplies: 1,000cp, 1,000ep, silver goblet (600gp), gold torc (700gp)

ORCS, SCOUTS

This group of orcs from the Rotting Eye tribe are advance scouts for the main group following a day behind. They were chosen for their stealth and cunning, and will avoid a fight at all costs.

Rotting Eye Scouts (6)

CE; M:30; AC:7; HD1, hp:4; DEX:15; AT:1d6
Leather, short bow, short sword

ORCS, FORAGERS

A Broken Bone tribe raiding party returning laden with loot and slaves, these orcs are not looking for a fight but will viciously defend their plunder. Each raider carries a bound halfling over their shoulder, who will be dumped at the first sign of trouble, and a bag of coins worth 2d20gp. Their loot is carried in 4 pony-drawn carts: bales of linen (1,000gp), 4 kegs of brandy (200gp), 6 barrels pork (120gp each), 500 lbs silverware (2,300gp), lockbox with poison needle (1,250gp, 55pp)

Karg Marrowbiter

CE; M:30; AC:4; HD2, hp:9; DEX:10; AT:1d6
Mail, shield, +1 sword,

Broken Bone Raiders (36)

CE; M:30; AC:6; HD1, hp:6; DEX:9; AT:1d6
Leather, shield, composite bow, scimitar

ORCS, RAIDERS

Eiluned the Enchantress is leading a troop composed of Death Moon and Leprous Hand orcs in an attack against a nearby castle. At the moment they are merely bickering, but if either tribe is significantly weakened the other will fall on them in an instant. Eiluned keeps her trolls in reserve against that possibility.

Eiluned

CE; M:30; AC:9; HD7, hp:22; DEX:18; AT:1d6
2 silver daggers, assorted gems (2,350gp)
4x1st, 3x2nd, 2x3rd, 1x4th level spells
Circlet of troll control, *necklace of fire balls* (5),
potions of healing (3), assorted *spell scrolls* (10)

Light Horse

N; M:90; AC:7; HD2, hp:10; DEX:17; AT:1d6/1d4
Horseshoes of speed

Trolls (3)

CE; M:30; AC:8; HD6, hp:35; DEX:15; AT:1d8
Plate, halberd

Death Moon Orcs (52)

CE; M:30; AC:6; HD1, hp:6; DEX:9; AT:1d6
Leather, shield, short bow, scimitar

Leprous Hand Orcs (49)

CE; M:30; AC:6; HD1, hp:7; DEX:12; AT:1d6
Leather, composite bow, short sword

PILGRIM

An old holy man, sworn to silence, who will not fight even to defend himself. He carries a begging bowl (1sp, 3cp), and a bag with a blanket, some lentils, and a clay water flask. If any coins are dropped in his bowl, he utters a prayer and make a sign in the air, whereupon the donor and each party permanently gain 1 hit point.

Holy Man

LG; M:30; AC:9; HD:1; hp:2; DEX:9; AT:Nil

PILGRIM

Apparently an old holy man, carrying a begging bowl, and a bag with a blanket, some lentils, and a clay water flask. If any coins are dropped in his bowl, he drops it, pulls a dagger from each sleeve, and attacks the donor.

Insane Fiend

CE; M:30; AC:9; HD:2d8; hp:12; DEX:18; AT:1d4 (x2)

SAGE

Muluk Mukliklikli is one of those individualistic dreeno who roam the world for their own inscrutable reasons. Muluk has made it its business to gather knowledge and record it in its "library", which consists of a multitude of tiny cages filled with beetles. To the human eye they look mundane, but Mukluk's insectoid vision can read them at a glance. It pays its way by selling that information, and has even been accepted as a full member by the Sages' Guild.

Muluk Mukliklikli

N; M:30; AC:7; HD:1; hp:4; DEX:9; AT:1d6/1d4

SAGE

Amanaki the Allknowing is equally famous for her wisdom and her irritability. She is easily annoyed, and once she takes a dislike to someone her prices goes up proportionately. She is always accompanied by a wood golem who acts as a guard as well as porter.

Amanaki

N; M:30; AC:9; HD3, hp:8; DEX:11; AT:1d6
Staff, 2d20 scrolls (4 *spell scrolls*), 12sp, 40gp

Pino

N; M:30; AC:7; HD:6; hp:39; DEX:9; AT:2d6x2

SAGATHS

Slave catchers for a mahal colony, they will attempt to subdue and capture any likely targets.

Sagaths (9)

LE; M:30; AC:8; HD2, hp:9; DEX:12; AT:1d8
Staff, club, net

SPECTRE

Aldred, first lord of the ancient fort of Blueholme, spends most of his time deep in the bowels of the Underworld beneath the modern city. From time to time, however, he haunts its halls to gather his brood into his undead court, if he can catch them before they die.

Aldred the First

LE; M:40/75; AC:2; HD:6; hp:32; DEX:11; AT:1d8+2HD

SKELETON, LESSER

These skeletons have the unusual ability to hurl their fingertips as magical projectiles. Each skeleton has 1d10 remaining fingertips, which can be thrown one-per-round at +1 to hit.

Boneslinger Skeletons (5)

Nil; M:30; AC:9; HD:1d4; hp:2; DEX:13; AT:1d6

THIEVES

Currently going by the names of Candella and Duchess, these two adventurers use their youth and charm to fool other treasure seekers into taking them on as an extra pair of "fighters". Candella is the fast-talker, while Duchess does an excellent impression of an inexperienced but talented warrior. Their only loyalty is to each other, and they will try to make off with the party's loot at some point – always in such a way as to leave them both in the clear. Both carry typical adventuring packs, with well-concealed thieves' tools.

Candella

N; M:30; AC:7; HD2, hp:5; DEX:15; AT:1d6
Leather, sword, poisoned dagger, crossbow
Pearl necklace (600gp), 21cp, 17sp, 15gp

Duchess

N; M:30; AC:7; HD2, hp:8; DEX:18; AT:1d6
Leather, sword, poisoned dagger, short bow
21cp, 17sp, 15gp

THIEVES

A ruthless gang of opportunists, these three steal from anyone as long as there is minimal risk.

Kirk Krimson

CE; M:30; AC:7; HD8, hp:25; DEX:17; AT:1d6
Leather, composite bow, 5 diamonds (500gp each),
+2 sword (*charm person 1/day*)

Bod the Brisk

CE; M:30; AC:7; HD6, hp:18; DEX:13; AT:1d6
Leather, composite bow, +1 *platinum dagger* (2,000gp)

Tiny Tom

CE; M:30; AC:7; HD4, hp:12; DEX:15; AT:1d6
Leather, composite bow, great sword,
jewelled scabbard (50gp).

EXPLORER ENCOUNTERS

TRADER, NEWS SELLER

Nestal is a middle aged, balding, slightly portly man invariably dressed in nondescript robes. His voice carries well, and is able to silence a room with the phrase, "Who will pay me for my news?"

He will speak of all news encountered in his travels once his servant has collected sufficient funds, and is always assured of good food and lodging. For a suitable fee, he will also offer to impart more valuable intelligence to wealthy, adventurous individuals (i.e. the characters). The price depends on the value of the potential return. His servant is known only as Caspian, and he doesn't talk at all.

Nestal the Newsteller

N; M:30; AC:9; HD6, hp:35; DEX:13; AT:1d6
Staff of clouting, 250gp.

Caspian

N; M:30; AC:9; HD2, hp:7; DEX:10; AT:1d6
Staff, huge pack with food and clothing, 250gp.

TRADERS, SLAVE CARAVAN

El-Borak is a renowned slave trader, dealing in only the finest and most exotic stock. He is an imposing and cultured man, yet never manages to shed the oily stain of his business in his manner. The core of his caravan consists of three giant wagons, drawn by massive three-horned saurians. The first contains the caravan's tents and supplies, the second fodder for the beasts, and the third six courtesans from various humanoid races, destined to be sold for a king's ransom.

His staff consists of six teamsters who double as servants, and an enormous eunuch who travels with the slave girls. A gaggle of 40 chained, powerfully-built slaves from the far north, and 12 spare horses follow the wagons, guarded by 10 mercenaries on foot. 20 riders forge half a mile ahead of the caravan, 5 range along either side, and another 20 half a mile behind.

A poison-trapped iron lockbox holds a *Scarab of death*, assorted jewels (9,000gp), 15,000sp, and 2,500gp.

El Borak (fighter)

LE; M:30; AC:1; HD8, hp:33; DEX:9; AT:1d6
+1 *plate, shield, scimitar*

Erman the Eunuch

LE; M:30; AC:7; HD4, hp:20; DEX:15; AT:1d6
Leather, great sword
Gem-studded sash (250gp)

Teamsters (6)

LE; M:30; AC:9; HD1, hp:4; DEX:11; AT:1d6
Spear, crossbow
25sp, 10gp

Triceratops (3)

N; M:20; AC:2; HD12, hp:78; DEX:5; AT:1d10/3d6

Lieutenants (3)

N; M:30; AC:6; HD3, hp:14; DEX:15; AT:1d6
Leather, shield, lance, composite bow
50sp, 15gp

Guards (57)

N; M:30; AC:7; HD4d4, hp:12; DEX:15; AT:1d6
Leather, shield, lance, composite bow
32sp, 2gp

Light Horses (62)

N; M:20; AC:7; HD2, hp:10; DEX:15; AT:1d6/1d4

Northern Slaves (40)

N; M:30; AC:9; HD1, hp:6; DEX:10; AT:1d6

Wanda the Warrior (amazon)

N; M:30; AC:9; HD1, hp:8; DEX:10; AT:1d6

Moona the Witch (Helium)

N; M:30; AC:9; HD1, hp:12; DEX:13; AT:1d6

Mai-ling the Sage (Kishtar)

N; M:30; AC:9; HD1, hp:12; DEX:9; AT:1d6

Silith the Hypnotist (naga)

N; M:30; AC:9; HD1, hp:12; DEX:18; AT:1d6

Reeva the Psychic (cyclopiian)

N; M:30; AC:9; HD1, hp:12; DEX:11; AT:1d6

Claudette the Cleric (Avermere)

LG; M:30; AC:9; HD1, hp:12; DEX:15; AT:1d6



EXPLORER ENCOUNTERS

TROGLODYTES

This tribe of troglodytes was displaced from their home due to a cave-in, and are travelling upwards through the Underworld. They have never before encountered the beings that make their home in these levels, and are cautious in the extreme – but always hungry.

Chief

CE; M:30; AC:4; HD6, hp:37; DEX:11; AT:1d10
Mail, shield, jade mace (100gp)

Warriors (12)

CE; M:30; AC:6; HD3, hp:18; DEX:13; AT:1d8
Shield, spear

Tribesfolk (33)

CE; M:30; AC:7; HD2, hp:9; DEX:10; AT:1d6

Young (20)

CE; M:30; AC:9; HD1, hp:4; DEX:15; AT:1d6

TROLLS

These trolls guarded a magic-user for decades. When she died recently, the charm broke but the trolls had learned too much to go back to their primitive ways. They decided to make their way as mercenaries, and are looking for an employer of loose morals.

Troll Mercenaries (5)

CE; M:30/30; AC:7; HD4d4, hp:12; DEX:15; AT:1d8
Mail, shield, spear, battle axe, 200sp, 50gp

TROLL

Abendgard is not the name of the troll, but of the enchanted spear which controls it, speaks through it, and sees through its eyes. Abendgard is pleased with its almost indestructible host and its purple worm mount, and will try to avoid getting either killed. With magic spear riding a purple worm, but will try to take over the mind of any suitable candidate if the worst happens (save vs. staff). The spear is ancient and evil.

Troll

CE; M:30/30; AC:2; HD8, hp:40; DEX:13; AT:1d8
Plate, shield, +3 *returning spear of lightning*

Purple Worm

Nil; M:30/30; AC:6; HD15, hp:79; DEX:5; AT:1d6/2d6

VAMPIRE

This ancient vampire is so old it has forgotten its former humanity, and exists only to slake its burning thirst for blood. Its treasure lies scattered amongst the bones of its victims: Jewels (5,300gp), coins (2,300gp), +1 *long bow*, +3 *gaseous mail*, *ring of vision*, *efreeti bottle*.

Ur-Vampire

Nil; M:35/75; AC:0; HD9, hp:60; DEX:18; AT:1d10+2HD



VAMPIRE

The Countess Carmilla tricked a vampire into giving her eternal youth a hundred years ago, but she is beginning to tire of her nocturnal existence – and what use is everlasting beauty when you cannot admire it in a mirror? Consequently she spends her time searching for a means to return to life without losing her immortality – mere feeding has lost all joy for her. She is aided in her quest by her enslaved sorceress, Fist.

Carmilla

LE; M:30/60; AC:2; HD8, hp:39; DEX:16; AT:1d10+2HD
Diamond necklace (2,000gp), signet ring (750gp)
Ring of spell turning, *luckstone*

Fist

LE; M:30; AC:2; HD7, hp:20; DEX:14; AT:1d6
4x1st, 2x2nd, 1x3rd level spells
250sp, 120gp
Rod of resurrection (2), *wand of darkness* (55),
assorted spell scrolls (12), *ruby choker of enslavement*

TREASURES

INDIVIDUAL MONEY POUCHES

Remember to add useless/ worthless knick-knacks!

Type	Composition
1	7cp, 6sp, 4ep
1	3cp, 5sp, 3ep
1	7cp, 6sp, 3ep
1	4cp, 1sp, 2ep
1	7cp, 4sp, 3ep
1	2cp, 1sp, 1ep
1	7cp, 2sp, 3ep
1	4cp, 4sp, 3ep
2	4cp, 8sp, 3ep
2	5cp, 8sp, 1ep
2	3cp, 1sp, 4ep
2	5cp, 4sp, 2ep
2	1cp, 5sp, 5ep
2	2cp, 6sp, 3ep
2	5cp, 5sp, 1ep
3	5sp, 6ep, 3gp
3	5sp, 6ep, 3gp
3	3sp, 2ep, 1gp
3	8sp, 5ep, 3gp
3	2sp, 3ep, 4gp
3	8sp, 5ep, 1gp
3	2sp, 4ep, 4gp
4	6sp, 5ep, 3gp
4	8sp, 2ep, 4gp
4	12sp, 5ep, 3gp
4	8sp, 6ep, 4gp
4	9sp, 2ep, 3gp
4	8sp, 3ep, 6gp
5	12ep, 7gp, 4pp
5	2ep, 2gp, 2pp
5	10ep, 3gp, 3pp
5	3ep, 7gp, 3pp
5	7ep, 3gp, 1pp

INDIVIDUAL JEWELS

NOTE: 50% of this type have *no* jewels.

Type	Composition
8	Pair silver earrings with snowdrop engravings (10gp, 10gp / 30gp set)
8	Pair braided gold armbands (1,000gp, 1,000gp / 3,000gp set)
8	2 matched pink pearl anklets (900 gp, 900 gp / 2,500 gp set)
8	Emerald, ruby, sapphire, diamond (100gp, 500gp, 900gp, 16,000gp)
8	Aquamarine, opal, topaz (500gp, 1,200gp, 2,250gp)
8	Platinum & diamond necklace & earrings (1,800gp, 1,800gp, 2,700gp/ 10,000 gp set)
8	Platinum toe ring (500gp)
8	Matching gold and turquoise rings (800gp, 800gp / 2,200 set)
8	Matching gold & fire opal headbands (1,500gp, 2,250gp / 10,000gp set)
8	Braided gold ring, bracelet, armband, torc (50gp, 100gp, 600gp, 1,500gp)
8	White, pink, blue, black pearls (50gp, 1,000gp, 1,300gp, 1,650)
8	Gold necklace, jade fish, amethyst, gold signet (100gp, 800gp, 1,000gp, 1,650gp)
8	Silver & carved coral ring, diamond (900gp, 900gp)
8	4 copper hair pins (10gp, 10gp, 10gp, 10gp / 100gp set)
8	Silver chain skullcap & vest (1,200gp, 1,800gp / 5,000gp set)
8	Silver & amber hat pin, ring, brooch, medallion (700gp, 1,200gp, 1,650gp, 1,950gp)
8	Obsidian, lapis lazuli, azurite (10gp, 10gp, 50gp)
8	Ivory headdress, ruby, gold breastplate (300gp, 1,500gp, 1,950gp)
8	Jade headband, carved aquamarine seal (100gp, 400gp)
8	Diamond nose stud, garnet ring, gold belt buckle, jacinth hat pin (100gp, 500gp, 1,000gp, 1,350gp)

INDIVIDUAL SCROLLS

NOTE: 50% of this type have *no* scrolls.

Type	Description
6	Scroll: 1st <i>message</i> , 5th <i>pass wall</i> , 6th <i>spell ward</i> , 7th <i>magic hand</i>
6	Scroll: 1st <i>dancing lights</i> , 1st <i>protection from evil</i> , 4th <i>ice storm</i> , 6th <i>extension 3</i> , 8th <i>polymorph</i> Scroll: 6th <i>protection from magic</i>
6	Scroll: 6th <i>protection from undead</i> Scroll: 6th <i>protection from undead</i> Scroll: cursed to sleep until kissed by a nixie Scroll: cursed to speak in rhyme Scroll: 1st <i>protection from evil</i> Scroll: 1st <i>purify comestibles</i> , 2nd <i>control animals</i> , 6th <i>path finder</i>
6	Scroll: 6th <i>protection from lycanthropes</i>
6	Scroll: 1st <i>floating disc</i> Scroll: 7th <i>summon demon</i> Scroll: 3rd <i>explosive runes</i> , 9th <i>freedom</i> , 9th <i>permanence</i>
6	Scroll: 6th <i>protection from magic</i> Scroll: cursed to age 30 years Scroll: 1st <i>detect evil</i> , 2nd <i>control animals</i> , 4th <i>neutralise poison</i> Scroll: 2nd <i>bless</i>
6	Scroll: 6th <i>protection from humans</i>
6	Scroll: 6th <i>protection from dragons</i> Scroll: cursed to love next person touched
6	Scroll: 1st <i>enlarge</i> , 7th <i>delayed fire ball</i> , 7th <i>prismatic spray</i> Scroll: 1st <i>detect magic</i> , 1st <i>read magic</i> , 3rd <i>fire ball</i> , 4th <i>dimension door</i> , 6th <i>enchant item</i> Scroll: 6th <i>protection from insects</i> Scroll: cursed to fall down every stair
6	Scroll: 20th <i>protection from demons</i> Scroll: 2nd <i>silence</i> , 4th <i>create water</i> , 5th <i>dispel evil</i> , 7th <i>control weather</i>
6	Scroll: 4th <i>polymorph self</i> , 6th <i>lower water</i> , 6th <i>stone to flesh</i> Scroll: 3rd <i>clairaudience</i> , 4th <i>illusionary terrain</i> , 7th <i>summon object</i> Scroll: 1st <i>jump</i> , 5th <i>animate dead</i> , 9th <i>meteor swarm</i>
6	Scroll: 2nd <i>resist fire</i> , 5th <i>raise dead</i> , 7th <i>holy word</i>
6	Scroll: letter of credit, 10,000gp Scroll: 10th <i>protection from undead</i> Scroll: 4th <i>remove curse</i>

INDIVIDUAL POTIONS

NOTE: 40% of this type have *no* potions.

Type	Contents
7	Potion of 6th <i>flesh to stone</i> Potion of control Potion of healing Potion of growth
7	Potion of ether
7	Potion of heroism Potion of 1st <i>protection from evil</i>
7	Potion of <i>blink</i>
7	Poison
7	Potion of defence Potion of extra healing Potion of giant strength Potion of 4th <i>remove curse</i>
7	Dust of sneezing Potion of healing Potion of 7th <i>power word stun</i>
7	Dust of disappearance Potion of ether
7	Dust of sneezing Potion of diminution Potion of 5th
7	Potion of healing Potion of speed
7	Potion of 5th <i>commune</i>
7	Potion of heroism
7	Acid Poison Potion of resistance Potion of resistance
7	Potion of resistance
7	Potion of 3rd <i>Invisibility 10'</i> Potion of 3rd <i>protection from missiles</i>
7	Potion of extra healing Potion of 2nd <i>resist fire</i> Potion of 7th <i>wind walk</i>
7	Potion of delusion Potion of diminution Potion of extra healing
	Poison Potion of healing Potion of longevity
7	Dust of sneezing Potion of diminution Potion of longevity

EXPLORER ENCOUNTERS

TREASURE HOARDS

The distribution of treasure types amongst the creatures in the BLUEHOLME Journeymanne Rules is as shown below. A randomly-generated example per instance of each hoard follows hereafter.

Where jewels are given as matched pairs or more, their value as a set is multiplied by the number in brackets. For instance, a listing of “2 earrings 100gp (x3)” means each earring is worth 100gp on its own, but the pair is worth 600gp together.

Always remember that magic items in a treasure hoard will be used by their owners if appropriate. A hobgoblin captain would bear a +2 *shield*, whereas the same item in a giant constrictor’s hoard might just be amongst an unfortunate victim’s remains.

Type	Instances	Type	Instances
9	14	15	6
10	7	16	4
11	15	17	4
12	15	18	2
13	12	19	1
14	16	20	5

TYPE 9

- 2,500cp
- No treasure
- No treasure
- 3,500cp
- No treasure
- 500cp
- 2,000sp
- No treasure
- No treasure
- No treasure
- 1,000sp
- No treasure
- 1,000sp
- No treasure

TYPE 11

- 3,000sp, 500gp
- 7,000cp, 4,500sp, 500ep

Type 10

- No treasure
- 6,000sp
- 3,500sp, 1,000ep
- No treasure
- No treasure
- 2,000ep
- No treasure

- 4,500cp, +3 *shield*
- 7,000cp, 2,000ep, 3,000gp, garnet 100gp, jade idol 900gp, 3 gold goblets 1,000gp (x2)
- 1,500cp, –1 *cursed shield*
- 3,500cp, 2,500gp
- No treasure
- 1,000sp, +1 *short sword of speed*
- 7,500cp, 4,500sp, 4,000ep
- 4,000sp, 2,000ep, 2,500gp
- Jet 10gp, silver fillet 500gp, 2 earrings 600gp (x2), diamond ring 1,650gp
- 500ep, +1 *plate armour of stealth*, +1 *lightning mace*
- 3,500cp
- 4,500cp, 500ep, silver chain 50gp, emerald bracelet 600gp, platinum locket 1,000gp, pearl-studded goblet 1,200gp, gold and lapis lazuli coffer 1,200gp
- 2,000cp

TYPE 12

- 500ep
- Opal 400gp, diamond pin 1,050gp
- Amethyst 100gp, silver orb 500gp, quartz broach 700gp
- +1 *mirror shield*, +1 *longbow of reach*
- Pink pearl 800gp
- Moonstone 50gp, aquamarine 500gp, gold buckle 1,000gp, gold garnet buckle 1,500gp
- No treasure
- 2 carnelians 50gp (x4), jade comb 600gp, star sapphire earring 1,200gp, pearl necklace 1,650gp
- censer of whirlwinds*, *potion of giant strength*
- 9,500cp, 3,000sp, *bag of tricks*, *scroll* (1st *enlarge*, 3rd *dispel magic*, 3rd *invisibility* 10', 5th *animate dead*, 9th *immunity*)
- 7,000cp
- 10,000cp
- No treasure
- Garnet 100gp, topaz 600gp, 2 sapphire anklets 900gp (x2), statuette 1,350gp, platinum medallion 1,950gp, crown 2,700gp
- No treasure

TYPE 13

1. 2,000cp
2. 3,500gp
3. 2 gold anklets 800gp (x1),
2 emerald rings 1,000gp (x2), black pearl 1,200gp,
star diamond 1,650gp
4. 2,000cp, 4,500gp
5. 2 jet thimbles 10gp (x4),
2 citrine earrings 500gp (x2), gold pin 1,000gp,
sapphire pin 1,100gp, pearl bracelet 2,000gp,
platinum diadem 2,250gp
6. 3,500gp, blue quartz 10gp, bloodstone 50gp,
yellow pearl 100gp, topaz 500gp,
2 diamond earrings 1,000 gp (x3),
coral ring 1,350gp, heirloom pewter jug 1,650gp
7. 2,500gp welded into a crown inset with 2 tiger eyes
10gp (x3), onyx 100gp, 3 aquamarines 500gp (x3),
emerald 1,000gp, ruby 1,500gp, sapphire 1,950gp
8. 5,500sp, 4,000gp
9. 2,000cp, 3,500gp, *scroll* (2nd *conceal alignment*,
5th *deal critical wounds*, 5th *finger of death*),
dust of sneezing, *potion of diminution*,
potion of growth, *potion of healing*
10. 6,000sp, 3,500gp, ivory pin 10gp,
2 moonstones 50gp (x6), ivory comb 100gp,
jade earring 500gp, small copper box 1,000gp,
3 diamond chokers 1,900gp (x6)
11. 5,000gp, +5 *cursed mail armour*, *potion of delusion*,
ring of charm person, *vial of acid*
12. No treasure

**TYPE 14**

1. 2-foot 42-layered gold puzzle ball encrusted with
17 gems 12,760gp (individual gems worth 3,000gp),
girdle of giant strength, *wand of cone of cold*,
cursed scroll (reader turns orange and head falls off
at an awkward moment),
cursed scroll (nauseated by the sight of blood),
scroll of protection from lycanthropes,
scroll (4th plant growth),
scroll (3rd fire ball, 7th *summon demon*, 8th *vision*),
scroll (1st *purify comestibles*, 4th *create water*,
7th *control weather*)
2. 4,000ep, 3,500gp, *medallion of project thoughts*,
potion of defence, *scroll of protection from undead*,
scroll (4th *extension 1*, 4th *wall of ice*, 5th *pass*
wall), *scroll* (1st *enlarge*, 4th *enchant weapon*, 5th
stone shape, 8th *prison*, 8th *soul trap*)
3. 3,000ep
4. No treasure
5. 6,500sp, 3,500ep
6. 6,000sp, 2,000gp
7. 7,000gp
8. No treasure
9. No treasure
10. 6,000gp
11. 5,000sp
12. No treasure
13. 4,000ep, *gem of seeing*, *lyre of building*,
scroll of protection from undead,
scroll (4th *inject poison*), *scroll* (7th *part water*),
scroll (2nd *protection from evil*, 4th *cure serious*
wounds, 6th *word of recall*),
scroll (2nd *knock*, 9th *wish*),
scroll (2nd *levitate*, 5th *cloudkill*, 9th *refuge*),
scroll (3rd *haste*, 4th *inflict pain*, 5th *question*, 5th
rock to mud),
scroll (1st *charm person*, 2nd *locate object*, 4th
polymorph self, 6th *lower water*, 8th *clone*),

**TYPE 15**

1. 2,500pp, 2 bronze armbands 10gp (x4), malachite 10gp, 2 lapis lazuli earrings 50gp (x4), 3 garnets 100gp (x3), blue pearl 450gp, 2 coral anklets 500gp (x2), silver mirror 500gp, jewelled dagger sheath 700gp, emerald ring 750gp, 2 gold candlesticks 800gp (x2), platinum toe ring 1,000gp, gold arm band 1,000gp, fire opal 1,000gp, silver & turquoise girdle 1,050gp, silver & amethyst medallion 1,200gp, pewter & quartz goblet 1,200gp, tiger eye eyepatch 1,200gp, platinum bracelet 1,200gp, black opal 1,250gp, electrum brooch 1,500gp, diamond tiara 1,800gp
2. 8,500gp, +3 gaseous form leather armour, *potion of diminution*, *scroll of protection from lycanthropes*, *scroll* (2nd *detect invisible*, 5th *extension 2*, 7th *simulacrum*), *scroll* (3rd *explosive runes*, 7th *control undead*, 7th *delayed fire ball*, 7th *two-dimension*, 8th *incendiary cloud*), *scroll* (3rd *blink*, 3rd *hold person*, 4th *illusionary terrain*, 4th *magic eye*, 4th *wall of ice*), *scroll* (5th *feeblemind*), *scroll* (2nd *speak with animals*), *scroll* (4th *inject poison*, 4th *sticks to snakes*, 4th *gibberish*, 7th *symbol*), *scroll* (1st *inflict fear*, 5th *flame strike*), *scroll* (1st *remove fear*, 4th *snakes to sticks*, 5th *quest*)
3. 6,500gp, *deck of many things*, *dust of appearance*, *cursed scroll* (reader is believed by no-one), *scroll of protection from undead*, *scroll* (1st *shield*, 3rd *water breathing*, 4th *dimension door*), *scroll* (2nd *darkness*, 4th *summon creature 2*, 9th *refuge*), *scroll* (2nd *dexterity*, 3rd *darkvision*, 9th *imprisonment*), *scroll* (1st *remove fear*, 2nd *detect trap*, 7th *wind walk*), *scroll* (3rd *glyph of warding*, 3rd *inflict curse*, 4th *protection from good 10'*, 7th *unholy word*), *scroll* (1st *remove fear*, 2nd *bless*, 5th *raise dead*, 5th *raise dead*), *scroll* (2nd *hold person*), *scroll* (5th *deal critical wounds*)
4. 5,000gp, 4,000pp, +1 *flaming sword*, *potion of longevity*, *scroll of protection from reptiles*, *scroll of protection from elves*, *scroll* (2nd *read thoughts*, 3rd *rope trick*, 6th *legend lore*, 6th *repulsion*, 6th *spell ward*), *scroll* (7th *control plants*, 7th *simulacrum*, 7th *statue*), *scroll* (5th *teleport*, 6th *part water*, 7th *control undead*, 9th *dispel enchantment*, 9th *power word kill*)
5. 5,000ep, 7,000gp, 20 matched pearls 100gp (x10)
6. 2,500pp

TYPE 16

1. No treasure
2. 9,000gp, 2,500pp
3. Box of 33 different labelled jewels 15,500gp (total 3,000 if sold individually), *dust of sneezing*, *potion of heroism*, *tome of clear thought*
4. 2,500ep, 4 crystal beakers 10gp (x4), silver short sword 50gp, 2 silver earrings 100gp (x2), topaz 450gp, 2 gold torcs 500gp (x2), green pearl 700gp, 12" blue quartz sphere 900gp, 4 platinum combs 1,000gp, silver & amethyst chalice 1,050gp, 2 azurite clasps 1,100gp, ruby fob 1,550gp, gold & chrysoprase armband 1,650gp, aquamarine ring 1,950gp, bronze puzzle box 1,950gp, opal armband 2,250gp, diamond medallion 2,500gp

TYPE 17

1. *Wand of lightning bolts* (22 charges)
2. 8,000pp, *loadstone*
3. Copper pin 10gp, 5 gold buttons 10gp (x5), amber 100gp, chrysoberyl 100gp, jet 100gp, garnet 300gp, garnet 500gp, 2 blue spinels 600gp (x2), black opal 900gp, 4 topaz rings 500gp (x2)

TYPE 18

1. No treasure
2. 7,000pp

TYPE 19

1. 6,000gp, 13,500pp

TYPE 20

1. 20,000sp, 22,000ep, 19,000gp, 20,000pp
2. 23,000sp, 15,000ep, 20,000pp, 7 ornamental stones 10gp, 8 semi-precious stones 50gp, 4 tourmalines 100gp, 6 gold drinking horns 100gp (x5), platinum pin 600gp, aquamarine 600gp, violet garnet 700gp, gold & velvet manacles 800gp, jewelled holy symbol 800gp, ducal seal 900gp, silver & sapphire goblet 900gp, 6 rubies 1,000gp, crystal pitcher 1,100gp, silver coronet 1,600gp, gold cauldron 10,500gp
3. 17,000sp, 23,000ep
4. 18,000sp, 14,000gp
5. 22,500sp, 21,000pp, mosaic of precious stones 254,000gp intact (individual stones 14,000 total)

UNUSUAL MAGIC ITEMS

The random treasure tables in the BLUEHOLME™ rules allow for a vast array of magical and mundane treasures, but referees should above all strive to maintain freshness, variety, and a sense of mystery in their games. To this end, what follows are a small sample of the type of unusual and unique items which may be encountered on adventures. As with all treasure, what you see is not always what you get!

ABACUS OF AVARICE

This brightly-coloured calculating tool can increase the coins in the user's purse by 1d10 x 10%, e.g. a purse of 50gp would might gain 6 x 10%, i.e. 60%, or 30gp. The first time it is used in any given week, the manipulator must save vs. spells or the money is decreased by the same percentage instead. Every time it is used again within the same week, the saving throw is made again with a –5 penalty. If an attempt is made to use it more than once per day, all of the character's monetary wealth (including gems and jewellery) disappears.

ANTIMAGIC DUST

This fine red powder is usually kept in ornate, airtight snuff boxes. If sprinkled on a person or object, it acts as a *dispel magic* spell cast by a 20th level magic-user. It also works as snuff.

APPAREL OF SHRINKING

Once donned, the wearer shrinks to the size of an ant, but retains all abilities (Strength, movement, etc.) and can communicate telepathically with normal ants, who regard the minimus as a friend. Doffing the item causes both it and the wearer to return to normal size. A *potion of growth* will also cancel the effect.

ARROWS OF PETRIFICATION

Each of the 2d10 arrows in this quiver acts as a +1 *arrow* (to hit only, no modifier to damage). However, each also has the power to turn a different, specific species of creature to stone upon wounding it (save vs. poison). There is no way to tell which species a given arrow works on, but they are usually quite common, e.g. humans, elves, goblins, etc.

BELT OF ARMS

This wide belt seems to have no effect for an hour after it is donned. Then, rapidly, a hard, bony lump develops under each of the wearer's arms, which soon becomes irritated and itchy. If left alone, the lumps form fully functional arms within a day. If the belt is removed, the arms slowly wither and drop off over the course of a week, during which the character is in a lot of pain.

BERSERKER BLADE

This bronze shortsword can be used by a neutral or chaotic wielder to summon 1d10 naked, blue-tattooed berserkers, each bearing an identical bronze blade and a wicker shield. They fight as long as an enemy of the wielder is standing. They disappear immediately once the danger has passed, or when they are killed. A lawful character holding the blade automatically takes 1d4 damage each round until it is released.

BODY PARTS

Many parts of creatures may be valuable in themselves – fur, whalebone, ivory, shells, or almost any part of a dragon. The treasure may be inside the beast, such as swallowed gems, poison sacs, or glowing glands.

BOLTON'S BUBBLING BOOTS

Bolton was a wizard who dedicated his life to the study of water, specifically froth. These velvet boots have curled toes and are intricately embroidered with silver thread. Simply as dashing footwear they are worth 2,000 gp, but on command their soles begin frothing with multi-coloured bubbles, and the wearer can walk on water as if it were solid ground.

BOTTLE, KRAKEN

A stoppered bottle filled with seawater contains a small, live squid. If it is broken, the diminutive inhabitant quickly swells into a giant kraken.

BOTTLE, SHIP

A beautiful model ship (a longship, galley, sailing ship, or something more exotic) sits inside a glass bottle. If the bottle is broken and the miniature placed in a sufficiently large body of water (sand for a sand ship, air for an airship, etc.), it swells into a full-sized ship of the same sort.

CHAMELEON NEEDLE

This ordinary sewing needle, when first picked up, has whatever powers the holder imagines it has. If imagined to be a wand of death ray, it acts as a wand of death ray for that person. If imagined to be poisonous, it will be poisonous and prick them. If imagined to be a sewing needle, that's what it will be. If put down and picked up by someone else, it assumes a new power. The needle requires an inordinate amount of power to use, and drains 1 point of Strength each time it is used. Lost Strength is recovered at 1 point per day of rest (not adventuring!). If Strength is drained to zero, the character drops dead.

EXPLORER ENCOUNTERS

CRYSTAL FONT

This appears like a normal stone font over a bubbling spring, but on closer inspection there is a layer of clear crystals in the bottom. Anyone who touches the water or drinks from the font breaks out in an agonizing rash of boils and must save vs. petrification or pass out. The boils will fade and the character will awaken in 1d4 days, more beautiful and gaining 2 points of Charisma.

DAGGER, DANCING

If touched, the dancing dagger flies away and returns to attack as a 1HD creature, doing 1d4 damage. Once it draws blood it returns to its former location until touched again. If the command words for “attack” and “return” are learned, the dagger can be used by a character (it will attack until commanded to return if so used).

FIGURINES, ENCHANTED

Each small wooden animal in this box will spring to full-sized life when grasped, acting either as expected or in a completely whimsical manner. A bear might upend a bowl of oatmeal on the character’s head; a foul-tempered lion may attack unless a thorn in its paw is removed; a fox might place a leaf on its head, perform a backflip, and transform into a beautiful human.

FOUL WATER

This murky, evil-smelling water is so repulsive that anyone wishing to take a drink must save vs. gaze. A successful save allows one swallow, but it still appears nauseating and the drinker must save vs. poison or spit it out immediately. Those who manage to keep it down are affected as shown below, but only the first drink has any effect.

1d12 Effect

1	Gain 1 point in prime requisite
2	Gain 1 point in random ability
3	Gain 1 level of experience
4	Change to a random new alignment
5	Lose all memory
6	Go insane (referee’s choice)
7	Stop ageing for 10 years
8	Become 10 years younger
9	Become irresistible to the same species
10	Fall in love with the next compatible person met
11	Gain 1 <i>wish</i>
12	No effect

HAND OF HELPFULNESS

This disembodied wooden hand can lift and carry objects weighing up to 200 lbs at a movement rate of 30. It can carry anything it can grasp, such as a sack, or a travelling trunk. It can even pull someone out of a pit or up a wall. The hand can be activated once per day, and remains mobile for 1 turn. If it is not commanded to release what it is holding before the turn ends, it remains clasped around whatever it was until it is activated once again.

HAT OF INTRUSION

The wearer becomes invisible to all means of detection or alarms, and will not be noticed by sentries, guards, or shopkeepers. They make no sound, leave no scent or footprints. Wearing the hat is addictive, and every time it is put on there is a cumulative 1% chance that the wearer will be unwilling to take it off again. They may eventually go insane due to the isolation experienced.

HAT OF OBLIVIOUSNESS

The wearer loses all sense of alertness, and will not notice alarms, intruders, hidden items, sloping passages, traps

HELM OF CLARITY

This gold-plated helmet may be worn by fighters or clerics. Its eye holes are fitted with clear, diamond-like prisms. In daylight these confuse opponents, who suffer –2 to attack rolls and saving throws against the wearer. Gaze attacks are refracted by the prisms, giving a +2 to saving throws for the wearer (the wearer cannot make any gaze attacks). The effects on the wearer’s vision depend on alignment.

Lawful characters see everything clearly: seeing through illusions and disguises, gaining 60’ infravision in the dark, and recognising the true form of polymorphed or otherwise shape-changed creatures.

Neutral characters have a 50% chance of gaining these benefits each time they are called upon.

Chaotic characters do not gain any of these benefits, and cannot see at all while wearing the helmet – and are unable to doff it without a *remove curse* spell.

ITEMS OF BICKERING

Apparently magical items such as rings, clothing, weapons, etc. Once claimed by one party member, the entire group starts arguing, bickering, and may perhaps even come to blows. The noise doubles the chance for random encounters.

MACE OF THE HAWK

By Dave Wright

This round headed spiked mace is crafted from a unique, unidentifiable metal. It is especially effective against large cats and certain specific undead (+1, +2 vs. lions and lion like creatures. +3 vs. spectres). Also, once per day for 6 turns, its user can *Speak with birds*. The bird being addressed will not attack the user's party, and may even be persuaded to perform some sort of service.

MERMAID'S TEARS

These small glass beads, sometimes washed up on shore, act as a love potion on anyone who swallows one. The consumer will fall in passionately love with the first person seen – but the emotion only lasts while the bead remains inside the body (1d6 days).

OATHBINDER'S PILGRIM CANDLE

By Michael Morales

This 6" long candle, when lit, never flickers, melts, nor drips. It can be extinguished and relit by the bearer at any time, but will not go out otherwise unless dropped or set down.

If the user concentrates on a specific item, person, or location, the candle functions like a supernatural compass of sorts: the flame changes colour when facing the direction of the object of desire. The candle shortens the closer the holder gets, vanishing completely within 5' of the goal.

OIL OF ATHENA

Rubbing this oil onto a sleeping, paralysed, petrified, frozen, or similarly affected creature restores it to a normal state in 1d6 turns. Drinking the fluid acts as a *haste* spell, restores 2d8 hit points, and adds a +1 to attack rolls and saving throws. When the effects wear off, the drinker collapses and must rest for 12 hours.

POTION OF BELLOWING

Upon drinking this potion, the user expels great gusts of air whenever their mouth is open, knocking down objects and small children in a cone 80' long, 30' wide at the end. Speaking is possible, but only at tremendous volumes audible for a mile around.

POTION OF BLINDNESS

This potion will turn the drinker blind for the duration unless they save vs. poison.

POTION OF DRAGON'S BREATH

Once imbibed, this potion allows the drinker to breathe acid, cold, fire, or sleep gas like a dragon. There is no way of telling what type of breath weapon any given potion enables until the drinker tries it. The sleep gas allows a save vs. poison, all other types do 3d8 damage.

The areas of effect are as follows:

<i>Acid</i>	60' long x 5' wide line
<i>Cold</i>	80' long x 30' wide cone
<i>Fire</i>	90' long x 30' wide cone
<i>Sleep Gas</i>	50' long x 40' wide cloud

POTION OF ENTRAPMENT

The drinker is unable to see doors or windows, and believes they are trapped and unable to escape. Anyone attempting to pull the victim through a "solid wall" will be resisted and possibly attacked if they persist in such madness. Being forced to pass through a door or window is such a shock that the drinker curls up in a catatonic ball for the remainder of the 6-hour duration of the potion.

POTION OF ENTROPY

After drinking this deep black, unreflective liquid, the subject is convinced that the whole world is melting away. They will run around randomly in an attempt to stay on solid ground, crashing into things for 1d4 damage per turn. After 4 turns the victim must save vs. gaze or go permanently insane as they become convinced they are the only being left in the universe, floating in an endless void.

POTION OF FOLLICLE REJUVINATION

This philtre rapidly causes the drinker to grow luxuriant head hair (and beard, if applicable) at a phenomenal rate. After 6 hours the rate of growth returns to normal and it can be trimmed back, although by then it will be about 10' long. If the drinker was suffering from hair loss before, the condition is cured.

POTION OF REST

Drinking this potion has the same effect as 8 hours of excellent sleep.

POTION OF RAUCOUSNESS

The drinker's voice becomes deafening. Whispering, singing, even sneezing becomes a resounding moose-call.

EXPLORER ENCOUNTERS

POTION OF STEALTH

All movement made by the drinker is absolutely noiseless. The imbibor is still able to speak normally.

POTION OF TRUTH

For 1 hour the drinker must tell only the absolute truth to anyone who will listen. Keeping silent is not an option.

POTION OF VISIBILITY

To the drinker the effect of this potions seems to be *invisibility*. To everyone else. However, they and their belongings glow brightly, casting light in a 10' radius visible even in daylight. The colour of light can be anything. The illumination lasts for 12 turns.

POTION OF VISION

This potion enables the drinker to see through wooden doors, stone walls, etc. to a maximum depth of 60'. Any metal blocks the effect.

POTION OF WEIGHT

The drinker of this potion immediately becomes grossly fat, bursting asunder clothes and armour. For the duration of the potion weight is quadrupled, and speed and Dexterity are halved.

POTION OF WELL-BEING

This extremely rare potion is a cure-all, restoring the drinker to perfect health and adding 1 point to every ability score. It looks like fresh blood, but tastes like a fine, sweet wine.

POTION OF WITCHERY

The drinker of this potion is immediately *polymorphed* into a frog, and a very fine specimen at that. The now-amphibian's Charisma score rises by 1d4, and the increase remains with the character if ever returned to normal form (the traditional method being a kiss).

POWDERED UNDEAD

A small pile of rust-coloured powder is actually a desiccated undead being (a skeleton, zombie, vampire, or similar corporeal creature). If blood is spilled on the dust, the undead instantly re-forms and attacks with surprise! If holy water is used, the powdered fiend takes damage as normal.

PRISMATIC SWORD

This +3 sword shimmers brightly with the coruscating colours of the rainbow on command, casting light to a radius of 20'. Once per day, it can be used to cast *mass charm*, affecting up to 30HD of creatures within sight of the blade (up to 120' distant).

RING OF ALPHONSE THE ANACUSIC

Alphonse was a mighty sorcerer who unfortunately was somewhat hard of hearing. When attempting to follow a djinni's verbal instructions on the forging of a ring of wishes, he was sucked into the ring himself. The ring will grant any wearer three wishes, but is likely to mis-hear what is wished for – roll 1d4:

1. Alphonse heard nothing.
2. *"I beg your pardon?"*
3. Alphonse mis-hears but interprets anyway.
4. Alphonse hears correctly.

ROOT BOOTS

This pair of boots worked in a leafy pattern might be mistaken for *elven boots*, but anyone who puts them on is immediately rooted to the floor. The wearer can slip out of the inconvenient footwear via the use of a *remove curse*, or with a special magical shoe horn which is in the possession of a nearby creature.

ROPE OF STRANGLING

Once per day on command, this rope will fasten itself around the neck of designated person within 30' (normal roll to hit). Unless the victim is wearing solid neck protection, they will suffocate in 1d6 rounds. Attempting to cut the rope causes it to tighten, reducing this to 1d4 rounds. The noose has AC2 and 20 hit points. If destroyed it will cease to function.

SKELETON KEY

What looks like a non-functional key in the form of miniature iron bones linked together is actually a magical device which fits into and opens any lock. However, any lock so open will never close again.

SLIPPERY SEDD'S SHORTSWORD

This sword only works for thieves, in whose hands it acts as a +1 shortsword, +6 to hit and damage when striking from behind. The sword also makes the bearer completely silent (no chance to hear them at all).

SOMNOLESCENT SUIT

This exquisitely engraved and gold-inlaid suit of plate armour functions as +2 *plate*. Unfortunately, an hour after donning the last piece, the wearer will suddenly fall into a deep and satisfying sleep which lasts for one day.

SUPERLATIVE SPYGLASS OF SNELL

This 6" diameter obsidian lens fitted in a brass ring with an ivory handle is completely opaque. However, it will reveal any invisible objects or persons if its user is "looking" through it in the right direction.

STAFF OF DEMONS

Anyone picking up this staff receives a painful shock (though not damaging). One round later demons begin to appear, 1 per round until there are 10. They will attack, but can be held at bay by raising the staff. Reading the inscription on the staff, which takes 10 rounds, will make 1 demon disappear per round.

Thereafter, the wielder can use the staff to summon and control any one of the same 10 demons at will. The demon will remain for 1 hour or until "slain".

SWEET WATER

This sparkling, clear water is so enticing that anyone looking at or smelling it must save vs. gaze or take a gulp. A successful save means there is no compulsion to drink, but it still appears appealing to the thirsty. Drinkers are affected as shown below, only the first drink has any effect.

1d12	Effect
1	Lose 1 point from prime requisite
2	Lose 1 point from random ability score
3	Lose 1 level of experience
4	Change to a random new alignment
5	Lose all memory
6	Go insane (referee's choice)
7	Turn to stone (save vs. poison)
8	Poisoned (save vs. poison)
9	Transform into a random species
10	Develop random all-consuming obsession
11	Death
12	No effect

WAND OF COLD LIGHT

This translucent wand, upon being struck sharply against a hard surface, emits a bright white light to a radius of 20' for 8 hours, whereupon it fades. It can be recharged by exposing it to bright sunlight every day for a week.

WAND OF DEATH

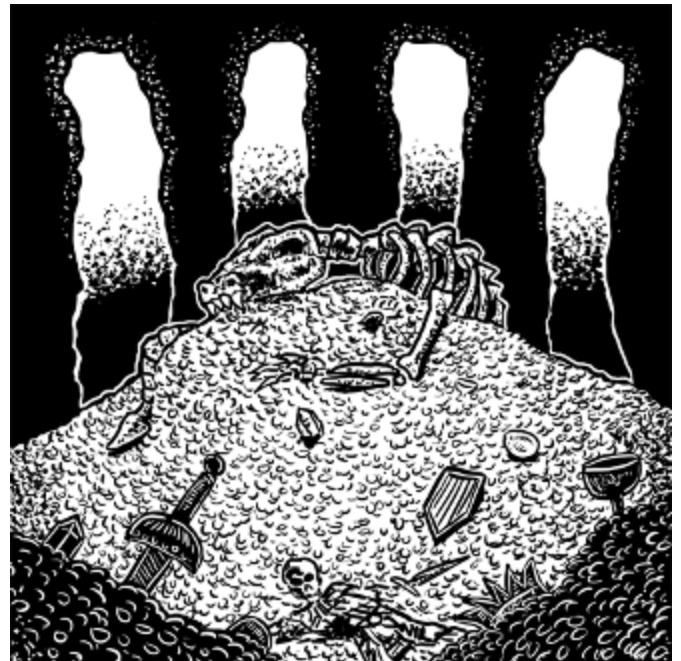
This peculiar wand of indeterminate materials is ridged and studded with mysterious projections. If the studs are pressed in the correct sequence, an invisible beam shoots forth. The beam acts like the 5th level clerical *finger of death* spell (120' range, save vs. spells or die).

The wand has 1d10 charges when found, and cannot be recharged. If fired more than once per hour, it becomes white hot (2d6 damage to the holder) and cannot be fired again for 1 day.

ZEBEDIAH'S REMARKABLE REVEALER

By Rodrigo Ventura Merg

This polished, lenticular small yellow gem with has no remarkable features and apparently little value. If a thief holds it against a solid surface and peers through it at very close range, it is possible see clearly through the surface to a depth of about 2". The viewer can discern all features of the volume within range as if natural daylight were present. It should allow the thief to see the mechanisms of locks and traps, as well as peek into chests and through doors – as long as they are not behind more than 2" of solid material. The gem is useless to other character classes.



USELESS BUT PERHAPS MAGICAL ITEMS

No.	Item		
1	Book (alien dictionary)	38	Brown-speckled stone ring
2	Potion (bottle of stain remover)	39	Rune-carved stones (1d8)
3	Torn handkerchief	40	Shield (floats at shoulder height if dropped)
4	Daisy chain	41	Amulet (1' horizontal brass bar)
5	Three pigeon eggs	42	Staff apparently made of earth (stains hands)
6	Sack of stuffed voles	44	Rune-carved bones (1d10)
7	Glass eye	45	Jar of odourless jelly
8	Small wooden frog	46	Tin whistle
9	Pair of odd gloves	47	Flawed rope (50', can only carry 1 person)
10	Pouch of powdered minotaur horn	48	Jar of vile-smelling lotion
11	Book (Blueholme on 10gp a Day)	49	Damp cloak (never dries out)
12	Deaf rabbit	50	Black lotus perfume (attracts insects)
13	Tin of yellow buttons	51	Gold coin (heads on both sides)
14	Cracked monocle	52	Jar of ointment (cause inflammation after 1 day)
15	Jar of nail clippings	53	Nose plugs
16	Wooden leg	54	Hairbrush in the shape of a large beetle
17	Fly ointment	55	Ceramic bowl (very difficult to clean)
18	Mouse droppings	56	Small bell on a thong
19	Troll tooth necklace	57	Blunt scalpel
20	Lute string	58	Metal box filled with dead maggots
21	Octopus leg	59	Brass knuckles
22	Transparent eye patch	60	Roll of fine wire (50', breaks easily)
23	Painted pine cones	61	Trick dagger (blade pushes back into handle)
24	Red glass eye	62	Pointed hat (sleeping cap)
25	Hat with 27 feathers from unknown birds	63	Map of "The Isle of Wights"
26	Poem written on snakeskin	64	Rock-hard dried bread
27	Tin cup with invisible crack	65	Carved wooden bird
28	Small bag emitting foul air	66	Exquisite woman's boot (left)
29	Tablet of <i>Ish Than</i>	67	Illegible scroll
30	Jar containing a golden mist	68	Jar of pickled onions
31	Tiny elf skeleton in a bottle	69	Moleskin gloves (left one has 6 fingers)
32	Flask of stale beer	70	False tooth
33	Ring of Manfred the Sage	71	False eye
34	Rusty sword of Ehemakil	72	Book of pressed flowers
35	Tin harp (cannot be tuned)	73	Cloak covered in beads (clicks when worn)
36	Crystal fruit	74	Bale of hay
37	Writing quill (drips ink when used)	75	Green flag with stag's head
		100	Jar of rancid butter

BLUEHOLME

EXPLORER ENCOUNTERS

The **BLUEHOLME™ Explorer Encounters** contains a collection of travellers, treasures, tricks and traps for the **BLUEHOLME™ Journeymanne Rules**, collected in one place for use at a moment's notice by the harried referee. Whether at the table or when preparing games, you cannot afford to be without this handy booklet at your side!

The is not a stand-alone product, it requires the use of either the **BLUEHOLME™ Journeymanne Rules** or the **BLUEHOLME™ Prentice Rules**, although it can be used with most old-school versions of the world's most popular role-playing game. Look out for future **BLUEHOLME™** publications from Dreamscape Design.

Enjoy!



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